MP 200

Functions and Programming Manual

BUS Control Unit

ELKRON

CE

IS0092-CJ

Table of Contents

1.0 Default Factory Settings

1.1 USER ACCESS CODES

- MASTER USER ACCESS CODE: ..... 1 1 1 1 1 1 ENABLED
- SYSTEM ENGINEER ACCESS CODE: ..... 3 3 3 3 3 3 ENABLED
- REMOTE SURVEILLANCE ACCESS CODE ..... 4 4 4 4 4 4 ENABLED
- REMOTE MANAGEMENT ACCESS CODE..... 5 5 5 5 5 5 5 5
- REMOTE PO LICE SURVEILLANCE ACCESS CODE 6 6 6 6 6 6 6 6

1.2 CENTRAL UNIT PARAMETERS

- **Number of sectors: .....** 1, with standard activation

- **8 zone parameters: .....** Type / Use: Intruder, instantaneous
  Status: excludable, single event
  Name: Central Unit Zone n (n = 1 to 8)
  Association: Sector 1

- **Output parameters:**

Output #	Use	Status	Programmed
1 (electric)	TC (Trigger Control)	"AND" (logical)	Sector 1
2 (electric)	System Status (ON / OFF)	Continuous	Sector 1
3 (electric)	Open Zones	-	Sector 1
4 (electric)	Excluded Zones	-	Sector 1
5 (electric)	NOT USED	-	Sector 1
6 (electric)	NOT USED	-	Sector 1
7 (electric)	NOT USED	-	Sector 1
8 (electric)	NOT USED	-	Sector 1
9 (relay 12V 1A)	Intruder	Timed, NH (relay energized)	Sector 1
10 (relay 12V 1A)	Tamper / Sabotage	Timed, NH (relay energized)	Sector 1
11 (relay 12V 5A)	NOT USED	NL (relay NOT energized)	Sector 1

NOTE: those outputs dedicated as "NOT USED" are, in any case, available and programmable like all the others.

- **Timing (referred to sector 1): .....** Input delay: 0 sec.
  Output delay: 0 sec.
  General alarm time lag: 30 sec.
  Fire alarm time lag: 1 min.
  Technical alarm time lag: 1 min.

- **Alarm cycles: .....** number of cycles per zone: Intruder, Tamper / Sabotage, Panic, Fire, Technical, Social alarm: 0 (cycle counter is disabled).

- **"AND" groups: .....** None

- **System configuration: .....** only the KP101 keypad is pre-configured. If serials 2 and 3 are present and acquired, they are configured automatically by the KP201 and the KP301 keypads. At least one must be present in the system. For more information, see paragraph: "**6.0 SYSTEM CONFIGURATION**".

- **Timer Parameters: .....** see paragraph: **"9.0 Programming Timer Parameters"**

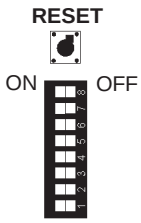
- **Remote Communicator .....** see: **"STM 200 manual"**

1.3 CONCENTRATOR PARAMETERS FOR EP200/8Z & EP200/4Z

- **Zone parameters (8 for EP200/8Z and 4 for EP200/4Z):**
  Type/Use: ..... Intruder, instantaneous
  Status: ..... excludable, single event
  Name: ..... UR s n (s = serial 1-2-3, n = node 0-A) Zone n (n = 1¸8)
  eg.: “UR1 0 Zone 1”
  Association: ..... Sector 1

- **Output parameters (6 for EP200/8Z and 3 for EP200/4Z):**
  All: ..... Not in use, NL, programmed sector 1.
  Note: those outputs dedicated as "not in use" are in any case available and programmable like all the others.

1.4 RESTORING FACTORY SETTINGS (DEFAULT PARAMETERS)



1. Set dip switch SW 8 to ON
2. Press and release the reset button
3. All LEDs will start to flash
4. While the LEDS are all on, reset dip switch SW 8 back to OFF
5. All LEDs will switch off
6. Wait for LED 1 to light up: the time and date will appear on the control unit and on the key panels. At this point the control unit is operational, using default parameters.

IMPORTANT: Restoring default parameters deletes any programming performed previously (except for keys, codes, event log and date/time).

2.0 Programming Devices & Functions

Index of topics discussed in this chapter:

2.1 SECTORS

- Sectors are virtual programmable areas, each of which has its own requisites that can be assigned to various services in order to attribute shared characteristics to each one of them.

- The sectors may be associated with: zones, exits, access codes, keys, keypads, readers, splitters, Timer Programming elements. The maximum number of programmable sectors is 12 for the MP200/64 and 24 for the MP200/256.

- It is possible to program an activation mode for each sector if there are assigned zones open at the time of activation:
  · **Standard activation:** an alarm is generated when zones are open.
  · **Auto-exclude Open Zones:** open zones programmed as “excludible” are automatically excluded on activation and do not generate alarms. These zones are reincluded automatically when they are closed. Autoexclusion of each zone is indicated on the keypad assigned to the same sector(s) via a flashing LED assigned to the key **E**. The event is also stored in the Event Log.

- **No ON with Open Zones**: it will not be possible to activate a sector programmed this way if there are zones assigned to it that have been left open.

2.2 ZONES

- The MP200's 8 (Z1-Z8) inputs, as well as all the inputs of any Remote Units (concentrators), are called Zones and are freely and individually programmable. Depending on the assigned type, they generate a relative event following an imbalance.

- An imbalance is a zone change compared to its rest condition. By convention the imbalance of the zone is also called its "opening". The zone is recognized as "open" if its imbalance lasts for more than 200 mS.

- The Control Unit and Concentrator Zones may be:
  · Not balanced (Normally Closed - NC)
  · Single balanced
  · Double balanced

- For more details about these three modes, see the Installation Manual. Each zone may be attributed with a type, a use, auxiliary functions and assigned to the Sectors.

ZONE TYPE	ZONE USE	FUNCTIONS - ASSOCIATIONS
Intruder	Instant Last output Delayed route Delay Pre-alarm	Courtesy light Associates system or a sector Double event Buzzer Excludible / NOT excludible
Intruder 24hr	24hr silent 24hr with siren Pre-alarm Sabotage	Courtesy light Associates system or a sector Double event (not for sabotage) Excludible / NOT excludible
24hr	Panic siren Silent panic Fire alarm Fire reset Technical alarm Technical reset Social alarm	Excludible / NOT excludible Associates system or a sector
Key	Key ON-OFF	Impulse Excludible/ NOT excludible Associates system or a sector
Control	Failure Technical command	Excludible/ NOT excludible Associates system (only failure)
Not in use	= = = = =	= = = = =

2.2.1 Zones - Complementary Functions

- ***Excludible Zones***
  If a zone is programmed as Excludible, it will be possible to exclude/include it with a manual procedure indicated in the User Menu (see User Manual – Zone Exclusion), or automatically with the "Auto-exclude Open Zones" mode indicated by the Sectors Programme menu. Moreover, it will not be included by the alarm counter. A zone programmed as "Not excludible" cannot be included at all and will not be included by the alarm counter.

  When a zone is excluded, its imbalance will not bring about the relative event, nor will it be signalled in any way as an Open Zone. The flashing LED on the key panels associated with the zone in question will be an optical signal that the exclusion has occurred. The sabotage signal will remain operative in case of tampering with the excluded zone. It is possible to exclude up to 80% of the system's theft zones.

- ***Single Pulse Event / Double Pulse Event Function***
  Dedicated to the Intruder and 24hr Intruder zones. The imbalance of a "single pulse event" programmed zone will give rise to the relative event. If the zone is programmed as "double pulse event", it will have to be imbalanced at least twice in 60 seconds to generate the event.

- ***“AND” Function***
  Two zones that belong to the same type/use may be combined into an “AND” group to make use of the "AND Function". This function enables a specific event to be generated only if both zones, programmed for that event and belonging to the same “AND” group, imbalance within five minutes of one another.
  NOTE: the 5-minute timer is set and is not influenced by any activation or deactivation.
  The types/uses that can be combined into “AND” groups are:
  - Intruder: instant theft, last ouput, delayed path, pre-alarm
  - 24hr Intruder: 24hr silent, 24hr with sirens, 24hr pre-alarm
  - 24hr: Fire alarm, Technical alarm

2.2.2 Auxiliary Zones - Functions

Auxiliary functions are complementary to the main programmed function for each zone and are dedicated totally to the Intruder type zones that are used as: Instantaneous, Last Output, Delayed Route, Delayed, Pre-alarm.
Auxiliary Functions are activated only when the sector(s) assigned to the zone in question is deactvated.

- ***CHIME Function***
  Zone imbalance will generate a sound alarm for several seconds via the KeyPad buzzers (if they are programmed with the "Chime" function) and at the same time switches any Chime/Test programmed outputs programmed for the same sector of that zone. This function may be applied, for instance, when a shop door is opening during normal business hours.

- ***Courtesy Light Function***
  Zone imbalance will generate a set 3-minute switching of "Courtesy Light" outputs programmed for the same sector of that zone. This function may be used, for example, to light up a path (a garden, a light above an entrance, etc.) when a person passes.

2.2.3 Intruder Zones (active only when sector/system is activated)

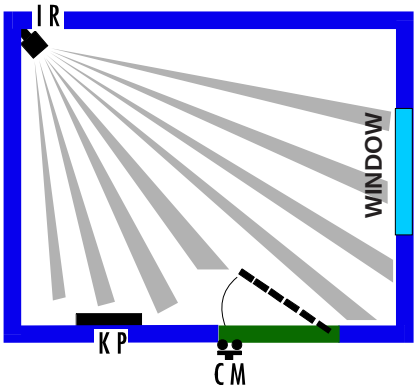
- ***Instantaneous Zone***
  An imbalance of the zone will immediately generate an Intruder alarm event, switch outputs programmed as Intruder and Intruder/Sabotage programed for the same sector of that zone and then place pre-programmed telephone calls.
  - **Complementary Functions**
    Excludable/Not excludable, Double pulse, "AND"
  - **Auxiliary Functions**
    Chime, Courtesy Light
  - **Programmed**
    One or more sectors.

- ***Delayed Zone***
  An unbalance of the zone will generate a Intruder and Intruder/Sabotage alarm event at the end of the programmed time lapse
  - **Complementary Functions**
    Excludable/Not excludable, Double pulse, "AND"
  - **Auxiliary Functions**
    Chime, Courtesy Light
  - **Programmed**
    One or more sectors.

- ***Last Output Zone***
  A zone that has been programmed as Last Output resembles a delayed zone. An unbalance will generate an alarm at the end of the delayed input time lapse. If it opens and closes before the output time delay has elapsed, it will zero this time 5 seconds after it is reclosed.
  - **Complementary Functions**
    Excludable/Not excludable, Double pulse, "AND"
  - **Auxiliary Functions**
    Chime, Courtesy Light
  - **Programmed**
    One or more sectors.

- ***Path Zones***
  Zones programmed as Delayed Path zones work together with a programmed Last Output zone belonging to the same sector. Each Path zone that is imbalanced during an output time will behave like a delayed zone, that is to say, no alarm is generated if it is reclosed before the output time delay elapses. If an imbalance occurs (open) when the system (sector) is activated, it may behave in one of two ways:
  1. If the Last Output zone opens first (so the delayed input time starts) and then the Path zones, these will behave like Delayed zones, that is to say an alarm will be generated when the input time has elapsed if the sector is not deactivated first.

2. If the Last Output zone stays closed and only a Path zone opens, the latter will generate an immediate alarm, that is to say it will behave like an instantaneous zone.
See example below:



USE OF LAST OUTPUT & DELAYED PATH ZONE

CM = micro-contact (last output zone)
IR = infra-red (delayed zone)
KP = KeyPad

- -

IR is connected with a programmed Delayed Path zone
CM is connected to a zone programmed as Last Output
If the control unit is activated from the **KP** ,the **IR** reading is not considered and the subsequent opening and closing of **CM** forces the output delay to 5 seconds. If an intruder enters via a window an immediate alarm is triggered (even if the **IR** is delayed). However, if entry is via a protected door, the input delay will be activated.

- **Complementary Functions**
  Excludable/Not excludable, Double pulse event, “AND”
- **Auxiliary Functions**
  Chime, Courtesy Light
- **Programmed**
  One or more sectors

- ***Pre-alarm Zone***
  The imbalance of a Pre-alarm zone causes the switching of the Pre-alarm outputs associated with the same sector of the zone. No telephone calls are placed.
  - **Complementary Functions**
    Excludable/Not excludable, Double pulse event, “AND”
  - **Auxiliary Functions**
    Chime, Courtesy Light
  - **Programmed**
    One or more sectors

2.2.4 24hr Intruder Zones (active only when sector/system is armed)

- ***24hr Pre-alarm***
  The unbalance of a 24h Pre-alarm causes the switching of the Pre-alarm outputs programmed for the same sector of the zone. No telephone calls are placed.
  - **Complementary Functions**
    Excludable/Not excludable, Double pulse event, “AND”
  - **Programmed**
    One or more sectors

- ***24hr with Sirens***
  The unbalance of a 24h Pre-alarm causes the switching of the Intruder and Intruder/Sabotage zones associated to the same sector of the zone. No telephone calls are placed.
  - **Complementary Functions**
    Excludable/Not excludable, Double pulse event, “AND”
  - **Programmed**
    One or more sectors

- ***24h Silent***
  A 24h Silent behaves in a similar way to a 24h zone with sirens, except that if it imbalances it will cause telephone calls to be sent for an Intruder event, if programed.
  - **Complementary Functions**
    Excludable/Not excludable, Double pulse, “AND”
  - **Programmed**
    One or more sectors

- ***Sabotage***
  A zone programmed for sabotage may be connected to anti-tampering devices (anti-opening, anti-removal etc). If this zone imbalances it causes the switching of Sabotage and Intruder / Sabotage outputs programmed for the same sector of that zone. If programed, Sabotage event telephone calls will be sent.
  - **Complementary Functions**
    Excludable/Not excludable, Double pulse event, “AND”
  - **Programmed**
    One or more sectors

2.2.5 24h Zones (active even when a sector/system is activated)

- ***Panic with Sirens***
  If the Panic zone or Siren with Panic zone imbalances, it causes the switching of the Panic and Intruder outputs programmed for the same sector of that zone. If programmed, Panic event telephone calls will be sent.
  - **Complementary Functions**
    Excludable/Not excludable, Double pulse event, “AND”
  - **Programmed**
    One or more sectors

- ***Silent Panic***
  If the Silent Panic zone imbalances, it causes the switching of the Panic output programmed for the same sector of that zone. If programmed, Panic event telephone calls will be sent.
  - **Complementary Fnctions**
    Excludable/Not excludable, Double pulse event, “AND”
  - **Programmed**
    One or more sectors

- ***Fire Alarm***
  If the Fire Alarm zone imbalances, it causes the switching of the Fire Alarm output programmed for the same sector of that zone. If programmed, telephone calls will be sent, indicating the start and finish of the event.
  - **Complementary Functions**
    Excludable/Not excludable, Double pulse event, “AND”
  - **Programmed**
    One or more sectors

- ***Fire Alarm Reset***
  If the Fire Alarm Reset zone imbalances, it causes the switching of Fire Reset outputs programmed for the same sector of that zone for a set time of 10 seconds.
  - **Complementary Functions**
    Excludable/Not excludable, Double pulse event, “AND”
  - **Programmed**
    One or more sectors

- ***Technical Alarm***
  If the Technical Alarm zone imbalances, it causes the switching of Technical outputs programmed for the same sector of that zone. If programmed, Technical Alarm telephone calls will be sent, indicating the start and finish of the event.
  - **Complementary Functions**
    Excludable/Not excludable, Double pulse event, “AND”
  - **Programmed**
    One or more sectors

- ***Technical Reset***
  If the Technical Reset zone imbalances, it causes the switching of Technical Reset outputs programmed for the same sector of that zone for a set time of 10 seconds.
  - **Complementary Functions**
    Excludable/Not excludable, Double pulse event, “AND”
  - **Programmed**
    One or more sectors

- ***Remote Assistance Request***
  If the Remote Assistance zone imbalances, it causes the switching of Remote Assistance outputs programmed for the same sector of that zone. If programmed, Remote Assistance request telephone calls will be placed.
  - **Complementary Functions**
    Excludable/Not excludable, Double pulse event, “AND”
  - **Programmed**
    One or more sectors

2.2.5 Key Zones

- ***ON / OFF Key***
  This zone is always active (24hr) and works in pulse mode. If it imbalances, the status of programmed sectors will change (activated / deactivated).
  - **Complementary Functions**
    Excludable/Not excludable, Double pulse event, “AND”
  - **Programmed**
    One or more sectors

Any command device for managing the control unit via a KeyPad input programmed as ON/OFF must have the same performance level as the control unit and a decoding board as part of it.

2.2.6 Control Zones

- ***Failure***
  This zone is always active (24hr). If it imbalances it causes the switching of Failure outputs programmed for the same sector of that zone.
  If it remains imbalanced (maintained alarm), a spontaneous “Failure Alarm” message will be displayed by all system KPs until the zone returns to rest.
  - **Complementary Functions**
    Excludable/Not excludable, Double pulse event, “AND”
  - **Programmed**
    One or more sectors

- ***Technical Command***
  This zone is always active (24hr). If it imbalances it causes the switching of Technical Command outputs programmed for the same sector of that zone.
  - **Complementary Functions**
    Excludable/Not excludable, Double pulse event, “AND”
  - **Programmed**
    One or more sectors

2.2.7 “Not In Use” Zones

- ***Not in Use***
  A zone programmed as "not in use" will not be taken into consideration by the control unit. If it imbalances, no event is provoked and it is not indicated as an Open Zone. Even if it is tampered with, it will not generate a Sabotage alarm. In any case, it is advisable to close the zone using the same balance criteria selected for the system (Normally Closed [NC], single balance, double balance).
  - **Complementary Functions**
    Excludable/Not excludable, Double pulse event, “AND”
  - **Programmed**
    One or more sectors

2.3 OUTPUTS

- MP200 and any Remote Unit (concentrators) outputs are of electrical or relay type. An output at rest may be programmed normally high (N.H.) or normally low (N.L.).
  N.H. = at rest it has a level of +12V if it is an electrical output. If it is a relay output it will be energized.
  N.L. = at rest it has a level of 0V if it is an electrical output. If it is a relay output it will be de-energized.
  NOTE: N.H. Only the Control Unit can be programmed.

  They are freely and individually programmable. Each output may be attributed with a function/use, assigned to sectors and status.

FUNCTION	USE	PROGRAMMING	STATUS
Alarm	Intruder	System or sector	
	Pre-alarm	System or sector	N.H. or N.L
	Sabotage	System or sector	Timed or not timed
	Panic	System or sector	
	Fire	System or sector	
	Technical	System or sector	
	Social Alarm	System or sector	
	Fault	System or sector	N.H. or N.L.
Trigger Control	Trigger Control (TC)	System or sector	"AND" / "OR" of sector status
System status	System status ON / OFF	System or sector	Pulse (T=3 sec.) or Steady
	Open Zones	System or sector	N.L.
	Excluded Zones	System or sector	N.L.
Reset \	Intruder Reset	System or sector	
	Fire Reset	System or sector	Timed (T=10 sec.)
	Technical Reset	System or sector	
Others	Courtesy Light	System or sector	N.H. or N.L. timed T=3 min
	Chime / Test	System or sector	N.H. or N.L.
	Monitor	Sector	N.H. or N.L.
	Presence Simulation	System or sector	
	Technical Command	System or sector	
	Telephone Line Alarm	System	N.H. or N.L.
	Intruder + Sabotage	System or sector	
	NOT IN USE	System or sector	

2.3.1 Output Use

• ***Intruder Output***

Switches if a zone programmed for the same Intruder programmed sector/s imbalances (Instantaneous, Delayed, Delayed Path, Last Output), 24hr Intruder with sirens or 24hr Panic with sirens.

Programming:

- **Timed / Not timed.** If the output is programmed as "timed" it may be reset in one of two ways:
  1. automatic: when the General Alarm time elapses
  2. manual: introduction of a valid acess code from any KeyPad or, if there is partial or total deactivation, by an optical or electromechanical reader, or even by a zone programmed with an ON / OFF key. This resets the time and restores the output to rest state immediately.

  If programmed as "not timed", the output will only be restored to rest in manual mode.
  An example of use for "Not timed" is the application for flashing lights.
- **N.H. or N.L.**
- **Programmed for the system or to one or more sectors.**

- ***Pre-alarm Output***

  Switches if a zone assigned to the same programmed sector(s) for Intruder, imbalances a (24hr) Pre-alarm.
  Programming:
  - **Timed / Not timed.** If the output is programmed as “timed” it may be reset in one of two ways:
    1. automatic: when the General Alarm time elapses
    2. manual: introduction of a valid acess code from any KeyPad or, if there is partial or total deactivation, by an optical or electromechanical reader, or even by a zone programmed with an ON / OFF key. This resets the time and restores the output to rest state immediately.

    If programmed as “not timed”, the output will only be restored to rest in manual mode.
  - **N.H. or N.L.**
  - **Programmed for the system or to one or more sectors.**

- ***Sabotage Output***

  Switches following a tamper event (Tamper, 24hr entry, loss of serial dialogue) or if a zone assigned to the same programmed sector(s) for "Sabotage" becomes imbalanced.
  Programming:
  - **Timed / Not timed.** If the output is programmed as “timed” it may be reset in one of two ways:
    1. automatic: when the General Alarm time elapses
    2. manual: introduction of a valid acess code from any KeyPad or, if there is partial or total deactivation, by an optical or electromechanical reader, or even by a zone programmed with an ON / OFF key. This resets the time and restores the output to rest state immediately.

    If programmed as “not timed”, the output will only be restored to rest in manual mode.
  - **N.H. or N.L.**
  - **Programmed for the system or to one or more sectors.**

- ***Panic Output***

  Switches if a zone assigned to the same sector(s) programmed as "Silent Panic" or "Panic with Sirens" becomes imbalanced.
  Programming:
  - **Timed / Not timed.** If the output is programmed as “timed” it may be reset in one of two ways:
    1. automatic: when the General Alarm time elapses
    2. manual: introduction of a valid acess code from any KeyPad or, if there is partial or total deactivation, by an optical or electromechanical reader, or even by a zone programmed with an ON / OFF key. This resets the time and restores the output to rest state immediately.

    If programmed as “not timed”, the output will only be restored to rest in manual mode.
  - **N.H. or N.L.**
  - **Programmed for the system or to one or more sectors.**

- ***Remote Assistance Request Output***

  Switches if a zone assigned to the same sector(s) programmed as "Remote Assistance Request" becomes imbalanced.
  Programming:
  - **Timed / Not timed.** If the output is programmed as “timed” it may be reset in one of two ways:
    1. automatic: when the General Alarm time elapses
    2. manual: introduction of a valid acess code from any KeyPad or, if there is partial or total deactivation, by an optical or electromechanical reader, or even by a zone programmed with an ON / OFF key. This resets the time and restores the output to rest state immediately.

    If programmed as “not timed”, the output will only be restored to rest in manual mode.
  - **N.H. or N.L.**
  - **Programmed for the system or to one or more sectors.**

- ***Fire Output***

  Switches if a zone assigned to the same sector(s) programmed as "Fire Alarm" becomes imbalanced.
  Programming:
  - **Timed / Not timed.** If the output is programmed as “timed” it may be reset in one of two ways:
    1. automatic: when the Fire Alarm time elapses
    2. manual: introduction of a valid acess code from any KeyPad or, if there is partial or total deactivation, by an optical or electromechanical reader, or even by a zone programmed with an ON / OFFkey. This resets the time and restores the output to rest state immediately.

    If programmed as “not timed”, the output will only be restored to rest in manual mode.
  - **N.H. or N.L.**
  - **Programmed for the system or to one or more sectors.**

- ***Technical Output***

  Switches if a zone assigned to the same sector(s) programmed as "Technical" becomes imbalanced.
  Programming:
  - **Timed / Not timed.** If the output is programmed as “timed” it may be reset in one of two ways:
    1. automatic: when the Technical Alarm time elapses
    2. manual: introduction of a valid acess code from any KeyPad or, if there is partial or total deactivation, by an optical or electromechanical reader, or even by a zone programmed with an ON / OFF key. This resets the time and restores the output to rest state immediately.

    If programmed as “not timed”, the output will only be restored to rest in manual mode.
  - **N.H. or N.L.**
  - **Programmed for the system or to one or more sectors.**

- ***Fault Output***

  Switches following a Fault event (power failure, low battery, blown fuse etc.) or if a zone assigned to the same sector(s) programmed as "Fault" becomes imbalanced.
  Programming
  - **Timed/Not timed.** If the output is programmed as “timed” it will be restored to rest when the General Alarm time has elapsed. If the output is programmed as “not timed” it will be reset to the original state only when the condition that caused the failure is removed (power is restored, battery OK, closing of the Fault programmed zone, etc).
  - **N.H. or N.L.**
  - **Assigned to a system or to one or more sectors.**

- ***TC Output***

  The TC output will follow the assigned sector(s) status. With the sector deactivated, the output will be high, that is, it will be at +12V compared to GND. If it is a relay output, this will be energized. With the sector activated, the output will have the opposite values, i.e., “low” (0V) or with the relay de-energized.
  Programming:
  - **In assigned sector “AND” or “OR”.** This is useful if the output is assigned to two or more sectors. If programmed as “AND” sectors, the output will be low only if all sectors assigned to it are active. If programmed as “OR” sector, the output will be low even if only one of the assigned sectors is armed.
  - **Assigned to a system or to one or more sectors.**

- ***System Status Output***

  The System Status output will follow the assigned sector(s) status. With the sector deactivated, the output will be “low”, that is, it will be at 0V compared to GND. If it is a relay output, this will be de-energized. With the sector activated, the output will have the opposite values, i.e., “high” (12V) or with the relay energized.
  Programming:
  - **Steady or Pulse mode.** If programmed as steady, it will follow the assigned sector(s) status. If programmed as pulse, as the sector(s) activate, the output will become high for about 3 seconds and will then return to rest.
  - **Assigned to a system or to one or more sectors.** If the output is assigned to several sectors it funstions in “AND” mode, that is, it goes high when all the assigned sectors are activated.

- ***Open Zones Output***

  The Open Zones output indicates the opening of one or more zones belonging to the same assigned sector(s). This is applicable to all possible zone types, except for the Fire Reset and Technical Reset zones, because their opening does not cause an open zone indication. With all the zones closed, the Open Zones output will be “low”, that is, it will be at 0V compared to GND. If it is a relay output, this will be de-energized. With the sector activated, the Open Zone output will have the opposite values, i.e. “high” (12V) or with the relay energized.
  Programming:
  - **Assigned to a system or to one or more sectors.**

- ***Excluded Zones Output***

  The Excluded Zones output indicates that one or more zones belonging to the same assigned sector(s) have been excluded. With all of the zones included, the Excluded Zones output is “low”, that is, it will be at 0V compared to GND. If it is a relay output, this will be de-energized. Even if only one zone is excluded, the Excluded Zones output will be in the opposite conditions, i.e. “high” (12V) or with the relay energized.
  Programming:
  - **Assigned to a system or to one or more sectors.**

- ***Intruder Reset Output***
  The Intruder Reset output may be used if the system is fitted with memory sensors that require reset (GD02-type sensors and other Glass-break detectors). Normally the output is “low", that is, it will be at 0V compared to GND; if it is a relay output, this will be de-energized. It is timed and switches to “high” for 10 seconds (non-modifiable value) each time the assigned sector(s) is activated.
  Programming:
  - Assigned to a system or to one or more sectors.

- ***Technical Reset Output***
  The Technical Reset output may be used if the system is fitted with devices for the sending of technical alarms that require memory reset. Normally the output is “low", that is, it will be at 0V compared to GND; if it is a relay output, this will be de-energized. It is timed and switches to “high” for 10 seconds (non-modifiable value) each time the assigned sector(s) is activated, or when a Technical Reset programmed zone assigned to the same sector(s) imbalances.
  Programming:
  - Assigned to a system or to one or more sectors.

- ***Courtesy Light Output***
  The courtesy light output switches for about 3 minutes (non-modifiable value) following the imbalance of a zone with a “courtesy light” auxiliary function (see paragraph: Zones Program – Auxiliary Functions) assigned to the same sector(s) imbalances.
  Programming:
  - **N.H. or N.L.**
  - **Assigned to a system or to one or more sectors.**

- ***Chime/Test Output***
  The Chime/Test output can signal two types of events that are enabled by programming the output.
  - If the output is programmed as “Chime Signal” it switches for about 5 seconds (non-modifiable value) following the imbalance of a zone with a “Chime” auxiliary function (see paragraph: Zones Program – Auxiliary Functions) assigned to the same sector(s).
  - If the output is programmed as “Test Zones Signal” it switches for about 5 seconds (non-modifiable value) following the imbalance of a zone assigned to the sector(s) during the Test Zones phase.

