

CROW LCD Keypad

PW LCD KP-64 &

PW LCD KPS-64

Operating &
Programming Guide

Arrowhead Alarm Products Ltd

VERSION 2.02

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Introduction

Thank you for purchasing the CROW LCD (liquid crystal display) keypad.

The LCD keypad uses two lines of 16 characters to display full alpha numeric text.

This keypad has been designed to keep the day to day operation as simple as possible so that all users will feel comfortable using the alarm system. To simplify normal daily operations we have provided many clearly identified keypad buttons that are dedicated to single tasks.

The LCD keypad is also a very powerful diagnostic tool allowing easy access to the alarm systems' event memory. The event memory stores multiple alarm activity events. All of the events are logged with the time and date they occurred and displayed via the LCD keypad.

The LCD keypad can be customized to suit the particular needs of the end user and this manual details how these changes can be made.

The following pages explain how to use the many special features of this keypad as well as how to program the customizable features.

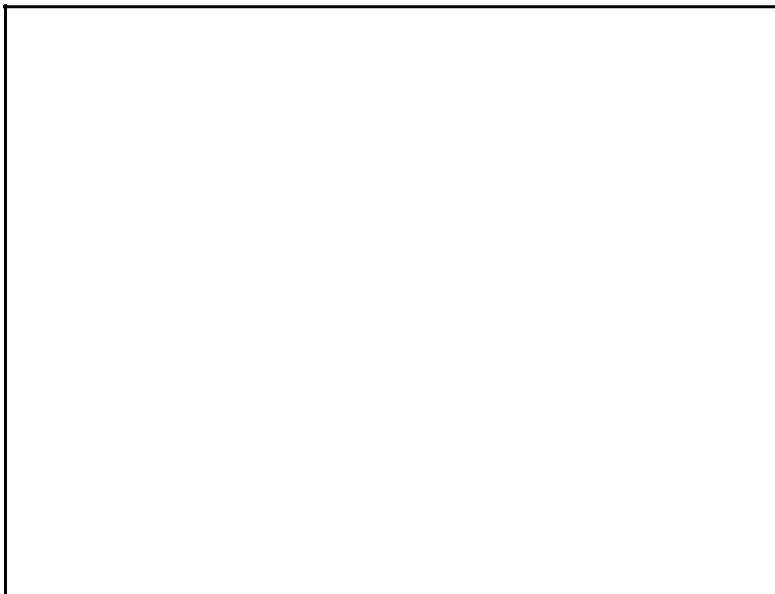


Figure 1

Setting the Keypad Address & Panel Type

Both the Keypad address and the panel type are changed in what is called LOCAL MODE. To Enter LOCAL MODE you must power up the keypad and then press the “**CONTROL**” button followed within 2 seconds with the “**ARM**” button at the same time. The keypad will display LOCAL MODE KP1 on the LCD. One of programming addresses below can now be entered.

Changing the Keypad Address

To change the Keypad address press “**PROGRAM 9 0 0 ENTER**”, The display will now show the current address, simply press a number key from **1-8**. This will then be the new address and “**ENTER**” to confirm.
(each keypad on the system must have a different address number).

Changing the Keypad Tamper

To change the Keypad Tamper press “**Program 9 0 1 ENTER**”, The display will now show the current setting, simply press any number key 0-9. This will alternate the setting between Enabled / Disabled. Press “**ENTER**” to confirm.

Changing the Panel Type

To change the Panel Type press “**PROGRAM 9 0 2 ENTER**”, The display will now show the current Type, simply press a number key from 0-7. The display will then display the new panel type.

- 0 = ELITE LITE
- 1 = ELITE 8D (default)
- 2 = ELITE 16D
- 3 = PW64a (version 1.01)
- 4 = PW64b (version 1.04 & up)
- 5 = ELITE 64 (version 2.00 - 2.04)
- 6 = ELITE 64 (version 2.05 & up)
- 7 = PROX READER (**AC-2**)

To Exit LOCAL MODE press “**PROGRAM**” then “**ENTER**”.

Keypad Button Descriptions

(Please refer to the keypad layout in figure 1, page 3, for the button positions on the keypad)

ARM This button is used to Arm the full alarm.

STAY This button is used do a partial “Stay Mode” arming. It is also used during Program mode to move display text left.

BYPASS This button is used to manually bypass zones. To use this feature press bypass then the zone number you wish to temporarily disable.

MEM This button is used to start the “Event Memory” display mode. It is also used during program mode to Step Up (current address +1) to the next program address or increase the keypad backlighting in conjunction with the “Control” button.

