AN-222

Protege Keypad Menu Reference

Application Note

Last Published: 21-Jan-22 4:19 PM

Contents

Introduction

Keypads provide the on-site user interface to a Protege integrated access control, security and building automation system. This document describes the keypad menu structure, features and access for:

- PRT-KLCS Touch Sense LCD Keypad
- PRT-KLCD Alphanumeric LCD Keypad

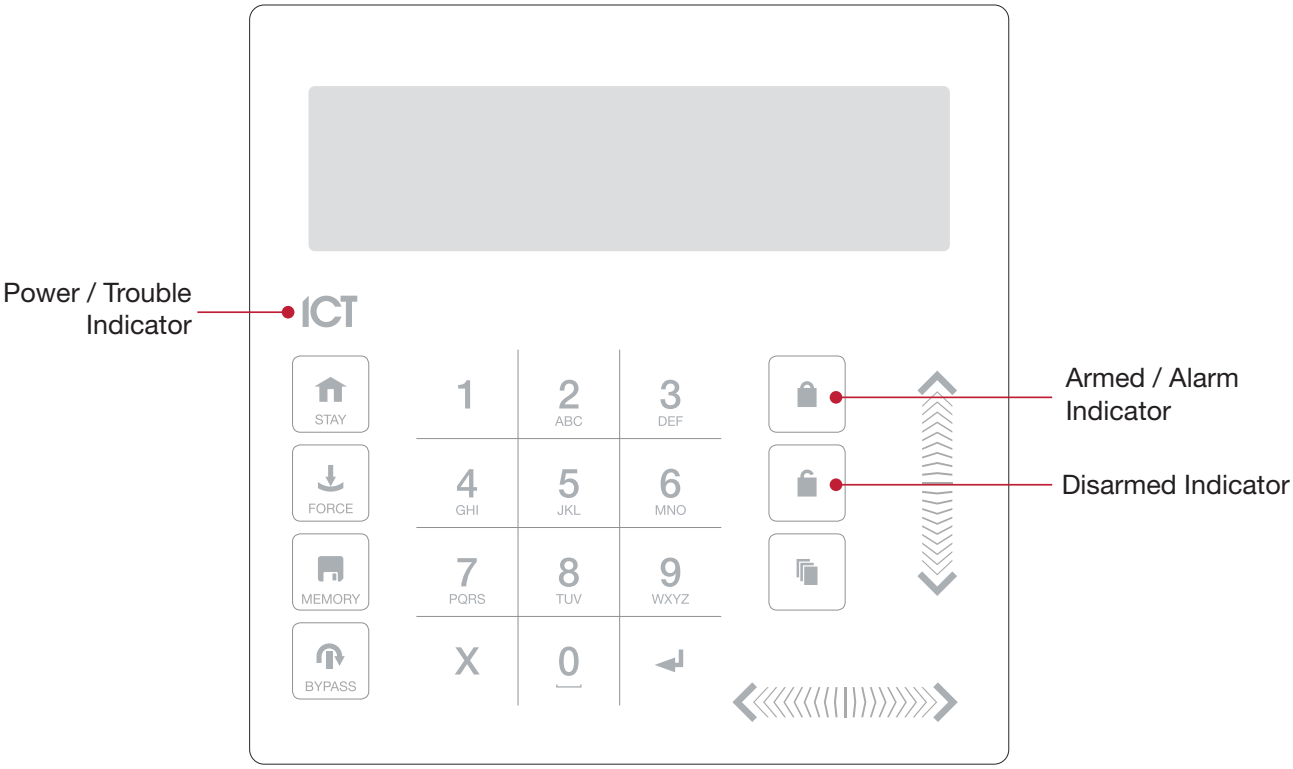
This application note provides information on the menu options that are available on the keypad and the functions that users can perform when using a keypad connected to the Protege system. For information on advanced programming of keypad features and functions, see Application Note 338: Programming Protege Keypads.