  Programming:
  - **N.H. or N.L.**
  - **No Chime Signal/Chime Signal.**
  - **No Test Signal/Test Signal.**
  - **Assigned to a system or to one or more sectors.**

- ***Monitor Output***
  The Monitor output switches in pulse mode (100mS ON – 100mS OFF approx.) during the entrance / exit time of the assigned sector(s).
  Programming:
  - **N.H. or N.L.**
  - **Assigned to a system or to one or more sectors.**

- ***Presence Simulation Output***
  The Presence Simulation output may be used, for instance for automatic and casual turning on and off of lights in a home to simulate the presence of people. The frequency and the switching time are casual. The assigned sector(s) must be activated for the output to switch.
  Programming:
  - **Assigned to a system or to one or more sectors.**

- ***Technical Command Output***
  The Technical Command output is normally low and switches if an imbalance occurs in a zone programmed as a Technical Command associated with the same sector(s). It may also be programmed from the Timer Programming Functions menu (see specific chapter).
  Programming:
  - Steady/Impulse (switches for about 1 second).
  - Assigned to a system or to one or more sectors.

- ***Telephone Line Alarm Output***
  The Telephone Line Alarm Output switches for the following anomalies on the telephone line: if the line is down or no central switchboard dial tones are picked up; if a cycle of calls has failed
  (see details in the **STM200 - Modem Communicator Manual**).
  This is a timed output and follows the timing programmed in the General Alarm Time (see: "**2.4 Timers**" menu).
  Programming:
  - Steady/Pulse (switches for about 1 second).
  - Assigned to a system or to one or more sectors

2.4 TIMERS

- The MP200 central unit manages timing of delayed Intruder zones and timed outputs. Several time lapses are default and hence cannot be modified (e.g. Intruder Reset, Courtesy Light etc.). The following are programmable:

  - **Delay input time**: can be programmed for each sector from 0 to 180 seconds, in 10 second steps. This is the length of time that passes from a Delayed Intruder zone with armed system/sector and the generation of the Intruder event. It can be interrupted before its expiry by deactivating the system/sector thus avoiding the generation of the Intruder event. The expiry of this time may be indicated to the user via an acoustic signal emitted by the keypad buzzer assigned to the same delayed zone sector.

  - **Delay output time**: can be programmed for each sector from 0 to 180 seconds, in 10 second steps. The time is counted from the instant the system/sector containing the Delayed Intruder zones is activated. These zones may become imbalanced within the delayed timer output without generating an Intruder event.

  NOTE*:* the input/output delay times also involve Delayed Path – Last Output programmed zones, whose functioning is described, with an examplea at page 8

  - **General Alarm Time:** there is only one for the entire system, ranging from 30 seconds to 9 minutes, in predefined steps. It is applicable to all the timed outputs programmed for Intruder, Pre-alarm, Sabotage, Panic, Remote Assistance and System Failure alarms.

  - **Fire Alarm Time:** there is only one for the entire system, ranging from 1 to 90 minutes, in predefined steps. It is applicable to all the timed outputs programmed for Fire Alarm.

  - **Technical Alarm Time:** there is only one for the entire system, ranging from 1 to 90 minutes, in predefined steps. It is applicable to all the timed outputs programmed for Technical Alarm.

2.5 KEYPADS

- Each configured key panel can be programmed for the entire system or only to a number of chosen sectors. If a key panel is programmed for the entire system, it will be fully operational for the whole plant as far as the arming/dearming of all sectors, visual and acoustic signalling etc are concerned.
  If programming is limited to just some sectors, the key panel will be operational only for the sectors to which it has been assigned.
  It is possible to enable/disable buzzer signalling for the following functions:
  - CHIME indication
  - Delayed input and output time indication

2.6 KEY READERS

- Each configured reader may be programmed to function in one of two modes:
  1) Activator
  2) Assigned to a splitter
  As an activator, the reader may directly activate/deactivate the assigned sectors each time a valid user-key is inserted. Remember that the key readers used will also have to be programmed for the sectors involved.
  When assisgned to a splitter, the reader is no longer recognised as a simple activator but works in combintion with one or more splitters

2.7 SPLITTERS

- Splitters must be assigned to relative key readers. Sectors must be assigned using the splitters (a maximum of 4 sectors for each splitter, one for each key) in order to be armed/dearmed. The sector/key assignment is automatically attributed in sequential ascending order.
- The splitters operate in one of two modes to arm/dearm the sectors associated to "**Type A**" calls (*direct action*) and "**Type B**" (*pre-programmed action*).

  Type A (default): when the key is inserted in the associated reader, the four LEDs on the splitter will indicate the status of the sectors; a lit LED indicates an armed sector, an unlit LED indicates a dearmed sector. So by pressing the keys it is possible to choose whether to arm (relative LED on) or dearm (relative LED off) corresponding sector/s. When the key is removed, the choice made will become operative. If no key is pressed, the sector status will not be modified when the key is removed.

  Type B: this typology makes it possible to pre-select the sectors in which to operate later (arm/dearm) with just one key manoeuvre. When the key is inserted in the associated reader, there will be an indication of the pre-selected sectors, that is to say a flashing LED indicates that the corresponding sector is predefined for arming/dearming, and LED off means that there will be no status variation for the corresponding sector at key insertion/extraction. So when the keys are pressed it will be possible to choose whether to preset (flashing LED) or not (LED off) the corresponding sector/s for arming/dearming. When the key is removed, the choice made will become operative.

2.8 ACCESS CODES

- Access Codes are composed of six figures, freely programmable and are used to access the various menus, depending on the types of operation that were defined. Each access code may be modified at any time following the specific guided procedure. The MP 200 numbers the passwords in ascending order beginning with 000. There are 3 basic default access codes present that make it possible to access respective menus and they are:
  - Password 000 = main user or Master Access Code (1 1 1 1 1 1)
  - Password 001 = system engineer Access Code (3 3 3 3 3 3)
  - Password 002 = remote surveillance Access Code (4 4 4 4 4 4)

  These 3 access codes can never be deleted but only modified to be different from the six default figures. The operating levels are predefined and cannot be modified. They are assigned to the entire system and cannot be renamed. If other access codes have already been stored and the control unit is then restored to default settings, the access codes will not be lost or changed. The only variation that will occur concerns the six figures of the three fundamental access codes, which will return to the initial status (1 1 1 1 1 1; 3 3 3 3 3 3; 4 4 4 4 4 4).
- Only the system engineer and the main user/Master may add new access codes.
- These access codes have the following features:
  - operating level selected from among 5 levels (Master & Levels: 1 – 2 – 3 – 4) with consequent restrictions (see the table in paragraph: "**2.8.1 Access Code Operating Levels**").
  - assignment of sectors which establishes the operation of each access code with respect to the sectors.
  - activating which is the option for rendering a user's access code unusable at any given time without deleting it, and being able to restore it at any later date, if required.
  - name i.e. assigns an identifier name to each access code.

2.8.1 Access Code Operating Levels

	ENGINEER	TELEMON.	MASTER	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4
Activation (total and partial)	YES	NO	YES	YES (assigned sectors)	YES (assigned sectors)	YES (assigned sectors)	YES (assigned sectors)
Deactivation	YES	NO	YES	YES (assigned sectors)	YES (assigned sectors)	YES (assigned sectors)	NO
Change User Access Code	YES	YES	YES	YES	YES	YES	NO
Exclude / Include Zones	YES	YES (from remote with fast link)	YES (assigned sectors)	YES (assigned sectors)	NO	NO	NO
Enable System Engineer	NO	NO	YES	YES	YES	NO	NO
Enable / Disable Users	YES	NO	YES	YES (assigned sectors)	NO	NO	NO
Test System	YES	NO	YES	YES	YES (assigned sectors)	NO (assigned sectors)	NO
Events Log Menu	YES	YES	YES	YES	YES (assigned sectors)	NO (assigned sectors)	NO
program KP buzzer	YES	NO	YES	YES (assigned sectors)	NO	NO	NO
Timer Programming Functions Menu	YES	NO	NO	NO	NO	NO	NO
Time Function Programming	YES	Only date and time	YES	ONLY DATE AND TIME	ONLY DATE AND TIME	NO	NO
TTF / Modem Menu	YES	YES (but only in part)	NO	NO	NO	NO	NO
Telephone No Prog.	YES	YES	YES	NO	NO	NO	NO
Enable remote access	NO	NO	YES	YES(only timed)	NO	NO	NO
Listen to Message	YES	NO	YES	YES	YES	NO	NO
Test Call	YES	YES	YES	YES	YES	NO	NO
Zones Menu	YES	NO	NO	NO	NO	NO	NO
Outputs Menu	YES	NO	NO	NO	NO	NO	NO
Timing Menu	YES	NO	NO	NO	NO	NO	NO
KP / Readers Menu	YES	NO	NO	NO	NO	NO	NO
Access Code / User Key Menu	YES	NO	YES	NO	NO	NO	NO

2.8.2 Anti-robbery Function

- The anti-robbery function (anti-coercion) serves to indicate that deactivation was performed under duress and does so by use of pre-programmed telephone numbers (vocal, numerical and modem).
- Deactivation with indication of robbery is achieved by typing a user access code on the keypad having a **last digit that is one number higher** (if the last figure is 9, it will become 0) than the normal user access code. The system is deactivated and at the same time an anti-robbery signal is sent out via the telephone transmitter.
- If a printer is connected online only the "Deactivate" message sent is printed out, not the "Silent Panic". In the same way, if the Events Log is read and/or printed, the anti-robbery password would only allow "Deactivate" to appear. If the normal password is used, deactivate is printed, followed by the anti-robbery event.

2.9 KEYS

- User keys are used to activate / deactivate assigned sectors either totally or partially.
- No key is present by default and therefore a manual key acquisition is required, following the procedure described in paragraph: **7.5 User Access Code / User-Key Menus**.
- The following are the programmable parameters for each key:
  - operating levels (Level 1 **must** be used to attribute the possibility to activate / deactivate sectors assigned to each key).
  - user-key assignment to the sectors
  - authorization
  - name assignment

- as far as the last three points are concerned, refer to the explanations given for Access Codes (see paragraph: **2.8 – Access Codes**).

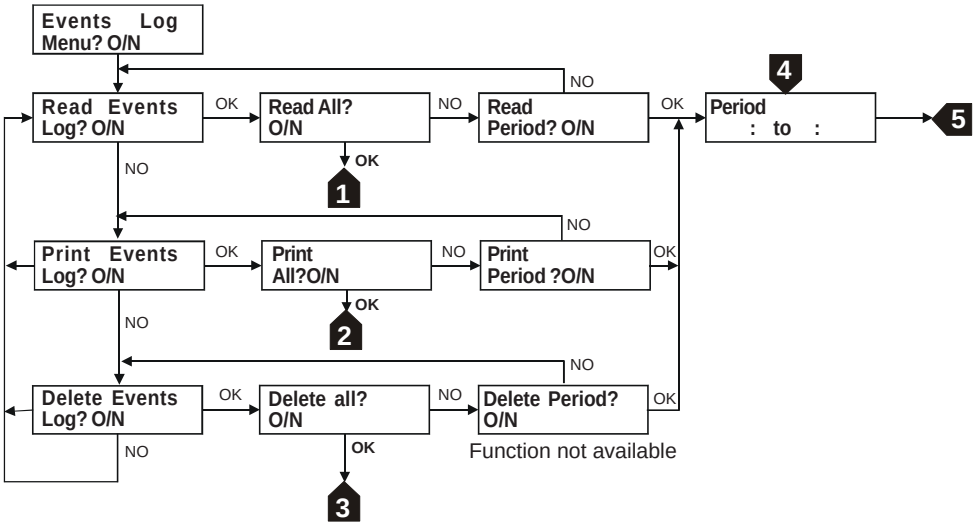
  Notes regarding paragraphs 2.8 and 2.9: In the MP200, access codes and keys share progressive numbering: maximum capacity is 64 access codes / keys for the MP200-64 and 256 access codes / keys for the MP200-256. If the anti-robbery function is enabled, numbering will no longer follow a progressive order.

2.10 MAGNETIC CARD AND PROXIMITY READERS

The magnetic card and proximity readers (AC200M and AC200P) are used to activate/deactivate the associated sectors. They are managed in the same way as MP200 key readers. Unlike these devices, either a magnetic card (badges) is swiped through the slot equipped with a magnetic head or a special AC400TP transponder is read simply by being approached to the proximity reader in the point printed on the front of the device.
The addressing and badge/transponder acquisition procedures are similar as those of key readers because each magnetic card or proximity key is managed by the MP200 in the same way as an electronic key. The devices are provided with anti-opening/anti-removal protection. The four LEDs on the front panel provide the same indications as key readers. No partial association is allowed.

3.0 Events Log

- The MP200 has an automatic memory capacity that stores date and time in chronological order for all types of significant events. The MP200-64 has a 300-event memory capacity and the MP 200-256 will store 1000 events. Over these limits, the oldest events will be erased automatically to create space for more recent events.
- Log Event access has a menu structure that allows reading operations (using the KP200D key panel display), as well as print and delete. There are two different types of menu: one that can be accessed via a user password (default = 1 1 1 1 1 1) and the other accessible via the system engineer acces code (default = 3 3 3 3 3 3). If the Log Event Menu is accessed with a user access code it is possible to read and/or print the complete list or one limited to the desired period, referred from/to specific day/month.
- To exploit the Print option, a local printer must be connected via the RS232 serial interface located on the MP200 board (see Installation Manual Paragraph: "**Connection to a Local Printer**").
- The use of the system engineer access code enables the same options offered by the User Menu, with the possibiliy of deleting the entire Events Log or just a chosen period.
- Enter the system engineer access code and scroll the various menu items with the ▼► key, until the "Events Log Menu" appears.



1 As this is the most recent event, the log menu will appear on the display. Scroll with keys ▼► and ◄▲.

2 The printer will print the full events list.

3 The events delete procedure now starts and may take a few minutes. Wait until the date and time again appear.

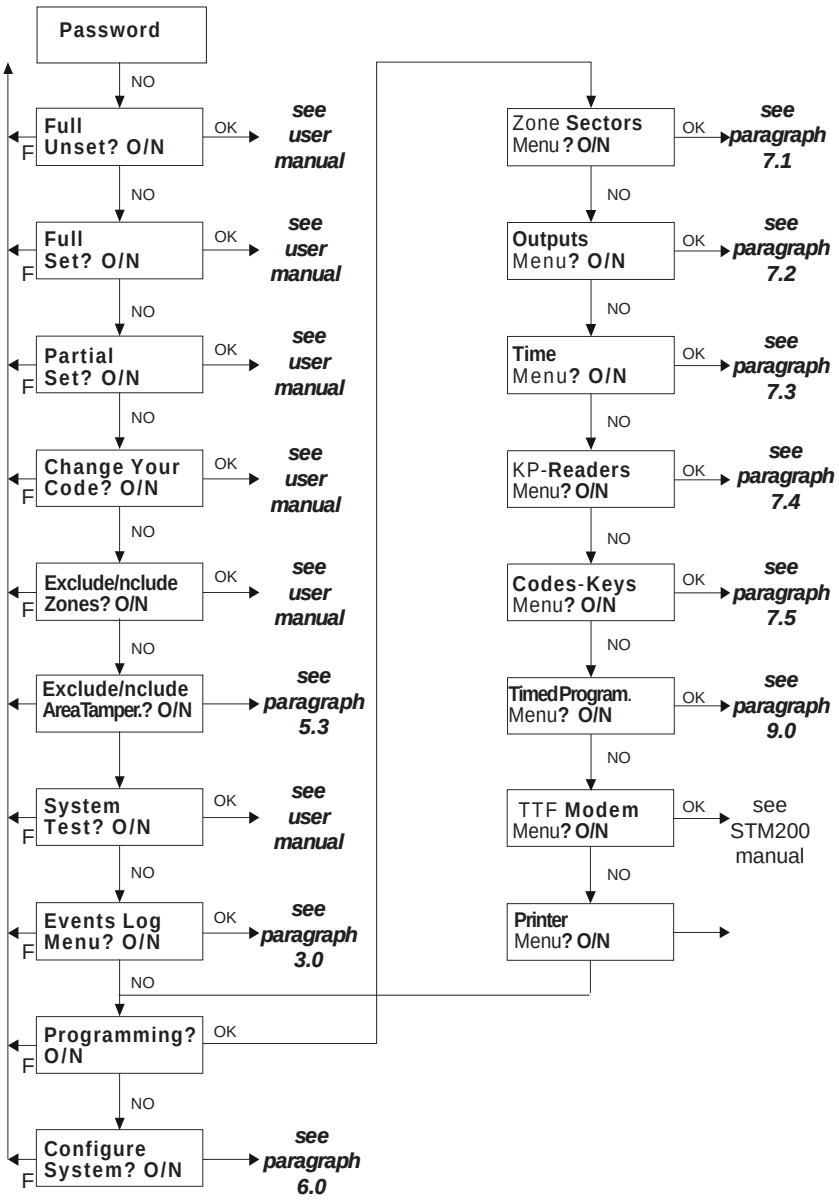
4 Enter the dates of the period required in the format - from day/month (dd:mm). Eg. from 20 May to 23 May, enter the digits 21 05 23 05.

5 The data for the period indicated will now be made available.

4.0 Glossary of Abbreviations

Zn = Zone n
Un = Output n
NH = Output normally high
NL = Output normally low
UC = Control Unit
URnnn = Remote Unit (a 4 or an 8 zone concentrator)
P.O. = Timing Programmer
LET = Key Reader
PAR = Splitter
DK = Optical Key
KP = KeyPad

5.0 System Engineer Menu



5.1 ACCESS TO SYSTEM ENGINEER'S MENU

- The System Engineer's Menu is the most complete of those available on the MP200 control unit, and only the Installer or System Engineer may use it, with access via a KP200D configured keypad. Remember that system commissioning is configured to default for the KP101 key panel. BUS 2 and 3 are also used (the latter only for the MP200-256) so KP 201 and KP 301 will also be automatically configured.

- The KP200D keys to use for moving within the Menu are:

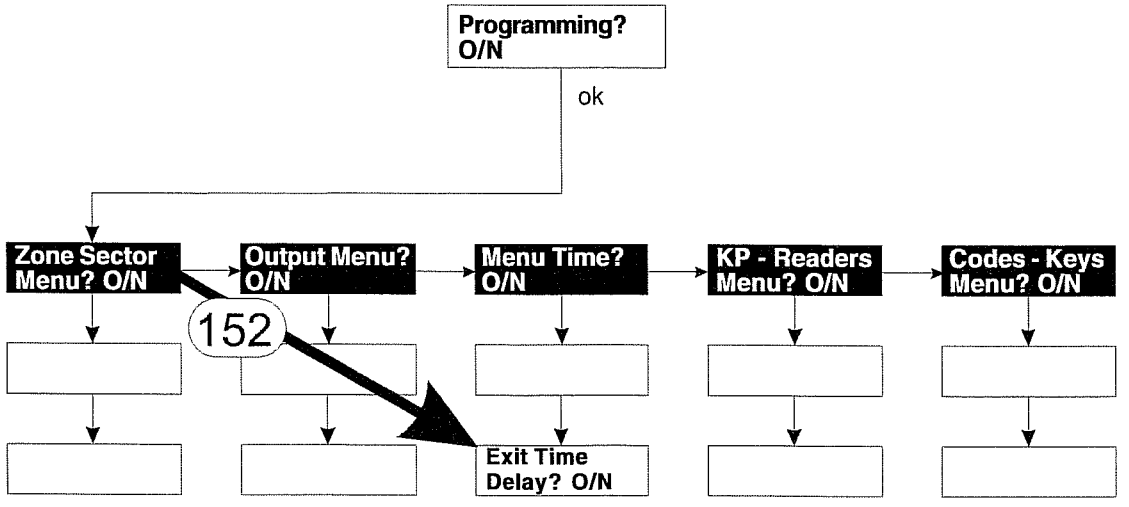
  - [OK] = confirm
  - [NO] = delete
  - [▼►] = scroll forward or to the right
  - [◄▲] = scroll back or to the left
  - [F] = abandon modification
  - [C**] = cancel data
  - **1 - 0** = introduction of numerical and alphabetical characters for naming purposes

- The system engineer has default authorisation to access system configuration immediately, as well as subsequent programming phases. For security reasons this authorisation will expire as soon as a user's access code is entered. In this case, the system engineer's access code will no longer be accepted. If needed, it can be restored by using the procedure described in the User's Manual, "Enabling System Engineer".

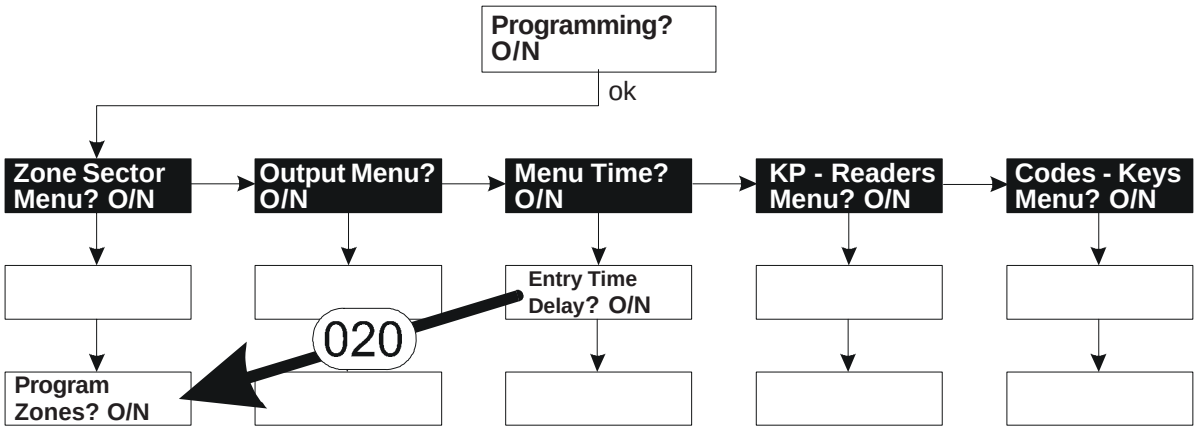
- In the authorised engineer condition, proceed as follows to access the Engineer's Menu:
  1. type in the engineer's access code from any KP200D keypad (default: 333333). The first menu instruction will appear on the KP display (typically: "*Full Set? O/N*").
  2. scroll the various menu instructions until reaching the required item, for instance "*Programming ? O/N*". Confirm by pressing the **"OK"** key. Movements and operations within the various submenus are guided and simplified by the instructions that appear as required on the keypad display being used.

5.2 DIRECT ACCESS TO THE PROGRAMMING MENU

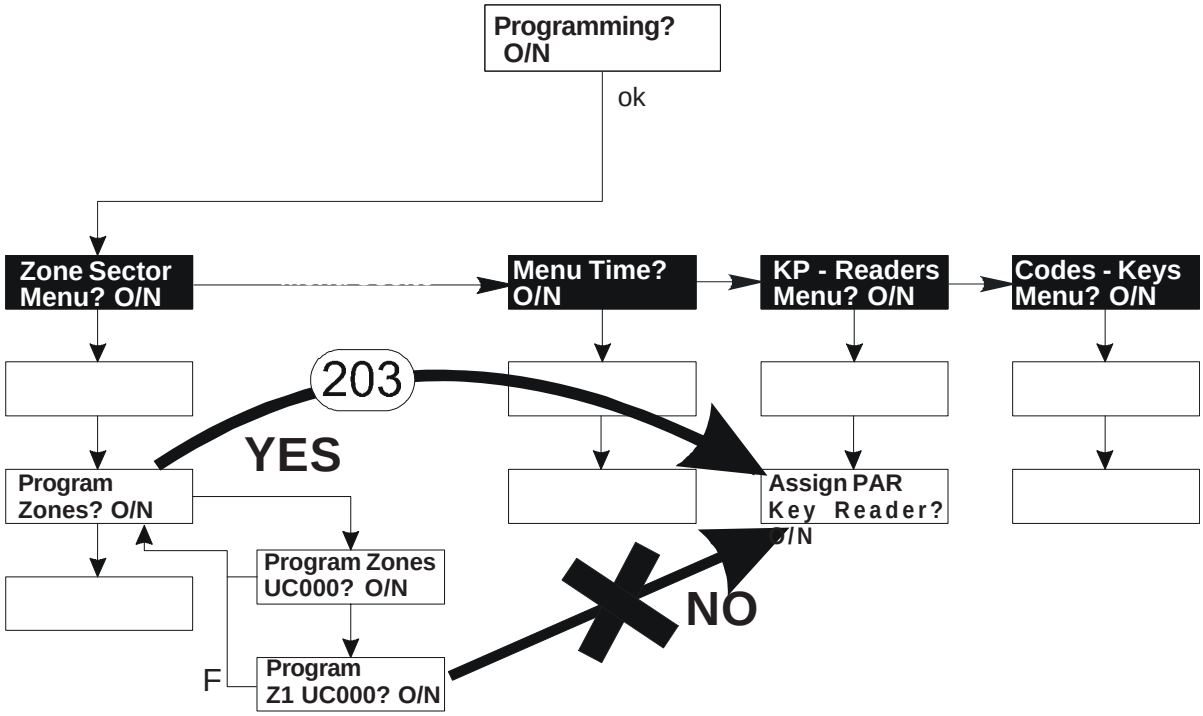
- To move within the "Programming" menu there is an alternative method to the use of the keys [OK], [NO], [▼►], [◄▲] and it is sufficient to introduce Direct Access Numbers (NAD) for each menu. These numbers enable direct access to intended programming without having to scroll the preceding items. If, for instance, the number **152** is entered at the item **Sector Zones Menu**, it will access programming of **Output Delay Time** within the Timing Menu (150).



- It is possible to "skip" from one submenu to another by entering the number corresponding to selected programming: for instance, it is possible to move from the **Output Delay Time** programming menu by typing the number **020** to access the **Zones Program** directly.



- **NOTE**: Not all submenus are numbered so it is not possible to achieve direct function access **except from** inside a menu with an identification number: for instance, in the submenu "**UC000 Zones Programme**", which cannot be selected directly, to use the function and thus "skip" to another menu, press the key **F** to return to "**Zones Program**" (020).



5.2.1 List of Numbers for direct access (NAD) to programming items

000: ZONE SECTORS MENU

010: PROGRAM. SECTORS

020: PROGRAM. ZONES

030: PROGRAM. ANDING GROUP ZONES
- 031: AND ZONES INTRUDER
- 032: AND ZONES 24HR INTUDER
- 033: AND ZONES PRE-ALARM
- 034: AND ZONES 24HR PRE-ALARM
- 035: AND ZONES FIRE ALARM
- 036: AND ZONES TECHNICAL ALARM

040: PROGRAM ZONES CHIME

050: PROGRAM ZONES COURT. LIGHTS

060: PROGRAM ALARM EVENT CYCLE
- 061: ZONES CYCLES INTRUDER
- 062: ZONES CYCLES SABOTAGE
- 063: ZONES CYCLES PANIC
- 064: ZONES CYCLES FIRE ALARM
- 065: ZONES CYCLES TECH. ALARM
- 066: ZONES CYCLES SOCIAL ALARM
- 067: PROG. COUNTER RESET

100: OUTPUTS MENU

150: MENU TIME
- 151: ENTRY TIME DELAY
- 152: EXIT TIME DELAY
- 153: TIME GENERAL ALARM
- 154: TIME FIRE ALARM
- 155: TIME TECH. ALARM
- 156: TIME OFF PATROL
- 157: TIME PATROL 1 TIME

200: KP-READERS MENU
- 201: ASSIGN KP-SECTORS
- 202: PROGRAM KP BUZZER
- 203: ASSIGN PAR KEY READER
- 204: ASSIGNPARTIAL. SECTORS
- 205: ASSIGN READERS SECTORS

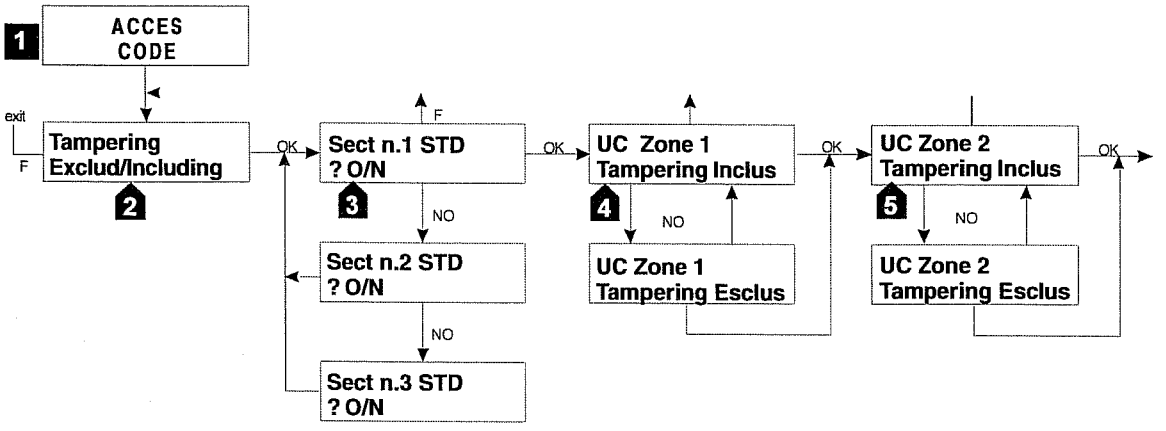
250: ACCESS CODES-KEYS MENU
- 251: NEW ACCESS CODE/KEY
- 252: PROGRAM LEVEL
- 254: ASSIGN CODE OR KEY
- 255: ENABLE USERS
- 256: NAME CODE OR KEY
- 257: CANCEL CODE

300: TIME PROGRAMMER MENU
- 301: DATE-TIME PROGRAM
- 302: SUMMER WINTER TIME PROGRAM
- 310: PROGRAM WARD GROUPS
- 320: PROGRAM TYPICAL WEEK
- 330: SYSTEM SET TIMED PROGRAMMER
- 340: AUTOMATIC EASTER PROGRAMMING

400: MENU TTF-MODEM
- 401: TELEPHONE NETWORK
- 402: DIALING
- 403: TEST TELEPHONE LINE
- 404: VOCAL CARD PROGRAM
- 405: RECORD MESSAGE
- 406: LISTEN TO MESSAGE
- 407: REPEAT MESSAGE PROGRAM
- 408: PROGRAMME ANSWER CONTROL
- 409: TELEPHONE NUMBER PROGRAM
- 410: DIALING PAUSE PROGRAM
- 411: DELAY TIME PROGRAM
- 412: LINE TONE CONTROL
- 413: ASSIGN N:TEL VOC/DIG
- 414: SELECT PROTOCOL
- 415: ASSIGN CHANNEL - ALARM
- 416: ASSIGN ALARM - TELEPHONE NUMBER
- 420: USER CODE FOR TELEMANAGEMENT
- 421: PROGRAMME ANSWERING
- 422: RECALL INSTALLER
- 423: TEST CALL
- 424: FOR ASSISTANCE

5.3 EXCLUDING/INCLUDING AREAS TAMPERING

Excluding area tampering is useful whenever the opening of a tampering system of an area configured as double balancing is not desired to generate a tampering alarm.
Excluded tampering can be included again with a similar procedure.
NOTE: Sabotage/zone exclusion can be actuated only through the keyboard.



