

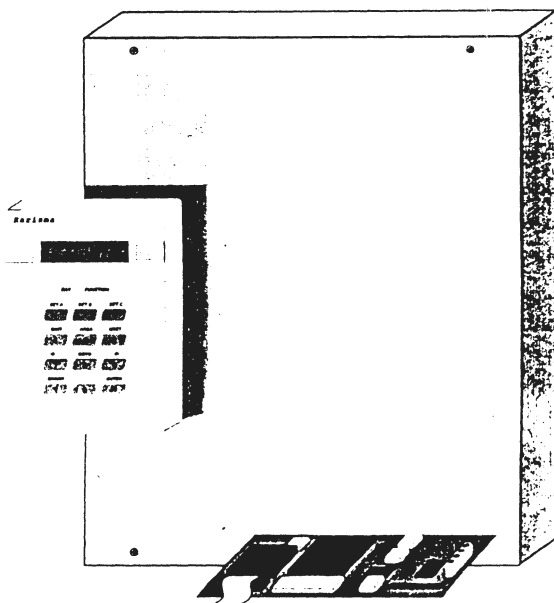
Karizma™ UDL

Intruder

Alarm

Control

System



OPTIONAL DIGI-MODEM

CUSTOMER

OPERATING

GUIDE



Introduction

At the heart of your new intruder alarm system is Karizma UDL, an advanced intruder alarm control panel from Advanced Design Electronics. Karizma UDL consists of a plain white metal box which houses the main electronics, and one or more remote keypads with which you operate the system.

The purpose of this user guide is to describe how to operate Karizma UDL to get the best from it. Karizma UDL 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) at the back of this guide 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.

Although at first sight this guide may seem to contain an awful lot of information - don't be put off. Operating an intruder alarm system is usually a simple matter of setting (turning on) the system when you leave the premises, and unsetting (turning off) the system when you enter the premises.

If you see a feature described in this guide which is not currently used in your system, but which you think may be useful, consult your alarm company. They will be only too pleased to add extra features to your system. Karizma UDL is one of the easiest control panels on the market to upgrade and expand.

1.1 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.

The green DAY indicator will light when the system is in Day mode. It indicates that the system is turned off. When this indicator goes out the system has been set (turned on). This indicator will flash when only part of the system, an Area, has been set.

1.2 Entry Codes

Before you can do anything with Karizma UDL 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. |
| Area | A special code which sets, unsets and resets only part of the system, providing restricted access only to certain areas of the premises. This is described in section . |
| Duress | A special code which although appearing to work exactly like a Normal 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. |
| Control | A code which permits the control of additional security equipment (if fitted). This code cannot be used to set or unset the system. |
| Door Release | A code which will operate a door release mechanism (if fitted). This code cannot be used to set or unset the system. |

The Karizma UDL system may have been configured by the installation engineer as a "Standard System" or a "Split System". A Standard system configuration is normally used in a house, where the alarm system will either be turned on (set) or turned off (unset). A Split System configuration is often used where it is required to be able to set or unset separate Areas of the system independently, such as in a factory. Operation of the Karizma UDL system is slightly different in each case. Section 2 describes the operation of a Standard System, section 3 describes the operation of a Split System.

Entering a Code

In normal operation the keypads will display the time and date.

Thursday 06 Jan
17:00:36

As you key in your code the display will change to 'Enter Your Code'. As you key in the digits of the code the display will show a * for each digit entered.

Enter Your Code?

You must always press the ENTER key within 5 seconds of keying in your code, otherwise the display will revert back to the time and date display. If the code is not valid the keypad will display 'Code Invalid'.

Code
Invalid

2. Standard System Operation

This section describes the operation of a Standard System configuration using "Normal" user codes. For details on the operation of a Split System configuration using "Area" user codes please refer to section 3.

2.1 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 - close all windows, shut all doors, and check that no one has been locked in the premises.

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 will identify 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. The exit mode will be one of the following:

Timed Exit. You have a pre-programmed length of time to vacate the premises. This is known as the exit time, which is given in the SIS. Your system will normally set after this time, and the exit sound will stop.

