Matrix 424/832/832+

ICON & LCD User Manual

Software Version 5

DD243 COMPLIANT

RINS915-2

EN50131-1
Security Grade 2
Environmental Class 2

CONTENTS

CHAPTER 1: INTRODUCTION

Thank you for buying the Matrix control panel, which uses the latest technology in design and manufacture. As the end user of the Matrix security system, this manual has been written to help you use the many functions available enabling you to get the best out of the Matrix alarm panel. Once you are familiar with the panel and its functions, it is advisable to change the default Master User code.

The system can be operated in the following modes from which different options are available to the end user:

Master and Limited User Functions

Master	Limited	User Function	Description
✓	✓	Arm with Omits	Allows zones to be omitted whilst arming the panel
✓	✓	Display Log	Allows you to view the event log
✓	✓	Set Volume	Allows you to alter the volume setting for your keypad
✓	✓	Set Backlight	Allows you to set the backlight intensity
✓	✓	View Time & Date	Allows you to view the panel's time and date settings
✓	×	Change Time	Allows you to change the alarm panel time
✓	×	Change Date	Allows you to change the alarm panel date
✓	×	Edit User	Allows you to edit user types/attributes
✓	×	Change Codes	Allows you to change a users code only
✓	×	Edit User Name	Allows you to edit user names
✓	×	Proximity Volume	Allows you to change the volume of a proximity reader
✓	×	Proximity Cards	Allows you to add/delete proximity cards
✓	×	Add keyfob	Allows you to add/delete key fobs
✓	×	Pulse PGM 1	Allows you to activate a PGM output
✓	×	1 Hr Active	Allows you to open a 1hour up/download time window
✓	×	System Test	Allows you to perform a minimal keypad/panel test

NOTE: There are no user serviceable parts inside.

Quick Start	
	**To Arm / Disarm via ICON go to page 14**
	**To Arm / Disarm via LCD go to page 18**
	**To Arm / Disarm via Prox go to page 49**
	**To Arm / Disarm via keyfob go to page 51**

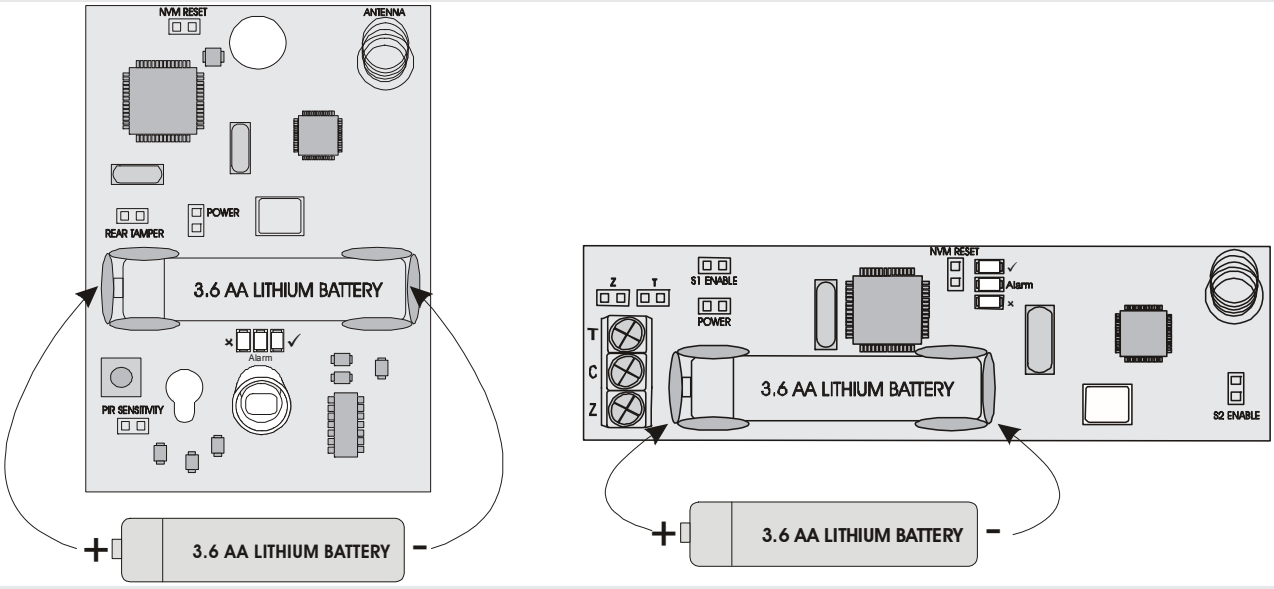
CHAPTER 2: REPLACING THE BATTERIES

The KX12DW, UT3DW and KF4DW will require there batteries to be changed at some point. As the batteries are lithium ones extra care needs to be taken when removing/inserting batteries into the devices.

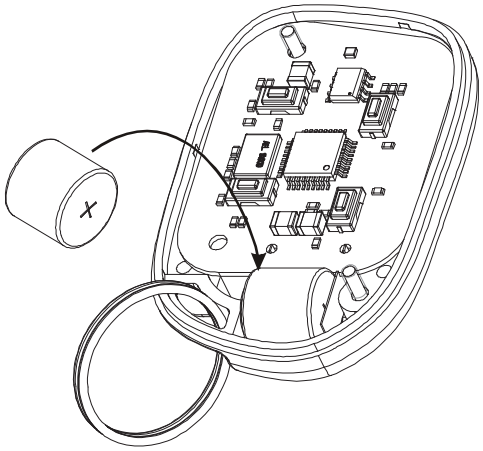
The batteries supplied have been chosen to provide long service life whilst, for safety reasons, having limited output current.
Replace only with approved batteries.

To prevent possible damage to components, any static electrical charge on your body needs to be eliminated before touching the inside of the unit. This can be accomplished by touching some grounded/earthed metallic conductor such as a radiator/pipework immediately before replacing the batteries.

The KX12DW and UT3DW



The KF4DW



Disposing Used Batteries

a) Ensure that you act in accordance with all applicable environmental regulations.
b) Do not open the battery or dispose of in a fire.
c) Small batteries can be attractive to small children and may be swallowed; take precautions.
d) Consult the information sheet supplied with the replacement battery

CHAPTER 3: DISPLAYS

3.1 Layout & Key Operation

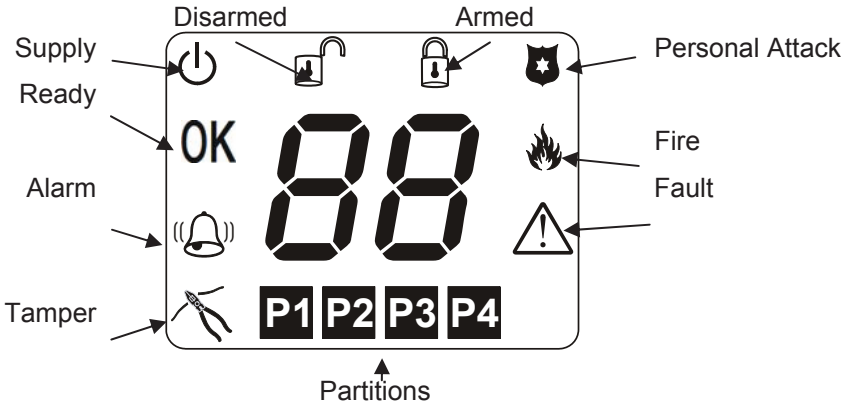
Icon Keypad

LCD Keypad

Button Meanings

88	**Seven Segment Display** Shows zone numbers, partitions armed, system faults, and event memory log number.	
	Personal Attack Alarm Holding this button down for 2 seconds triggers an immediate PA alarm.	
	Fire Alarm Holding this button down for 2 seconds triggers an immediate Fire alarm.	
	Medical button Holding the medical button down for 2 seconds will trigger an emergency alarm.	
6	**Numerical buttons** Functional buttons used for imputing user codes and user programming.	6
	Arm button Used to change arm mode during exit delay	
	Function button Used to enter / exit user mode and, save programming options.	
▲ ▼	**Direction buttons** Direction keys are used to select options and view the log.	▲ ▼ ◀ ▶
	Menu Button Used to enter and exit menu mode.	

3.2 Icon Symbol Meanings



		Rest of World	Denmark, Norway, Finland & Sweden
	Illuminated	Correct AC & DC power sources	AC power is OK
	Blinking	DC source (battery) fault	An AC fault
	Extinguished	No AC power supplied to the panel	No power to panel

OK	Illuminated	OK to Arm, no open zones
	Blinking	Select partitions to arm or disarm / Programming function is active
	Extinguished	One or more open zones or all assigned partitions are already armed

	Illuminated	Used in the *Display Log* function to qualify log information
	Blinking	Active alarm in FTA mode. Digit display shows active zone
	Extinguished	No alarm active

	Illuminated	Indicates a tamper condition (used in log display)
	Blinking	Indicates a tamper condition
	Extinguished	No tamper alarm active

	Illuminated	Indicates a PA alarm condition (used in log display)
	Blinking	Indicates a PA alarm condition
	Extinguished	No PA active

	Illuminated	Indicates a Fire alarm condition (used in log display)
	Blinking	Indicates a Fire alarm condition
	Extinguished	No Fire alarm active

	Illuminated	Indicates a system Fault
	Blinking	
	Extinguished	No Fault active

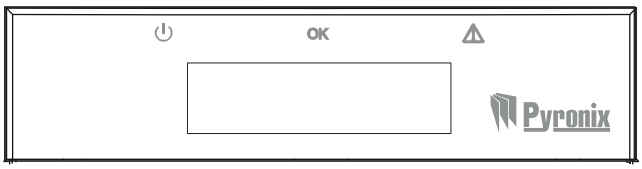
	Illuminated	The panel is armed
	Blinking	The panel is arming with omitted zones
	Extinguished	The panel is not armed

	Illuminated	The panel is disarmed
	Blinking	
	Extinguished	The panel is not disarmed

The **P1**, **P2**, **P3** and **P4** icons are used to show partition information as well as the partition segments.

3.3 LCD Symbol Meanings

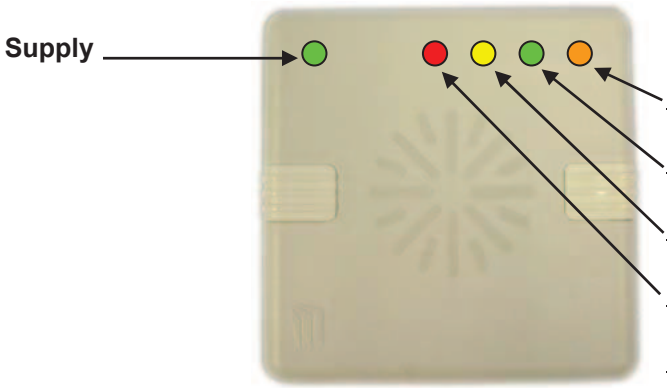
LCD KEYPAD



		Rest of the World	Denmark, Norway, Finland & Sweden
⏻	Illuminated	**Correct AC & DC power sources**	**AC power is OK**
	Blinking	Indicates DC source (battery) fault	Indicates an AC fault
	Extinguished	Indicates AC fault / no power to panel	No power to the panel
⚠	Illuminated	Indicates a system Fault	
	Blinking	Engineers mode active	
	Extinguished	No Fault active	
OK	Illuminated	OK to Arm, no open zones	
	Blinking	Select partitions to arm or disarm / Programming function is active	
	Extinguished	One or more open zones or all assigned partitions are already armed	

3.4 Proximity Reader LED meanings

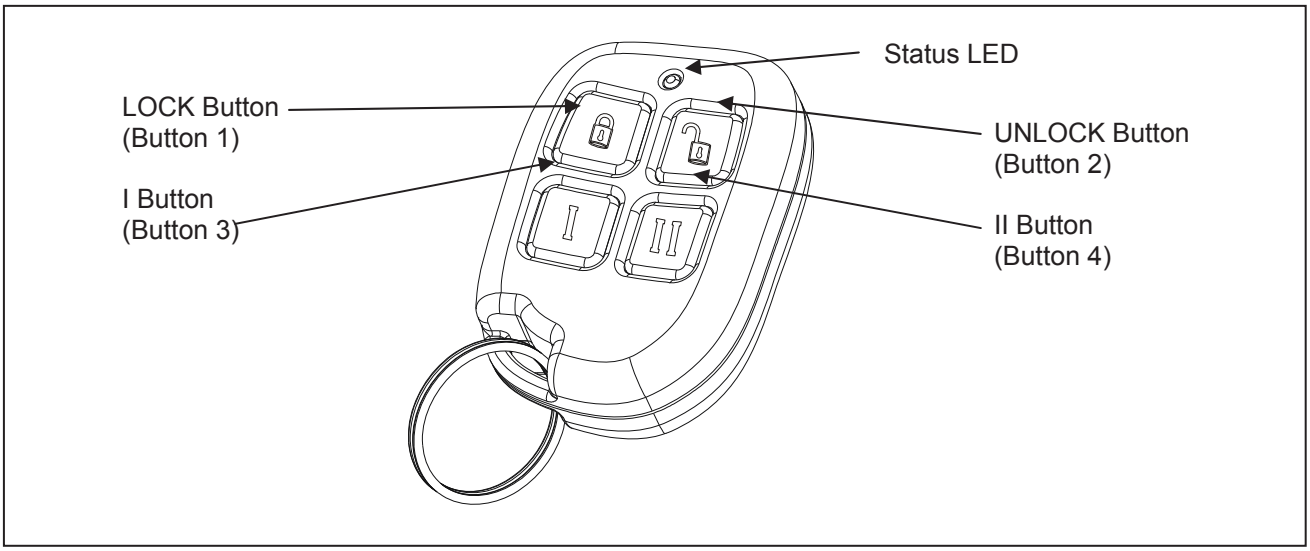
PROXIMITY READER



Status LEDs Multipartition	Status LEDs Single Partition
Partition 4	**Arm mode** D
Partition 3	**Arm mode** C
Partition 2	**Arm mode** B
Partition **1**	Arm mode **A**

Supply	Illuminated	**Correct AC & DC power sources**
	Blinking	Indicates DC source (battery) fault
	Extinguished	Indicates AC fault / no power to panel
Status LEDs	Illuminated	**Partition or Arm mode is Armed**
	Blinking	Partition or Arm mode is in Alarm
	Extinguished	Partition or Arm mode is Disarmed

3.5 Key fob Symbols and Meanings (KF4DW)



3.5.1 The KF4DW Actions

Action	Description
Arm Mode A	Arm the panel in Arm Mode A
Arm Mode B	Arm the panel in Arm Mode B
Arm Mode C	Arm the panel in Arm Mode C
Arm Mode D	Arm the panel in Arm Mode D
Disarm	Disarm the panel (if currently armed or in First to Alarm)
RKP Controlled Output	RKP controlled output*
Keyfob Controlled Output	Keyfob controlled output*
Fire Alarm	Creates a Fire Alarm
Medical Alarm	Creates a Medical Alarm
Personal Attack	Creates a Personal Attack
Not Used	No Action
Quick Arm Mode A	Quick arm part set A**
Quick Arm Mode B	Quick arm part set B**
Quick Arm Mode C	Quick arm part set C**
Quick Arm Mode D	Quick arm part set D**

***Note 1:** Key fob Controlled is a new programmable output type that can be only be assigned to key fob button presses.

