ELECTRONIC ENGINEERING LTD.

Runner Series

WIRELESS AND WIRED CONTROL PANEL

User's Guide

Version 9.08.2

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Introduction

The Crow Alarm Control System

We are really pleased that you chose to protect your premises and possibly even your lives with our **RUNNER SERIES** from Crow Electronic Engineering Ltd.

The **RUNNER SERIES** is a highly advanced, multifunction alarm control system, designed to flawlessly manage your security system at home or at business, protects you against burglary and supports the operation of multiple electronic devices.

The **RUNNER SERIES** has many incredible program options and additional accessories that can enhance the standard features of the panel from simple "Home Automation" to "Radio control" and Voice Prompted Command control". Please ask your installer to find out more about these powerful features.

You can phone your home to check or change the status of any output using the keys on your phone. Arm or disarm the whole house or just one area, all with your own voice confirming your selections.

Imagine turning on the spa before leaving work so it is hot when you get in the door. The under-floor heating has just automatically switched on using the on board timer and you have just opened the roller-door and disarmed the garage from your cell phone so the white ware repairman can work on your washer.

The controller supports a 16 LED keypad or the more sophisticated LCD (liquid Crystal Display) keypad.

It also has a comprehensive alarm event memory that logs all controller activity with a time and date stamp.

Typical Alarm System Configuration

The protected premises can be divided up into 16 zones, as defined by the installation scheme.

The protected area can be grouped into two separate partitions (A and B).

The system enables you in a business environment, to conveniently group separately, the offices from the warehouse area, or in a private residence, the different rooms of the home. For example, living room, bedroom, and maybe the basement and attic.

These groups or zones can react specifically to different types of events and then generating an alarm or activate a device.

The system can be armed in two different modes:

Arm / ( ) – the protected areas are entirely vacated.

Stay / ( ) – people and pets populate the protected areas.

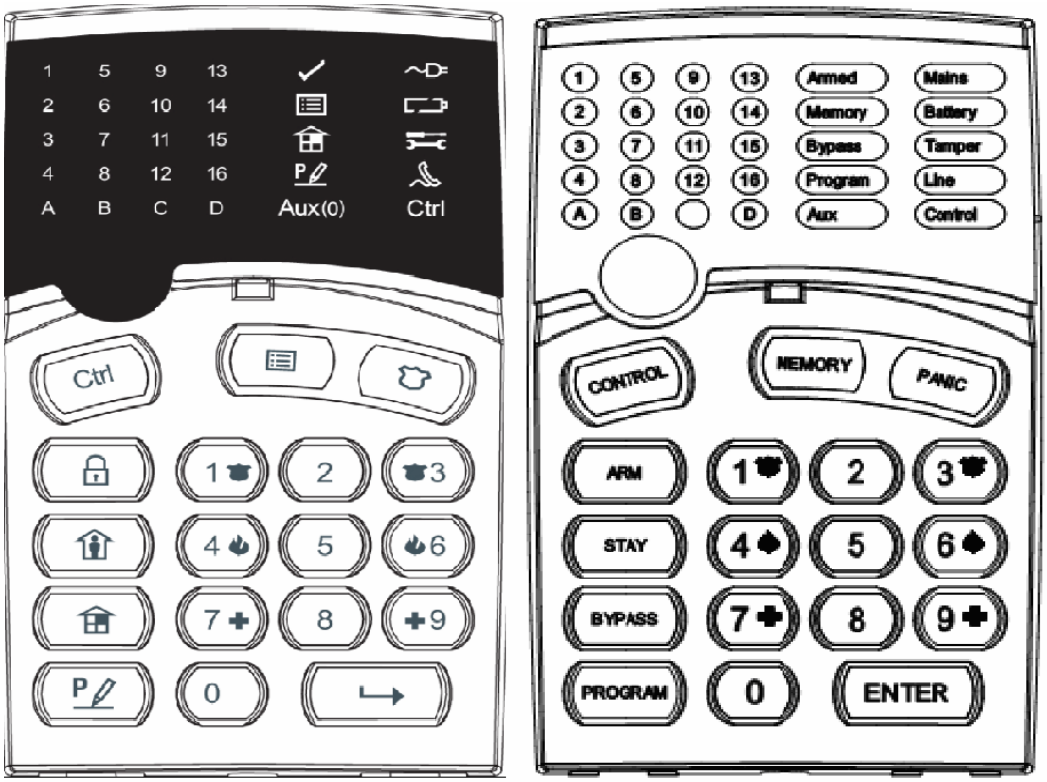
You have access to the keypad's control features, and can change the settings yourself.

The system can be accessed via multiple keypads (each located at a different site). Up to eight keypads can be integrated into the system. Access levels and your access codes are described later on in this guide.

LED Keypad Description

The LED Keypad shows all the information required to operate the system. The User communicates with the alarm system via the keypad. The Keypad displays continuous information about the status of the alarm system, and enables the User to operate the system in different modes, change settings and program Users' access codes.

The keypad also collects and records events to be displayed afterward on request, to overview system activities, and to analyze system performance for diagnostics.



Function Keys (LED Keypad)

These keys are used to arm the system, enter commands to alter system settings, or scroll through the history events.

<ARM>, <STAY>, <BYPASS>, <PROGRAM>, <CONTROL>, <MEMORY>, <PANIC>, <ENTER>

Function Keys (Symbol)

These keys are used to arm the system, enter commands to alter system settings, or scroll through the history events.

=ARM, =STAY, =BYPASS, =PROGRAM, Ctrl=CONTROL, =MEMORY, =Panic

=ENTER

Alphanumeric Keys

These keys are used to enter codes, Initiate Emergency or used for programming.

Audible Signals

When the keypad is used to activate or deactivate the different functions it emits different audible beeps. Their meaning is described in the table next page.

Table 1 List of Audible Signals

Sound	Sequence	Description
Short beep	Once only	A key in the keypad has been pressed.
3 short beeps	Once only	Operation carried out successfully.
Long beep	Once only	Illegal operation or wrong key pressed.
Slow beeping	Through the Exit or Entry delay time	Exit or entry delay warning. When arming the system, this indicates you must exit the protected area. When disarming the system, it indicates you have entered the protected entry zone.

Indicators

There are 30 LED indicators to show the status of the system.