1 Enter valid installer code

2 Press either [NO] or [▼ ▶] until there appears on the screen: Excluding Including Tampering

3 When you press [OK] there appears on the screen the first sector controlled by either the keyboard or entered code. Press either [OK] if you wish to program the first sector or [NO] to set next sector.

4 If you pressed [OK] there appears on the screen the first area of affected sector and its condition is displayed. Use keys [OK]/[NO] to change its status, following displayed indications.

5 Once the first area has been set and confirmed there appears on the screen the second area of affected sector. Repeat the operation for all areas and for all sectors.

Press [F] to exit.

Area tempering exclusion occurrence is signalled by Led [E] blinking on associated keyboards.

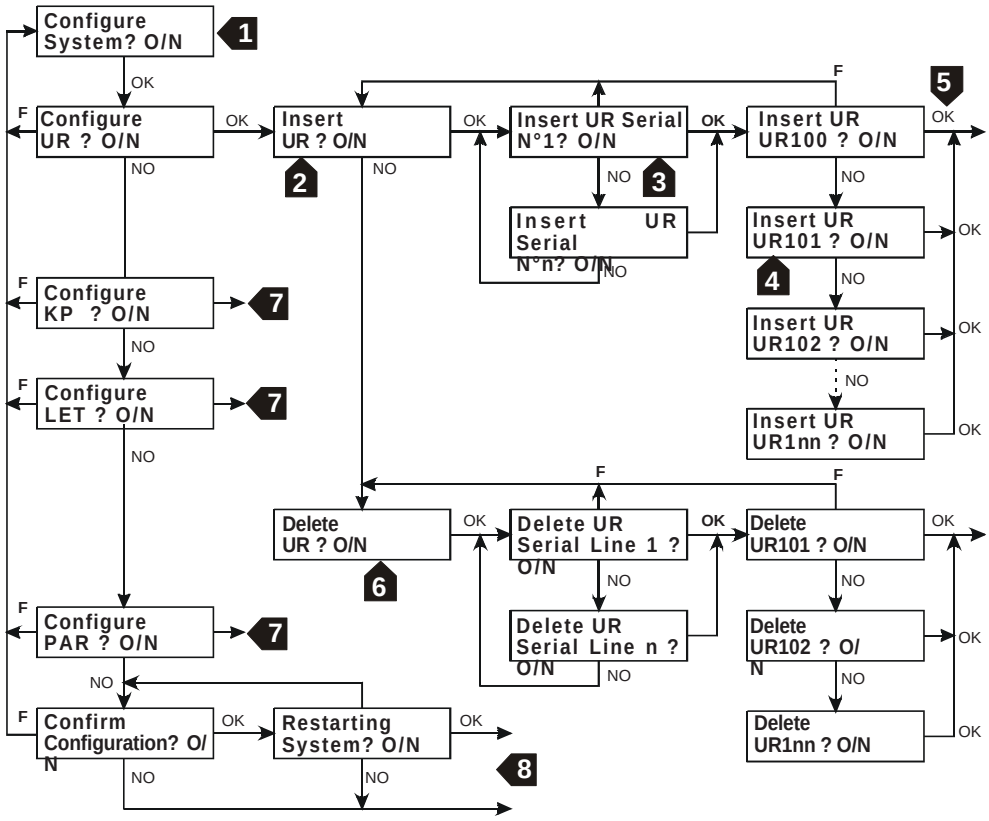
To display excluded tempering areas, enter a valid code and press key "E".

6.0 System Configuration

- System configuration is a fundamental operation for completing installation of a new system if the control unit is to acquire all the peripheral units (remote units, keypads, key readers, splitters) that are physically connected to the serial lines, or for extending or reducing the number of peripherals on an existing system. The MP200 does not have any default configuration peripherals, except the keypad with address 1 on each serial (KP 101, KP201 and KP301 for the MP200/256). At least one of these keypads must be present at the first installation in order to be able to continue with the procedure. Any default address 1 keyboards that are effectively not present in the system must be eliminated from the configuration using the submenu “Delete KP”, to avoid a tamper attempt being signaled.

6.1 SYSTEM CONFIGURATION PROCEDURE

- Enter the System Engineer Menu, go to the item “Configure System? O/N” and confirm with **OK**.
- Proceed with the guided menu and confirm each proposed peripheral that is actually present in the system with **OK** (then the SW version will be displayed) and press **NO** when the proposed peripheral is not present.
- To close the System Configuration procedure correctly it is necessary to reach and confirm the item “Confirm configuration?” and “Restart system” with **OK**. These items may be reached by scrolling forward with the keys **NO** (or ▼▶) through all proposed items. If the menu is closed in any other way, the configuration will not be acquired.
- For instance, to add or remove a peripheral from a system that has already been configured, it is not necessary to repeat the entire configuration, but it is sufficient to reach the relevant menu item, add it or remove it and leave the configuration as described above.
- When the key panel display shows the message “Restart system?”, press **OK** to start up a momentary “reset” from the control unit. When this is complete, the configured peripherals will be operative. In particular, the green L1 LED on each remote unit (concentrator) will flash and the default date/time will be shown on all displays. Any previous programming will be stored. To update the date and time, see: “**9.1 System Date & Time**”.



1. To enter the system configuration menu **enable the installer** (SEE USER MANUAL)**,** type the password and press NO or the keys [▼ ▶] until the message "Configure system?" appears on the display. **Press OK**.

2. At this point the menu prompts acquisition of the remote units with "Configure UR?". **Press OK**. The message "Enter UR?" is displayed, **press OK** to enter or **NO** to enter the Cancel menu (see point 6).

3. The menu asks whether to acquire the serial 1 remote units or (if they exist) other serials. Press NO to select another serial or OK to confirm.

4. After selecting the serial line, the menu prompts configuration of the remote units. For instance the message "Insert UR 101?" may appear on the display. Press OK to acquire the remote unit with this address, otherwise NO if a remote unit with a different address is to be entered.

5. At this point the control unit will begin to seek the remote unit on the chosen serial line. As soon as the remote unit with chosen address is "found", the message: "UR101 - zone 8 -V." will display, with a specification of the UR (4 or 8 zones) and the software version. If the U.R. is not found, the message "UR 101 OFF" will display.

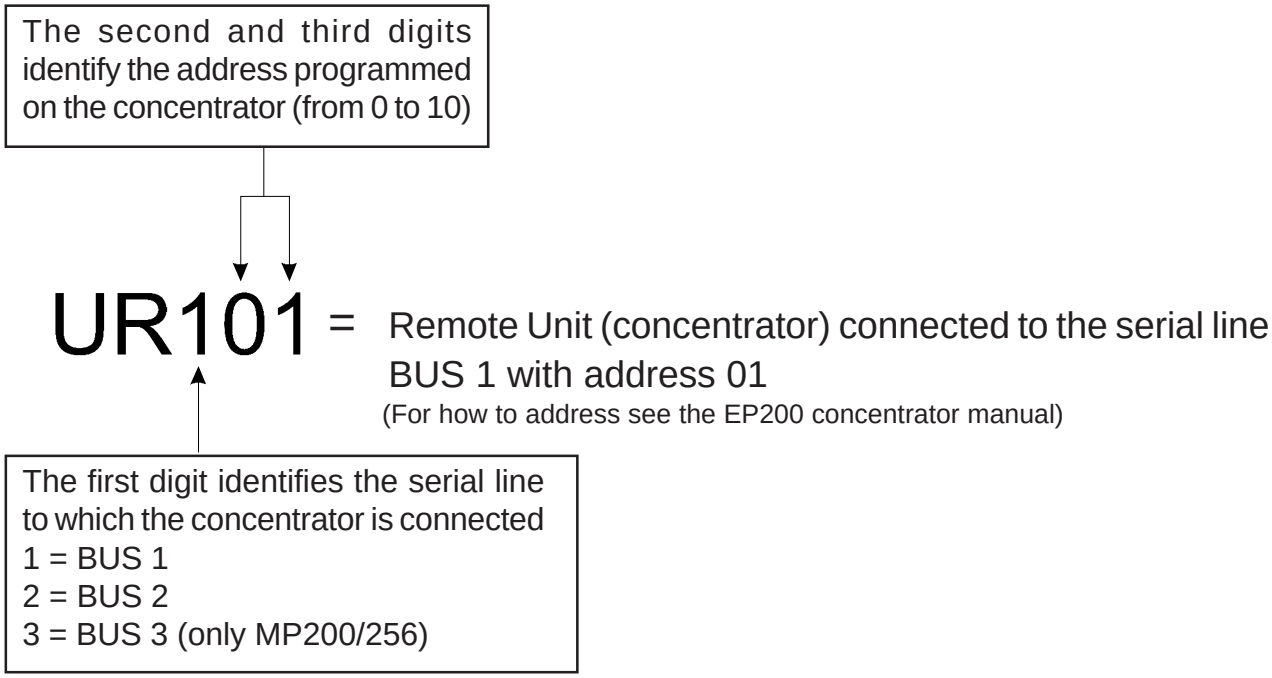
6. **Press OK** to choose the serial line that includes the units to be deleted, the message "Delete UR Serial 1?" appears, press NO to select and OK to confirm. At this point, the menu proposes all the acquired units, press OK to delete or NO to select another unit.

7. The procedure for acquiring the KP (key panels), the readers (LET) and the splitters (PAR) is identical to that described for the remote units.

8. When all the peripherals are acquired, the message: "Confirm configuration?" will display. **Press OK** to confirm the recent acquisitions and the message "Restarting system" will appear; **press OK again** to restart the system and render the acquired peripherals operative. Press NO either in "Confirm configuration?" or in "Restart system" to return to the main menu "Configure UR" to retain the old configuration.

6.2 NUMBERING REMOTE UNITS

6.2.1 EXAMPLE of remote unit numbering



NOTE: If a remote unit has been configured with an address 10 (MP200/256) it will be displayed as 0A. Example UR 30A.

6.3 CONFIGURING READERS & SPLITTERS

6.3.1 Configuration and programming of software version 2.00 and subsequent readers

Physical connector addressing	Configuration from keypad Serial (1, 2 or 3)	Programming from keypad/fast link
8	108	100
9	109	101
A	10A	102
B	10B	103
C	10C	104
D	10D	105
E	10E	106
F	10F	107

6.3.2 Configuration and programming of software version 2.00 and subsequent splitters

Physical connector addressing	Configuration from keypad Serial (1, 2 or 3)	Programming from keypad/fast link
8	100	100
9	101	101
A	102	102
B	103	103

6.3.3 "Physical" addressing mode for reader versions 1.2 and 2.0

- For **version 1.2** readers use only **physical addresses from 0 to 7.**

- For **version 2.0** readers use only **physical addresses from 8 to F.** In exceptional cases it may be possible to use physical addresses from 0 to 7 only in those cases when, for instance, an old version 1.2 reader is replaced with a new version 2.0 or later, or a system already fitted with version 1.2 readers is integrated with one or more version 2.0 or later readers. In these cases the new version is “downgraded” and aligned to the old version with all ensuing limitations.

6.3.4 "Physical" addressing mode for splitter version 2.0

- For **version 2.0** splitters use **physical addresses from 8 to B.**

6.3.5 Magnetic card and proximity reader configuration and programming

Addressing is obtained by means of the four position dip switch on the reader board. Remove the cover to access the board (refer to AC200M and/or AC200P manual for dip switches settings). The physical address is from 0 to 7 and consequently the three dip switch positions are used (position 4 will always be off). The SW version is 2.0.

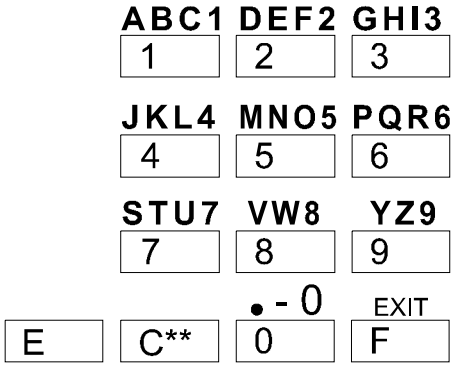
Physical addressing	KP configuration - serial 1	Programming via keyboard/FAST LINK
0	108	100
1	109	101
2	10A	102
3	10B	103
4	10C	104
5	10D	105
6	10E	106
7	10F	107

7.0 Programming

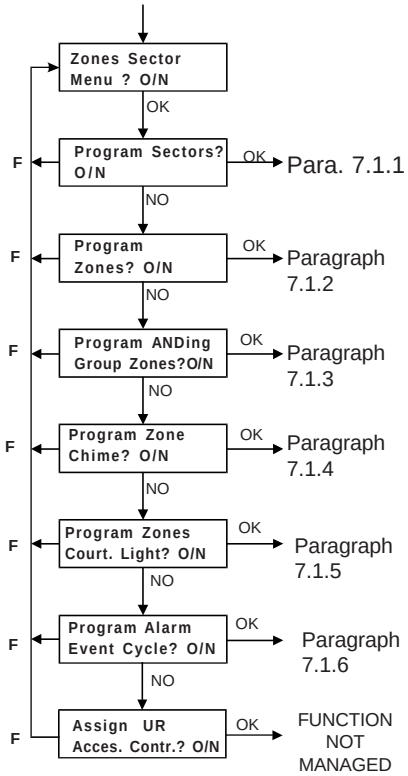
- This paragraph contains all the items of the Programming Menu with Guided Programming, which contains the key panel display sequences during the various phases of programming, as well as several explanations indicated by the symbols nn where *nn* stands for the ascending number that refers to the notes shown in the text.
- The illustrations shown in the diagrams are intended to offer an overall view of the various menus. In several cases the flow diagram has been simplified by not including all the possibilities of data combinations that would have complicated the graphics and made them less comprehensible.
- In any case, in more complex cases the system engineer is guided by instructions shown on the keypad display.
- Where envisaged, the description of each programming includes the Direct Access Number (N.A.D.) to various Menus as described in Paragraph: “5.1 Access to System Engineer’s Menu”.
- The Programming Timer is discussed in a dedicated paragraph.
- In the Programming Timer phase for Zones, Sectors, Services and Technical Groups, a "name" may be entered (e.g: lounge, perimeter) using the alphanumeric keypad:

  - Pressing the same key repeatedly will change the character. Example: press key 1 once for letter A, twice for B, etc..
  - To shift to the next character press key [▼►], to return to the previous character, press key [◄▲].
  - To erase a character, press key [E]
  - To enter a dot or hyphen, use the key [0]
  - To erase a full string, press the key [NO]

  NOTE: only upper case letters are available

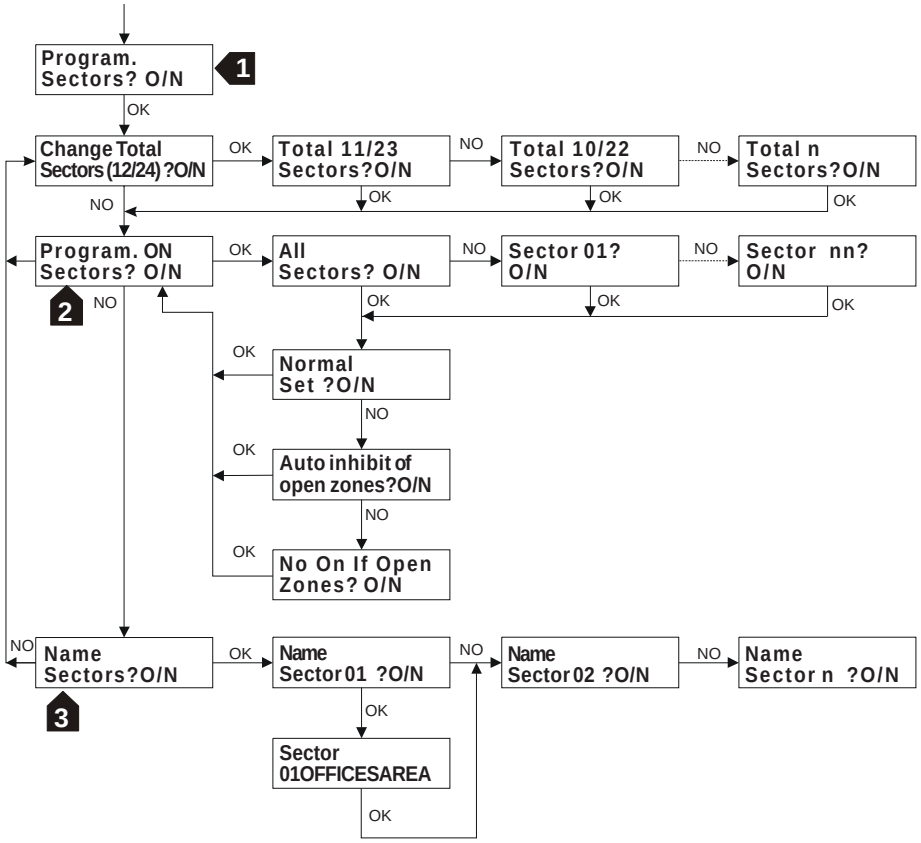


7.1 ZONES - SECTORS MENU



7.1.1 Sectors Program

- This programming establishes the number of sectors to be used by the system, the type of arming for each sector and the assigning of a name to each sector. The default number of the sectors is 1.
- The total number of sectors may then be extended later for a system that is already running. To decrease the number of sectors, however, all existing assignments involving sectors to be removed must be eliminated first.



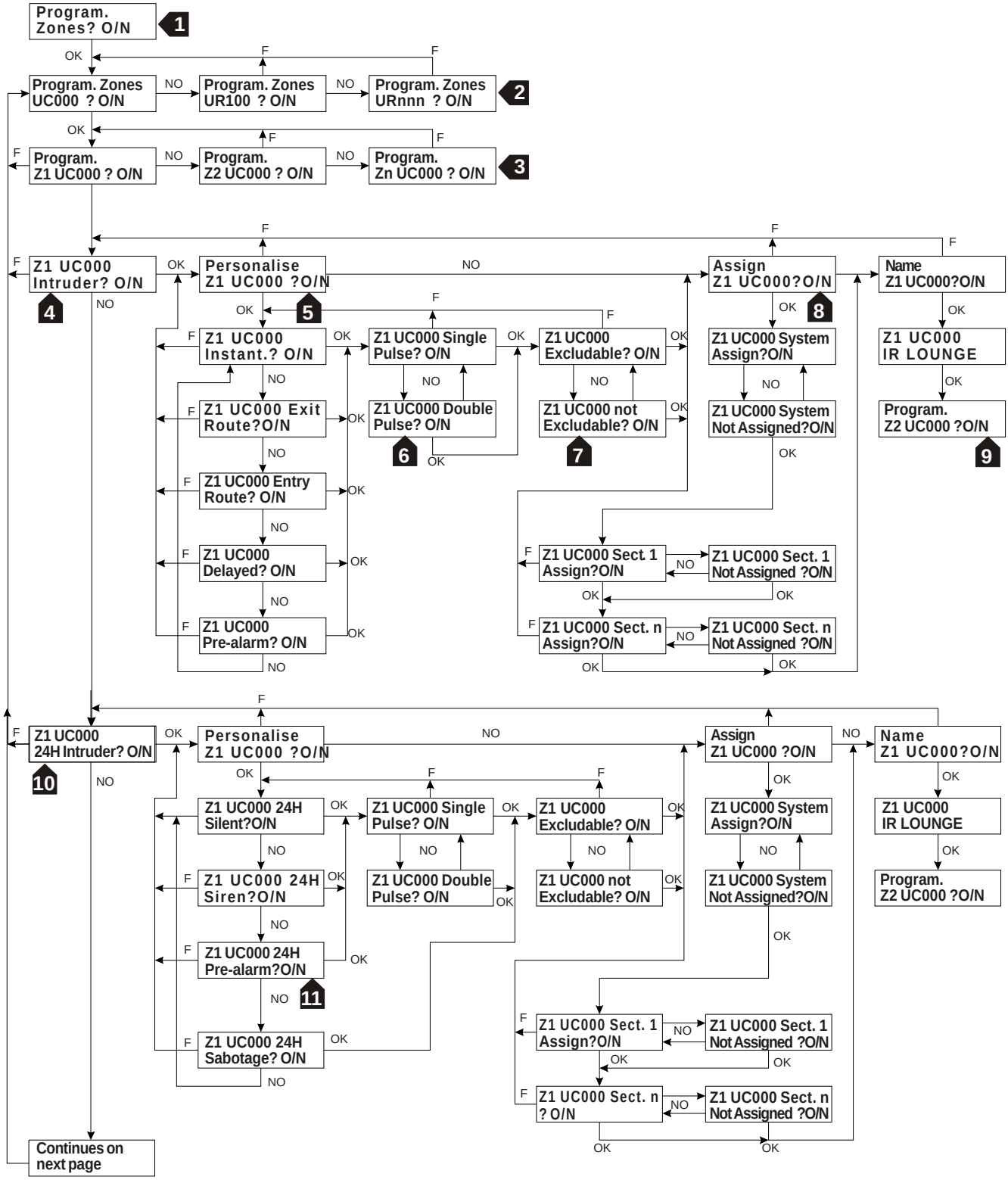
1 To access the Sectors Program, enter the programming menu and enter the number 010. The message “Program. Sectors?” will display. **Press OK**. The programme prompts changing of the total number of sectors that may be used in the system (maximum of 12 in the MP200/64 or maximum of 24 in the MP200/256). In all subsequent programming (zones, KP readers, etc.) assignments only the number of programmed sectors appear as a prompt.

2 After the number of sectors has been chosen, press OK. "Program. ON sectors" will be displayed. For each single sector, or for all sectors together, it may be possible to program the arming mode should there be any open zones.

3 When ON is programmed for open sectors, the prompt to name them is displayed (maximum of 16 characters). Choose the sector to name and use the alphanumeric keys to choose the characters (see page 15: "KeyPad").

7.1.2 Zones Program

- This programming will enable assigning of required parameters to each zone belonging to the control unit and configured concentrators. In general the parameters programmable for each zone are: type, use, single/double pulse events, excludable/not excludable, association with sectors and naming.
- Default configuration of each zone is as follows: Intruder, Instantaneous, Single Pulse events, Excludable, assigned to Sector 1 and generic naming (eg., “UC000 Zone 1”).



1 To programme the zones, enter the programming menu and type the number 020. The message "Program Zones?" will then display. Press OK.

2 At this point the menu prompts for control unit zones programming: "UC000 Program Zones". Press NO to move on to programming of zones belonging to connected and configured UR (Remote Unit) concentrators. Choose the concentrator (UR) whose zone programming is required. Press OK.

3 The message "Program Z1 UC000 ?" will then display. Press OK to programme the first zone or NO to choose another zone.

4 The message "Z1 UC000 Intruder?" will then display. Press OK if the first zone is required as Intruder type or press NO to choose from amongst Intruder, Intruder 24H, 24h, Key, Control, Not Used.

5 If Intruder type was chosen, the message "Personalise Z1 UC000?" will then display. Press OK to *personalise* the Intruder zone or NO if the current dedication is to be retained and to move on to the Assign menu (point 8). The dedications available are: Instantaneous, Exit Route, Entry Route, Delayed, Pre-alarm. Press OK to confirm the selection or NO to scroll the list.

6 The continuous intruder zone personalisation may be achieved either with double or Single Pulse: a zone programmed as Double Pulse will only set off an alarm if it unbalances twice in the space of 60 seconds. Then press OK to choose either double or Single Pulse.

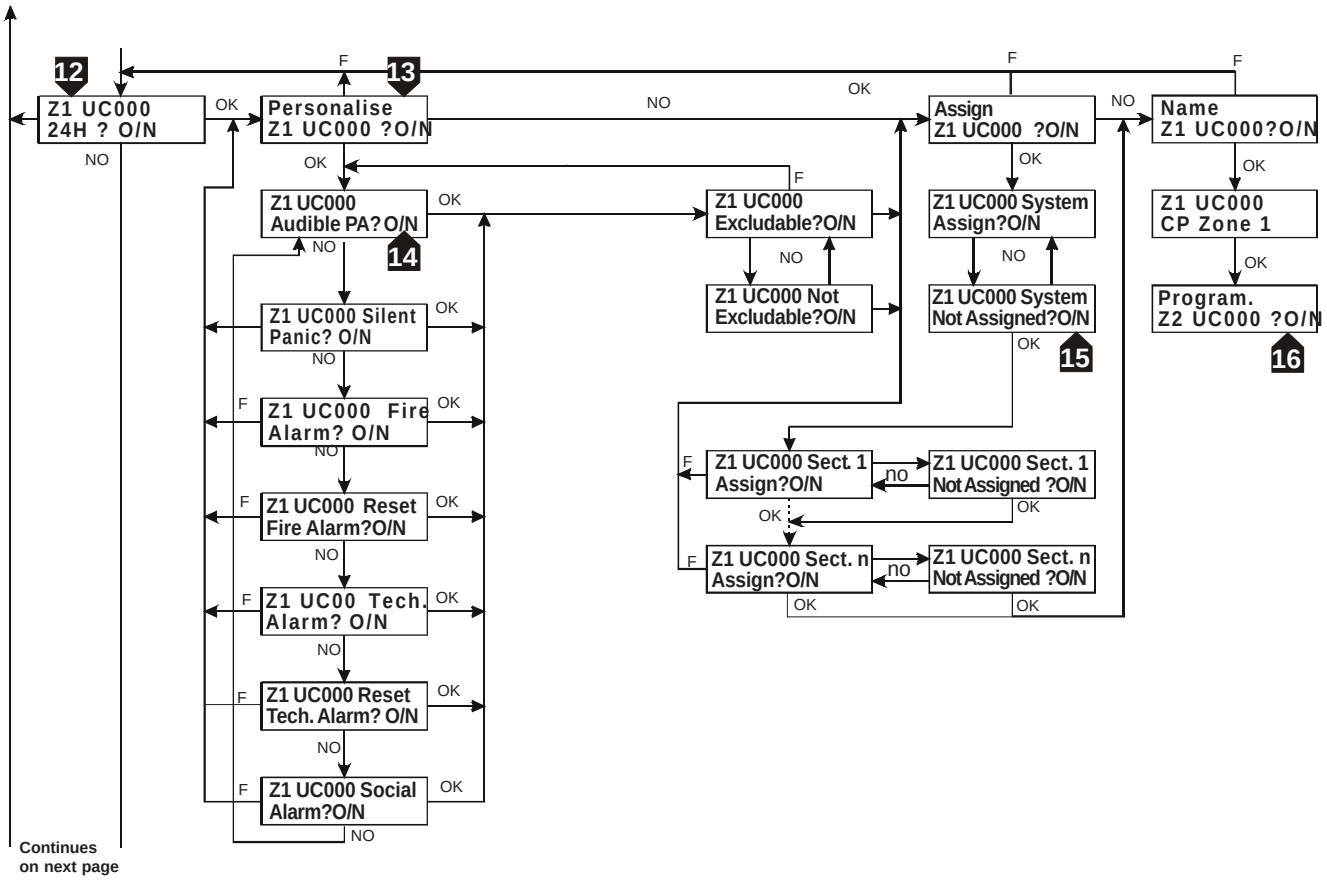
7 At this point, choose whether the required zone is to be excludable or not excludable. The zones programmed as not excludable are covered by the alarm counter. Then press OK to choose excludable or NO for not-excludable.

8 The message "Assign Z1 UC000 ?" will then display. Press NO to retain default programming or in any case current programming. Otherwise to modify the type of assignment, press OK. In this case the latest assignment performed will display. Press NO or OK to assign the zone to the system or to a specific sector. To display sector assignments, move using the arrows.

9 After the assignment has been made, the menu prompts naming the zone "Z1 UC000 Name?". Enter the name of the zone using the number keys.

10 Programming of zones such as 24H Intruder is identical to that of Intruder zones with the difference that the Sabotage dedication is not programmable as single or double pulse.