PRO This button is used to access either of the two programming modes in conjunction with a valid code and precedes all program address codes while in program mode.

ENTER This button is used to accept the entry of a string of digits at the keypad. When the “Enter” button is pressed it also clears all of the previous data entered leaving it ready for the next series of keypad entries.

CONTROL By pressing and holding the “Control” button for 2 seconds, depending upon the panel and the options selected by your installer, you can directly control the state of various outputs on the panel. Please consult your installer regarding the options available. It is also used to access many sub program modes as detailed above.

A If you have 2 different Areas, by press the “A” button you will just Arm Area A.

B If you have 2 different Areas, by press the “B” button you will just Arm Area B.

CHIME This Button when pressed will Toggle the Chime function ON and OFF.

Local Keypad Functions

Adjusting the Keypad Backlighting

The user can independently adjust the backlight level of the LCD display and the keypad buttons (LED) within a range of 16 steps from fully off to fully on.

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

To **reduce the LCD backlight** level Press “CONTROL” followed within 2 seconds by “BYPASS”. By holding down the “Control” button and repeatedly pressing the “BYPASS (Right Arrow)” button you can decrease the LCD backlight level down to fully off if desired.

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

To **reduce the Keypad LED backlight** level Press “CONTROL” followed within 2 seconds by “ ↓ ”. By holding down the “CONTROL” button and repeatedly pressing the “ ↓ (Down Arrow)” button you can decrease the Keypad LED backlight level down to fully off if desired.

Adjusting the Keypad Buzzer Tone

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

To **increase the frequency of the buzzer** Press “CONTROL” followed within 2 seconds by “A”. By holding down the “CONTROL” button and repeatedly pressing the “A” button you can increase the frequency of the buzzer tone to the maximum.

To **decrease the frequency of the buzzer** Press “CONTROL” followed within 2 seconds by “B”. By holding down the “CONTROL” button and repeatedly pressing the “2” button you can decrease the frequency of the buzzer tone to the minimum.

Accessing Memory Display Mode

The user can display the stored events at the LCD keypad. Each event is displayed with the time and date that the event occurred.

To start the display of the memory events Press the “MEMORY” button. The keypad will display the latest event. To move on to the next event keep pressing the “MEMORY” button and the events will be displayed on after another. If the text for the event is too large for the display you can press the “BYPASS (Right Arrow)” button to scroll the display to the right and the “STAY (Left Arrow)” button will allow you to scroll the display back to the left. Using the Right or Left buttons temporarily halts the memory from advancing to the next event.

Pressing “ENTER” at any time terminates memory display mode and returns the keypad back to the normal state.

Local Edit Program Mode

The Local Edit Program Mode allows the programming of a customized "System Name" (the name displayed during idle mode at the keypad), Customized "Zone Names" (the text that appears on the keypad when a zone is unsealed) and renaming of the Partitions e.g. the default Partition names are "A" for the first partition and "B" for the second partition but you can rename them "1" and "2" if you wish.

Accessing Local Edit Mode

To enter Local Edit Program Mode Press "CONTROL" followed by "ARM" and hold for 2 seconds.

NOTE: You must press the "CONTROL" button first and the "ARM" button must be pressed within 2 seconds of pressing the Control button. If you make a mistake press the "Enter" button then repeat the process.

The display will now show "**Local Mode kb #**" (where the # equals the keypad address).

Local Edit Mode Program Addresses

There are a number of program addresses available to you at this point depending upon the panel type set by switches 4,5,6 & 7. They are;

[PROG]-[1]-[ENTER] ZONE#1 TEXT (maximum 16 characters)

Through to;

[PROG]-[8]-[ENTER] ZONE#8 TEXT (For Elite-Lite & Elite 8D panels)

Through to;

[PROG]-[16]-[ENTER] ZONE#16 TEXT (For Elite 16D panels)

Through to;

[PROG]-[64]-[ENTER] ZONE#64 TEXT (For PW64 & Elite 64 panels)

[PROG]-[998]-[ENTER] AREA IDENTIFYING CHARACTER (assigning numbers or letters to Areas)

[PROG]-[999]-[ENTER] PANEL NAME DISPLAY (maximum 16 characters)

Changing the Zone Names

When you have entered "Local Edit Program Mode" and you have entered one of the program addresses above, e.g. {PROG}-[1]-[ENTER], the display will look like this;



```
Zone 1      <A..Z>
Zone 1
```

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

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

By pressing the "MEMORY" button once, the display will change to **<a..z>** indicating that the letters selected by the numeric buttons (0-9) will be lower case letters. You can cycle back to capitals by pressing the "DOWN ARROW" button.

