ROEL
Design & Manufacturing

Cerber 52

10 Zones & 2 Partitions Burglary Control Panel

GENERAL FEATURES

Thank you for selecting the *C52* Security System. This advanced, European-made Security System will give you peace of mind by providing reliable security protection. The *C52* also features basic home automation capabilities such as controlling your automatic gate, lights, air-conditioner and more. Consult your installer to explore your *C52* system's capabilities.

The *C52* offers reliable protection and features that anyone can use without memorizing complex commands. The system consists of the control panel, one or more *KP-106P* keypads, alarm sensors (motion detectors, door contacts, etc.) and output devices (sirens, strobe lights, etc.).

The user-friendly *KP-106P* keypad lets you access your system's functions and provide you with an easy-to-understand display of the system's alarm and operational status. All actions performed are displayed through the keypad. Before using your security system, we recommend that you read this manual carefully and have your installer explain its basic functions.

- Central unit's core of powerful RISC microprocessor.
- The electrical features include an EEPROM memory for the programmed configuration, system/partitions status and LOG buffer to be retained even after a total power loss.
- User-friendly programming of the system parameters, from keypad or by PC (using „EZcom C52 Software").
- Up to 425 events with time and date stamp can be stored in a FIFO LOG buffer.
- "False alarm prevention" features: intellizones, automatic zone shutdown, beeps on entry and exit delays.
- High-speed Communication Format.
- 30 user codes (1^{-st} being „*master code*") and 1 installer programming code.
- Keypad displayed alarm memory alarms occurred in the system since last arming.
- Up to 4 keypads which can be simultaneously 4-wire coupled to one central unit.
- Keypad protection using micro-switch tamper.
- Individual zone LEDs from 1 to 10, indicating the alarm and faulted status.
- Each zone accepts zone doubling and tamper recognition.
- LEDs meaning on KP-106P keypad:
    - Individual Zone LEDs from 1 to 10, indicating the alarm and faulted status.
    - Status LEDs: SYSTEM, A & B ARMED, A & B READY, and BYPASS.

USER CODES

30 programmable "user codes" (1st being "master code") with multiple programmable rights: (Zone bypassing, Regular arming, Stay arming, Force arming, Disarming/siren stopping, Access to partition A and B, etc..).

All users have "ambush capability": by pressing the key corresponding to the "ambush digit", before the 4 digits of any user code, the panel will report a special code to the central station.

DIGITAL COMMUNICATOR

Your *C52* features a digital communicator for reporting of alarm events to a central station. This advanced auto-dialer comes with the following features:

• Phone line tone detection upon the automatic initiating the reporting to the central station.
• 2 separate accounts and individual communicator formats to identify each partition upon transmission to „central station".
• 2 individual programmable phone numbers for transmission to CS1 and to CS2.
• Periodical test reporting (with steps of up to 255 minutes or hours, time adjustment of the starting and either unconditionally reporting or only while armed status).
• Programmable reporting codes for Arming/Disarming/Ambush events, according to the user code.
• Programmable reporting codes for system trouble situations: *„Low battery voltage", „Restore battery voltage", „AC power loss", „AC power Restore", „Bell Trouble"* (*upon disconnection or burnt fuse*), *"Bell trouble Restore", „Burnt fuse on AUX", „Fuse on AUX Replaced", „ System date and hour Loss", „System date and hour Reprogrammed", „Keypad lockout"*.

UPLOAD/DOWNLOAD

Your *C52* features up/downloading, allowing remote access of your system by your CMS provider for the purpose of parameter configuration and troubleshooting. This includes the following features:

• Uploading the system parameters from control panel onto PC.
• Downloading the programming of system parameters from PC to the control panel.
• Uploading the event LOG from the control panel into PC (425 events stamped with time and date).
• System time and date setting by PC.
• On-line display of system status and troubles.

ZONES

Your security protection is made up of zones. A zone consists of one or more security sensors and detectors protecting a particular area of your premises. Your *C52* offers the following features:

• 5 fully programmable zones on the main board, expandable to 10 zones using zone doubling feature, with *single or double EOL resistor, NC contacts, tamper recognition* and programmable as delayed, instant, follower, 24 hour burglary, fire, tamper, panic, medical emergency, arming/disarming ("keyswitch").
• 13 zone attributes, individually programmable as "*audible/silent alarm*", "*steady/pulsing siren*", "*manual bypassing*", "auto shutdown", "*forced arming*", "chime *function activating*", "*stay*", "*intellizone*", , as well as individually selectable zone response time.
• "Zone bypassing" (*automatic* "from swinger shut-down" or caused by home arming, if the zones have the "stay" attribute activated - and *manually* by the users).
• 2 real partitions which can be armed/disarmed independently from each other – allowed by user rights.
• Individually programmable exit and entry delay times for each partition – allowed by programming.
• Programmable alarm type: silent or audible and for audible alarms steady or pulsing.
• Individual siren timers for burglary and fire alarms.

PGM FUNCTIONS

Your *C52* includes two programmable outputs (PGMs). When a specific event or condition occurs in your system, these can be used to reset smoke detectors, activate light switches, open/close garage doors, activate a buzzer and more. Ask your installer or Security Company for more details.

MONITORING OF SYSTEM TROUBLES

Your *C52* security system continuously monitors possible trouble conditions. Most of these trouble conditions are reported directly to your Security Company's central station. They are also displayed on your keypad in Plain English. The various trouble conditions that can be displayed include "telephone line failure", "AC loss", "low battery detected", "Failure to communicate", "System Time and Date not programmed" and "bell trouble".

SYNTHESIS SOUND COMMUNICATOR

• Capability of response to the remote calls for system status interrogation (the system status – armed/disarmed/alarm/"AC power loss" – will be reported by specific synthesis sounds).

• Programmable options of responses to the remote calls for system status interrogation, either after „double call" or after programmable number of rings.

• Programmable option of automatic initiating the reporting the specific synthesis sounds to the follow me phone numbers, when alarms and „AC power loss" event occur in the system.

• Phone line tone detection upon the automatic initiating the synthesis sound reporting.

• Up to 4 follow me phone numbers (for the control panel to automatic report on the phone line the „alarm" and „AC power loss" events, by specific synthesis sounds).

MISCELLANEOUS

• Real clock timer which will stamp the 425 events in LOG.

• „Quick arming" options: „away quick arming", „quick stay arming" and „quick instant stay arming" – individually allowed by programming for each partition.

• Options of arming by users: „away arming", „stay arming" and „instant stay arming" – allowed by user rights.

• Autoarming options: „timed autoarming" and „inactivity autoarming" – individually allowed by programming for each partition.

• Autodisarming option: „timed autoarming" – individually allowed by programming for each partition;

• Option: Autoarming programmable in regular or home mode – individually allowed by programming for each partition.

• Chime feature activated/deactivated by the users.

• Warning on keypad's buzzer when siren sounds.

2. KEYPAD

Within the protected area, up to four keypads can be installed, one for each and every entry / exit door.

KEYPAD TYPE

KP106P: 10-Zone LED and 6 status LEDs keypad for *CERBER C52* control panel.

KEYPAD LAYOUT

KP106P

KEYPAD DISPLAY

Description of LEDs' meaning according to the system/partitions' status:

A & B READY LEDs

a) While the appropriate partition is armed – OFF.

b) While the appropriate partition is disarmed or during the exit time:

ON – the appropriate partition is ready for arming (all zone loops are closed even those which allow "forced arming" feature);

Blinking – the appropriate partition is ready for arming (all zone loops are closed, except at least one which allow "forced arming" feature);

OFF – at least one zone is open and it doesn't allow "forced arming" feature;

c) While the system is totally disarmed and finds itself within one of the Programming Menus

(only for READY A):

ON – while the master user is in one of the master user's programming procedures, for modifying the user codes, the "follow-me" phone numbers or the system date and hour, etc.;

ON – while the installer is within one of the system parameter programming sections.

