

INT-KSG

Keypad

Quick user's guide





WARNINGS

Please read this manual carefully before use.

Changes, modifications or repairs not authorized by the manufacturer shall void your rights under the warranty.

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The following symbols may be used in this manual:



- note;



- caution.

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1. Keypad description

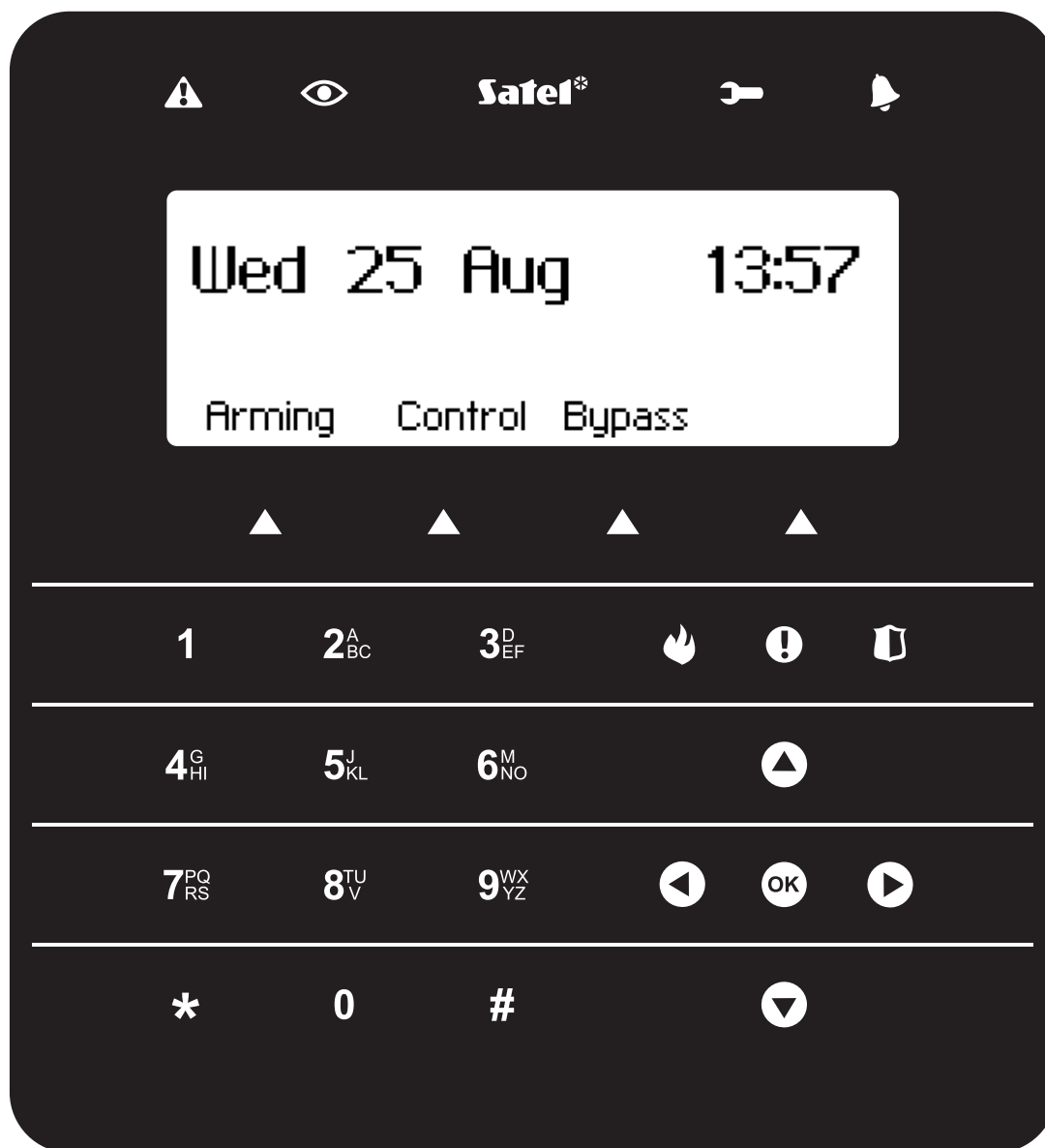


Fig. 1. INT-KSG keypad.