- Zone and Status indicators LEDs 1- 16, when all zones sealed **<Ready>** / ✓ light
- Partitions indicators LEDs **A** or **B**
- Armed indicator <**ARM**> /
- Memory indicator <**Memory**> /
- Bypass indicator <**Bypass**> /
- Program indicator <**Program**> /
- CHIME indicator = **Aux(0)**,
- Mains indicator <**Mains**>/
- Tamper indicator <**Trouble**> /
- Battery indicator <**Battery**> /
- Line indicator <**Line**> /
- Control indicator <**Control**> / Ctrl.

Summary of Functions

The system's main functions are listed in table **(for Led symbol the function are the same)**

Function	Keys	Description	Notes
Full or Partition Arm	☞ C O D E ☞ ENTER	Initiates full arm	
Full Arm	☞ ARM	Initiates full arm	Only if enabled by installer.
Disarm during exit	☞ ARM	Disarms the system during exit delay	Only when slow beeping is emitted.
Disarm	☞ C O D E ☞ ENTER	Disarms the system	Stopping Alarms.
Function	**Keys**	**Description**	**Notes**
Arm Stay	☞ STAY ☞ C O D E ☞ ENTER	Initiates partial alarm when the user is home	Only if enabled by installer.
Arm Stay	☞ STAY	Initiates partial alarm when the user is home	
Disarm Stay	☞ C O D E ☞ ENTER	Disarms the system	
Disarm Stay	☞ STAY	Disarms the system	
Bypass	☞ BYPASS ☞ Zone # ☞ ENTER	Bypasses a zone(s)	Repeats the procedure to un-bypass zones.

Function	Keys	Description	Notes
Initiate Panic	☞ PANIC	Activates panic alert	
Initiate Panic	☞ 1 + 3	Activates emergency alert	Only if enabled by installer.
Initiate Medical	☞ 7 + 9	Activates emergency alert	Only if enabled by installer.
Initiate Fire Alarm	☞ 4 + 6	Activates emergency alert	Only if enabled by installer.
Memory	☞ MEMORY	Initiates display of events from memory. **<ENTER>** cancels memory readout	Displays events, and automatically scrolls to the next event every 2.5 sec. (Use <MEMORY> key to scroll up manually).
Chime Enable/disable	☞ CONTROL ☞ PROGRAM	Enable or disable chime function	Only if enabled by installer
Control	☞ CONTROL ☞ Device# ☞ ENTER	Activates or deactivates outputs and devices	Press <Control> for 2 seconds
Change or Add Users' code	☞ PROGRAM ☞ M CODE ☞ ENTER	Activates program mode to add or change Users' codes	For details see page 16

Note: If you started an operation incorrectly, press <**ENTER**> to exit and return to the previous mode.

How to Arm the System before Exit

Preparing the System for Arming

Verify that all zone indicators are off, when all zones are closed (all doors, exits and windows are closed and motion in the protected area is restricted or bypassed), the system is ready to be armed. If one or more zone indicators are illuminated, it displays the open zones.

Close open zones, or bypass them. Bypass any zone you cannot close, <Bypass> indicator flashes indicating bypassed zone(s). For details see page 9/10.

Note: Bypassed zones are not protected.

Arming the System

Before leaving premises you must arm the system.

Arming the alarm system turns on all detectors in the partition/s being armed.

1. Enter your **code**.
2. Press **<ENTER>** to arm the system.

   There is an exit delay prior to the system being armed. During this delay time, a slow beeping is heard to indicate that the system is not armed yet and reminds you to vacate the protected area.

The **A** or **B** indicator lights up to indicate that the system is armed.

The indicators may go out few seconds after exit delay times out, depending on the installation setting.

- ❑ To disarm the system during the exit delay, press <**ARM**>.

Quick Arm (When enabled at installation)

- ❑ Press <**ARM**> to arm the system.

  The **A** or **B** indicator is light, the system is armed.

  During exit delay time, a slow beeping is heard reminding you to vacate the protected area.

Disarming the System

1. Enter your **code**.
2. Press <**ENTER**>.

   The **A** or **B** indicator goes off, the system is now disarmed.

Stopping and Resetting Alarms

1. Enter your **code**.
2. Press <**ENTER**>.

   This stops the alarm at any time, and also turns off any audible sirens.

Arming the System While Staying Home

Arming the System in Stay Mode

This type of arming is used when people are present within the protected area. At nighttime, when the family is about to retire, perimeter zones are protected, but not the interior zones. Consequently, interior movements are ignored by the system.

1. Press **<STAY>**.
2. Enter your **code**.
3. Press **<ENTER>**.

   The **A** or **B** indicator flashes indicating that the system is now armed in stay mode.

Quick Stay

This feature must be enabled at installation time.

- Press <**STAY**> to arm the system.

  During exit delay you can leave the premises. If you wish to stay, or you don't want anybody to enter the protected premises, you can cancel the **Entry/Exit** delay by pressing the <**ENTER**> key.

  The slow beeping stops and the system is then immediately armed.

The **A** or **B** indicator flashes to indicate that the system is armed in stay mode. The indicators may go out a few seconds after exit delay expired, depending on the installer's setting.

Disarming the System

Enter **user's code** and press <**ENTER**>, or press <**STAY**> if enabled by installer.

The **A or B** indicator goes off to indicate that the system is disarmed.

How to Arm Partitions

The protected area can be grouped into 3 separate partitions (**A** or **B**). The system can be grouped for User's convenience to separate, in a business environment, the offices from the warehouse area, or in a private residence, the different rooms of the home, e.g., living room, bedroom, etc.

To arm partition A enter user code for partition A

To arm partition B enter user code for partition B

Note: to arming partition with code see page 10 "How to arm the system before exit"

During exit delay you can leave premises. At the end of the procedure the **A** or **B** indicator lights up to indicate that the partition A or/and B or C is armed.

(The indicators may go out after a few seconds, depending on the installer's setting).

To disarm partition, see "Disarming the System".

How to Bypass Zones

Bypass any zone that cannot be closed. You can bypass selected zones prior to arming. It is also used to temporarily exclude a faulty zone from service, which requires repair.

To bypass a selected zone, press <**BYPASS**>, Bypass indicator lights up to indicate that the system is in bypass mode.

Enter the **zone number (e.g. 01, 05, 12)** one or more zones, the zone LED indicators lights up to indicate that the zone is bypassed, following press <**ENTER**>, the Bypass LED flashes to indicate zone(s) bypassed.