***Note 2:** Quick arm is a new arming method. It does not display open zones whilst arming.

All programmed button actions are on a per partition basis. This means that Partitions 1, 2, 3 & 4 can have totally different sets of button actions from each other. This also means that key fobs assigned to users will only be active in one partition (the first partition if assigned to multiple partitions).

3.5.2 STATUS LEDS

The status LED on the key fob shows the status of the panel when any arm or disarm button is pressed. The indications are shown below:

Panel Status	LED Indication
Disarmed	Green for 3 seconds
Arming	Toggles Green/Red in 3 second bursts until armed
Armed	Red for 3 seconds
In Alarm	Flashing Green for 3 seconds
In FTA (First To Alarm)	Flashing Green for 3 seconds

3.6 Hidden Display Mode

The Matrix alarm panel incorporates a hidden display (confidential mode) feature that can be enabled / disabled by your installation engineer.

This feature hides all of the panel information from the keypad display if the keypad has not been used for the last 20 seconds. In hidden display only the supply icon will be shown on the Icon keypad, and only the time & date and supply LED will be displayed on the LCD keypad.

The keypad will remain in hidden display mode until a valid user code has been entered on the keypad.

Depending in which state the alarm panel is currently in, the first valid user code entry whilst in hidden display mode will have the following effects on the panel.

When Disarmed

If there are no system faults then the panel will come out of hidden display mode and automatically start the arming process.

If there are any system faults pending then the keypad will drop out of hidden display mode and allow the system fault to display. The panel will not start the arming process until you re-enter your user code again.

When Armed

The panel will leave hidden display mode and start the disarm process.

For single partition keypad / user combinations this will result in a full panel disarm.

When In Alarm

The panel leave hidden display mode and drop into First To Alarm (FTA) mode.

When In First To Alarm (FTA) mode

If the keypad is allowed to drop back into hidden display mode whilst in FTA mode, then simply enter your user code again to re-display the FTA information.

NOTE: When in User Menu mode the keypad will drop out of the user menu and then into hidden display mode if no keys are pressed for 20 seconds. As long as a key is pressed at least once every 20 seconds then user mode will remain active. Care must be taken not to keep pressing invalid keystrokes as this may cause the alarm panel to interpret this as a key tamper attempt and force the panel into a tamper alarm.

3.7 Latching Alarms – Denmark, Norway, Finland & Sweden only

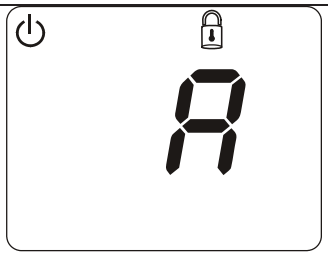
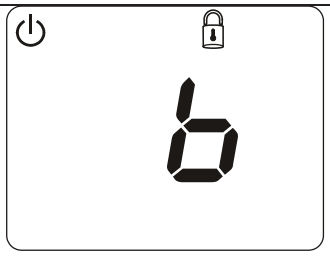
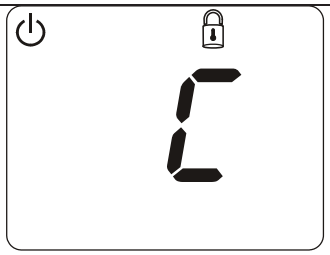
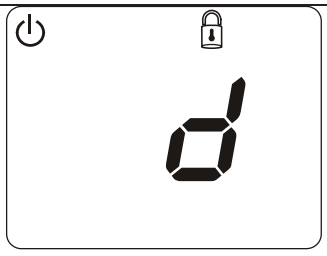
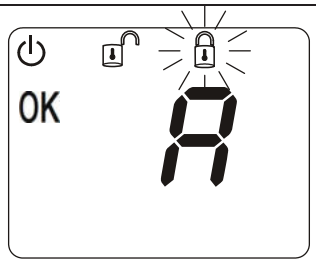
After each and every alarm event the panel will display a latched alarm indicator, until you reset the latched alarm yourself, by either viewing the event log or by re-arming the panel.

Latched alarms are only displayed in day mode and are indicated by a fast flashing bell on the Icon keypad and by the message *VIEW THE LOG* on the LCD keypad.

To clear the latched alarm indicator, you can either view the event log using the **View Log** user function, or alternatively by fully re-arming the panel again.

If hidden display mode is enabled the keypad will not hide until the latched alarm is cleared.

3.8 Arm Modes – Single Partition

Icon Keypad	LCD Keypad
If a keypad is allocated to only one of the four available partitions then the arm mode in which this partition is armed will be displayed, assuming hidden display mode is not active.	If a keypad is allocated to only one of the four available partitions then the arm mode in which this partition is armed will be displayed, assuming hidden display mode is not active. Alternatively, the arm mode message may be displayed if enable by your Engineer.
Partition is armed in Mode A	
	
Partition is armed in Mode B	
	
Partition is armed in Mode C	
	
Partition is armed in Mode D	
	
Partition is arming with Omits	
	

3.9 Partition Indications

If your alarm panel has been configured at install time to have more than one partition, you may display single or multiple partition information, depending on a variety of options programmed by your installer. If your keypad has been configured for a single partition use only, then you will not display partition information, except in anti code reset.

3.9.1 LCD Keypad – Multiple Partitions

The following status will be displayed for each partition of a common keypad, assuming hidden display mode is not active:

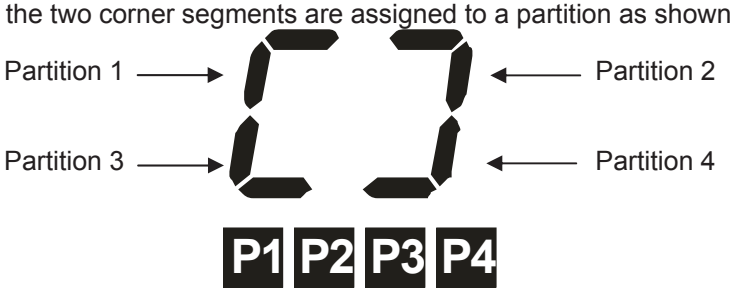
🔔 Alarm ○ Arming ! Arming With Omits

• Armed # Reset Required

All partitions are disarmed	Partition 1 is arming or selected to be armed
PARTITION 1 2 3 4 STATUS	PARTITION 1 2 3 4 STATUS ○
Partition 1 is armed	Partition 1 in alarm condition
PARTITION 1 2 3 4 STATUS •	PARTITION 1 2 3 4 STATUS 🔔
Partition 1 Engineer / Anti-code reset required	Partition 1 arming with omits
PARTITION 1 2 3 4 STATUS #	PARTITION 1 2 3 4 STATUS !

3.9.2 Icon Keypad

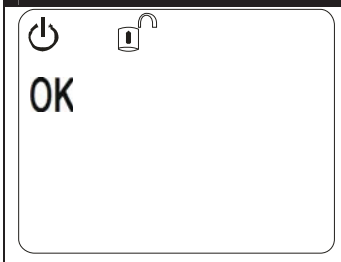
As well as the **P1** – **P4** icons, partition information is shown on the 7-segment displays, as this is easily visible from a distance. Each of the two corner segments are assigned to a partition as shown below.



Single Partition Indications

The following displays are shown on the Icon keypad when the keypad is used to arm or disarm the panel when configured as a single-partition system.

Disarmed



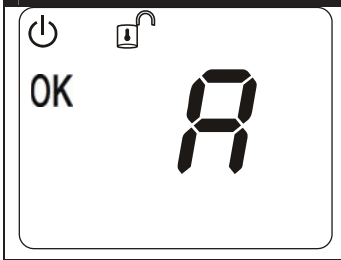
The DISARMED and OK icons are displayed.

The panel is ready for arming.

In Alarm

The last open zone number is displayed. (Zone 1)

Arming



The DISARMED and OK icons are displayed.

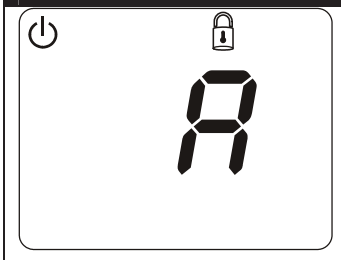
The panel is arming in arm mode A

First To Alarm (FTA)

The BELL icon flashes.

Zone 1 was the First zone To Alarm (FTA)

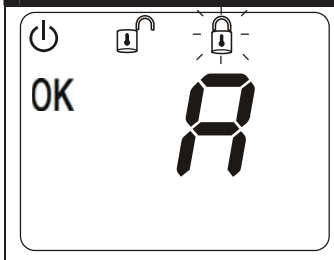
Armed



The ARMED icon is displayed.

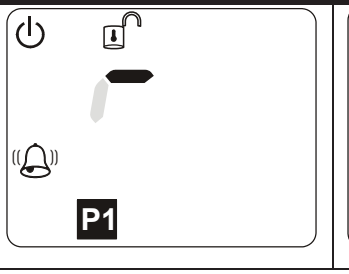
The panel has armed in mode A

Arming with Omits



The armed icon flashes indicating that the panel is arming with omitted zones.

Anti-Code Reset / Engineer Reset



Partition 1 segments flash alternately as shown.

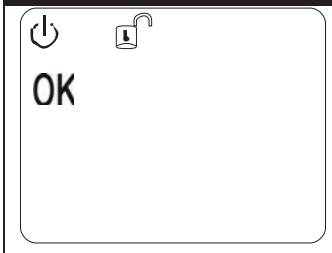
Multiple Partition Indications

The following displays are shown when the keypad is used to arm or disarm the panel when configured as a multi-partition system.

Please note that if you have a multi-partition installation, your keypad and user code may have been configured for single partition operation only. If this is the case then please refer to single partition operation throughout this manual.

Icon Keypad

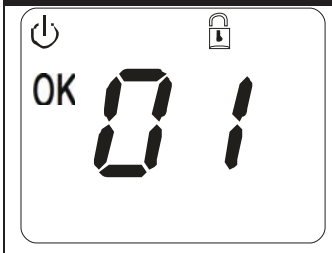
Disarmed



The DISARMED and OK icons are displayed.

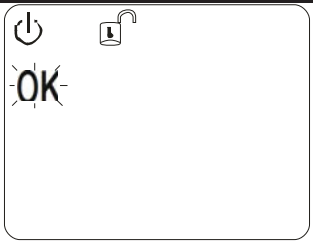
The panel is ready for arming.

In Alarm



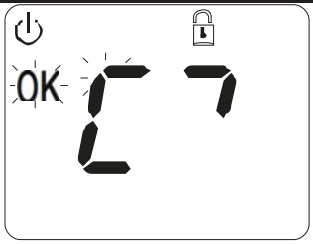
The last open zone number is displayed. (Zone 1)

Choose Partitions



OK icon flashes to prompt you to enter the partition(s) you want to arm.

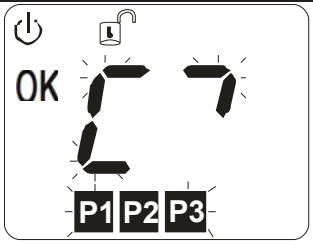
Choose FTA



The OK icon flashes.

Partition in alarm flashes.

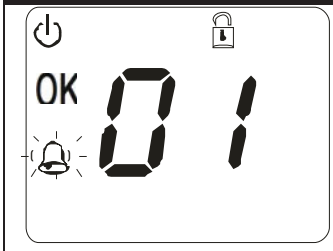
Arming



OK stops flashing.

Arming partitions 1, 2 & 3 flash.

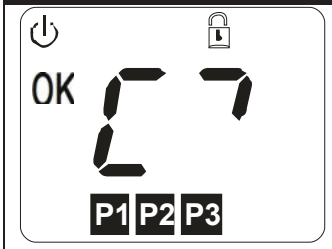
First To Alarm (FTA)



The BELL icon flashes.

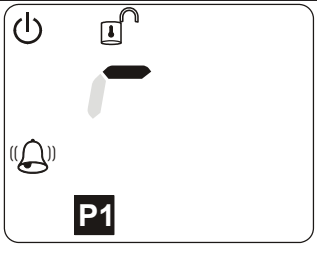
The first zone into alarm in the partition is displayed

Armed



The ARMED icon is displayed.
Partitions 1, 2, & 3 are armed.