11 The zones programmed as 24H are always active. A 24H zone assigned to several sectors will generate outputs assigned to those sectors. The non 24H zones are active when all the assigned sectors are armed.



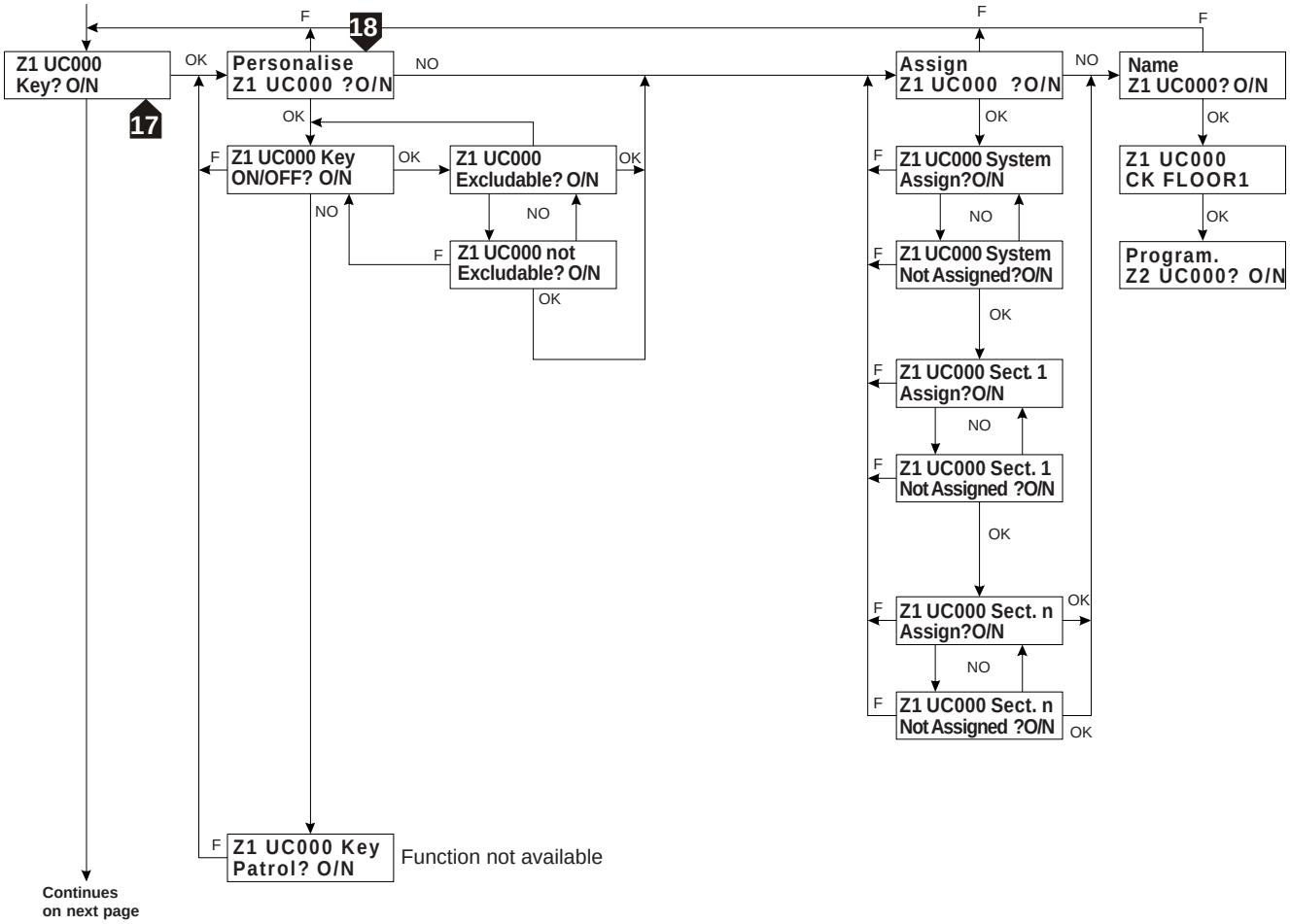
12 The message "Z1 UC000 24H" is displayed. Press OK to programme this zone as 24h-type.

13 The message "Personalise Z1 UC000?" is displayed. Press OK to *personalise* the 24h zone or NO to retain the current dedication and move on to the Associate menu. Possible dedications are: Audible PA, Silent Panic, Fire Alarm, Reset Fire Alarm, Technical Alarm, Reset Tech. Alarm, Social Alarm. Press OK to confirm the choice or NO to scroll the list.

14 After defining the dedication of a zone, decide if the relevant zone is to be excludable or non-excludable. Then press OK to confirm or NO to choose between excludable and non-excludable.

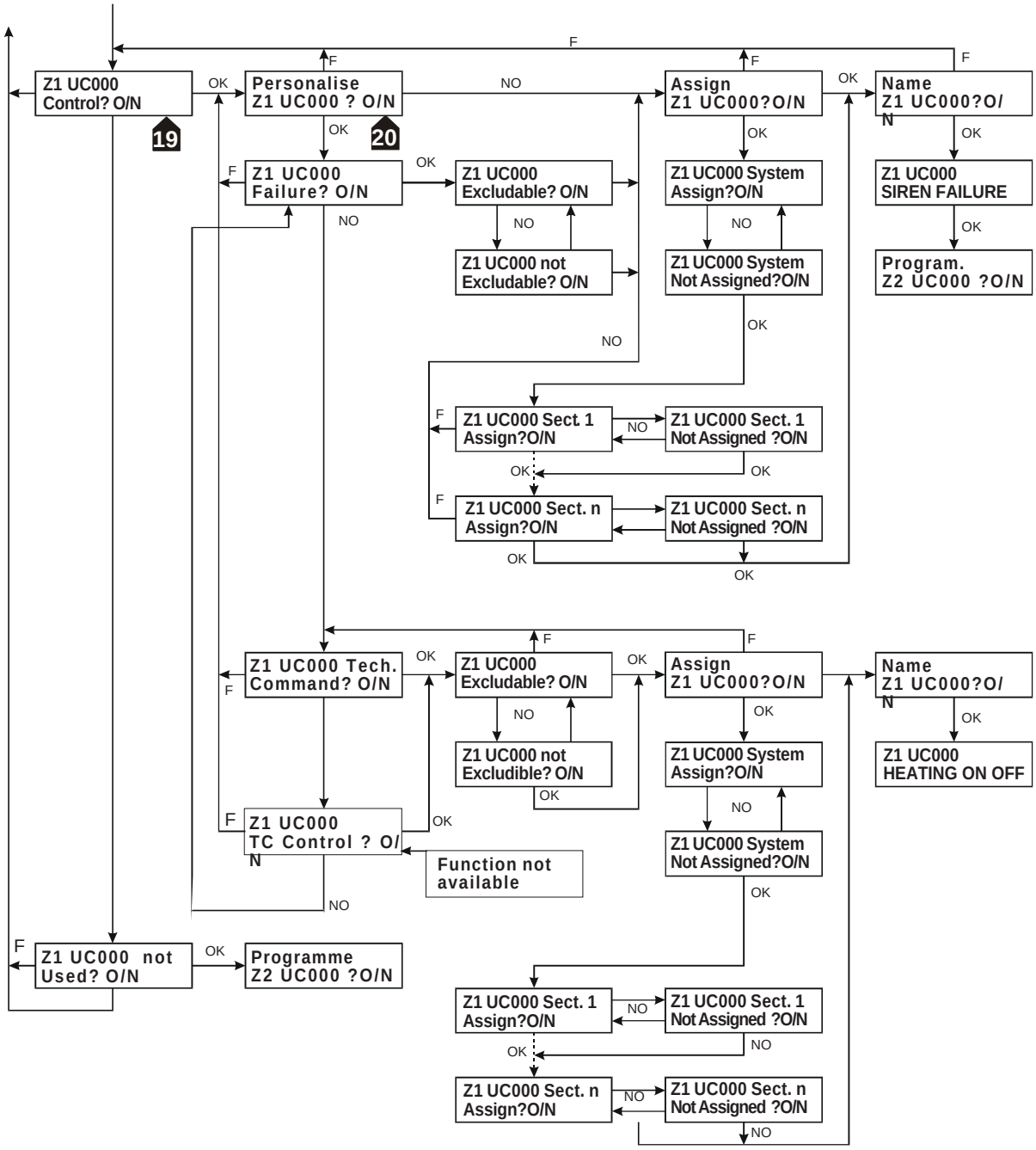
15 See point 8

16 See point 9



17 The message "Z1 UC000 Key" is displayed. Press OK to programme the relevant zone as Key-type.

18 The message "Dedicate Z1 UC000?" is displayed. Press OK to *dedicate* the Key zone or NO to retain the current dedication and move on to the Associate menu. Possible dedications are: ON/OFF key or Patrol Key (not available). Press OK to confirm the choice or NO to scroll the list.



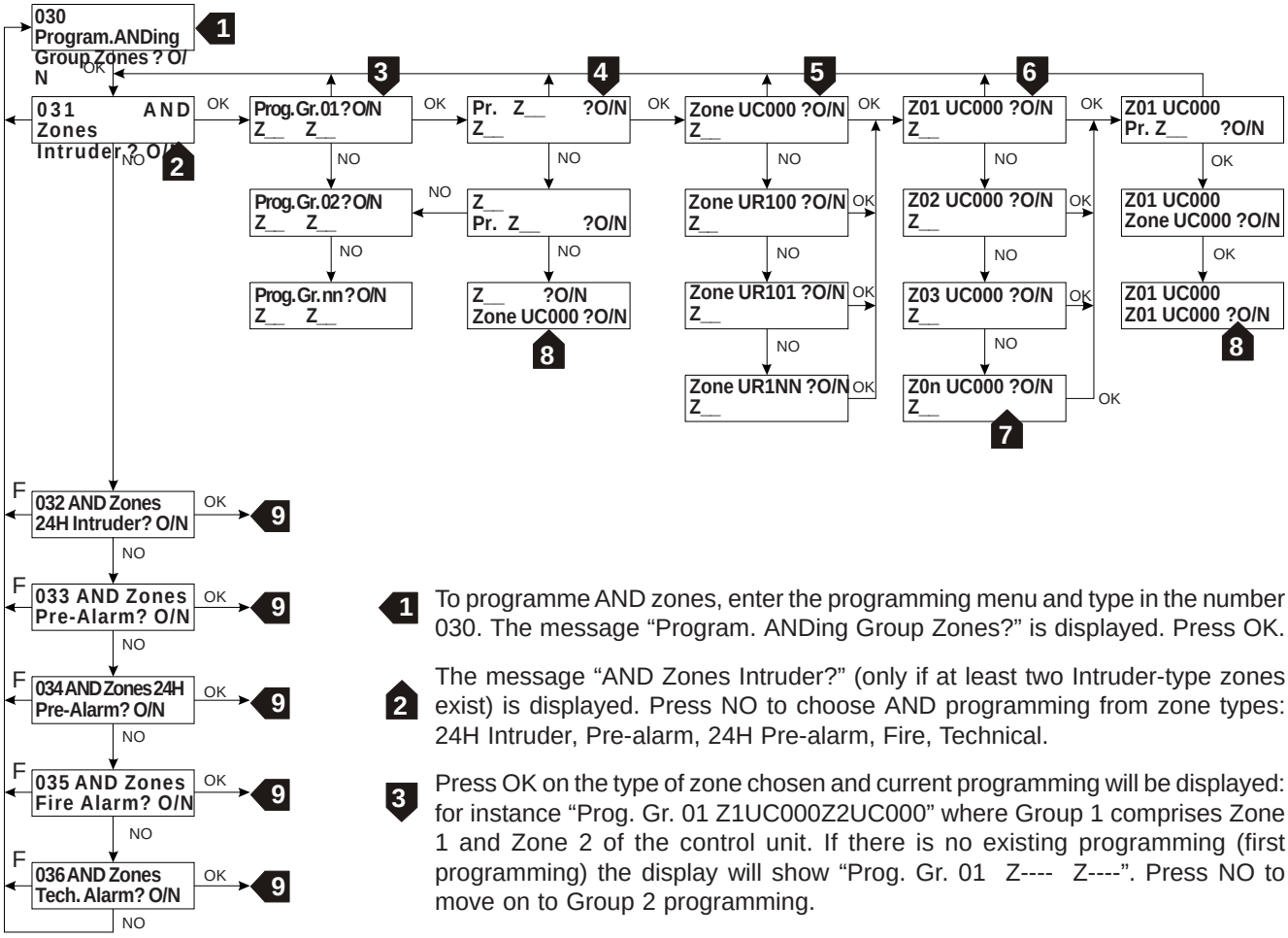
19 The message “Z1 UC000 Control” is displayed. Press OK to programme the relevant zone as a type of control.

20 The message “Personalise Z1 UC000?” is displayed. Press OK to *personalise* the Control zone or NO to retain the current dedication and move on to the Assign menu. Possible dedications are: Failure, Technical Command. Press OK to confirm the choice or NO to scroll the list.

7.1.3 AND Zones Programme

- As many as 32 AND groups may be created with this type of programming, each comprising two zones with the same type and same dedication. The following type/dedication can create AND groups:

  INTRUDER: Instantaneous, Exit Route, Entry Route, Pre-alarm.
  INTRUDER 24H: 24H silent, 24H with sirens, 24H Pre-alarm.
  24H Fire alarm, Technical alarm.
  The same zone may be part of more than one group. There are no Default AND zone groups.
  See operating details for AND Groups in Para. “Zones Programme” , “AND Function”.



1 To programme AND zones, enter the programming menu and type in the number 030. The message “Program. ANDing Group Zones?” is displayed. Press OK.

2 The message “AND Zones Intruder?” (only if at least two Intruder-type zones exist) is displayed. Press NO to choose AND programming from zone types: 24H Intruder, Pre-alarm, 24H Pre-alarm, Fire, Technical.

3 Press OK on the type of zone chosen and current programming will be displayed: for instance “Prog. Gr. 01 Z1UC000Z2UC000” where Group 1 comprises Zone 1 and Zone 2 of the control unit. If there is no existing programming (first programming) the display will show “Prog. Gr. 01 Z---- Z----”. Press NO to move on to Group 2 programming.

4 To modify Group 1 press OK. The first zone assignment will be displayed. Press NO if no changes are required to the first group zone and to pass on to second zone programming.

5 Press OK to display the unit to which the zone belongs, press NO to select another unit, type OK if the required unit has been selected.

6 After choosing the unit, the menu prompts a choice of zone to which the unit may be assigned. Current assignment will be displayed, for instance “Z01 UC000 ?O/N”. Press OK to retain this assignment and thus pass on to second zone programming. Otherwise press NO.

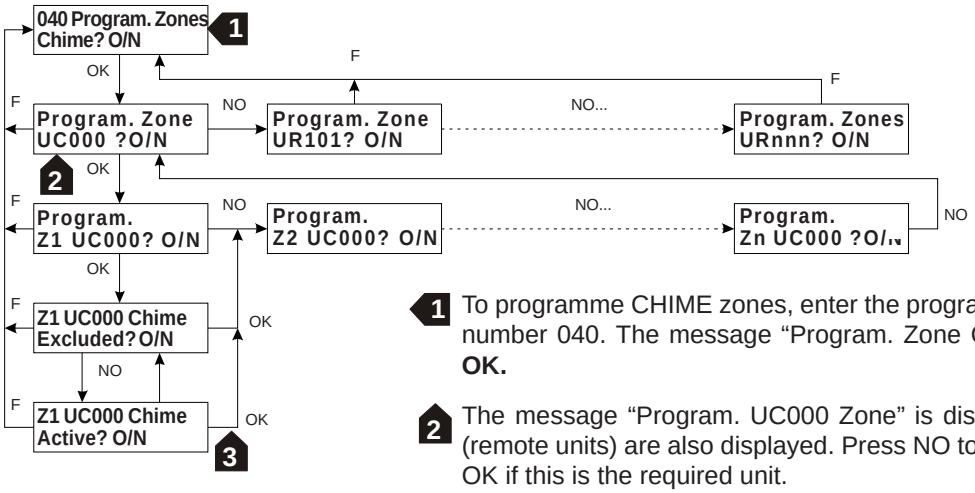
7 Press NO to display in sequence all the zones of the chosen unit, press NO to select another zone or OK to confirm it.

8 To assign the second zone, repeat the procedure shown at points 5-6-7.

9 Group programming procedure for 24H Intruder, Pre-alarm, 24H Pre-alarm, Fire, Technical AND zones is the same as that used for Intruder-type programming.

7.1.4 CHIME Zones Programme

- This programming makes it possible to assign the auxiliary function CHIME only to zones with Intruder typology, dedicated as Instantaneous, Exit Route, Entry Route, Delayed, Pre-alarm.
- This function is called an auxiliary function because it is complementary to the zone's primary function and is available only when the sector (or sectors) assigned to the zone in question is (are) dearmed.
- There is no default CHIME function assignment.
  See operating details in Para. "Zones Programme", "Auxiliary Functions", "Chime".



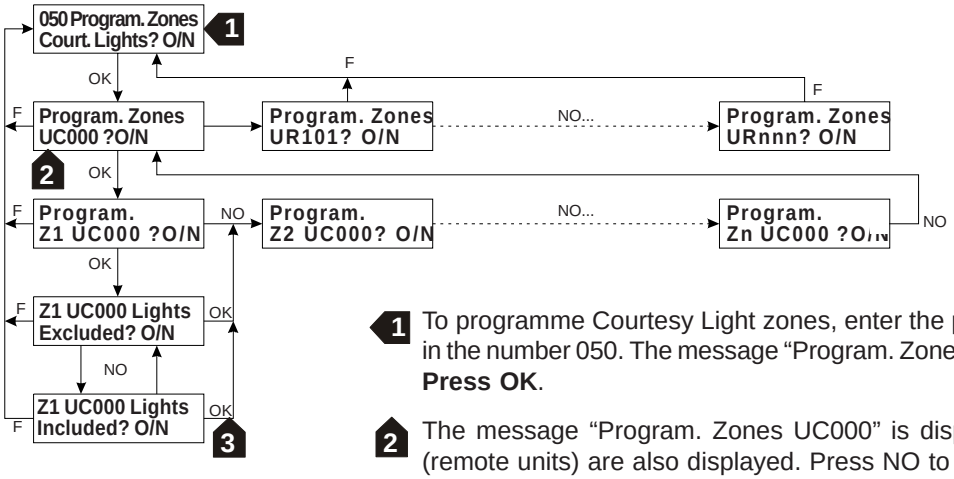
1 To programme CHIME zones, enter the programming menu and type in the number 040. The message "Program. Zone Chime?" is displayed. **Press OK.**

2 The message "Program. UC000 Zone" is displayed. The connected URs (remote units) are also displayed. Press NO to move onto another group or OK if this is the required unit.

3 Press OK to programme the CHIME function for that specific zone. Ensure that the CHIME function applies only to zones with Intruder typology. If the zones have other typologies (Intruder 24h, 24h, Key, Control) the CHIME function will not be operative.

7.1.5 Courtesy Lights Zones Programme

- This programming makes it possible to assign the Courtesy Light auxiliary function only to zones with Intruder type, dedicated as Instantaneous, Exit Route, Entry Route, Delayed, Pre-alarm.
- This function is called an auxiliary function because it is complementary to the zone's primary function and is available only when the sector (or sectors) assigned to the zone in question is (are) dearmed.
- There is no default attribution of Courtesy Light to any zone. See operating details in Para. "Zones Programme", "Auxiliary Functions", "Courtesy Light".



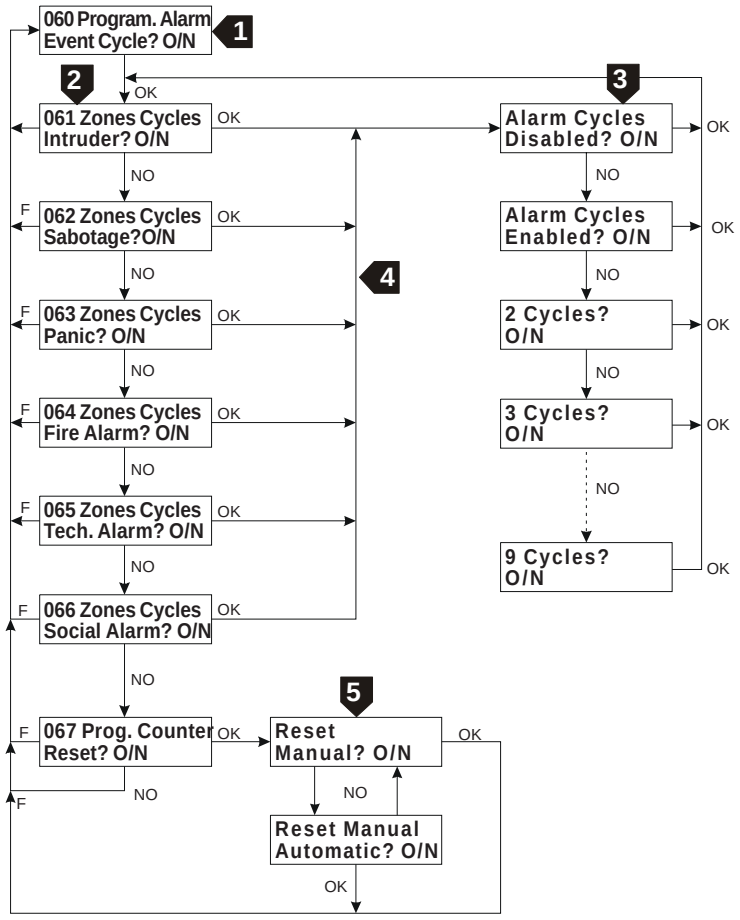
1 To programme Courtesy Light zones, enter the programming menu and type in the number 050. The message "Program. Zones Court. Lights?" is displayed. **Press OK**.

2 The message "Program. Zones UC000" is displayed. The connected URs (remote units) are also displayed. Press NO to move onto another group or OK if this is the required unit.

3 Press OK to programme the Courtesy Light function for that specific zone. Ensure that the Courtesy Light function applies only to zones with Intruder type. If the zones have other types (Intruder 24h, 24h, Key, Control) the Courtesy Light function will not be operative.

7.1.6 Alarm Zones Cycles Programme

- Alarms Zones Cycles (or Alarm Counter) programming establishes the maximum number of times that a zone unbalance will generate the assigned event. This programming will enable and programme the cycle numbers 2 and 9 for each type of alarm. The Alarm Counter will not cover any zones programmed as: Technical Reset, Fire Reset, ON/OFF Key, Technical Control, Fault.
- NB: zones subject to Alarm Counter must be programmed as Excludable (see Para. 7.1.2 “Zones Programme”).
- Unbalance of a zone may generate the assigned event until the maximum number of programmed Alarm cycles is reached. From this point onwards further unbalances of the same zone will not give rise to more alarms and will not be stored in the Events Log until the counter is zeroed. When a zone reaches the Alarm Counter the Events Log registers this with the indication "Alarm Cycle" and details regarding the relative zone.
- The counter zeroes each time a status change occurs (arm/dearm) in the sectors assigned to the zone (manual reset) or every 24 hours from the last status change (automatic reset). When the counter is zeroed the alarm cycle for that zone is restored.
- The number of alarms per cycle is disabled by default, which means that there is no limit to the number of events that a zone may generate.



1 To programme the alarm cycles, enter the programming menu and type in the number 060. The message "Program. Alarm Event Cycles?" is displayed. **Press OK**.

2 The message "Zones Cycles Intruder" is displayed. **Press OK**.

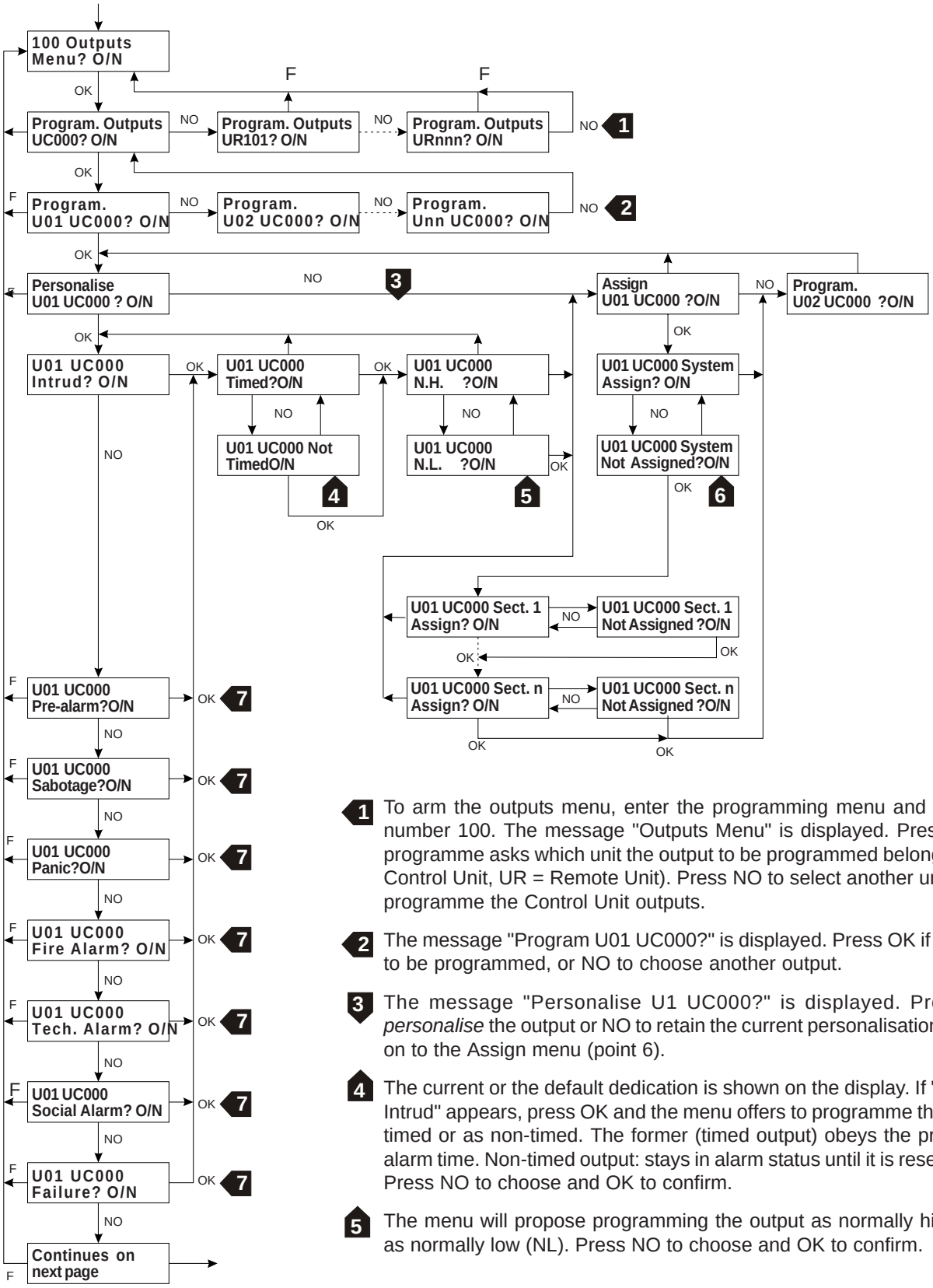
3 The message "Alarm Cycles Disabled" is displayed. **Press OK** to confirm to disable the function or **NO** to Enable Select the number of alarm cycles. **Press OK** to confirm the chosen setting.

4 Carry out the same operation indicated at points 2 and 3 to set alarm cycles for other types of alarm.

5 Counter reset may be manual (arm-dearm of assigned sectors) or both manual and automatic (every 24 hours after the last arm-dearm).

7.2 OUTPUTS MENU

- This programming is used to assign required parameters to each of the control unit's configured outputs and concentrators. In general the parameters programmable for the outputs are: dedication, status, assignment.
- The default configuration for the 11 control unit outputs is described in detail in Para. 1.2 "Control Unit Default Parameters" whilst concentrator outputs all default to Not-in-Use, normally low (NL), assigned to Sector 1.



1 To arm the outputs menu, enter the programming menu and type in the number 100. The message "Outputs Menu" is displayed. Press OK. The programme asks which unit the output to be programmed belongs to (UC = Control Unit, UR = Remote Unit). Press NO to select another unit or OK to programme the Control Unit outputs.

2 The message "Program U01 UC000?" is displayed. Press OK if output 1 is to be programmed, or NO to choose another output.