Terminated. You can take as long as you like to vacate the premises. The system will only set when you push an exit terminator button, usually mounted on the outside of the main exit door. When

the system sets it will emit a brief de-dee from the inside sounder.

Final Door. You can take as long as you like to vacate the premises. The system will only set when the final exit door has been opened and closed. The system will set just a few seconds after closing the final exit door.

Silent. This works in exactly the same way as a Timed exit but the exit sounder will be silent during the exit period.

The system will not be able to set if there are exit faults - a door or window left open, or a detector which has triggered. An exit fault will cause the inside sounder to emit a rapid pip-pip-pip sound, and the keypad will display the name of the detection point which is in fault. You should expect to see some exit faults; the final exit door will cause an exit fault as it is opened. However, if a point that you didn't expect shows up then you should investigate the reason before leaving the premises.

Exit Fault
BACK DOOR

2.3 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. The part-set will probably use a different exit route to the full-set.

Karizma UDL 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 name of the program being set. Leave the protected area by the exit route appropriate for that part-set.

Program B Set
FULL SYSTEM

Program A Set
NIGHT TIME

The length of time that you have to vacate the area depends on the exit mode which has been programmed by the engineer. See section 2.1.

2.3 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. To use this function with one of the part-set programmes you must first select the part-set (SET B or SET C), and then press QSET.

Program A QSet
FULL SYSTEM

2.4 Omitting Points During Setting

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 capable of being omitted. 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.

01:FRONT DOOR ←
Omit Point:NO

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.

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.

2.5 Cancelling the Exit Procedure

If you key in your code, and then immediately decide not to set the system, you can cancel the exit procedure by one of the following ways: During the first 5 seconds of the exit period, with the red FUNCTION indicator still on, just press the ERROR key to cancel the exit procedure. The inside sounder will stop, the keypad will display the 'Goodbye' message for a few seconds and then display the time and date. The green DAY indicator will remain on.

*** Goodbye ***
STEVE

After the first 5 seconds the red FUNCTION indicator will go out, and you must key in your code to cancel the exit procedure. The inside sounder will stop, the keypad will display the 'System Unset by' message for a few seconds and display the time and date. The green DAY indicator will remain on.

System Unset by
STEVE

2.6 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-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 few seconds and then display the time and date. The green DAY indicator will light. The system is now unset.

System Unset by
STEVE

Entry Timeout Alarm

If you fail to enter your code within the entry period the system will give an entry timeout alarm. If your system has a signalling device (see your SIS) it will signal an intruder alarm to the central station, and after the bell delay period the outside sounder will operate. If your system does not have a signalling device it will operate the outside sounder immediately.

Entry Deviate Alarm

If you deviate from the normal entry route the system will generate an entry deviate alarm. The inside sounder will emit the alarm sound. If the engineer has programmed the system to permit entry deviate then the entry timer will be restarted with the original entry time. You must enter your code within this time to prevent the signalling device (if fitted) from signalling an intruder alarm to the central station. If the engineer has not permitted entry deviate then an intruder alarm will always be signalled to the central station. After any programmed bell delay the outside sounder will operate.

2.7 Silencing an 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
BACKDOOR

2.8 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 (see section 2.7) and a prompt to enter a reset code. If the "Enter Your Code" 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 lockdown described in the next section.

If the "Engineer Reset Required" prompt is displayed you may need to call out the engineer to reset the system (but first see section 2.10).

Engineer Reset
Required

2.9 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 lockdown. These faults must be cleared before the system can return to Day mode. 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. Section 5 contains a description of all of the faults which may occur in fault lockdown. It will often be necessary to call out the engineer in order to clear these faults.

System Reset by
RACHEL

Faults: 1
Enter to View

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

2.10 Remote Reset

If the system needs to be reset by an engineer code you may need to call out the engineer. Before you do this, check the SIS to see if either the Remote Reset or Anti-code Reset options have been enabled. If either have been enabled it may be possible to reset the system by following one of the procedures described here:

Remote Reset

Your engineer will have given you instructions on how to request a remote reset. Usually you will have to telephone the central station, give details of the alarm, and quote a password. The central station can then reset your system via the signalling device which is fitted to your system.