1.1 LCD display

The large display with backlight enables easy communication between the user and the alarm system. In the **standby mode** (which is entered when you touch any key), it shows date and time in the installer defined format (or the keypad name), descriptions of macro command groups (above the macro command keys, provided that at least one macro command has been assigned to the group by the installer), and can also show the state of partitions. After the keypad has been idle for 60 seconds, unless a menu is opened, the

display can switch over to the **screensaver mode**, in which the following information can be presented:

- any text, defined by the installer,
- state of selected partitions,
- state of selected zones,
- state of selected outputs,
- temperature from selected temperature detectors,
- date and time,
- keypad name.

The information to be presented in the screensaver mode is selected by the installer. This mode is not available, unless some information is chosen to be displayed.

Touching the ***** key enables quick toggling between the standby mode and the screensaver mode.





The installer can configure the keypad so that when you touch and hold the 9 key for approx. 3 seconds, the display will enter the **partition state presentation mode**. The status of partitions operated by the keypad (including those from which alarm is signaled on the keypad) is presented by means of symbols. If the display has been switched over to this mode, the screensaver mode will not be entered. The display will return to the standby mode after you touch and hold the 9 key again.

If some predefined events occur, additional messages may appear on the display (e.g. auto-arm delay countdown, entry/exit delay countdown, alarm, etc.).

Entering the user code, i.e. the user authorization, will open a menu containing the functions that are available to the user. The functions are presented in four lines. The currently selected function is presented in negative. How the function related information is presented depends on the specific character of the given function.

The way of display backlighting is programmed by the installer.



1.2 System state indication LEDs

-  - **yellow LED**. Slow blinking indicates trouble. The LED goes off when partitions operated by the keypad are armed (the installer can configure the keypad so that the LED can only go off when all partitions operated by the keypad are armed).
-  - **green LED**. The lit LED indicates that all partitions operated by the keypad are armed. Blinking indicates that some of the partitions operated by the keypad are armed, or that the exit delay countdown is running.
-  - **green LED**. Blinking indicates that service mode has been entered in the control panel.
-  - **red LED**. If lit or blinking, the LED indicates an alarm (or alarm memory).



Information about the armed state can be extinguished after a time period defined by the installer.

If the installer has enabled the GRADE2 (INTEGRA) / GRADE 3 (INTEGRA Plus) option:










- *the  LEDs provide information about alarms only after the code has been entered and confirmed with the ***** key;*
- *flashing of the  LED means that there is a trouble in the system, some zones are bypassed, or that there was an alarm.*

1.3 Keys

The keys designated with digits and letters enable entering the code and data, when using the functions available in the menu (for description of data entering by means of the keypad please refer to the user manual for INTEGRA or INTEGRA Plus control panels). Additionally, you can touch and hold the selected number keys for approx. 3 seconds (if the keypad has been so configured by the installer) to:

- 1 - check the state of zones;
- 4 - check the state of partitions;
- 5 - view the alarm log;
- 6 - view the trouble log;
- 7 - view the current troubles;
- 8 - enable/disable chime signal in the keypad;
- 9 - toggle the display between the standby mode and partition state display mode.

The other keys enable you to:

- *
 - enter the user menu (after entering the code);
 - cancel the started operation.
- # or 
 - arm / disarm and clear alarm (after entering the code);
 - start the selected function;
 - confirm the entered data.
-    
 - navigate through the display (scroll through the displayed messages, functions and options, and move the cursor);
 - run the installer selected functions (after entering the code).
- 
 - trigger the fire alarm.
- 
 - trigger the auxiliary alarm.
- 
 - trigger the panic alarm.
- 
 - use the macro commands (see section MACRO COMMANDS p. 8).

1.4 Sound signaling

Beeps generated when operating

- 1 short beep** – touching any number key.
- 2 short beeps** – to confirm execution of a command, or to signal entering the user menu, submenu or function.
- 3 short beeps** – to signal:
 - starting the arming procedure (which is equivalent to arming if no exit delay has been programmed for the partition),
 - disarming and/or alarm clearing;
 - deactivating output;
 - disabling the chime signal in keypad with the 8 key;
 - toggling the display between standby mode and partition state presentation mode by using the 9 key;
 - exiting the function and returning to the menu, after confirmation of the data entered.