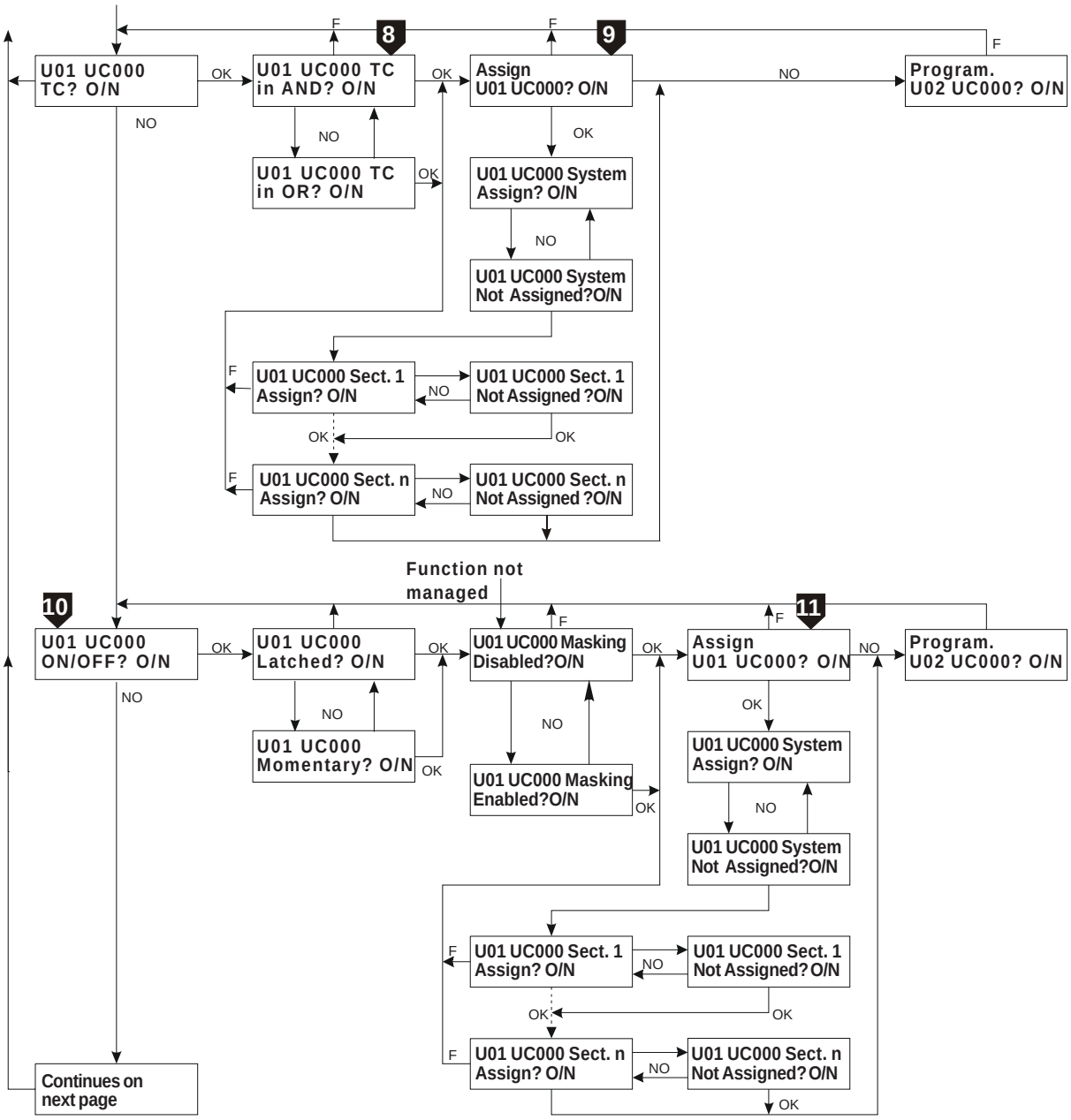
3 The message "Personalise U1 UC000?" is displayed. Press OK to *personalise* the output or NO to retain the current personalisation and move on to the Assign menu (point 6).

4 The current or the default dedication is shown on the display. If "U1 UC000 Intrud" appears, press OK and the menu offers to programme the output as timed or as non-timed. The former (timed output) obeys the programmed alarm time. Non-timed output: stays in alarm status until it is reset manually. Press NO to choose and OK to confirm.

5 The menu will propose programming the output as normally high (NH) or as normally low (NL). Press NO to choose and OK to confirm.

6 The message: “Assign U1 UC000?” will display. To retain default programming or in any case the current setting, press NO. Press OK to modify the type of assignment. In this case the last assignment performed will be displayed. Press NO or OK to assign the output to the system, or to a specific sector. To display the assignment performed, shift using the arrows when the specific zone appears on the menu, assigned or not to the system.

7 The dedications Intruder Sabotage, Sabotage, Pre-alarm, Panic, Social Alarm, Fire Alarm, Technical Alarm are identical, as far as Intruder programming and Personalisation are concerned (see points 4 - 5 -6).

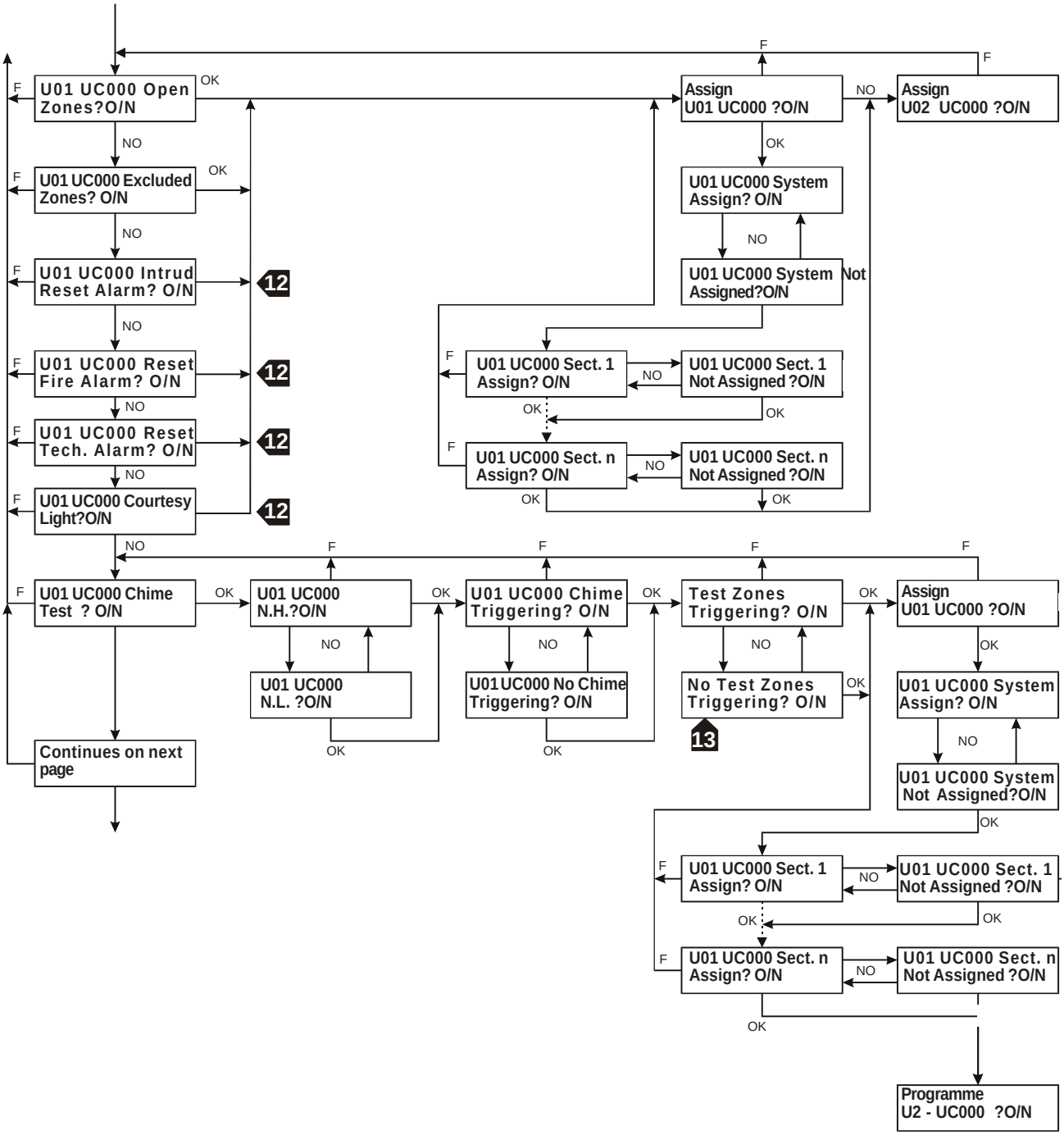


8 The message: "U1 UC000 TC " will display. Press OK. If the TC outputs are assigned to the system or to several sectors, they may be programmed in AND or OR:
TC OR = the output changes status when at least one of the assigned sectors is armed
TC AND = the output changes status when all the assigned sectors are armed

9 The message: "Assign U1 UC000?" will display. To retain default programming or in any case the current setting, press NO. Press OK to modify the type of assignment. In this case the last assignment performed will be displayed. Press NO or OK to assign the output to the system, or to a specific sector. TC outputs may be assigned to one or more sectors. They become low on activation. To display the assignment performed, shift using the arrows when the specific zone appears on the menu, assigned or not to the system.

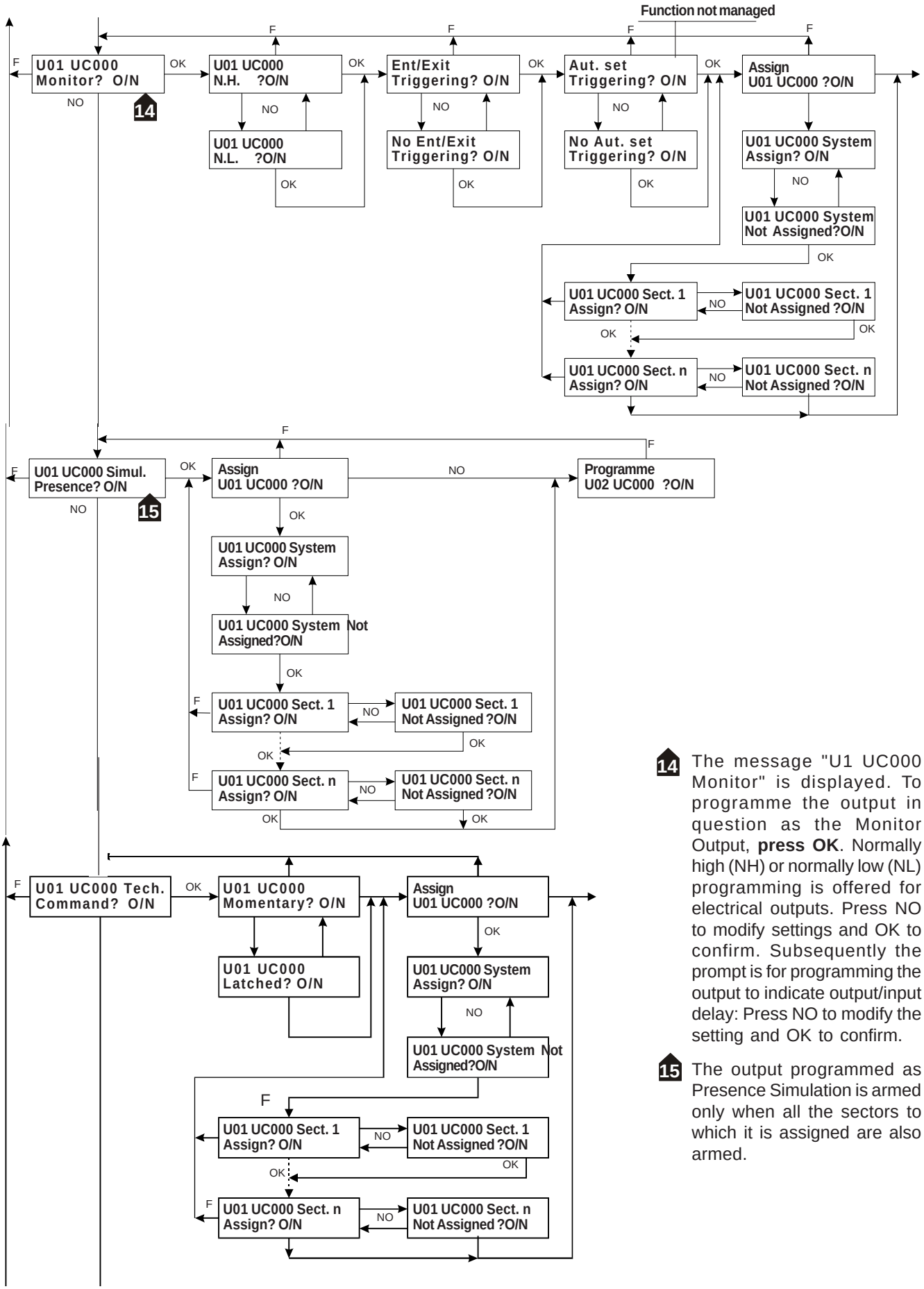
10 The message: "U1 UC000 ON/OFF" will display. Press OK to programme the output as ON/OFF. The prompt offers to programme the ON/OFF output as pulse or held, press NO to choose and then OK to confirm.

11 The message: “Assign U1 UC000?” will display. To retain default programming or in any case the current setting, press NO. Press OK to modify the type of assignment. In this case the last assignment performed will be displayed. Press NO or OK to assign the output to the system, or to a specific sector. If the ON/OFF output is assigned to the system it will later switch to total arming; if it is assigned to several sectors it will switch when the assigned sectors are armed.



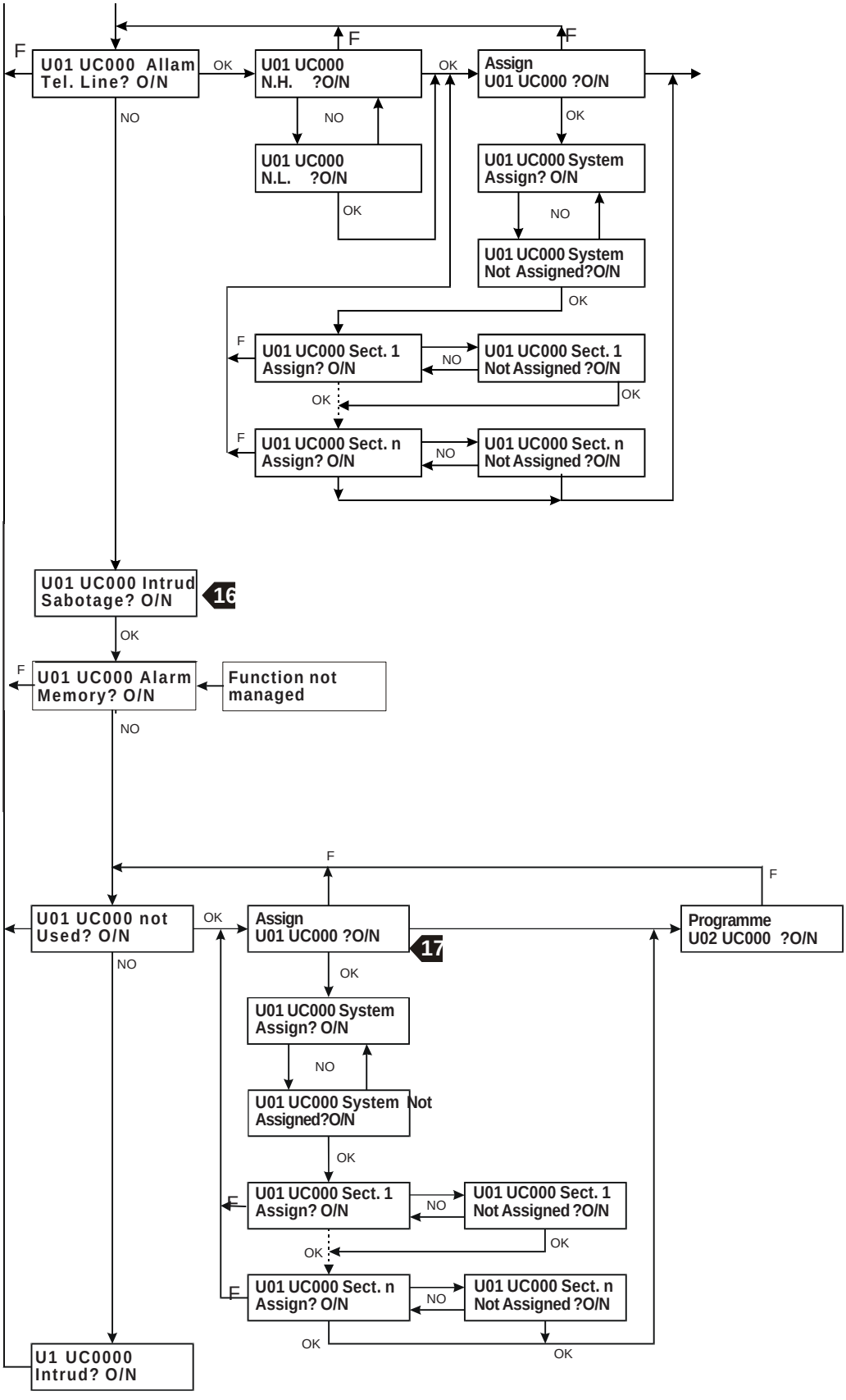
12 The Intruder Reset outputs will be used to delete the storage of alarms for those sensors with memory capacity which must be switched off (for instance glass breakage sensors). Fire Reset and Technical Reset outputs switch for 10 seconds.

13 CHIME and Test signals may be enabled separately or together. See the functioning details in the para. "User Programming".



14 The message "U1 UC000 Monitor" is displayed. To programme the output in question as the Monitor Output, **press OK**. Normally high (NH) or normally low (NL) programming is offered for electrical outputs. Press NO to modify settings and OK to confirm. Subsequently the prompt is for programming the output to indicate output/input delay: Press NO to modify the setting and OK to confirm.

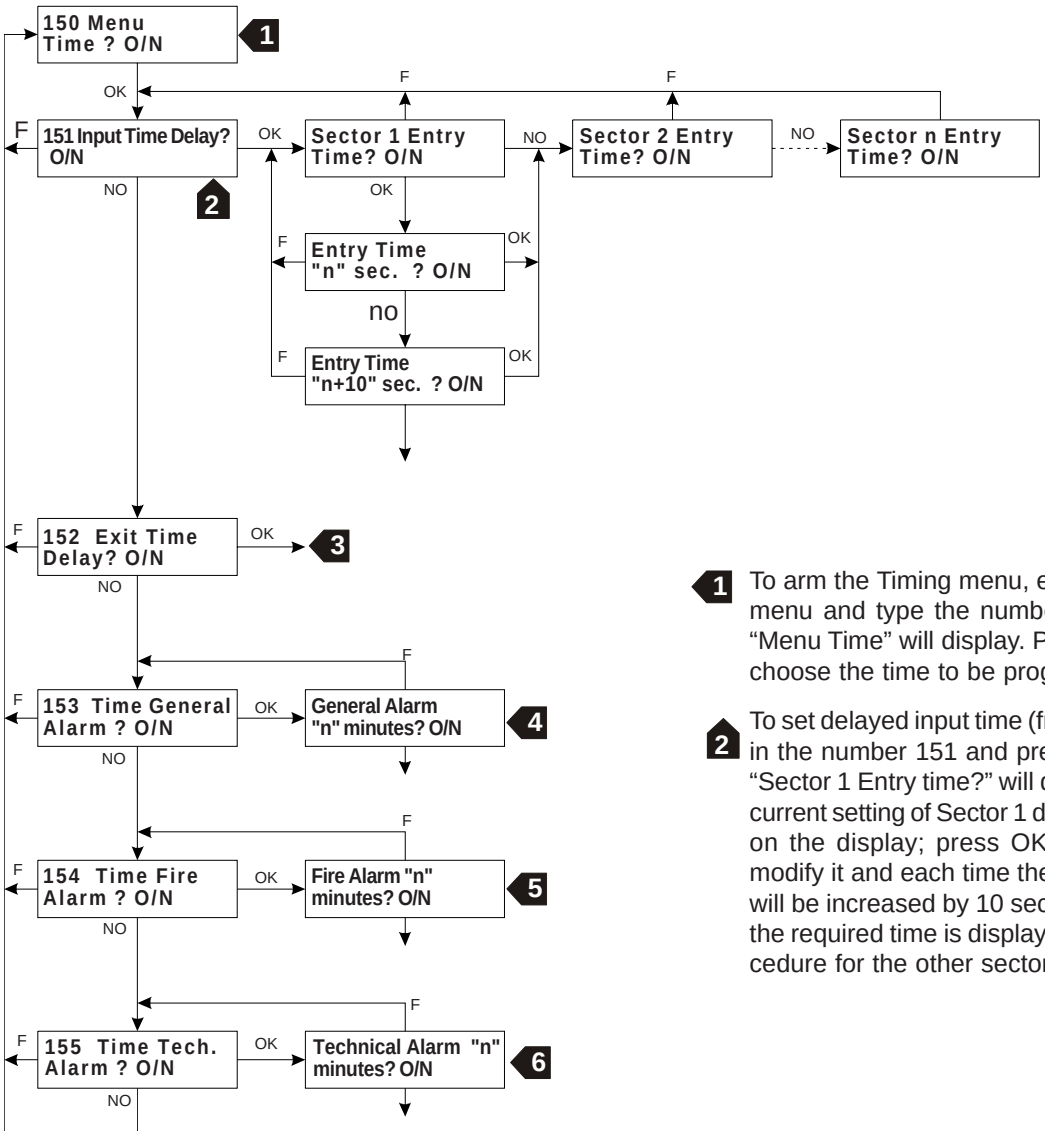
15 The output programmed as Presence Simulation is armed only when all the sectors to which it is assigned are also armed.



16 "Intrud Sabotage" programming is identical to that for "Intruder".

17 The message: “Assign U1 UC000 ?” will display. To retain default programming or in any case the current setting, press NO. Press OK to modify the type of assignment. In this case the last assignment performed will be displayed. Press NO or OK to assign the output to the system, or to a specific sector. To display the assignment performed, shift using the arrows when the specific zone appears on the menu, assigned or not assigned to the system.

7.3 TIMING MENU



1 To arm the Timing menu, enter the programming menu and type the number 150. The message “Menu Time” will display. Press OK. Press NO to choose the time to be programmed.

2 To set delayed input time (from 0 to 180 sec.) type in the number 151 and press OK. The message “Sector 1 Entry time?” will display. Press OK. The current setting of Sector 1 delay time will be shown on the display; press OK to confirm or NO to modify it and each time the NO key is pressed, it will be increased by 10 seconds. Press OK when the required time is displayed. Use the same procedure for the other sectors.

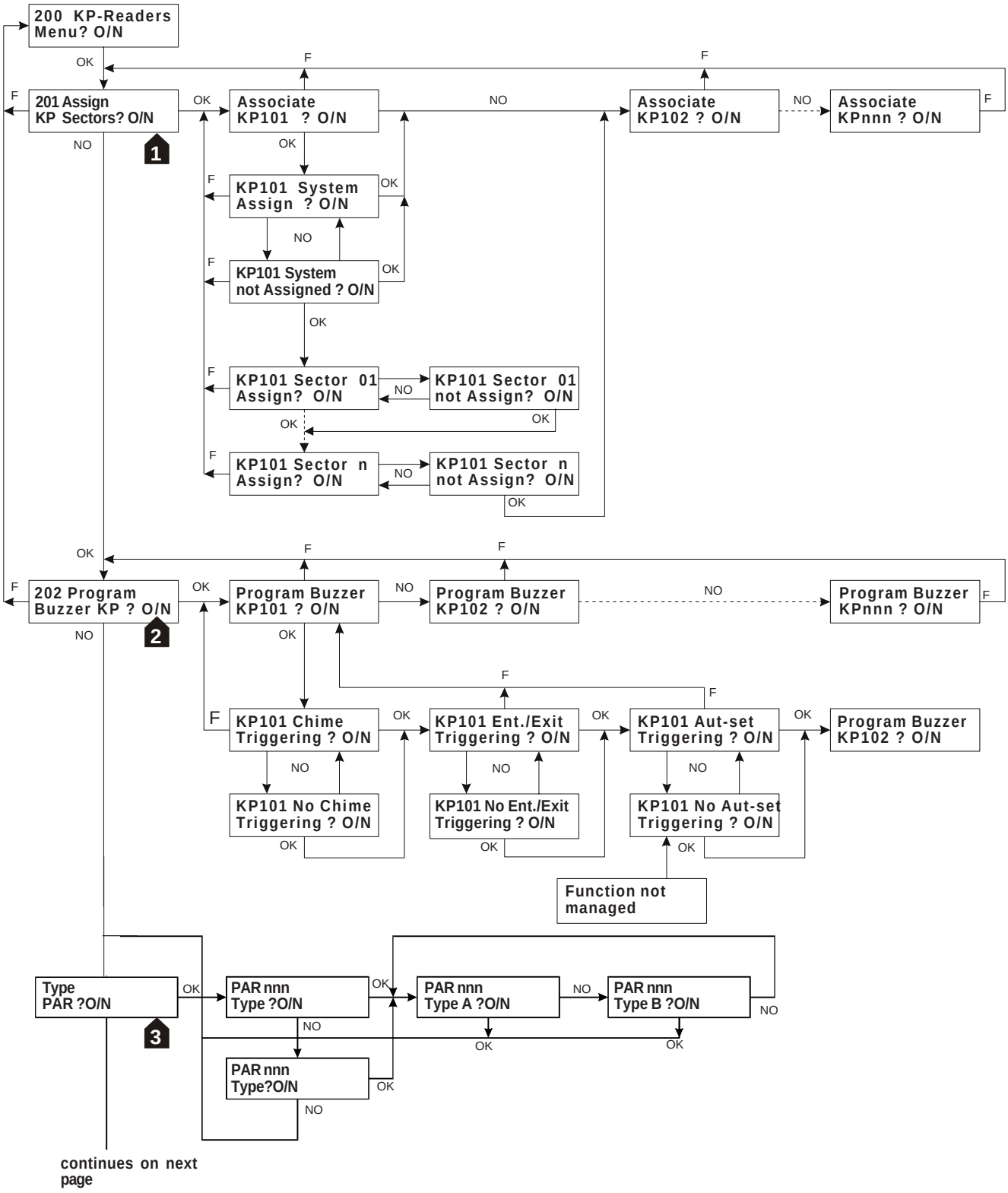
3 To set delayed output time (from 0 to 180 sec.) type in the number 152 and press OK. The message “Sector 1 Exit time?” will display. Press OK. The current setting of Sector 1 delay time will be shown on the display; press OK to confirm or NO to modify it and each time the NO key is pressed, it will be increased by 10 seconds. Press OK when the required time is displayed. Use the same procedure for the other sectors.

4 To set the general alarm time (from 30 seconds to 9 min.) type in the number 153 and press OK. The message “Time General Alarm?” will display. Press OK. The current general alarm time setting will be shown on the display; press OK to confirm or NO to modify it and each time the NO key is pressed, it will be increased. Press OK when the required time is displayed. General alarm means theft, sabotage, panic, social alarms, fault.

5 To set the fire alarm time (from 1 to 90 min.) type in the number 154 and press OK. The message “Time Fire Alarm?” will display. Press OK. The current fire alarm time setting will be shown on the display; press OK to confirm or NO to modify it and each time the NO key is pressed the time will be increased by 1 minute for the first ten minutes and by ten minutes up to 90. Press OK when the required time is displayed. Alarm time is valid only for timed output.

6 To set the technical alarm time (from 1 to 90 min.) type in the number 155 and press OK. The message “Time Tech. Alarm?” will display. Press OK. The current technical alarm time setting will be shown on the display; press OK to confirm or NO to modify it and each time the NO key is pressed the time will be increased by 1 minute for the first ten minutes and by ten minutes up to 90. Press OK when the required time is displayed. Alarm time is valid only for timed output.

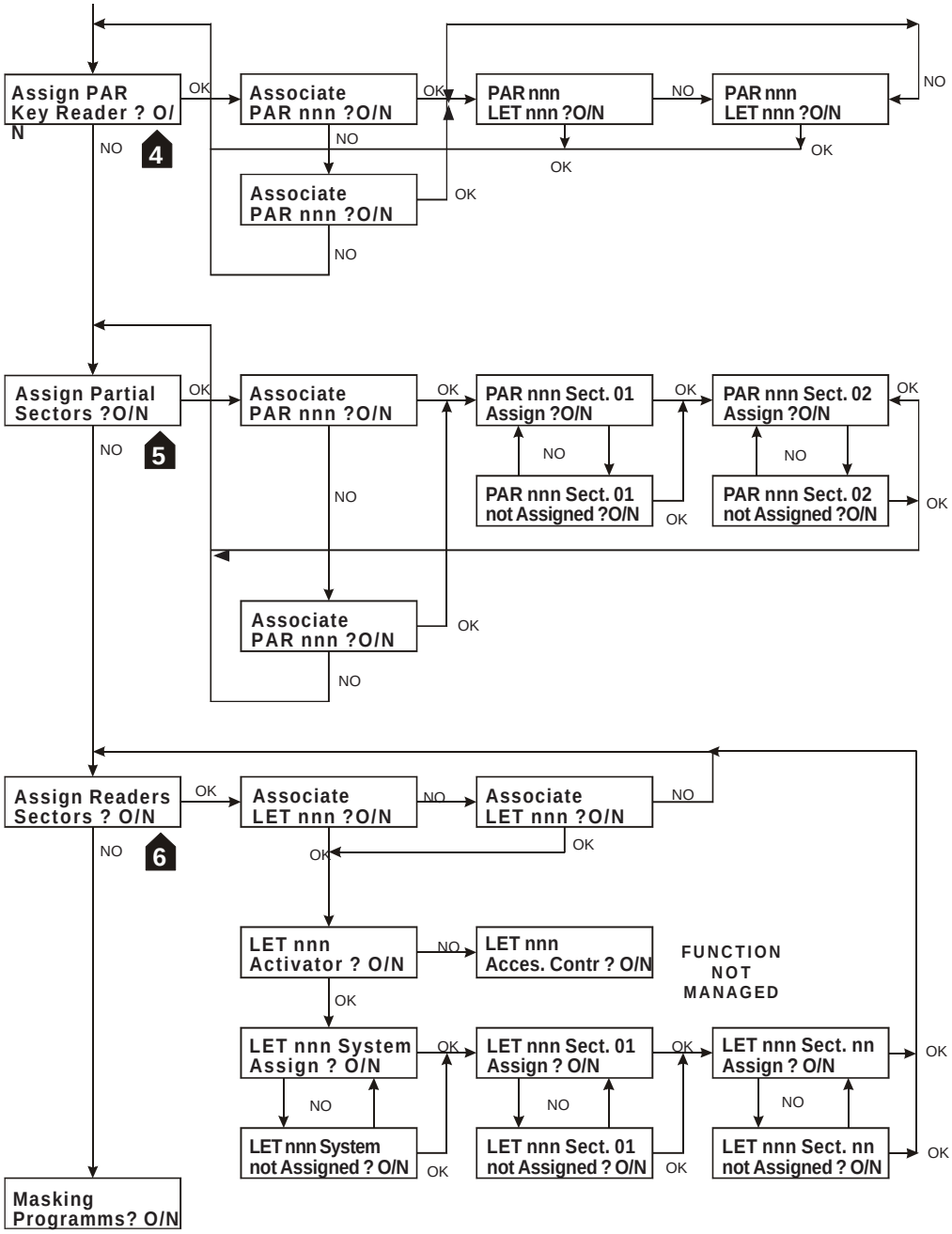
7.4 KP - READERS - SPLITTERS MENU



1 To arm the KP-Readers menu, enter the programming menu and type in the number 200. The message "KP Readers Menu" is displayed. **Press OK**. The message "Assign KP - sectors". Press OK to assign the key panels to the sectors. Only connected key panels will be proposed. Each key panel may be assigned to several sectors.

