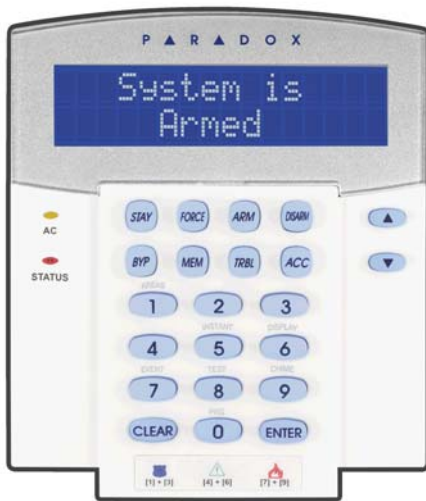


DIGI PLEX EVO



DGP2-641BL / DGP2-641RB



DGP2-640



DGP2-648BL

User Guide for the EVO96

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1.0 Introduction

Your EVO96 System is an advanced technology security system that will provide you with reliable security protection and powerful features that are easy to use. The elegant and user-friendly keypads will allow you easy access to your security system's functions and information at the touch of a button. Depending on which keypad you have selected, the 32-character LCD screen will display messages and menus to guide you through the system's operations on the DGP2-641BL/RB keypad, or the icons of the DGP2-640 and the DGP2-648BL LED display will let you assess the system status at a glance. Your installer can even customize the messages for your home or business for the LCD keypads.

Since you will communicate your instructions to your system through the keypad, please read this manual carefully and have your installer explain basic system operation.

1.1 Legend



Indicates a warning or an important note.



Indicates useful information or a tip.

[TEXT] Indicates information that must be entered on the keypad.

LCD

Indicates a DGP2-641BL/RB instruction or information.



ICON

Indicates a DGP2-640 instruction or information.



LED

Indicates a DGP2-648BL instruction or information.



2.0 Basic Operation

The following sections will introduce you to the roles of the buttons, lights, and messages on your keypad.

Figure 1: DGP2-641BL/RB Basic Overview

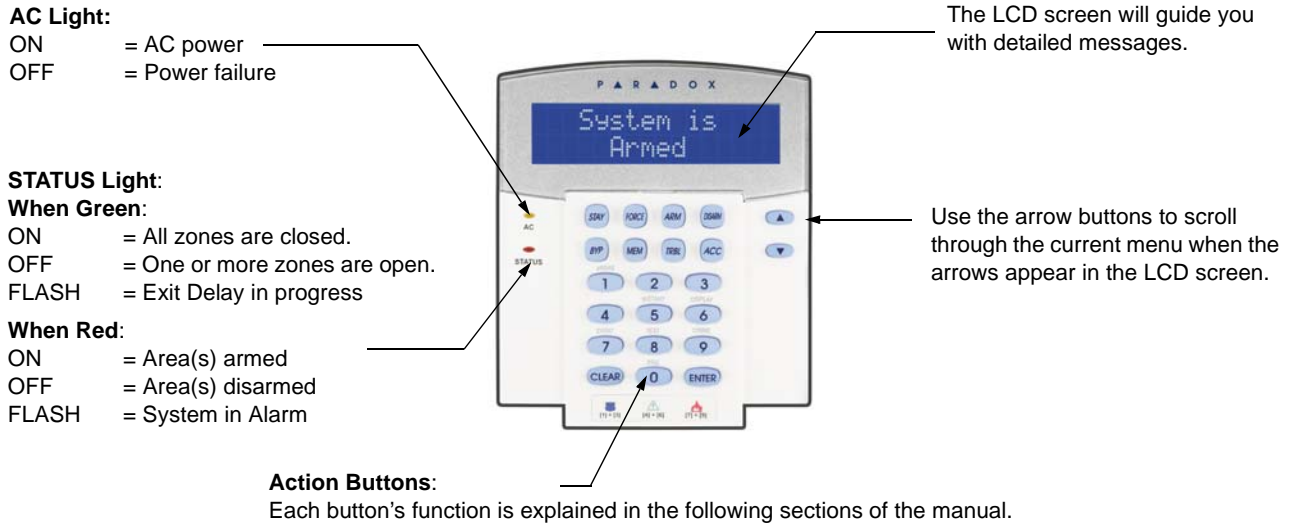
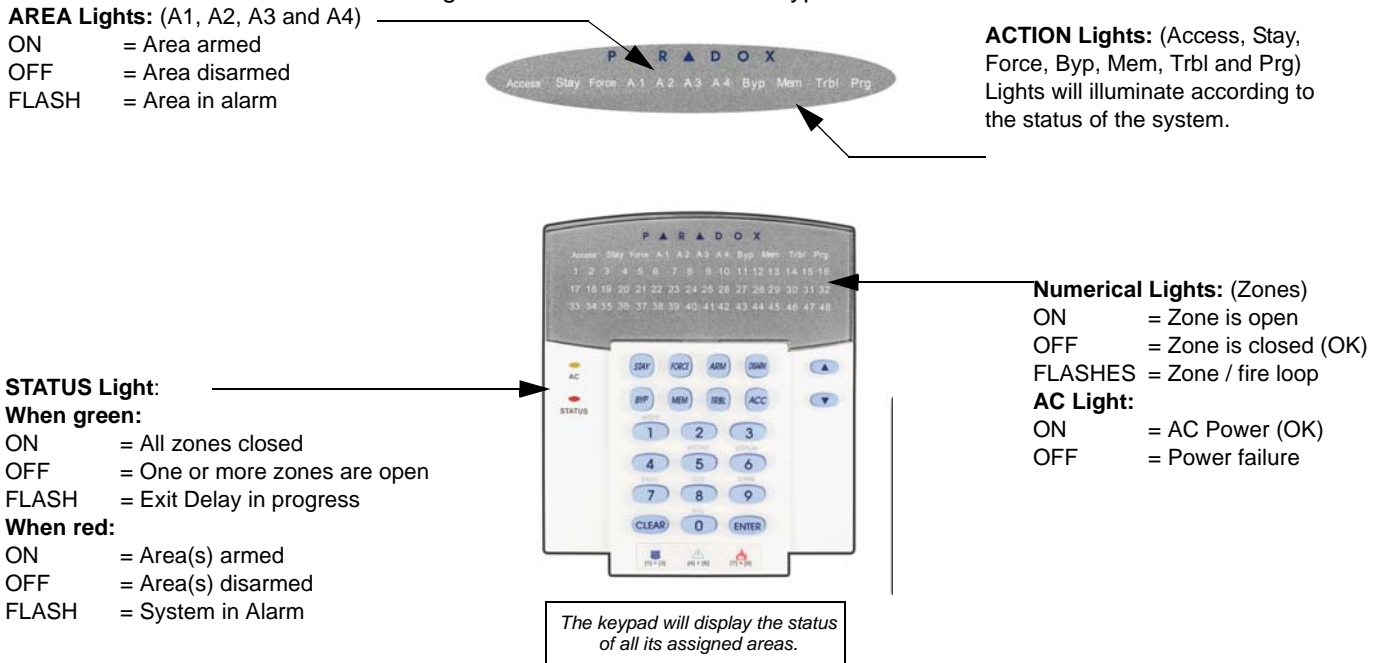


Figure 2: DGP2-648BL LED Keypad Overview



2.1 Auditory Feedback (Beep Tones)

When you enter information on the keypad, the keypad will guide you with beep tones to communicate the acceptance or rejection of your entries.

Confirmation Beep: When an operation (i.e. arming/disarming) is successfully entered or when the system switches to a new status/mode, the keypad emits an intermittent beep tone ("BEEP-BEEP-BEEP-BEEP").

Rejection Beep: When the system reverts to a previous status, or when an operation is incorrectly entered, the keypad emits a continuous beep tone ("BEEEEEEEEEP").

2.2 Visual Feedback

The icons on the keypad's screen communicate your system's status as outlined in Table 1.

Table 1: Icon Display and Functionality















| Icon(s) | Display and Functionality |
|---|--|
|  | Indicates numbers corresponding to zones and option numbers. If a zone or zones are open, their corresponding number(s) will appear. |
|  | Indicates which areas are Force armed. Refer to <i>Force Arming</i> on page 6. |
|  | Indicates which areas are Regular armed. Refer to <i>Arming</i> on page 6. |
|  | Indicates which areas are Instant armed. Refer to <i>Instant Arming</i> on page 6. |
|  | Indicates which areas are Stay armed. Refer to <i>Stay Arming</i> on page 6. |
|  | Indicates the numerical values for the time, sections, zones, options and codes. |
|  | Indicates which zones are in Chime Mode. Refer to <i>Programming Chime Zones</i> on page 22. |
|  | Indicates a tamper situation in the system. Refer to <i>Trouble Display</i> on page 19 and <i>Group 5: Zone Tamper</i> on page 19. |
|  | Indicates a fire zone situation in the system. Refer to <i>Fire and Burglar Alarms</i> on page 25. |
|  | Indicates system troubles. Refer to <i>Trouble Display</i> on page 19. |
|  | Indicates bypassed zones. Refer to <i>Bypass Programming</i> on page 7. |
|  | Indicates alarms stored in memory. Refer to <i>Alarm Memory Display</i> on page 9. |

Table 2: Additional Icon Keypad Visual Feedback

| Light | Function | Display | Status |
|---|--------------|-------------|---------------------------|
|  | AC Light | ON | Power ON |
| | | OFF | Power OFF |
|  | Status Light | Green ON | All zones closed |
| | | Green OFF | Zone(s) open or in tamper |
| | | Green flash | Exit delay |
| | | Red ON | Area(s) armed |
| | | Red OFF | Area(s) disarmed |
| | | Red flash | System in alarm |



For all keypads, the [ENTER] or [←] key will save and exit, and the [CLEAR] or [X] key will exit without saving. [ENTER] and [CLEAR] represent both the Icon's enter and clear keys and the LCD/LED keypads' enter and clear keys unless both keys are shown to have a different function.

| | | |
|-----|------|-----|
| LCD | ICON | LED |
|-----|------|-----|

2.3 Confidential Mode

Your installer can program keypads to not display the status of your system automatically by changing the keypad to Confidential Mode.