Keypad Functions

Key	Function
0-9	The primary function of the numeric keys is to enter user codes. When controlling devices the **[1]** key turns the device on, the **[2]** turns the device off, and in the on state the **[3]** key latches the device.
	The **[ARM]** key is used to start the arming process for an area.
	The **[DISARM]** key is used to silence alarms, disarm the area, and cancel an arming sequence.
	The **[MENU]** key is used to access the menu and can be followed by menu shortcut selection key(s) that represent a menu item. When the **[MENU]** key is held for 2 seconds, the keypad will recognize it as the **[FUNCTION]** key, which can be programmed to unlock a door.
	The **[STAY]** key is used to initiate the stay arming process for an area.
	The **[FORCE]** key is used to force arm an area.
	The **[MEMORY]** key will take a user directly to the memory view menu.
	The **[BYPASS]** key can be pressed when an area is breached during an arming process to bypass the displayed input.
	The **[CLEAR]** key will log off the user currently logged in to the keypad. When pressed while not logged in the display will be refreshed.
	The **[ENTER]** key is used to confirm an action on the keypad, acknowledge memory and alarm information, and move to the next programming screen.
ARROW KEYS	The arrow keys are used to scroll the menu, move the focus of a program window to the next screen, and move the cursor when programming or editing values.

Status Indicators

The keypad features three status indicator lights showing the condition of the Protege system.



Power Indicator

When the power indicator **on**, the system is powered and operating normally. If there is a complete power failure this indicator will be **off**.

Armed / Alarm Indicator

When the armed/alarm indicator is **flashing** the system is in alarm and you need to enter your user code to silence the alarm. When **on**, the system is armed.

This indicator is programmable and may not function as described here. Verify the operation with your installation company or security professional.

Disarmed Indicator

When the disarmed indicator is **on** the system is disarmed. Alternatively, when the disarmed indicator is **on** the system may be ready to arm (all inputs are secure). Enter your user code to arm.

This indicator is programmable and may not function as described here. Verify the operation with your installation company or security professional.

Confidentiality Mode

Keypads include a confidentiality mode where all lights (Power, Disarm, Arm and LCD backlight) will turn off when the keypad is not in use. Confidentiality mode may be enabled by your installer.

Audible Feedback

When a key is pressed, a short audible tone is generated. Other tones are generated when certain functions are performed.

Confirmation Tone

When an operation has been successfully completed, the keypad generates a sequence of four audible tones.

Rejection Tone

When the system times out or when an operation is incorrectly entered, they keypad generates an audible tone for three seconds.

If required, audible tones can be silenced by pressing and holding the **[CLEAR]** key for 3 seconds. This option must be enabled by your security professional or system administrator.

Logging in to the Keypad

When logging in to a keypad, the exact process, messages displayed and menus accessible will depend upon your site and user configuration. Discuss with your installer which options have been configured for your site.

Single Credential Login

1. To log in, enter your **PIN** code and press **[ENTER]**.

Once a valid PIN is entered you will be presented with a welcome screen, area status or available menu.

Dual Credential Login

1. To log in using dual credential authentication, enter your **User ID** credential code and press **[ENTER]**.
2. When prompted, enter your **PIN** code and press **[ENTER]**.

Once a valid PIN is entered you will be presented with a welcome screen, area status or available menu.

If the **Lock Keypad On Excess Attempts** option has been enabled on your system, entering an invalid login three times will lock the keypad for a short period, preventing further login attempts by any user. The lockout time is defined under the keypad programming.

Logging Out

You are automatically logged out after a short period of inactivity, or if the **[CLEAR]** key is pressed while you are logged in.

The period of inactivity is defined by the **Time User is Logged In** setting under the keypad programming. If no key presses are detected during this time, you will be logged out automatically and will need to log in again before you can proceed.

Menu Structure

A user's access level will determine what they can see and do at the keypad. Menu options can be accessed only if they have been assigned to the menu group in the user's programmed access level.

The menu options available from a keypad are explained in the table below.

1.	Arm/Disarm	Area control
2.	User	Change user PIN/User management
3.	Events	Review event log information
4.	Install	Installer functions
5.	View	System view and control
7.	Bypass	Bypass inputs and view bypassed status

Associated menu functions and submenus are outlined in the topics that follow.

User

The following functions are available from the User menu when user management is accessible.

1.	Add User	Add a user record at the keypad
2.	Modify User	Modify a selected user record at the keypad
3.	Delete User	Delete a selected user record at the keypad

Events

The following functions are available from the Events menu.

1.	Review	Review system events
2.	Hex Review	Review event information in a hexadecimal format
3.	Stats	Review event statistics

Install

The following functions are available from the Install menu.

