

MP 110

MP 110TG

MP 110 M

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**Communicator for
remote controllable
control unit**

DS80MP1A-008A

LBT80431

ELKRON

CE

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NOTICE

The following key shows (at the beginning of every chapter) the type of telephone number the programming procedure described is referred to-

V N T

V = VOICE: forwarding of vocal messages

N = NUMERICAL : forwarding of numerical messages to the remote control centers

T = REMOTE CONTROL: Fastlink connection

NOTICE

When the installer code is enabled, each time the communicator engage the line, the message "Telephone line engaged" will appear on the LCD keypad. Letter "C" will appear on the led keypads.

1.0 Access to Parameter Menu

PROCEDURE ACCESS			
COD. INST.	EXIT F	TEL 9	

1. Enter INSTALLER access code
2. Push keys **F** + ^{TEL}**9**
 - LCD display will show the message "COMM PARAMETER"
 - LED display will show the message "-||"

2.0 Voice Messages

2.1 General Data

To record voice messages, SV108 optional module is used. Only the engineer is allowed to carry out this operation. 14 different messages can be recorded, a base message lasting 30S max. for the user's general data and 13 event messages lasting 4 S each as fixed length. It is necessary to record all the messages from the first to the last one; therefore if even only 1 message has to be modified, it is necessary to record again all of them.

Max 30s	4s	4s	4s	4s	4s	4s
BASE MSG	BURGLARY	TAMPER	PANIC	TECHNICAL	FIRE	FAILURE
4s	4s	4s	4s	4s	4s	4s
NO MAINS	MAINSRETURN	BATTERYLOW	OK BATTERY	ARMING	DISARMING	TEST CALL

The base message can be started and stopped at any time. If the stop command is not given, the automatic stop occurs at the end of the max. time available. For event message start only can be given while stop occurs automatically at the end of the time. Every message is identified by a symbol for led keyboard and a code for LCD keyboard.

The corresponding symbols are as follows:

MESSAGE TYPE	LED KEYB.	LCD KEYB.
- Base message	b	BASE
- Intrusion event message	l	BURGLARY
- Tamper event message.	5	SABOTAGE
- Panic event message	P	PANIC
- Technological event message	t	TECHNOL
- Fire event message	F	FIRE
- Failure event message	h	FAILURE
- No Mains message	nr	MAINS 230
- Mains return message	rr	MAINS RETURN
- Battery low message	Lb	BATTERY LOW
- OK Battery message	ob	OK BATTERY
- Activation message	A	ACTIVAT.
- Deactivation message	d	DEACTIV.
- Test call message	ct	TEST CALL

NOTE

The duration of the basic message is recorded in the unit's Eeprom memory. By installing the SV108 module on a different unit board from the one used for the recording, data regarding the duration of the basic message is lost. Therefore, message reproduction would be anomalous. A new recording must be made to correct this.

2.2 Recording voice messages

PROCEDURE ACCESS				
COD. INST.	EXIT F	TEL 9	0	
<div style="display: flex; justify-content: space-around; align-items: center;"> ■ V N T </div>				

Operation with LCD keyboard

1. Enter INSTALLER access code

2. Press keys F + 9^{TEL} + 0 (zero)

Message "RECORD MESSAGE" is visualized

3. Press key 0 (zero) to start recording the base message.
Press again key 0 (zero) to interrupt recording of the base message.

Display shows message "BASIC MESSAGE" during recording.

4. The display proposes the recording of the "BURGLARY" message corresponding to the first event.

5. Press key 0 (zero) to start recording the first event message. At the timeout end, the recording of the following event is proposed. Continue as described in items 4,5 for remaining events.

6. By pressing key F^{EXIT}, the recording procedure is interrupted and you go back to communicator menu.

Operation with LED keyboard

1. Enter INSTALLER access code

2. Press keys F + 9^{TEL} + 0 (zero)

Character "-b" is visualized in a fixed way on display

3. Press key 0 (zero) to start recording the base message.
Press again key 0 (zero) to interrupt recording of the base message

Character "-b" flashes during recording

4. The display proposes the recording of the "BURGLARY" message corresponding to the first event.

Character "I" is visualized on display

5. Press key 0 (zero) to start recording the first event message. At the timeout end, the recording of the following event is proposed. Continue as described in items 4,5 for remaining events.

The character corresponding to the first event message flashes during recording.

6. By pressing key F^{EXIT}, the recording procedure is interrupted and you go back to communicator menu.

2.3 Listening to Voice Messages

PROCEDURE ACCESS			
COD. 1/3	EXIT F	TEL 9	5
<div style="display: flex; justify-content: space-around; align-items: center;"> V N T </div>			

6.4.1 Operation with LCD keyboard

1. Enter INSTALLER access code

2. Press keys F + 9^{TEL} + 5

Message "PLAY MESSAGE" is visualized

3. Press key 5 to start reproducing all recorded messages, at the end of the message, you go back to communicator menu.

During reproduction, for every message under way, the corresponding code is visualized according to the table in para 6.2

4. If you want to listen to a particular message use keys 1[▽] 2[△] to select the desired message and start listening through key 5.

5. At the end of reproduction it is possible to select a following message.

Press F^{EXIT} to leave listening procedure and go back to communicator menu.

6.4.2 Operation with LED keyboard

1. Enter INSTALLER access code

2. Press keys F + 9^{TEL} + 5

Message "--" is visualized

3. Press key 5 to start reproducing all recorded messages, at the end of the message, you go back to communicator menu.

During reproduction, for every message under way, the corresponding code is visualized according to the table in para 6.2

4. If you want to listen to a particular message use keys 1[▽] 2[△] to select the desired message and start listening through key 5.

5. At the end of reproduction it is possible to select a following message.

Press F^{EXIT} to leave listening procedure and go back to communicator menu.

3.0 Telephone Numbers Programming

- 6 telephone numbers are available.
- Every number consists of 23 digits , pauses included. Three types of pauses are foreseen:1S,5S and 9S visualized respectively on display with characters A,B,C.

3.1 Operation carried out by ENGINEER with LCD keyboard

1. Enter the engineer's code.
2. Press keys

EXIT
F

 +

TEL
9

 +

0

 in sequence.
3. By means of keys

1

 and

2

, select the desired telephone number. Confirm the telephone number choice by key

0

.
4. By means of the number keys, enter the desired number. Every dash “-“ is replaced by the desired digit. To introduce a pause, press

C**

 followed by a number key corresponding to the length of the desired pause. After pressing the number key after key

C**

, the pause will be visualized on the dash following the last entered digit. It is possible to cancel the last programmed digit by pressing key

E

.
5. In case of a telephone number with more than 12 digits, while entering the 13th digit, the display will show the following message: **T6:>n_____** where “n” = last digit entered. After entering the 23rd digit, the arming of any key except

0

 will generate an error beep.
6. Press key

0

 to confirm and save the number entered. The buzzer generates a double beep to confirm the operation and you go back to point 3.
7. To cancel a previously programmed telephone number, press key

0

 twice, when the telephone number to be cancelled is visualized, the buzzer generates a double beep to confirm cancellation.
8. Press key

EXIT
F

 to exit.