In Confidential Mode:

- The zones, status messages and status icons will NOT be displayed
- The indicator lights will NOT illuminate
- Depending on how your keypad was programmed by your installer, you must either press a button or enter your user access code to illuminate the indicator lights and activate Normal Mode.

3.0 Partitioned System

Your installer can set your keypad to recognize separate protected areas. A separated system is called a partitioned system, which can be useful in situations where shared security systems are more practical. For example, a company that has both an office and a warehouse area, can arm and disarm each area separately while controlling access to each area. Therefore, one person may have access to only one area, whereas another person may have access to all areas. Access to the areas is determined by the User Access Code.

3.1 Area Display

The Area Status Display enables you to see the status of the individual areas within a partitioned system. Your installer can partition the system into separate areas.

To view the status of the areas:

1. Enter your **[ACCESS CODE]**, and then press the **[1]** button.
2. Press the button corresponding to the area (i.e. 1, 2,...8), or use the **[▲]** and **[▼]** buttons and press **[ENTER]** when the area you want to view appears on the screen.
3. Press **[CLEAR]** or **[X]** to exit.

LCD

In Area Status Display mode, the following information will scroll on the LCD screen:

- *ready*: if all zones in the selected area are closed.
- *not ready*: if zones in the selected area are open.
- *Front Door Open*: if there is an open zone within that area.
- *Troubl e(s)*: (section 8.0 on page 19) if a trouble has occurred.
- *Al arms in Memory*: (section 5.3 on page 9) if an alarm has occurred.
- *Armed; Force Armed; Instant Armed; Stay Armed*: displays the arming status of the selected area.

ICON

On the DGP2-640 keypad, specific icons will light up to indicate the status. Refer to Table 1, "Icon Display and Functionality," on page 3 for additional information.

LED

In Area Status Display, the following will illuminate for the area selected:


- The area lights (A1, A2, A3, and A4) if the associated area is armed. For example, if you have selected area 3 and it is currently armed, A3 will illuminate.
- The numerical light(s) representing any open zone(s) in a corresponding area or areas.
- The *MEM* action light if any alarms have occurred.
- The *TRBL* action light if any troubles are occurring.
- The *STAY* action light if the area is Stay or Instant Armed.
- The *FORCE* action light if the area is Force Armed.
- The *BYP* action light if zones are bypassed.

4.0 Arming

When your system is armed, it can respond to any breach in the protected zones by causing an alarm and sending a report to your monitoring station.

LCD | ICON | LED

4.1 Exit Delay Timer


When you arm your system, it will trigger the Exit Delay Timer to provide you with enough time to exit the protected area before the system is armed. The  light and the appropriate arm icon will both flash during the exit delay on the DGP2-640 keypad. (Refer to Table 1 on page 3)

LCD | ICON | LED

4.2 Regular Arming

This method is used for the everyday arming of your system. All zones within the protected area must be closed to Regular arm the system.

To Regular arm the system:


1. Enter your **[ACCESS CODE]**.
2. Press the **[ARM]** button or the  key.
3. If you have access to more than one area, select the area(s) you wish to Regular arm (refer to section 3.1 on page 5).

LCD | ICON | LED

4.3 Stay Arming

Stay arming will partially arm your system to permit you to remain in your home or office by arming the outer zones (perimeter) of the protected area (i.e. doors and windows).

To Stay arm:

1. Enter your **[ACCESS CODE]**.
2. Press the **[STAY]** button or the  key.
3. If you have access to more than one area, select the area(s) you wish to Stay arm (refer to section 3.1 on page 5).

LCD | ICON | LED

4.4 Instant Arming

This feature is the same as Stay arming except that there is no Entry Delay. Therefore, any armed zone that is breached will immediately generate an alarm.

To Instant arm:


1. Enter your **[ACCESS CODE]**.
2. Press the **[5]** button.
3. If you have access to more than one area, select the area(s) you wish to Instant arm (refer to section 3.1 on page 5).

LCD | ICON | LED

4.5 Force Arming

Force arming allows you to quickly arm your system when zones are open. However, once the open zone is closed, your system will then arm that zone as well.

To Force arm:

1. Enter your **[ACCESS CODE]**.
2. Press the **[FORCE]** button or the  key.
3. If you have access to more than one area, select the area(s) you wish to Force arm (refer to section 3.1 on page 5).

4.6 Bypass Programming

You can bypass certain zones when you arm the protected area(s). When a zone is bypassed, it will be ignored the next time your system is armed. Once your area is disarmed, the system will unby-pass the zone.

To Bypass a zone:

1. Enter your [ACCESS CODE].
2. Press the [BYP] button or the [🏠] key.
3. Enter the zone number (i.e. 01, 02,...96), or use the [▲] and [▼] buttons and press [BYP] or [🏠] once the zone you want to bypass appears on the screen. If bypassed, the 🏠 icon or the *by*p light does not appear on the screen and the keypad emits a rejection beep, you may not have access to bypass that zone.
4. Repeat step 3 until all zones you want to bypass have been selected.
5. Press the [ENTER] button to save and exit.



In order to bypass a zone, the following conditions must be met:

- The zone must have the Bypass option programmed by your installer.
- The Bypass option must be enabled in your User Options.
- Your user access code must have access to the zone's Area Assignment.
- The zone's area must be disarmed before the zone can be bypassed.



Fire Zones cannot be bypassed.

4.6.1 Bypass Recall

Bypass Recall reinstates the zones that were bypassed the last time your system was armed.

To activate Bypass Recall:

1. Enter your [ACCESS CODE].
2. Press the [BYP] button or the [🏠] key.
3. Press the [MEM] button or the [🔑] key.
Zones bypassed the last time your system was armed are bypassed.
4. Press the [ENTER] button to save and exit.

4.7 One-Touch Buttons

If enabled by your installer, you can access the following features without using your user access code by pressing and holding the desired One-Touch button.

Table 3: One Touch Button

| Button | Icon | Feature |
|----------|------|--|
| [ARM] | [🔒] | Regular arm |
| [STAY] | [🏠] | Stay arm |
| [FORCE] | [🔒] | Force arm |
| [BYP] | [🏠] | Bypass Programming |
| [DISARM] | [🔒] | Disarm a Stay/Instant armed area |
| [5] | | Instant arm |
| [6] | | Change display settings |
| [7] | | View Event Record display (DGP2-641BL/RB only) |

4.8 Keyswitch Arming

A key can be used to arm and disarm your system using two forms of keyswitches. With a Maintained Keyswitch, place the key in the "ON" position to arm your system, and place the key in the "OFF" position to disarm your system. With a Momentary Keyswitch, place the key in the "ON" position briefly then place it back in the "OFF" position to arm the system. Repeat this process to disarm with a Momentary Keyswitch.

4.9 Auto-Arming

If enabled by your installer, you can set the time that an area will arm itself automatically.

4.9.1 Timed Auto-Arming

Your installer can set Timed Auto-Arming to function in either Force or Stay arming mode. A sixty-second (default value) Exit Delay sequence will begin prior to your system automatically arming itself at the programmed time.

To set the Auto-Arming timer:

1. Enter your **[ACCESS CODE]**.
2. Press the **[0]** button.
3. Press the **[MEM]** button or the **[M]** key.
4. If you have access to more than one area, press the area's number, or use the **[▲]** and **[▼]** buttons and press the **[ACC]** button when the area you want to program appears on the screen.
5. Enter the time you want the area to be armed according to the 24-hour clock (i.e. 9 a.m. is 09:00 and 9 p.m. is 21:00).
6. Press the **[ENTER]** button to save and exit.



If you are using the DGP2-648BL keypad, The MEM action light will flash if a time is not already programmed. The PRG action light, the area light of the chosen area, and the first number of the previous time set will illuminate (10 light = zero).

4.9.2 No Movement Auto-Arming

Your system can be programmed to send a report to your monitoring station and/or arm the system if there is no activity in the area during a specified period of time. Your installer can set No Movement Auto-Arming to function in either Regular or Stay arming mode.

5.0 Disarming

When your system is disarmed, it deactivates any alarms in progress, and it deactivates the zones so the alarm will not be triggered if zones are breached.

LCD ICON LED

5.1 Entry Delay Timer

Your installer will program designated entry points (i.e. the front door) with an Entry Delay Timer. This delay gives you time to enter the armed premises and enter your code to disarm your system before the alarm is triggered.