SYSTEM LED

A) While the system is:

Totally armed in regular mode – OFF;

At least a partition is armed in home mode

– Blinking in case there are recorded alarms during that home arming period and/or there are troubles in the system ("AC power loss", "low battery voltage", "fail to communicate event", "BELL trouble", "phone line trouble" or "system date and hour loss");

During any exit time – Blinking in case there are troubles in the system.

B) While the system is partially armed:

Blinking – in case there are recorded alarms (during the previous armed period or during present disarmed period for 24h zones) or there are troubles in the system ("AC power loss", "low battery voltage", "fail to communicate event", "BELL trouble", "phone line trouble" or "system date and hour loss");

C) While the system is totally disarmed:

Blinking – when the user is within one of the next menus: Zone bypassing, System trouble displaying, Alarm memory displaying or Program/Modify of the user codes, "follow-me" phone numbers or system date and hour;

Blinking – while the installer is within programming menu of the system parameters.

Bypass LED

ON – there is at least one user-bypassed zone in the system or during *stay arming* mode – in case at least one zone has the attribute „stay" enabled.

The LED will turn OFF upon system disarming or if the users unbypass all zones.

ARMED A LED

a) While the system / partition A is armed:

ON – if the system / partition A is regularly armed;

Fast Blinking – if the system / partition A is armed in "instant stay mode".

Slow Blinking – if the system / partition A is armed in "stay mode".

b) While the system / partition A is disarmed:

OFF

ON – while the master user is within master user's menu of program/modify the user codes, "follow-me" phone numbers or system date and hour;

ON - while the installer is within programming menu of the system parameters.

ARMED B LED

a) While the partition B is armed:

ON – if the partition B is totally armed;

Fast Blinking – if the partition B is armed in "instant stay mode".

Slow Blinking – if the partition B is armed in "stay mode".

b) While the partition B is disarmed: OFF

Zone LEDs

a) While the system is completely armed:

ON – the corresponding zone triggered the alarm at least once during that arming period;

BLINK – the corresponding zone tamper triggered the alarm at least once during that arming period;

b) While the system is completely disarmed or partial armed:

OFF – the loop of corresponding zone is closed;

ON – the loop of corresponding zone is faulted.

While the system finds itself within one of the programming/displaying menus:

o   ON – the user is within one the zone bypassing menu and the respective zone is bypassed;

o   ON/OFF – they are displaying certain parameters' status (activate/deactivate) – while the installer is within certain sections of programming menu of the system parameters.

3. OPERATION

KP106P

The keypad is the device that helps with system programming, entering commands and data, as well as display of the system status. System operation is performed using the LED indications on the front side of the keypad.

The KP-106P keypad have 10 Zone LEDs and 6 status LEDs: A & B ARMED, A & B READY, BYPASS and SYSTEM.

SYSTEM CODES

The system recognizes 1 special installer programming code and 30 user codes, the first user code being the "master" code (1234 by default). *All user codes have the "ambush" capability.*

USER CODES

The "*master code*" (1^{-st} user code) is programmed "1234" by default. Using the "*master code*", you can operate the system and modify/delete the other user codes.

The allowed operations for "master code" are: Arming, Disarming, Zone Bypassing/Un-bypassing, Programming/Erasing of the user codes, Programming/Erasing of the "follow-me" phone numbers, System date and hour Setting, Cancellation of the voice/sound reporting and the communication between panel and PC, PC download acceptance.

The 2nd to 30th user codes are all assigned to 1^{-st} partition and not programmed by default.

Allowed default rights for these user codes are: Arming and Zone Bypassing/Unbypassing

All user codes have "ambush capability": by pressing the key which corresponds to the "ambush digit" before the 4 of any user code, the control panel will record a special event into the 425-event LOG and will transmit a special code to the central station.

In order to program *the user codes* ("master code" included), the "master user" will use the [*][7][Master Code] command.

Each of 1^{-st} to 30^{-th} user code has 7 rights, individually programmable within master's user programming menu, using [*][7][Master Code] command:

• Zone bypassing;

• Regular arming;

• Stay arming;

• Force arming;

• Disarming/siren stopping;

• Access to partition A;

• Access to partition B;

Note: The control panel is provided with protection against valid code guessing attempts. If the option of "keypad lockout" is enabled, the "keypad lockout counter" will be counting the successive attempts of entering access codes; in case the successive attempts of entering access codes rich the set value, the keypads will lock for 7 minutes; all LEDs of the KP-106P keypad will be fast blinking. The event will be stored into the 425-event LOG, which can be uploaded and viewed onto PC by "EZcom C52 Software" and optionally a specific reporting code will be transmitted to CS, too.

PARTITIONING

The CERBER C52 has implemented the partitioning feature which can divide the alarm system into two distinct areas identified as partition A and partition B. Partitioning can be used in installations where shared security systems are more practical, such as home offices or warehouse buildings.

If the system is not partitioned, all user codes and features are automatically assigned to the system (doesn't mater if user codes have the right of access to partition B or zones are assigned by program to partition B).

HOW DOES A PARTITIONED SYSTEM WORK?

• Users can only arm/disarm partitions in which they have been given the right to access, by the means of user codes rights programming.

• A user with access rights to both partitions can arm/disarm the two partitions. Entering such a user code in a partitioned system is followed by a time of 7 seconds, allowing the user to choose the partition to be armed/disarmed; therefore, to arm/disarm the A partition, user must press the [1] key and to arm/disarm the B partition, user must press the [2] key. To cancel the command user can press [#] key.

• Only zones assigned to partition A will arm/disarm when partition A is armed or disarmed.

• Only zones assigned to partition B will arm/disarm when partition B is armed or disarmed.

• A zone assigned to both partitions is armed only if both partitions are armed and it is disarmed if at least one partition is disarmed.

• Some of the system's features can be programmed separately for each partition.

REGULAR / AWAY ARMING

[User Code]   **[x][x][x][x]**

This method, commonly used for day-to-day arming, will arm all zones in the system/partition.

While the green READY LED is ON or blinking, in order to arm the system/partition in away mode, simply key in a valid user code (4 digits). For each key pressing, the keypad buzzer will sound a short beep. The user code must have the right of arming.

If after entering the last digit of the user code the keypad buzzer is sounding a long rejection beeps means:

- The user code was not correct; press [#] key and then key in again the user code.

- The user code hasn't the right of arming; enter a user code with this right.

- The user code is entered while the green READY LED is OFF; all zones which doesn't allow „forced arming" feature must be closed when the system/partition is armed.

- The user code is entered while the green READY LED is blinking but the code hasn't the right of force arming; all zones must be closed when the system/partition is armed by such a user code.

After entering a valid user code, all keypad LEDs will be ON for a little while and the keypad buzzer will sound 6 acceptance beeps. Then, the exit delay timer will start and the red ARMED LED will turn ON. The users must exit the premise through an exit point, until the exit delay elapses.

If the buzzer warnings were enabled by programming, during the exit delay the keypad buzzer will sound warning beeps.

During the exit delay the yellow SYSTEM LED will blink in case there are troubles in the system („AC power loss", „low voltage on battery", „fail to communicate event", „BELL trouble", "phone line trouble" or „system date and hour loss"); the orange BYPASS LED will be also ON in case at least one zone was previously bypassed by the users.

The default exit delay time is 60 seconds (see the section [31] of the main programming menu).

After the exit delay elapsed, all status LEDs will turn OFF, except the ARMED and BYPASS LEDs which will remain ON until disarming.

Remark: *before system/partition arming the users should check the following*:

1. If the READY LED is OFF means there is in the system/partition at least one violated zone which doesn't allow „forced arming" feature (those zones have disabled by programming their "forced arming" attribute). Since the system/partition cannot be armed if the READY LED is OFF all loops of those protected zones need to be closed

while system/partition arming (doors and windows should be closed, people in rooms protected by PIR detectors must go away, etc.).