While in the Bypass mode it is possible to bypass more than one zone, press <**BYPASS**>, the Bypass indicator lights to indicate that the system is in bypass mode.

Add the **zone number** (example, 03) one or more zones, the zone LED indicators lights to indicate that the zone is bypassed, then press <**ENTER**>, the Bypass LED flashes to indicate zone(s) bypassed.

To reset bypassed zones, press <**BYPASS**>, enter **zone number** (example, 07, 13), the zone LED indicators go off to indicate that the zone is no longer bypassed. Press <**ENTER**>.

NOTE:

Disarming automatically un-bypasses all zone.

Using Chime (If enabled at Installation)

A Chime (Day zone) is a detector that can be part armed while you are at home but working in another part of the building. It can be programmed to operate a buzzer or light to let you know you have a visitor.

To disable the Day (chime) zone, press <**CONTROL**> and <**PROGRAM**>, Control LED indicator lights up to indicate that Chime is disabled.

To enable Chime mode press <**CONTROL**> and <**PROGRAM**> Control LED goes off to indicate that Chime is active.

Emergency Alerts

This three special key's function is best programmed by your installer to suit your individual situation. Most commonly it is used in a panic situation.

These are a "**PANIC**", "**FIRE**", and "**MEDICAL**" alarm. When using the LED keypad the Panic alarm can be generated by either the single "Panic" button or by the simultaneous operation of two buttons. Pressing two buttons simultaneously generates the Fire and Medical alarms

How to initiate Panic

- Press the <**PANIC**> / key.
  OR
  Press simultaneously keys <**1**>and <**3**> / <>and <>.

How to initiate Medical Alarm

- Press simultaneously keys <**7**> and <**9**> / <> and <>.

How to initiate Fire Alarm

- Press simultaneously keys <**4**> and <**6**> / <> and <>.

Generate Threat or Duress

If you are compelled to disarm the system under threat, you must enter the duress digit before the user's code to activate the automatic dialer. The duress digit shifts up your usual code by one digit. If your code is 345 and 8 is your duress digit, than entering 8345 modifies your code. The modified duress code disarms the system in a normal way, but at the same time activates the dialer silently to report a "duress event" without arousing suspicion. (For details ask the installer).

How to Read System Messages

When viewing the memory events at the keypad by pressing the <**MEMORY**>, the first thing that is always displayed is the system messages. If the system led turns ON but no other Zone LED's are ON at the same time, this means that there are no current system alarms. If a zone LED and LED's are ON then this indicates system alarms that have not yet cleared. The LED's 1-8 are pre-defined as to what system alarm they display. These system alarm indications are shown in the table below.

LED 1	Battery Low	**LED 5**	Radio Pendant Battery Low
LED 2	Mains Failure	**LED 6**	Supervised Detector Failure
LED 3	Telephone Line Failure	**LED 7**	Zone Inactivity Timeout
LED 4	Radio Detector Battery Low	**LED 8**	Dialer Kiss-off Failure

Following the display of current system alarms the panel sequences through the 255 historical memory events starting at the most recent event. The second table shows the alarm events that can be displayed in memory mode and what indicators are used to show them.

How to Read Trouble Messages

Any failure or abnormal events that may occur are indicated by trouble messages, and the Trouble indicator is light. Press <**MEMORY**> to read out messages and other events stored in memory.

How to Display Events from Memory

The system memory stores the last events. Press <**MEMORY**> to display list of events. Following the display of current system alarms the panel then sequences through the 255 historical memory events starting at the most recent event. The second table shows the alarm events that can be displayed in memory mode and what indicators are used to show them.

The system displays the last event and you can scrolls to the next event by pressing on the <**MEMORY**> again.

To exit from memory event display press <**ENTER**> to cancel memory readout.

EVENT TYPE	DEVICE	INDIC LED	INDIC Symbol	STATUS
ACTIVATION	Zones 1-16	LED's 1-16	LED's 1-16	On Steady
BYPASS	Zones 1-16	Bypass LED's 1-16	 LED's 1-16	On Steady On Steady
DETECTOR TAMPER (SHORT CIRCUIT)	Zones 1-8	TAMPER LED's 1-8	 LED's 1-8	Flashing On Steady
DETECTOR TAMPER (OPEN CIRCUIT)	Zones 9-16	TAMPER LED's 9-16	 LED's 9-16	Flashing On Steady
WRONG CODE ALARM	Code at Keypad #	TAMPER LED's 1-8	 LED's 1-8	On Steady On Steady
CABINET TAMPER	Cabinet or Siren	TAMPER		Flashing
KEYPAD TAMPER SWITCH	Tamper alarm at keypad	TAMPER LED's 1-8	 LED's 1-8	On Steady On Steady
LOW BATTERY	Controller Battery	BATTERY		Flashing
MAINS FAILURE	Controller Mains Supply	MAINS		Flashing
FUSE FAILURE F1 or F2	Controller on-board Fuses	MAINS LED 1	 LED 1	Flashing
RADIO ZONE LOW BATTERY	Radio Zone 1-16	BATTERY LED's 1-16	 LED's 1-16	Flashing On Steady
PENDANT LOW BATTERY	Radio Key User 1-20	BATTERY LED's 1-16	 LED's 1-16	Flashing On Steady
PANIC BUTTON (or BUTTONS 1&3 PRESSED TOGETHER)	Keypad Panic At keypad #	LINE LED's 1-8	 LED's 1-8	Flashing Flashing
FIRE ALARM (BUTTONS 4&6 ARE PRESSED TOGETHER)	Keypad Fire	LINE CONTROL	 Ctrl	Flashing Flashing
MEDICAL ALARM (BUTTONS 7&9 PRESSED TOGETHER)	Keypad Medical	LINE BYPASS	 	Flashing Flashing