Anti-Code Reset / Engineer Reset



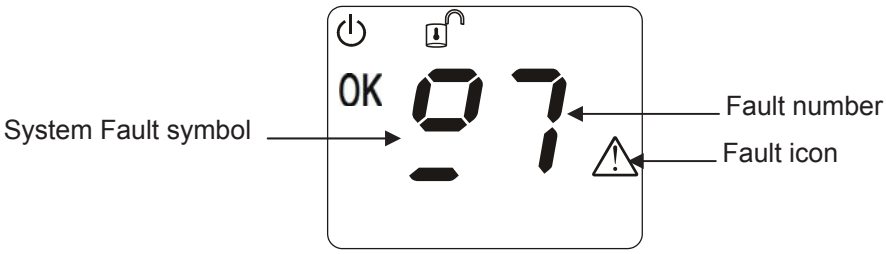
Partition segments flash alternately as shown.

3.10 Displaying System Faults

3.10.1 Icon Keypad

When the Matrix detects a system fault, it displays the fault on the icon keypad (⚠). The fault takes the form of a special symbol and a number. You can use this number to look up the actual fault by using the log table on page 52. The system fault section of the log table has been repeated here for your convenience.

Example: System Fault 7



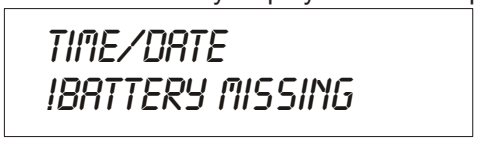
When a system fault is displayed in day mode, the following table applies.

System Fault	Description	Icon
1	Bell fuse fail	⚠
2	Auxiliary fuse fail	⚠
3	Battery missing	⚠
4	Battery low voltage	⚠
5	Mains fail	⚠
6	Telephone line fail	⚠
7	Remote device has gone missing	⚠
8	Failed to report to central station	⚠
9	Battery fault on wireless expander	⚠
A	Battery fault on keyfob(s)	⚠
B	Jamming fault on wireless expander	⚠
C	Detector signal low	⚠
D	Detector signal has gone missing	⚠

While system faults are being displayed the keypad sounder periodically emits a low tone. This is to alert you to the fault. Once you are aware of the fault you can silence the low tones by pressing the ⏫ key once while the fault is being displayed. If the fault is not cleared for a period of time then the sounder will re-start.
In hidden display mode the fault sounder cannot be silenced.

3.10.2 LCD Keypad

On an LCD keypad the system fault is automatically displayed on the display as shown below:



While system faults are being displayed the keypad sounder periodically emits a low tone. This is to alert you to the fault. Once you are aware of the fault you can silence the low tones by pressing the ↵ key once while the fault is being displayed. If the fault is not cleared for a period of time then the sounder will re-start.
In hidden display mode the fault sounder cannot be silenced.

***Note:* If the keypad has entered hidden display mode, only the time and date will be displayed.**

3.11 Displaying Open Zones

While the panel is disarmed, any open zones will be displayed on the keypad (zone number on 7-segment display on Icon keypad, zone name preceded by the '!' symbol on LCD keypad), as long as this feature has been enabled by your installer. Since the keypad can only display one open zone at a time, use the ▲ and ▼ keys to display other open zones.

3.12 Latching System Faults – Norway, Denmark, Finland & Sweden

All system faults are latched. This means that once a system fault has been triggered, the display will continue to display the fault even if the fault is eventually removed from the system. To clear the latched fault, first remove the fault then view the event log.

Once you have entered and then left the View Log function, and if the system fault is no longer active, the system fault message and the *VIEW THE LOG* indication will be removed from the display.

3.13 Latching Battery Fault

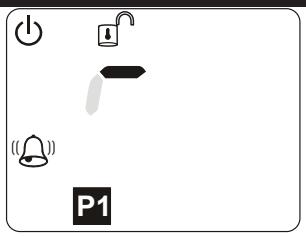
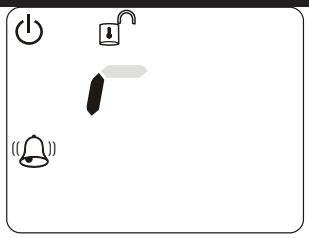
Battery faults may be latched if enabled by your installation engineer. This means that once a battery fault has occurred, the display will continue to display the fault even if the cause of the fault has been removed from the system.

In this case you will need to contact your installation engineer to clear the battery fault from the display.

If your installation engineer has allowed you to reset battery faults, then the *Latching System Faults* procedure above will allow you to clear the fault as discussed.

3.14 Anti-code / Engineer Reset

If your installer has enabled anti-code or Engineer reset, after an alarm condition you will be unable to re-arm the panel until a reset code has been entered.

<table>
<tr><th colspan="2">Icon Keypad</th></tr>
<tr><td> 
</td><td>  </td></tr>
<tr><th colspan="2">LCD Keypad</th></tr>
<tr><td>Single Partition</td><td>Multiple Partitions</td></tr>
<tr><td>RESET REQUIRED</td><td>PARTITION 1 2 3 4
STATUS #</td></tr>
</table>

Press the 🔒 key to display the anti-code seed number. This should be passed on to your central monitoring station, who will in turn provide you with a corresponding reset code.

Enter the code on your keypad.

The system will return to normal operation.

CHAPTER 4: ARMING / DISARMING THE SYSTEM

This section details how to arm and disarm a Matrix system using both the Icon and LCD keypads. As with most Matrix features there are always possible variations depending on how the Matrix features have been programmed by your installer.

These instructions assume the default user code (①②③④) is being used to arm/disarm the panel. If your user code is different, then substitute your user code in place of the one described here.

4.1 Icon Keypad

4.1.1 Arming – Single Partition User

To arm the system all zones must be closed (OK icon displayed). To arm the system with open zones, refer to the *Arm With Omits* function on page 26.

Enter you personal user code ①②③④.

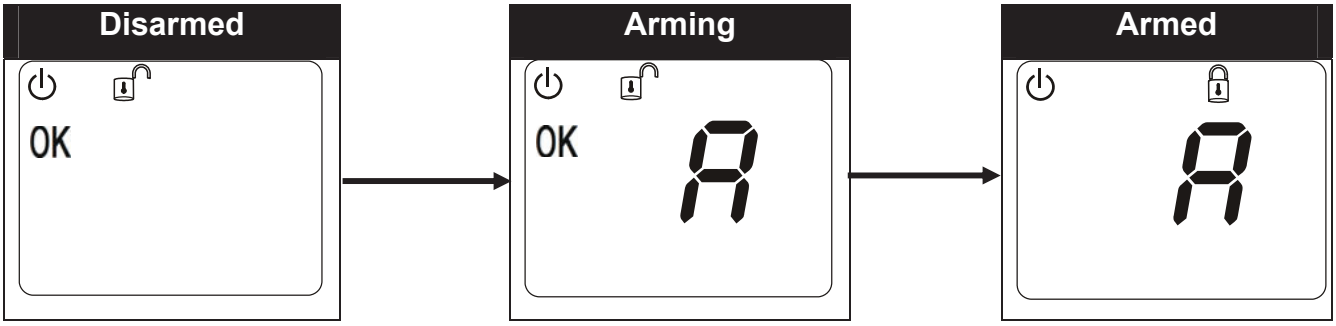
If your code has been accepted, you will hear a confirmation tone and the system will start arming in arm mode A. The exit tones will sound indicating that arming has commenced.

To change the arm mode press the 🔒 key followed by the arm mode you require (**A, B, C** or **D**). The system will re-configure for the new arm mode.

You must leave the premises by the designated route.

At the end of the exit timer the system will arm.

Some installations require that a push button switch be pressed before the panel finally arms.



4.1.2 Displaying the Armed Status

Once the system has armed, the Icon keypad will either display the arm mode (**A, B, C** or **D**), or it will display nothing at all. This depends on how the Matrix features have been programmed by your installer.
If hidden display mode is enabled only the supply icon (⏻) will operate.

4.1.3 Disarming the System – Single Partition User

Enter you personal user code ①②③④.

No Alarm Condition

If your code has been accepted, you will hear a confirmation tone and the system will disarm. The Icon keypad will revert to normal day mode operation.

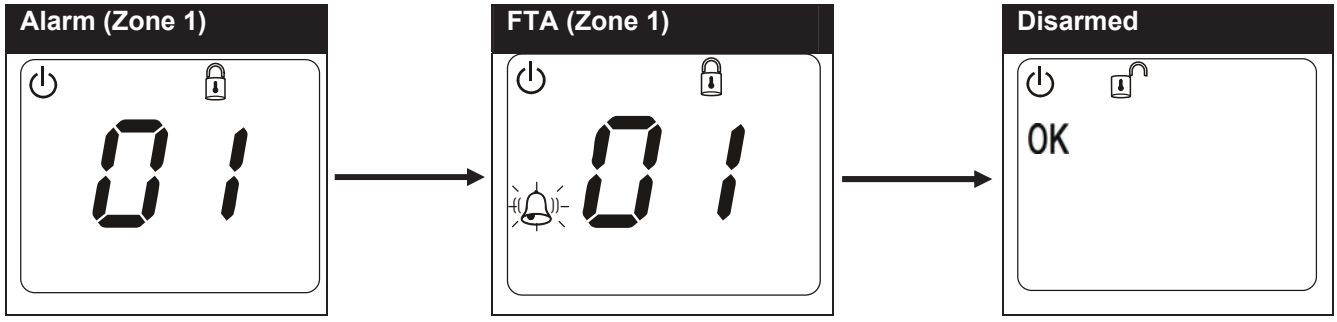
After an Alarm Condition

If your code has been accepted, you will hear a confirmation tone and the system will go into First To Alarm (FTA) mode.

First To Alarm (FTA) Mode

The bell icon (🔔) flashes slowly indicating that you are in FTA mode. This mode allows you to view the first zone that went into, and thus caused, the alarm. If the keypad enters hidden display mode whilst in FTA mode, simply re-enter your user code to re-display the FTA information.

To fully disarm, enter you personal user code ①②③④. If your code has been accepted, you will hear a confirmation tone and the system will disarm. The ICON keypad display will revert to normal day mode operation.



4.1.4 Latched Alarm Condition – Denmark, Finland, Norway & Sweden Only

A special indication will appear on the ICON display after any valid alarm has been successfully disarmed. The ICON keypad will flash the bell icon (🔔) at twice the normal rate. Whilst this display is active, the keypad will not enter hidden display mode (if hidden display mode is enabled).

This is to prompt you to check the event log. To stop the bell icon (🔔) flashing you must use the user function **View Log** described on page 27. Alternatively, enter a valid user code to re-arm the panel. Once armed, the previous latched alarm will be cleared.

4.1.5 Anti-Code Reset

If your system has anti code reset enabled, the top left partition segments will flash alternately. The **P1** icon will also flash, indicating that partition 1 is in anti-code reset.

You will be unable to re-arm your alarm panel until an anti-code number has been entered. Press the 🔒 key to display the anti code seed number. The number is displayed one digit at a time. This number should be passed onto your central monitoring station, who will in turn provide you with a corresponding anti code number.

Enter this anti code number on your keypad (after pressing the 🔒 key).

Your system will return to normal operation.

If the keypad drops into hidden display mode, re-enter your user code to unhide the display and press the 🔒 key to re-display the anti-code seed number.

4.1.6 Arming – Multiple Partition User

To arm the system all zones must be closed, (OK icon displayed). To arm the system with open zones, refer to the *Arm With Omits* function on page 26.

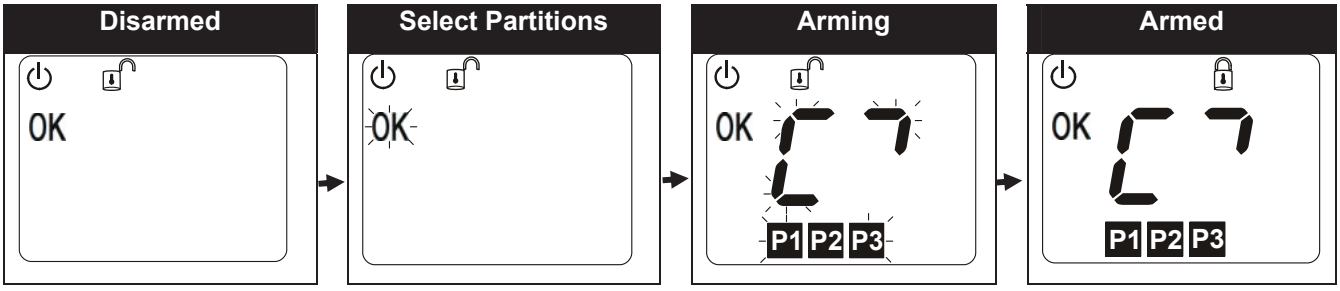
Enter you personal user code ①②③④.

If your code has been accepted you will hear a confirmation tone and the OK icon (OK) will start to flash. This indicates that you should enter the number(s) of the partition(s) you wish to arm.

Enter the partition(s) you wish to arm by pressing the ① - ④ keys on the keypad. Partitions that you have selected for arming will flash on the icon display. When you have made your final selection(s) press the ⏫ key to confirm. The exit tones will sound indicating that arming has commenced.

You must leave the premises by the designated route.

At the end of the exit timer the system will arm. Some installations require that a push button switch be pressed before the panel finally arms.



4.1.7 Displaying the Armed Status – Multiple Partition User

Once the system is armed the icon keypad will either display the armed partitions or it will display nothing at all. This depends on how the Matrix features have been programmed by your installer.
If hidden display mode is enabled only the supply icon (⏻) will operate.

4.1.8 Disarming the System – Multiple Partition User

This section describes how to disarm your system under various panel states.

No Alarm Condition

Enter you personal user code ①②③④.

If your code has been accepted, you will hear a confirmation tone and the OK icon (OK) will flash. All armed partitions are displayed. At this point you can arm or disarm any partitions allocated to you. Select the partition(s) you wish to disarm. The selected partition segments will be removed from the icon display.

Once you have selected all the partition(s) to disarm, press the ⏫ key to confirm them. The partition(s) will disarm.

After an Alarm Condition

Enter you personal user code ①②③④.