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

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

▼ Button #	1st Press	2nd Press	3rd Press	4th Press
1	* (')	# (<)	= (>)	1
2	A (a)	B (b)	C (c)	2
3	D (d)	E (e)	F (f)	3
4	G (g)	H (h)	I (i)	4
5	J (j)	K (k)	L (l)	5
6	M (m)	N (n)	O (o)	6
7	P (p)	Q (q)	R (r)	7
8	S (s)	T (t)	U (u)	8
9	V (v)	W (w)	X (x)	9
0	Blank	Y (y)	Z (z)	0

The lower case options are shown in ().

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

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

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

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

When you are happy with the text Press "ENTER" to save the changes. You can program the text for all zones in the same way.

Changing the Keypad Panel Name



When in Local Edit Mode enter in **[PROG]-[999]-[ENTER]** the display will look like the example above (the actual name will depend on the settings of switches 4-7 as per the chart on page 4). You may enter any name you wish up to 16 characters in length (using the same method as described on the previous pages for zone names). This name is displayed at the keypad in Idle mode.

When you are happy with the changes Press "ENTER" to save.

Changing the Character

Keypad Area



When in Local Edit Mode enter in **[PROG]-[998]-[ENTER]** the display will look like the example above. You may edit the single character Area Names at this address starting at Area "A" (first left-hand position). The keypad allows for up to 16 partitions or areas but the actual number of areas supported will be dependant upon the panel type set. The first character (in this case the "A") is the identifier used to show the status of the first Partition. The second position (in this case the "B") is the identifier used to show the status of the second partition. If you preferred to have the first partition shown as Area "1" and not "A" then you can change it here using the same method as used previously. With the cursor underneath the letter "A", Press the "1" button four times until the character in the first slot shows "1".

When you are happy with the changes Press the "ENTER" button to save the changes.

Copying the text to other LCD keypads connected to the panel

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

While in "Local Edit Mode" at the keypad with the edited text, if you press and hold "**CHIME**" the text in your keypad will be transferred to all other LCD keypads connected to the panel.

NOTE: Each LCD keypad MUST be set to a different address for this function to work correctly.

Exiting Local Edit Program Mode

Press "PROGRAM" then "ENTER" (the LCD keypad will leave Local Edit Mode and return to Idle Mode).

Deleting User Codes

To Erase a User Code you must be in program mode or client mode and have permission to change user codes. To enter client mode press "PROGRAM" followed by the Master code (default 1 2 3) and "ENTER". The keypad display should now say CLIENT MODE. Now press "PROGRAM" and the User slot number you wish to Delete and press "ENTER", the code should be displayed. To erase this code press and hold the "**CONTROL**" button and within 2 seconds press the "0" button, the code will disappear. To accept this press "ENTER" example;

PROGRAM 1 2 3 ENTER	(if 1 2 3 is the Master code)
PROGRAM 2 ENTER	(if deleting User 2)
CONTROL + 0 ENTER	
PROGRAM ENTER	(exit client mode)

OWNERS DETAILS

INSTALLERS NAME:
INSTALLERS CONTACT PH #:

TEXT EDIT CHANGES

Control Panel Name :

AREA A Character (Default A)
AREA B Character (Default B)
AREA C Character (Default C)
AREA D Character (Default D)

ZONE DESCRIPTIONS:

Zone # 1	Zone # 2
Zone # 3	Zone # 4
Zone # 5	Zone # 6
Zone # 7	Zone # 8
Zone # 9	Zone # 10
Zone # 11	Zone # 12
Zone # 13	Zone # 14
Zone # 15	Zone # 16
Zone # 17	Zone # 18
Zone # 19	Zone # 20
Zone # 21	Zone # 22
Zone # 23	Zone # 24
Zone # 25	Zone # 26
Zone # 27	Zone # 28
Zone # 29	Zone # 30
Zone # 31	Zone # 32
Zone # 33	Zone # 34
Zone # 35	Zone # 36
Zone # 37	Zone # 38
Zone # 39	Zone # 40
Zone # 41	Zone # 42
Zone # 43	Zone # 44
Zone # 45	Zone # 46
Zone # 47	Zone # 48
Zone # 49	Zone # 50
Zone # 51	Zone # 52
Zone # 53	Zone # 54
Zone # 55	Zone # 56
Zone # 57	Zone # 58
Zone # 59	Zone # 60
Zone # 61	Zone # 62
Zone # 63	Zone # 64



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