2. Please note that READY LED may be blinking while there are violated zones in the system/partition (the LEDs of violated zones are lit, too). Means the respective zones allow „forced arming" feature and they allow system/partition arming although the zones are violated at the very moment of arming. In this case, the user should check if the zones that allow „forced arming" feature are the same ones established by the installer.

3. If the BYPASS LED is lit, the user should check if the zones that the system will bypass during the next arming period are the same ones bypassed by himself using [*][3][User Code] command.

4. If the SYSTEM LED is blinking, check the following:

   o The alarm memory by means of [*][5] command: if there are alarms in the memory, the alarm memory will be cleared once the system/partition will be armed.

   o System troubles by means of [*][4] command: if there are troubles regarding „AC power loss", „low voltage on battery", „fail to communicate event", „BELL trouble", „AUX overload", "phone line trouble" or „system date and hour loss", fix all these troubles before arming.

Notes:

1. In a partitioned system, in order to arm a partition by users assigned to only one partition, simply key in a valid user code; the corresponding partition will arm after exit time.

2. In a partitioned system, in order to arm the partitions by users assigned to both partitions, key in a valid user code; the zone 1 and 2 LEDs will flash for 7 second, allowing the user to choose the partition/partitions to be armed, by pressing [1] and/or [2] keys. The selected partition/partitions will arm after exit time.

OTHER ARMING MODES

TIMED AUTOARMING

If "timed autoarming" option is enabled within [25] and/or [26] sections, the system/partitions will automatically arm itself at a specified time everyday. Please note, as with regular arming, the system/partitions will not auto arm if a zone is violated and "force autoarming" is not enabled or if the zone doesn't allow „forced arming". If this occurs, the control panel will report "fail to auto arm" code and the system/partition will not arm until the next day.

The type of autoarming is "regular" or "stay" and is dependent on the appropriate options within [25] and/or [26] sections.

The autoarming moment is programmed using the 24 h clock (i.e. 8:00PM = 20:00) as described in [55] and [57] sections.

INACTIVITY AUTOARMING

If "inactivity autoarming" option is enabled within [25] and/or [26] sections and the control panel does not detect any movement (zone openings) for a specified period, the panel will arm the system/partitions. Please note, as with regular arming, the system/partitions will not auto arm if a zone is violated and "force autoarming" is not enabled or if the zone doesn't allow „forced arming". If this occurs, the control panel will report "fail to auto arm" code and the system/partition will not arm for a new inactivity time.

The type of autoarming is "regular" or "stay" and is dependent on the appropriate options within [25] and/or [26] sections.

Program the inactivity autoarming times as they are described in [47] and [48] sections.

„INSTANT STAY" ARMING
[*][1][User Code] or [INST][STAY][User Code],

where [INST] and [STAY] are the keys labeled „INSTANT" and „STAY"

This method is useful for perimeter protection and it allows the users to remain in the protected area while the system/partition is "instant stay armed". At the end of the exit delay time, after such an arming mode, the zones which are usually of the perimeter delayed type will respond as the instant zones (they will trigger the alarm as soon as they will be violated). Thus any user can stay inside the protected area, but no one should come in from outside (for example this arming mode is useful for the system/partition arming during the night when the users are going to sleep and expect no guests; thus, entry/exit points like doors and windows are armed while other zones like motion detectors remain deactivated).

While the green READY LED is ON or blinking, in order to arm the system/partition in an „instant stay mode", simply key in a valid user code within one of the previous sequences. For each key pressing, the keypad buzzer will sound a short beep. *The user code must have the right of "stay arming".*

If after entering the last digit of the user code the keypad buzzer is sounding a long rejection beeps means:

- The user code was not correct; press [#] key and then key in again the user code within one of the previous sequences.

- The user code hasn't the right of "stay arming"; enter a user code with this right.

- The user code is entered while the green READY LED is OFF; all perimeter zones which don't allow „forced arming" feature must be closed when the system/partition is stay armed.

- The user code is entered while the green READY LED is blinking but the code hasn't the right of force arming; all perimeter zones must be closed when the system/partition is stay armed by such a user code.

After entering a valid user code within one of the previous sequences, all keypad LEDs will be ON for a little while and the keypad buzzer will sound 6 acceptance beeps. Then, the exit delay timer will start and the red ARMED LED will turn fast blinking. In the same time the control panel will automatically bypass the interior zones (the zones inside the objective that have the „stay" attribute activated by programming; the zones that have not the „stay" attribute activated are called perimeter zones).

If the buzzer warnings were enabled by programming, during the exit delay the keypad buzzer will sound warning beeps.

During the exit delay the yellow SYSTEM LED will blinking in case there are troubles in the system („AC power loss", „low voltage on battery", „fail to communicate event", „BELL trouble", "phone line trouble" or „system date and hour loss") and the orange BYPASS LED will be ON in case at least one interior zone is going to be bypassed by the panel (and/or at least one zone was previously bypassed by the users); the orange BYPASS LED will turn OFF only when disarming.

If during any home arming period at least one alarm or trouble occurs in the system, the SYSTEM LED will start to blink. Because the alarm memory is cleared only upon another system/partition arming, after at least one alarm occurred, the yellow SYSTEM LED will stop to blink only upon another system/partition arming.

After the exit delay elapsed, the READY LED will turn OFF and the red ARMED LED will keep fast blinking until disarming, signaling the system/partition is perimeter and instant armed (while the system was armed in „instant stay mode", the zone which are usually of the perimeter delayed type will respond as the instant ones).

Because during such an arming period the access into the building isn't allowed through the zones which usually are of delayed type, at least a user must remain inside the building to disarm the system/partition.

Notes:
1. In a partitioned system, in order to arm a partition in an „instant stay mode", by users assigned to only one partition, simply key in a valid user code within one of the previous sequences; the corresponding partition will instant stay arm.

2. In a partitioned system, in order to arm a partition in an „instant stay mode", by users assigned to both partitions, simply key in a valid user code within one of the previous sequences; the zone 1 and 2 LEDs will flash for 7 second, allowing the user to choose the partition/partitions to be armed, by pressing [1] and/or [2] keys. The selected partition/partitions will instant stay arm.

„STAY ARMING"
[*][2][User Code] or [STAY][User Code],

where [STAY] is the key labeled „STAY".

This method is also useful for perimeter protection and it allows the users to remain in the protected area while the system/partition is "stay armed", but this time the access through the delayed zones is allowed, too, for other users. At the end of the exit delay time, after such an arming mode, the zones which usually are of the perimeter delayed type will maintain this feature (if they are first violated during arming, they will start the entry delay timer and will trigger the alarm only if a valid user code isn't entered until the entry time elapses). Thus, this arming mode is useful for the system/partition arming during the night, while the users can stay at home and other users which have own code may came back while the system/partition is already armed.

While the green READY LED is ON or blinking, in order to arm the system/partition in „stay mode", simply key in a valid user code within one of the previous sequences. For each key pressing, the keypad buzzer will sound a short beep. The user code must have the right of "stay arming".

If after entering the last digit of the user code the keypad buzzer is sounding a long rejection beeps means:

- The user code was not correct; press [#] key and then key in again the user code within one of the previous sequences.

- The user code hasn't the right of "stay arming"; enter a user code with this right.
- The user code is entered while the green READY LED is OFF; all perimeter zones which don't allow „forced arming" feature must be closed when the system/partition is stay armed.
- The user code is entered while the green READY LED is blinking but the code hasn't the right of force arming; all perimeter zones must be closed when the system/partition is stay armed by such a user code.

After entering a valid user code within one of the previous sequences, all keypad LEDs will be ON for a little while and the keypad buzzer will sound 6 acceptance beeps. Then, the exit delay timer will start and the red ARMED LED will turn slow blinking. In the same time the control panel will automatically bypass the interior zones (the zones inside the objective that have the „stay" attribute activated by programming; the zones that have not the „stay" attribute activated are called perimeter zones).