4 short beeps and 1 long beep – to signal:

- activating output;
- enabling the chime signal in keypad with the 8 key.
- terminating the function and exiting the user menu, after confirmation of the data entered.

1 long beep – signaling of:

- violated / bypassed zones when arming
- fault of the vibration detector (10. 24H VIBRATION type zone was not violated during the vibration detector test run upon starting the arming procedure).

2 long beeps – an unknown code, unavailable function, or exiting the function without confirmation of the data entered (e.g. after using * key).**3 long beeps** – unavailable function.**Events signaled by sounds****5 short beeps** – zone violation (CHIME).**Long beep every 3 seconds, followed by a series of short beeps for 10 seconds and 1 long beep** – countdown of exit delay (if the time is shorter than 10 seconds, only the final sequence of short beeps will be generated).**A sequence of 7 beeps of diminishing duration, repeated every few seconds** – countdown of auto-arming delay.**2 short beeps every seconds** – countdown of entry delay.**2 short beeps every 3 seconds** – signaling a new trouble.**Continuous beep** – alarm.**Long beep every second** – fire alarm.

Only installer selected events are signaled.

Alarms will be signaled as long as programmed by the installer.

2. Arming

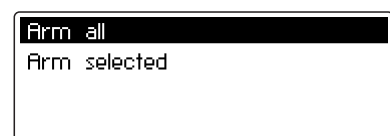
This section describes the operations after completion of which the arming procedure begins. The arming procedure ends simultaneously with the expiry of the exit delay countdown (if the procedure is ended successfully, the system becomes armed – see also FAILURE OF ARMING PROCEDURE p. 6). If the exit delay time is 0, the system becomes armed instantly.

For additional information on arming, armed modes, etc., please refer to the INTEGRA or INTEGRA Plus control panel user manual.

2.1 Full arming without partition selection

The arming without selecting partitions is possible, when none of the partitions available to the user is armed and the keypad is not signaling any alarm.

1. Enter the code and confirm using # or OK.
2. After the ARM ALL function has been displayed as the selected one, touch the # or OK key. The arming procedure will be initiated in all partitions which are accessible to the user and are operated by the keypad.

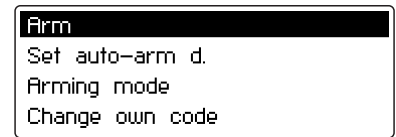




If the user can only arm one partition, the arming procedure will be initiated as soon as the code is entered and confirmed with the # key.

2.2 Full arming the specific partitions

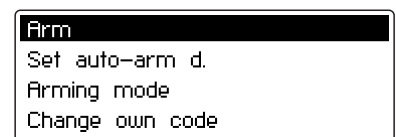
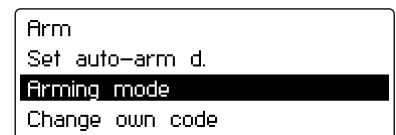
1. Enter the code and confirm using *.
2. Using the key, scroll through the menu until you find the ARM function. Having selected the function, touch the # or key to start it.
3. The partitions that can be armed will be presented on the display by means of a number corresponding to the partition number. Shown at the display bottom is the name of partition currently indicated by the cursor. Using the arrow keys, move the cursor over the number of partition which is to be armed.
4. Touch any number key to select a partition (the partition number will be presented in negative). Touch the keys three times within 3 seconds: 0 – to deselect all partitions, 1 – to select all partitions, and 2 – to invert your selection.
5. Having selected the partitions to be armed (all must be displayed in negative), touch the # or key.



You can also arm the selected partitions by using the ARM SELECTED function, after entering the code and the # or key, but only when none of the partitions available to the user is armed and the keypad is not signaling any alarm.