EVENT TYPE	DEVICE	INDIC LED	INDIC Symbol	STATUS
ARMED A	Area A is Armed	AREA A	AREA A	On Steady
ARMED B	Area B is Armed	AREA B	AREA B	On Steady
STAY MODE A	Area A STAY Mode ON	AREA A	AREA A	Flashing
STAY MODE B	Area B STAY Mode ON	AREA B	AREA B	Flashing
DURESS ALARM	Duress Alarm At keypad #	TAMPER LINE LED's 1-8	 LED's 1-8	Flashing Flashing On Steady
SUPERVISED RADIO ALARM	Supervised Radio Passive Infra-Red	Bypass TAMPER LED's 1-16	 LED's 1-16	Flashing Flashing On Steady
ZONE INACTIVITY ALARM	Zones 1-16	LED's 1-16 TAMPER CONTROL	LED's 1-16 Ctrl	On Steady Flashing Flashing
TELEPHONE LINE FAILURE	Phone Line Failure	LINE		On Steady
EXCESSIVE RE-TRIES	Panel Dialer	LINE LED1	 LED1	On Steady On Steady
FAILURE TO GET A KISSOFF	Panel Dialer	LINE LED2	 LED2	On Steady On Steady
WALKTEST MODE	Manual walk-test mode	MAINS BATTERY LINE LED's 1-16	 LED's 1-16	On Steady On Steady On Steady On Steady

How to Control Outputs and Devices

The keypad enables you to control external devices, such as an air-conditioner or heater. To activate or halt a device:

1. Press **<CONTROL>.**

   The control LEDs is constantly light.
2. Press the **number of the device**.

   Up to eight different devices can be controlled via the keypad.
3. Press <**ENTER**>.

   This activates or deactivates the selected device.
4. Press <**CONTROL**>.

   The LED is light for each device ON.
5. Press <**ENTER**> to return to normal mode.

Entering the User Program/Client Mode

There are 2 levels of program mode, **CLIENT** mode and **INSTALLER** mode. Normally the installer gives you access to the **CLIENT** mode so you can add, delete, or change the user codes. If you request it your installer can provide you with access to the INSTALLER mode as well. To get into CLIENT mode provided the system is NOT armed Press **<PROGRAM>** enter **Master code** and **<ENTER>**. The **Program** indicator lights up to indicate that the system is in User programming mode.

If you get a single long beep at this point and the Program LED doesn't turn on, it means your code cannot access Program mode.

Exit Program Mode

To exit out of program mode press **<PROGRAM>** and **<ENTER>**. The **Program** indicator goes off to indicate that the system is not in User programming mode.

How to Change or Add Codes

About Master Code and the User Code

The factory default master code (1234) is intended as a preliminary control of the alarm system. After RUNNER is installed and put into service, the code can be changed to any code known to the Master user. The Master user can define up to 100 user codes. To limit access rights, the holder of the Master code can ask the installer to define several User profiles.

Access rights are listed below:

- User code has Area A and/or B permission
- User code can arm and/or disarm arm an area
- User code can arm and/or disarm arm an area in Stay mode
- User code can change its code
- User code can change user's code
- User code can Operate control Functions
- User code can change dialer telephone numbers
- User code can alter the real time clock
- User can answer an incoming call and start up/down load
- User can allow access to installer program mode from client mode.
- Initiate Walk-test mode.

How to Change the Master Code

While in **CLIENT** mode, Press <**PROGRAM**> and **1** to change Master code press <**ENTER**>, the code digit is flashed back to you. Use the numeric keyboard to enter your new Master code. The code can hold any combination of **1 to 6** digits. It is recommended using a multi-digit code. Press <**ENTER**> to save your new code, the new code is flashed to you together with three short beeps to indicate correct entry or one long beep if not accepted. Press <**PROG**> and <**ENTER**> exit user Code Program mode.

How to Add or Change the User Code

While in **CLIENT** mode, press <**PROGRAM**> then 1E and the **User number** (**2 to 100**) to add or change the code, press <**ENTER**>. If there is an existing code already, it is flashed back to you. Use the numeric keyboard to enter the new code. The code can hold any combination of **1 to 6** digits. Entering the new code deletes the old code. Press <**ENTER**> to **save** your new code, the new code is flashed back to you together with three short beeps.

Repeat the procedure for all users.

Press <**PROG**> and <**ENTER**> to exit Local Program mode.

How to Delete the User Code

In client mode, press <**PROGRAM**> and the **User number** (**2 to 100**) you intend to delete, press <**ENTER**>. The code is flashed back to you. Press <**BYPASS**> to delete User code.

Press <**ENTER**> to **save** the change.

Press <**PROG**> and <**ENTER**> exit program mode.

Adding/Changing Telephone Numbers

Your panel accepts up to six phone numbers with a total of 16 digits. Your panel can be programmed to dial all or any of these depending on the event which has occurred. *(The six phone numbers are at program address* P181E 1-8E*).*

While in **CLIENT** mode, key in the following sequence **<PROGRAM> <, P181E 1E > <ENTER>**

(The address for telephone number 1), the existing number is flashed out at the keypad then enter <**NEW TELEPHONE #> <ENTER>** The new numbers are flashed back to confirm acceptance.

At any time you can enter in the address for the telephone number just to view the currently programmed value then press the **<PROGRAM>** button to move on to the next address.

For example, P181E 1E= PH # 1, P181E 2E = PH# 2, P181E 6E = PH# 6.

NOTE:

On the LED keypad "0" is indicated by LED "Aux(0)"

How to set Time and Date

The alarm system has an internal clock that may be used to automatically Arm or Disarm the alarm or turn Outputs On or off. It is also used to identify when events occurred in memory via the LCD keypad. If you need to change the Time & Date it must be done from the **CLIENT** mode. To change the Time & Date press

Press **<PROGRAM> <26> <ENTER><2> <ENTER> <1-7> <ENTER>**
Where 1-7 = the current day (1=Sun, 2 = Mon to 7 = Sat)

Press **<PROGRAM> <26> <ENTER> <1> <ENTER> <HHMM> <ENTER>**
Where HH = Hour in 24 Hour Format and MM = Minutes

Press **<PROGRAM> <26> <ENTER><3> <ENTER> <DDMMYY> <ENTER>**
Where DD =1-31 current date, MM= months 1-12, YY = year 00-99

How to Operate the Access Control Output

If the alarm system has been set up to allow control of an electric door lock, you can activate the door release function as follows;

Press <**CONTROL**> or Press <**CONTROL**> enter CODE then <**ENTER**>.The Control LED is light while the lock is active, and turns off as soon as power is removed from the lock.

The Access Control function can either be a single button operation or restricted to requiring a valid User code entry. Both options are shown above. Please consult your installer as to what option may be programmed.