LCD ICON LED

5.2 Disarming an Armed System

You can only disarm an area to which your user access code is assigned. User access codes with the “Arm Only” (section 6.7 on page 14) option enabled cannot disarm an armed system.

How do I disarm the system?

1. Enter your **[ACCESS CODE]**.
2. Press the **[DISARM]** button or the **[*]** key. If you have access to more than one area, select the area(s) you wish to disarm (refer to section 5.2 on page 9).

To disarm a system in alarm:

1. Enter your **[ACCESS CODE]**.
2. In the case of a false alarm, call your monitoring station quickly to advise them of the false alarm.





In the case of a burglar alarm, leave the premises and call the Police from a safe place.

5.3 Alarm Memory Display

Your system will record all the alarms that occurred during the last armed period. The zones in alarm will remain in the Alarm Memory until the next time that area is armed.

How do I view the list of alarms that occurred?

1. When an alarm has occurred, the DGP2-641BL/RB keypad's screen will display **Alarms in Memory [mem] to View**, the Memory  icon or the **MEM** action light will illuminate.
2. Press the **[MEM]** button or the **[MEM]** key. The Memory  icon will flash.

Each zone that was breached while armed will appear below **Alarms in:**

LCD

ICON

Zone icons on the left side of the screen will illuminate to display zones that caused an alarm.

LCD

The **MEM** action light will flash and the numerical light(s) for each zone whose alarm was triggered will illuminate.

3. Press the **[CLEAR]** button to exit the Alarm Memory Display.

6.0 Access Codes

Access Codes allow access to the system. Your system supports up to 999 user access codes. Codes are given a User Number between 002 and 999 (User Number 001 is the System Master Code). Your installer will program user access codes to be four, six, or variables of one to six digits in length. Each digit can be any value between zero and nine. If your installer programmed your system to accept a variable code length, you have to press the **[ENTER]** button after entering your user access code.

LCD | ICON | LED

6.1 System Master Code (Default 123456)

The System Master Code will give you access to all the features available on your system, as well as the ability to add, modify, or delete any user access codes. We suggest that you change this code to prevent others from accessing and changing options without authorization. Your installer can set the System Master Code to be either 4 or 6 digits in length.

To change the System Master Code:

1. Enter the current **[SYSTEM MASTER CODE]** (default: 123456).
2. Press the **[0]** button.
3. Press the **[ACC]** button or the **[↶]** key.
4. Enter the numbers **[0]** **[0]** and **[1]**.
5. Enter a **[NEW CODE]**.
6. Press the **[ENTER]** button to save and exit.



If there are more than 4 areas in the system, the System Master Code cannot be modified using the DGP2-640 keypad.



The System Master Code has access to all Access Control doors and all Access Control features at all times. Only the card's serial number and the choice of arming method can be changed. If the other options are manually changed, the System Master Code will immediately revert to its original programming.



You can assign a label (name) to a user access code at any point during the "Programming User Access Code" process. Refer to section 6.4 on page 11 to assign a User Label.

LCD

6.2 Find Next Free User

This feature automatically searches your system for the next available unassigned user access code.

To find the next free user:

1. Enter your **[ACCESS CODE]** (System Master Code or user access code with Master feature).
2. Press the **[0]** button, and then the **[ACC]** button.
3. Press the **[BYP]** button.
4. Program the user access code as detailed in section 6.6.1 on page 13 starting from step 5.

LCD

6.3 Copy User Options

This feature allows you to copy the User Options, Access Control Options, and Area Assignments from one user access code to another. All User Options are copied except the User Code, Card Assignment, and User Label.

To copy user options:

1. Enter your **[ACCESS CODE]** (System Master Code or user access code with Master feature).
2. Press the **[0]** button, and then the **[ACC]** button.
3. Enter the 3-digit User number you wish to copy TO.
4. Press the **[MEM]** button.
5. Enter the 3-digit User number you wish to copy FROM.

6. Enter a user code. If the user code is of variable length, press the **[ENTER]** button after entering the user code. If necessary, assign an Access card (step 13 in section 6.6.1 on page 13) and User Label (section 6.4 on page 11).
7. Press **[ENTER]** to save and exit.

6.4 User Labels

User labels personalize user access codes and can be assigned by pressing **[ENTER]** at any point after step 4 during the programming of user access codes (refer to section 6.6.1 on page 13). For Example, the DGP2-641BL/RB keypad can display John Smith Select Action.

To program a user label:

1. At any point after step 4 in section 6.6.1 on page 13:
2. Press the **[ENTER]** button.
3. Type the desired characters as detailed in section 6.4.1 on page 11 and section 6.4.2 on page 11.
4. Press the **[▲]** button to move the cursor to a new space.
5. Repeat steps 2 and 3 until the desired label is complete.
6. Press the **[ENTER]** button to save and exit.

6.4.1 Keypad Buttons

Every numeric button on your DGP2-641BL/RB keypad is assigned a set of letters. To obtain the desired letter using the numeric buttons on your keypad, press the button until the desired letter appears on the screen. For example, if you wanted to enter the letter "C" you would press the **[1]** button three times (refer to Table 4 on page 11). If using a Hebrew keypad, refer to Table 8 in Appendix 1: Hebrew Special Characters on page 27. If using a Russian keypad, refer to Table 10 in Appendix 2: Russian Special Characters on page 28. If using a Greek keypad, refer to Table 12 in Appendix 3: Greek Special Characters on page 29.

Table 4: Keypad Letter Assignments

| Key | Press Key Once | Press Key Twice | Press Key Three Times |
|-----|----------------|-----------------|-----------------------|
| [1] | A | B | C |
| [2] | D | E | F |
| [3] | G | H | I |
| [4] | J | K | L |
| [5] | M | N | O |
| [6] | P | Q | R |
| [7] | S | T | U |
| [8] | V | W | X |
| [9] | Y | Z | |

6.4.2 Special Function Keys

[STAY] = Insert Space

Pressing the **[STAY]** key inserts a blank space in the current cursor position.

[FORCE] = Delete

Pressing the **[FORCE]** key will delete the character or blank space found at the current cursor position.

[ARM] = Delete Until the End

Pressing the **[ARM]** key will delete all characters and spaces to the right of the cursor and at the cursor's position.

[DISARM] = Numeric Keys / Alphanumeric Keys

Every time the **[DISARM]** key is pressed it will toggle from numeric keys to alphanumeric keys and vice versa. Numeric: Keys **[0]** to **[9]** represent numbers 0 to 9.

[BYP] = Lower Case / Upper Case

Every time the **[BYP]** key is pressed it will toggle the case setting from lower to upper case and vice versa.

[MEM] = Special Characters

After pressing the **[MEM]** key, the cursor will turn into a flashing black square. Using Table 5 on page 12, enter the 3-digit number that represents the desired symbol. If using a Hebrew keypad, refer to Table 7 in Appendix 1: Hebrew Special Characters on page 27. If using a Russian keypad, refer to Table 10 in Appendix 2: Russian Special Characters on page 28. If using a Greek keypad, refer to Table 12 in Appendix 3: Greek Special Characters on page 29.

Table 5: Special Characters Catalogue

| | | | | | | | | | | | |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 032 | 048 | 064 | 080 | 096 | 112 | 128 | 144 | 160 | 176 | 192 | 208 |
| | 0 | @ | P | ` | p | Ù | Ê | á | § | ∅ | • |
| 033 | 049 | 065 | 081 | 097 | 113 | 129 | 145 | 161 | 177 | 193 | 209 |
| ! | 1 | A | Q | a | q | Û | È | î | ± | Ł | ˆ |
| 034 | 050 | 066 | 082 | 098 | 114 | 130 | 146 | 162 | 178 | 194 | 210 |
| " | 2 | B | R | b | r | Ú | É | ï | ıj | Đ | ° |
| 035 | 051 | 067 | 083 | 099 | 115 | 131 | 147 | 163 | 179 | 195 | 211 |
| # | 3 | C | S | c | s | Ü | Ë | í | ↑ | β | ` |
| 036 | 052 | 068 | 084 | 100 | 116 | 132 | 148 | 164 | 180 | 196 | 212 |
| \$ | 4 | D | T | d | t | Û | ê | İ | ↓ | ç | ' |
| 037 | 053 | 069 | 085 | 101 | 117 | 133 | 149 | 165 | 181 | 197 | 213 |
| % | 5 | E | U | e | u | ù | è | i | ↵ | ® | ~ |
| 038 | 054 | 070 | 086 | 102 | 118 | 134 | 150 | 166 | 182 | 198 | 214 |
| & | 6 | F | V | f | v | ú | é | Ň | f | □ | ÷ |
| 039 | 055 | 071 | 087 | 103 | 119 | 135 | 151 | 167 | 183 | 199 | 215 |
| ' | 7 | G | W | g | w | ô | ë | ñ | £ | □ | « |
| 040 | 056 | 072 | 088 | 104 | 120 | 136 | 152 | 168 | 184 | 200 | 216 |
| (| 8 | H | X | h | x | ò | á | Ň | → | μ | » |
| 041 | 057 | 073 | 089 | 105 | 121 | 137 | 153 | 169 | 185 | 201 | 217 |
|) | 9 | I | Y | i | y | ó | ä | ü | ↓ | ∅ | ‡ |
| 042 | 058 | 074 | 090 | 106 | 122 | 138 | 154 | 170 | 186 | 202 | 218 |
| * | : | J | Z | j | z | ô | â | 9 | ↑ | ÿ | \ |
| 043 | 059 | 075 | 091 | 107 | 123 | 139 | 155 | 171 | 187 | 203 | 219 |
| + | ; | K | [| k | { | ô | â | v | ↓ | Ä | x |
| 044 | 060 | 076 | 092 | 108 | 124 | 140 | 156 | 172 | 188 | 204 | 220 |
| , | < | L | ¥ | l | | ò | à | √ | ↑ | ¢ | © |
| 045 | 061 | 077 | 093 | 109 | 125 | 141 | 157 | 173 | 189 | 205 | 221 |
| - | = | M |] | m | } | ó | á | w | ½ | ã | © |
| 046 | 062 | 078 | 094 | 110 | 126 | 142 | 158 | 174 | 190 | 206 | 222 |
| . | > | N | ^ | n | → | ô | ä | ω | ⅓ | Ö | ▣ |
| 047 | 063 | 079 | 095 | 111 | 127 | 143 | 159 | 175 | 191 | 207 | 223 |
| / | ? | O | _ | o | ← | ç | À | Æ | ¼ | õ | ≡ |