PROCEDURE ACCESS				
COD. INST.	EXIT F	TEL 9	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td>0</td></tr></table>	0
0				

V

N

T

The display shows the message:
PRG TEL NUM nn
“nn” = Telephone number to be accessed

The display shows the following message: **T1:-----**

POSSIBLE PAUSES		
<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td>C**</td></tr></table>	C**	, 1 = 1sec. ----> A
C**		
<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td>C**</td></tr></table>	C**	, 5 = 5sec. ----> B
C**		
<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td>C**</td></tr></table>	C**	, 9 = 9sec. ----> C
C**		

3.2 Operation carried out by INSTALLER with LED keyboard

1. Enter INSTALLER code
2. Press in sequence keys

EXIT
F

 +

TEL
9

 +

0

3. By keys

1

 and

2

 select the desired number.
Confirm selection of the number by key

0

4. The display shows the selected telephone number in a fixed way.
5. By pressing key

S

, the right side digit shows the digits of the telephone number under reference at intervals of about 1s. For every digit visualized the buzzer generates a double beep. After completing the number visualization, you go back to item 4).
6. Press key

E

 to enter a new number.
7. By means of the numeric keys, enter the desired number. To introduce a pause enter

C**

 followed by **one** numeric key corresponding to the duration of the desired pause
8. Press key

0

 to confirm and save the number entered. The buzzer generates a double beep to confirm the operation and you go back to item 4).

PROCEDURE ACCESS			
COD. INST.	EXIT F	TEL 9	0

	V
--	---

	N
--	---

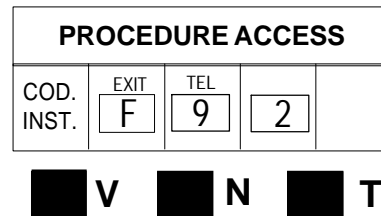
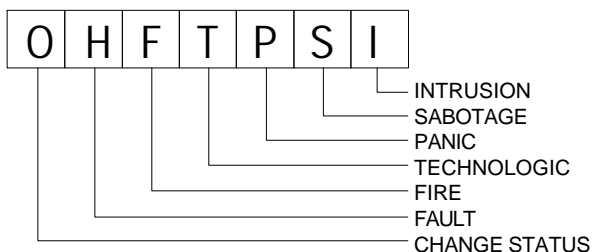
	T
--	---

The display shows the first telephone number in a flashing way

POSSIBLE PAUSES	
<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td style="text-align: center;">C**</td></tr></table> , 1 = 1sec. ----> A	C**
C**	
<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td style="text-align: center;">C**</td></tr></table> , 5 = 5sec. ----> B	C**
C**	
<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td style="text-align: center;">C**</td></tr></table> , 9 = 9sec. ----> C	C**
C**	

4.0 Event/Telephone Number Association

ALARM SENDING TYPE PROGRAMMING every telephone number corresponds to book where the events associated to that number are noted down. The management of these books is made by bits which, after being set, have the following meanings:



4.1 Operation with LCD keyboard

1. Enter INSTALLER code
2. Press keys **F** + **9**^{TEL}
3. Press key **2**. The event summarizing string includes 8 dashes to show the positions where the associated event must be inserted.

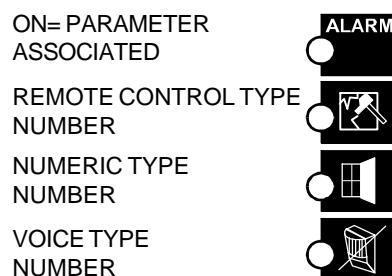
Parameter "t" corresponds to the type of programmed number and can assume the following values:
 v = Voice type
 n = Number type
 t = Remote control type

The display shows the following message:

"Tnn ----- t"
 "nn" Telephone number under reference
 ----- Positions where the associated event must be entered
 "t" Type of programmed number

4. By keys **1** **2**, select desired number.
5. By pressing key **F**^{EXIT} during visualization you leave procedure without making any modification.
6. Press key **2** to access modification.

7. Press keys **1** **2** to select the event to be associated (see side visualizations) . Press key **A** to complement association and/ or keys
S To program Remote Control type number
O to program Numeric type number
E to program Voice type number



8. By pressing key **F**^{EXIT} during the modification status, you leave procedure and save the selections made. The operation is confirmed by a double beep of the buzzer.

4.2 Operation with LED keyboard

PROCEDURE ACCESS			
COD. INST.	EXIT F	TEL 9	2
■ V		■ N ■ T	

1. Enter the access code
2. Press keys **F** + **9^{TEL}**
3. Press key **2**
4. By pressing keys **1** **2** select the desired number.
5. By pressing key **F^{EXIT}** during visualization, you quit the procedure without making any modification
6. Press key **2** to access the modification.
7. Press keys **1** **2** to select the event to be associated. Press key **A** to complement association and/ or keys **S** to program the telemanagement type number.
O to program the Numeric type number
E to program the Voice type number
8. Press key **2** to shift to visualization and select another number. By pressing key **F^{EXIT}** during visualization mode, you quit the procedure and save the choices made.

The display visualizes in a fixed mode the telephone number under reference. Leds S,O,E visualize the type of programmed number (TELEMANAGEMENT, NUMERIC, VOICE).

The first display digit shows the type of programmed number with the following characters:

v= voice type
n= numeric type
t= telemanagement type

The second digit shows the type of selected event with the following characters:

l= Burglary
5 = Tamper
P = Panic
t = Technical
F = Fire
h = Failure
o = Status change

Led A, if on, means associated event, if off, viceversa.

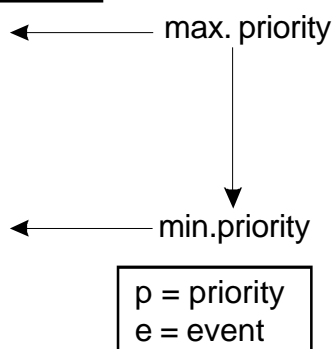
5.0 Event priority programming

PROCEDURE ACCESS			
COD. INST.	EXIT F	TEL 9	8

■ V ■ N ■ T

- Through the event priority programming , in case of contemporaneous alarm events, you can define which event is to be dealt with first.
- The events which can be dealt with are shown in the following table. This table summarizes the messages associated to each event which are visualized during reference of modification.
- For LED keyboard, the left side digit is used to indicate the event number and the right side digit for the programmed priority.
- Priority 0 is the highest

POSSIBLE EVENTS	DEFAULT PRIORITY	MESSAGE ON LCD KEYBOARD	MESSAGE ON LED KEYBOARD
0 BURGLARY	0	EV:BURGLARY P:p	e p
1 SABOTAGE	1	EV:SABOTAGE P:p	e p
2 PANIC	2	EV:PANIC P:p	e p
3 TECHNOLOGICAL	3	EV:TECHNOL P:p	e p
4 FIRE	4	EV:FIRE P:p	e p
5 FAILURE	5	EV:FAILURE P:p	e p
6 STATUS CHANGE	6	EV:ON/OFF P:p	e p



- The procedure is accessed through key **8** once entered the communicator menu by installer code.
- By keys **1** and **2** it is possible to refer to current programming forward and backward.
- To modify the priority of the event under reference press key **8** and always use keys **1** and **2** to select the priority to be assigned.
- Press **8** to return to reference and to choose the following event
- Reference or modification status is shown by leds **2** and **3**.