1.	View		
	1.	Input	View input status
	2.	Trouble Input	View trouble input status
	3.	PGM	View output status
	4.	Door	View door status
2.	IP Config		
	1.	View/Edit IP	View/Edit the controller's IP address
	2.	Restart	Perform a system restart

View

The following functions are available from the View menu.

1.	Alarm Memory	View alarm memory
2.	Trouble View	View system troubles
3.	Bypass List	Display all bypassed inputs
4.	Door View	View and control door status
5.	Automation	View and control automation status

Bypass

The following functions are available from the Bypass menu.

1.	Input	View and bypass inputs
2.	Trouble Input	View bypass status of trouble inputs

Offline System Menu

The following functions, when enabled, are available from the offline System menu.

1.	Automation	View and control automation status
2.	Trouble View	View system troubles
3.	Events	Review system events
4.	System Info	View system information

The offline menus must be enabled in the keypad's programming.

Menu Operation

Each menu option can be accessed using a shortcut key sequence, or by using the **[UP]** and **[DOWN]** keys to navigate and then pressing **[ENTER]** to make a selection.

Throughout this application note, menu shortcuts will be provided using the format **[MENU, 3, 1]**. To execute a shortcut, press each key in sequence: i.e. press the **[MENU]** key, the numeric **[3]** key, then the numeric **[1]** key.

This application note is dedicated to the installer and administration side of keypad access. For detailed end user keypad operating instructions, see the relevant keypad user manual.

Different keypad and system configurations can result in varying menu access and keypad behavior. For a complete guide to keypad programming and options, see Application Note 338: Programming Protege Keypads.

Arm/Disarm Menu

This menu allows users to arm and disarm areas. To control an area for arming and disarming press **[MENU, 1]**.

By default, a user will be taken to the Arm/Disarm menu immediately when they log in at the keypad.

The area status display will show the status of the area(s) the currently logged in user has access to.

```
Office
is DISARMED
```

If you have access to more than one area you can scroll through the list using the **[UP]** and **[DOWN]** keys.

The area can then be armed or disarmed by pressing the appropriate keys.

For more advanced arming options, including programming for force, stay, defer and instant arming, area groups and tamper areas, see Application Note 338: Programming Protege Keypads.

User Menu

This menu allows users to change their own PIN. A user can voluntarily change their PIN at any time by logging in to a keypad and pressing **[MENU, 2]**.

```
*User Menu*
1. Edit PIN
```

The new PIN must adhere to the PIN requirements configured in the **security enhancement** settings, such as PIN length, number of repeated digits and/or number of sequential digits.

User Management

For keypads connected to a Protege WX system, user management may be enabled for authorized users to manage users at the keypad.

This should generally be enabled for system administration users only.

The keypad user management functionality provides a quick and convenient way to manage users on the fly, including adding new users to provide instant access, modifying incorrect user settings, and deleting user records to immediately withdraw access.

For a user to be authorized to access user management at a keypad on a Protege WX system, they must have the **User can edit user settings from keypad** option enabled (**Users | Users | Options**).

The **Edit PIN** option is not available when the **User can edit user settings from keypad** option is enabled.

Authorized users can access user management in the **User Menu** by pressing **[MENU, 2]**.

```
*User Menu*
1.Add User
```

Use the **[UP]** and **[DOWN]** keys to scroll the menu items or select functions directly using the shortcut keys.

To access the **Add User** function press **[MENU, 2, 1]**.

```
Add new user:
Proceed?
```

To access the **Modify User** function press **[MENU, 2, 2]**.

```
*User Menu*
2.Modify User
```

To access the **Delete User** function press **[MENU, 2, 3]**.

```
*User Menu*
3. Delete User
```

For detailed user management directions, refer to the relevant keypad user manual.

Events Menu

This menu allows users to view events saved on the controller. Events are logged for all actions that are performed on the Protege system. To access the **Events Menu** and view the latest events press **[MENU, 3]**.

```
*Events*
1. Review
```

Use the **[UP]** and **[DOWN]** keys to scroll the menu items or select functions directly using the shortcut keys.

Events | Review

To access events **Review** press **[MENU, 3, 1]**.