If the buzzer warnings were enabled by programming, during the exit delay the keypad buzzer will sound warning beeps.

During the exit delay the yellow SYSTEM LED will blinking in case there are troubles in the system („AC power loss", „low voltage on battery", „fail to communicate event", „BELL trouble", "phone line trouble" or „system date and hour loss") and the orange BYPASS LED will be ON in case at least one interior zone is going to be bypassed by the panel (and/or at least one zone was previously bypassed by the users); the orange BYPASS LED will turn OFF only when disarming.

If during any home arming period at least one alarm or trouble occurs in the system, the SYSTEM LED will start to blink. Because the alarm memory is cleared only upon another system/partition arming, after at least one alarm occurred, the yellow SYSTEM LED will stop to blink only upon another system/partition arming.

After the exit delay elapsed, the READY LED will turn OFF and the red ARMED LED will keep slow blinking until disarming, signaling the system/partition is stay armed. Any user can get inside the building through the delayed zones and he/she must enter own user code (1 to 85) until the entry time elapses, in order to disarm the system/partition.

Notes:
1. In a partitioned system, in order to stay arm a partition, by users assigned to only one partition, simply key in a valid user code within one of the previous sequences; the corresponding partition will stay arm.
2. In a partitioned system, in order to stay arm a partition, by users assigned to both partitions, simply key in a valid user code within one of the previous sequences; the zone 1 and 2 LEDs will flash for 7 second, allowing the user to choose the partition/partitions to be armed, by pressing [1] and/or [2] keys. The selected partition/partitions will stay arm.

SWITCH TO STAY ARMING

After any regular arming (by user, by PC or by keyswitch), if during exit delay no entry/exit zone is violate (user doesn't leave the protected area through any entry/exit point), the system/partitions automatically switches from regular arming to stay arming (if the appropriate option is set as enabled in [25] and/or [26] sections).

KEYSWITCH OR PUSHBUTTON ARMING/DISARMING

Connecting a keyswitch or a push button to any zone defined as "keyswitch" type, then these can be pressed to "regular" arm and disarm the system/partition:
- If the system/partition is ready and the button is pressed, the system will arm;
- Pressing the button again will disarm the system.

In a partitioned system the keyswitch or push button will arm/disarm the partition which has assigned the respective "stay keyswitch" or "keyswitch" zone.

Note: in case the "keyswitch" zone is assigned to both partitions and the keyswitch or push button is pressed while one partition is armed and the other is disarmed, the armed partition will first disarm and only pressing the button again will arm the both partitions.

QUICK ARMING MODES (ARMING WITHOUT USER CODES)

Quick arming features allow the system/partition to be quickly armed by any person who may not own a user code. The users can also use these arming modes while system needs to be armed in the presence of someone who isn't to find out the user code.

In a partitioned system, entering any of quick arming commands is followed by a time of 7 seconds in which the zone 1 and/or 2 LEDs are flashing, allowing the user to choose the disarmed partitions to be armed without codes; to arm the partition A the user must pres [1] key and to arm the partition B the user must pres [2] key (please note that if the user is pressing the key which corresponds to an armed partition, the keypad buzzer will sound a long beep).

Note: Quick arming features are allowed only if the appropriate options are enabled by programming (see the options displayable on zone 1, 2 and 3 LEDs within [23] and [24] programming sections).

„Away Quick Arming"
[*][0][0] or [INST][CODE],

where [INST] and [CODE] are the keys labeled „INST" and „CODE"

„*Away quick arming*" („*away arming*" without code) is performed by entering one of the sequences [*][0][0] or [INST][CODE].

After that, the user must leave the objective before the exit delay elapsed. After the exit delay elapsed, the system is entirely armed and the ARMED LED will remain ON.

This arming type is similar to „*away arming*" by user code.

Note: „*Away quick arming*" is allowed only if the appropriate option is enabled by programming (see the option displayable on zone 1 LED within [23] and [24] programming sections).

„Quick Instant Stay Arming"
[*][0][1]

This arming type is similar to „*instant stay arming*" by user code.

Note: „*Quick instant stay arming*" is allowed only if the appropriate option is enabled by programming (see the option displayable on zone 2 LED within [23] and [24] programming sections).

„Quick Stay Arming"
[*][0][2]

This arming type is similar to „*stay arming*" by user code.

Note: „*Quick stay arming*" is allowed only if the appropriate option is enabled by programming (see the option displayable on zone 3 LED within [23] and [24] programming sections).

Disarming & Deactivating an Alarm

[User Code]   [x][x][x][x]

In order to disarm an already armed system/partition or to deactivate an alarm the users should enter the protected area through any delayed zone and simply key in a valid user code (4 digits). Once a delayed zone is first violated during one arming period it will start the appropriate entry delay timer; the keypad buzzer will sound a continuous beep, indicating that the system must be disarmed. The system will not generate the alarm until the entry time elapses, giving to the user enough time to enter the premise and to disarm the system/partition (to modify the entry delay times, see section [30]).

Enter any of the 1 to 30 user codes (4 digits) to disarm the system/partition. The user code must have the disarming (siren stopping) right;

After entering the first code digit, the continuous beep will stop and upon each key pressing, the keypad buzzer will sound a short beep.

If after entering the last digit of the user code the keypad buzzer is sounding a long rejection beeps means:

- The user code was not correct; press [#] key and then key in again the user code.
- The user code hasn't the disarming (siren stopping) right; enter a user code with this right.

After entering the last digit of a valid user code, the ARMED LED will turn OFF and the keypad buzzer will sound 3 confirmation beeps of system/partition disarming.

If at least one alarm occurred during the previous arming period, after disarming, the SYSTEM LED will stay blinking until the next arming. To visualize the alarms occurred in the system since last arming use [*][5] command.

If no alarms occurred during the previous arming period and the SYSTEM LED is still blinking after disarming, see system trouble status by means of [*][4] command.

TO DEACTIVATE AN ALARM SIMPLY KEY IN ANY USER CODE (4 digits), WHILE THE SIREN IS SOUNDING

The user code must have the siren stopping (disarming) right; if the siren sound is stopped while the system/partition is armed, the system will disarm, too. If the siren sound is stopped while the system/partition is disarmed, then only the siren will stop to sound, without system arming. In the

second case, if the user wants to arm the system after the siren sound was stopped, he must key in again the user code.

In a partitioned system entering a user code with the right of siren stopping, while siren is sounding, will function as follows:

1. if the a user is assigned to only one partition, it can stop the siren sounding only if the alarm was triggered by zones from the same partition to which the code have been assigned, as follows:
   - entering of such a code while siren is sounding and the partition is armed will disarm the partition, but the siren will not be stopped if there are zones from the other partition which triggered alarm;
   - first entering of such a code while siren is sounding and the partition is disarmed will stop the siren sounding only if the alarm was triggered by zones from the same partition to which the code have been assigned; if first entering of such a code couldn't stop the siren sounding, then next entering of code will can't to arm the partition until the siren stops to sound.

2. if the a user is assigned to both partitions the siren will stop sounding automatically and the zone 1 and 2 LEDs will flash for 7 seconds, allowing the user to choose the partition/partitions to be armed/disarmed, by pressing [1] and/or [2] keys.

OTHER OPERATION COMMANDS

ZONE BYPASSING

[*][3][User Code] or **[BYPASS][User Code],**
where [BYPASS] is the key labeled "BYPASS".

Zone bypassing is necessary in case of a faulty detector or troubleshooting isn't being allowed because of faulty wiring, where the system needs to be armed altogether and access is desired in a zone even with system armed.

Zone bypassing can be performed only while the system/partition is disarmed and if the zones allow manually bypassing (see "manually bypassing" attribute of zones into [01] to [10] sections).