2 To programme the key panel buzzer type in the number 202 and press OK. Each key panel may be programmed with: CHIME signal, Entry/Exit delay signal.

3 Each splitter must be assigned with one of two activation modes: "type A" or "type B" (see functioning details in Para. 2.7 Splitters). Remember that if more than one splitter is assigned to the reader, they must all have the same mode.



Function not managed

4 Several splitters may be assigned to the same reader.
NOTE: When the reader is associated to a splitter, it is no longer recognised as an electronic key. Two or more splitters with the same programmed sectors may not be assigned to a reader.

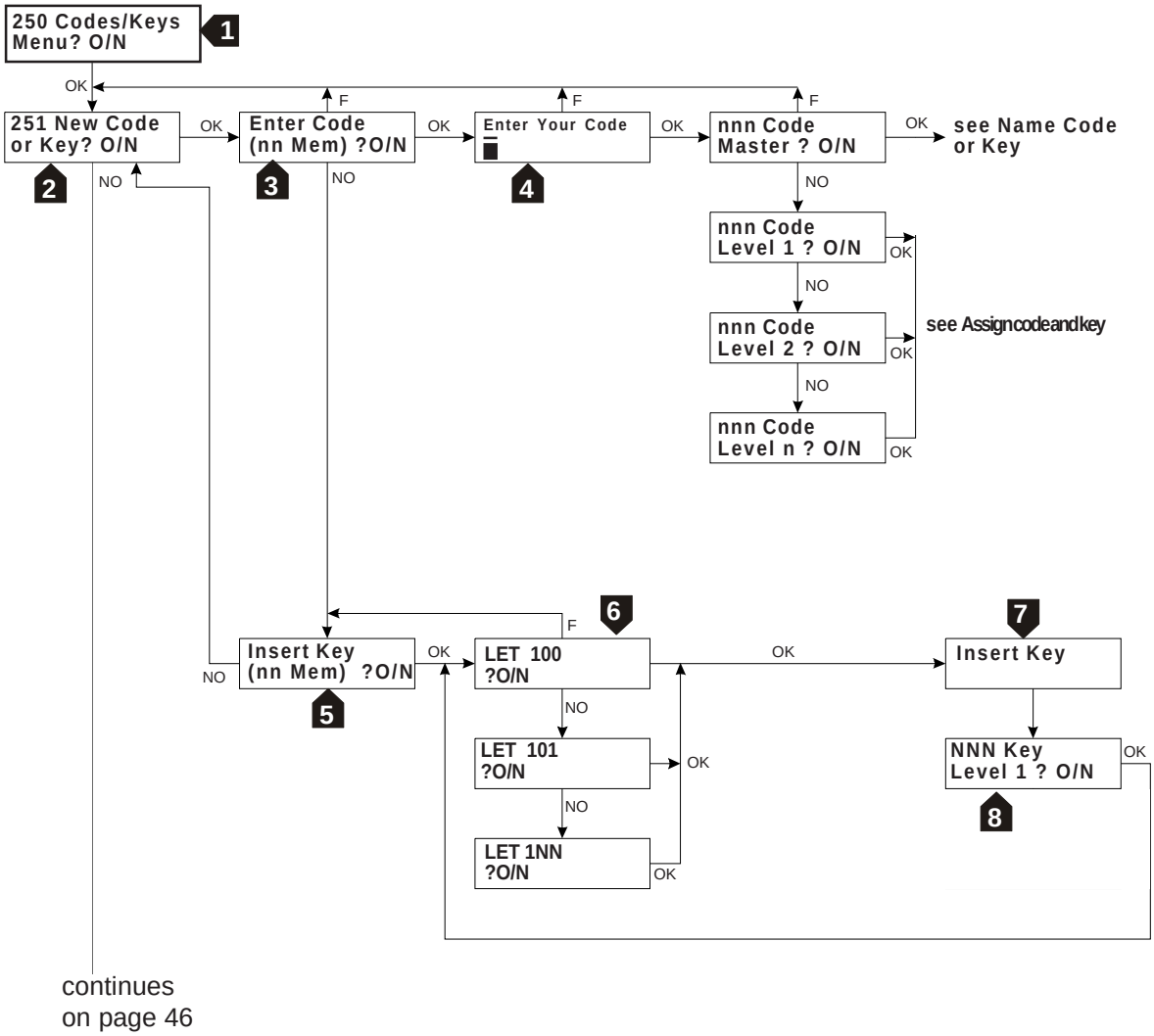
5 In this phase the sectors are assigned to the four keys of any splitter. The sector/key assignment is automatically attributed in sequential ascending order.

6 This programming is valid only for readers that are not assigned to splitters.

NOTE 1: In order to eliminate one or more splitters already assigned to a reader and have the latter work as a simple electronic key, proceed as follows:

1. Enter programming in the KP-readers menu and go to the instruction "Assign Partial./Sectors"
2. Delete all sectors assigned to the splitter to be eliminated
3. Enter the "Configure system" menu
4. Delete the reader assigned to the splitter to be eliminated (remember that the physical address is from 8 to F)
5. Delete the required splitter
6. Confirm the configuration and re-start the system
7. Enter the "Configure System" menu and reconfigure reader deleted at point 4. Confirm configuration and restart system
8. Enter the programming, then the "KP/Readers" "Assign readers/sectors" menu. Confirm the choice "LET nnn Activator?" and assign the required sectors to the reader that will thus function as an electronic key.

7.5 USER ACCESS CODE / USER-KEY MENUS



continues on page 46

1 To arm the **Codes-Keys** menu, enter the programming menu and type in the number 250. The message “Codes-Keys Menu” is displayed. **Press OK.**

2 To enter new codes or acquire new optical-digital keys, type in the number 251. The message “New code or key” is displayed. **Press OK.**

3 The message “Enter Code” is displayed, and in brackets the number of keys already stored. Keys and codes share numbering and this begins at 003 since 000 is the user code, 001 is the system engineer’s code and 002 is the remote surveillance code.

4 The message “Enter Your Code” is displayed. Type in the new numerical code (6 figures) from the key panel and press OK. If the password has been correctly entered the message “nnn Code Master?” should appear, where **nnn** is the stored code number. Press **NO** to assign the newly-entered code number with a different operation. Press **OK** on the required level to reach Assign Code Menu (see Assign Code-Key menu). To delete the access code refer to the “Cancel Code” menu.

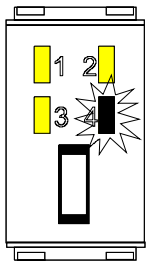
5 The message “Insert Key” is displayed, and in brackets the number of keys already stored. Keys and codes share numbering and this begins at 003 since 000 is the user code, 001 is the system engineer’s code and 002 is the remote surveillance code. Press OK.

6 The menu asks where the key should be acquired. Select the reader displayed only from among those already configured: see “System Configuration” menu. Press OK to confirm the chosen reader.

7 The message “Insert Key” is displayed. Follow the procedure indicated below to acquire the optical-digital keys.

8 When the key has been aquired, the message: nnn Key Level 1” will appear. "nnn" indicates the acquired key number (number shared with the passwords). Press OK to confirm level 1. To delete the key, see the “Delete Keys” menu. To enable functioning of the acquired keys they must be assigned: see the Assign Password or Key menu.

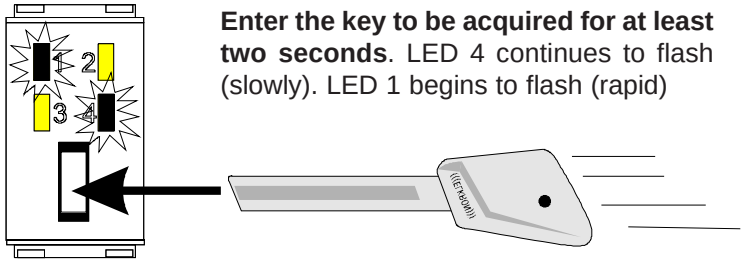
1



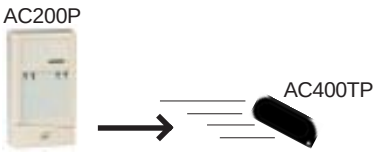
LED 4 flashes on the reader

Note: if there are open inputs during the key acquisition phase this LED may not flash

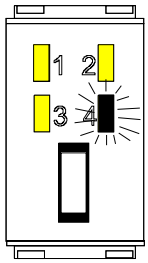
2



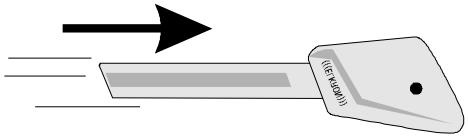
Enter the key to be acquired for at least two seconds. LED 4 continues to flash (slowly). LED 1 begins to flash (rapid)



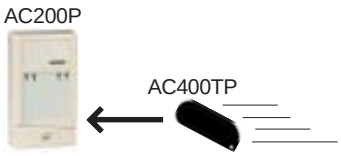
3



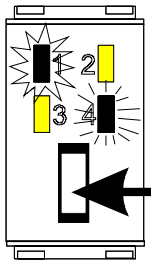
Remove the key. If the operation was successful, LED 1 will switch off and LED 4 remains lit without flashing



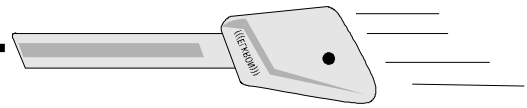
In case of transponder AC400TP programming, you must wait at least **5 seconds** between phase 3 and phase 4.



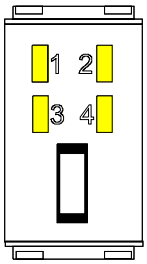
4



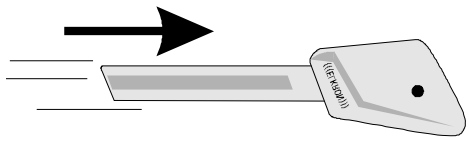
Re-insert the key for at least 2 seconds. LED 4 remains lit without flashing and LED 1 begins to flash (rapid)

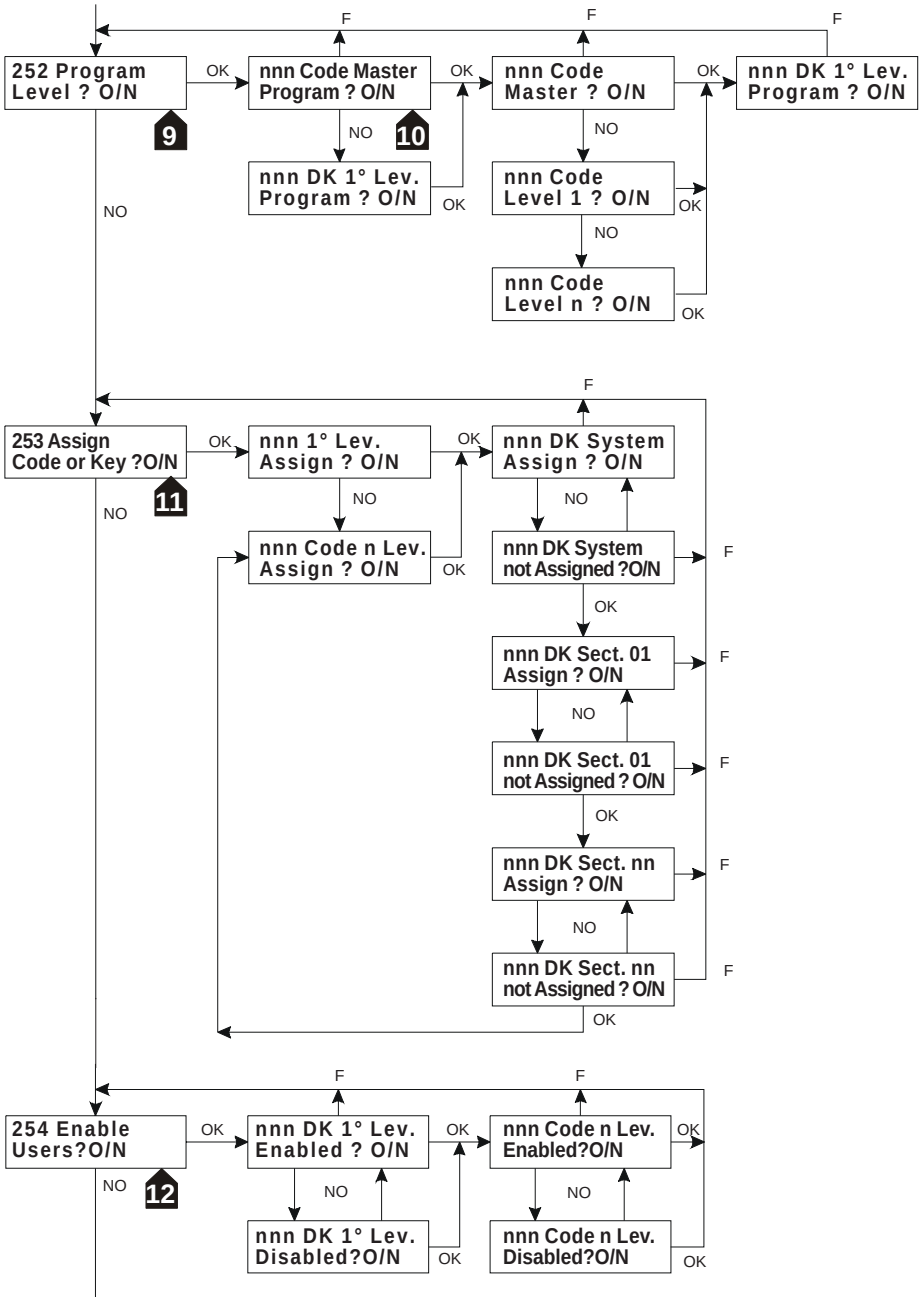


5



Remove the key. If the operation was successful the LEDs switch off, the buzzer beeps and the message “nnn Key Level 1” is displayed



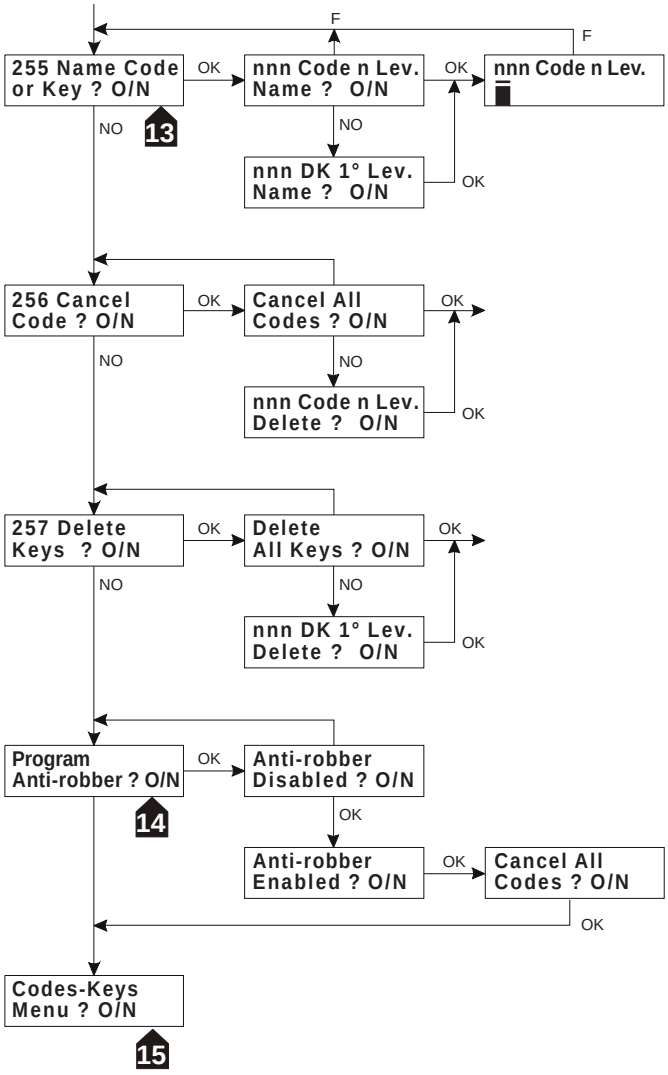


9 To activate the Program Level menu, enter the programming menu and type in the number 252. The message "Program Level" is displayed. Press OK. The first stored code or key with current programming level will be displayed. Press NO to scroll the list of stored code and/or keys.

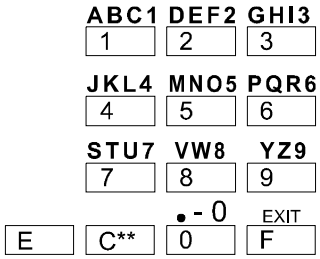
10 Press OK on the chosen access code/user-key to modify the level of operation. Press NO to scroll the list of levels and OK to confirm the chosen level. At this point the system moves automatically to program the next code/key.

11 To activate the Assign code or key menu, enter the programming menu and type in the number 253. The message "Assign code or key" is displayed. Press OK. The first stored code or key with current programming level will be displayed. Press NO to scroll the list of stored codes and/or keys. Press OK on the chosen code/key to assign it. Move with the arrows to display the completed assignments.

12 To activate the Enable User menu, enter the programming menu and type in the number 254. The message "Enable Users" is displayed. Press OK. The first stored code or key with current programming level will be displayed. Press NO to modify and OK to confirm.



13 To activate the Name Code or Key menu, enter the programming menu and type in the number 255. The message “Name Code or Key” is displayed. Press OK. The first code or first stored key with current programming level will be displayed. Press NO to scroll the list and then OK to name the chosen code or key. Maximum 16 characters.



14 To enable the function enter Programming through “System Engineer Code” in the “Access Code/User-Key Menu”, “Anti-theft Program”, “Enable”. When the function has been enabled the message: “Delete all Codes? O/N” appears: confirm with OK. At this point, all previously programmed codes will be deleted, except for the first three (Master, System Engineer, Remote Surveillance). Those keys remain since they aren’t involved in the Anti-theft procedure.

15 At this point the new codes must be entered (see pag. 44).
This procedure is guided by the control unit, which processes each newly entered Code by changing the first figure. The Code thus processed is then shown on the KP display and must be confirmed with OK.
This will then be the actual Code to use so it must be remembered.

NOTE: Given that the control unit always changes the first digit of the code in a programming phase, it is a good idea to programme that digit as 0. Other operations (assigning user level, sectors and naming) are carried out with the usual procedure. When all codes have been programmed**,** each user will then have two codes available: one normal and the other with the last digit increased by 1, to be used to deactivate the system when forced to by coercion. Moreover, each user may also change their own code by entering their own User Menu and reaching the item: ”Change Code? O/N”. In this case, the newly entered Code will be processed by the control unit as described above.

8.0 Programming Timer Functions

8.1 GENERAL INFORMATION & DEFINITIONS

- The Timing Programme is an MP200 function that enables a series of commands entered at specific times to be carried out automatically, such as the total/partial arming/dearming of the system and the arming/dearming of programmed outputs or output groups, such as the Technical Command.
  The Timing Programmer uses the definitions Service and Technical Group.

8.1.1 Definition of a Service

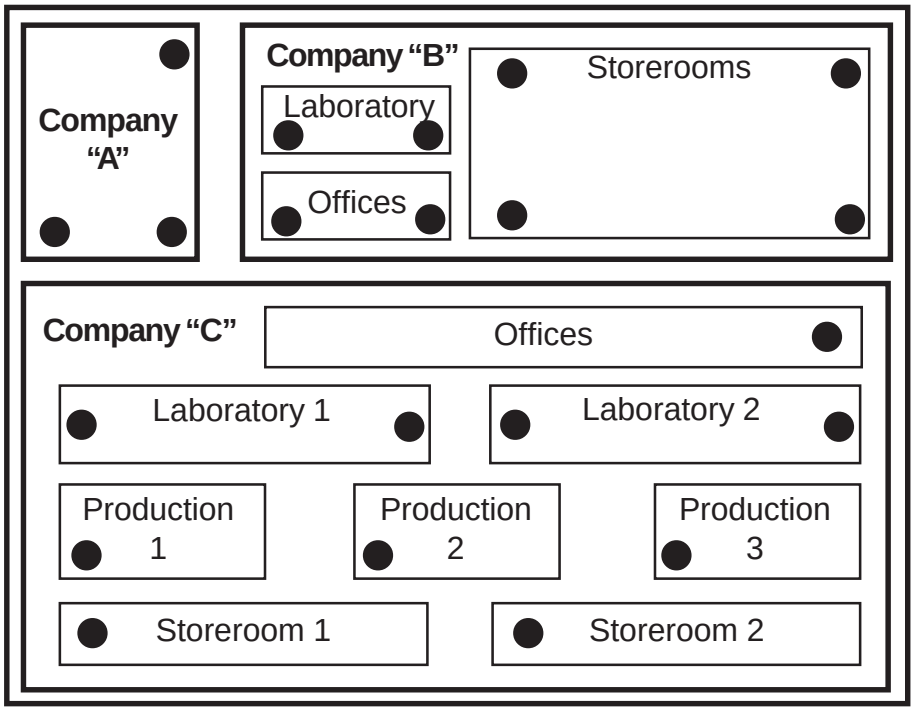
- A service is a group of SECTORS; when several sectors are subject to the same commands, the SERVICE may be assigned to the "command list" that embraces all the sectors, without having to repeat and assign the commands to each single sector.
  MP200/64 : MAX 12 SERVICES
  MP200/256: MAX 24 SERVICES

- EXAMPLE
  3 companies are operating in a single building:

  - **Company A** (reception area) has a sector comprising 3 alarm zones
  - **Company B** (sales area) has 3 sectors. A LABORATORY sector comprising 2 alarm zones, an OFFICES sector comprising 2 zones, a STOREROOM sector with 4 zones.
  - **Company C** has 4 areas: OFFICES, LABORATORIES, PRODUCTION, STOREROOM for a total of 8 sectors.
    1 sector for the OFFICES area comprising an alarm zone
    2 LABORATORIES sectors (sector LAB1 - sector LAB2) each comprising 2 alarm zones
    Three sectors for the PRODUCTION area (Sector PROD.1, Sector PROD.2, Sector PROD.3) each comprising 1 alarm zone
    2 STOREROOM sectors (sector STOREROOM 1, sector STOREROOM 2) each comprising 1 alarm zone

● = zones

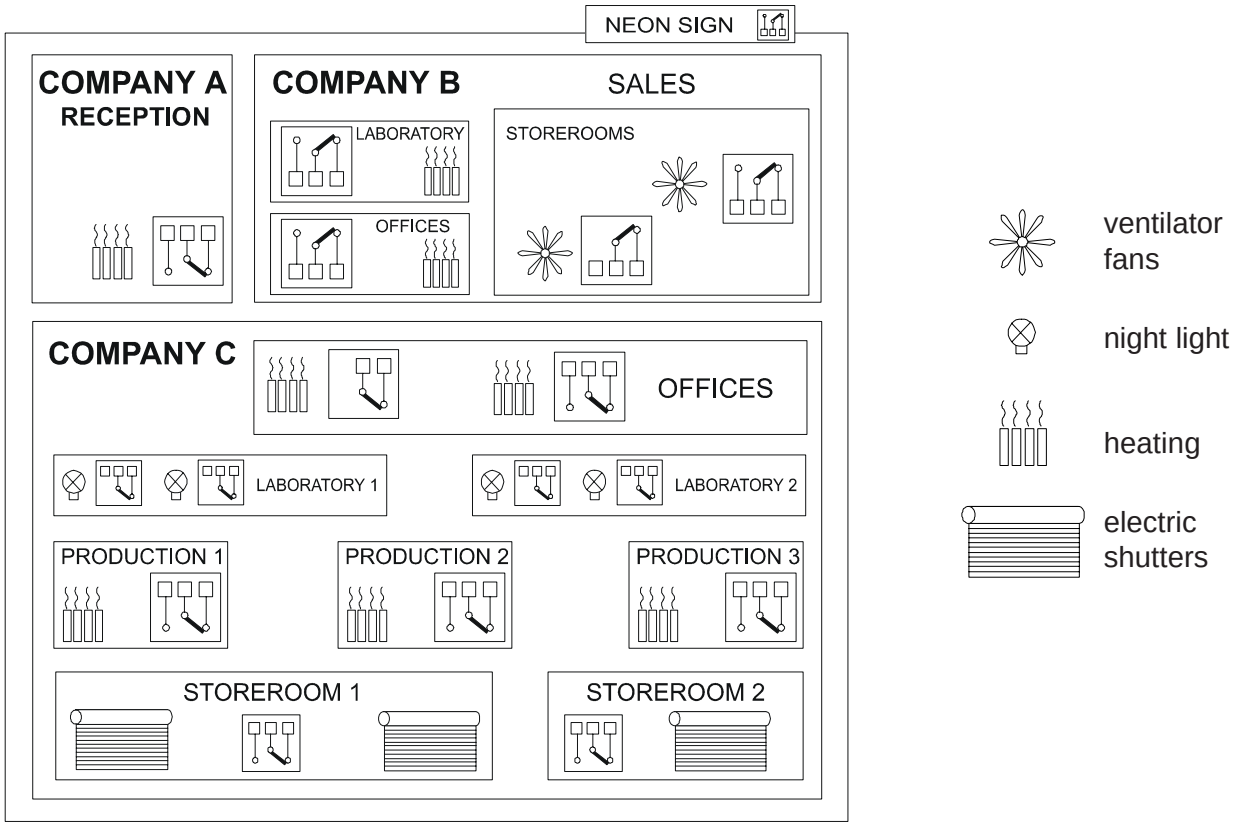
- Company "A"
  SERVICE 1
  Assigned to one sector
- Company "B"
  SERVICE 2
  Assigned to 3 sectors
- Company "C"
  SERVICE 3
  Assigned to 8 sectors



8.1.2 Definition of a Technical Group

- Grouping of "technical command" outputs: when several technical commands outputs are subject to the same commands they may be assigned to a technical group via the “command list”, without having to repeat the commands for each single technical command output (max 10 outputs per group)

- Example: 3 companies are operating in a single building: company “A” has a single technical command, company “B” has 4 technical commands (a laboratory, office space and a storeroom) + 1 neon sign, technical command “C” has 8 technical commands (2 in the laboratories for research, 3 in production, 1 in the offices and 2 in the storerooms)



- **Company “A”**
  “RECEPTION” SERVICE - 1 TECHNICAL GROUP = 1 technical command output for heating

- **Company “B”**
  “SALES” SERVICE: 1 TECHNICAL GROUP
  5 technical commands (heating+ventilation) + 1 technical command output (neon sign)

- **Company “C”**
  OFFICES SERVICE: 1 TECHNICAL GROUP, 2 technical command outputs (heating)
  LABORATORY SERVICE: 1 TECHNICAL GROUP, 4 technical command outputs (night lights)
  PRODUCTION SERVICE: 1 TECHNICAL GROUP, 3 technical command outputs (heating)
  STOREROOM SERVICE: 11 TECHNICAL GROUP, 2 technical command outputs (electric shutters)

8.2 INTRUDER MANAGEMENT COMMANDS

- The commands provide for automatic management of SERVICE activation/ deactivation.