The screen will display the most recent event that occurred on the system. For example:

```
Wed 13:27:41 Use
r OFFLINE USER L
```

The keypad shows the first 32 characters of the event. Event descriptions are too long to fit in the display and will be split across four screens, which can be scrolled using the **[LEFT]** and **[RIGHT]** keys.

In this example, the full event shown is "Wed 13:27:41 User OFFLINE USER Logged In At KP039" which tells us that offline menu access was made on Keypad 39 at 1:27pm on Wednesday.

Press the **[UP]** key to view the previous event, and press the **[DOWN]** key to view the next event.

Events | Hex Review

To access the **Hex Review** press **[MENU, 3, 2]**.

The screen will display the most recent event that occurred on the system. For example:

```
441A:A6D4 E:000C
19:26:58.09
```

The keypad will display each event in a machine readable hexadecimal format. This information is primarily used for the verification of third-party and external software that is used to access the Protege system event structure.

Event details will be split across three screens, which can be scrolled using the **[LEFT]** and **[RIGHT]** keys.

- The top portion of the screen displays the memory location; first the memory address (e.g. **441A:A6D4**), then the event code (e.g. **E:000C**).
- The bottom portion of the first screen displays the time the event occurred (e.g. **19:26:58.09**).
- The bottom portion of the second screen displays the date the event occurred, including the number of the day of the week (e.g. **16/12/2021-04**).
- The bottom portion of the third screen displays the hexadecimal event data (e.g. **[00030012001A]**).

Press the **[UP]** key to view the previous event, and press the **[DOWN]** key to view the next event.

Events | Stats

To access the **Stats** press **[MENU, 3, 3]**.

The screen will display the current event statistics for the Protege system. This information is primarily used for the verification of third-party and external software used to access the Protege system event structure, but some details may be informative to installers or system administrators.

```
Storage Buffer
Start 449C19A1
```

The event statistics show the current status of the event buffer in the system. Selecting the function will display the first statistics screen. The screen can be scrolled using the **[UP]** and **[DOWN]** keys.

- The first screen displays the storage buffer memory location.
- The second screen displays the storage buffer end memory address.
- The third screen displays the current head pointer setting.
- The fourth screen displays the current tail pointer setting.
- The final screen displays the event count and event buffer wrap settings. The buffer will typically always be wrapped unless the system has recently been defaulted. This is the normal operation of the event buffer and log functions.

Install Menu

This menu allows users to view and control the status of devices in the system, along with viewing and changing the controller's IP address and performing a system restart. To access the **Install Menu** press **[MENU, 4]**.

```
*Install Menu*
1. View
```

Use the **[UP]** and **[DOWN]** keys to scroll the menu items or select functions directly using the shortcut keys.

Install | View

The **View** menu allows a user to view the state of inputs and trouble conditions, view and control outputs, and view and control doors. To access the view and control functions press **[MENU, 4, 1]**.

```
*View*
1. Input
```

Use the **[UP]** and **[DOWN]** keys to scroll the menu items or select functions directly using the shortcut keys.

Install | View | Input

To access the **Input** menu press **[MENU, 4, 1, 1]**.

The screen displays the status of the first input. For example:

```
Office PIR
is OPEN
```

Pressing the **[ARM]** key will toggle the display between the input's **Keypad display name** (as above) and the input identification (e.g. **CP001:001 Input**).

Use the **[UP]** and **[DOWN]** keys to scroll the available inputs while in the view screen, or press the **[LEFT]** key to access the input select screen.

```
Select input to
view: 000110--
```

The search field displays the **Database ID** of the current input. Type the appropriate Database ID number and press **[ENTER]** to select a new input. Alternatively, use the **[UP]** and **[DOWN**] keys to scroll the available input IDs. When the desired input number appears on the screen press **[ENTER]** to view the selected input.

Install | View | Trouble Input

To access the **Trouble Input** menu press **[MENU, 4, 1, 2]**.

The screen displays the status of the first trouble input. For example:

```
CP001 AC Fail
is CLOSED
```

Pressing the **[ARM]** key will toggle the display between the trouble input's module and trouble group identifier as above (or **Keypad display name** if present) and the input identification (e.g. **CP001:002 Input**).