2 ON Reference status
 3 OFF

2 OFF Programming status
 3 ON

6.0 Telephone alarm delay Programming

PROCEDURE ACCESS			
COD. INST.	EXIT F	TEL 9	7

■ V ■ N ■ T

- Against a system alarm, it is possible to delay the alarm sending via telephone line.
- This is useful when the user due to a wrong manoeuvre generates an involuntary alarm. By switching off the system in due time, it is possible to stop the system before the alarm extends to the telephone line as well.
- The choice of the desired delay is made through the numeric keys 0-9 and is expressed in tens of seconds according to the following coding:

0 = No delay	5 = 50 Sec
1 = 10 Sec	6 = 60 Sec
2 = 20 Sec	7 = 70 Sec
3 = 30 Sec	8 = 80 Sec
4 = 40 Sec	9 = 90 Sec

1. Once entered the communicator menu, press key .
2. LDC keyboard shows the message "CALL DELAY nn" where nn corresponds to the current value, while LED keyboard shows only the coded value.
3. Enter the desired value. By pressing a non numeric key , except for , the buzzer generates an error beep.
4. Press to save the entered value and leave the procedure. Press to leave the procedure without making modifications.

7.0 Telephone line options programming

PROCEDURE ACCESS			
COD. INST.	EXIT F	TEL 9	3



OPTION GROUP 1

With this procedure the following options can be programmed:

- Choice of the selection type (IMPULSIVE or DTMF)
- Enabling the check of line tones.
- Enabling the answer check.
- Enabling the routing tone waiting for user answer.

OPTION GROUP 2

- With this procedure it is possible to program the lock of calls in voice mode and with number protocol, enabling the answering system skip, and enabling the communicator on AND/OR sectors status.

OPTION GROUP 3

- With this procedure it is possible to program the mode to be used to check the telephone line.

1. Enter the ENGINEER's access code

2. Press keys $\boxed{F} + \overset{TEL}{\boxed{9}} + \boxed{3}$. The LCD display will show "Options Tel.1". The segment display will show digit "1". To program option group 2 see point 3. To program option group 3 see point 4. In this procedure leds are used to visualize respectively the status of options (a),(b),(c),(d) according to the following coding:

- Led OFF = IMPULSIVE selection
Led ON = DTMF selection
- Led OFF = Tone check disabled
Led ON = Tone check enabled
- Led OFF = Answer check for voice call disabled
Led ON = Answer check for voice call enabled
- Led OFF = Routing disabled
Led ON = Routing enabled

Press corresponding keys \boxed{A} , \boxed{S} , \boxed{O} , \boxed{E} to change the status of options (a, b, c, d) respectively.

3. Press key $\boxed{1}$: The LCD display will show "Options Tel.2". The segment display will show digit "2".

In this procedure leds are used to visualize respectively the status of options (a),(b) according to the following coding:


- Led OFF = Lock of voice calls disabled
Led ON = Lock of voice calls enabled
- Led OFF = Lock of calls with number protocol disabled
Led ON = Lock of calls with number protocol enabled
- Led OFF = Answering system skip disabled
Led ON = Answering system skip enabled
- Led OFF = Enabling communicator for burglary events on OR sectors status
Led ON = Enabling communicator for burglary events on AND sectors status


4. Press key $\boxed{1}$: the LCD display will show "ChK lin tel --NO--"; the segment display will show "3m" where m means the test mode to be carried out: see table in the next page.

LCD Keypad
 ChK tel lin --NO—
 ChK tel lin 24h
 ChK tel lin Part ON
 ChK tel lin Tot ON

Segmented Keypad
 30
 31
 32
 33


Test Mode
 Test disabled
 Test always enabled
 Test is enabled if at least one sector is ON
 Test is enabled only if all 3 sectors are ON

To modify the test mode press key .

5. In this procedure Led  is used also to generate tamper alarm in case of line lack.

Led  on: the line lack generates tamper alarm.

Although a line control output is not present and the tamper alarm is not programmed, the line lack is however stored in the event log and in the temporary memory (ChK lin tel --NO--).

6. By pressing key , the procedure is quitted and the modification made are saved.

WARNINGS FOR OPTION GROUP 1

- When the tone check is enabled, this means that the communicator, before selecting the telephone number, waits for the “free” signal on the telephone line and checks both the presence of the tone and timing. It is necessary to disable this check on the internal lines (with a switchboard) that do not typically have a standard free signal.
- If the answer check on voice calls is disabled, 4 calls will be always made for every programmed voice number. If the answer check is enabled, the programmed voice numbers that answer will no longer be called for the same event. In case of no answer or engaged number, the control unit will make max. 4 call attempts to that number.
- When the routing signal is enabled, this means that the communicator, before sending the voice message and between one repetition and another, inserts 2 signals (2 beeps) on line having the purpose to warn the user that this is an automatic message.

WARNINGS FOR OPTION GROUP 2

- By enabling the lock function for voice and/or numeric calls, the communicator, when the call has a positive result, no longer calls the other numbers programmed for the same event.
 - For the voice call lock it is indispensable to enable the answer check of the called number. The communicator will stop sending other voice calls after the alarm has a positive result on a **programmed telephone number**.
- CAUTION: The answer of an **automatic transponder** is considered as a positively ended alarm warning that would cause the **automatic call lock**. In this case it is therefore necessary not to use the automatic call lock function.
- To lock the numeric calls it is sufficient that the communicator properly sends the entire communication to the reception centre. When the centre sends the acknowledge (proper sending confirmation), the communicator locks the following calls to other telephone numbers programmed with numeric mode.
 - As to burglary events, according to programming, it is possible to choose whether sending the telephone calls only if all 3 sectors are armed (AND sectors) or sending them if even only one sector is armed (OR sectors).

WARNINGS FOR OPTION GROUP 3

- If enabled, the telephone line check is carried out at every change of plant status (consistently with the selected mode) and then every 15 minutes.
- The check is made by switching the telephone line and verifying the free tone; if the free tone is found, the line is placed immediately under quiescent conditions again.
- In case of lack of free tone, the line remains switched for approx. 1.5 minutes during which every 30 seconds max. 4 attempts are made to search the tone. If after the fourth attempt, the tone continues to be absent, the event is stored in both the temporary memory and in the event log and the outputs programmed as line check are armed and, if enabled, a tamper alarm is generated as well.
- These outputs remain under alarm condition until the next line control, where if the control unit finds the tones, they will go back to quiescent conditions otherwise the alarm status will be kept.

NOTE: The telephone line check, if programmed, is carried out according to the foreseen conditions provided that there is at least programmed telephone number and with associated events.

8.0 Call/Answer Ring number programming

ACCESS PROCEDURE				
COD. INST.	EXIT F	TEL 9	S	

■ V ■ N ■ T

- This procedure allows programming the number of max. RINGS waiting for a called telephone number to answer before passing to the following number in case of no answer. It is possible to program 0 or a number from 3 to 15. By programming 0 (zero) "answer control NOT ENABLED" is assumed.
- Enter INSTALLER Code+ + +
Keyboards visualize the following message

For LCD For Segment keypad

- Use and keys to select the desired value and key to leave procedure and save the selections made.

9.0 Telephone line test

- At the end of installation, it necessary to ascertain the correct connection with the telephone line. For this purpose a test procedure has been implemented. The access to this procedure is made through the following sequence:

Engineer and /or MASTER code + + +

- The keypads will show the following message:

for LCD for LED (fixed mode)

- Press key to start procedure.