When the remote reset is received by your system the keypad will display the 'System Reset' message for a few seconds. It will then either revert to the time and date display, or display the number of faults which still exist - this is a fault lockdown, described in section 2.9.

System Reset by
STU

Reset by Anti-code

If Anti-code reset has been enabled the keypad will display the 4-digit Quote code. Make a note of this

number (it is different each time you use this facility) and telephone your central station. You may need to give details of the alarm and quote a password. You will also need to quote the 4 digit number. The central station will give you a 6 digit number called an anti-code. Key in the anti-code to reset the system. The keypad will either display the time and date, or it will display the number of faults which still exist - this is a fault lockout, described in section 2.9.

Quote Code
1400

3. SPLIT SYSTEM OPERATION

This section describes the operation of a Split System configuration using "Area" user codes. Note that all of the examples given in this section assume that an Area code has been used. For details on the operation of a Standard System configuration using "Normal" user codes please refer to section 2.

3.1 Setting an Area

Key in a Area 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 will identify the area that you are setting.

Area Set by
STEVE

You must now vacate the area 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. The exit modes are described in section 2.1.

Exit Faults

The system will not be able to set if there are exit faults - a door or window left open, or a detector which has triggered. An exit fault will cause the inside sounder to emit a rapid pip-pip-pip sound, and the keypad will display the name of the detection point which is in fault. You should expect to see some exit faults; the final exit door will cause an exit fault as it is opened. However, if a point that you didn't expect shows up then you should investigate the reason before leaving the premises.

Exit Fault
BACK DOOR

3.2 Cancelling the Exit Procedure

If you key in your code, and then immediately decide not to set your Area, you can cancel the exit procedure by one of the following ways:

During the first 5 seconds of the exit period, with the red FUNCTION indicator still on, just press the ERROR key to cancel the exit procedure. The inside sounder will stop, the keypad will display the 'Goodbye' message for a few seconds and then display the time and date.

*** Goodbye ***
STEVE

After the first 5 seconds the red FUNCTION indicator will go out and you must key in your Area code to cancel the exit procedure. The inside sounder will stop, the keypad will display the 'System Unset by' message for a few seconds and display the time and date.

Enter your Code?

Area Unset by
STEVE

3.3 Unsetting an Area

Entering the area by the designated entry route will cause the entry period to start. The inside sounder will emit a slow beep-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.

Area Unset by
STEVE

If you enter your code within the entry period the inside sounder will stop, the keypad will display the 'Area Unset' message for few seconds and then display the time and date. Your area is now unset.

Entry Timeout Alarm

If you fail to enter your code within the entry period the system will give an entry timeout alarm. If your system has a signalling device (see your SIS) it will signal an intruder alarm to the central station, and after the bell delay period the outside sounder will operate. If your system does not have a signalling device it will operate the outside sounder immediately.

Entry Deviate Alarm

If you deviate from the normal entry route the system will generate an entry deviate alarm. The inside sounder will emit the alarm sound. If the engineer has programmed the system to permit entry deviate then the entry timer will be restarted with the original entry time. You must enter your code within this time to prevent the signalling device (if fitted) from signalling an intruder alarm to the central station. If the engineer has not permitted entry deviate then an intruder alarm will always be signalled to the central station. After any programmed bell delay the outside sounder will operate.

3.4 Silencing an 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 alarm was in your area then the action of silencing the alarm will also unset your area, allowing you to enter it to check the reason for the alarm. However, if the alarm was in a different area then that area must be unset by an Area code that covers that area. The keypad will display the areas that need to be unset. Ask the holder of the appropriate Area code (or the holder of the Manager code) to unset the areas displayed by entering their code.

Unset Areas
- 2 - -

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).

The keypad will now 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

3.5 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 (see section 2.7) and a prompt to enter a reset code.

If the "Enter Your Code" 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 the "Engineer Reset Required" prompt is displayed, you may need to call out the engineer to reset the system (but first see section 2.10).