6.5 Deleting User Access Codes

To delete user access codes, follow steps 1 to 5 in section 6.6.1 on page 13 or section 6.6.2 on page 14, but press the **[CLEAR]** button or the **[X]** key in Step 5. Once the information is erased, press the **[ENTER]** button to save and exit.



6.6 Programming User Access Codes

The System Master and Users with the Master feature can program user access codes with User Options and Area Assignments. The section 6.6.1 on page 13 describes the steps you would follow to program user access codes. If you wish to program user access codes using the NEware Software, please contact your installer for information.

If the keypad emits a rejection beep at any point during the programming procedure, you may have chosen an existing user code or you do not have access to certain User Options (section 6.7) and Area Assignments (step 7 in section 6.6.1 on page 13). Users with the Master feature can only assign User Options and Area Assignments that they are assigned to. For example, if a User with the Master feature is assigned User Option 1 and Area 2, they can only assign Options 1 and Area 2 to a user access code. The visual feedback will differ on keypads other than the DGP2-641BL/RB.

6.6.1 Programming User Access Codes

1. Enter your [ACCESS CODE] (System Master Code or user access code with Master feature).
2. Press [0] to enter the Programming Menu.
3. From Programming Menu, press [ACC] or the [↻] key.
4. Enter the 3-digit User Number you want to program; press the [▼] button to scroll the list of codes and then press [ACC] once the desired code appears on the screen; or to "Find Next Free User" press the [BYP] button (DGP2-641BL/RB only) (refer to section 6.2 on page 10).
5. Enter a user code within the brackets. Press the [▲] button or the [←] key to reach the User Options screen.
6. NOTE: The user code is a Personal Identification Number (P.I.N.).
7. Program the User Options by pressing the number on your keypad corresponding to the User Option you wish to enable. The option is considered ON when the number appears within the brackets. Proceed to step 7 by pressing the [▲] button or the [←] key. For a detailed description of the User Options refer to section 6.7 on page 14.
8. Users are able to perform actions (arming, disarming, etc.) only in the area(s) they are assigned. To assign an area(s) to a user access code, enter the number corresponding to the area you wish to assign (i.e. [1] = area 1, ...[8] = area 8).
9. Press the [▼] button to return to the User Options; press the [▲] button or the [←] key to proceed to step 8; or press the [ENTER] button to save and exit programming mode.



NOTE: If no area is assigned, and if PGMs are programmed by your installer, the user can only control the PGMs. Refer to section 9.1 on page 21 for a more detailed explanation of PGMs.

10. Enter the 2-digit Access Level (i.e. 00, 01,...15) within the first set of brackets. An Access Level determines which Access Control doors a User is allowed to pass through. There are 15 possible Access Levels which are usually programmed by your installer. If you wish to program the Access Levels yourself, you will need the NEware Software which is available through your installer. Access to all Access Control doors is Access Level 00.
11. Enter the 2-digit Schedule (i.e. 00, 01,...15) in the second set of brackets. Schedules, programmed by your installer, determine the hours, days, and holidays that Users are permitted through Access Control doors. Each user is assigned a Schedule through the user access code. To provide access at all times, assign Schedule 00.
12. Program the Access Control User Options by pressing the number on your keypad that corresponds to the Option you wish to assign. The option is considered ON when the number appears within the brackets. For a detailed description of the User Access Control Options, refer to section 6.8 on page 15. Press the [▲] button to proceed to step 10.

- Option [1]: Access Control
- Option [2]: Can Disarm with Access Card
- Option [3]: Extended Unlocked Period
- Options [4] and [5]: Arming with Card
 - [4] ON, [5] OFF:Regular Arm
 - [4] OFF, [5] ON:Stay Arm
 - [4] and [5] ON:Force Arm
 - [4] and [5] OFF:Disable the Arming with Card feature
- Option [6]:Add Tolerance Window to Schedule
- Option [7]:Code Follows Schedule
- Option [8]:Card to Unlock and Code to Disarm

13. Enter the Access Control card's serial number within the brackets.

14. Press the [ENTER] button to save and exit.



6.6.2 Programming User Access Codes with the DGP2-648BL

1. Enter your [SYSTEM MASTER CODE] or [ACCESS CODE] with Master feature.
2. Press the [0] key to enter the User Programming Menu. The area lights of areas assigned to your User Access Code and the *PRG* action light will flash.
3. Press the [ACC] key. The area lights of the areas assigned to your User Access Code and the *ACCESS* action light will illuminate. The *PRG* action light will continue to flash.
4. Enter a 3-digit number (002 to 999) you wish to program. The *ACCESS* action light will flash for an unused code. If the code is used, *PRG* action light and the first number of the code will illuminate. The *ACCESS* action and area light will turn off.
5. Enter a User Code. If you do not want to change an existing one, press the [▲] key until you reach User Options. Your keypad will emit a Half Beep when it switches to User Options. Pre-existing options will illuminate.
6. Program the User Options by turning the options "ON" or "OFF". Once the options are programmed, press the [▲] key to reach the Area Assignment. Your keypad will emit a Half Beep when it switches to Area Assignment. Pre-existing assignments will illuminate.
7. Program the Area Assignment. Press the [▼] key to return to User Options or press [ENTER] to save and exit. Your keypad will emit a Confirmation Beep to confirm the code's acceptance.



6.7 User Options

Options [1] and [2]: Master Feature

When option [1] is **OFF**, the User cannot program other users into the system.

When option [1] is **ON** and option [2] is **OFF**, the user can program and modify user access codes (P.I.N. only) and User Labels.

When both options [1] and [2] are **ON**, the user has Full Master rights. The user can create or modify user access codes, User Options, User Access Control Options, Access Card Numbers, User Labels and Area Assignments according to their own programming. For example, if the Full Master User has access to area #1 and option [4] (Bypass) only, the Full Master user can only assign area #1 and option [4] to other users in the system.

Option [3]: Duress

When option [3] is **ON**, the Duress feature is enabled. This feature is used when someone forces a user to arm or disarm an area(s). By entering a user access code (P.I.N.) reserved for the Duress feature, the system will arm or disarm the area(s), and then send a silent alarm to the monitoring station.

Option [4]: Bypass

When option [4] is **ON**, the Bypass feature is enabled. This feature allows the user to deactivate zones when arming the area(s).

Option [5]: Arm Only

When option [5] is **ON**, the Arm Only feature is enabled. The user can arm assigned areas with either a card or code, but cannot disarm. When the option is **OFF**, the user can either arm or disarm assigned areas.

Option [6]: Stay & Instant Arm

When option [6] is **ON**, the Stay and Instant arm features are enabled. The user can now Stay or Instant arm their assigned areas.

Option [7]: Force Arm

When option [7] is **ON**, the Force arm feature is enabled. The user can now Force arm their assigned areas.

Option [8]: Area Access

When option [8] is **ON**, the keypad will permit access to all the areas assigned to the user access code. When option [8] is **OFF**, the keypad will only permit access to the areas it controls. For example, the keypad is assigned area 1 only, and your user access code is assigned areas 1 to 8. If the option is **ON**, you can access all eight areas from the keypad. If the option is **OFF**, you can only access area 1.



By default all users can Regular arm the system.

6.8 Access Control User Options

Option [1]: Access Control

When option [1] is **ON**, the user can gain access to an access control door when Access Control is enabled in the system. A user that is not assigned to any partition, but has the Access Control option (Option [1]) enabled, can now gain access to an access control door by entering a code # (P.I.N.) and then pressing the **[ACC]** keypad key. When the option is **OFF**, the user cannot access an Access Control door.

Option [2]: Can Disarm with Access Card

When option [2] is **ON**, a User's Access Control card can unlock and disarm an armed Access Control door. When option [2] is **OFF**, follow the settings in option [8] on page 17.



For option [2] to function in the ON position, option [5] "Arm Only" in the User Options must be disabled (refer to section 6.7 on page 14).