If your code has been accepted you will hear a confirmation tone and the OK icon (OK) will flash. All armed partitions are displayed. At this point you can arm or disarm any partitions allocated to you. All partitions in alarm will be flashing.

Select the partition(s) you wish to disarm and press the ⏫ key. The system will go into First To Alarm (FTA) mode.

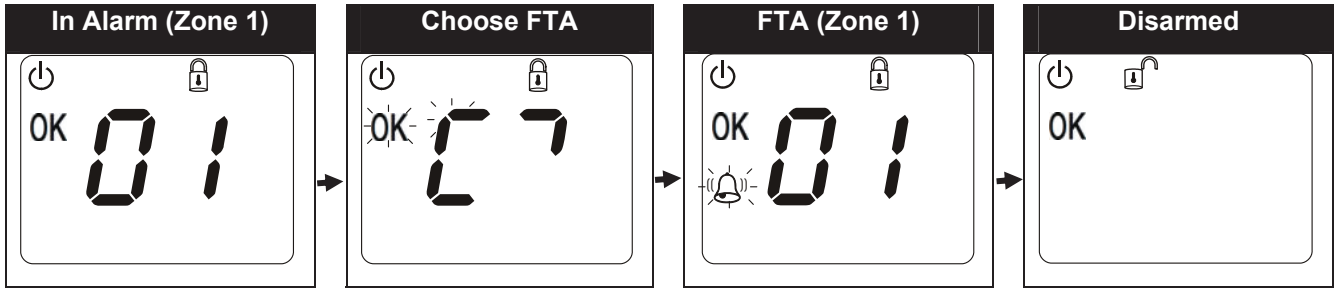
First To Alarm (FTA) Mode

The bell icon (🔔) flashes slowly indicating that you are in FTA mode.

This mode allows you to view the first zone that went into, and thus caused, the alarm. This will always be for the last partition you selected. If the keypad enters hidden display mode whilst in FTA mode, simply re-enter your code to re-display the FTA information.

To disarm the partition(s), enter your personal user code ①②③④ and select the partition(s) you want to disarm, followed by the ⏫ key to confirm.

The selected partitions will disarm.



4.1.9 Latched Alarm Condition – Denmark, Finland, Norway & Sweden Only – Multiple Partition

A special indication will appear on the ICON display after any valid alarm has been successfully disarmed. The ICON keypad will flash the bell icon (🔔) at twice the normal rate. Whilst this display is active, the keypad will not enter hidden display mode (if hidden display mode is enabled).

This is to prompt you to check the event log. To stop the bell icon (🔔) flashing you must use the user function **View Log** described on page 27. Alternatively, enter a valid user code to re-arm the panel. Once armed, the previous latched alarm will be cleared.

4.1.10 Anti-Code Reset – Multiple Partition User

If your system has anti code reset enabled, the two segments of the corner partition segment for the partition in question will flash alternately. The partition icon will also flash, indicating that the partition is in anti-code reset.

You will be unable to re-arm your alarm panel until an anti-code number has been entered. Press the 🔒 key to display the anti code seed number. The number is displayed one digit at a time. This number should be passed onto your central monitoring station, who will in turn provide you with a corresponding anti code number.

Enter this anti code number on your keypad (after pressing the 🔒 key).

Your system will return to normal operation.

If the keypad drops into hidden display mode, re-enter your user code to unhide the display and press the 🔒 key to re-display the anti-code seed number.

4.2 LCD Keypad

4.2.1 Arming – Single Partition User

If all zones are closed the OK LED will be illuminated.

Otherwise use the [▼] & [▲] buttons to list the open zones.

The open zones will be displayed in order on the display:

Enter you personal user code [A 1][B 2][C 3][D 4] to arm the panel.

The partition will start arming in mode A and a repeated high tone counting the exit time will be emitted from the keypad.

If a different Arm Mode is desired press [🔒] then [A 1] or [B 2] or [C 3] or [D 4].

Leave the premises by the designated route.

Depending on the programming and arm mode used, you may be required to press a 'Push To Set' button before the system will fully arm.

4.2.2 Displaying the Armed Status – Single Partition User

Once the system is armed the LCD keypad will either display the time/date and the arm mode (**A**, **B**, **C** or **D**) or it will just the time and date. This depends on how the Matrix features have been programmed by your installer.

4.2.3 Disarming – Single Partition User

Enter you personal user code [A 1][B 2][C 3][D 4].

No Alarm Condition

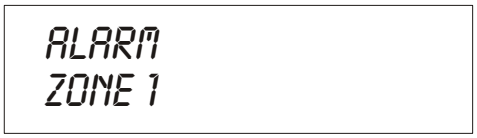
If your code has been accepted, you will hear a confirmation tone and the system will disarm. The LCD keypad will revert to normal day mode operation.

After Alarm Condition

If your code has been accepted, you will hear a confirmation tone and the system will go into First To Alarm (FTA) mode.

First To Alarm (FTA) Mode

The first zone to activate an alarm will be shown on the display.



To clear the display and returned to disarmed mode enter the user code again.

If the keypad goes into Hidden Display mode whilst you are in FTA mode, enter your user code again to re-display the FTA messages.

4.2.4 Latched Alarm Indication – Denmark, Norway, Finland & Sweden only – Single Partition

A special indication will appear on the LCD display after any valid alarm has been successfully disarmed. The LCD keypad will display *VIEW THE LOG*. Whilst this display is active, the keypad will not enter hidden display mode (if hidden display mode is enabled).

This is to prompt you to check the event log. To remove the latched alarm you must use the user function **View Log** described on page 27. Alternatively, enter a valid user code to re-arm the panel. Once armed, the previous latched alarm will be cleared.

4.2.5 Anti-Code Reset – Single Partition User

If your system has anti code reset enabled, the LCD display will show '*RESET REQUIRED*'.

You will be unable to re-arm your alarm panel until an anti-code number has been entered. Press the ⓐ key to display the anti code seed number. This number should be passed onto your central monitoring station, who will in turn provide you with a corresponding anti code number.

Enter this anti code number on your keypad (after pressing the ⓐ key).

Your system will return to normal operation.

If the keypad drops into hidden display mode, re-enter your user code to unhide the display and press the ⓐ key to re-display the anti-code seed number.

4.2.6 Arming – Multiple Partition User

If all zones are closed the OK LED will be illuminated.

Otherwise use the [▲] & [▼] buttons to list the open zones.

The open zones will be displayed in order on the display:

Enter you personal user code [A 1][B 2][C 3][D 4] to arm the panel.

Select the partition(s) to be armed by entering the appropriate numeric button on the keypad: [A 1], [B 2], [C 3] or [D 4].

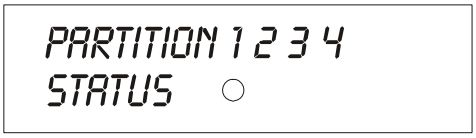
The LCD display will indicate the partitions to arm with an " ○ " symbol

Alternate presses of the same numeric key will turn the corresponding symbol on / off.

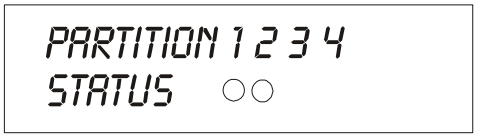
Select all partitions needed to arm and then press [↵] to confirm.

Arming will be confirmed by a repeated high tone emitted from the keypad.

Armed partitions are identified by a "●" symbol.



Arming Partition 1



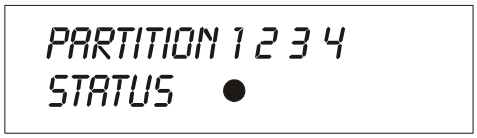
Arming Partitions 1 & 2

Leave the premises by the designated route.

Depending on the programming and arm mode used, you may be required to press a 'Push To Set' button before the system will fully arm.

4.2.7 Displaying the Armed Status – Multiple Partition User

The LCD keypad will display armed partitions with a "●" symbol underneath the partition number, as shown below.

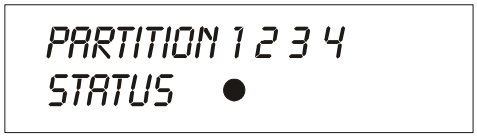


4.2.8 Disarming – Multiple Partition User

This section describes how to disarm your system under various panel states.

No Alarm Condition

Enter you personal user code [A 1][B 2][C 3][D 4]. The partitions that are currently armed will be displayed:



Select the partition(s) to be disarmed by pressing the appropriate numeric button on the keypad: [A 1], [B 2], [C 3] or [D 4].
The symbol indicating the partition to disarm will turn off. Alternate presses of the same numeric key will turn the corresponding segment on / off.
Once you have selected all the partition(s) to disarm, press the [↵] key to confirm them. The partition(s) will disarm.

After an Alarm Condition

Enter you personal user code [A 1][B 2][C 3][D 4].

If your code has been accepted you will hear a confirmation tone and the OK icon (OK) will flash. All armed partitions are displayed. At this point you can arm or disarm any partitions allocated to you. All partitions in alarm will be flashing.

Select the partition(s) you wish to disarm and press the [↵] key. The system will go into First To Alarm (FTA) mode.

First To Alarm (FTA) Mode

The first zone to activate an alarm will be shown on the display.

To clear the display and returned to disarmed mode enter the user code again.

If the keypad goes into Hidden Display mode whilst you are in FTA mode, enter your user code again to re-display the FTA messages.

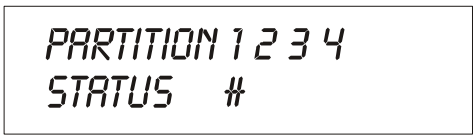
4.2.9 Latched Alarm Indication – Denmark, Norway, Finland & Sweden only – Multiple Partition

A special indication will appear on the LCD display after any valid alarm has been successfully disarmed. The LCD keypad will display *VIEW THE LOG*. Whilst this display is active, the keypad will not enter hidden display mode (if hidden display mode is enabled).

This is to prompt you to check the event log. To remove the latched alarm you must use the user function **View Log** described on page 27. Alternatively, enter a valid user code to re-arm the panel. Once armed, the previous latched alarm will be cleared.

4.2.10 Anti-Code Reset – Multiple Partition User

If your system has anti code reset enabled, the LCD display will show the partitions that require anti-code reset as shown below.



You will be unable to re-arm your alarm panel until an anti-code number has been entered. Press the [🔒] key to display the anti code seed number. This number should be passed onto your central monitoring station, who will in turn provide you with a corresponding anti code number.

Enter this anti code number on your keypad (after pressing the [🔒] key).

Your system will return to normal operation.

If the keypad drops into hidden display mode, re-enter your user code to unhide the display and press the [🔒] key to re-display the anti-code seed number.

4.3 Partitions

4.3.1 Part Sets Explained

Each partition can be armed in one of 4 different arm modes. These arm modes are called *part sets* and are identified as **A**, **B**, **C** or **D**. The default arm mode for single and multi partition systems is arm mode **A.**
Your installation engineer may have programmed certain zones so that they behave differently in the other arm modes (**B**, **C** & **D**). For example, the panel might be programmed so that arming in arm mode **B** causes the rear entry door and side gate to be un-protected. You might want to do this if you are working in the rear garden but want the rest of the house protected.
Part sets in effect allow zones to be re-configured to your requirements. Your installation engineer can program up to 4 different zone settings through the 4 different arm modes, **A**, **B**, **C** & **D**. The default arm mode is always arm mode A.

4.3.2 Partitions Explained

The Matrix 832 / 832+ / 424 alarm panels have support for up to four partitions. Partitions allow a single alarm panel to monitor up to 4 completely separate areas, each area having its own set of monitored zones.
This can be useful in installations where access to some areas needs to be restricted.
For example, you may wish to disarm one area of the protected premises while leaving other areas fully armed.
Your installer is able to configure the Matrix alarm panel to achieve this, using multiple partitions.
If multiple partitions are not required then the matrix system can be configured for single partition operation. This is the most popular and common type of installation.

4.3.3 Partition Dependency

This is only applicable to a multiple partition installation.
In some circumstances you may wish a partition to arm/disarm based on whether or not other partitions are armed or disarmed. This is called partition dependency.
An example of this would be a lobby in a block of flats. If the lobby was installed as partition 3 and two adjoining flats were installed as partitions 1 and 2, then we could want the lobby to be armed only if both partitions 1 and 2 were armed, but not if only one was armed.
Similarly, if all 3 partitions are armed in the above example, we would want partition 3 to disarm when we disarm any of the other flats (so that someone walking about in the lobby doesn't trip the alarm).
Due to the complexity of partition installations it is advisable that you gain some training from your installer on installation and use of partitions for your premises.

4.4 Duress Arming / Disarming

A duress code is a personal user code that the alarm panel recognises as being entered under duress. By this we mean that the user has been forcibly made to enter their user code to disarm or arm the panel by another person(s).

The alarm panel treats this code like a proper user code and behaves as normal. The duress code will arm or disarm the system as normal. However, an emergency message is sent to your central monitoring station indicating that the panel was armed / disarmed under duress.

4.4.1 Entering a Duress Code

There are two methods for entering a duress code, which can be individually enabled or disabled.

Method 1

If your user code has different 3rd and 4th digits then simply reversing these digits on code entry, will cause a duress code to be recognised.

Example

USER CODE: 12**34**56
DURESS CODE: 12**43**56

Method 2

The second method employs a special duress user code. This code is allocated either by a master user or by your installation engineer.

4.5 Fault Tones

To silence fault tones, which occur while a fault is present, press the ⏫ key once.

4.6 Emergency Services

4.6.1 Activating a Fire Alarm

To activate the Fire Alarm hold down the 🔥 button for 2 seconds.

The Fire alarm activates internal and external sirens.

Three rising tones will be heard, and a message will be sent to the to the central monitoring station.

4.6.2 Activating a Personal Attack (P.A) Alarm

To activate a Personal Attack hold down the 🚨 button for 2 seconds.