The control panel will no longer consider the detectors from a bypassed zone. Arming can be performed with one or more bypassed zones, even if the sensors on these zone loops are faulted.

Enter one of the commands [*][3][User Code] or [BYPS][user code] to switch within zone bypassing menu; soon after starting this command by entering [*]or [BYPS] key, all keypad LEDs will turn OFF. After entering [3] key and a valid user code, the keypad buzzer will sound 3 confirmation beeps.

In a partitioned system, in order to enter zone bypassing menu, by users assigned to both partitions, simply key in a valid user code within one of the previous sequences; the zone 1 and 2 LEDs will flash for 7 second, allowing the user to choose the partition for zone bypassing, by pressing [1] or [2] keys. The selected partition is now in "Low Zones (Un)Bypassing" mode, which means that only zones from 1 to 5 and assigned to that partition can be bypassed or un-bypassed by the use of [1] to [5] keys.

While the control panel is within "Low Zones (Un)Bypassing" menu, the keypad LEDs' status will be as follows:	
ARMED A or B LED	ON, according to the selected partition
SYSTEM LED	Blinking
READY A or B LED	ON, according to the selected partition
1 to 5 LEDs	ON/OFF, according to the bypassing status of the 1 to 5 zones

If some zones were previously bypassed the respective Zone LEDs will be ON, too. If no zones were previously bypassed the all Zone LEDs will be OFF.

To bypass/un-bypass a zone press the key which corresponds to the zone number and the appropriate LED will turn ON/OFF.

Press the [*] key to switch to "High Zones (Un)Bypassing" mode. The keypad will confirm entering this mode by 6 beeps and by flashing of READY A or B LED. In this mode, only zones from 6 to 10 and assigned to the selected partition can be bypassed or un-bypassed by the use of [1] to [5] keys

While the control panel is within "High Zones (Un)Bypassing" menu, the keypad LEDs' status will be as follows:	
ARMED A or B LED	ON, according to the selected partition
SYSTEM LED	Blinking
READY A or B LED	Blinking, according to the selected partition
6 to 10 LEDs	ON/OFF, according to the bypassing status of the 1 to 5 zones

Press the [*] key again to switch back to "Low Zones (Un)Bypassing" mode. The keypad will confirm returning this mode by 3 beeps and by turning ON the READY A or B LED.

Press [#] key to exit zone-bypassing menu.

Notes:

1. Bypassed zone status is only valid during a single arming period; upon system/partition disarming, bypassed zone status will clear.
2. Once at least one zone was bypassed, the BYPASS LED will stay ON until system/partition disarming or until bypass cancellation for all 10 zones.

SYSTEM TROUBLE DISPLAYING: [*][4] COMMAND

The *CERBER C52* continuously monitors eight possible trouble conditions.
The SYSTEM LED will turn blinking on the keypads once any trouble condition occurs and whenever a trouble condition occurs for first time the KP-106P is programmed to emit intermittent beeps at every 8 seconds.

Press [*][4] keys to switch within trouble display menu; soon after starting this command by entering [*] key, all keypad LEDs will turn OFF. After entering [4] key, the SYSTEM LED will blink and each trouble condition will be signaled to the corresponding zone LED *as follows*:

Zone LEDs	DESCRIPTION	DETAILS
Zone 1 LED	"Low voltage on battery"	The control panel performs a dynamic battery test every 32 seconds. This trouble indicates that the battery is disconnected or its voltage is lower than 11.5 volts. Please note the backup battery is continuously charged while AC power is present and if this trouble persists for a long time that means the battery must be replaced.
Zone 2 LED	AC power loss	If AC power is missing (the transformer or the fuse near the transformer is burnt) this trouble indicator is ON and it will turn OFF once the AC power restored.
Zone 3 LED	"Unsuccessful Communication to CS"	This trouble indicator will turn ON when after the 8 attempts for both CS phone numbers the control panel failed to transmit to the central station (none of the CS answers even after the 8^{-th} call and it will turn OFF only after a successful transmitting to CS.
Zone 4 LED	"System date and hour not programmed" (Power ON)	The control panel's internal clock must be re-programmed because the control panel was powered. This trouble indicator will turn OFF only after the system date and hour programming.
Zone 5 LED	"*Bell Trouble*" (siren disconnection or burnt fuse)	This trouble indicator will appear if wiring between the siren and the panel is cut-off or its fuse was burnt it will turn OFF after the siren is re-connected or the fuse is replaced.
Zone 6 LED	"Phone Line Trouble" (TLT)	If the Telephone Line Monitoring (TLM) feature is enabled (see section [031]), this trouble indicator indicates that the control panel has not detected the presence of a telephone line for at least 30 seconds. The LED will turn OFF after the control panel will detect the presence of a telephone line for at least 30 seconds.
Zone 7 LED	"*Tamper trouble*"	If at least one keypad or zone tamper is open this trouble indicator will turn ON and it will turn OFF after all keypad or zone tampers are closed.
Zone 8 LED	"Burnt fuse on AUX"	This trouble indicator will appear if the AUX fuse was burnt and it will turn OFF after the fuse is replaced.

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The actual trouble beeps can be stopped by system/partition arming or by any entering within trouble displaying menu (by pressing the [*][4] Keys). So, as soon as the users had acknowledged the troubles by means of [*][4] command, the keypad trouble buzzer warnings will stop, as there are no troubles in the system, but the corresponding trouble indicator will still remain ON until the respective trouble condition is solved. The SYSTEM LED will still remain to blink until all troubles will be solved.

If option of "next trouble beep stopping" was enabled by programming, it can be released just by entering command [*][4] as follows:

- once user entered [*][4] command, if the keypad buzzer will sound 6 confirmation beeps, that means in the future the keypads will no longer emit intermittent beeps upon any new trouble occurring (the intermittent beeps will not be reactivated even a new trouble will occur);

- once user entered [*][4] command, if the keypad buzzer will sound 3 confirmation beeps, that means in the future the keypads will emit again intermittent beeps upon any new trouble occurring (the intermittent beeps will be reactivated whenever a new trouble occurs).

So, if option of "next trouble beep stopping" was enabled by programming, then any entering within trouble displaying menu will toggle the next trouble beep emitting from activated to deactivated and vice-versa.

If option of "next trouble beep stopping" wasn't enabled by programming, the keypad buzzer will sound no beeps once user enter [*][4] command, but it will still stop the actual trouble buzzer warnings until a new trouble occurring.

Remarks:
1. Burnt fuse on AUX trouble, though it does record as LOG event (and optionally, if the digital communicator is enabled by programming and the appropriate reporting code is programmed too, it is reported to CS), cannot be displayed on the keypads because the keypads are powered exactly from this power supply (this trouble is stopping the keypad powering until the fuse is replaced).
2. If any trouble condition occurs, it needs to be solved before arming to assure a proper function for system.
3. If there are alarms in the memory, the SYSTEM LED will turn blinking too; if the SYSTEM LED is blinking just because of at least one alarm occurred, you can see the alarm memory occurred in the system since last arming then by means of [*][5] command.

Press [#] key to exit the system trouble displaying menu.

ALARM MEMORY DISPLAYING
[*][5]

The all alarms that occurred in the system since the last arming are memorized and can be *visualize*d on zone LEDs.

To view the alarmed zones or the special alarms triggered from the keypad or from phone line trouble, enter [*][5] command, *while system/partition is disarmed*.

Soon after starting this command by entering [*] key, all keypad LEDs will turn OFF. *After entering the key [5], the SYSTEM LED and the zone LEDs that triggered the alarm will blink.*

To view the special alarms triggered from the keypad, press [*].