Option [3]: Card with Extended Unlocked Period

When option [3] is **ON**, "Extended Unlocked Period" is enabled. "Extended Unlocked Period" refers to the time period programmed into each Access Control door by your installer that extends the unlocked time of the door. For example, if your installer sets the Unlocked period of the door to 30 seconds and the Extended Unlocked Period to 15 seconds, a user access code with "Extended Unlocked Period" enabled will have a total of 45 seconds to pass through the door.

Options [4] and [5]: Arming with Card

Options [4] and [5] define the type of arming when arming with an Access Control card (refer to section 7.2.1 on page 17). You can either Regular arm, Stay arm, Force arm, or Disable the Arming with Card feature.

[4] ON, [5] OFF = Regular Arm

[4] OFF, [5] ON = Stay Arm

[4] and [5] ON = Force Arm

[4] and [5] OFF = Disable the Arming with Card feature

Option [6]: Add Tolerance Window to Schedule

When option [6] is **ON**, the Schedule Tolerance Window feature is enabled. This feature extends a user's scheduled access period through an Access Control door by the amount programmed by your installer. For example, if the user's assigned schedule for the door is Monday to Friday from 9:00 a.m. to 5:00 p.m., and your installer sets the "Tolerance Window" at one hour, the user with the "Schedule Tolerance Window" enabled will be able to enter and exit one hour before and after their scheduled time for that door.

Option [7]: Code Follows Schedule

When option [7] is **ON**, users can use their access codes only during their scheduled hours assigned in step 8 in section 6.6.1 on page 13. When the option is **OFF**, users can use their access codes at any time.

Option [8]: Card to Unlock and Code to Disarm

Option [8] functions only if option [2] in section 6.8 is OFF. When option [8] is **ON**, a user can use an Access Control card to unlock an armed Access Control door, however the user **must** enter a user access code to disarm the armed area. When option [8] is **OFF**, a user can gain access to an Access Control door only if the door's area(s) is already disarmed.



For option [8] to function in the ON position, option [5] "Arm Only" in the User Options must be disabled (refer to section 6.7 on page 14).

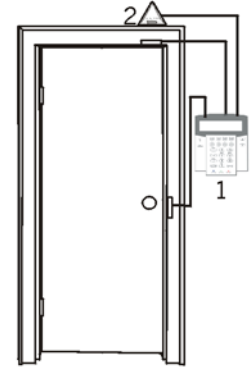
7.0 Using Access Control

LCD ICON LED

7.1 Entering & Exiting

Depending on how your system is installed and on the type of keypad, there are various ways to enter and exit Access Control doors:

- Present your Access Control card to the reader or the DGP2-641RB keypad. The system will verify that the card is allowed access according to its assigned Access Level and Schedule. If it is accepted, the system will unlock the door. The reader's light can be programmed by the installer to turn green or extinguish briefly to indicate that the door can be opened.
- When the motion detector detects movement (Request for Exit), it will unlock the door to permit passage from inside.
- Enter your user access code on the keypad and press **[ACC]**.
- If the Access Control door is on a "Door Unlocked Schedule", you may be able to open Access Control doors without using a user access code or an Access Control card. Depending on the door's programming, the door can remain unlocked during the entire programmed schedule or the door can unlock once a valid Access Control card is presented to the reader during the schedule and then will remain unlocked for the remainder of the schedule.



1 = DGP2-641RB
2 = "Request for Exit" Motion Detector

7.2 Arming and Disarming with Card

LCD DGP2-641RB only

7.2.1 Arming with Card

- presented to a door during its assigned Schedule (refer to step 8 in section 6.6.1 on page 13).
- presented to a door within its assigned Access Level (refer to step 8 in section 6.6.1 on page 13).
- programmed to allow arming (options **[4]** and **[5]** in section 6.8 on page 15).
- assigned to all areas that are assigned to the Access Control door (refer to step 7 in section 6.6.1 on page 13), or assigned to at least one of the areas assigned to the Access Control door depending on how your installer has programmed the Access Control door.

LCD DGP2-641RB only

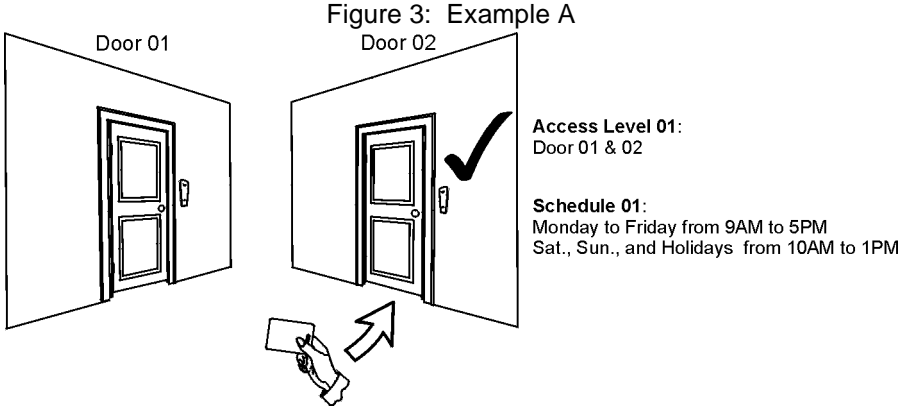
7.2.2 Disarming with Card

To disarm and unlock an Access Control door when the area assigned to it is armed, present your Access Control card to the reader or DGP2-641RB keypad (door). The Access Control card must be:

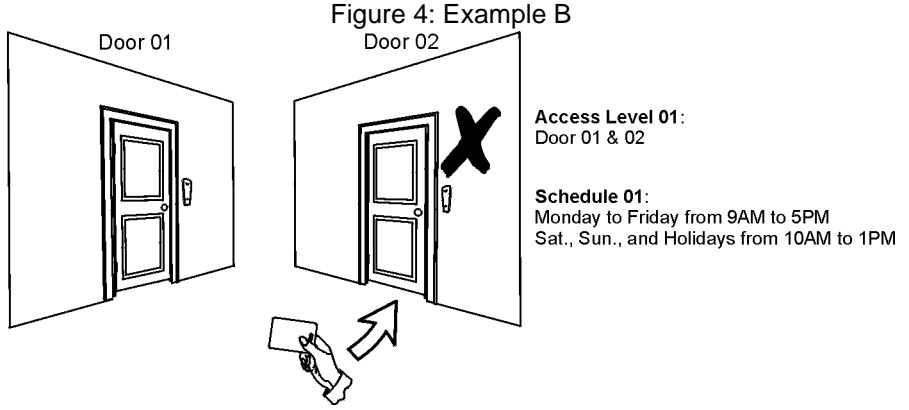
- presented to a door during its assigned Schedule (refer to step 8 in section 6.6.1 on page 13).
- presented to a door within its assigned Access Level (refer to step 8 in section 6.6.1 on page 13).
- programmed to allow disarming (option **[2]** in section 6.8 on page 15).
- assigned to all areas that are assigned to the Access Control door (refer to step 7 in section 6.6.1 on page 13), or assigned to at least one of the areas assigned to the Access Control door depending on how your installer has programmed the Access Control door.

7.3 How Access Control Works

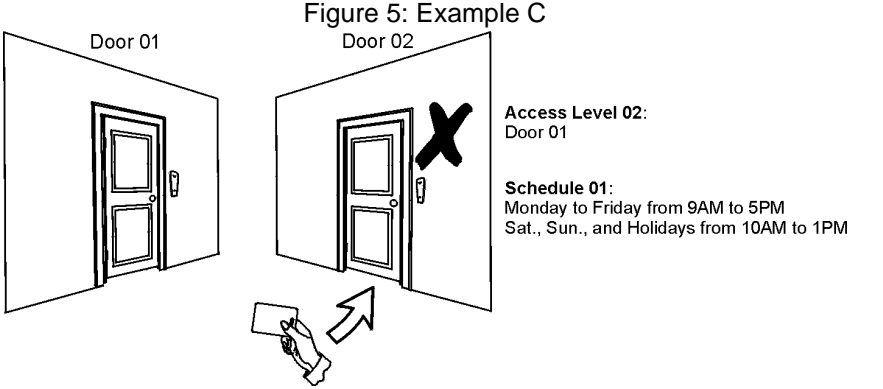
To illustrate how Access Control functions, we will use three simple Access Control System examples:



Bonnie's Access Control card is programmed with Access Level 01 and Schedule 01. If she presents her card to the reader or the DGP2-641RB keypad on Door 02 on Tuesday, August 3 at 3:00 p.m., she will gain access to the room.



If Bonnie presents her card to the reader or the DGP2-641RB keypad on Door 02 on Saturday or on a Holiday at 3:00 p.m., she will be denied access.





If we change Bonnie's Access Level to 02 and she presents her card to the reader or the DGP2-641RB keypad on Door 02 on Tuesday, August 3 at 3:00 p.m., she will be denied access.

8.0 Trouble Display

LCD ICON LED

8.1 Trouble Display


If your system experiences any problems, Trouble(s) [TRBL] to View or the trouble  icon will appear on the screen, or the TRBL action light will illuminate. The Trouble Display will only display the troubles that occur in the area(s) to which the keypad has been assigned. Potential troubles have been sorted into eight groups. Only the troubles which are relevant to you are listed and described below. If a trouble that is not described or listed below appears, contact your installer. To view the Trouble Display:

1. Press the [TRBL] button or the  key.

LCD

The Group Heading with the trouble will appear on the screen. Press the [▲] and [▼] buttons to scroll between the Groups experiencing a trouble.