The PA alarm can be silent or audible depending on how the system has been programmed by your engineer. If audible the internal and external sirens will be activated after pressing the button, a PA alarm message will be sent to the central monitoring station. If silent, only a PA alarm message will be sent to the central monitoring station

4.6.3 Activating a Medical Alarm

To activate the medical key hold down the ➕ button for 2 seconds

The Medical alarm will activate the internal and external sirens, and a high frequency repeated tone will be emitted from the keypads. A medical alarm message will be sent to the central monitoring station.

CHAPTER 5: USER FUNCTIONS

The Matrix alarm panel is normally installed and configured by your installer using a special programming mode not available to normal users. You can however configure some basic features and program new user codes by using *user mode*. This section describes all of the programming functions available in *user mode*.

Please note that there are two types of user codes: **Master** and **limited** user codes. Master user codes have access to more user mode functions than limited user codes. If a function described in this section is not available to you, it may be because your user code is **limited**.

5.1 Available User Functions

The following user mode functions are available. Please note that limited user codes cannot run master only functions.

Master	Limited	User Function	Description
✓	✓	Arm with Omits	Allows zones to be omitted whilst arming the panel
✓	✓	Display Log	Allows you to view the event log
✓	✓	Set Volume	Allows you to alter the volume setting for your keypad
✓	✓	Set Backlight	Allows you to set the backlight intensity
✓	✓	View Time & Date	Allows you to view the panel's time and date settings
✓	×	Change Time	Allows you to change the alarm panel time
✓	×	Change Date	Allows you to change the alarm panel date
✓	×	Edit User	Allows you to edit user types/attributes
✓	×	Change Codes	Allows you to change a users code only
✓	×	Edit User Name	Allows you to edit user names
✓	×	Proximity Volume	Allows you to change the volume of a proximity reader
✓	×	Proximity Cards	Allows you to add/delete proximity cards
✓	×	Add keyfob	Allows you to add/delete key fobs
✓	×	Pulse PGM 1	Allows you to activate a PGM output
✓	×	1 Hr Active	Allows you to open a 1hour up/download time window
✓	×	System Test	Allows you to perform a minimal keypad/panel test

5.2 Entering User Mode

For functions such as viewing the log, changing user codes and changing the time etc. you must first enter user mode. If hidden display mode is enabled, you must exit this before entering user mode. This ensures system information cannot be changed or viewed by unauthorised users.

Icon Keypad	LCD Keypad
You can only enter user mode if one or more of your assigned partitions are disarmed. Enter ⓐ①②③④ If your code has been accepted you will hear a confirmation tone, the disarmed icon (🔓) will flash and the OK icon (OK) will extinguish. This indicates that you are in user mode. Once in user mode you can select the user mode functions as described below. ***<u>Note:</u> If you enter user mode and fail to press any key for a while, user mode will expire and the keypad will return to day mode.*** ***This timeout period is 20 seconds if hidden display mode is enabled and 2 minutes if hidden display mode is not enabled.***	To enter User mode press [📖] once and enter your user code [A 1][B 2][C 3][D 4]. If you do not wish to enter the user menu, press the [📖] key again. Pressing this key multiple times toggles entry to the user menu. An acceptance tone will be heard and the following display will be shown: USER MENU >ARM WITH OMITS ***<u>Note:</u> If you enter user mode and use no functions, the panel will automatically time out and exit the user menu.*** ***The time out period is 20 seconds if hidden display mode is enabled, and 2 minutes if hidden display mode is not enabled.***

5.3 Exiting User Mode

Icon Keypad	LCD Keypad
To exit the User mode, press ⓐ⓪. The disarmed icon (🔓) will stop flashing and the OK icon (OK) will re-appear.	There are two methods of exiting user mode: 1. Scroll to the end of the main user menu using the [▼] key. The following screen will be displayed: USER MENU >EXIT MENU Press [↵] to exit user menu 2. Whilst in user menu hold the [📖] key down for 2 seconds, which automatically exits user mode. However this does not work whilst you are inside a user function.

5.4 Arm with Omits

This function allows you to omit any zone(s) before arming the panel.

Icon Keypad	LCD Keypad
1. Enter user mode 2. Enter ⏫①②	Use the ▲ and ▼ keys to navigate to "*ARM WITH OMITS*", press ↵ to select the function. The following display will be shown:
Two underscores will appear on the icon display prompting you to enter a **two digit** zone number. For single digit zone numbers (1-9), type the zone number preceded by a '0'. If you want to change the zone number you just typed in, simply type a new two digit zone number.	SELECT ZONE 01 > ZONE 1 Use the ▲ and ▼ keys to scroll through all the available zones, or enter the two-digit zone number on the keypad.
3. Press the ⏫ key to add this zone to the list of *zones to omit*. If you have access to that zone then an acceptance tone will sound. If you do not have access to that zone a low error tone will sound indicating that the zone was not added to the *zones to omit* list.	To omit the zone press ↵ key. If you wish to leave the `Arm with omits' option without arming press the ↵ key twice. To omit all selected zones and arm, press the 🔒 key.
4. Repeat this operation for any more zones that you want to omit.	OMIT ZONE >PRESS A,B,C,OR D
5. If you decide not to arm with the omitted zones, press the ⏫ key again. A low error tone will be played. This indicates that all omitted zones have been removed from the *omit zone list*. The function will terminate.	Enter A1 B2 C3 or D4 to select the Arm mode. A single partition keypad will start arming in the arm mode chosen as in the example below (mode B).
6. If you are ready to arm the panel with the omitted zones, press the 🔒 key followed by **A, B, C** or **D** to choose an arm mode.	OMIT ZONE >PRESS 1B
7. The panel will commence arming as normal with all selected zones omitted. The armed icon (☼) will flash whilst arming to indicate that one or more zones are omitted.	A multiple partition keypad will ask for a partition number to arm. Select the partition and press ↵ to confirm. Upon arming, the omit indicator is removed.

5.5 Display Log

Icon Keypad	LCD Keypad
Enter ⇕①③ The last log entry will be displayed. To view older events press the ▼ key on your keypad. To view newer events press the ▲ key on your keypad. To exit the event log viewer press the ⇕ key. When the start or end of the log has been reached, two underscores are displayed on the icon keypad display (- -) The event log has a lot of information stored in it. To fully convey that information special symbols and display methods have been used. To understand the log display you will need to refer to the log table shown on page 52. Please note that some log entries may be hidden from you if your user code does not allow you to view them. **Denmark, Norway, Finland & Sweden only** Viewing the event log clears the *latched alarms* indication	Use the ▲ and ▼ keys to navigate to "DISPLAY LOG". The following display will be shown: USER MENU >DISPLAY LOG Press ↵ to select this option. To view older events, use the ▼ key or the ▲ key for newer events. If you wish to see additional data for an event press the ► key. ***Note: Some events don't have additional data*** Pressing the ◄ key will return you to the event type again. Alternatively press the ▼ or ▲ key to scroll through the next / proceeding events. Press ↵ to leave the log. Please refer to the log table to understand all the information presented in this log option. Viewing the event log clears the "VIEW THE LOG" message prompt.

5.6 Set Volume

Icon Keypad	LCD Keypad
Enter ⑧①④ Use the ▲ key to increase the speaker volume. Use the ▼ key to decrease the speaker volume. Press the ⑧ key to accept your new keypad volume setting. Whilst you are using the ▲ and ▼ keys to adjust the volume, the keypad will emit a tone. This is to indicate the current volume level. Please note that during alarm conditions the keypad volume will be temporarily set to maximum.	Use the ▲ and ▼ keys to navigate to "SET VOLUME". The following display will be shown: USER MENU >SET VOLUME Press ↵ to select this option. The following display will be shown: ADJUST VOLUME >USE UP & DOWN KEYS Use the ▲ and ▼ keys to increase and decrease the volume respectively. The following display will now be shown indicating the volume level: ADJUST VOLUME >IIIIIIIIIIIIIIIIII Press ↵ to store the new volume setting. The volume will be overridden during alarms.

5.7 Set Backlight

Icon Keypad	LCD Keypad
Enter ⏫①⑤ Use the ▲ key to increase the backlight brightness. Use the ▼ key to decrease the backlight brightness. Press the ⏫ key to accept the new brightness setting. Whilst you are using the ▲ and ▼ keys to adjust the backlight brightness you are able to view the results on the icon keypad display and keypad buttons. Please note that setting the brightness to maximum causes the keypad brightness to remain at maximum at all times. It will not dim on keypad inactivity.	Use the ▲ and ▼ keys to navigate to "SET BRIGHTNESS". The following display will be shown: USER MENU >SET BRIGHTNESS Press ↵ to select this option. The following display will be shown: ADJUST BRIGHTNESS >USE UP & DOWN KEYS Use the ▲ key or the ▼ key to increase and decrease the brightness respectively. The following display will now be shown indicating the brightness level: ADJUST BRIGHTNESS >IIIIIIIIIIIII Press ↵ to store the new brightness setting. The backlight will dim to minimum after 2 minutes of inactivity unless the brightness is set to maximum. Upon a key being pressed the backlight will revert to the user set level.

5.8 View Time and Date

Icon Keypad	LCD Keypad
Enter ⏫①⑥ The current Hour will be shown. Use the ⏬ button to display the Hours, Minutes, Date, Month and Year, in that order When the year is shown, the next time you press the ⏬ button, you will be returned to the user menu. The time is shown in 24hour format.	Use the ▲ and ▼ keys to navigate to "*VIEW TIME+DATE*". The following display will be shown: USER MENU >VIEW TIME & DATE Press ↵ to select this option. The following display will be shown: USER MENU >11:35 FRI 15 AUG Press ↵ to return to the menu.

5.9 Change Time

Icon Keypad	LCD Keypad
Enter ⓐ②①	Use the ▲ and ▼ keys to navigate to "CHANGE TIME". The following display will be shown:
Enter the time in 24 hour format. Two digits for the hours followed by two digits for the minutes.	USER MENU >CHANGE TIME
Press ⓐ to accept the new changes.	Press ↵ to select this option.
	The following display will be shown:
	CHANGE TIME ??:__ < HOURS
	Enter Hours as a two digit 24-hour value.
	The next display will be shown:
	CHANGE TIME ??:__ < MINS
	Enter the minutes as a two-digit value.
	If you need to re-enter the time simply repeat the last two steps.
	Press ↵ to store the new time.
	The new time will now be displayed:
	CHANGE TIME 12:30 FRI 15 AUG
	Press ↵ to return to the menu.

5.10 Change Date

Icon Keypad	LCD Keypad
Enter ⑧②②	Use the ▲ and ▼ keys to navigate to "CHANGE DATE". The following display will be shown:
Enter 1 digit for the day: ① Monday ② Tuesday ③ Wednesday ④ Thursday ⑤ Friday ⑥ Saturday ⑦ Sunday	USER MENU >CHANGE DATE
Enter 2 digits for the year: ⓪⓪ - ⑨⑨	Press ↵ to select this option.
Enter 2 digits for the month: ⓪① - ①②	The following display will be shown:
Enter 2 digits for the date: ⓪① - ③②	SELECT DAY >MON
For example, to set the date to Friday, 15th August, 2003, you would enter:	Use the ▲ and ▼ keys to select the correct day.
⑤⓪③⓪⑧①⑤	Press ↵ to select the chosen day.
Press ⑧ to save the new date.	The following display will be shown:
	ENTER YEAR MON_ _/_ _/??
	Enter the Year as a two-digit value.
	The following display will be shown:
	ENTER MONTH >MON_ _/??/03
	Enter the Month as a two-digit value.
	The following display will be shown:
	ENTER DATE >MON ??/08/03
	Enter the Date as a two-digit value.
	Press ↵ to store the new Date.

5.11 Changing/Deleting User Codes and Attributes – Icon Keypad

5.11.1 Changing/Deleting a Code

Enter ⑧②④

Select a User Number

Two flashing underscores will be displayed prompting you to enter a user number. Up to 32 user codes can be used.

You may either enter a two-digit user number OR use the ▲ and ▼ keys to view user numbers that are allocated to your partition.

Press the ⑧ key to select that user number.

Note: Pressing the ▲ key at this point will delete the user code and return you to user mode.

Enter a New User Code

If the user number is valid you will hear a confirmation tone. Otherwise a low error tone will sound and you will need to select another user number.

Enter a user code. This can be 4, 5 or 6 digits in length. If you are entering less than 6 digits then press the ⑧ key to accept the code.

Enter the user code again to confirm it. If you are entering less than 6 digits then press the ⑧ key to accept the code.

Once complete you will hear an acceptance tone.

5.11.2 Add/Delete/Change Users

This function allows you to add new users to the system or to change existing users attributes.

This function has five stages that must be completed for the function to complete. These are:

1. Select a user number.
2. Enter a user code.
3. Select partition allocation.
4. Choose user attributes.
5. Assign maximum code uses.

Enter ⑧②⑤

Select a User Number

Two flashing underscores will be displayed prompting you to enter a user number. Up to 32 user codes can be used.

You may either enter a two-digit user number OR use the ▲ and ▼ keys to view user numbers that are allocated to your partition.

Note: Pressing the ▲ key at this point will delete the user code and return you to user mode.

Enter a User Code

If the user number is valid you will hear a confirmation tone. Otherwise a low error tone will sound and you will need to select another user number.

Enter a user code. This can be 4, 5 or 6 digits in length. If you are entering less than 6 digits then press the ⑧ key to accept the code.

Enter the user code again to confirm it. If you are entering less than 6 digits then press the ⑧ key to accept the code.

Once complete you will hear an acceptance tone.

Select Partition Allocation

Use the ▲ and ▼ keys to change the partition number on the icon keypad display.

Note: Although the number can go up to 8, there are only up to 4 partitions actually available.

To assign the partition to your user code press the 🔒 key until the bell symbol (🔔) can be seen on the icon display.

To remove the partition from your user code press the 🔒 key until the bell symbol (🔔) is removed from the icon display.

When you have selected all of the partitions that you want to assign to this user code press the ⏫ key to accept.