Use the **[UP]** and **[DOWN]** keys to scroll the available trouble inputs while in the view screen, or press the **[LEFT]** key to access the trouble input select screen.

```
Trouble input to
view: 000287--
```

The search field displays the **Database ID** of the current trouble input. Type the appropriate Database ID number and press **[ENTER]** to select a new trouble input. Alternatively, use the **[UP]** and **[DOWN**] keys to scroll the available trouble input IDs. When the desired trouble input number appears on the screen press **[ENTER]** to view the selected trouble input.

Install | View | PGM

This menu allows users to view and control the status of devices in the system. To access the **PGM** (output) menu press **[MENU, 4, 1, 3]**.

The screen displays the status of the first output. For example:

```
Office Lights
is ON
```

The screen displays the output's **Keypad display name** in the top section and its status in the bottom section. If the output has no keypad display name programmed the top row will be blank.

Use the **[UP]** and **[DOWN]** keys to scroll the available outputs while in the view screen, or press the **[LEFT]** key to access the PGM (output) select screen.

```
Select PGM to
view: 000085--
```

The search field displays the **Database ID** of the current output. Type the appropriate Database ID number and press **[ENTER]** to select a new output. Alternatively, use the **[UP]** and **[DOWN**] keys to scroll the available output IDs. When the desired output number appears on the screen press **[ENTER]** to view the selected output.

Output Control

- Press **[1]** to activate the selected output for its programmed **Activation time**.
  The screen will display that the output is ON Timed.

  If no activation time is defined (**Programming | Outputs**) the output will be activated indefinitely (is ON).
- Press **[2]** to deactivate the selected output. The screen will display that the output is OFF.
- Press **[3]** to activate the selected output. The screen will display that the output is ON.

Install | View | Door

This menu allows users to view and control the status of doors in the system. To access the **Door** menu press **[MENU, 4, 1, 4]**.

The screen displays the status of the first door. For example:

```
Office Door
(Closed) (Sched)
```

The screen displays the door's **Keypad display name** in the top section and its status in the bottom section. If the door has no keypad display name programmed the top row will simply display 'Door'.

Use the **[UP]** and **[DOWN]** keys to scroll the available doors while in the view screen, or press the **[LEFT]** key to access the door select screen.

```
DR000001
```

The search field displays the **Database ID** of the current door. Type the appropriate Database ID number and press **[ENTER]** to select a new door. Alternatively, use the **[UP]** and **[DOWN**] keys to scroll the available door IDs. When the desired door number appears on the screen press **[ENTER]** to view the selected door.

Door Status Display

The status of each door record is displayed in two parts; the door state and the lock state.

```
Office Door
(Closed)(Sched )
```

In the example above, the door is closed and unlocked by schedule (see status displays below).

Door Status Displays

CLOSED	Door is closed
OPEN	Door is open
FORCED	Door is forced open
PREALM	Door is in a pre-alarm open condition
LEFTOP	Door has been left open

Door Lock Status Displays

LOCKED	Door is locked
SCHED	Door is unlocked by schedule
ACCESS	Door is unlocked by a user entry/exit or by manual control
LATCH	Door is latch unlocked by manual control
ENTRY	Door is unlocked by request to enter
EXIT	Door is unlocked by request to exit
MENU	Door is unlocked by keypad control
AREA	Door is unlocked by area
FIRE	Door is unlocked by fire control programmable function
LD-ALL	Door is in lockdown and will only unlock for a super user
LD-ENT	Door is in lockdown with entry allowed
LD-EXT	Door is in lockdown with exit allowed
LD-E+E	Door is in lockdown with entry and exit allowed

Door Control

- Press **[1]** to activate the selected door's lock output for its programmed **Lock activation time**.

  If the lock activation time (**Programming | Doors | Outputs**) is set to 0 the door will not unlock.

- Press **[2]** to lock the door.
- Press **[3]** to latch unlock the door.
- Press **[4]** to lock down the door. Repeat pressing the key to toggle the door's lockdown state.
- Press **[5]** to cancel the door lockdown.

Install | IP Config

This menu allows users to view and edit the IP address of the connected controller, and perform a system restart. To access IP configuration press **[MENU, 4, 2]**.

```
*IP Menu*
1. View/Edit IP
```

Use the **[UP]** and **[DOWN]** keys to scroll the menu items or select functions directly using the shortcut keys.

Install | IP Config | View/Edit IP

To view/edit the IP address press **[MENU, 4, 2 ,1]**.