The keypads will show the following message:

for LCD for LED (flashing)

- The control unit calls all the numbers programmed as Numeric, Telemangement and Voice.
- At the end of the test, the procedure is automatically quitted.

ACCESSO PROCEDURA				
COD. INST.	EXIT <input type="text" value="F"/>	TEL <input type="text" value="9"/>	<input type="text" value="3"/>	

V N T

10.0 Call result visualization

PROCEDURE ACCESS				
COD. INST.	EXIT F	TEL 9	A	

■ V ■ N ■ T

- Against an alarm , this procedure allows to check which telephone numbers have been called and which ones have correctly answered.
- Access sequence: MASTER and /or Installer code + + +
- With an LCD keyboard, the following message is visualized:

#:nnnnn*:nnnnn n= corresponding telephone number

The first group of number (left side) identifies the numbers called, the right side group identifies the numbers which have correctly answered.

- In the following example, all numbers have been called and all have correctly answered.

#:123456*:123456

- In the current example the numbers 2,4,5,6 have been called but the numbers 2,5,6, have correctly answered.

#:-2-456*:-2--56

- Working on a Segment keyboard, the called numbers are visualized in sequence at intervals of 1 second as follows: the left side digit shows the telephone number, the right side digit shows the same number in case of successfully conveyed message or a horizontal dash in case of no answer.

Example of call to telephone no. 5 that has correctly answered.

Example of call to telephone no. 5 that has not answered.

- At the end of information visualization, by pressing you go back to communicator main menu. By pressing information is deleted
- In case of information absence, the display will show the following messages:

For LCD

For LED

The visualisation is always for the last event

11.0 Event/Channel Association

ACCESSO PROCEDURA			
COD. INST.	EXIT F	TEL 9	1
<input type="checkbox"/>	V	<input checked="" type="checkbox"/>	N
		<input checked="" type="checkbox"/>	T

1. Enter INSTALLER code
2. Press in sequence keys + +
3. Alarm channels are used to communicate an event to an alarm receiving centre. Some receiving centres identify the event occurred from the channel received. It is therefore necessary to provide each channel with one of the events managed by the station. Up to 8 alarm channels are foreseen (0-7) and for every channel it is possible to associate one of the possible events.

The possible events that can be managed are as follows:

00 BURGLARY	04 FIRE
01 SABOTAGE	05 FAILURE
02 PANIC	06 ON/OFF
03 TECHNOLOGICAL	07 EVENT END

channel selection	<input checked="" type="radio"/>	1
selection of the event to be associated	<input type="radio"/>	2
	<input type="radio"/>	3

To access this programming, follow the instructions below:.

NOTE: If led 2 goes on it means that it is selecting the channel. If led 3 goes on it means that it is selecting the event to be associated

to the channel. Key selects forward. Key selects backward.

11.1 Operation with LCD keyboard

1. Access communicator parameter modification meny by entering

INSTALLER code and pressing keys +

2. Press key . led 1 goes on.
3. By keys select the desired channel.
4. Press key to access the modification of the associated event.
5. Select desired event by keys Press keys to confirm selection made. By pressing key again you go back to item 3.
6. By pressing the buzzer sends a double beep, you leave procedure and go back to communicator parametr programming main menu.

11.2 Operation with Segment keyboard

1. Access the communicator parameter modification menu by entering INSTALLER code and pressing keys \boxed{F} + $\overset{TEL}{\boxed{9}}$
2. Press key $\boxed{1}$. Led $\bigcirc \boxed{1}$ goes on.
3. By keys $\boxed{1}$ $\boxed{2}$ select the desired channel.
4. Press key $\boxed{1}$ to access the modification of the associated event.
5. Select the desired event by keys $\boxed{1}$ $\boxed{2}$. Confirm selection made by key $\boxed{1}$.
6. By pressing $\overset{EXIT}{\boxed{F}}$ buzzer sends a double beep, you leave procedure and go back to main parameter programming menu for the communicator.

The display shows the message:

CH :nn EV :ee

“nn” = Number of the channel under reference.

“ee” = Event associated to the channel under reference

Led $\bigcirc \boxed{3}$ goes on to show that the modification procedure is under way.

12.0 Plant code programming

Two plant codes are foreseen each consisting of 8 digits. The first code is assigned to the telesurveillant (Code 4), the second code to the installer (Code 3). On the basis of the code entered, the system will automatically propose the relevant code.

The telesurveillant accesses by : TELESURV.CODE + $\overset{TEL}{\boxed{9}}$ + $\boxed{C^{**}}$

The installer accesses by : INSTALL. CODE + \boxed{F} + $\overset{TEL}{\boxed{9}}$ + $\boxed{C^{**}}$

12.1 Operation by LCD keyboard

1. Enter the code to access programming (see 6.1)
2. The display shows the current code in the following format:
SysCod: nnnnnnnn
3. To modify the code, press $\boxed{C^{**}}$. The display shows the following message: **InsCod: _____**

Enter the full 8- digit code.

After entering the 8th digit, the display shows the following message:

ReinsC: _____

Re-enter the code again to confirm it. If the two copies are equal, the code is finally recorded and the operation is confirmed by a double beep by the buzzer and you go back to main menu. On the contrary, an error beep will be generated and you leave the procedure.

PROCEDURE ACCESS				
COD. INST.	$\overset{EXIT}{\boxed{F}}$	$\overset{TEL}{\boxed{9}}$	$\boxed{C^{**}}$	

PROCEDURE ACCESS				
COD. TEL.	$\overset{TEL}{\boxed{9}}$	$\boxed{C^{**}}$		

$\boxed{}$ V \blacksquare N \blacksquare T

The telemonitoring code can be programmed in hexadecimal form.

12.2 Operation with segment keyboard

1. Enter the code to access programming.
The display shows a flashing “c” character.
2. To modify the code, press C**. The display goes off.
Enter the full 8-digit code. After entering the 8th digit, the display shows a fixed “c” character.
3. Re-enter the code again to confirm it. If the two copies are equal, the code is finally recorded and the operation is confirmed by a double beep by the buzzer and you go back to main menu. On the contrary, an error beep will be generated and you leave the procedure.

NOTE

To program a 4 digit telesurveillance code operate as follows:

Telesurveillance code 2378

Code programmed on keypad: 00002378

13.0 Cyclic Call Programming

- The procedure is accessed through ENGINEER + + ^{TEL} +
- The keypads will visualize the following message:

LCD keypads	LED keypads
AUTOTEST NO	-0(default value)

- By key it is possible to select:

LCD keypads	LED keypads
24h	-1
ON parz	-2
ON tot	-3
NO	-0

- Press key to confirm and exit from programming, proceed by pressing key ; the keypad display will visualize the following message:

for LCD for LED

- Leds and are used to show which of the two parameters is being programmed.

on off => programming interval between one call cycle and the next one (tt).

off on => programming cycle start time (hh).

- While the LCD keypad shows the two parameters at the same time, the LED keypad can show one at a time.

- By pressing key the parameter to be programmed is selected.