The green LED READY will also blink, indicating the second set of alarms on the 1, 2 and 3

LEDs. Within the 2^{-nd} mode of alarm visualization

- LED 1 indicates a lockout Keypad alarm after to many successive attempts of entering a wrong user code
- LED 2 indicates a keypad alarm (panic, fire, medical emergency)
- LED 3 indicates an alarm triggered from the phone line trouble.
- LED 4 indicates an alarm triggered from the keypad tamper

To return to visualization of the alarms triggered from zones, press [*]

again. To exit alarm memory displaying menu press [#] key.

Remark: The alarm memory will be cleared every time the system/partition is armed.

Note: In a partitioned system, after entering the [*][5] command, zone LEDs 1 and 2 will start blinking waiting for the user to choose which partition alarm memory he wants to display.

CHIME FEATURE ACTIVATING / DEACTIVATING
[*][6]

Chime feature activating / deactivating is performed only if the system/partition is disarmed, by entering the [*][6] command.

If the feature is activated, the keypad buzzer will beep for 3 times, and if it is deactivated, the keypad buzzer will sound a long beep.

Once the "chime feature" is activated, if any zone with programmed "*chime*" attribute is opened while system/partition is disarmed, causes the keypad buzzer to sound 6 warning beeps (chime warning beeps).

The feature is useful if the entry / exit doors are out of the user's view and he / she wants to be notified whenever the doors of those zones are opened.

Note: For a zone to activate the "*chime*", it must have the "*chime*" attribute enabled by programming - see sections [01] to [10].

ACTIVATION / DEACTIVATION COMMAND FOR PGM OUTPUTS (DEFINED AS MONO-STABLE, BI-STABLE OR "CLOCK TIMER" PGM TYPE)
[*][9][1] or [*][9][2]

Upon entering one of these commands, the corresponding programmable output PGM1 or PGM2 defined as mono-stable, will activate (to GND) for the time lapse programmed in programming section [35]. If a new [*][9][1] / [2] command is performed while the Mono-stable PGM output is active, that output will be deactivated immediately.

Similarly, upon entering this command, any PGM1 or PGM2 output defined as bi-stable or "clock timer", will change its status from activated to deactivated or vice versa.

4. Master User's Programming Menus

While the system is totally disarmed, in order to enter the main programming menu allowed only to the „master user" enter one of the [*][7][Master Code] or [CODE][Master Code] commands,

where [CODE] is the key labeled "CODE" key

Once this procedure was initialized by entering [*] or [CODE] key, all keypad LEDs will turn OFF. *After entering the "master code"*, *the keypad buzzer will sound 3 beeps*, confirming the system is within „master user's programming menu".

While the system is within „master user's programming menu", the keypad LEDs' status will be as follows:	
ARMED A LED	ON
SYSTEM LED	Blinking
READY A LED	OFF
zone LEDs	OFF

Note: The „master user's programming menu" can be exited by pressing the [#] key. When exiting the „master user's programming menu", the system will go back within disarmed status and the keypad LEDs will display the system and zone status.

There are several „master user's submenus" where the "master user" can perform the following operations:

1. Selective Programming / Erasure of 01 to 30 user codes („master user's submenus" from [01] to [30]);

2. Simultaneous Erasure of all user codes, except the *„master code"* („master user's submenu" [49]);

3. Selective Programming / Erasure of the follow me phone numbers („master user's submenus" from [51] to [54]);

4. Simultaneous Erasure of all follow me phone numbers („master user's submenu" [50]);

5. Programming session of the system date and hour („master user's submenu" [60]).

6. „Ambush Digit Programming" („master user's submenu" [61]).

While the system is within „master user's programming menu", in order to program the 01 to 30 user codes, the follow me phone numbers, the system date and hour or the „ambush digit", select one of the [01] to [30], [49], [50], [51] to [54], [60] or [61] „master user's submenus". To enter each „master user's submenu" the master user should enter 2 digits which are corresponding to the order number of each submenu (i.e. for submenu no. 9 press [0] and [9] keys).

After entering the 2 digits corresponding to the order number of one submenu, the keypad buzzer will beep for 3 times, confirming the system is within respective submenu.

Once the system was entering one of the „master user's submenus", the keypad LEDs' status will be as follows:		
		Remarks:
ARMED A LED	ON	
SYSTEM LED	Blinking	
READY A LED	ON	
zone 1, 2 and 3 LEDs	Blinking	Means the selected user code, the follow me phone number or the system date and hour were programmed during a previous programming session.
Only zone 1 LED	Blinking	Means the selected user code, the follow me phone number or the system date and hour are not programmed.

PROGRAMMING / SELECTIVE ERASURE (EXCEPT THE *„MASTER CODE"*) OF 01 TO 30 USER CODES

[*][7][Master Code] or [CODE][Master Code],

where [CODE] is the key labeled "CODE"

The [*][7][Master Code] or [CODE][Master Code] commands allow to the „master user" to modify all user codes.

While the system is within „master user's programming menu", in order to program / erase any of 01 to 30 *user codes*, select the corresponding submenu from [01] to [30], by pressing the 2-digit order

number of the *user code* to be programmed / erased (i.e. *while the system is within* „master user's programming menu", for user code no. 30 press [3] and [0] keys).

Then enter the following sequence:

[x][x][x][x] |RIGHTS||#|

where [x][x][x][x] are the new 4 digits for the „selected user code" and RIGHTS are its set of rights.

While the system is within programming / erasing session of the „selected user code", the keypad LEDs' status will be as follows:		
Keypad LEDs:	LEDs' Status:	Remarks:
ARMED A LED	ON	
SYSTEM LED	Blinking	
READY A LED	ON	
Zone 1, 2 and 3 LEDs	Blinking	Means the „selected user code" was programmed during a previous programming session and the control panel is waiting for the first digit entering.
Only zone 1 LED	Blinking	Means the „selected user code" isn't programmed and the control panel is waiting for the first digit entering.
One of the 2 to 4 zone LEDs	Blinking	Means the „selected user code" is programming and the control panel is waiting for the corresponding digit.

1. Programming/Erasing of the „selected user code" may be skipped by [#] key pressing.

   1.1 After [#] key pressing, *if the „selected user code" was programmed* during a previous programming session, *the keypad buzzer will sound 3 confirmation beeps* and *the system will pass to display the rights of the „selected user code"* (step no. 3).

   1.2 After [#] key pressing, *if the* „selected user code" *wasn't programmed* during a previous programming session, *the keypad buzzer will sound 6 confirmation beeps* and *the control panel will go back within* „master user's programming menu".

2. In order to program the *„selected user code"*, you should enter the following sequence from the keypad:

   [x][x][x][x], where [x][x][x][x] are the new 4 digits for the „selected user code".

   2.1 After entering the first digit the zone 2 LED will blink. Means the control panel is waiting for the second digit.

   2.2. After entering second digit the zone 3 LED will blink. Means the control panel is waiting for the third digit.

   2.3. After entering third digit the zone 4 LED will blink. Means the control panel is waiting for the fourth digit.

   2.4. After any digit was pressed, programming of the „selected user code" may be canceled by [#] key pressing. After cancellation by [#] key pressing, the keypad buzzer will sound 6 confirmation beeps, the system will keep the old value for the „selected user code" and the control panel will go back within „master user's programming menu".

Note: Do not press [*] key while entering the digits of the „selected user code"! The keypad buzzer will sound a long error beep, will reject [*] key and will go back within „master user's programming menu".

3. After entering the last digit of the „selected user code" *the keypad buzzer will sound 3 confirmation beeps* and the panel will pass to the next step, displaying on zone 1 to 7 LEDs the RIGHTS set of the just modified „user code", as follows:

Keypad LEDs' status while the system is within RIGHTS displaying submenu for „selected user code":			
ARMED A LED	ON		
SYSTEM LED	Blinking		
READY A LED	ON		
Zone LEDs	ON	OFF	
zone 1 LED	enabled[*]	disabled	Zone bypassing
zone 2 LED	enabled[*]	disabled	Regular arming
zone 3 LED	enabled	disabled[*]	Stay arming
zone 4 LED	enabled	disabled[*]	Force arming

Keypad LEDs' status while the system is within RIGHTS displaying submenu for „selected user code":			
zone 5 LED	enabled	disabled[*]	Disarming/siren stopping
zone 6 LED	enabled[*]	disabled	Access to partition A
zone 7 LED	enabled	disabled[*]	Access to partition B
zone 8 LED	enabled	disabled[*]	Reserved

By [#] key pressing, RIGHTS set of the just modified „user code" can be maintained as it was previously established.