The controller's current IP address is displayed.

```
IP Address
192.168.001.002
```

1. Navigate the address using the **[LEFT]** and **[RIGHT]** keys and use the numeric keys to set the new address.
2. Press the **[ARM]** key to save your changes.
3. Press the **[ENTER]** key to confirm the change.

Install | IP Config | Restart

To perform a system restart, press **[MENU, 4, 2 ,2]**.

The following message will be displayed:

```
Press [Enter]
to acknowledge.
```

Press the **[ENTER]** key to confirm the restart. A system restart will then take place. This will restart the controller, keypad and all other connected modules.

View Menu

This menu allows users to view the alarm memory, system troubles and bypassed inputs, and view and control doors and automation points.

To access the **View Menu** press **[MENU, 5]**.

```
*View*
1. Alarm Memory
```

Use the **[UP]** and **[DOWN]** keys to scroll the menu items or select functions directly using the shortcut keys.

View | Alarm Memory

Alarm memory is stored for the last four activations in each area. Alarm memory can be viewed by pressing **[MENU, 5, 1]**.

The screen will display the first area that the user has access to.

```
Office
*Mem Empty*
```

The alarm memory status is displayed on the second line of the display.

Use the **[UP]** and **[DOWN]** keys to scroll the areas that the current user can access.

```
Warehouse
*Alarms in mem*
```

Only alarms generated by inputs with the **Save to area memory** option enabled in their input type (**Programming | Input Types | Options 2**) will be saved to the area's alarm memory.

Press **[ENTER]** to view the first item stored in the alarm memory.

The keypad will display the first portion of the alarm information for the selected area, which can be scrolled using the **[UP]** and **[DOWN]** keys.

```
Had ALARM on
Roller Door PIR
```

```
in Area
Warehouse
```

Authorized users can press **[ENTER]** to acknowledge the alarm and remove it from the list.

```
Press [ENTER] to
acknowledge
```

To acknowledge alarm memory the user must have the **User can acknowledge alarm memory** option enabled in their menu group or their user record configuration (**Users | Users | Options**).

Press **[DOWN]** to view the next item stored in the alarm memory.

```
Press [↓] to show
next item
```

Keypads can be programmed to beep and display 'System has Alarm in memory' whenever there is an alarm in the keypad's alarm memory, by enabling the **Display alarm message** option (**Expanders | Keypads | Options 1**).

View | Trouble View

The Protege system continually performs self diagnostics of system devices and monitors trouble conditions that can occur on the system. Trouble conditions are generated by the activation of a trouble input which is assigned to an area that has its 24HR portion enabled.

Protege keypads can be programmed to beep and display 'Trouble fault check system' when a trouble condition occurs, by enabling the **Display trouble message** option (**Expanders | Keypads | Options 1**). The trouble tone is canceled when the trouble condition is viewed or the condition is returned to normal.

System troubles can be viewed by pressing **[MENU, 5, 2]**.

The keypad **System Trouble** display will advise if any trouble conditions have occurred. Press **[ENTER]** to view current trouble conditions. The screen will display the first trouble condition.

```
*Battery*
The system or a
```

The keypad shows the first 32 characters of the trouble message. Use the **[RIGHT]** and **[LEFT]** keys to view the full details of the trouble condition and the action that should be taken.

In this example, the full trouble message shown is "The system or a component of it has a battery problem. Call service tech."

If the trouble requires acknowledgment, press **[ENTER]**.

```
Press [ENTER] to
acknowledge.
```

To view the next trouble condition (if any are present) press **[DOWN]**.

```
Press [↓] to show
next item.
```

Trouble conditions are cleared automatically by the system. When the trouble condition ends (i.e. the trouble input closes) the trouble is no longer included in the Trouble View.

Protege GX systems can be programmed to require acknowledgment of system troubles, by enabling the **Troubles require acknowledge** option for relevant controllers (**Sites | Controllers | Options**). With this option enabled, trouble conditions remain in the Trouble View until acknowledged by an authorized user. Users must have the **Acknowledge system troubles** option enabled (**Users | Users | Options**) to acknowledge troubles.

View | Bypass List

To view all bypassed inputs in the system press **[MENU, 5, 3]**.