Engineer Reset
Required

3.6 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
RACHEL

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. Section 5 contains a description of all of the faults which may occur in fault lockout. It will often be necessary to call out the engineer in order to clear these faults.

Faults: 1
Enter to View

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

4. 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 memory, etc. Sections 4.1 4.8 onward describe the facilities available.

On entry of the Manager code in Day mode the keypad will display the first managers menu option. The manager has 11 similar top level menu options. Use the \bar{E} and \bar{A} keys to move through the menus. To perform a function press the ENTER key. To quit from the manager menu system press the ERROR key when a top level menu is displayed.

1) Set System?

The manager code can be used to unset the system in the normal way (see section 2.6). It can also be used to set the system, but the procedure is slightly different to the normal user code.

4.1 Set System

Menu 1

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. Refer to section 2.1.

```
1: Set System?
```

Area Setting

The Manager code may be used to set certain Areas. Go to Menu 1 and press ENTER, then press the button labelled AREA. The keypad display will show all the areas that are about to be set. Press either 1, 2, 3 or 4 to toggle the area on or off, then press ENTER to set those areas on the display. In the example given here areas 1 and 2 will be set.

```
Set Areas
1 2 - -
```

Unsetting Areas

When the Manager code is used to unset the system all areas that have been set will be unset.

4.2 View Event Log

Menu 2

Menu 2 allows the manager to view the event log, which is a list of the last 250 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 250), 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. In the example here, manager #1 'Raymond' performed the User Reset.

```
m01 RAYMOND
```

If the system has a printer permanently installed the manager can request a print out the event log. Menu 3 gives this option.

4.3 Print Event Log

Menu 3

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 UDL 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
```

4.4 Change User Type and Name

Menu 4

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.

The ⇐ symbol moves onto the second line. Now use the ← and → keys to select the user type (refer to section 1.2 for a description of the different user types), and press ENTER.

```
02: USER 02
NORMAL ⇐
```

If an AREA code has been selected, the display will prompt you to select the area to be controlled by this code. Key in a valid area number between 1 and 4.