How to start Walk Test Mode

While in **CLIENT** mode a User with the proper authority can start walk-test mode. This special mode latches the alarm signals from detectors at the keypad initiating the test so that one person can trigger every detector connected to the alarm then return to the keypad to verify operation. On terminating Walk-test mode the test results are put into the memory buffer so they can be viewed at a later time.

To start Walk-test mode while in **CLIENT** mode press **<PROGRAM> <200> <ENTER><6> <ENTER>** and the keypad buzzer beeps at 1-second intervals.

Next trigger every detector connected to the panel then return to the keypad and all of the zones that were triggered are displayed on the keypad.

To terminate Walk-test mode press **<ENTER>**, the keypad stops beeping and automatically exits CLIENT mode.

How to Answer an In-Coming Call

From time to time your installer may need to access the alarm from a remote PC to make changes to your programming and for security reasons they may have configured the alarm so that an authorized person on-site is required to make the alarm system answer the in-coming call. This option is only available in CLIENT mode.

If the panel is not configured to answer in-coming calls, the user can force it to answer the call by pressing and holding <**CONTROL**> followed within 2 seconds by <9>. This forces the panel to answer the call immediately. For this function to work the phone line must be ringing at the time and there must have been at least two rings before pressing the buttons.

Provided the line connected to the alarm was ringing at the time, the panel now answers the call and allows a remote PC connection.

Using the Remote Command Control

Another powerful feature available from your alarm is Command Control. This feature is a remote control facility which allows valid users to access the panel via a standard touch tone telephone and check or changes the Arm/Disarm status of each of the areas, operate each of the eight outputs or turn on an optional Microphone.

The Command Control feature is only available on panels (Runner 4) fitted with a Voice or DTMF board. The Voice board provides voice prompts to guide you through Command control operations whereas the DTMF board provides tones (one Long Tone for ON or three short beeps for OFF).

Please talk to your installer to find out if all or any of these options are available on your alarm.

To perform any of the Command Control features you must first ring the phone number, which the panel is connected to. The panel may be set up to answer after a specific number of rings or it can be set-up to use a fax defeat option. Either way, when you ring the phone number and the panel answers the call, the first thing you hear over the phone is a two seconds burst of modem tone. After this tone stops you must enter the access code, which is associated with the Command menu option you wish to access. *Remember, the code you enter determines which menu option you access*. If you miss the pause, the panel repeats the modem tone and then pauses again for 5 seconds looking for your access code. This process is repeated four times before hanging up, if no valid code is received. When entering codes or other information in Command Control the "#" key acts as a "*Clear*" button.

When you have entered the required 4-digit access code the panel replies with the status message associated with the Command Control function you have accessed. For example, let's say we have a code of "2045" to allow Arming & Disarming of Area A. Once the code "2045" has been received the panel checks the current status of Area A and replies with the pre-programmed voice message relating to that status. For example, if Area A is armed, then the Armed message is sent, if Disarmed then the Disarmed message is sent. If only the DTMF board is fitted, the voice message is substituted with a long beep if Area A is armed and three short beeps if it is disarmed.

Once the status message has informed you of the actual state, you can use the "*" key to toggle the option on & off or Arm and Disarm, e.g. in our example above, code "2045" accesses Area "A" arming or disarming.

Assuming the status message we received was "*Area A alarm is Armed" If* we press the "*" key, Area "A" is Disarmed and we would receive a status message "*Area A alarm is Disarmed" (or whatever message is programmed by the installer).*

While you are on-line with the panel you can move between menu options by entering the code of the option you want to control. Assuming there was a code of "4321" programmed to control outputs. After having used code "2045" to control the Arm/Disarm status of Area A we first press the "#" button to reset all previous entries. Then we can enter the digits "43215" (that is "4321" as the code to control outputs and "5" to select output #5). The current status of output #5 is given either by the voice message or the appropriate tone and then the status can be changed with the "*" button on the remote telephone.

NOTE:

For output control you must enter the 4 digit code, for example, 4321 followed by the output number you wish to control, in this case 5.

At any stage, if you enter in an incorrect code you can press the "#" button on the remote telephone to clear all code entries and then start again.

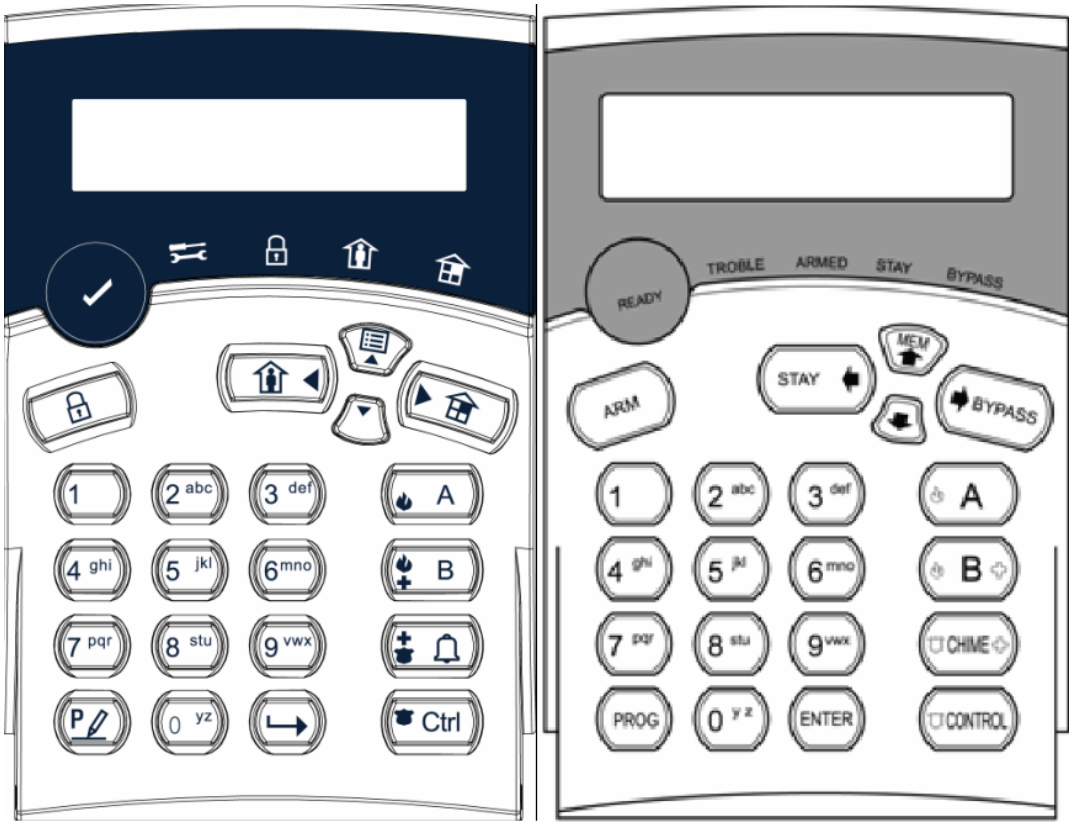
To turn on the optional Microphone (only available if the Voice Board is fitted) you must enter in the appropriate code followed by the "*" button. To turn the Microphone off you simply press the "*" button again.