The system will run a check and verify each input.

```
Checking input(s)
for bypass...
```

The keypad will display the first bypassed input. For example:

```
Roller Door PIR
is BYPASSED
```

Pressing the **[RIGHT]** key will toggle the display between the input's **Keypad display name** (as above) and the input identification (e.g. **PX011:03**).

Press **[DOWN]** to view the next bypassed input. Press **[UP]** to begin a new system inputs check.

If the bypass for an input needs to be removed you can do this (if authorized) by pressing **[MENU, 7, 1]**.

Keypads can be programmed to beep and display 'System has bypassed input(s)' whenever an area has been armed with one or more inputs bypassed. Enable the **Display bypass message** option for each required keypad (**Expanders | Keypads | Options 1**). The message is only displayed when the area is armed.

View | Door View

This menu allows users to view and control the status of doors in the system. To access the **Door View** press **[MENU, 5, 4]**.

The screen displays the status of the first door. For example:

```
Office Door
(Closed)(Sched)
```

The screen displays the door's **Keypad display name** in the top section and its status in the bottom section. If the door has no keypad display name programmed the top row will simply display 'Door'.

Use the **[UP]** and **[DOWN]** keys to scroll the available doors while in the view screen, or press the **[LEFT]** key to access the door select screen.

```

DR000001
```

The search field displays the **Database ID** of the current door. Type the appropriate Database ID number and press **[ENTER]** to select a new door. Alternatively, use the **[UP]** and **[DOWN**] keys to scroll the available door IDs. When the desired door number appears on the screen press **[ENTER]** to view the selected door.

Door Status Display

The status of each door record is displayed in two parts; the door state and the lock state.

```
Office Door
(Closed)(Sched )
```

In the example above, the door is closed and unlocked by schedule (see status displays below).

Door Status Displays

CLOSED	Door is closed
OPEN	Door is open
FORCED	Door is forced open
PREALM	Door is in a pre-alarm open condition
LEFTOP	Door has been left open

Door Lock Status Displays

LOCKED	Door is locked
SCHED	Door is unlocked by schedule
ACCESS	Door is unlocked by a user entry/exit or by manual control
LATCH	Door is latch unlocked by manual control
ENTRY	Door is unlocked by request to enter
EXIT	Door is unlocked by request to exit
MENU	Door is unlocked by keypad control
AREA	Door is unlocked by area
FIRE	Door is unlocked by fire control programmable function
LD-ALL	Door is in lockdown and will only unlock for a super user
LD-ENT	Door is in lockdown with entry allowed
LD-EXT	Door is in lockdown with exit allowed
LD-E+E	Door is in lockdown with entry and exit allowed

Door Control

- Press **[1]** to activate the selected door's lock output for its programmed **Lock activation time**.

  If the lock activation time (**Programming | Doors | Outputs**) is set to 0 the door will not unlock.

- Press **[2]** to lock the door.
- Press **[3]** to latch unlock the door.
- Press **[4]** to lock down the door. Repeat pressing the key to toggle the door's lockdown state.
- Press **[5]** to cancel the door lockdown.

View | Automation

This menu allows users to view and control the status of configured automation points. To access the **Automation** menu press **[MENU, 5, 5]**.

The screen displays the status of the first automation. For example:

```
Auto Lights
is OFF
```

Use the **[UP]** and **[DOWN]** keys to scroll the available automations.

Automation Control

- Press **[1]** to activate the selected automation for its programmed **Automation output time**.
  The screen will display that the automation is ON Timed.

  If no output time is defined (**Automation | General**) the automation will be activated indefinitely (is ON).
- Press **[2]** to deactivate the selected automation. The screen will display that the automation is OFF.
- Press **[3]** to activate the selected automation. The screen will display that the automation is ON.

For information on programming automations, see the Protege GX Operator Reference Manual or the Protege WX Programming Reference Manual.

Bypass Menu

This menu allows users to bypass inputs and view the bypass status of inputs and trouble inputs. To access the **Bypass Menu** press **[MENU, 7]**.

```
*Bypass*
1. Input
```

Use the **[UP]** and **[DOWN]** keys to scroll the menu items or select functions directly using the shortcut keys.

Bypass | Input

This menu allows users to bypass inputs. To access the **Bypass Input** menu press **[MENU, 7, 1]**.

The screen displays the status of the first input. For example:

```
Office PIR
is not BYPASSED
```

The screen displays the input's **Keypad display name** in the top section and its status in the bottom section. If the input has no keypad display name programmed the top row will be blank.

