

Karizma^{Plus}TM

PRELIMINARY OPERATING GUIDE

INTRODUCTION

The purpose of this user guide is to describe how to operate Karizma+. Karizma+ has a broad range of features, which allow it to be installed in a wide range of installations. Some of the features described in this guide may not be applicable to your installation and should be ignored. The alarm companies engineer will have completed the *System Information Sheet* (SIS) which gives information specific to your installation. You will need to refer to this as you read this guide in order to check if certain features have been used. If in any doubt consult your alarm company.

KEYPADS

You operate your intruder alarm system by means of a keypad. Each keypad has numeric keys (0 to 9), and . Over each key is a label which describes the secondary function of each key. The keys will perform their secondary function when the red FUNCTION indicator is lit. Note that the key is always called the ENTER key, and the is always called the ERROR key.

ENTRY CODES

Before you can do anything with Karizma+ you will need to key in a code using one of the keypads. There are several types of entry code, which permit different levels of control over the system. Check the System Information sheet to see which codes have been enabled. The different types of codes are:

- normal this code allows the system to be set, unset, and reset after an alarm.
- manager this has the same functions as a user code, but in addition the manager code can add or delete all other codes, test the system, view the event log, set the time and date, omit 24Hr points, and set the chime function.
- cleaner a special code which unsets only part of the system, providing restricted access only to certain areas of the premises.
- duress a special code which although appearing to work exactly like a standard user code will also cause the signalling device to signal a Personal Attack alarm to the central station. Do not use this code unless you are under threat to set or unset the system.

Alarm Company _____

Tel. No.(Night) _____

Tel. No.(Day) _____

Account No. _____

Date of Installation _____

OPERATING THE SYSTEM

OMITTING POINTS DURING SETTING

SETTING THE FULL SYSTEM

When the premises are to be completely vacated you should set the full system. First, check that the premises are physically secure - are all windows shut, and all external doors locked ?

Key in a normal user code at the keypad nearest the final exit door. The exit period will start and the inside sounder will produce the exit sound - a pip-pip-pip sound. The display identifies the program that you are setting.

Program A Set
FULL SYSTEM

You must now vacate the premises by the exit route described in the SIS. The length of time that you have to vacate the premises depends on the exit mode that has been programmed. Check your SIS to find out the exit mode of programme A.

It is possible to omit one or more detection points when you set the system. The omitted points will not be able to cause an alarm when the system has set. This facility may be useful if one of your detection points has become faulty and keeps producing false alarms.

Because omitting a detection point degrades the security provided by your alarm system, your engineer may have programmed only a limited number of points to be omissible. Check your SIS to see which points, if any, can be omitted.

Points can be omitted by pressing the OMIT key during the first 5 seconds of the exit period (while the red FUNCTION indicator is on). The exit sound will stop, and the keypad will display the first point from a list of points that can be omitted. Use the ← and → keys (over the 8 and 9 keys) to step through the list of points until the point you want to omit is displayed. Now press ENTER. The ⇄ symbol will move onto the second line of the display.

01:FRONT DOOR ⇄
Omit Point: NO

Press the → key to change the NO to YES, and press ENTER. The point will be omitted and the exit period will start again.

06:KITCHEN PIR
Omit Point: YES⇄

You can omit as many points as you want using this procedure. To omit points from a part-set program you must first select the part-set by pressing SET-B or SET-C.

PART-SETTING THE SYSTEM

A part-set allows detection points in part of the protected premises to be set (turned on), while those in other areas are not set. In a domestic installation it is usual for a part-set to be programmed for use at night time. This would allow the detection points around the perimeter of the house (doors, windows, etc), and all downstairs detectors to be enabled, while detectors in the bedrooms and on the stairs are disabled.

Karizma+ has 2 different part-set programs called B and C. Check your SIS to see if these programs have been enabled. If they have not been enabled then you will not be able to use them.

If a part-set has been enabled you can part-set your system by doing the following: Enter your code at a keypad. The system will begin to perform a full-set (setting programme A). Within 5 seconds of entering your code (while the red FUNCTION indicator is still on) you must press either the SET B or SET C key to select one of the part-set programmes. The display will acknowledge this by displaying the name of the program being set. Leave the protected area by the exit route appropriate for that part-set.

Program A Set
FULL SYSTEM

Program B Set
NIGHT TIME

UNSETTING THE SYSTEM

Entering the premises by the designated entry route will cause the entry period to start. The inside sounder will emit a slow beep-beep sound. You must now key in your code at the nearest available keypad to cancel the entry period. The length of time that you have is called the *entry time*; check your SIS to see how long this is. During the last 10 seconds of the entry period the entry tone will raise in pitch to inform you of the urgency to enter your code.

If you enter your code within the entry period the inside sounder will stop, the keypad will display the 'System Unset' message for a few seconds and then display the time and date. The green DAY indicator will light. The system is now unset.