To end a Command Control session simply hangs up the phone. The panel is monitoring the line at all times and 15 seconds after the last key press it automatically hangs up the line. This 15-second timer is active during the whole command control process so a period of 15 seconds without a key press causes the panel to hang-up.

Using Local Command Control

If a command control code for outputs is programmed and the output/s are allowed to be locally controlled from the keypad, then entering the 4 digit code at a keypad blanks the display and the zone LED's now indicate the output status. For example, if output 1 is on zone 1 LED is on. Pressing the "1" button at the panel keypad, output 1 can be turned off provided it is allowed to be locally controlled. To leave local command control mode simply press the <**ENTER**> button and the keypad returns to normal operation. This feature works the same way that "Directly Controlling an Output" works only it requires a code to access the function.

LCD Keypad Description



Most of the main actions like ARM, DISARM, ARM STAY, and others are the same at the crow LCD keypad. But in the LCD keypad the user can change texts like zone name and area names, adjust the backlight and buzzer tone.

Adjusting Backlighting and Buzzer Tone

Adjusting the LCD Keypad Backlighting

The user can independently adjust the backlight level of the LCD display and the Keypad Buttons from off to on with 16 steps in between. The Buttons used for these special functions vary depending on the LCD keypad.

To **increase the Crow LCD backlight** level Press "CONTROL" followed within 2 seconds by "STAY". By holding down the "Control" button and repeatedly pressing the "STAY (Left Arrow)" button you can increase the LCD backlight level to the maximum.

To **reduce the Crow LCD backlight** level Press "CONTROL" followed within 2 seconds by "BYPASS". By holding down the "Control" button and repeatedly pressing the "BYPASS (Right Arrow)" button you can decrease the LCD backlight level until it is off.

To **increase the Crow Keypad Button backlight** level Press "CONTROL" followed within 2 seconds by "MEM". By holding down the "CONTROL" button and repeatedly pressing the "MEM (Up Arrow)" button you can increase the Keypad LED backlight level to the maximum.

To **reduce the Crow Keypad Button backlight** level Press "CONTROL" followed within 2 seconds by "□". By holding down the "CONTROL" button and repeatedly pressing the "(Down Arrow)" button you can decrease the Keypad LED backlight level until it is off.

Adjusting the Keypad Buzzer Tone

The user can adjust the frequency (tone) of the LCD keypad buzzer within a range of 16 steps. By adjusting the frequency the volume of the tone produced at the buzzer varies as well.

To **increase the frequency of the CROW LCD buzzer** Press "CONTROL" followed within 2 seconds by "A". By holding down the "CONTROL" button and repeatedly pressing the "A" button you can increase the frequency of the buzzer tone.

To **decrease the frequency of the CROW LCD buzzer** Press "CONTROL" followed within 2 seconds by "B". By holding down the "CONTROL" button and repeatedly pressing the "B" button you can decrease the frequency of the buzzer tone.

LCD Keypad in Local Edit Mode

The Local Edit Program Mode allows the programming of a customised "System Name" (the name displayed during idle mode at the keypad), Customised "Zone Names" (the text that appears on the keypad when a zone is unsealed), Customised "User Names" (the User name is displayed when viewing arm/disarm events in memory mode), Customised "Area Names" (the Area name is displayed when viewing arm/disarm events in memory mode) and Customised "Output Names" (the Output name is displayed when viewing Output On/Off events in memory mode).

Accessing Local Edit Mode

To enter Local Edit Program Mode on a CROW LCD Keypad Press **"CONTROL" followed** by **"ARM"** and hold for 2 seconds.

NOTE:

You must press the "Control" button first and the "Bypass" or "Arm" button must be pressed within 2 seconds of pressing the Control button. If you make a mistake press the "Enter" button and then repeat the process.

The display now shows **"Local Mode kb #"** where the # equals the keypad address as previously set (see "LCD keypad address assignment" on page 19 for details). There are two ways to program the keypad in "Local Edit Mode". You can enter in the program location directly from the list below or you can use the menu function to navigate through all of the program options. The menus are described on the following pages.

Local Edit Mode Direct Program Addresses

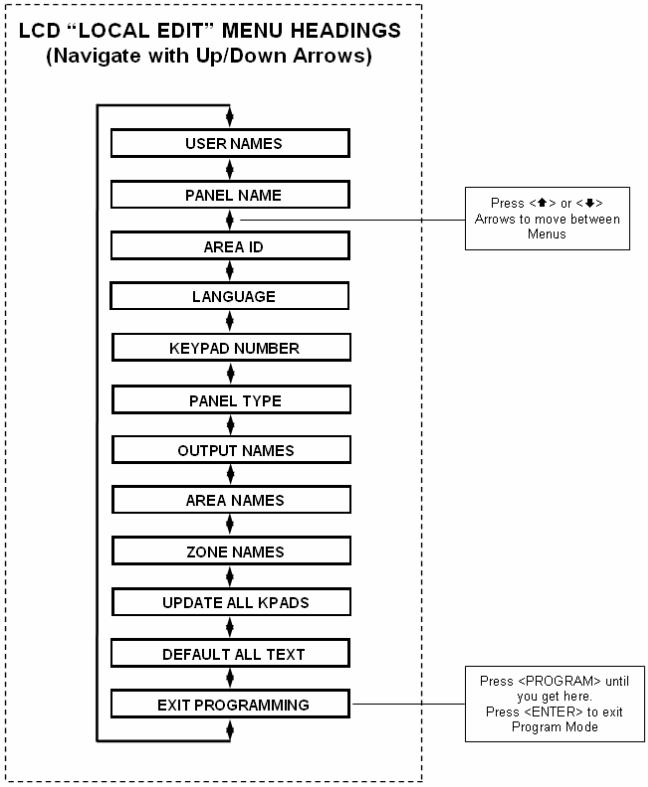
There are a number of program addresses available to you at this tim:

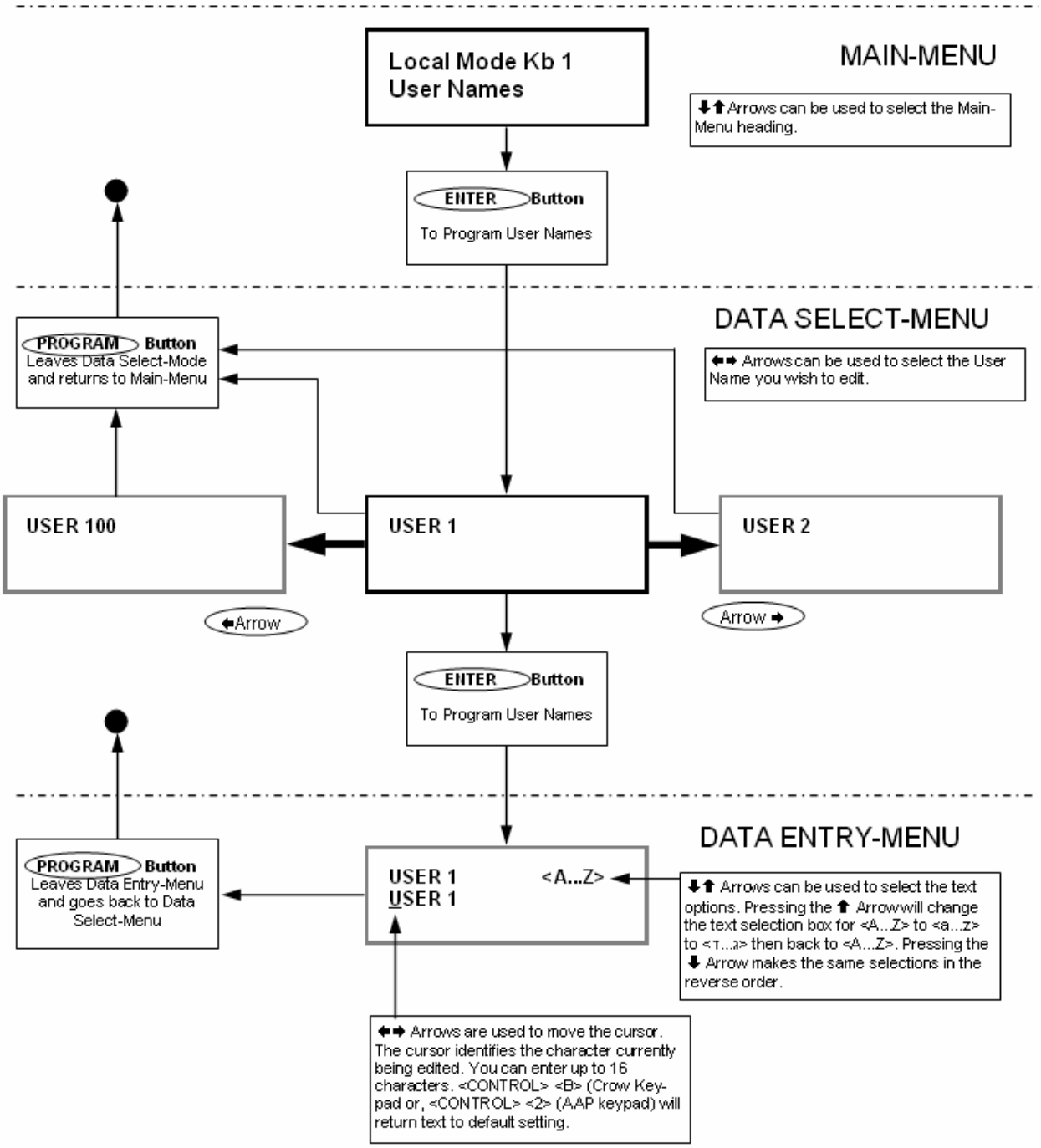
[PROG]-[1]-[ENTER] to;	ZONE#1 TEXT (maximum 16 characters)
[PROG]-[16]-[ENTER]	ZONE#16 TEXT
[PROG]-[800]-[ENTER]	UPDATE EDITABLE TEXT TO ALL LCD KEYPADS
[PROG]-[801]-[ENTER]	RETURN ALL EDITABLE TEXT TO DEFAULT
[PROG]-[995]-[ENTER]	PANEL TYPE
[PROG]-[996]-[ENTER]	SET KEYPAD ADDRESS NUMBER FROM 1-8
[PROG]-[997]-[ENTER]	KEYPAD LANGUAGE
[PROG]-[998]-[ENTER]	AREA IDENTIFYING CHARACTER (assigning numbers or letters to Areas)
[PROG]-[999]-[ENTER]	PANEL NAME DISPLAY (maximum 16 characters)
PROG]-[1001]-[ENTER] to;	PROGRAM USER "1" NAME
PROG]-[1100]-[ENTER]	PROGRAM USER "100" NAME
[PROG]-[2001]-[ENTER]	AREA "A" IDENTIFYING NAME (maximum 16 character Area name)
[PROG]-[2002]-[ENTER]	AREA "B" IDENTIFYING NAME (maximum 16 character Area name)
PROG]-[3001]-[ENTER] to;	PROGRAM OUTPUT "1" NAME
PROG]-[3008]-[ENTER]	PROGRAM OUTPUT "8" NAME

LCD KEYPAD LOCAL EDIT MODE MENU PROGRAMMING

The LCD Keypad Main menu headings for "Local Edit" program mode are listed on this page. On entering Local Edit Mode the display looks like the example below.

To move to the next menu heading simply press the ⬆arrow. To move back to the previous heading simply press the ⬇Arrow.