- Use keys S1 and S2 to select the desired value. For parameter (tt) it is possible to set one of the values listed in the following table:

0 = test not enabled	5 = 12 hours
1 = 1 hour	6 = 24 hours
2 = 2 hours	7 = 2 days
3 = 4 hours	8 = 3 days
4 = 8 hours	9 = 7 days

- For parameter (hh) a value from 00 to 23 can be selected by pressing keys S1 and S2.

- Press to exit from the procedure and save the set parameters.

14.0 Answering System

In the MP 110 control unit the answering system skip function can be enabled (see telephone line options).

PROCEDURE ACCESS			
COD. INST.	EXIT <input type="text" value="F"/>	TEL <input type="text" value="9"/>	<input type="text" value="6"/>

V N T

When this function is enabled, the control unit automatically makes a call to the telephone numbers programmed as Numeric and Telemangement numbers in order to ascertain the effectiveness of the telephone connection with the telemonitoring/telemangement centres.

It is possible to program the sending of the cyclic call 24 hours a day (regardless of the ON/OFF status of the plant), subject it to the total ON or partial ON status. Moreover the start time of the call cycle and the interval between one call cycle and the following one can be programmed.

(tt) = interval between one call cycle and the next one
(hh) = cycle start time

15.0 Numerical Protocol Selection

This procedure enables programming of the type of protocol used (for NUMERICAL type telephone numbers) to perform data exchange with the telemonitoring center. The table below indicates the protocols which can be managed by the unit and their compatibility with the ones most prevalently used. Select the one that is compatible with the numerical center with which connection is to be made.



No.	NAME	TYPE	HANDSH	DATA	BAUD	FORMAT
0	ADF	DTMF				4/8/1 ADF
1	IDP	DTMF				IDP
2	S1400	DTMF				SI1400
3	C200b	FSK				C200b
4	141910	IMPULSE	1400Hz	1900Hz	10bps	3/1,4/1(o 3/2),4/2, Standard, Extended, With or without Ademco slow, Silent Knight Slow parity.
5	141914	IMPULSE	1400Hz	1900Hz	14bps	3/1,4/1(o 3/2),4/2, Standard, Extended, With or without Silent Knight Fast parity.
6	231820	IMPULSE	2300Hz	1800Hz	20bps	3/1,4/1(o 3/2),4/2, Standard, Extended, With or without Sescoa, Franklin, DCI, Vertex parity.
7	231840	IMPULSE	2300Hz	1800Hz	40bps	3/1,4/1(o 3/2),4/2, Standard, Extended, With or without Radionics parity.


- The procedure is accessed with the system completely shut OFF :
- Type in the ENGINEER's code and press the following keys **F** + **9** + **4**
- Access to the procedure is confirmed by the message "= PARAMETERS COMM =" followed by a display of the active protocol. (IDP default)
- The name of the protocol is clearly displayed on the LCD keypad, while only the corresponding number appears on the LED keypad.
- Select the desired protocol with the keys **1** and **2**.
- Press the **F** key to exit by saving the selection made.
- Press the **E** key, to exit without selecting any modifications .
Saving of the selection made is confirmed by a double beep from the buzzer.


LEGEND
HANDSH: acknowledgement frequency
DATA: data transmission frequency
BAUD: number of bits per second


The following table indicates the display procedure according to the type of keypad used (Led or LCD).


PROTOCOL	LED KEYPAD	LCD KEYPAD	TYPE OF PROTOCOL
0	'00'	ADF	DTMF
1	'01'	IDP	DTMF
2	'02'	S1400	DTMF
3	'03'	C200b	FSK
4	'04'	141910	IMPULSE
5	'05'	141914	IMPULSE
6	'06'	231820	IMPULSE
7	'07'	231840	IMPULSE

Led  and , display impulse protocol options according to the following coding system.

 OFF = Standard format

 ON = Extended format

 OFF = Without parity

 ON = With parity

These options are ignored when a non impulse type protocol selection is made.

15.1 ADF Protocol

The ADF protocol is selected to send the **4/8/1**FORMAT, where 4 is the number of figures of the system code for the telemonitoring center, expressed in decimal form (0-9), that are sent at each connection. Eight channels are transferred to the center at each connection. One channel indicates the system status. This format is transmitted at each connection regardless of the reason for transmission.

15.2 IDP Protocol

The IDP protocol is selected to send pre-fixed codes regarding system zones and events, therefore it requires no programming.

IDP Protocol INPUT CODING TABLE :

The table below indicates the IDENTIFICATION CODES sent to the center following an alarm event in one of the these:

UNIT		EXPANS. 1 & 2		EXPANS. 3 & 4		COMMUTATOR & KEYPAD	
ZONE No.	ZONE CODE	ZONE No.	ZONE CODE	ZONE No.	ZONE CODE	ZONE No.	ZONE CODE
ZONE 01	001	ZONE 11	011	ZONE 31	031	ZONE A1	161
ZONE 02	002	ZONE 12	012	ZONE 32	032	ZONE A2	162
ZONE 03	003	ZONE 13	013	ZONE 33	033	ZONE A3	163
ZONE 04	004	ZONE 14	014	ZONE 34	034	ZONE A4	164
ZONE 05	005	ZONE 15	015	ZONE 35	035	ZONE A5	165
ZONE 06	006	ZONE 16	016	ZONE 36	036	ZONE A6	166
ZONE 07	007	ZONE 17	017	ZONE 37	037	ZONE A7	167
ZONE 08	008	ZONE 18	018	ZONE 38	038	ZONE A8	168
		ZONE 21	021	ZONE 41	041	ZONE B1	177
		ZONE 22	022	ZONE 42	042	ZONE B2	178
		ZONE 23	023	ZONE 43	043	ZONE B3	179
		ZONE 24	024	ZONE 44	044	ZONE B4	180
		ZONE 25	025	ZONE 45	045	ZONE B5	181
		ZONE 26	026	ZONE 46	046	ZONE B6	182
		ZONE 27	027	ZONE 47	047	ZONE B7	183
		ZONE 28	028	ZONE 48	048	ZONE B8	184

The ZONE IDENTIFICATION code will be preceded by a code which identifies the type of ALARM EVENT .

ALARM EVENT	EVENT CODE	ZONE CODE
FIRE Event	110	zzz
PANIC Event	120	zzz
BURGLARY Event	130	zzz
TAMPERING Event	137	zzz
TECHNICAL Event	150	zzz

zzz = zone code

The ZONE IDENTIFICATION code assumes the value 000 for generic system events, while arming/disarming events are indicated by the operator.

GENERIC EVENT	EVENT CODE	ZONE CODE:
SYSTEM FAILURE Event	300	000
ABSENCE/RESTORE NETWORK Event	301	000
BATTERY LOW/OK Event	302	000
TOTAL ON/OFF Event	400	ccc
PARTIAL ON/OFF Event	400	ccc
ON/OFF WITH BYPAS ED ZONES Event	400	ccc
TRANSMISSION TEST Event	602	000
CYCLICAL TEST Event	602	000

ccc = operator

15.3 S1400 Protocol

Select the S1400 protocol to send the **4/8/1** FORMAT, in which 4 is the number of figures in the system code for the telemonitoring center, expressed in decimals (0-9), that are transmitted at each connection. One (1) is the channel which indicates the system status. This format is transmitted at each connection for whatever reason transmission takes place.