ICON

On the DGP2-640, The trouble  icon will flash and the digit(s) representing the group heading number will appear. If there is more than one trouble event, they will scroll.

LED

On the DGP2-648BL, The TRBL action light will flash and the numerical light(s) representing group heading number(s) will illuminate.

2. Press the [NUMBER] of the Trouble you wish to view.



We strongly suggest that if any troubles occur, contact your installer immediately to have your system serviced.

8.1.1 Group 1: System

[1] AC Failure

The control panel has detected a power failure. This means that your system is running on the backup battery. If this trouble occurs when your establishment is not experiencing a power failure, call your installer for repairs.

[2] Battery Trouble

The backup battery is disconnected, needs to be recharged, or replaced.

[5] Bell Absent

The system has detected that the bell or siren is not connected.

8.1.2 Group 2: Communicator

[1] TLM1

The control panel is unable to access the main telephone line.

[2] to [5] Fail to Communicate (1 to 4)

The control panel tried all assigned telephone numbers and failed to contact the monitoring station.

[6] Fail to Communicate PC

The control panel is unable to communicate with the WinLoad software.

8.1.3 Group 5: Zone Tamper

The zone(s) that was tampered with will be displayed on the LCD screen.

8.1.4 Group 6: Zone Low Battery

If a wireless device's battery needs to be replaced, the zone that is assigned to the device will be displayed on the LCD screen.

8.1.5 Group 7: Zone Fault

A wireless device is no longer communicating with its receiver, or a connection or CleanMe™ trouble is occurring with your smoke detectors.

8.1.6 Group 8: Clock Loss

The time and date have been reset to the default. This is the only trouble that we recommend that you correct. Clock Loss [8] to Set will appear on the LCD screen after you press the [TRBL] button or the [●] key. Refer to section 9.3 on page 22 to set the time and date.

LCD

8.2 Event Record Display

The Event Record Display will record the user-initiated actions that occurred in your system as well as any alarms or troubles (i.e. "Access Granted"). You will only be able to view the events that occurred in the area(s) assigned to your user access code. Only available on the DGP2-641BL/RB

To view the Event Record:

1. Enter your [ACCESS CODE].
2. Press the [7] button.
3. If you have access to more than one area, select the area(s) you wish to view.
4. Use the [▲] and [▼] buttons to scroll between the events.
5. Press the [CLEAR] button to exit.

Once you have entered Event Record Display mode, you can change the order that the Event Record screens appear by pressing the [7] button. If you already know the number of the event you want to view, press the [MEM] button after step 3 above, and then enter the event's number.

9.0 Additional Features

LCD ICON LED

9.1 Programmable Outputs (PGMs)

Your system includes Programmable Outputs (PGMs) that can be programmed by your installer. A PGM triggers when a predetermined event or series of events occurs in your system. The PGMs can be programmed to reset smoke alarms, turn on light switches, open or close garage doors and much more. Ask your installer about this useful feature.

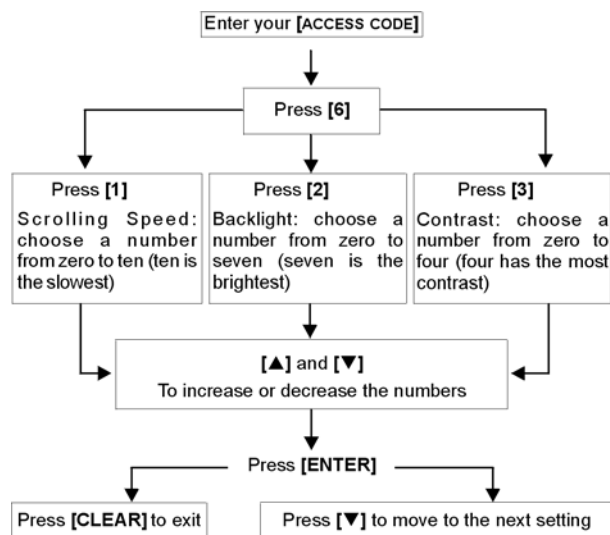
9.2 Keypad Settings

You can modify the keypad settings to suit your needs.

1. Scrolling Speed refers to the amount of time that a message will remain on the screen before moving to the next message.
2. Backlight refers to the illumination behind the buttons and LCD screen.
3. Contrast refers to how dark or pale characters will appear on the screen.

LCD

Figure 6: Modifying LCD screen settings on the DGP2-641BL/RB



ICON

Figure 7: Modifying LCD screen settings on the DGP2-640

1. Press and hold the [6] key for 3 seconds. Your keypad will emit a confirmation beep and the display options (1 to 3) will scroll. The display option will appear on the left, while the option's setting will appear on the right. Press the key corresponding to the setting you wish to modify.
 - Option 1 – Adjust the scroll speed (0 is the highest, 7 is the lowest)
 - Option 2 – Adjust the backlight (0 is the lowest, 7 is the highest)
 - Option 3 – Adjust the contrast (0 is the lowest, 7 is the highest)
2. Use the [▲] and [▼] keys to increase or decrease the settings.
3. Press the [←] key to save the setting.
4. Press the key corresponding to the next setting you wish to modify or the [X] key to exit.

Figure 8: Modifying illumination settings on the DGP2-648BL

1. Enter your **[ACCESS CODE]**. Your keypad will emit a Confirmation Beep. The *ACCESS* action light will flash.
2. Press the **[6]** key. Your keypad will emit a Confirmation Beep, the *Prg* action light will illuminate and the numerical light for the current setting will illuminate.
3. Use the **[▲]** and **[▼]** keys to increase or decrease the illumination. The range is between numerical light 1 to 8 (1 being the lowest and 8, the brightest).
4. Press the **[ENTER]** key to save and exit.

9.3 Set Time & Date

To reset the time and date:

1. Enter your **[ACCESS CODE]** and press the **[TRBL]** button or the **[⏻]** key.
2. Press the **[8]** button.
3. To change the time, place the cursor under the number you want to change by using the **[▲]** button and enter the time according to a 24-hour clock (i.e. 9 a.m. is 09:00 and 9 p.m. is 21:00).
4. To change the date, place the cursor under the number you want to change and enter the correct date according to year/month/day. On the DGP2-640 keypad, you will have to press the **[←]** key to not change an element of the date.
5. Press the **[ENTER]** button to save and exit.

On the DGP2-648BL keypad, follow this procedure:

1. Enter your **[ACCESS CODE]** and press the **[TRBL]** button or the **[⏻]** key.
2. Press the **[8]** button.
3. Enter the hour and minutes according to the 24-hour clock (i.e. 9AM is 09:00 and 9PM is 21:00).
4. Enter the correct date according to yyyy/mm/dd.
5. Press **[CLEAR]**.

9.4 Programming Chime Zones

You can program the keypad to emit a rapid, intermittent beep tone whenever designated zones are opened or only when opened between certain hours. These zones are referred to as Chime Zones. Your installer can also program your Chime zones to beep upon closure.

How do I program chime zones?

1. Enter your **[ACCESS CODE]**.
2. Press the **[9]** key.
3. Press the **[1]** key to chime a zone. Enter the number corresponding to the zone to be chimed, or use the **[▲]** and **[▼]** buttons to scroll the list of zones. Press the **[ACC]** button to chime or unchime the zone that appears on the screen. Press **[ENTER]** to save.

OR

- Press the **[2]** button to set the time period a chimed zone will beep. Enter the time that the chimed zone(s) will start beeping when opened (HH:MM). Enter the time that the chimed zone(s) will stop beeping when opened (HH:MM).
4. Press **[CLEAR]** to exit chime programming.

9.5 Panic Alarms

Your system can be programmed to send an alarm to your monitoring station to request help from the police, a medical facility, the fire department, or anyone you wish when you press a predetermined combination of buttons. To generate a panic alarm, simultaneously

press and hold the button combinations displayed in Table 6 on page 23. Your installer can program the alarm to be either silent or audible.

Table 6: Panic Buttons

| Panic Alarm Types | Buttons to be pressed and held simultaneously |
|-------------------|---|
| Emergency Panic | Press & hold the [1] and [3] buttons |
| Auxiliary Panic | Press & hold the [4] and [6] buttons |
| Fire Panic | Press & hold the [7] and [9] buttons |

LCD ICON LED

9.6 Quick Function Buttons

You will only need to use the Quick Function Buttons upon your installer's or monitoring station's request. Only the System Master Code or user access codes with the Master feature enabled will be able to access these functions.

To access the Quick Function Buttons:

1. Enter your [ACCESS CODE]
2. Press the [0] button.
3. Press the:
 - [STAY] or [🏠] button to **send** a test report to the monitoring station.
 - [FORCE] or [🔒] button to **call** the WinLoad software.
 - [ARM] or [🔒] button to **answer** the WinLoad software.
 - [DISARM] or [🔒] button to **cancel** communication with the WinLoad software.

10.0 Testing and Maintenance

10.1 Burglar Alarm Testing

Two people are needed to complete this test. One person will watch the screen on the keypad while the other person walks around the protected areas and opens the zones (i.e. opens the doors and windows that are protected, walk in the path of the motion detectors, etc.). The screen will display the opened zones, but if a zone does not register, contact your installer.