3.1 In order to turn activate/deactivate each right display-able on zone 1 to 7 LEDs, you should press the 1 to 7 keys and the appropriate zone LED will turn ON/OFF. If the zone LED is ON means the appropriate right is enabled and if the zone LED is OFF means the right is disabled.

3.2 Finally you should press [#] key to confirm the RIGHTS set of the respective user code. After [#] key pressing, *the keypad buzzer will sound 6 confirmation beeps* and the control panel will go back within „master user's programming menu".

5. Erasure of „*selected user code*" (except the „*master code*") can be performed by pressing [*] key (instead of sequence of 4 digits) while the control panel just entered the programming/erasing session of the corresponding user code. *The keypad buzzer will sound 6 confirmation beeps and the control panel will go back within „master user's programming menu"*.

Notes:

1. All rights are enabled by default for the master code.

2. Only "zone bypassing", "regular arming" and "access to partition A" rights are enabled by default for the other 01 to 30 user codes.

3. The „master code" erasing isn't allowed. If, by mistake, one is trying to erase the master code, by entering [*] key instead of the 4-digits code, the keypad buzzer will sound a long rejection beep and the panel will go back within *„master user's programming menu"* and will keep the old value for the „master code".

Any user code from 01 to 30 can be selected in order to get a new value or press [#] key to exit *the master user's programming menu*.

SIMULTANEOUS ERASURE OF ALL USERS' CODES (EXCEPT THE „MASTER CODE")

[*][7][Master Code][49] or **[CODE][Master Code][49]**, where [CODE] is the key labeled "CODE"

While the system is within „master user's programming menu", to simultaneous erase all user codes (except the „master code"), select the corresponding submenu [49], by entering *the [4] and [9] keys.*

The keypad buzzer will sound 3 confirmation beeps and the control panel will go back into master user's programming menu.

Any user code from 01 to 30 can be selected in order to get a new value or press [#] key to exit *the master user's programming menu*.

PROGRAMMING / SELECTIVE ERASURE OF THE 1 TO 4 FOLLOW ME PHONE NUMBERS

[*][7][Master Code][5X][Phone number X][#] or **[CODE][Master Code][5X][Phone number X][#]**,

where [CODE] is the key labeled "CODE" and „X" is the 1 to 4 order number for the 4 follow me phone numbers, which can be programmed by the master in this submenus.

The [*][7][Master Code][5X][Phone number X][#] or [CODE][Master Code][5X][Phone number X][#] commands allow to the „master user" to program / selective erase the follow me phone numbers.

Notes:

1. The "follow me phone numbers" denomination will be used for the phone numbers which the control panel will automatic dial upon occurring in the system of alarms and „AC power loss" event, to report these events and the system status too, by synthesis sounds.

2. Up to 4 follow me phone numbers can be programmed by the master user for the control panel to automatic report on the phone line the alarms and „AC power loss" event, by specific synthesis sounds.

While the system is within „master user's programming menu", in order to program / erase any of the 1 to 4 *follow me phone numbers*, select the corresponding submenu from [51] to [54], by entering one of the groups [51], [52], [53] or [54] (enter [51] to select the 1st follow me phone number, [52] for the 2nd one *and so on*).

While the system is within programming session of the selected phone number, the keypad LEDs' status will be as follows:		
		Remarks:
ARMED A LED	ON	
SYSTEM LED	Blinking	
READY A LED	ON	
Zone 1, 2 and 3 LEDs	Blinking	Means the selected phone number was programmed during a previous programming session and the control panel is waiting for the first digit entering.
Only zone 1 LED	Blinking	Means the selected phone number isn't programmed and the control panel is waiting for the first digit entering.
Zone 1 and 2 LEDs	Blinking	Means the selected phone number is programming

1. Programming / Erasing of the selected phone number can be canceled by pressing the [#] key. After [#] key pressing, *the keypad buzzer will sound 6 confirmation beeps* and *the control panel will go back within „master user's programming menu".*

2. In order to program the selected phone number, you should enter up to 15 digits as you would on a key phone.

   2.1 The zone 1 and 2 LEDs will blink after first digit entering of a new sequence for selected phone number. Means the control panel is waiting for the other digits for the selected phone number.

   2.2 HEX digits can be added inside the phone number (enter HEX digits A…F by pressing [*] and [0…5] keys).

HEX DIGITS THAT CAN BE USED INSIDE PHONE NUMBERS			
KEY PRESSED	HEX DIGIT	DECIMAL VALUE	USED FOR:
[*] [0]	A	10	[0] DIGIT
[*] [1]	B	11	INSERT [*] INSIDE PHONE NUMBER (only DTMF dialing mode)
[*] [2]	C	12	INSERT [#] INSIDE PHONE NUMBER (only DTMF dialing mode)
[*] [3]	D	13	INSERT PAUSE of 2 SECONDS
[*] [4]	E	14	- unused, it will be ignored by control panel -
[*] [5]	F	15	END OF PHONE NUMBER

3. After the last digit of the phone number press [#] key to confirm and the control panel will go back within „master user's programming menu".

4. In order to erase the selected phone number press [*] key, *while the panel is waiting for the first digit. The keypad buzzer will sound 6 confirmation beeps and the control panel will go back within „master user's programming menu".*

Any follow me phone number from 1 to 4 can be selected in order to get a new value or press [#] key to exit *the master user's programming menu*.

PROGRAM THE 1-ST FOLLOW ME PHONE NUMBER:
[*][7][Master Code][51][Phone number 1][#] or [CODE][Master Code][51][Phone number 1][#]

PROGRAM THE 2-ND FOLLOW ME PHONE NUMBER:
[*][7][Master Code][52][Phone number 2][#] or [CODE][Master Code][52][Phone number 2][#]

PROGRAM THE 3-RD FOLLOW ME PHONE NUMBER:
[*][7][Master Code][53][Phone number 3][#] or [CODE][Master Code][53][Phone number 3][#]

PROGRAM THE 4-TH FOLLOW ME PHONE NUMBER:
[*][7][Master Code][54][Phone number 4][#] or [CODE][Master Code][54][Phone number 4][#]

SELECTIVE ERASURE OF THE FOLLOW ME PHONE NUMBERS

[*][7][Master Code][5X][*] or **[CODE][Master Code][5X][*]**,

where [CODE] is the key labeled "CODE" and „X" is the 1 to 4 order number for the 4 follow me phone numbers, which can be erased by the master using these commands.

ERASE THE 1^{-ST} FOLLOW ME PHONE NUMBER:
[*][7][Master Code][51][*][#] or [CODE][Master Code][51][*][#]

ERASE THE 2^{-ND} FOLLOW ME PHONE NUMBER:
[*][7][Master Code][52][*][#] or [CODE][Master Code][52][*][#]

ERASE THE 3^{-RD} FOLLOW ME PHONE NUMBER:
[*][7][Master Code][53][*][#] or [CODE][Master Code][53][*][#]

ERASE THE 4^{-TH} FOLLOW ME PHONE NUMBER:
[*][7][Master Code][54][*][#] or [CODE][Master Code][54][*][#],
where [CODE] is the key labeled "CODE"

SIMULTANEOUS ERASURE OF ALL FOLLOW ME PHONE NUMBERS

[*][7][Master Code][50] or **[CODE][Master Code][50]**, where [CODE] is the key labeled "CODE"

While the system is within „master user's programming menu", to simultaneous erase all follow me phone number, select the corresponding submenu [50.