15.4 Prog. of C200b PROTOCOL Codes with LCD Keypad

- This protocol allows programming of a code for each zone (00-99).
NOTE: to transmit the arming event to invert the armed / disarmed code), it is necessary to program the figure 9 as the first figure of the system code; e.g., system code 00000570 ----> code 90000570
- The procedure is accessed with the system completely OFF and by performing the following sequence of steps:
- Type the ENGINEER's code + **[F]** + **[9]** + **[E]**.
- Access to this procedure is confirmed by the message "= PRG COD C200b ="
- With the **[A]** key, it is possible to display the code programmed for each zone.
With the **[S]**, it is possible to program the codes by event.
With the **[O]** key, it is to program the codes for each zone.
Note: An unprogrammed code is indicated by "C - -"

15.4.1 DISPLAY OF ZONE CODES (**[A]** Key)

The following message appears on the display : Znn mmmmmmm Cnn
Znn = Number of the zone under consideration.
mmmmmmm = Mode programmed for that zone.
Cnn = C200b code assigned.

- With the **[1]** and the **[2]** keys, it is possible to reference, by forward and backward scroll, all the zones actually existing in the system being used.
- With the **[F]** key, the user exits the referencing procedure, confirmed which is confirmed by the message "= PRG COD C200b ="

15.4.2 PROG. OF CODES BY EVENT (**[S]** Key)



The following message appears on the display: EV.eeeeeeee Cnn
eeeeeee = Event being programmed.
Cnn = C200b Code assigned.

- With the **[1]** and the **[2]** key, it is possible to consult, by forward and backward scroll, all the events foreseen and the corresponding assigned codes.
- To modify the current assigned code, press the **[C**]** key, the (Cnn) field becomes (C—); type in the desired code with the numerical keys (always composed of 12 digits)
- If you wish to incapacitate the ongoing procedure, press the **[E]** key, the (Cnn) field becomes (C—)

LIST OF POSSIBLE MANAGED EVENTS:


- | | |
|------------------|-------------------------------|
| 00 Burglary | 07 Total On/Off |
| 01 Technical | 08 Partial On/Off |
| 02 Fire | 09 On/Off with bypassed zones |
| 03 Silent Panic | 10 Network Missing/Restored |
| 04 Panic w/siren | 11 Battery Low/OK |
| 05 Failure | 12 Transmission test |
| 06 Tampering | 13 Cyclical test |

15.4.3 PROG. OF CODES BY ZONE ( Key)




- The following message is displayed: Ev.Type ttttttt
- With the  and  keys, it is possible select, with forward and backward scroll, the type of input one wishes to set .


Selection of one of the following types of input is possible:


- 0 Burgary
- 1 Technical
- 2 Fire
- 3 Silent Panic
- 4 Panic with siren

- After selecting the desired input, press the "" key to access the referencing or modification function .

The following message is displayed: Znn ttttttt Cnn
 Znn = Number of the zone under examination .
 Ttttttt = Type of input under examination .
 Cnn = C200b code assigned.

- With the  and  key, it is possible to reference, by forward and backward scroll, all the inputs existing in the system, that are programmed for the type of code selected. To modify the currently assigned code, press the  key. The (Cnn) becomes (C—); type in the desired code with the numerical keys (always composed of 2 figures).

Press the  key when you wish to disable the event under consideration.
 The (Cnn) field becomes(C—).

- Press the  key to exit the referencing procedure, which is confirmed by the message “= PRG COD C200b =”

SAVE IN EEPROM


All the programmings executed are temporarily left pending until they are definitively saved in eeprom. This means, for example, that if the procedure is exited for a timeout, all the modifications made will be lost, and only the previous data will be considered valid. The definitive saving of modified data is performed when the code programming procedure is exited with the “F” key, i.e., when the display shows “= PRG COD C200b =” which becomes “PARAMETRI COMM”
 The save operation is confirmed when the buzzer of the keypad in use beeps twice.

ATTENTION

The code assigned to an event is also automatically assigned to all programmed zones.

NOTE

The generic programming of the PANIC event is recorded in all the programmed zones as SILENT PANIC and PANIC with SIREN events.

Press the  key to exit the referencng procedure, which is confirmed by the message “= PRG COD C200b =”

15.5 Programming of C200b PROTOCOL Codes with LED Keypad

- The procedure is accessed with the system completely OFF:
- Type in the ENGINEER's code and press the following keys **F** + **9** + **E**.

Access to the procedure is confirmed by the flashing "CE" message.

- With the **A** key, it is possible to view the programmed code for each zone.
With the **S** key, it is possible to program codes by event.
With the **O** key, it is possible to program codes for each zone .
The code is in the DECIMAL form (00/99)
Use the numerical keys for figures 0/9.

15.5.1 DISPLAY OF ZONE CODES(**A** Key)

- After pressing **A**, the input number appears in flashing mode, and after about 1 s the programmed event code is displayed in fixed mode.
- The display of these data is also confirmed by a double beep of the keypad buzzer.
With the **1** and **2** keys, it is possible to reference all the zones actually present in the system being used, by forward and backward scroll.
Press the **F** key to exit the referencing procedure, which is confirmed by the flashing "CE" message.










15.5.2 PROG. OF CODES BY EVENT (**S** Key)

- Press the **S** key to display all the types of manageable system events, shown with the following codes:

00 Burglary	07 Totally On/Off
01 Technical	08 Partially On/Off
02 Fire	09 On/Off with bypassed zones
03 Silent Panic	0A Missing/Restored network
04 Panic w/Siren	0b Battery low/ok
05 Failure	0C Transmission Test
06 Tampering	0d Cyclical test

- Select the desired event with the **1** and **2** keys.
- Press the **C**** key to program the codes for the selected event .
The character "-" is shown on the display while the system awaits code entry.
- Type in the desired code.
- At code entry, the display indicates the programming of the codes of the next event, as per item 1).

15.5.3 PROG. OF CODES BY ZONE (0 Key)

- Press the  0 key for a display of all the available types of events which can be associated with the zones, according to the following coding system:
 - 00 Burglary
 - 01 Technical
 - 02 Fire
 - 03 Silent panic
 - 04 Panic w/siren
- With the  and  keys, it is possible to select a type of input and confirm this choice by pressing the  0 key.
- Press the  key to return to the main menu, which is confirmed by the flashing of message "CE".
- The first number of the input contained in the system, that has been programmed with the selected mode, is displayed with flashing. In the absence of inputs programmed with the selected mode, the system returns to the main menu, which is confirmed by the flashing of message "CE".
- With the  and  keys, select the number of the zone for which one wishes to program the event code. (whose event code ...)
Only the inputs contained in the system, that have been programmed with the (selected mode) are displayed with flashing.
- To program the selected input's code, press the  key. The display indicates "-" and awaits entry of the relevant code.
- When the code is entered, the display indicates the number of the input just programmed with flashing and returns to the programming of the other inputs' codes.
- Press the  key to exit the programming procedure and return to the beginning of programming for selection of another type of input.