```
Area Number ?
```

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.

4.5 Change User Code Menu 5

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
?

4.6 Change Phone Control Code Menu 6

The Karlzma UDL system can be controlled remotely by a standard or mobile telephone. The SIS will tell you if this facility has been enabled. A 4 digit code is used to gain access to this facility. This code can be setup by from menu 6. Enter a 4 digit code and press ENTER.

Phone Code
?

4.7 Chime Points Menu 7

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 7 allows you to put a point on chime. Select the point using the ← and → keys and press ENTER. Use the ← and → keys again to put the point on chime, or remove it from chime, and press ENTER again.

01: Front Door
Chime Pt: NO

4.8 Omit 24 Hour Points Menu 8

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 8 allows you to omit 24H points. Go to this menu and press ENTER.

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

06: FIRE DOOR⇐
Omit 24 Hr: NO

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.

4.9 Set Time and Date Menu 9

Select menu 9. 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 ⇐

4.10 Low Volume Sound Menu 10

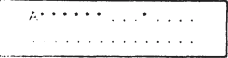
Alarm sounds are always generated at full volume, but other sounds, such as entry and exit sounds, are generated at low volume. The exact volume level can be adjusted from the keypad using menu 9.

Select menu 10 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.

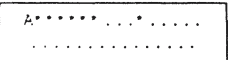


4.11 Walk Test Menu 11

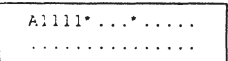
The walktest allows you to check the operation of all of the security points in your system in order to prove that they still work correctly. Your engineer will advise how often you should carry out a walktest. In menu 11 press ENTER to start the walktest. The keypad display will show a '*' for each point which has been enabled but has not yet been tested.



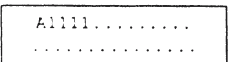
Points which have not been enabled are displayed as dots. The top left of the display represents point 1, the top right is point 15, the bottom left is point 16, the bottom right is point 30. The 'A' in the top left indicates that the points in program A are being tested.



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.



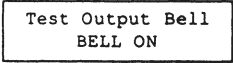
Initially the walktest will allow you to test Security points that are used in program A. To test security points used in programs B or C press either 2 or 3 when the walktest is running to select program B or C respectively. The keypad will display the selected program at the top left. Press 1 to reselect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



Press ERROR at any time to stop the walktest.

4.12 Test Outputs Menu 11

Menu 12 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).



5. MANAGER FACILITIES

This section describes the additional facilities that Karizma UDL can provide. Check the SIS, or ask your installation engineer, to find out if any of these facilities have been enabled.

5.1 TELEPHONE CONTROL

The Karizma UDL control panel permits remote control of the alarm system by means of a standard telephone. Almost any tone dialling telephone can be used, including a mobile phone. However, if you have a telephone connected to same telephone line as the Karizma UDL control panel you will not be able to use that telephone to access the Telephone Control facility. The Phone Control facility is protected by a user code (the Phone Control code, see section 4.6), and can be disabled by the engineer. To use the phone control feature use a standard tone dialling telephone to dial the telephone number of the system. When it answers the call (the ringing tone stops) you will have 4 seconds to press any key on the 'phone. The system will respond with 2 beeps. Now key in the 'phone control code. If this is a valid code the system will respond with a series of beeps that indicate the status of the alarm system, see Table 1. The system is now ready for a phone control command. If the phone control code is not valid then the system will respond with an error tone and hang-up.

Table 1: Phone Control System Status

Beeps	System Status
1	Unset (Day mode)
2	Set
3	Set and Alarm has been triggered
4	Unset and Alarm has been triggered
5	Area Unset
6	System in use

Phone Control Commands

Digit Command	Description
1 Set System	With the system Unset press digit '1' to set Program A. If the system can Set It will do so immediately without the exit period, and the system will produce 2 beeps. If the system cannot set, due to setting faults, then it will produce an error tone. In either case the system will now hang-up.
2 Unset System	With the system Set press digit '2' to Unset the system. The system will produce 2 beeps and hang-up. Note that it is not possible to silence an alarm from phone control.
3 Control Output On	Any Control output can be turned on by pressing digit '3' followed by the number of the Control output (0 to 9). The system will produce 2 beeps and then hang-up. If the Control output has not been programmed the system will produce an error tone and hang-up.
4 Control Output Off	Any Control output can be turned off by pressing digit '4' followed by the number of the Control output (0 to 9). The system will produce 2 beeps and then hang-up. If the Control output has not been programmed the system will produce an error tone and hang-up.

5.3 Keyswitch Operation

Karizma UDL can be operated by a simple keyswitch. The keyswitch can be used to set the full system, unset it, and silence an alarm. If your alarm system has a keyswitch your installation engineer will describe how to use it.

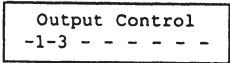
5.4 Group Shunt

The Group shunt facility allows part of the protected premises to be unset without unsetting the whole system. This is often used to allow access to a garage or loading-bay area independently from the main area of the protected premises. Check your SIS to see if this facility has been provided. The detection points in the group will operate normally; they will be set when the system is set, and unset when the system is unset. However, they can also be unset (dis-armed) at any time by operating the group shunt keyswitch. Your installation engineer will give you details on how to do this.

Re-arming the group is done with the keyswitch. However, if a detection point in the group is in fault, eg a door has been left open, the group cannot be re-armed. An led located close to the keyswitch will light, or a buzzer may sound, when it is not possible to re-arm the group. You must dis-arm the group by the keyswitch; this will turn off the led or buzzer. Enter the protected area and clear the faults before trying to re-arm the group again.

5.2 Control Code

A "Control Code" can be allocated by the Manager which permits the control of additional security equipment that may be connected to the Karizma UDL system, such as security lighting, etc. Key In the code at any keypad, and the keypad will display the Outputs Control display. Press keys 0 to 9 to toggle the associated output (0 to 9) on or off. If the number is displayed then the output is on. Press ENTER when finished.



Note that the Control code does not permit setting and unsetting of the system or Areas.

Due to continuous product development, ADE reserve the right to change specifications as and when required without prior notice.



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