> If the user code already exists in the partition(s) you have selected, a new user code must be chosen. This procedure will automatically restart from the beginning and all changes will be lost. This will happen if the user code is already taken or a combination of user code numbers has already been used.

Choose User Attributes

Each user can be allocated certain attributes. These attributes may limit the user codes ability to change or affect the alarm panel. These attributes are allocated here.

Use the ▲ and ▼ keys to select the attribute number (1-8), from the following table.

	Bell Icon OFF (🔔)	Bell Icon ON (🔔)	Factory Default
1	Omit Zones Not Allowed	Omit Zones Allowed	ON
2	Normal User Code	Duress Only Code	OFF
3	Duress Disabled On User Code	Duress Enabled On User Code	ON
4	Arm Disallowed	Arm Allowed	ON
5	Disarm Allowed	Disarm Allowed	ON
6	Forced Re-arm Disabled	Forced Re-arm Enabled	OFF
7	Spare	Spare	OFF
8	Limited User Code	Master User Code	1 = ON 2-32 = OFF

Use the 🔒 key to alter the attribute option. Each press toggles the bell icon (🔔).

When you have selected all of the attributes that you want to assign to this user code press the ⏫ key to accept.

Be careful not to remove the master user attribute from your main master user code. It can only be re-instated by your installer.

Assign Maximum Code Uses

The current *maximum uses* for this user code will be displayed on the icon keypad display.

Display	Description
00	Unlimited uses. Each time this code is used all limited uses code counters are reset.
01	One use only. This code is deleted after one use of arm or disarm. Generally used for say a delivery person who will only use the code once.
02 - 99	The amount of times the code can be used between uses of an unlimited user code.

Enter the maximum uses number based on the information provided above.
Press ⏫ to accept the setting.

5.12 Changing User Codes and Attributes – LCD Keypad

5.12.1 Changing a User Code

Follow this procedure if you want to change a user's code only:
Use the ▲ and ▼ keys to navigate to "*CHANGE CODES*". The following display will be shown:

```
USER MENU
>CHANGE CODE
```

Press ↵ to select this option.
The following display will be shown:

```
SELECT USER
>UP & DOWN KEYS
```

Use the ▲ and ▼ keys to select the required user.

The user number (1-32) will be displayed on the top right hand corner of the display, and the user name will be displayed on the bottom line.

***Note:* At this stage you can exit the *CHANGE CODE* function by pressing the ▭ key.**

Press ↵ to select the user you wish to edit.

The following display will be shown:

```
SELECT USER      01
>_____NEW CODE
```

Enter the new code for this user followed by ↵ if less than 6 digits

The following display will be shown:

```
SELECT USER      01
>****__NEW CODE
```

Enter the new user code again, followed by ↵ if less than 6 digits, an acceptance tone will be heard and you will return to the main menu.

5.12.2 Editing User Codes and Attributes

Follow this procedure if you want to change a user's code or attributes, or both:
Use the ▲ and ▼ keys to navigate to "*EDIT USER*". The following display will be shown:

```
EDIT USER
>EDIT USER
```

Press ↵ to select this option.
The following display will be shown:

```
SELECT USER
>UP & DOWN KEYS
```

Use the ▲ and ▼ keys to select the required user.

The user number (1-32) will be displayed on the top right hand corner of the display, and the user name will be displayed on the bottom line.

***Note:* At this stage you can exit the *EDIT USER* function by pressing the ≡ key.**

Press ↵ to select the user you wish to edit.

The following display will be shown –

```
SELECT USER      01
>_____NEW CODE
```

Enter the new code for this user followed by ↵ if less than 6 digits

The following display will be shown –

```
SELECT USER      01
>****__NEW CODE
```

Enter the new user code again, followed by ↵ if less than 6 digits, an acceptance tone will be heard.

After allocating a user code the partition allocation must be assigned.

Partition Allocation

The following table shows partition assignment:

Option	OFF	ON	Factory Default
1	Code not assigned to Partition 1	Code assigned to Partition 1	On
2	Code not assigned to Partition 2	Code assigned to Partition 2	On
3	Code not assigned to Partition 3	Code assigned to Partition 3	On
4	Code not assigned to Partition 4	Code assigned to Partition 4	On

Use the [▲] [▼] keys to select the partition required.

To enable access to this partition press the [🔒] key until ON is displayed.

To disable access to this partition press the [🔒] key until OFF is displayed.

Repeat steps 1 to 3 until desired partition access has been enabled.

Press [↵] to store the changes.

Note: Users can only be assigned the same or fewer partitions which the Master user has access to.

If a code already exists in one of the assigned partitions, a new user code must be chosen. The procedure will automatically restart from the beginning, and all changes will be lost.

After allocating partitions the user Attributes must be assigned.

User Attributes

The following table shows user attributes:

Option	Alarm LED OFF	Alarm LED ON	Factory Default
1	Omit Zones Not Allowed	Omit Zones Allowed	ON
2	Normal User Code	Duress Only Code	OFF
3	Duress Disabled On User Code	Duress Enabled On User Code	ON
4	Arm Disallowed	Arm Allowed	ON
5	Disarm Allowed	Disarm Allowed	ON
6	Forced Re-arm Disabled	Forced Re-arm Enabled	OFF
7	Spare	Spare	OFF
8	Limited User Code	Master User Code	1 = ON 2-32 = OFF

Step 1: Use the [▲] [▼] keys to select the attribute required.

Step 2: To enable an attribute press the [🔒] key until ON is displayed.

Step 3: To disable an attribute press the [🔒] key until OFF is displayed.

Repeat steps 1 to 3 until desired attributes have been enabled or disabled

Press [↵] to accept.

After allocating User Attributes, the user code maximum use counter must be assigned

<u>Note:</u> Do not remove the master user setting from your main master user code; it can only be re-instated by the engineer.

User Code Maximum Use Counter

The current setting will be displayed:

Enter the two digits from the following options for desired operation:

[0][0] = Unlimited User code.

(This code may be used an unlimited number of times. Additionally each time an unlimited code is used, all the limited use code counters are refreshed, 00 is the factory default for all users)

[0][1] = One use only code.

(This code is deleted after being used once for either arm or disarm. This code would generally be used to give to a delivery person who will only use the code once).

[0][2] to [9][9] = A number between 2 - 99 represents the amount of times a user code may be used between uses of an unlimited code.

Press [↵] to store the new user code and settings.

5.13 Editing User Name – LCD Keypad Only

To change the user name allocated to a code.

Use the ▲ and ▼ keys to navigate to "*EDIT USER NAME*". The following display will be shown:

```
USER MENU
>EDIT USER NAME
```

Press ↵ to select this option.

The following display will be shown:

```
SELECT USER
>UP & DOWN KEYS
```

Use the ▲ & ▼ keys to select the required user.

The user number (1-32) will be displayed on the top right hand corner of the display, and the user name will be displayed on the bottom line.

```
SELECT USER      04
>USER 4
```

Press ↵ to select the user name to edit. The following display will be shown with a flashing cursor at the start.

```
EDIT USER        04
>USER 4
```

Use the ◄ & ► keys to move the cursor. Use the 0- 9 keys to enter new text. Refer to the Key Map Tables for which characters are available.

Press ↵ to save the new text, this will be displayed for review.

```
EDIT USER        04
>JOHN SMITH
```

To end this function and return to the main menu press 📖. To edit more user names select a new user using the ▲ & ▼ keys.

Key Map Tables

RUSSIAN / BULGARIAN

Key	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	Key	1	2	3	4	5	6	7	8	9	10	11
①	A	B	C	1	À	Á	Â	Ã	Ä	Å	Æ	Ç	Б	Г	Д	Ь	Ы	Ą	⑥	P	Q	R	6	ß	Σ	π	Я	⊡		
②	D	E	F	2	È	É	Ê	Ë	Ф	Δ	З	Ę							⑦	S	T	U	7	Ù	Ú	Û	Ü	Ъ	ś	
③	G	H	I	3	Ì	Í	Î	Ï	Ё	Д									⑧	V	W	X	8	П	У	Ф	Ц	Ч		
④	J	K	L	4	Ж	Э	И	Й	Л	Ь									⑨	Y	Z	9	♥	♪	🔔	Ш	Щ	Ю	ż	ź
⑤	M	N	O	5	Ñ	Ò	Ó	Ô	Õ	Ö	Ш								⓪		0	#	!							

CZECH

Key	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	Key	1	2	3	4	5	6	7	8	9	10	11
①	A	B	C	1	À	Á	Â	Ã	Ä	Å	Æ	Ç	Б	Г	Д	Ь	Ы		⑥	P	Q	R	6	ß	Σ	π	Я	⊡		
②	D	E	F	2	È	É	Ê	Ë	Ф	Δ	З								⑦	S	T	U	7	Ù	Ú	Û	Ü	Ъ		
③	G	H	I	3	Ì	Í	Î	Ï	Ё										⑧	V	W	X	8	П	У	Ф	Ц	Ч		
④	J	K	L	4	Ж	Э	И	Й	Л	ś									⑨	Y	Z	9	♥	♪	🔔	Ш	Щ	Ю		
⑤	M	N	O	5	Ñ	Ò	Ó	Ô	Õ	Ö									⓪		0	#	!							

GREEK

Key	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	Key	1	2	3	4	5	6	7	8	9	10	11
①	A	B	C	1	À	Á	Â	Ã	Ä	Å	Æ	Ç	Б	Г	Д	Ь	Ы	Ą	⑥	P	Q	R	6	ß	Σ	π	Я	⊡		
②	D	E	F	2	È	É	Ê	Ë	Ф	Δ	З	Ψ							⑦	S	T	U	7	Ù	Ú	Û	Ü	Ъ	θ	
③	G	H	I	3	Ì	Í	Î	Ï	Ё	Ξ									⑧	V	W	X	8	П	У	Ф	Ц	Ч		
④	J	K	L	4	Ж	Э	И	Й	∩	Ω									⑨	Y	Z	9	♥	♪	🔔	Ш	Щ	Ю	ă	ź
⑤	M	N	O	5	Ñ	Ò	Ó	Ô	Õ	Ö	Λ								⓪		0	#	!							

ALL OTHER LANGUAGES

Key	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	Key	1	2	3	4	5	6	7	8	9	10	11
①	A	B	C	1	À	Á	Â	Ã	Ä	Å	Æ	Ç	Б	Г	Д	Ь	Ы	Ą	⑥	P	Q	R	6	ß	Σ	π	Я	⊡		
②	D	E	F	2	È	É	Ê	Ë	Ф	Δ	З	Ę							⑦	S	T	U	7	Ù	Ú	Û	Ü	Ъ	ś	
③	G	H	I	3	Ì	Í	Î	Ï	Ё	ć									⑧	V	W	X	8	П	У	Ф	Ц	Ч		
④	J	K	L	4	Ж	Э	И	Й	Л	ł									⑨	Y	Z	9	♥	♪	🔔	Ш	Щ	Ю	ż	ź
⑤	M	N	O	5	Ñ	Ò	Ó	Ô	Õ	Ö	ń								⓪		0	#	!							

5.14 Adjusting the Proximity Volume

The following procedure should be followed to adjust the volume of a proximity card reader connected to your system

Icon Keypad	LED Keypad
Enter ⑧①⑦ Enter the proximity reader number (① - ④), to choose which proximity reader to adjust. If the proximity reader is not available to you then you will hear an error tone. Use the ▲ and ▼ keys to adjust the volume The proximity reader will emit a sound to help you adjust the volume. Press the ⑧ key to accept the new setting.	Use the ▲ and ▼ keys to navigate to "PROXIMITY VOL". The following display will be shown: USER MENU >PROXIMITY VOL Press ↵ to select this option. The following display will be shown: SELECT READER > (1 - 4) Enter a number 1 to 4 for the number of the proximity reader to be adjusted. If the reader cannot be found an error tone sounds and you will be returned to the main menu. The following display will be shown: ADJUST VOLUME USE UP-DOWN KEYS Use the ▲ key or the ▼ ⑤ key to increase and decrease the volume respectively. The following display will now be shown indicating the volume level: ADJUST VOLUME >IIIIIIIIIIII Press ↵ to store the new volume setting. An acceptance tone will be heard and you will be returned to the main menu.

5.15 Adding/Removing Proximity Cards & Tags

***Note:** For a user to add proximity cards to the system the installer must first configure user attributes.*

Icon Keypad	LCD Keypad

Adding Proximity Cards & Tags
Enter ↕③⓪
Enter the two digit user number (⓪① - ③②), you wish to assign to this card/tag OR use the ▲and ▼ keys to locate a valid user number (followed by the ↕ key).
Present the card/tag at the reader and wait for a single beep. Remove the card.
If a low error tone is heard then the card is already programmed into the system elsewhere. Present another card OR press the ↕ key to exit this function.
If programming was successful an acceptance tone will be played. The function will drop back to user menu mode.
Removing Proximity Cards & Tags
Enter user mode.
Enter ↕③⓪
Enter the two digit user number (⓪① - ③②), you wish to assign to this card/tag OR use the ▲and ▼ keys to locate a valid user number (followed by the ↕ key).
To remove the card from this user press the ▲ key once. An acceptance tone will be played and you will be returned to user menu mode.
	Use the ▲ and ▼ keys to navigate to "*PROXIMITY CARDS*". The following display will be shown:
	`USER MENU`
	`>PROXIMITY CARDS`
	Press ↵ to select this option.
	The following display will be shown:
	`USER MENU 01`
	`USER 1`
	Use the ▲ and ▼ keys to select the you wish to be associated with the card then press ↕.
	The following screen will be displayed.
	`ADD / REMOVE`
	`USER 3`
	***Note:** Pressing 📖 at this point will return you to the main menu.*
	To remove the currently programmed card from the selected user press ▲, you will be returned to the main menu.
	To add a card, present the card to the reader. The keypad will emit an acceptance tone if programming was successful.
	An error tone will sound if the card is programmed elsewhere on the system, present another card or press ↵ to return to the main menu.