10.2 Fire Alarm Testing

Do NOT use an open flame or burning materials to test your fire detection devices. Your installer will provide details on the best way to test your system.

10.3 System Maintenance

Under normal use your system requires no maintenance other than regular testing. We recommend that your installer change the battery every three years.

LCD ICON LED

10.4 System Test

Speak to your installer before conducting a System Test since the system must be programmed to respond to the test instructions. It is normally recommended that you conduct the system test once a week, but contact your installer for instructions concerning your particular system.

To conduct the system test:

1. Call your monitoring station to advise them that you are testing your system.
2. Enter your **[ACCESS CODE]**.
3. Press the **[8]** button.

The system will test all its connections and can send a report to your monitoring station. If the system detects a problem, the Trouble Display will show on the screen (refer to section 8.0 on page 19). Call your installer for repairs if any troubles occur.

11.0 Fire and Burglar Alarms

LCD ICON LED

11.1 Standard Fire Zone

During a fire alarm, the bell/siren emits an intermittent sound (BEEP-BEEP-BEEP) until silenced or reset. If the zone is a Standard Fire Zone, your system can immediately send an alert to your monitoring station.

To disarm a false alarm:

1. Enter your [ACCESS CODE] on the keypad.
2. Call your monitoring station quickly to advise them of the false alarm.



The Fire Zone may reset itself once the problem has cleared. If it does not, simultaneously press and hold the [CLEAR] and [ENTER] buttons for two seconds.

LCD ICON LED

11.2 Delayed Fire Zone

If the zone is a Delayed Fire Zone, there is an automatic delay before your system contacts your monitoring station. Refer to Figure 9 on page 26 to prevent unnecessary reporting of false alarms.

If the fire alarm is accidentally triggered:

1. Press the [CLEAR] button or the [X] key within 30 seconds of the alarm.
2. Clear the problem from the area (i.e. clear the smoke from around the smoke detector).
3. If the problem remains after 90 seconds, the alarm will sound again. Press [CLEAR] again.
4. The system will delay reporting the alert for another 30 seconds.



If you are unable to cancel the false alarm, your system will send an alert. Call your monitoring station to advise them of the false alarm.



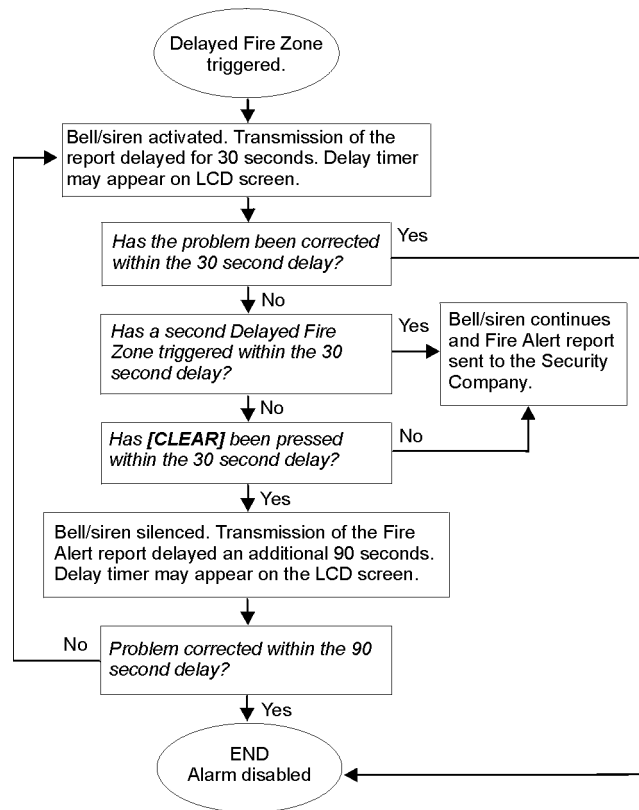
The Fire Zone may reset itself once the smoke has cleared. If it does not, simultaneously press and hold the [CLEAR] and [ENTER] buttons for two seconds or speak to your installer.

11.3 Fire Safety Tips

How should you prepare in case of a fire in your home or business?

- Remind everyone to escape first, and then call for help.
- Develop a fire escape plan and designate a meeting place outside.
- Practice the escape plan frequently.
- Plan two ways to escape from every room, if possible.
- Practice feeling the way out with eyes closed.
- Instruct everyone **never** to stand up during a fire, always crawl under the smoke and keep mouths covered.
- Instruct everyone **never** to return to a burning building for any reason; it may cost them their life.
- Check smoke alarms regularly. Working smoke alarms dramatically increase everyone's chances of surviving a fire.

Figure 9: Delayed Fire Zone



11.4 Minimizing Home Fire Hazards

How can you avoid the three most common causes of fires at home?

- Never leave cooking food unattended. It's the leading cause of fire injuries. Cooking fires often result from unattended cooking and human error, rather than mechanical failure.
- Stay alert when smoking. Careless smoking is the leading cause of fire deaths. Smoke detectors and smoulder-resistant bedding and upholstered furniture are significant fire deterrents.
- Maintain your heating system. Faulty heating systems are the second leading cause of residential fires.

11.5 Home Fire Warning System

Household fires are especially dangerous at night. Fires produce smoke and deadly gases that can overcome occupants while they sleep. To warn against fire, install smoke detectors outside each separate sleeping area in the immediate vicinity of the bedrooms and on each additional story of the family living unit, including basements.

11.6 Burglar Alarm

If your armed system is breached, the burglar alarm devices specific to your system will be triggered. The feedback will vary depending on the type of keypad used. If your keypad is in *Normal Mode*:

- The Status (🔴) Light may flash red
- In Al ar m will appear on LCD screen.
- Bell or siren may be activated
- The keypad may beep. The Memory 🔊 icon or *MEM* action light will illuminate.



In case of a burglar alarm, leave the premises and call the police station from a safe place.

Appendix 1: Hebrew Special Characters

Refer to the following tables when programming the user labels of a Hebrew LCD keypad. Instead of using Table 4 on page 11 and Table 5 on page 12, use Tables 9 and 10 below. Refer to section 6.4 on page 11 for information on programming user labels.

Table 7: Hebrew Keypad Letter Assignment

| Key | Press key once | Press key twice | Press key three times |
|-----|----------------|-----------------|-----------------------|
| [1] | א | ב | ג |
| [2] | ד | ה | ו |
| [3] | ז | ח | ט |
| [4] | י | כ | ל |
| [5] | מ | נ | ס |
| [6] | ע | פ | צ |
| [7] | ק | ר | ש |
| [8] | ת | | |
| [9] | | | |

Table 8: Hebrew Special Characters Catalogue

| | | | | | | | | | | | |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 032 | 048 | 064 | 080 | 096 | 112 | 128 | 144 | 160 | 176 | 192 | 208 |
| | 0 | י | פ | י | פ | | | א | נ | | |
| 033 | 049 | 065 | 081 | 097 | 113 | 129 | 145 | 161 | 177 | 193 | 209 |
| ! | 1 | A | Q | a | q | | | מ | ס | | |
| 034 | 050 | 066 | 082 | 098 | 114 | 130 | 146 | 162 | 178 | 194 | 210 |
| " | 2 | B | R | b | r | | | ג | ע | | |
| 035 | 051 | 067 | 083 | 099 | 115 | 131 | 147 | 163 | 179 | 195 | 211 |
| # | 3 | C | S | c | s | | | ו | ר | | |
| 036 | 052 | 068 | 084 | 100 | 116 | 132 | 148 | 164 | 180 | 196 | 212 |
| Φ | 4 | D | T | d | t | | | ה | פ | | |
| 037 | 053 | 069 | 085 | 101 | 117 | 133 | 149 | 165 | 181 | 197 | 213 |
| % | 5 | E | U | e | u | | | ו | ז | | |
| 038 | 054 | 070 | 086 | 102 | 118 | 134 | 150 | 166 | 182 | 198 | 214 |
| & | 6 | F | V | f | v | | | ז | א | | |
| 039 | 055 | 071 | 087 | 103 | 119 | 135 | 151 | 167 | 183 | 199 | 215 |
| ' | 7 | G | W | g | w | | | ח | ק | | |
| 040 | 056 | 072 | 088 | 104 | 120 | 136 | 152 | 168 | 184 | 200 | 216 |
| (| 8 | H | X | h | x | | | ט | ר | | |
| 041 | 057 | 073 | 089 | 105 | 121 | 137 | 153 | 169 | 185 | 201 | 217 |
|) | 9 | I | Y | i | y | | | י | ש | | |
| 042 | 058 | 074 | 090 | 106 | 122 | 138 | 154 | 170 | 186 | 202 | 218 |
| * | : | J | Z | j | z | | | ך | ת | | |
| 043 | 059 | 075 | 091 | 107 | 123 | 139 | 155 | 171 | 187 | 203 | 219 |
| + | | K | Ш | k | И | | | ל | | | |
| 044 | 060 | 076 | 092 | 108 | 124 | 140 | 156 | 172 | 188 | 204 | 220 |
| , | < | L | Π | l | | | | ל | | | |
| 045 | 061 | 077 | 093 | 109 | 125 | 141 | 157 | 173 | 189 | 205 | 221 |
| - | = | M | Ж | m | | | | ם | | | |
| 046 | 062 | 078 | 094 | 110 | 126 | 142 | 158 | 174 | 190 | 206 | 222 |
| . | > | N | ^ | n | → | | | מ | | | |
| 047 | 063 | 079 | 095 | 111 | 127 | 143 | 159 | 175 | 191 | 207 | 223 |
| / | ∟ | О | Ш | o | ← | | | ו | | | |

Appendix 2: Russian Special Characters

Refer to the following tables when programming the user labels of a Russian LCD keypad. Instead of using Table 4 on page 11 and Table 5 on page 12, use Tables 11 and 12 below. Refer to section 6.4 on page 11 for information on programming user labels.