2.3 Arming in the selected mode

1. Enter the code and confirm using *.
2. Using the key, scroll through the menu until the ARMING MODE is found. Having selected the function, touch the # or key to start it.
3. Using the and keys, select the arming mode.
4. Confirm your selection using # or . You will be brought back to the user menu, and the ARM function will be displayed as the selected one.
5. Touch the # or key. Proceed in the same way as when full arming the specific partitions (steps 3-5).



2.4 Quick arming

If your installer has enabled the Quick Arm feature in the keypad, you will be able to arm the system without using the code. The installer indicated partitions will be armed.

1. Specify the arming mode (touch one of the keys: 0 – fully arming; 1 – fully arming + bypasses; 2 – arming without interior; 3 – arming without interior and without entry delay).
2. Touch the # or key.

2.5 Denial of arming

The installer can program the control panel so that the arming procedure could not be started, if:

- a zone is violated in the partition;

- there is a trouble in the system (including tamper);
- there was a verified alarm.

The keypad will inform you about the refusal to arm by means of a message specifying the cause for refusal.



If after a verified alarm the arming is impossible, the installer must be called. The arming will only be possible after the installer intervention.

Bypassing violated zones when arming

If the arming procedure could not be started, and a message on the display informs you that there are violated zones, you can review the list of such zones upon pressing the 2 key. To scroll through the list, use the ▲ and ▼ keys. Pressing the 4 key will allow you to bypass the given zone. A message on the display will prompt you to press the 1 key to confirm that the zone is to be bypassed.

Forced arming

If the arming procedure could not be started, the displayed message can allow of the forced arming (1=Arm). On pressing the 1 key, the system will be armed despite a violated zone or a trouble.

2.6 Failure of arming procedure

If the installer can program the control panel so that the arming procedure may end in failure. The system will not be armed, if at the end of the exit delay countdown:

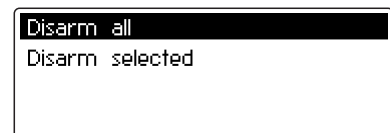
- there is a violated zone in partition which was not violated when the arming procedure was started;
- there is a trouble which did not exist when the arming procedure was started.

2.7 Exit delay termination

If your installer has enabled this feature, the partition exit delay can be terminated by touching in turn the 9 and # keys (or 9 and OK).

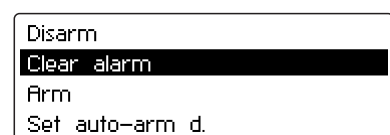
3. Disarming and alarm clearing

Enter the code and confirm using # or OK. If there is an alarm in the system, it will be cleared. If only one of the keypad operated partitions is armed, it will be disarmed. If some partitions are armed, a menu will be displayed with two functions available: DISARM ALL and DISARM SELECTED. By selecting a function the user decides whether all the partitions available to him/her will be disarmed, or only the selected ones (the partitions are selected in the same way, as when arming the selected partitions).




3.1 Alarm clearing without disarming


1. Enter the code and confirm using *.
2. Using the ▼ key, scroll through the menu until the CLEAR ALARM function is found. Having selected the function, touch the # or OK key to start it.




4. Triggering the alarm from keypad

If your installer has enabled this feature, the alarms can be triggered from the keypad as follows:

fire alarm – touch and hold the  key for approx. 3 seconds;


medical (auxiliary) alarm – touch and hold the  key for approx. 3 seconds;

panic alarm – touch and hold the  key for approx. 3 seconds. The installer defines whether the loud panic alarm (setting off the loud alarm signal) or the silent panic alarm (without the loud signal) will be triggered.




5. Using selected user functions




All the user functions have been described in the INTEGRA or INTEGRA Plus control panel user manual. Discussed below are just a few selected functions.

5.1 Changing code

1. Enter the code and confirm using *****.
2. Touch the 1 key to start the code changing function.
3. Enter the new code and confirm using **#** or .

5.2 Zone bypassing

1. Enter the code and confirm using *****.
2. Touch the 4 key to display the contents of the ZONE BYPASSES submenu.
3. Depending on whether the zone is to be inhibited or isolated, select the suitable function (INHIBIT – the zone will remain bypassed until the partition to which it belongs is disarmed, or until unbypassed by the user; ISOLATE – the zone will remain bypassed until unbypassed by the user) and touch the **#** or  key.
4. The zone list will be displayed graphically, each zone being represented by one of the following symbols:
 - – the zone is not bypassed;
 -  – the zone is inhibited;
 -  – the zone is isolated.