5.16 Adding / Removing Key fobs

Icon Keypad

***Note:* If a key fob (KF4DW) has already been learnt, you will need to delete the previous user's information from the key fob before attempting to re-assign it. Please see below.**

Adding Key Fobs

Enter ⑧③⑤

Enter the two digit user number (⓪① - ③②), you wish to assign to this key fob OR use the ▲ and ▼ keys to locate a valid user number (followed by the ⑧ key).

If the display shows a user number, then a key fob is already programmed for that user. You will either need to choose a new user (press the ⑧ key and go back into the function) or remove the user by pressing the ◁ key.

To add the key fob to the chosen user, simply insert the battery into the KF4DW. The **ORANGE** LED will flash and the keypad will make an acceptance tone. The user function will automatically end and you will be returned to user mode.

Removing Key Fobs

Enter user mode.

Enter ⑧③⑤

Enter the two digit user number (⓪① - ③②), you wish to assign to the key fob OR use the ▲ and ▼ keys to locate a valid user number (followed by the ⑧ key).

To remove the key fob from this user press the ▲ key once. An acceptance tone will be played and you will be returned to user menu mode.

Note: You will still need to perform an NVM reset on the KF4DW after you have deleted a key fob at the Matrix keypad.

LCD Keypad

***Note:* If a key fob (KF4DW) has already been learnt, you will need to delete the previous user's information from the key fob before attempting to re-assign it. Please see below.**

Use the ▲ and ▼ keys to navigate to "ADD KEYFOB". The following display will be shown:

```
USER MENU
>ADD KEYFOB
```

Press ↵ to select this option.

The following display will be shown:

```
SELECT USER        01
>USER 1
```

Use the ▲ and ▼ keys to select the user you wish to be associated with the key fob then press ⑧.

The following screen will be displayed.

```
ADD/REMOVE
RESET KEYFOB
```

Note: Pressing 📖 at this point will return you to the main menu.

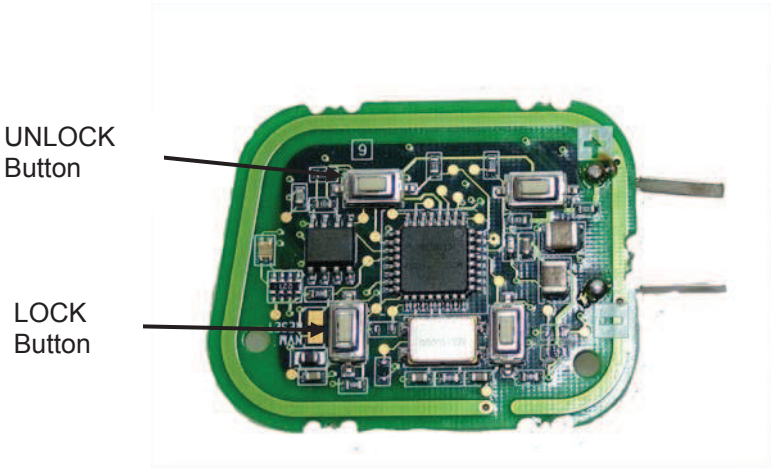
If the above display shows a user number on the bottom line, then a key fob is already programmed for that user. You will either need to choose a new user (press ↵ the key and go back into the function) or remove the user by pressing the ▲ key.

To add the key fob to the chosen user, simply insert the battery into the KF4DW. The **ORANGE** LED will flash and the keypad will make an acceptance tone. The user function will automatically end and you will be returned to user mode.To remove a currently programmed key fob from a selected user, press ▲, you will be returned to the main menu and the key fob will be erased from the panel.Note: You will still need to perform an NVM reset on the KF4DW after you have deleted a key fob at the Matrix keypad.

5.17 Performing an NVM reset on a Keyfob

Perform this NVM reset if you want to delete the key fob from all systems. This NVM reset will reset the key fob back to factory settings.

1. Remove the battery from the key fob.
2. Press and hold the **UNLOCK** and **LOCK** buttons together.



3. Insert the battery, taking care to use the correct battery orientation.
4. After 2 seconds the **GREEN** and **RED** LED will toggle indicating that the Expander settings have been reset.
5. Release the **UNLOCK** and **LOCK** buttons. The **GREEN** and **RED** LED will stop flashing and the **AMBER** LED will flash indicating that the key fob is automatically trying to learn itself onto another expander.
6. Remove the battery from the key fob.

5.18 System Test

Icon Keypad	LCD Keypad
Enter ⑧⑤⓪ All the icons on the keypad will start to flash. Press ⓪ to start the sounder test. The entry / exit tones will sound. Press ⓪ to start the outputs test, the entry / exit tones will stop. If your installer has not configured any of the panel's programmable outputs for user testing, then the user test will end here. If one or more outputs have been configured for testing then continue below. One output will be turned on then off each time the ⓪ key is pressed. (Outputs control items such as the external bell, strobe and door locks). The test will end automatically when all the outputs have been tested and you will be returned to user mode. The test can be ended at any point by pressing the ⑧ key.	Use the ▲ and ▼ keys to navigate to "SYSTEM TEST". The following display will be shown: USER MENU >SYSTEM TEST Press ↵ to select this option. The following display will be shown: 0123456789::< - > ? @ABCDEFGHIJKLMNO Press ↵ to start the sounder test. The entry / exit tones will sound. Press ↵ to start the outputs test, the entry / exit tones will stop. One output will be turned on then off each time the ↵ key is pressed. (Outputs control items such as the external bell, strobe and door locks). The test will end automatically when all the outputs have been tested and you will return to User mode. The test can be ended at any point by pressing the 📖 key.

5.19 Activating PGM from the Keypad

If this option has been enabled by your installer, you may activate the programmable output. You may want to do this to reset certain types of sensors after a sensor activation.

Icon Keypad	LCD Keypad
Enter ⑧②⑦ This will switch the programmable output on and then off after 5 seconds.	Use the ▲ and ▼ keys to navigate to "PULSE PGM 1". The following display will be shown: USER MENU >PULSE PGM 1 Note: The text "PULSE PGM 1" is programmable by the Installer and may be changed to reflect what the output actually does. Press ↵ An acceptance tone will be heard. This will switch on the device for 5 seconds. You will be returned to the main menu.

5.20 Upload/Download 1 Hour Window

This function opens a window for 1 hour, enabling a PC with Pyronix UDL software installed to dial into the panel to retrieve and send data and settings.

Icon Keypad	LCD Keypad

Enter ⑧②⑧
Your installer can now dial your alarm panel for the next hour.
	Use the ▲ and ▼ keys to navigate to "*1 HR ACTIVE*". The following display will be shown:
	`USER MENU`
	`>1 HR ACTIVE`
	Press ⑧ An acceptance tone will be heard.
	This may be required in order for an Engineer to commence a remote connection with your panel.

5.21 Zone Type Descriptions

The table below describes the different zone types that can be used with the Matrix alarm panel, along with the symbols that the icon keypad uses to display them. These are programmable by the Engineer.

Icon Display	Zone Type	Description
E	**Entry / Exit**	This is a zone that allows limited-time access to the premises in order to arm or disarm the system.
A	**Access**	This is a zone which, on arming the panel, allows access to the Entry / Exit zone. However, if the panel is armed and an Access zone is triggered before an Entry / Exit zone then an alarm will be generated immediately.
I	**Immediate**	This is a zone, which will when activated, create an instant alarm when the panel is armed.
M	**Medical zone**	The medical zone will send an emergency message to the central receiving station, or emergency services. An alarm will be generated immediately.
S	**Arm zone**	The arm zone is used to end the exit time. It is normally connected to a push button switch mounted external to the premesis.
O	**Omitted (Bypassed)**	A zone programmed as an Omitted zone by the Engineer will be ignored by the panel.
F	**Fire**	Triggering the fire zone will always cause an alarm activation regardless of whether or not the panel is armed. A fire alarm is identified by a three note-ringing sound, which is easily distinguished from all other tones. The external sounder will operate at 1 second intervals.
P	**Personal Attack**	Triggering the Personal Attack (P.A) zone will always cause an alarm activation regardless of whether or not the panel is armed. The P.A. zone may be programmed as silent. A silent P.A. activation will not cause the bell or strobe to operate, but the central station will be informed of a P.A. activation.
H	**24-Hour Zone**	Triggering a 24H zone will always cause an alarm activation regardless of whether or not the panel is armed (Fire, Personal Attack and Tamper are all 24 hour zones).
n	**Keybox**	This zone type is for connection to an external box, which when opened will cause an activation of this zone. Activations of this zone are logged and reported to the central monitoring station.
E	**Shunt keypad zone type**	This zone type is for connection to an external keypad. During the exit delay an activation of this zone causes the end of the exit time, a programmable settling time (Final exit delay) is commenced before the panel fully arms. An activation of this zone during armed mode causes the entry time to start.
t	**Tamper**	Triggering the Tamper zone will always cause an alarm activation regardless of whether or not the panel is armed.
d	**Latch Keyswitch**	It is possible by using this type of zone to arm / disarm the system in any arm mode by using an external latched switch.
U	**Unused**	This zone is completely ignored by the system.
y	**Momentary Keyswitch**	It is possible by using this type of zone to arm / disarm the system in any arm mode by using an external switch.

CHAPTER 6: ZONE & PARTITION INDICATION TABLE

ZONE							PARTITION	
No.	NAME	TYPE				LOCATION	No.	i. NAME
		A	B	C	D			
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								
31								
32								

CHAPTER 7: PROXIMITY READER

7.1 INTRODUCTION

The MX-Prox reader is a card reader designed to work with the Matrix 832 / 832+ / 424 alarm panels. By presenting a card or tag to the proximity reader you are able to arm or disarm the system without using a keypad.

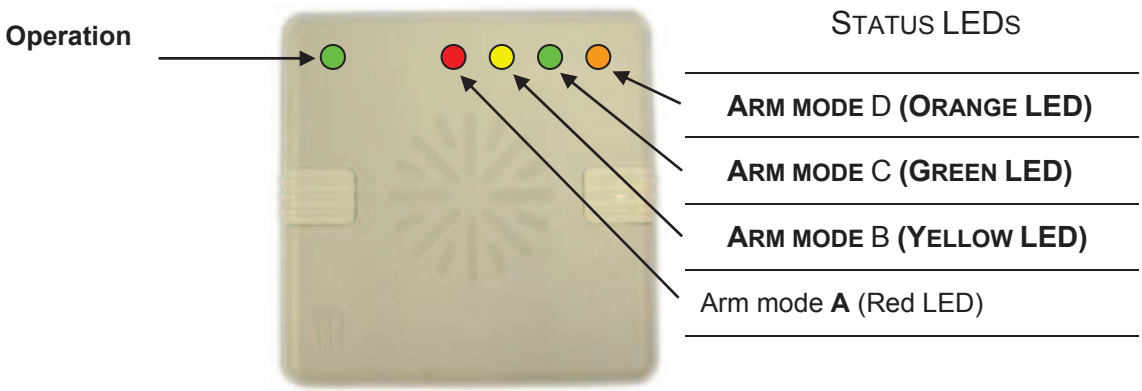
You will have been supplied either cards (MX-PCARDS), or tags (MX-TAGS), or both, for use with your proximity reader.

Before the cards or tags can be used, they must be allocated to users. This is achieved though the master user function *Adding Proximity Cards/Tags*, detailed on page 42.

7.2 Single Partition Operation

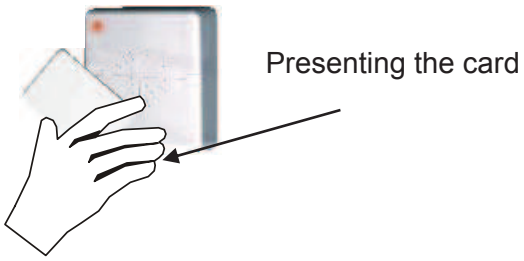
The MX PROX has four status LEDs. In single partition operation these four LEDs display the arm mode, **A, B, C** or **D**.

PROXIMITY READER



7.2.1 Arming the Panel

Present a pre-programmed card or tag to the MX-Prox reader for a pre-determined time period (each second is indicated with a beep).



The operation LED will turn off indicating that you are in arm/disarm mode.

Presenting the card for 1 second will select arm mode A (RED LED illuminates).
Presenting the card for 2 seconds will select arm mode B (YELLOW LED illuminates).
Presenting the card for 3 seconds will select arm mode C (GREEN LED illuminates).
Presenting the card for 4 seconds will select arm mode D (ORANGE LED illuminates).

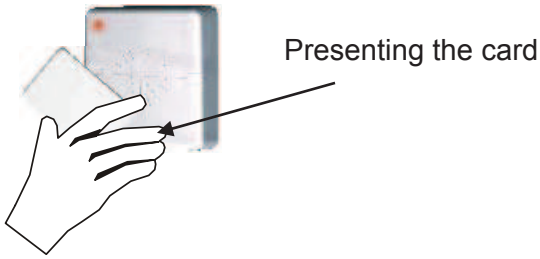
(This cycle will repeat a number of times or until you remove the card from the reader)

Remove the card to start the currently selected arm mode.

The panel will start arming in your chosen arm mode and a high tone counting the exit time will be emitted. This will continue until the panel arms.

7.2.2 Disarming the Panel

Present a pre-programmed card or tag to the MX-Prox reader for 1 second (wait until the proximity reader beeps).