When you are at the desired main menu heading, press <ENTER> to access the data program location. See example below

Changing the Area Single Character Identifier

When you enter in **[PROG]-[998]-[ENTER]** the display looks like the example above. You may edit the single character Area identifier at this address starting at Area "A" (first left-hand position). The keypad allows for up to 16 areas but the actual number of areas supported on this panel is two. The first character (in this example "A") is the identifier used to show the status of the first Area when armed. The second position (in this case the "B") is the identifier used to show the status of the second Area.

If you preferred to have the first area shown as Area "1" and not "A" then you can change it here using the same method as used previously. With the cursor underneath the letter "A", Press the "1" button four times until the character in the first slot shows "1".

When completing the changes, press the <**ENTER>** button to save.

Changing the Zone Names

When in "Local Edit Program Mode" and you have entered **[PROG]-[1]-[ENTER]**, the display looks like this;

The Cursor is underneath the first letter to be edited (in this case the "Z").

The letters **<A...Z>** indicate that the letters selected by the numeric buttons (0-9) are in capitals.

Pressing the "MEM (CROW)" button once displays **<a..z>**, indicating that lower case letters are selected by the numeric buttons (0-9).

Pressing the "MEM (CROW)" button again, displays <ד..ג>, indicating that Hebrew characters are now selected by the numeric buttons (0-9).

Press the "□ (CROW)" button to cycle back to another selection.

Once you have selected the desired font proceed to change the text for Zone 1.

The following table shows the English Characters that can be selected by each numeric button.

The lower case options are shown in ( )

▼Button #	1st Press	2nd Press	3rd Press	4th Press
1	* (')	# (<)		1
2	A (a)	B (b)	C (c)	2
3	D (d)	E (e)	F (f)	3
4	G (g)	H (h)	I (i)	4
5	J (j)	K (k)	L (l)	5
6	M (m)	N (n)	O (o)	6
7	P (p)	Q (q)	R (r)	7
8	S (s)	T (t)	U (u)	8

There are four different selections per button. By pressing the button once, a character is displayed in the display (see "1st press" column). Pressing the same button again causes the display to change to the next character in the sequence (see "2nd press" column). After you have pressed the same button four times the next press (5th) causes the display to wrap back to the beginning.

Once you have selected the first character, Press the "BYPASS" (CROW)" button to move the cursor one position to the right.

Now select the second character and move the cursor to the right repeating the process until all of the text is completed (Remember that there are a maximum of 16 characters per program address).

If you make a mistake use the "STAY (CROW)" button to move the cursor towards the left and make any corrections necessary.

When you are happy with the text, press <**ENTER**> to save the changes. You can program the text for all zones in the same way.

Changing the Keypad Area Name

When you enter **[PROG]-[2001]-[ENTER]** the display looks like the example above. You may edit the Area Name at this location. The area name can be up to 16 characters long. If you program in a name for the area, this name is shown when displaying events in memory display mode.

After you have completed the changes, press the <**ENTER**> button to save them.

Changing the Keypad Name

When you enter **[PROG]-[999]-[ENTER]** the display looks like the example above. You may enter any name you wish up to 16 characters in length (using the same method as described for zone names). This name is displayed at the keypad in idle mode.

When you are happy with the changes press <**ENTER>** to save.

Changing the User Names

When in "Local Edit Program Mode" and you have entered **[PROG]-[1001]-[ENTER]**, the display should look like this.

You can now enter in the person's name (maximum of 16 characters). When viewing events in "Memory" mode, the User name is displayed to identify the user that Armed/Disarmed the system.

When you have completed changes press <**ENTER**> to save.

Changing the Output Names

When in "Local Edit Program Mode" and you have entered **[PROG]-[3001]-[ENTER]**, the display looks like this;

You can now enter an Output name (maximum of 16 characters). When viewing events in "Memory" mode, the Output name is displayed to identify what function the Output is controlling.

When you are happy with the changes press <**ENTER**> to save.

Resetting Individual Text to Default or Last Saved Setting

While in "Local Edit Mode" there are two special functions that can be performed at any of the "Local Edit" Program locations. They are **"Return to Default Text"** or "**Return to Previously Saved Text".**

For Example, to return the Zone 1 text back to Defaults;

If during the programming of Zone 1 text **[PROG]-[1]-[ENTER]** you wished to return back to the default text, simply press and hold the **"B"** button for 2 seconds, for the text to return to the default settings.

If you wished to return to the last saved version of the text simply press and hold the **"A"** button for two seconds and the last saved text for zone one is displayed.

NOTE:

If the last saved version of text for Zone 1 was in fact the default setting, then pressing "Control" then "1" or "A" causes the default text to return.

Resetting All Text to Default

While in "Local Edit Mode" it is possible to restore all of the customisable text fields to the factory default settings.

When you enter in **[PROG]-[801]-[ENTER]** display prompts you to press **[801]-[ENTER]** again. Once you have pressed "801 enter", all customisable text, for example, zone names, user names, output names, are returned to the default text.

Copying Text to another LCD Keypad

If more than one LCD keypad is connected to the panel, it is possible to copy the edited Text from one LCD keypad to all other LCD keypads connected to the same panel.

When you enter in **[PROG]-[800]-[ENTER],** all of the customisable text at the keypad is transferred to all other LCD keypads connected to the control panel.

There is also an alternative method to transfer the text. Pressing the **"CHIME"** button for two seconds while in "Local Edit Mode" performs the transfer. The text in your keypad is transferred to all other LCD keypads connected to the panel.

Exiting Local Edit Program Mode

Press and hold the <**PROGRAM**> button for two seconds and the LCD keypad leaves Local Edit Mode and return to Idle Mode or; Press the <**PROGRAM**> button repeatedly until the display reads "Exit Programming", then press the <**ENTER**> button to exit program mode.

Customization Chart

Use this form to record your changes and customizations.

User	Name	User	Name	Zone	Zone Name
1		41		1	
2		42		2	
3		43		3	
4		44		4	
5		45		5	
6		46		6	
7		47		7	
8		48		8	
9		49		9	
10		50		10	
11		51		11	
12		52		12	
13		53		13	
14		54		14	
15		55		15	
16		56		16	
17		57			
18		58			
19		59			
20		60		**Out**	**Device**
21		61		1	
22		62		2	
23		63		3	
24		64		4	
25		65		5	
26		66		6	
27		67		7	
28		68		8	
29		69			
30		70			
31		71			
32		72			
33		73			
34		74			
35		75			
36		76			
37		77			
38		78			
39		79			
40		80			