8.2.1 Types of Command

- ON TOTAL: through which all sectors assigned to the SERVICE will be activated
- OFF TOTAL: through which all sectors assigned to the SERVICE will be deactivated
- ON PARTIAL: through which only a few sectors (selected) assigned to the SERVICE will be activated
- OFF PARTIAL: through which only a few (selected) sectors assigned to the SERVICE will be deactivated

Example:

TYPE	TIME
OFF total	21.00 08.00

TYPE	TIME
ON total	PARAMETER

8.3 TECHNICAL MANAGEMENT COMMANDS

- The commands provide for the automatic switching of "technical command" output GROUPS“ or of a single "technical command" output.

8.3.1 Types of Command

- GROUP ARMING: through which all "technical command" outputs assigned to it will be activated
- GROUP DEARMING: through which all "technical command" outputs assigned to it will be deactivated
- OUTPUT ACTIVATION: through which one or more single "technical command" outputs assigned to the group will be activated
- OUTPUT DISACTIVATION: through which one or more single "technical command" outputs assigned to the group will be deactivated

Example:

TYPE	TIME
ON group	22.00

or

TYPE	TIME
ON output	22.10

NOTE: THE MAXIMUM NUMBER OF COMMANDS PER TYPE IN ONE DAY ARE INVERSELY PROPORTIONAL TO THE NUMBER OF SERVICES
(see tables on the left)

MP 200/256

number SERVICES	max number COMMANDS per service
24	16
23	16
22	17
21	18
20	19
19	20
18	21
17	22
16	24
15	25
14	27
13	29
12	32
11	35
10	38
9	43
8	48
7	55
6	64
5	68
4	68
3	68
2	68
1	68

MP 200/64

no. SERVICES	max no. COMMANDS per service
12	16
11	17
10	19
9	21
8	24
7	27
6	32
5	38
4	48
3	64
2	68
1	68

8.4 TIMER PROGRAMMING FUNCTIONS

- The Timer Programming Functions are programmable if accessed by the appropriate User Menu or System Engineer Menu codes via a KP 200D keypad.
  The two menus offer different possibilities which are described in paragraph:
  "**9.0 Programming Timer Menus**".
- The commands that are entered via the keypad may be "programmed" so that the control unit will perform them automatically according to a predefined schedule
  (see example on the left).
- Since the automatic commands may have different sequences and times depending on whether it is a weekday or a holiday, the contral unit envisages a differentiation of the "command lists" for the various types of days of the week, which may be WEEKDAY, PRE-HOLIDAY, HOLIDAY (see example below)

07.00 OFF total
08.50 ON partial
10.23 OFF group
12.00 ON output
17.00 OFF partial
18.30 ON group
19.45 ON partial
20.15 ON total

DAY COMMANDS WEEKDAY TYPE
07.00 OFF total
08.50 ON partial
10.23 OFF group
12.00 ON output
17.00 OFF partial
18.30 ON group
19.45 ON partial
20.15 ON total

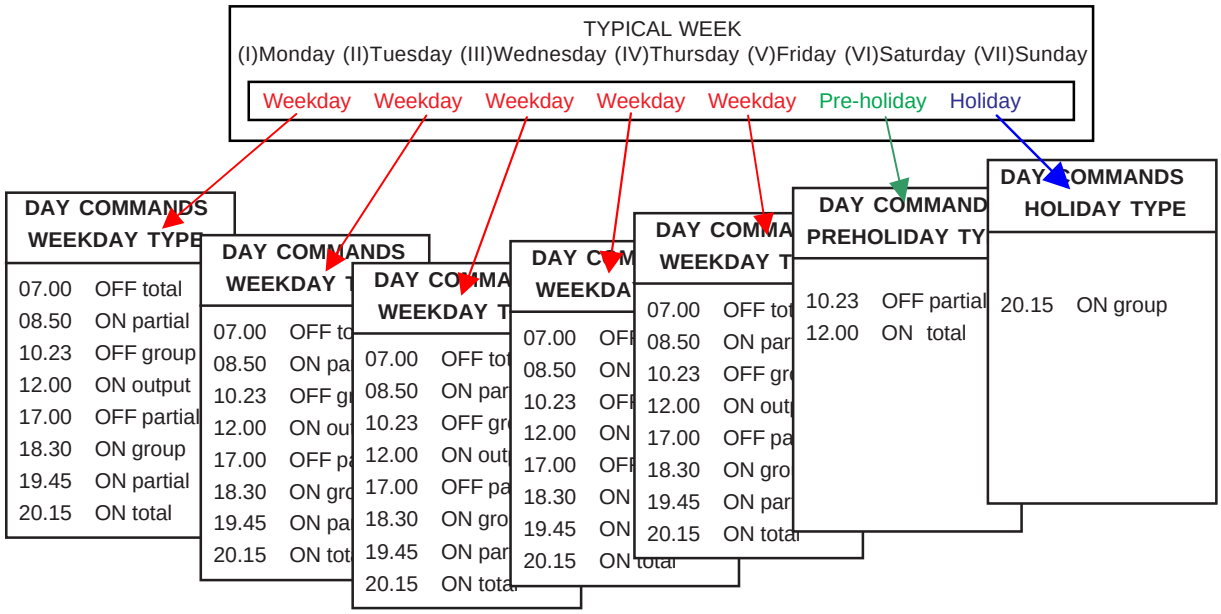
DAY COMMANDS PREHOLIDAY TYPE
10.23 OFF partial
12.00 ON total

DAY COMMANDS HOLIDAY TYPE
20.15 ON group

- In most applications the sequence of commands established for a specific type of day (for example that of a weekday) will repeat itself identically throughout the various weeks of the year; in fact, with just some exceptions, if Monday is a normal weekday for the user, almost all Mondays in the year will be normal weekdays, just as Sundays are most likely always going to be holidays, right through the year.

8.5 THE TYPICAL WEEK SETUP

- The weekly "SETUP" is established according to the user's requirements and it will be sufficient to "repeat" this sequence for all weeks and thus perform all the year's commands automatically (remember that the commands have an annual cadence).



- In this way it is possible to program automatic commands for a very long period ahead by filling out a few tables: one for each **type** of day (in the example see "weekday type", "pre-holiday type" and "holiday type") and one for the "**typical week**".

8.6 LIST OF EXCEPTIONS: DATE

- Of course during the year there will be days that do not correspond exactly to the usual **type**, once the **typical week** has been defined: for instance December 25 is Christmas Day and is generally considered "holiday type", independently of the fact that it may be a Tuesday as opposed to a Friday or a Sunday; similarly New Year's Day is and **exception** to the rule of the "**typical week**".

- For this reason, it is possible to compile a "list of exceptions", which is to say a list of the days of the year where an association with a specific type will be forced (holiday, pre-holiday, etc..), independently of what was defined in the typical week (see table on the left).

example

List of exceptions

date	Typology
01 Jan	01 Holiday
06 Jan	01 Holiday
31 Mar	15 Summer saving time
25 Apr	01 Holiday
01 May	01 Holiday
28 Jun	05 Inventories
05 Aug	19 Start period
25 Aug	20 End period
27 Oct	16 Winter time
02 Nov	01 Holiday
25 Dec	01 Holiday
26 Dec	19 Start period
29 Dec	20 End period
31 Dec	03 Pre-holiday

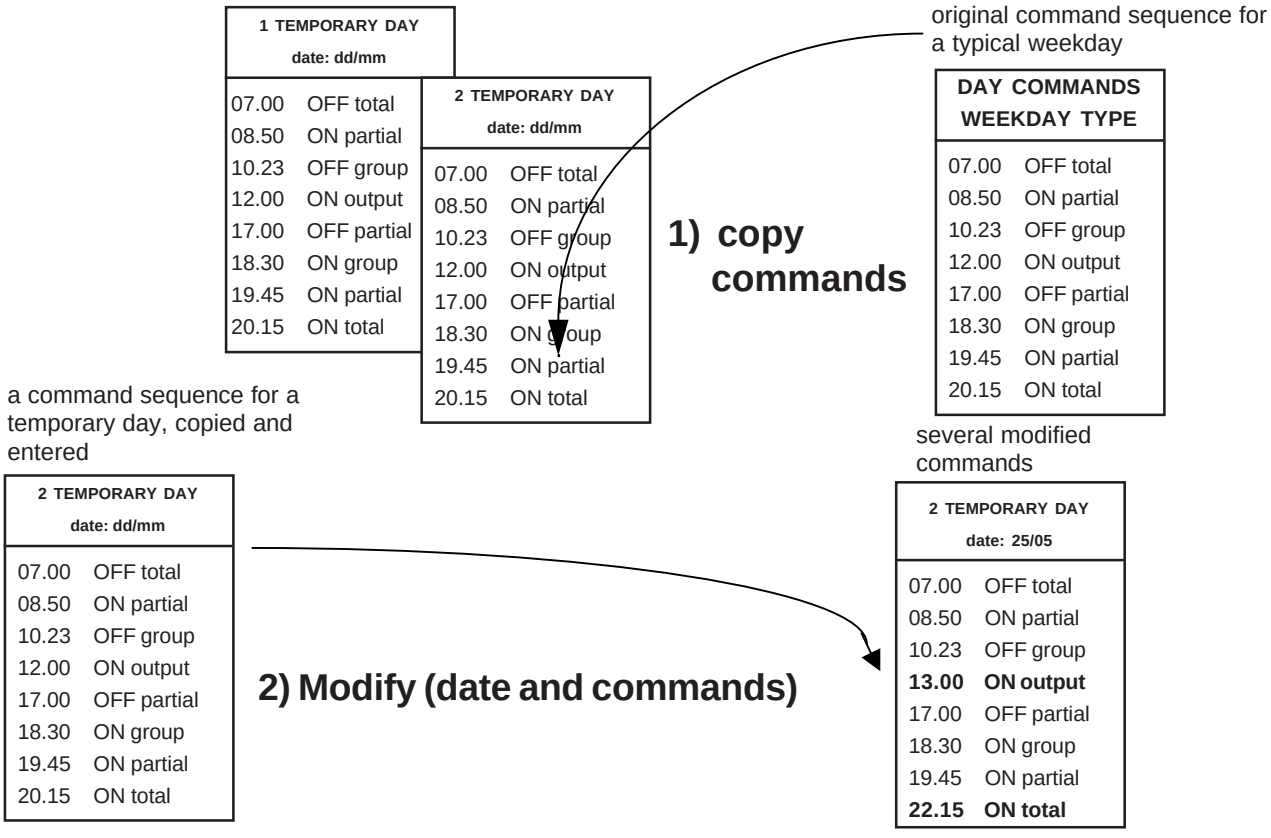
8.7 LIST OF EXCEPTIONS: PERIOD

- There are situations where the days that constitute exceptions follow on from one another, for instance during a holiday period where the same type will be applied for several consecutive days (all the days are "holidays") with no reference at all to the typical week: for these "periods" it is possible to define the **start** (for example, the first day closed for holidays) and the **last** day (for example, the last day of holidays of the same type).

  NOTE: The list of exceptions **will never be modified automatically** (except Easter Monday), so programming performed for the current year will be carried forward for those years to follow, while any updates are valid from the day subsequent to the modification being made.

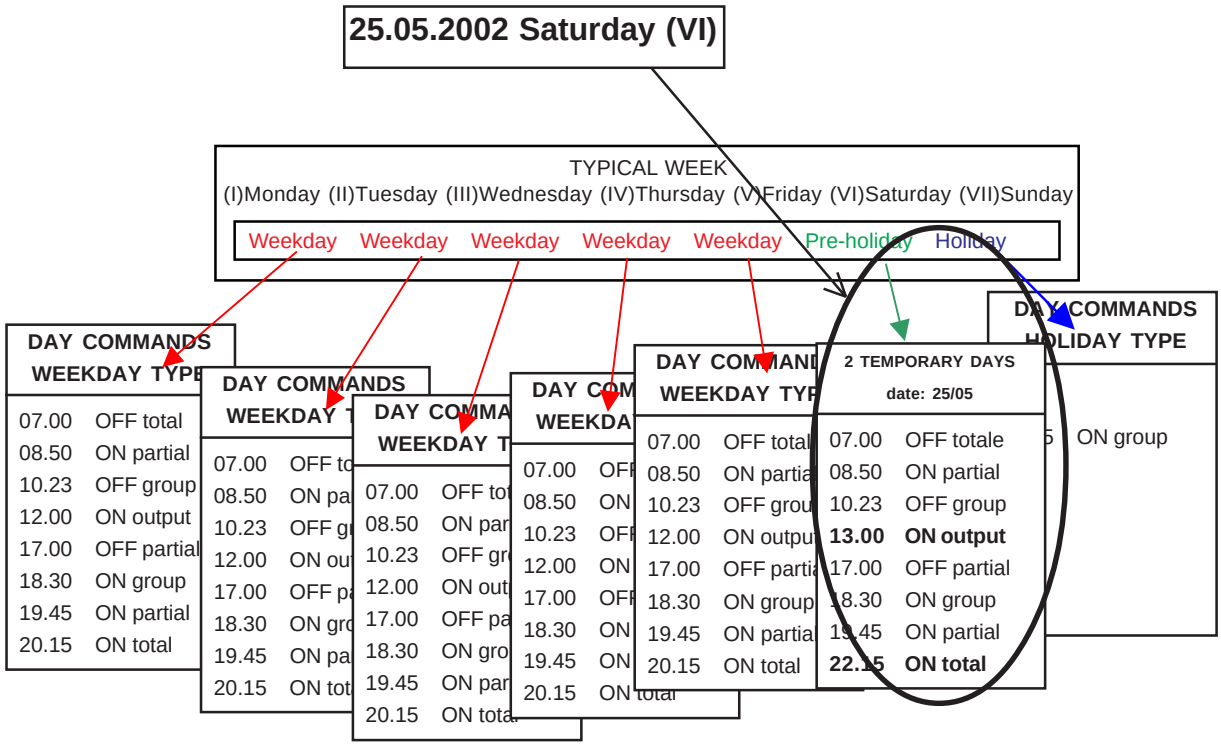
8.8 TEMPORARY DAY PROGRAMMING

- During the year it may become necessary to perform a series of commands for one or more days that are unlike those normally defined. If this condition is known beforehand it will be possible to program them as "**temporary days**", even by copying an original "Typical day" sequence and modifying the contents once the commands have been performed:



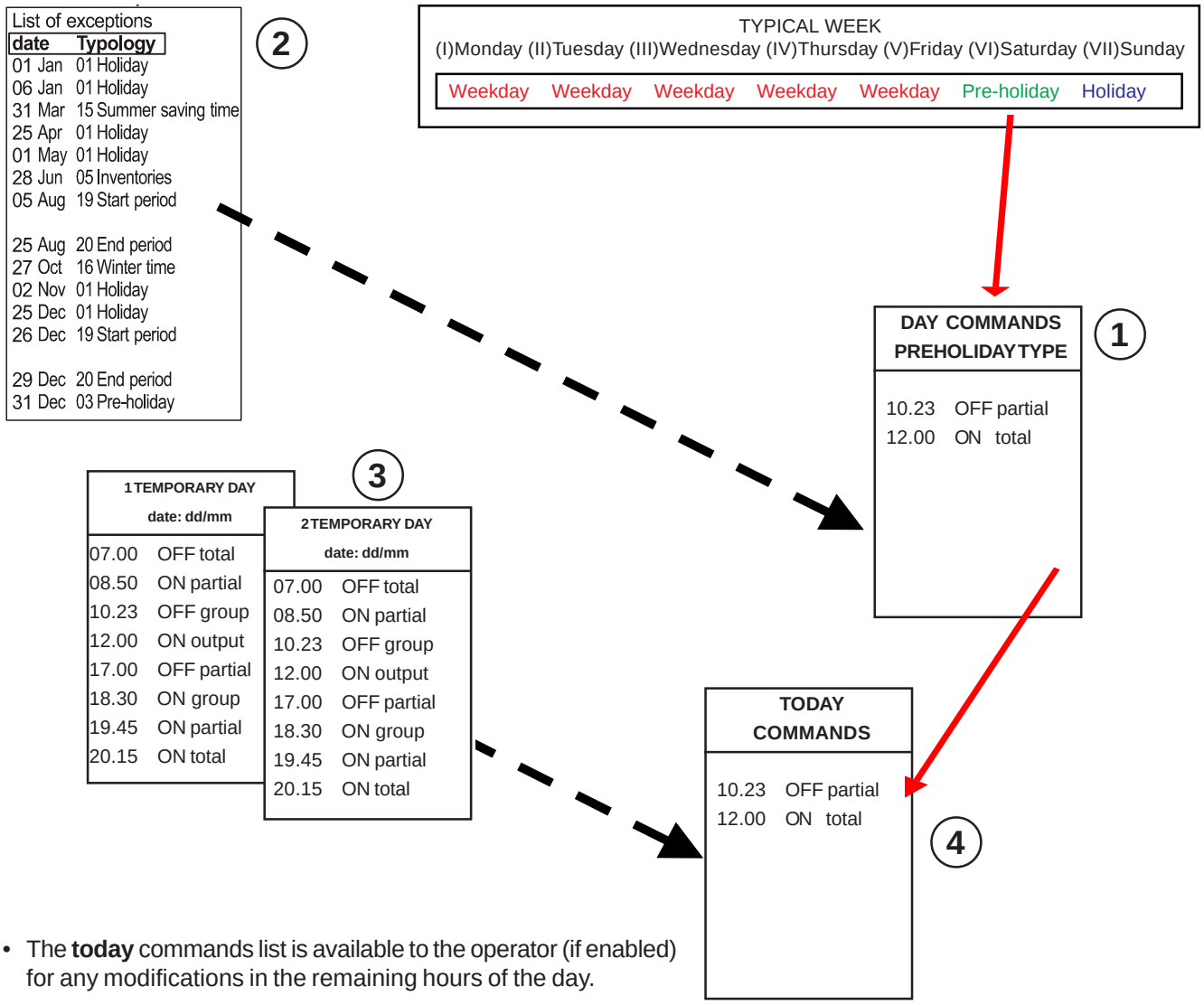
- At the beginning of each day (at midnight to be precise) the control unit copies the table that has been selected for the day that is about to begin, seeking out the date amongst the **temporary days** and the **exceptions**.

- If the date has no exceptions in it, the programmer will find the day type in the "typical week" table and then in the list of commands.



8.9 PRESENT DAY

- The list of commands found for the current date is "copied" into a work table defined "**TODAY**" where the commands to be applied up until midnight can be read, with the possibility of modification.



- The **today** commands list is available to the operator (if enabled) for any modifications in the remaining hours of the day.

8.10 SUMMER - DAYLIGHT SAVING'S (WINTER) TIME

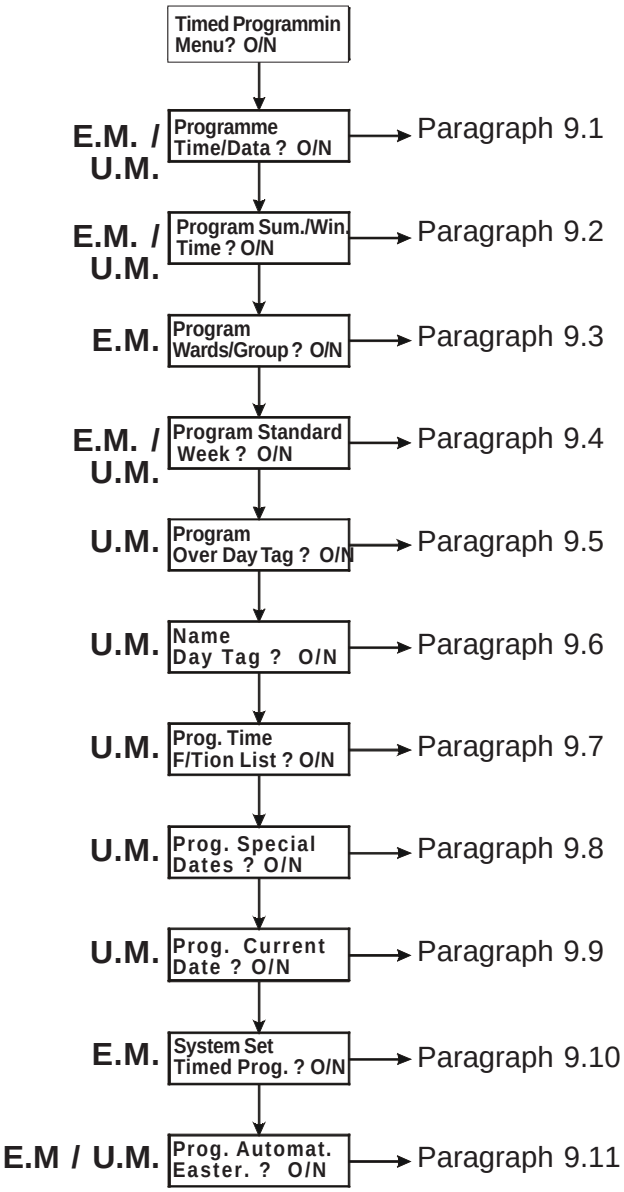
- During the year, at two defined times, <u>but on different dates each year</u>, two important corrections must be made to the set time: currently during the night between the last Saturday and Sunday in **March**, on reaching **01:59:59**, the time passes to **03:00:00** instead of 02:00:00.
- The lost hour is recovered during the night between the last Saturday and Sunday in **October**, when on reaching **02:59:59** the time returns to **02:00:00** instead of moving on to 03:00:00.
- These actions are always automatically performed by the control unit and some of the parameters may be modified (selection of the months and choice between the first and last Sunday of the month).

8.11 EASTER MONDAY

- The **EXCEPTIONS List** maintains its programming so that it will be valid even in subsequent years, but Easter Monday will never have the same date.
- A control unit function will enable the clock/calendar to perform processing so that the date for Easter Monday can be entered automatically each year in the **EXCEPTIONS List** .

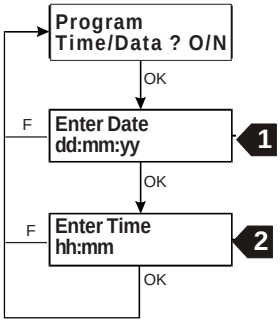
9.0 Programming Timer Menus

- Two separate menus are present for programming: one which is accessed via a User access code and the other which is accessed via a System Engineer access code.
- To offer a complete overview, this section illustrates total programmability with appropriate notes for indicating the difference between the operations offered to the user and those offered to the system engineer.
- Remember that there is also a difference for reaching the menu items:
  - the system engineer uses the procedure described in paragraph "**5.1 Access to System Engineer's Menu**" until the "Programming" menu is entered and from here reaches and confirms the menu item "Timed Prog. Menu? O/N".
  - the users enter their access codes then scroll the menu until reaching and confirming the menu item "Timed Prog. Functions? O/N"
- **NOTE**: to highlight which items may be accessed by the user and which are available to the system engineer the following abbreviations are used:
  - U.M. = User's Menu
  - E.M. = System Engineer's Menu



9.1 SYSTEM DATE & TIME E.M. / U.M.

- This programming will allow system date and time setting that will appear on the KP 200D keypad display. The information is Day/Month/Year, in the 2-digit format and Time/Minutes in the 24hr format. This data must be entered when the system is commissioned and each time the control unit is powered down for any reason, because data are lost when this happens. It is a fundamental parameter for ensuring the entire system functions correctly.
- This setting will not be lost when returning to default parameters.

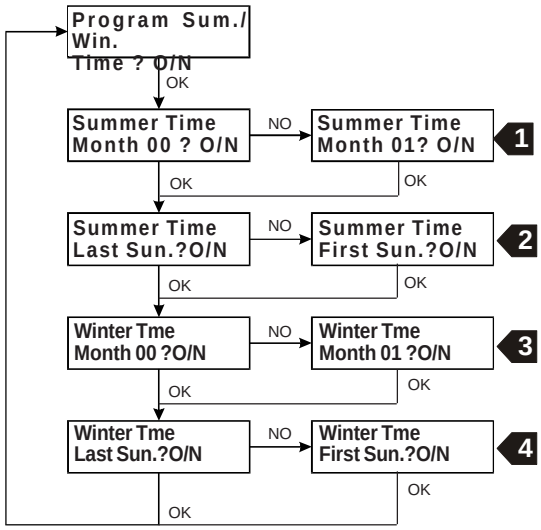


1 Type the six digits corresponding to the date consecutively, for example 081102 for November 8, 2002.
Press OK to store and move on to the next instruction.

2 Type the four digits corresponding to the time consecutively in 24hr format, for example 1506, which will then appear as 15:06.
Press OK to store.

9.2 SUMMER & WINTER TIME E.M. / U.M.

- This programming is required to set the two periods of the year when summer time and winter (daylight savings) time are in force. Enter the date in compliance with local official regulations.
- The MP 200 will undertake to update its clock automatically on the scheduled dates.
- There is no default setting. It is a good idea to perform this programming at the time of commissioning, after having set the date/time.



1 Press NO until the digits corresponding to the summer saving time start month are reached e.g. 03 (March). Confirm with OK.

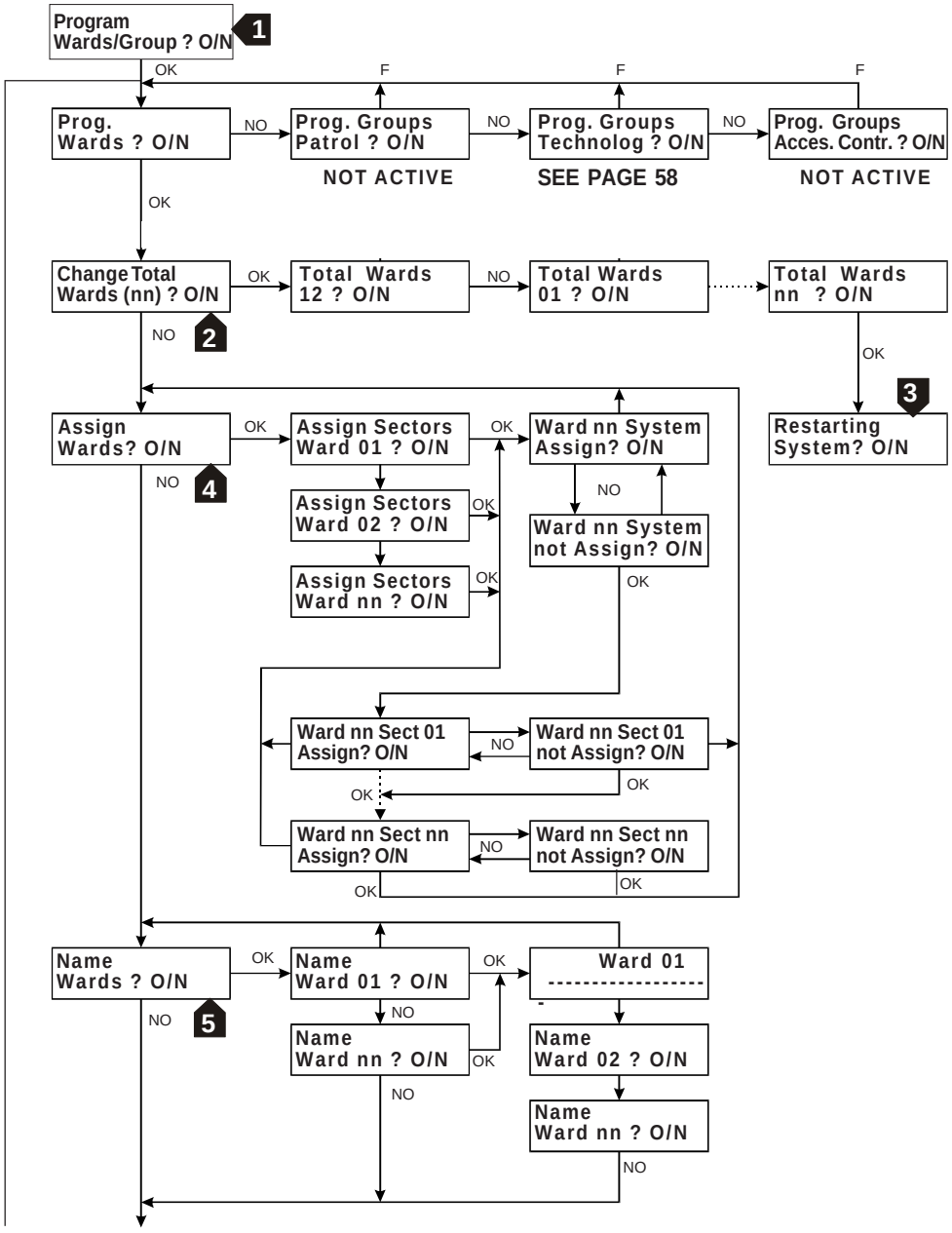
2 The NO key offers two possibilities. Confirm the choice with OK.

3 Press NO until the digits corresponding to the winter time start month are reached. e.g. 10 (October). Confirm with OK.

4 The NO key offers two possibilities. Confirm the choice with OK.

9.3 SUBDIVISIONS (WARDS) & GROUPS E.M.

- This programming establishes:
  - the number of Wards, their programming or sectors and their naming.
  - the number of Technical Groups, the single Technical Command outputs that make up the Groups, the naming of the Technical Command that comprises the Groups, naming of Technical Groups.
- Default:
  - 12 Wards for the MP200-64 and 24 for the MP200-256, programmed to Sector 1, not named.
  - 12 Technical Groups for the MP 200-64 and 24 for the MP200-256; no programmed, non-named Technical Command outputs exist.



1 To activate the **Subdivisions (Wards) & Groups** menu, enter the programming menu and type N.A.D. 310. Press OK. The message “Program Wards/Group” is displayed. Press OK.