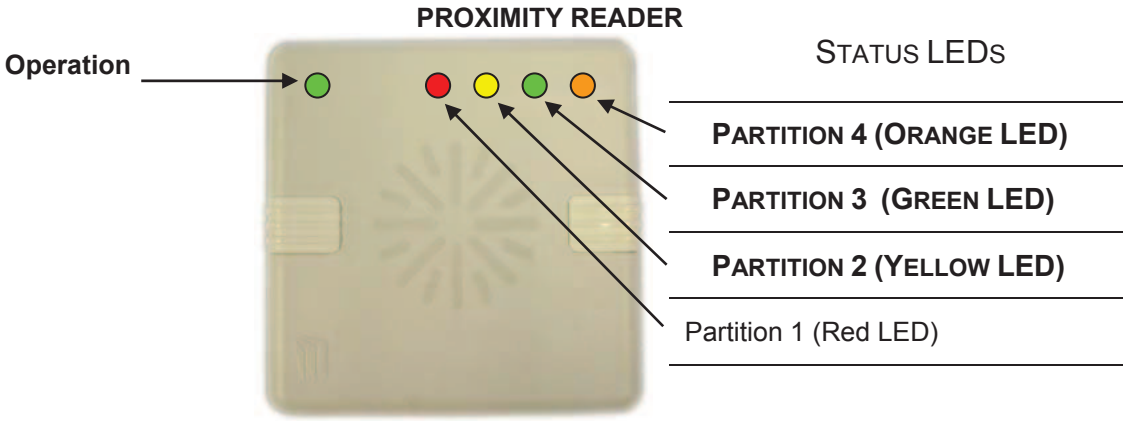


The operation LED will turn off indicating that you are in arm/disarm mode.

Remove the card to disarm the panel.

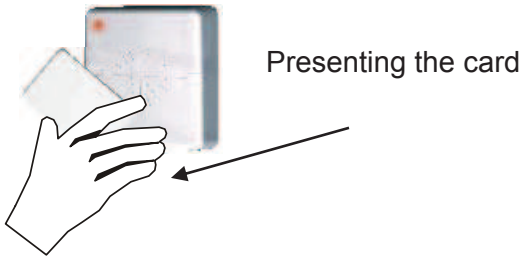
7.3 Multi-Partition Operation

The MX PROX has four status LEDs. In multi partition operation these four LEDs display the partition number, **1,2,3** or **4.**



7.3.1 Arming the Panel

Present a pre-programmed card or tag to the MX-Prox reader for a pre-determined time period (each second is indicated with a beep).



The operation LED will turn off indicating that you are in arm/disarm mode.

Presenting the card for 1 second will select partition 1 (RED LED illuminates).
Presenting the card for 2 seconds will select partition 2 (YELLOW LED illuminates).
Presenting the card for 3 seconds will select partition 3 (GREEN LED illuminates).
Presenting the card for 4 seconds will select partition 4 (ORANGE LED illuminates).

(This cycle will repeat a number of times or until you remove the card from the reader)

Remove the card to start arming the currently selected partition.

The partition will start arming in arm mode A and a high tone counting the exit time will be emitted.

Repeat to arm more partitions.

CHAPTER 8: THE KEYFOB

8.1 Introduction

The KF4DW is a keyfob designed to work with the Matrix 832+ alarm panel. By pressing the desired button you are able to arm or disarm the system without using a keypad.

Before any action is performed, you must allocate the keyfob to a specific user. See page 43.

8.2 How to use the keyfob

You can arm/disarm the panel using the key fob by pressing and holding the appropriate button on the key fob until the LED flashes GREEN – this indicates that the button press was accepted. The engineer will have programmed the actions of the each button.

The LED will then flash ORANGE once indicating that the wireless expander has received the button press.

If the ORANGE LED flashes multiple times then the key fob is unable to communicate with the wireless expander and may be out of range.

8.3 Status LED

The status LED on the key fob shows the status of the panel when any arm or disarm button is pressed. The indications are shown below:

Panel Status	LED Indication
Disarmed	Green for 3 seconds
Arming	Toggles Green/Red in 3 second bursts until armed
Armed	Red for 3 seconds
In Alarm	Flashing Green for 3 seconds
In FTA	Flashing Green for 3 seconds

8.4 Locking a Key Fob

The key fob has a key fob locking feature. When the key fob is locked button presses will not result in any key fob action. The button will be ignored.

To lock the key fob, simultaneously press and hold any 2 diagonal buttons on the key fob until the red LED fast flashes. To unlock the key fob press and hold any 2 diagonal buttons until the key fob green LED fast flashes.

If you press a key fob button when the key fob is locked, the key fob LED will fast flash red to indicate that the key fob is locked and that the key press was ignored.

CHAPTER 9: EVENT LOG TABLES

The event log can be viewed on the Matrix keypad using user mode function 13 as described on page 27.

9.1 Icon Keypad Log Table

This table can be used to decrypt the log messages on the Icon keypad into meaningful information. All icons shown with a ✳ symbol, indicate that the icon is flashing. 🔔 = steady. ✳ = flashing.

Keypress 1st	Keypress 2nd	Icon	Description
Alarms			
EE		🔔	Entry / Exit timer expired
00 - 32		✳	PA zone activated, number signifies zone (00 = keypad)
00 - 32		✳	Fire zone activated, number signifies zone (00 = keypad)
F		✳	Fire activated from a keypad
F		✳	Fire detector input tamper
01 - 32		✳	Burglary on zone, number signifies zone
01 - 32		✳	Tamper on zone, number signifies zone
00 - 32			Medical alarm, number signifies zone (00 = keypad)
Tampers			
t	01		Global tamper loop broken
t	02		Bell tamper loop broken
t	04		Plug on zone expander board not present
t	06		Remote device missing caused tamper
t	08		Keypress tamper
t	09		A Remote device has detected a tamper
L			Telephone line fail alarm
rt	01 - 99		Remote device Auxiliary tamper 2nd key refers to type/Id, 3rd key refers to device specific tamper: 3rd Key / Meaning: 01 Front tamper; 02 Rear tamper (wall switch) – LCD only; 03 Reserved; 04 Reserved; 05 Reserved; 06 Reserved; 07 Reserved TAMPER LED flashing indicates a tamper activation. TAMPER LED on indicates a tamper restore.
Restorals			
01 - 32			Restore of Alarm
01 - 32		🔔	Zone restore
01 - 32			Fire restore
01 - 32			Global tamper restore
01 - 32			Medical restore

Keypress		Icon	Description
1st	2nd		
Up/Downloading Events			
PC	00		Panel answered the telephone
PC	01		Panel hung up the telephone line
PC	02		Full data to panel
PC	03		Full data from panel
PC	04		Partial data to panel
PC	05		Data to panel complete
PC	06		Data from panel complete
PC	07		Incorrect UDL code
PC	08		UDL code accepted
PC	09		Time/Date changed by PC
PC	10		Local connection expected
PC	11		PC armed / disarmed the panel
Open / Close			
o	01-32		Zone omitted, number signifies zone
A	01-32		Armed in mode A by user, number signifies code used
b	01-32		Armed in mode B by user, number signifies code used
C	01-32		Armed in mode C by user, number signifies code used
d	01-32		Armed in mode D by user, number signifies code used
U	01-32		Disarmed by user, number signifies code number used
At			Armed due to inactivity timer
AP			Armed due to dependency on other partitions
UP			Disarmed due to dependency on other partitions
r1	01-32		User code after alarm, number signifies user (enter FTA mode)
r2			Bell time expired
System Events			
E0			Bell time expired
E1			Engineer mode entered
E	1		Walk test entered
E	2		Walk test exited
E	3		Log cleared
E	4		NVM reset to factory defaults
td	01-32		Time and date changed by user, number signifies code used
PP	01-64		Remote device found on bus, number refers to type/ID
P	01-64		Remote device lost on bus, number refers to type/ID
System Faults			
F	1		Bell fuse fail
F	2		Auxiliary fuse fail
F	3		Battery missing
F	4		Battery low voltage
F	5		Mains fail
F	6		Telephone line fail
F	7		Remote device has gone missing/ been found on bus
F	8		Failed to report to central station
F	9		Battery fault on wireless detector(s)

Keypress		Icon	Description
1st	2nd		
9	A		Battery fault on keyfob(s)
9	b		Jamming fault detected on wireless expander
9	C		Detector signal low
9	d		Detector signal has gone missing
9r	1 - A		Restore of the system fault

9.2 LCD Keypad Log Table

Each entry in the user log is stamped with the time and date. Use the ▲ and ▼ keys to scroll to the entry you wish to view. In some cases, pressing the ► key will show you additional information.

This table can be used to decrypt the log messages on the LCD keypad into meaningful information.

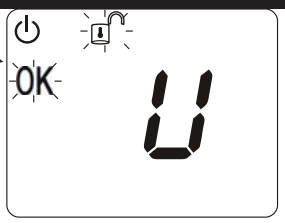
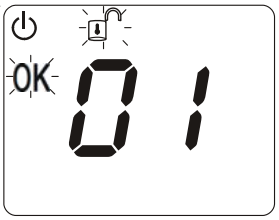
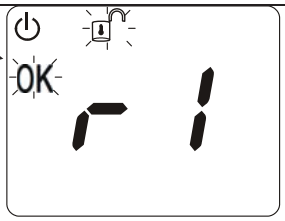
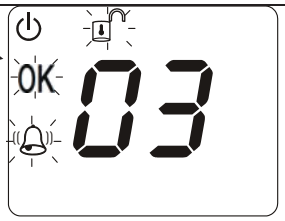
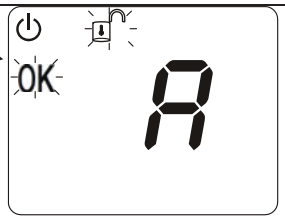
Main Entry	Additional Information		Description
Entry Exit			Entry / Exit timer expired
Personal Attack	Zone number		PA zone activated, number signifies zone (00 = keypad)
Fire Alarm	Zone number		FIRE zone activated, number signifies zone (00 = keypad)
Alarm	Zone number	Zone name	Burglary on zone, number signifies zone
Zone Tamper	Zone number	Zone name	Tamper on zone, number signifies zone
Medical Alarm	Zone number		Medical alarm, number signifies zone (00 = keypad)
Tamper	01		Global tamper loop broken
Tamper	02		Bell tamper loop broken
Tamper	04		Plug on zone expander board not present
Tamper	06		Remote device missing caused tamper
Tamper	08		Keypress tamper
Tamper	09		Remote device tamper
Line Fail Alarm			Telephone line fail alarm
Omit Zone	01-32	Zone name	Zone omitted, number signifies zone
Device Tamper	Device type 01-99	Device type	Remote device Auxiliary tamper
PA Restore	Zone number	User name	Personal Attack restore
Zone Restore	Zone number	User name	Zone restore
Fire Restore	Zone number	User name	Fire restore
GT Restore	Zone number	User name	Global tamper restore
Medical Restore	Zone number	User name	Medical restore
Key Box Open	Zone name	Zone number	A Key Box zone was opened
Key Box Close	Zone name	Zone number	A Key Box zone was closed
System Faults			
Bell fuse fail	(restore)		Bell fuse fail (restore)
Aux fuse fail	(restore)		Auxiliary fuse fail (restore)
Battery missing	(restore)		Battery missing (restore)
Battery Low	(restore)		Battery low voltage (restore)
Mains fail	(restore)		Mains fail (restore)
Telephone fail	(restore)		Telephone line fail (restore)
Device fail	(restore)		Remote device has gone missing/ been found on bus (restore)
Fail to report	(restore)		Failed to report to central station (restore)
Zone Bat Fault	(restore)	Zone number	Battery fault on one of the wireless detectors (restore)

Main Entry	Additional Information		Description
Keyfob Bat Fault	(restore)	User name	Battery fault on the keyfob(s) (restore)
Jamming Fault	(restore)	Expander no.	Jamming fault detected on wireless expander (restore)
Low Signal	(restore)	Zone number	Detector low signal (restore)
Signal Lost	(restore)	Zone number	Detector signal has gone missing (restore)
Up/Downloading Events			
Panel ans tel.			Panel answered the telephone
Panel hung tel.			Panel hung up the telephone line
Full upload			Full data to panel
Full download			Full data from panel
Partial upload			Partial data to panel
Download complete			Data to panel complete
Upload complete			Data from panel complete
Bad UDL code			Incorrect UDL code
UDL code OK			UDL code accepted
Time + Date		User name	Time/Date changed by PC
LCD expected			Local connection expected
PC arm/disarm			PC armed / disarmed the panel
Open/Close			
Armed	01-32 A	User name	Armed in mode A by user, number signifies code used
Armed	01-32 B	User name	Armed in mode B by user, number signifies code used
Armed	01-32 C	User name	Armed in mode C by user, number signifies code used
Armed	01-32 D	User name	Armed in mode D by user, number signifies code used
Disarmed	01-32	User name	Disarmed by user, number signifies code number used
Inactivity Arm	01-32		Armed due to inactivity timer
Arm Depend			Armed due to dependency on other partitions
Disarm depend	01-32		Disarmed due to dependency on other partitions
UC after alarm	01-32	User name	User code after alarm, number signifies user
Bell time end			Bell time expired
Power on			Panel powered up
System Events			
Engineer end			Engineer mode exited
Engineer start			Engineer mode entered
Walk test enter			Walk test entered
Walk test end			Walk test exited
Log cleared			Log cleared
NVM reset			NVM reset to factory defaults
Time & Date	01-32	User name	Time and date changed by user, number signifies code used
Device Found	01-64		Remote device found on bus, number refers to type/ID
Device Lost	01-64		Remote device lost on bus, number refers to type/ID

9.3 Viewing Log after a Zone Alarm

A typical log display is shown below. The panel was armed by user 1 in arm mode A. Zone 3 was tripped and an alarm was generated. User 1 then disarmed the system.

Enter ⇕①③ and press the ▲ key until two underscore symbols are displayed. This is the start of the log.

Keypress	Display	Meaning
▼		User 1 disarmed the panel
▼		
▼		User 1 entered FTA mode from alarm
▼		
▼		Zone 3 caused the alarm
▼		User 1 armed the panel
▼		

The log continues down in the same sequential fashion. Log events are displayed in order with the most recent events being displayed first. When you reach two more underscores, you have reached the end of the log.

Pyronix Limited
Pyronix House
Braithwell Way
Hellaby, Rotherham
S66 8QY, UK

www.pyronix.com/installer