CODES TABLE TO BE FILLED OUT AND USED AS NOTES

ZONE EVENT: CESA CODE	ZONE EVENT: CESA CODE:
ZONE 01..... -	ZONE A1..... -
ZONE 02..... -	ZONE A2..... -
ZONE 03..... -	ZONE A3..... -
ZONE 05..... -	ZONE A5..... -
ZONE 06..... -	ZONE A6..... -
ZONE 07..... -	ZONE A7..... -
ZONE 08..... -	ZONE A8..... -
ZONE 11..... -	ZONE B1..... -
ZONE 12..... -	ZONE B2..... -
ZONE 13..... -	ZONE B3..... -
ZONE 14..... -	ZONE B4..... -
ZONE 15..... -	ZONE B5..... -
ZONE 16..... -	ZONE B6..... -
ZONE 17..... -	ZONE B7..... -
ZONE 18..... -	ZONE B8..... -
ZONE 21..... -	
ZONE 22..... -	
ZONE 23..... -	
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ZONE 25..... -	
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ZONE 28..... -	
ZONE 31..... -	
ZONE 32..... -	
ZONE 33..... -	
ZONE 34..... -	
ZONE 35..... -	
ZONE 36..... -	
ZONE 37..... -	
ZONE 38..... -	
ZONE 41..... -	
ZONE 42..... -	
ZONE 43..... -	
ZONE 44..... -	
ZONE 45..... -	
ZONE 46..... -	
ZONE 47..... -	
ZONE 48..... -	

GENERIC EVENT:	CODE C200b:
00 Generic ROBBERY event
01 Generic TECHNICAL event
02 Generic FIRE event
03 ANTIROBBERY Event.....
04 Generic PANIC event.....
05 SYSTEM FAILURE Event.....
06 Generic TAMPER event.....
07 TOTAL ON/OFF Event.....
08 PARTIAL ON/OFF Event.....
09 ON/OFF Event WITH BYPASSED ZONES.....
10 MISSING/RESTORED NETWORK Event.....
11 LOW/OK BATTERY Event.....
12 TRANSMISSION TEST Event.....
13 CYCLICAL TEST Event.....

15.6 General Information

Programming of IMPULSE PROTOCOL Codes

- The following formats may be sent with the impulse type protocol : formats 3/1, 3/2, 4/1 and 4/2, where the first figure is the telemonitoring center's system code, expressed in hexadecimal values; and the second figure is the code for the event which may be transferred to the center at each connection.
It is also possible to set the type of format for these protocols: standard or extended, and with or without parity. This programming is performed when the transmission protocol is selected with the A and S keys.

OFF = standard format	OFF = without parity
<div style="border: 1px solid black; display: inline-block; padding: 2px 5px;">A</div>	<div style="border: 1px solid black; display: inline-block; padding: 2px 5px;">S</div>
access = extended format	access = with parity

The above options are ignored if an impulse type protocol has been selected.

Use the numerical keys for figures 0 through 9:

- key

A

 for the figure 0 (zero)
- key

S

 for the figure B
- key

C**

 for the figure C
- key

O

 for the figure D
- key

E

 for the figure E
- key

F

 for the figure F

PROGRAMMING EXAMPLES:

- The following table shows how to program the system code and the event code to suit the different formats required by the reception center.

	SYSTEM CODE	EVENT	THE CENTER WILL RECEIVE:
3+1 Format, System Code 123, Event 5.	00000123	50 o 05	123 5
3+2 Format, System Code 123, Event 50	00000123	5A	123 50
4+1 Format, System Code 5607, Event 2	000056A7	20 o 02	5607 2
4+2 Format, System Code 1234, Event 45	00001234	45	1234 45

Number 0 is not transmitted. To transmit number 0 it is necessary to program it as "A"

15.7 Programming of IMPULSE PROTOCOL CODES with LCD keypad

- This programming is accessed with the system completely OFF:
- Type in the Engineer's Code (Code 3) and press the keys **F** + **9** + **E**.

Access to the procedure is confirmed by the message
 "PRG.COD. pppppp" (pppppp)=Protocol active

- Press the **A** key to view the programmed code for each zone.

Press the **S** key to program codes by event.

Press the **O** key to program codes by zone.

15.7.1 ZONE CODES DISPLAY (Key **A**)

- The following message appears on the display : "Znn"mmmmmmmm"ssee"
 Znn = Number of the zone under examination
 mmmmmmmm = Mode programmed for that zone
 ssee = Start and End of Event Code
- Use the **1** and **2** keys to reference all the zones actually existing in the system being used, with forward and backward scroll.
- Use the **F** key to exit the referencing procedure, which is confirmed by the message "PRG.COD. pppppp".



15.7.2 PROG.OF CODES BY EVENT (**S** Key)

- The following message is displayed: "GE"eeeeeeee"ssee"
 GE = Generic Event
 eeeeeeee = Event being programmed.
 ssee = Event Start and End Code.
- With the **1** and **2** keys, it is possible to reference, by forward and backward scroll, all the (available) events foreseen and corresponding assigned codes.
- If you wish to modify the currently assigned code, press the **C**** key. The ssee)field becomes (—); type in the desired code with the numerical keys (always composed of 4 figures).
- Press the **E** key; the (ssee)field becomes (FFFF).

LIST OF POSSIBLE MANAGED EVENTS:


00 Burglary	07 Total On/Off
01 Technical	08 Partial On/Off
02 Fire	09 On/Off with bypassed zones
03 Silent Panic	10 Network Missing/Restored
04 Panic w/siren	11 Battery Low/OK
05 Failure	12 Transmission test
06 Tampering	13 Cyclical test

15.7.3 PROG. OF CODES BY ZONE (0 Key)

- The following message is displayed:
"Ev.Type"ttttttt" tttttttt =Event Type
- With the  and  keys, it is possible to select, by forward and backward scroll, the type of input one wishes to set.

One of the following types of inputs can be selected:

- 0 Burglary
- 1 Technical
- 2 Fire
- 3 Silent panic
- 4 Panic with siren






- After selecting the desired input type, press the " 0" key to access the reference or modification function.

The following message is displayed: "Znn"ttttttt"ssee"

Znn = Number of the zone under examination.

ttttttt = Type of input under examination.

ssee = Code for Start and End of event.

- With the  and  keys, it is possible to reference, by forward and backward scroll, all the inputs present in the system that are programmed with the selected type (of code).
- To modify the currently assigned code, press the  key. The (ssee) field becomes (——) type in the desired code with the numerical keys (always composed of 4 figures).
- If the  key is pressed, the (ssee) field becomes (FFFF). Press the  key to exit the reference procedure, which is confirmed by the message "PRG.COD. pppppp"

15.8 Programming of PROTOCOL IMPULSE Codes with LED Keypad

- The procedure is accessed with the system completely OFF.
- Type in the Engineer's code (Code 3), then press the following keys, **F** + **9** + **E**. Access to the procedure is confirmed by the flashing of message "CE".
- Press the **A** key to view the programmed code for each zone.
Press the **S** key to program the codes by event.
Press the **O** key to program the codes for each zone.

The code is in HEXADECIMAL form.
Use the numerical keys for figures 0/9,

A key for the figure 0 (zero)

S key for the letter B

C** key for the letter C

O key for the letter D


E key for the letter E

F key for the letter F




15.8.1 DISPLAY OF ZONE CODES (**A** Key)

- Press the **A** key; the input number is displayed in flashing mode, followed by the start of event and end of event codes, at the rate of about every 1 s. The buzzer beeps twice each time a code is displayed.
- With the **1** and **2** keys, it is possible to reference, by forward and backward scroll, all the zones actually present in the system being used.
- Press the **F** key to exit the reference procedure, which is confirmed by the flashing of message "CE".