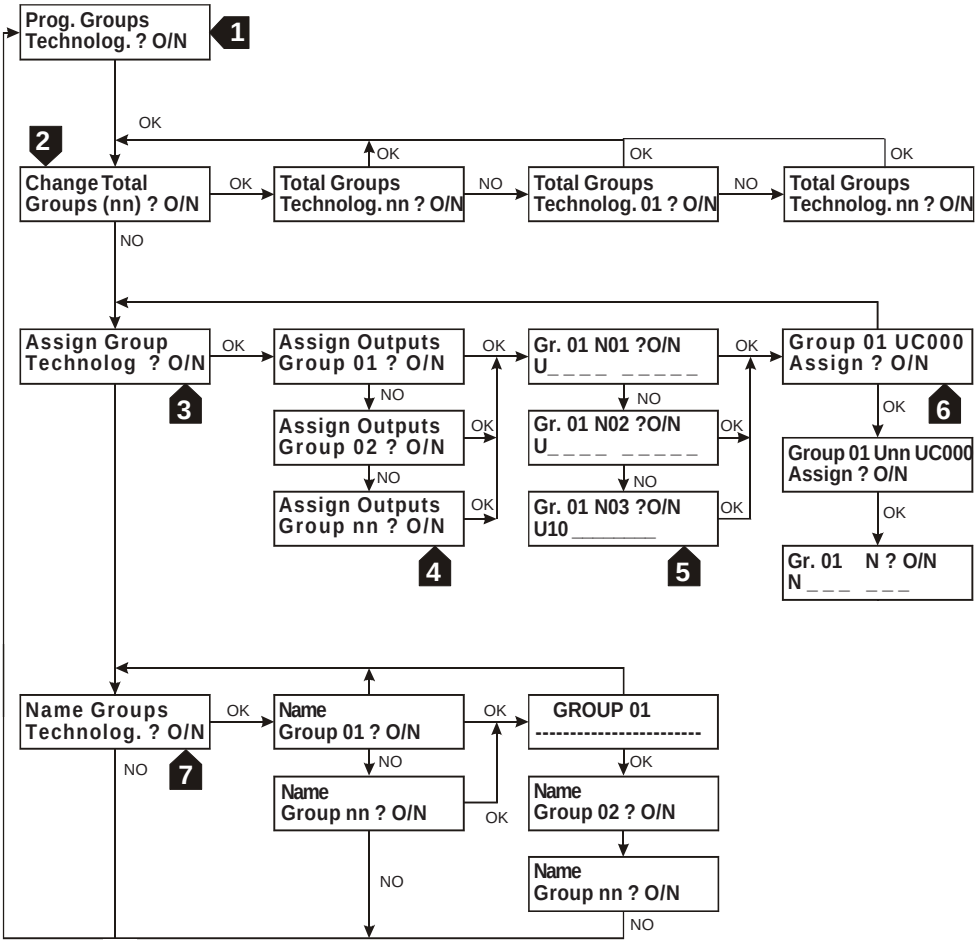
2 The message “Change total Wards (nn)?” is displayed. Press OK to change the number of wards.

3 If the total number of Wards is changed, the system will have to be restarted to make the change operative. The message “Restarting system” is displayed. Press OK to restart. **THIS PROGRAMMING DELETES ANY TIMER PROGRAMMING SETTINGS.** The system configuration and other programming remains unaltered.

4 To associate the wards to the sectors, press OK on the menu item: “Assign Wards?” and proceed through the guided menu.

5 To name the Wards use the alphanumerical keys on the keypad, as instructed in paragraph: “**7.0 Programming**".

Technical Groups Program



1 To activate the **Technical Groups Program** menu, enter in the programming menu and type N.A.D. 310. Press OK. The menu “Prog. Wards” appears.
Press NO until the menu “Prog. Groups Technolog.” appears, then Press OK.

2 The message “Change total Groups nn?” is displayed. Press OK to change the number of technical groups.

3 The message “Assign Group Technolog.” is displayed. Press OK to access. If there are no outputs programmed as Technical Commands in the system, the keypad buzzer will emit an acoustic alarm.

4 Select the Technical Group to assign to the available Technical Command using the NO key. Press OK to confirm the chosen Group. Remember that all technical groups may comprise up to 10 Technical Command outputs.

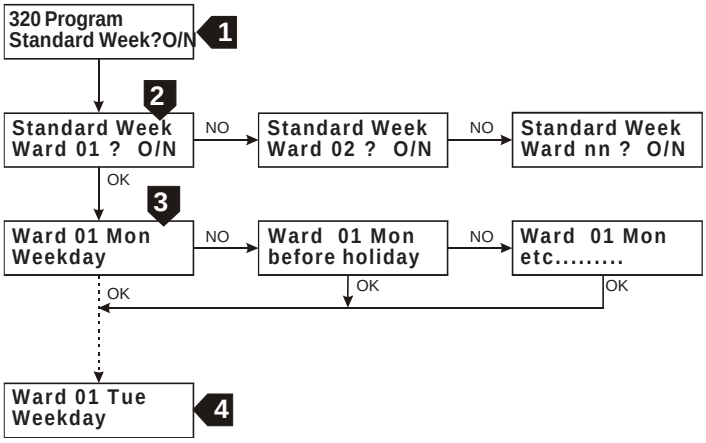
5 At this point, the lower line of the display shows the first Technical Command output already assigned to the chosen technical group (e.g. U01 UC000). If it is not already assigned, for instance in default conditions, U- - - - - - will be displayed.
It is possible to delete an output already assigned to the group by pressing **C****. Use the **NO** key to scroll the 10 available positions (N 01 – 10) until reaching the desired position and then confirm with **OK**

6 The system lists the available Technical Alarms in ascending order. Confirm the UC or UR with **OK** or scroll on to the alarms with **NO**. After confirmation the first available output will be displayed (e.g. U1) that in turn may be confirmed with **OK**, or move on to the next output (e.g. U2) by pressing **NO**, until selection of the required output. After completing programming **Group number/Position/Output Number** and confirming the required output, the menu proposes the next assignment.
Note: During this programming the menu may appear differently, depending on the countless variables involved. The illustration is purely indicative.

7 A “technical group” can be named using the keypads as indicated in paragraph: **“7.0 Programming”**.

9.4 THE TYPICAL WEEK E.M. / U.M.

- This type of programming assigns a typical (standard) week composition to each Service. Therefore, for each Service it is possible to consider a week whose days may be defined singly as Weekday, Before holiday, Holiday, Weekly Closure, Particular day.
- All Wards have a default assignment to the same Typical Week, whereby Monday through Friday are considered weekdays, Saturday is a pre-holiday and Sunday is a holiday.



1 To activate the **The Typical Week** program menu, enter the programming menu and type in the number 320. **Press OK**.

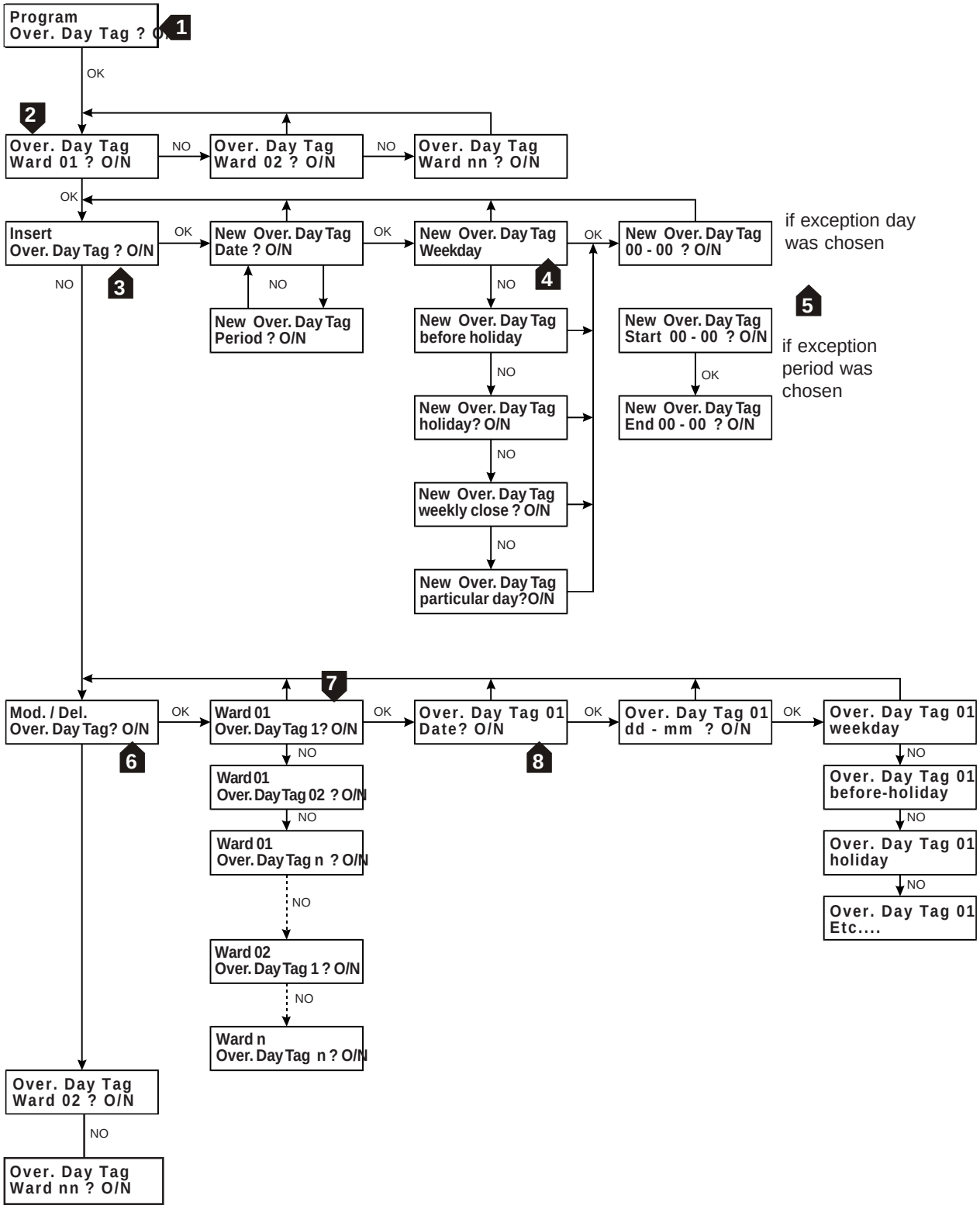
2 The menu “Standard Week Ward 01" will be displayed. Press OK to program the standard week for ward 1, or NO to change Ward.

3 The message: “Ward 01 Mon Weekday” will be displayed. Press OK to confirm, or NO to choose another type. The default types may be weekday, before holiday, holiday, weekly closure, particular day.

4 After choosing the type for the first day of the week, move on to programming the type for the second day, and so on, until the entire week has been programmed.

9.5 EXCEPTIONS MENU U.M.

- This programming defines special days or periods of the year whose type (weekday, before holiday etc.) differs from that defined in Typical Week programming. This difference is called an Exception or an “Over. Day Tag”. Each Ward may therefore have up to a maximum of 25 Over. Day Tags. The Over. Day Tags are valid for the year in progress and for subsequent years if no modifications are made. The Over. Day Tags may be entered, modified or erased only by the User.
- There are no default “Over. Day Tags”.



1 Access the **Over. Day Tag Program menu** and **Press OK**.

2 The menu “Over. Day Tag Ward 01”. Press OK to enter exceptions for Ward 1 or press NO to select other Wards.

3 The menu “Insert Over. Day Tag” is displayed. At this point, define whether the exception is for a special day (in which case press OK on the “New Over. Day Tag Date”) or whether it concerns a specific period (from... to...) and in this case press OK on the “New Over. Day Tag Period” menu.

4 Select the type of exception from among weekday, Before holiday, holiday, weekly closure, particular day.

5 If "Date" was chosen at point 3, the message “New Over. Day Tag 00-00?” will appear; enter the exception day in the format dd-mm. If "Period” was chosen at point 3 the exception start and end day must be entered (once again in dd-mm format).

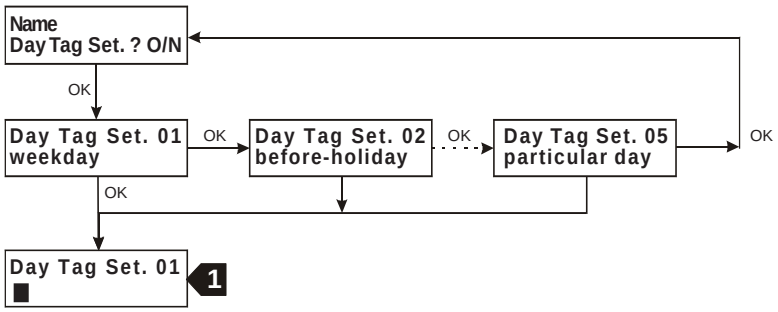
6 The menu “Mod./delete Over. Day Tag?“ will be displayed. Press OK to delete or modify one or more exception(s).

7 Select the exception to delete or modify. All the exceptions entered at point 3 will appear in turn. To delete the exception displayed (e.g. Ward 01 - Over. Day Tag 02), press key C**. Press OK, however to modify the exception.

8 The message “Over. Day Tag 01 Date” is displayed (if the exception 1 was referred to a day), otherwise “Over. Day Tag 01 Start” (if the exception was referred to a period).

9.6 NAMING DAY TYPES U.M.

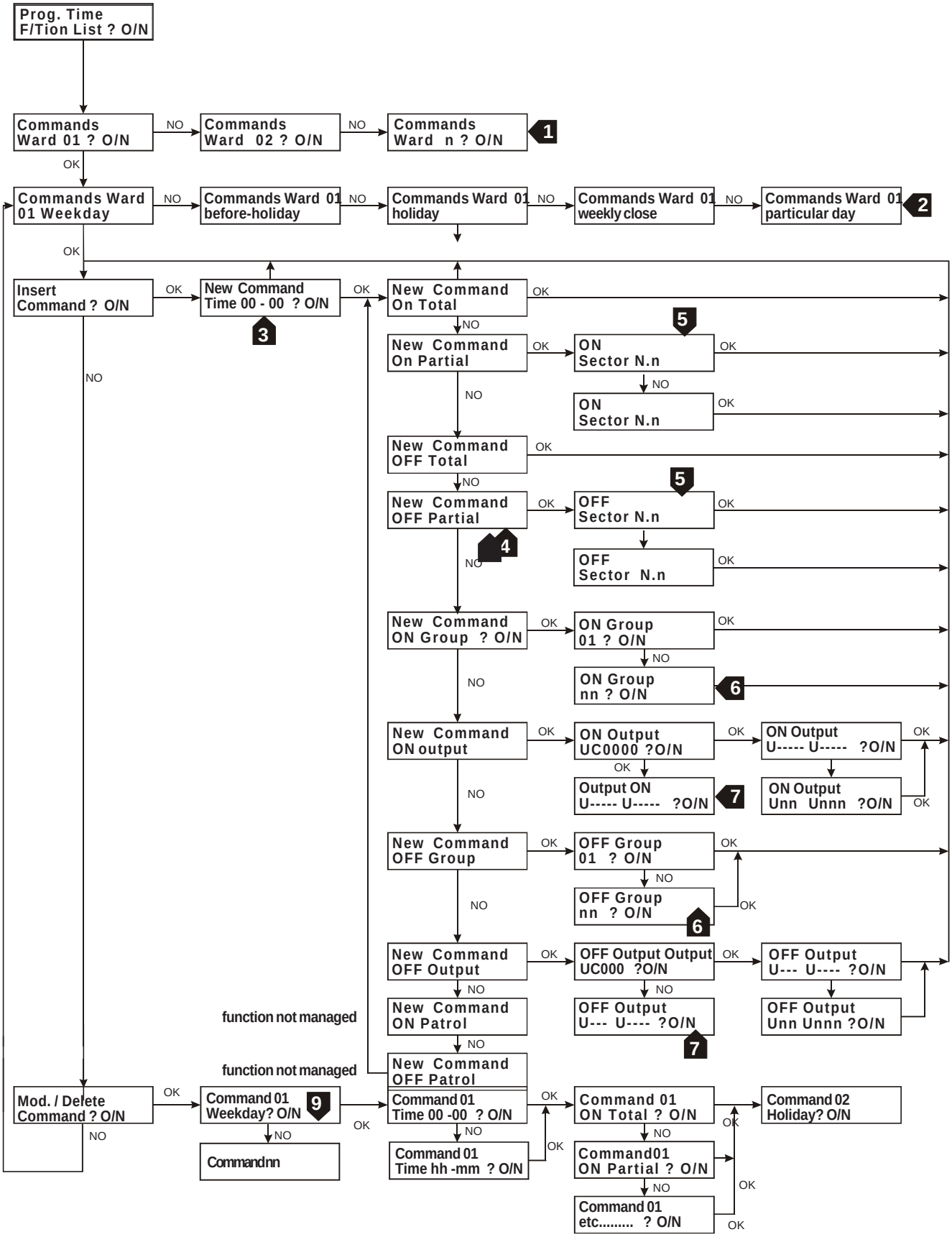
- As shown in Standard Week Programming, each day of the week has been assigned a type with a predefined name. 5 types are available. Default definition is as follows:
  01 = weekday – 02 = before-holiday – 03 = holiday – 04 = weekly close – 05 = particular day.
- With this programming the user may customize naming with terms more suitable for personal requirements, for instance “weekday” may be replaced with “working day” etc.
- To program new naming, use alphanumerical characters on the keypad and following the procedure shown below. Remember that only upper case is accepted.



1 The flashing cursor indicates the position in which to enter the character.

9.7 PRE-PROGRAMMED CENTRAL BUS ACTIONS U.M.

- With this type of programming the user may enter, modify or delete the commands that the control unit should apply at specific times and which regard anti-intruder and technical alarm management.
- The structure was designed to be able to assign appropriate activation/deactivation to each Ward, Technical Group or Technical Command Output.
- There is no default programming of any timing command.

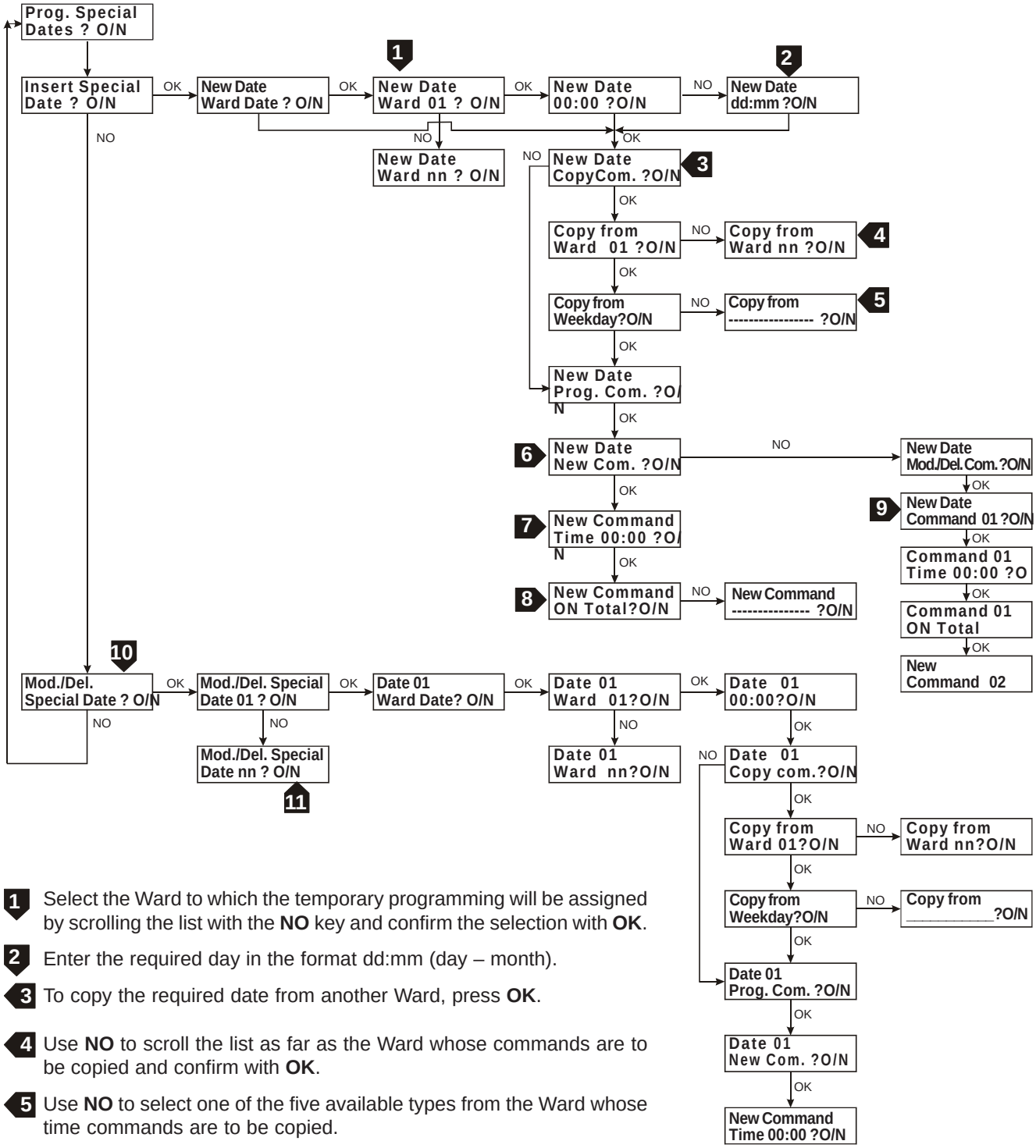


- **NOTE:** Given the large number of possibilities offered by the menu, the illustration is simplified and is purely indicative. The guided menu, with relevant instructions appearing on the keypad display makes operating easier.
- **IMPORTANT:** The entered or modified timing commands will be activated after midnight of the day they were performed, in practice from the day after. If immediate activation is required, follow the procedure described in paragraph: "**9.10 Turning On the Timer Functions**".

1. Select the Ward for entering, modifying or deleting required commands.
2. Select one of the five available day types.
3. Enter the time of the command in the 24hr format hh:mm, using the alphanumerical keys on the keypad.
4. Select the type of command required from among those listed by the menu.
5. If the command is a partial activation or deactivation, choose the required sector. All sectors assigned to the selected Ward will be displayed.
6. Select the Technical Group to be activated or deactivated.
7. Select the Technical Command Output among those programmed on the Control Unit (UC) or on the Remote Units (UR) to be activated or deactivated. They will be displayed automatically in sequence. If no such programmed outputs exist, the keypad buzzer will emit an acoustic signal.
8. Confirm with **OK** to modify or delete a time command that has already been programmed relevant to the chosen Ward. If no such programmed time commands exist, the keypad buzzer will emit an acoustic signal. The menu continues listing the details of each command and the parameters may be modified (time and type of command).
9. At this point it is possible to scroll the time commands with the **NO** key and **delete** the displayed time command with the ascending number from 01 forward **pressing key C****. To modify, confirm with **OK** and proceed, following the guided menu with a procedure similar to that already described.

9.8 TEMPORARILY PROGRAMMING A DAY U.M.

- With this type of programming the user may define specific days during the year in which the time commands of a specific Service will be different from those usually applied. The time command variation is only applicable to that precise date (day and month), after which the temporary programming is deleted and the Service commands are restored as they were originally programmed.
- There is no default programming of “Temporary Days”.



1 Select the Ward to which the temporary programming will be assigned by scrolling the list with the **NO** key and confirm the selection with **OK**.

2 Enter the required day in the format dd:mm (day – month).

3 To copy the required date from another Ward, press **OK**.

4 Use **NO** to scroll the list as far as the Ward whose commands are to be copied and confirm with **OK**.

5 Use **NO** to select one of the five available types from the Ward whose time commands are to be copied.

6 Press **OK** to programme a new temporary command, or **NO** to modify or delete a previously programmed temporary command.

7 Enter the time of the command in the format hh:mm (24hr).

8 Select a type for the time command.

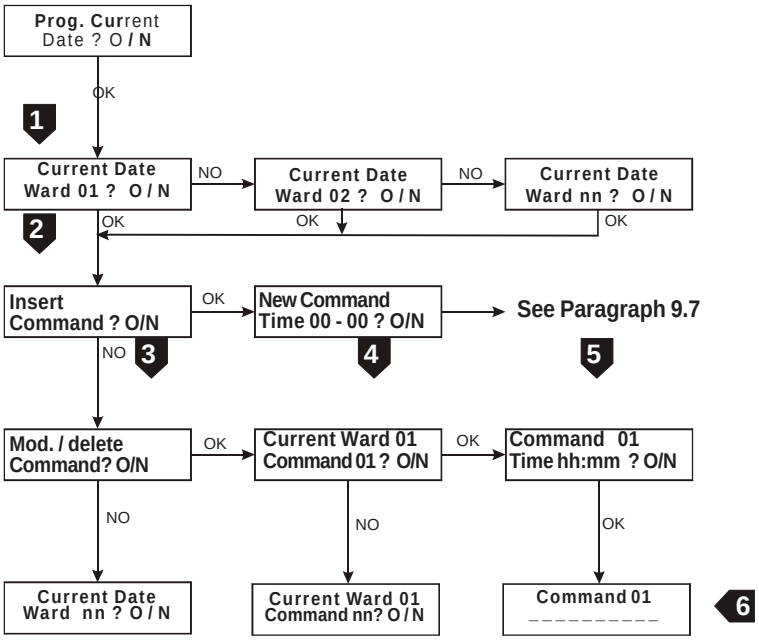
9 Use **NO** to reach the required temporary command from amongst those already present. To delete , press **C****. To modify, confirm with **OK** and proceed following the guided menu indicating the time and type of command.

10 Confirm with **OK** to modify or delete a previously programmed temporary command. If there are no previously programmed time commands, the keypad buzzer will emit an acoustic signal.

11 Use the **NO** key scroll the list as far as the Ward whose commands are to be modified or deleted. The selected temporary day may be **deleted by pressing C****. To modify, confirm with **OK** and proceed, following the guided menu with a procedure similar to that already described.

9.9 PROGRAMMING THE CURRENT DAY U.M.

- With this type of programming the user may enter, modify or delete a Timing command for today (current date) to avoid being tied to ordinary programming. The modifications applied will only be valid for the current date, after which the system returns to ordinary programming.



1 Select the Ward for entering, modifying or deleting today time commands.

2 At this point it is possible to enter a new time command that will become effective only the current date.
NOTE: No further details are given here since this part of the menu is identical to the descriptions given in paragraph: "**9.7 Pre-Programmed Central BUS Actions**".

3 Press **OK** to modify or delete a previously programmed current date command. Press **NO** to return to today programming for the next Ward, then return to the conditions at point 1.

4 The menu locates on the first today time command for the selected Ward. All programmed today time commands may be scrolled by pressing **NO**. In this phase it is possible **to delete** a required command by pressing **C****. Confirm the required command with **OK**.

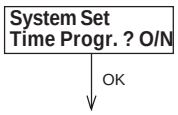
5 The selected command will be displayed in 24hr format (hh:mm). The time may be modified by using the numerical keys. Then confirm with **OK**.

6 The detail of the selected time command will be displayed. The type may be modified by pressing **NO** to reach that required. At this pont the menu will propose the same programming modes already seen in paragraph "**9.7 Pre-Programmed Central BUS Actions**".

9.10 TURINING ON THE TIMER FUNCTIONS E.M.

- This menu does not deal with programming, but with a procedure only the system engineer is authorized to perform and which is of fundamental importance each time a new time command is programmed or an existing command is modified/deleted (see paragraph: "**9.7 Pre-Programmed Central BUS Actions**") and if the updates are required to be operational from the same day they are performed.
- In fact the Programmed Timer structure envisages that at midnight each day (00:00hr) all commands programmed for that day are to be read and rendered operational, as if a "table" were entered in the memory each time. If the user performs program variations they will not become effective immediately, but only the next day.
- To avoid waiting a day, the system engineer can update the "table" immediately by using this procedure.
- Bear in mind that the remote download of time commands (via Fast Link) will always require the local intervention of the system engineer if they are required immediately.

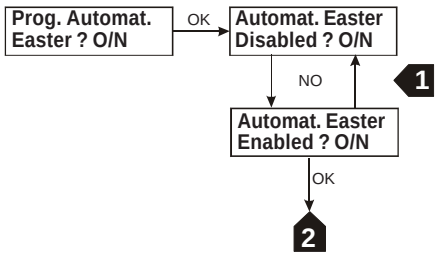
- **C :** given that the Time Programmer can only be activated using the system engineer's code, if users do require modifications to be made immediately effective on the Programmed Timer, they may make use of paragraph, "**9.9 Programming the Current Date**", so that the variation is immediately recognized. Remember that programming carried out in this way will be valid only for today.



- Wait for three buzzer tones to sound and exit by pressing the F key repeatedly until the date/time appears on the display.

9.11 AUTOMATIC EASTER CALCULATION ADJUSTMENT E.M. / U.M.

- The MP 200 calendar is able to recalculate Easter Sunday automatically. If the Automatic Easter function is enabled, the Monday following Easter Sunday will be entered as a holiday and the time commands will be applied as "holiday" type.



1 Use **NO** to enable or disable the function.

2 Confirm the selection with **OK**.

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