Shown at the bottom of the display is the name of the zone currently indicated by the cursor.
5. Using the arrow keys, move the cursor over the zone to be bypassed / unbypassed.
6. Touch any number key. The previously displayed symbol will be replaced with another one. Touch the keys three times within 3 seconds: **0** – to display the • symbol for all available zones, **1** – to display the  or  symbol for all available zones (depending on whether the function enables inhibiting or isolating the zones), and **2** – to invert the symbols displayed so far.
7. Having selected the zones to be bypassed / unbypassed, touch the **#** or  key.



Bypassing the zones lowers the level of protection. Prior to arming, make sure that there are no accidentally bypassed zones in the partition, which can allow an intruder to gain access to the protected area, despite the partition is armed.

If a zone is bypassed, call the service immediately to repair the fault.

For security considerations, the installer can reduce the number of zones that the user is authorized to bypass.

5.3 Viewing all events

1. Enter the code and confirm with the * key.
2. Press in turn the 5 and 2 keys. The last event which occurred in the system will be displayed.
3. You can scroll through the event log using the ▲ and ▼ keys. Use the * key to exit the function.

5.4 Checking the system status

1. If the yellow LED is blinking, enter the code and confirm with the * key.
2. Touch the 7 key. The list of troubles will be displayed. Additionally, if the GRADE 2 (INTEGRA) / GRADE 3 (INTEGRA Plus) option is enabled, the list contains information on alarms, bypassed zones and partition status. Use the ▲ and ▼ keys to scroll through the list. To quit the function, use the * key.

5.5 Setting the system time and date

1. Enter the code and confirm using *.
2. Use the ▼ key to scroll through the menu until the SET TIME function is found. Having selected the function, touch the # or OK key to start it.
3. The currently programmed time will be displayed. To reset it, touch any number key and enter a new time (hour, minutes and seconds). If only selected digits are to be corrected, use the ► key to move the cursor over the digit that is to be modified and touch the key with the digit that is to be entered instead. To move the cursor back, use the ◀ key.
4. Confirm the time, using the # or OK key, or touch the * key to cancel programming the clock.
5. If the time has been confirmed, the currently programmed date will be displayed. Touch any key to reset the date and enter a new one (day, month and year). If only selected digits are to be corrected, use the ► key to move the cursor over the digit that is to be modified and touch the key with the digit that is to be entered instead. To move the cursor back, use the ◀ key.
6. Confirm the new date, using the # or OK key, or touch the * key to cancel programming the date, however the time programmed in the previous step will be saved to the control panel.

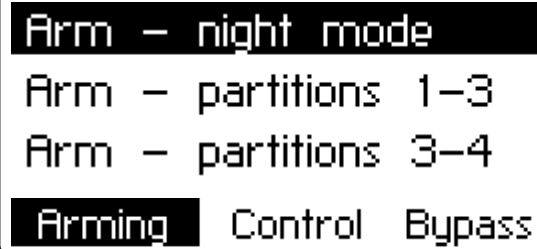
6. Macro commands

The installer can define 4 groups of macro commands (up to 16 macro commands in a group). The name of each group is presented at the display bottom, just above the ▲ keys (if the installer has not assigned any macro command to a group, its name is not displayed). Depending on how the keypad has been configured by the installer, touching the ▲ key will:

- display a list of macro commands for the given group (see Fig. 2). Use the ▼ and ▲ keys to navigate through the list. Use the ► and ◀ keys to display macro commands

available in other groups. Having selected the required macro command, touch the **#** or **OK** key to run it;

- run a single macro command.



```
Arm - night mode
Arm - partitions 1-3
Arm - partitions 3-4
Arming Control Bypass
```

Fig. 2. Examples of macro commands displayed on touching the ▲ key.

The functions to be executed by means of macro commands are to be determined by the installer. For running a macro command, user authorization by means of a code may be required.