System Unset by
STEVE

PERFORMING A QUICK-SET

It is possible to override the programmed exit time by use of the Quick Set function. This always gives you 3 seconds to vacate the protected area. Quick Set is selected during the first 5 seconds of the exit period (while the red FUNCTION indicator is on) by pressing the QSET key on the keypad.

Program A QSet
FULL SYSTEM

SILENCING THE ALARM

If an alarm occurs whilst you are in or near to the premises the alarm can always be silenced by entering your code. If the system was set it will be unset at the same time. If the alarm occurs while you are away from the premises the outside and inside sounders will automatically stop after the bell time programmed by the engineer (see your SIS for the bell time).

When you enter your code after an alarm the keypad will display the *cause* of the alarm on the top line. The second line shows additional information, such as the point which caused the alarm. The system will now need to be reset as described in the next section.

```
INTRUDER
BACK DOOR
```

RESETTING AFTER AN ALARM

After an alarm the system will need to be reset by entering a suitable reset code. The display will alternate between the alarm cause and a prompt to enter a reset code.

If this prompt is displayed you can reset the system using your own code. Key in your code and press ENTER.

```
Enter Your
Code
```

After the system has been reset it may enter a *fault lockout* described in the next section

If this prompt is displayed you may need to call out the engineer to reset the system

```
Engineer Reset
Required
```

FAULT LOCKOUT

After resetting the system the keypad display will either display the 'System Reset' message, or it will show a count of the faults which still exist. This is called fault lockout. These faults must be cleared before the system can return to Day mode.

```
System Reset by
RACHAEL
```

```
Faults: 1
ENTER to View
```

To see a list of the faults press the ENTER key. The keypad will display each fault for 5 seconds. When all of the faults have been displayed it will again display a count of the faults. It will often be necessary to call out the engineer in order to clear these faults.

If you can, clear the faults until the display shows no faults, then press the ENTER key to return to Day mode.

```
Faults: 0
ENTER to Exit
```

MANAGER FACILITIES

The manager code is normally used to carry out system management functions. It is used to allocate and delete other user codes, test the system, view the event menu, etc.

On entry of the manager code in Day mode the keypad will display the first managers menu option. The manager has 10 similar menu options. Use the ← and → keys to move through the menus. To perform a function press the ENTER key.

```
1) Set System?
```

The manager code can be used to unset the system in the normal way. It can also be used to set the system, but the procedure is slightly different to the normal user code.

MENU 1: SET SYSTEM

Menu 1 allows the manager to set the system. Go to this menu and press ENTER. The system will start to set as if a normal user code had been entered. The options available to the normal user, such as part-set and omit, are available in the normal way.

```
1) Set System?
```

MENU 2: VIEW EVENT LOG

Menu 2 allows the manager to view the event log, which is a list of the last 200 events to occur. Go to menu 2 and press ENTER.

```
2) View
Event Log?
```

The keypad will display the last event to be logged. In the example here, 145 is the event number (events are numbered 1 to 200), USER RESET is the description of the event. The bottom line is the time and date that the event was logged. Use the ← and → keys to move through the event log. Press ERROR to return to menu 2.

```
145) USER RESET
09:36:21 19-Nov
```

Some events have additional information which can be viewed by pressing ENTER when the event is displayed.

```
m01 RAYMOND
```

SYSTEM INFORMATION SHEET (S I S)

No.	Description	Type	SET A	SET B	SET C	Permit Omit	Cleaner access	Group shunt
1								
2								
3								
4								
5								
6								
7								
8								
9								
10								
11								
12								
13								
14								
15								
16								
17								
18								
19								
20								
21								
22								
23								
24								
25								
26								
27								
28								
29								
30								

Programmes

Programme	Enabled	Exit Mode	Entry time	Exit time	Local alarm	Entry/exit route
A	✓					
B						
C						

Signalling Device fitted	
Engineer Reset	
Permit Entry Deviate	
Remote Reset	
Anti-code Reset	

Timers

Bell Time		minutes
Bell Delay		minutes

MENU 3 PRINT EVENT LOG

With the ADE Opus-42 printer connected it is possible to print out the entire event log.

With menu 3 on display press ENTER. Karizma+ will start to print the event log, starting with the newest event first. Press ERROR at any time to stop the printer.

```
Printing...
ERROR to Stop
```

MENU 4 CHANGE USER TYPE AND NAME

Menu 4 allows you to add, change or delete users from the system.