Table 9: Russian Keypad Letter Assignment

| Key | Press key once | Press key twice | Press key three times | Press key four times |
|-----|----------------|-----------------|-----------------------|----------------------|
| [1] | А | Б | В | Г |
| [2] | Д | Е | Ё | Ж |
| [3] | З | И | Й | К |
| [4] | Л | М | Н | О |
| [5] | П | Р | С | Т |
| [6] | У | Ф | Х | Ц |
| [7] | Ч | Ш | Щ | Ъ |
| [8] | Ы | Ь | Э | Ю |
| [9] | Я | | | |

Table 10: Russian Special Characters Catalogue

| | | | | | | | | | | | | | |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 032 | 048 | 064 | 080 | 096 | 112 | 128 | 144 | 160 | 176 | 192 | 208 | 224 | 240 |
| | 0 | Ә | Р | ` | р | | | Б | Ю | ч | | Д | 1/4 |
| 033 | 049 | 065 | 081 | 097 | 113 | 129 | 145 | 161 | 177 | 193 | 209 | 225 | 241 |
| | ! | 1 | А | Q | а | q | | Г | Я | ш | | Ц | 1/3 |
| 034 | 050 | 066 | 082 | 098 | 114 | 130 | 146 | 162 | 178 | 194 | 210 | 226 | 242 |
| | " | 2 | В | Р | б | р | | Ё | б | ь | | Щ | 1/2 |
| 035 | 051 | 067 | 083 | 099 | 115 | 131 | 147 | 163 | 179 | 195 | 211 | 227 | 243 |
| | # | 3 | С | С | с | с | | Ж | В | Ы | !! | Л | |
| 036 | 052 | 068 | 084 | 100 | 116 | 132 | 148 | 164 | 180 | 196 | 212 | 228 | 244 |
| | \$ | 4 | Д | Т | д | т | | З | Г | Ь | | Ф | |
| 037 | 053 | 069 | 085 | 101 | 117 | 133 | 149 | 165 | 181 | 197 | 213 | 229 | 245 |
| | % | 5 | Е | U | e | u | | И | ё | э | | Ц | |
| 038 | 054 | 070 | 086 | 102 | 118 | 134 | 150 | 166 | 182 | 198 | 214 | 230 | 246 |
| | & | 6 | Ф | В | f | v | | Й | ж | ю | | Щ | |
| 039 | 055 | 071 | 087 | 103 | 119 | 135 | 151 | 167 | 183 | 199 | 215 | 231 | 247 |
| | ' | 7 | Г | W | g | w | | Л | з | я | | ' | |
| 040 | 056 | 072 | 088 | 104 | 120 | 136 | 152 | 168 | 184 | 200 | 216 | 232 | 248 |
| | (| 8 | Н | Х | h | x | | П | и | « | | •• | |
| 041 | 057 | 073 | 089 | 105 | 121 | 137 | 153 | 169 | 185 | 201 | 217 | 233 | 249 |
| |) | 9 | І | У | i | y | | У | й | » | ↑ | ~ | |
| 042 | 058 | 074 | 090 | 106 | 122 | 138 | 154 | 170 | 186 | 202 | 218 | 234 | 250 |
| | * | : | Ј | З | j | z | | Ф | к | // | ↓ | é | |
| 043 | 059 | 075 | 091 | 107 | 123 | 139 | 155 | 171 | 187 | 203 | 219 | 235 | 251 |
| | + | ; | К | [| k | 10 | | Ч | л | " | | Ç | |
| 044 | 060 | 076 | 092 | 108 | 124 | 140 | 156 | 172 | 188 | 204 | 220 | 236 | 252 |
| | , | < | Л | ё | l | 12 | | Ш | М | | | ij | |
| 045 | 061 | 077 | 093 | 109 | 125 | 141 | 157 | 173 | 189 | 205 | 221 | 237 | 253 |
| | - | = | М |] | m | 15 | | Ъ | п | ¿ | | ☼ | § |
| 046 | 062 | 078 | 094 | 110 | 126 | 142 | 158 | 174 | 190 | 206 | 222 | 238 | 254 |
| | . | > | Н | ^ | n | ← | | Ы | п | f | | ¶ | |
| 047 | 063 | 079 | 095 | 111 | 127 | 143 | 159 | 175 | 191 | 207 | 223 | 239 | 255 |
| | / | ? | О | _ | o | | | Э | т | £ | ■ | ○ | |

Appendix 3: Greek Special Characters

Refer to the following tables when programming the user labels of a Greek LCD keypad. Instead of using Table 4 on page 11 and Table 5 on page 12, use Tables 13 and 14 below. Refer to section 6.4 on page 11 for information on programming user labels.

Table 11: Greek Keypad Letter Assignment

| Key | Press key once | Press key twice | Press key three times |
|-----|----------------|-----------------|-----------------------|
| [1] | A | B | Γ |
| [2] | Δ | E | Z |
| [3] | H | Θ | I |
| [4] | K | Λ | M |
| [5] | N | | O |
| [6] | Π | P | Σ |
| [7] | T | Υ | Φ |
| [8] | X | Ψ | Ω |

Table 12: Greek Special Characters Catalogue

| | | | | | | | | | | | | | | |
|----------|-----------|----------|----------|--------------|----------|----------|----------|----------|-----------|----------|----------|----------|----------|----------|
| 016 ± | 032 | 048 0 | 064 @ | 080 P | 096 | 112 p | 128 Ç | 144 É | 160 á | 176 | 192 Û | 208 ‰ | 224 b | 240 t |
| 017 ½ | 033 ! | 049 1 | 065 A | 081 Q | 097 a | 113 q | 129 ü | 145 æ | 161 í | 177 " | 193 € | 209 † | 225 g | 241 u |
| 018 | 034 ð | 050 2 | 066 B | 082 R | 098 b | 114 r | 130 é | 146 Æ | 162 ó | 178 ° | 194 • | 210 § | 226 d | 242 c |
| 019 | 035 # | 051 3 | 067 C | 083 S | 099 c | 115 s | 131 â | 147 ô | 163 ú | 179 è | 195 | 211 ¶ | 227 e | 243 y |
| 020 Ê | 036 \$ | 052 4 | 068 D | 084 T | 100 d | 116 t | 132 ä | 148 ö | 164 ø | 180 ´ | 196 ø | 212 G | 228 z | 244 w |
| 021 Ó | 037 % | 053 5 | 069 E | 085 U | 101 e | 117 u | 133 à | 149 ò | 165 £ | 181 ½ | 197 ¡ | 213 | 229 h | 245 q |
| 022 , | 038 & | 054 6 | 070 F | 086 V | 102 f | 118 v | 134 å | 150 û | 166 ¥ | 182 ¼ | 198 Ø | 214 Q | 230 q | 246 u |
| 023 ž | 039 ´ | 055 7 | 071 G | 087 W | 103 g | 119 w | 135 ç | 151 ù | 167 Pt | 183 x | 199 Æ | 215 L | 231 i | 247 t |
| 024 | 040 (| 056 8 | 072 H | 088 X | 104 h | 120 x | 136 ê | 152 ÿ | 168 ¶ | 184 ÷ | 200 " | 216 | 232 k | 248 R |
| 025 | 041) | 057 9 | 073 I | 089 Y | 105 i | 121 y | 137 ë | 153 Ö | 169 ì | 185 £ | 201 È | 217 P | 233 l | 249 |
| 026 a | 042 * | 058 : | 074 J | 090 Z | 106 j | 122 z | 138 è | 154 Ü | 170 Ä | 186 Š | 202 S | 218 S | 234 m | 250 F |
| 027 Ú | 043 + | 059 ; | 075 K | 091 [| 107 k | 123 { | 139 ï | 155 ñ | 171 ã | 187 « | 203 î | 219 ° | 235 n | 251 |
| 028 = | 044 , | 060 < | 076 L | 092 \ | 108 l | 124 | 140 î | 156 Ñ | 172 Ö | 188 » | 204 ° | 220 F | 236 x | 252 ò |
| 029 ~ | 045 - | 061 = | 077 M | 093] | 109 m | 125 } | 141 ì | 157 a | 173 õ | 189 ¼ | 205 • | 221 Y | 237 p | 253 |
| 030 2 | 046 . | 062 > | 078 N | 094 ^ | 110 n | 126 ~ | 142 Ä | 158 o | 174 Ø | 190 ÷ | 206 ® | 222 W | 238 r | 254 |
| 031 3 | 047 / | 063 ? | 079 O | 095 - | 111 o | 127 D | 143 À | 159 ¿ | 175 ø | 191 - | 207 © | 223 a | 239 s | 255 |

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