7. Blocking the keypad

If necessary, the keypad can be blocked (the key touches will be ignored then). To do so, touch the **U** key and then, within 3 seconds, the ***** key. Repeat the procedure to unblock the keypad.

8. Brief description of keypad operation



blinking – trouble or trouble memory / Grade 2 or Grade 3: trouble or trouble memory, bypassed zones or alarm



lit – all partitions operated by the keypad are armed
blinking – some partitions are armed



blinking – service mode entered



lit or **blinking** – alarm or alarm memory



- keys for running macro commands defined by the installer



- blocking / unblocking the keypad

Quick arming:

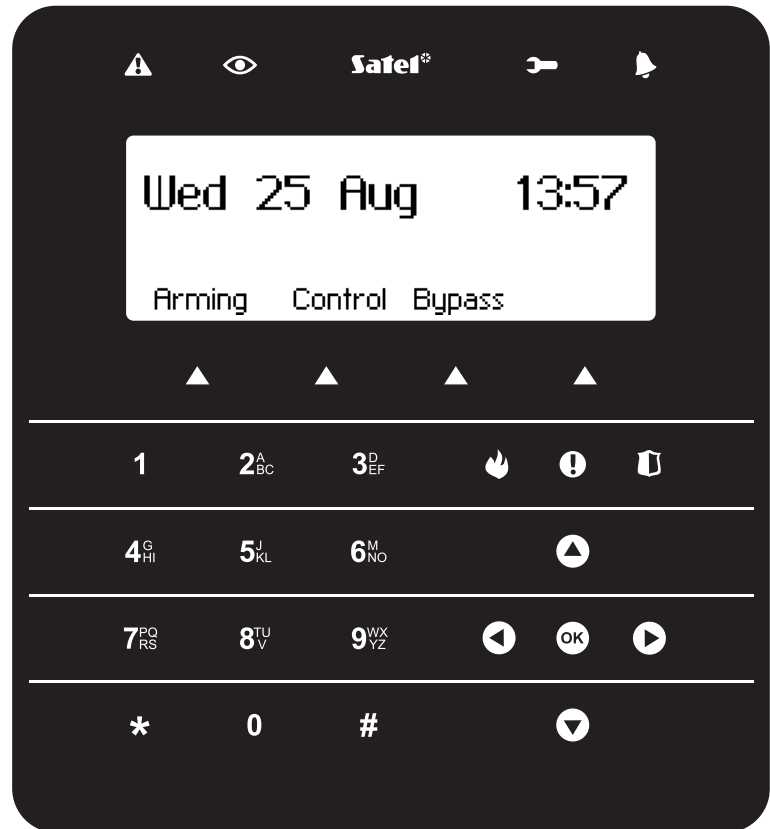
- 0#** - full arming
- 1#** - full arming + bypasses
- 2#** - arming without interior
- 3#** - arming without interior and without entry delay

8# - quick outputs control

9# - termination of exit delay

Shortcut keys (touch and hold for approx. 3 seconds):

- 1** - check zone status
- 4** - check partition status
- 5** - view the alarm log
- 6** - view the trouble log
- 7** - view the current troubles
- 8** - enable / disable CHIME signal
- 9** - toggle the display between standby mode and all partition state presentation mode
- trigger medical (aux) alarm
- trigger fire alarm
- trigger panic alarm



[CODE]# – arming / disarming / alarm clearing

[CODE]* – entering user menu

User menu shortcuts:

- 1** Change own code
- 2** Users / Masters
- 21** New user / New master
- 22** Edit user / Edit master
- 23** Remove user / Remove master
- 4** Zone bypasses
- 41** Inhibit
- 42** Isolate
- 5** Events
- 51** Selected events
- 52** All events
- 6** Set time
- 7** Troubles
- 8** Outputs control
- 9** Service mode
- 0** Downloading
- 01** Start DWNL-RS
- 02** Finish DWNL-RS
- 03** Start DWNL-MOD.
- 04** Start DWNL-TEL
- 05** Start DWNL-CSD [INTEGRA 128-WRL]
- 06** Start DWNL-GPRS [INTEGRA 128-WRL]
- 07** ETHM-1 – DloadX
- 08** ETHM-1 – GuardX