15.8.2 PROG. OF CODES BY EVENT (Key)

- When the  key is pressed, the possible types of system events which can be managed according to the following list of codes:

01 Technical	08 Partial On/Off
02 Fire	09 On/Off with bypassed zones
03 Silent Panic	0A Missing/Restored network
04 Panic w/siren	0b Battery Low/ok
05 Failure	0C Transmission test
06 Tampering	0d Cyclical test

- Select the desired event with the  and  keys.
- To program the codes for the selected event, press the  key.
The message “-” is displayed and the system stands by for code entry.
- Type in the desired code corresponding to the START OF EVENT.
After the two code figures have been typed in, the message “-” is displayed, and the system stands by for entry of the code which corresponds to the END OF EVENT.
- After entering the END OF EVENT code, the system requests the programming of codes for the next event.

15.8.3 PROG. OF CODES BY ZONE (Key)

- Press the   key to view all the possible types of events which can be associated with the zones, according to the following list of codes:
00 Burglary
01 Technical
02 Fire
03 Silent Panic
04 Panic w/siren
- Press the  and  keys to select a type of input, and confirm this choice by pressing the   key.
- Press the  key to return to the main menu, which is confirmed by the flashing of the message “CE”. The first input number contained in the system, which is programmed with the selected mode, is displayed with flashing.
- If there are no inputs programmed with the selected mode, the system returns to the main menu, which is confirmed by the flashing of the message “CE”.
- Press the  and  keys to select the number of the zone for which one wishes to program the start/end of event codes.
Only those inputs contained in the system, which are programmed with the selected mode, will be displayed with flashing.
- Press the  key to program codes for the selected input. The symbol “-” appears on the display, and the system stands by for entry of the START OF EVENT Code.

- Type in the desired code which corresponds to the START OF EVENT. After both figures of the code have been typed, the message “-” is displayed, and the system stands by for entry of the corresponding END OF EVENT code.
- After entry of the END OF EVENT code, the number of the input just programmed is displayed with flashing mode and the system returns to item 4) to program the other inputs' codes.
- Press the “F” to exit the programming procedure and return to item 1) to select another type of input.

SUMMARY TABLE (NOTES) OF PROGRAMMED CODES

EVENT IN ZONE : CESA CODE

EVENT IN ZONE : CESA CODE:

ZONE 01..... -
 ZONE 02..... -
 ZONE 03..... -
 ZONE 04..... -
 ZONE 05..... -
 ZONE 06..... -
 ZONE 07..... -
 ZONE 08..... -

ZONE A1..... -
 ZONE A2..... -
 ZONE A3..... -
 ZONE A4..... -
 ZONE A5..... -
 ZONE A6..... -
 ZONE A7..... -
 ZONE A8..... -

ZONE 11..... -
 ZONE 12..... -
 ZONE 13..... -
 ZONE 14..... -
 ZONE 15..... -
 ZONE 16..... -
 ZONE 17..... -
 ZONE 18..... -
 ZONE 21..... -
 ZONE 22..... -
 ZONE 23..... -
 ZONE 24..... -
 ZONE 25..... -
 ZONE 26..... -
 ZONE 27..... -
 ZONE 28..... -
 ZONE 31..... -
 ZONE 32..... -

ZONE B1..... -
 ZONE B2..... -
 ZONE B3..... -
 ZONE B4..... -
 ZONE B5..... -
 ZONE B6..... -
 ZONE B7..... -
 ZONE B8..... -

ZONE 33..... -
 ZONE 34..... -
 ZONE 35..... -
 ZONE 36..... -
 ZONE 37..... -
 ZONE 38..... -
 ZONE 41..... -
 ZONE 42..... -
 ZONE 43..... -
 ZONE 44..... -
 ZONE 45..... -
 ZONE 46..... -
 ZONE 47..... -
 ZONE 48..... -

ss = start of event code
 ee = end of event code

GENERIC EVENT:

ss/ee CODE

-
- 00 Generic ANTI-ROBBERY Event.....
 - 01 Generic TECHNICAL Event.....
 - 02 Generic FIRE Event.....
 - 03 ANTI-ROBBERY Event
 - 04 Generic PANIC Event
 - 05 SYSTEM FAILURE Event
 - 06 Generic TAMPERING Event
 - 07 TOTAL ON/OFF Event
 - 08 PARTIAL ON/OFF Event
 - 09 ON/OFF Event WITH BYPASSED ZONES
 - 10 MISSING/RESTORED NETWORK Event
 - 11 BATTERY LOW/OK Event
 - 12 TRANSMISSION TEST Event
 - 13 CYCLICAL TEST Event

**COMPLIANCE WITH THE R&TTE 99/05 EC DIRECTIVE
PERSONAL REPORT AND DECLARATION OF NETWORK COMPATIBILITY**

Governmental approval for the transmitting and receiving equipment and the terminal telecommunication equipment has been abolished as of April 8th, 2000.

All the available versions of the Elkron **MP110** control unit comply with the R&TTE 99/05 EC Directive.

This equipment has been designed to operate with all the PSTN (Public Switched Telephone Network) switched public telephone networks with addressing performed through dual-tone signalling with several DTMF frequencies. It conforms to the R&TTE 99/05 EC – ETSI TBR21 Directive in compliance with the 98/482 EC Decision of the UE Council for trans-European connection as single terminal with a PSTN analog network.

Owing to the differences in the networks of the various countries, the approval does not guarantee itself correct operation at all of the PSTN network terminating points.

Therefore, it is recommended that you follow the technical instructions for the product, with regard to possible special hardware and software programming.

If you encounter troubles, and if you wish to use the equipment on other networks, contact first the product dealer or the manufacturer.

EC compliance statement is available either at Elkron customer service or through Internet site.

ACCESS TO PARAMETER MENU				
COD. INST.	EXIT F	TEL 9		

TELEPHONE ALARM DELAY				
COD. INST.	EXIT F	TEL 9	7	

NUMERICAL PROTOCOL SELECT.				
COD. INST.	EXIT F	TEL 9	4	

VOICE MESSAGE REC.				
COD. INST.	EXIT F	TEL 9	0	


TELEPHONE LINE OPTIONS				
COD. INST.	EXIT F	TEL 9	3	


CYCLICAL CALL PROG.				
COD. INST.	EXIT F	TEL 9	6	

LISTENING TO VOICE MESS.				
COD. INST. 1/3	EXIT F	TEL 9	5	

ANSWER RINGS PROG.				
COD. INST.	EXIT F	TEL 9	S	

ASSOC. OF CHANNEL EVENT				
COD. INST.	EXIT F	TEL 9	1	

TELEPHONE NUMBER PROG.				
COD. INST.	EXIT F	TEL 9	 0	

TELEPHONE LINE TEST				
COD. INST.	EXIT F	TEL 9	 3	

SYSTEM CODE PROG.				
COD. INST.	EXIT F	TEL 9	C**	

ASSOC. EVENT/TEL. NUMBER				
COD. INST.	EXIT F	TEL 9	2	

DISPLAY RESULT OF CALL				
COD. INST.	EXIT F	TEL 9	A	

SYSTEM CODE PROG.				
COD. TEL.		TEL 9	C**	

EVENT PRIORITY PROG.				
COD. INST.	EXIT F	TEL 9	8	

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