With menu 4 on display press the ENTER key. The keypad now displays the first code from a list of 16. The top line of the display identifies the user, and the bottom line gives the user type. Use the ← and → keys to go to the user to be changed and press ENTER.

```
02:USER 02  ⇐
      NOT USED
```

The ⇐ symbol moves onto the second line. Now use the ← and → keys to select the user type and press ENTER.

```
02:USER 02
      NORMAL  ⇐
```

The keypad now displays the name associated with the code. The flashing cursor will be at the right of the name. To change the name press the ERROR key several times until the existing name has been deleted and the cursor is at the left of the display.

```
01:User Name
? USER 02 █
```

Names are entered one letter at a time by using the numeric keys on the keypad. On each key are either 2 or 3 letters, for example on the '1' key are the letters ABC. To enter the letter C press '1' - a 1 is displayed, press it again and the 1 changes to A, press it again and the A changes to B, press it again and the B changes to C. Now press ENTER to register the C and move on to the next letter. Once you have entered the name press ENTER again to accept it.

MENU 5 CHANGE USER CODE

Each user has a 2 to 6 digit code. Menu 5 allows this code to be changed. Use the ← and → keys to select the code to be changed and press ENTER. Now key in a code of between 2 and 6 digits, and press ENTER. If the code is already in use by another user it will be rejected.

```
02:User Code
? █
```

MENU 6 CHIME POINTS

The manager can put any security point on *chime*. When a chime point is activated keypad will display the name of the point, and the inside sounder will emit a single dee-daa sound and then stop. This is often useful in shops to warn of a customer entering through the shop door, or in a house to warn of a potential intrusion through the back door.

Menu 6 allows you to put a point on chime. Select the point using the ← and → keys and press ENTER.

```
01:FRONT DOOR
Chime Pt: NO
```

Use the ← and → keys again to put the point on chime, or remove it from chime, and press ENTER again.

MENU 7 OMIT 24 HOUR POINTS

A 24H point is armed all of the time, whether the system is set or not. Violating that point will always cause an alarm. The manager can omit a 24H point if it has been programmed as omissible by the engineer. A point which has been omitted cannot cause an alarm. Check your SIS to see if any 24H points are omissible.

Menu 7 allows you to omit 24H points. Go to menu 5 and press ENTER.

```
5)Omit
  24 Hr Points?
```

The keypad displays the first point in a list of 24H points that can be omitted. Use the ← and → keys to select the point to be omitted, then press ENTER.

```
06:FIRE DOOR  ⇐
Omit 24Hr: NO
```

The ⇐ symbol moves onto the second line of the display. Now use the ← and → keys to change NO to YES and press ENTER.

Re-instating 24 hour Points

To re-instate a 24H point which was previously omitted follow the procedure described above, but change YES to NO.

If the point cannot be re-instated because it is still open the keypad will display an error message. You must close the point and repeat the procedure.

```
Point Fault
```

Any 24 hour points which have been omitted by the manager will automatically be re-instated when the system is set. It is not possible to omit 24H points when setting the system.

MENU 8 SET TIME AND DATE

Select menu 8. The keypad displays the current time in 24 hour format, so 1 PM is 13:00. Key in the correct time and press ENTER.

```
Time and Date
Time? 00:05
```

The keypad will now display the current date, in a day-month-year format. Key in the correct date and press ENTER.

```
Time and Date
Date? 01-01-94
```

The keypad will now display the current day of the week. Use the ← and → keys to change the day and press ENTER. The keypad will give a double beep to indicate that the date has been accepted.

```
Time and Date
Sunday
```

Each time that an enabled point is activated the inside sounder will produce a warble sound, and the display will change to show a '1' in the appropriate position. The inside sounder will stop when all points are clear.

```
A1111*...*.....
.....
```

Initially the walktest will allow you to test Security points that are used in program A. To test security points used in programs B or C press either 2 or 3 when the walktest is running to select program B or C respectively. The keypad will display the selected program at the top left. Press 1 to reselect program A.


```
A1111.....
.....
```

Press ERROR at any time to stop the walktest.

MENU 9 SET UP LOW VOLUME SOUND

Alarm sounds are always generated at full volume, but other sounds, such as entry and exit sounds, are generated at low volume. The exact volume level can be adjusted from the keypad using menu 9.

Select menu 9 and the sounder will be turned on at the current low volume setting. Use the ← and → keys to decrease or increase the level of the sound. Press ENTER when done.

```
Low Vol Adjust
Min  Max
```

MENU 11 TEST OUTPUTS

Menu 11 allows you to test any of the outputs from the system. It presents you with a list of the outputs which may be tested. To turn on any output press ENTER, to turn it off press any key. The following outputs may be tested: BELL, STROBE, SOUNDER (LOW VOL), and SOUNDER (HIGH VOL).

```
Test Output
BELL
```

```
BELL
ON
```

MENU 10 WALKTEST

The walktest allows you to check the operation of all of the security points in your system in order to prove that they still work correctly. Your engineer will advise how often you should carry out a walktest.

In menu 10 press ENTER to start the walktest. The keypad display will show a '*' for each point which has been enabled but has not yet been tested.

Points which have not been enabled are displayed as dots. The top left of the display represents point 1, the top right is point 15, the bottom left is point 16, the bottom right is point 30. The 'A' in the top left indicates that the points in program A are being tested.

```
A*****+*.....
.....
```