The keypad buzzer will sound 6 confirmation beeps and the control panel will go back into master user's programming menu.

Any follow me phone number from 1 to 4 can be selected in order to get a new value or press [#] key to exit the master user's programming menu.

PROGRAMMING SESSION OF THE SYSTEM DATE AND HOUR

[*][7][Master Code][60][D / D][Mo / Mo][Y / Y][H / H][Mi / Mi][S / S] or
[CODE][Master Code][60][D / D][Mo / Mo][Y / Y][H / H][Mi / Mi][S / S],
where [CODE] is the key labeled "CODE"

While the system is within „master user's programming menu", in order to program the system date and hour, select [60] submenu.

While the system is within „master user's the system date and hour programming", the keypad LEDs' status will be as follows:		
		Remarks:
ARMED A LED	ON	
SYSTEM LED	Blinking	
READY A LED	ON	
zone 1, 2 and 3 LEDs	Blinking	Means the system date and hour were programmed during a previous programming session
Only zone 1 LED	Blinking	Means the system date and hour are not programmed and the control panel is waiting for the first 2-digit group which represents the day [D / D]
1 and 2 zone LEDs	Blinking	Means the system date and hour is programmed and the control panel is waiting for the corresponding 2-digit group for month [Mo / Mo], year [Y / Y], hour [H / H], minutes [Mi / Mi] or seconds [S / S]

1. *Programming of the system date and hour can be canceled by pressing the [#] key*.

2. In order to enter the system date and hour programming, the master user should introduce the format bellow: [D / D][Mo / Mo][Y / Y][H / H][Mi / Mi][S / S]. Each 2-digit group represents the day [D / D], month [Mo / Mo], year [Y / Y], hour [H / H], minutes [Mi / Mi] and seconds [S / S].

Once the first 2-digit group corresponding the day [D / D] was entered, the keypad buzzer will sound 3 beeps and the control panel is waiting for the second 2-digit group corresponding the month [Mo / Mo].

Once second 2-digit group corresponding the month [Mo / Mo] was entered, the keypad buzzer will sound 3 beeps and the control panel is waiting for the third 2-digit group corresponding the year [Y / Y].

Once the third 2-digit group corresponding the year [Y / Y] was entered, the keypad buzzer will sound 3 beeps and the control panel is waiting for the fourth 2-digit group corresponding the hour [H / H].

Once the fourth 2-digit group corresponding the hour [H / H] was entered, the keypad buzzer will sound 3 beeps and the control panel is waiting for the fifth 2-digit group corresponding the minutes [Mi / Mi].

Once the fifth 2-digit group corresponding the minutes [Mi / Mi] was entered, the keypad buzzer will sound 3 beeps and the control panel is waiting for the sixth 2-digit group corresponding seconds [S / S].

Once the sixth (the last) 2-digit group corresponding seconds [S / S] was entered, the keypad buzzer will sound 6 confirmation beeps and the control panel will go back within „master user's programming menu".

After any digit was pressed, system date and hour setting can be canceled by pressing the [#] key. *After cancellation by pressing the [#] key*, *the keypad buzzer will sound 6 confirmation beeps* and the control panel will go back within „master user's programming menu", *keeping the old value for the system date and hour*.

ONLINE DOWNLOAD (PC PROGRAMMING ACCEPTANCE)

[*][8][Master Code][65][#]

This command allows to the "*master user*" to manually start the upload/download

process. The command is accepted only when the system is totally disarmed.

CANCELLATION OF UPLOAD/DOWNLOAD PROCESS

[*][8][Master Code][66][#]

This command allows to the "*master user*" to stop the sound communication and the upload/download process (without stopping the digital communication with "central station").

The command will be accepted only if the system is totally disarmed.

KEYPAD SPECIAL ALARMS

Depending on the installer programming, *CERBER C52* control panel will send reporting codes to the "*central station*" (and / or synthesis sounds by phone line), according to the occurrence of one of the next events: "panic", "fire", and "medical emergency".

These events will be triggered by violating of the corresponding 24h zone types, or by simultaneously pressing a combination of keys from keypad:

[1]+[3]   Medical Emergency alarm

[7]+[9]   Fire alarm

[4]+[6]   Auxiliary Panic alarm

[*]+[#]   Panic alarm

Notes:

1. Once any alarm was triggered from keypad, press [#] key followed by any 4-digits user code from 01 to 30 in order to stop any alarm status.

2. Usually, the keypad panic alarm ([*]+[#]) should be used in emergency situations, when the user is threatened and the possible offender must not be made aware of the sending of the respective message. In this case, the keypad panic alarm should be programmed as silent type (see section [20] – set OPTIONS[A], zone 7 LED).

WARNING LIMITATIONS OF ALARM SYSTEMS

Although of an advanced design, this security system does not offer 100% guarantee of warning or assured protection against burglary, fire or other emergency. Any alarm system, whether commercial or residential, is subject to compromise or failure to warn for a variety of reasons. For example:

• Intruders may gain access through unprotected openings or have the technical sophistication to bypass an alarm sensor or disconnect an alarm-warning device.
• Intrusion detectors (for example: passive infrared detectors), smoke detectors and any other sensing devices will not operate without power. Battery-operated devices will not work without batteries, with dead batteries or if the batteries are not properly put in. Devices powered solely by AC will not work if their AC power supply is cut-off for any reason, even for a short time period.
• A user may not be able to reach a panic or emergency button quickly enough.
• Smoke detectors may not activate or provide early warning for a variety of reasons. Some of the reasons why smoke detectors used in conjunction with this system may not work are as follows: Smoke detectors may have been improperly installed and positioned. Smoke detectors may not sense fires that start where smoke cannot reach the detectors, such as chimneys, in walls, or roofs, or on the other side of closed doors. Smoke detectors may not sense a fire on another level of a residence or building. A second floor detector, for example, may not sense a first floor or basement fire. Moreover, smoke detectors have sensing limitations. No smoke detector can sense *every* kind of fire every time. In general, detectors may not always warn about fires caused by carelessness and safety hazards like smoking in bed, violent explosions, escaping gas, improper storage of flammable materials, overloaded electrical circuits, children playing with matches, or arson. Depending on the nature of the fire and / or the location of the smoke detectors, the detector, even if operating as anticipated, may not provide sufficient warning to allow all occupants to escape in time to prevent injury or death.
● Passive Infrared Motion Detectors can only detect intrusion within the designated ranges as diagrammed in their installation manual. Passive Infrared Detectors do not provide volumetric area protection. They do not create multiple beams of protection, and intrusion can only be detected in unobstructed areas covered by the beams. They cannot detect a motion or intrusion taking place behind walls, ceiling, floors, closed doors, glass partitions, glass doors or windows. Mechanical tampering, masking, painting, or spraying of any material on the mirrors, windows or any part of the optical system can reduce their ability to detect movements.
● Alarm warning devices such as sirens, bells or horns may not alert people or wake up sleepers who are located on the other side of closed doors. If the warning devices sound on a level of the residence different from that of the bedrooms, then they are less likely to waken or alert people inside these bedrooms. Even persons who are awake may not hear the warning if the alarm is muffled by noise from a stereo, radio, air conditioner or other appliances, or by passing traffic. Finally, alarm warning devices, however loud, may not warn hearing-impaired people or waken deep sleepers.
● Telephone lines needed to transmit alarm signals from premises to a central monitoring station may be out of service or temporarily out of service. Telephone lines are also subject to compromise by sophisticated intruders.
● Even if the system responds to an emergency as intended, occupants may however have insufficient time to protect themselves from the emergency situation. In the case of a monitored alarm system, authorities may not respond appropriately and timely enough..

It should be noted that the most frequent cause of an alarm system not functioning when an intrusion or fire occurs is inadequate maintenance. This alarm system should be tested weekly to make sure that all sensors work properly.