Use the **[UP]** and **[DOWN]** keys to scroll the available inputs while in the view screen, or press the **[LEFT]** key to access the input select screen.

```
Select input to
bypass: 000110
```

The search field displays the **Database ID** of the current input. Type the appropriate Database ID number and press **[ENTER]** to select a new input. Alternatively, use the **[UP]** and **[DOWN**] keys to scroll the available input IDs. When the desired input number appears on the screen press **[ENTER]** to view the selected input.

Bypass Control

- Press **[1]** to bypass the input.
- Press **[2]** to remove the bypass.
- Press **[3]** to latch bypass the input.

The bypass of an input is removed when all areas that the input is assigned to are disarmed. However if the bypass is a latched bypass, the bypass settings remain until removed manually.

Bypass | Trouble Input

This menu allows users to view bypassed trouble inputs.

It is possible to bypass trouble inputs from the keypad, but the bypass can only be removed by power cycling the controller. Therefore, it is recommended that you disable bypassing for trouble inputs.

To access the **Bypass Trouble Input** menu press **[MENU, 7, 2]**.

The screen displays the status of the first trouble input. For example:

```
CP001 AC Fail
is not BYPASSED
```

Use the **[UP]** and **[DOWN]** keys to scroll the available trouble inputs while in the view screen, or press the **[LEFT]** key to access the trouble input select screen.

```
Trouble input to
bypass: 000287
```

The search field displays the **Database ID** of the current trouble input. Type the appropriate Database ID number and press **[ENTER]** to select a new trouble input. Alternatively, use the **[UP]** and **[DOWN**] keys to scroll the available trouble input IDs. When the desired trouble input number appears on the screen press **[ENTER]** to view the selected trouble input.

Offline System Menu

The offline **System** menu provides access to limited system functions and information without needing to log in to the keypad. Pressing the **[MENU]** key while logged out of the keypad displays the offline System menu.

Offline Automation Menu

Access to this offline menu requires the **Offline access to automation menu** option to be enabled for the keypad (**Expanders | Keypads | Options 2**).

This menu allows users to view and control the status of configured automation points without logging in to the keypad. To access the offline **Automation** menu press **[MENU, 1]**. The screen displays the status of the first automation. For example:

```
Auto Lights
is OFF
```

Use the **[UP]** and **[DOWN]** keys to scroll the available automations.

Automation Control

- Press **[1]** to activate the selected automation for its programmed **Automation output time**.
  The screen will display that the automation is ON Timed.

  If no output time is defined (**Automation | General**) the automation will be activated indefinitely (is ON).
- Press **[2]** to deactivate the selected automation. The screen will display that the automation is OFF.
- Press **[3]** to activate the selected automation. The screen will display that the automation is ON.

For information on programming automations, see the Protege GX Operator Reference Manual or the Protege WX Programming Reference Manual.

Offline Trouble View

Access to this offline menu requires the **Allow access to the trouble view menu** option to be enabled for the keypad (**Expanders | Keypads | Options 2**).

This menu allows users to view system troubles without logging in to the keypad. To access the offline **Trouble View** menu press **[MENU, 2]**. The screen will beep and display the first trouble condition.

The keypad will continue to beep while the trouble view is active and there are system troubles present.

```
*Bell PGM*
A Bell/Siren is
```

The keypad shows the first 32 characters of the trouble message. Use the **[RIGHT]** and **[LEFT]** keys to view the full details of the trouble condition and the action that should be taken.

In this example, the full trouble message is "A Bell/Siren is faulty or it is in tamper, verify fault or call service."

To view the next trouble condition (if any are present) press **[DOWN]**.

```
Press [↓] to show
next item.
```

Trouble conditions are cleared automatically by the system. When the trouble condition ends (i.e. the trouble input closes) the trouble is no longer included in the Trouble View.

Offline Events View

Access to this offline menu requires the **Allow access to the event review menu** option to be enabled for the keypad (**Expanders | Keypads | Options 2**).

This menu allows users to view events saved on the controller without logging in to the keypad. To access the offline **Events** menu and view the latest events press **[MENU, 3]**. The screen will display the most recent event that occurred on the system. For example:

```
Wed 13:27:41 Use
r OFFLINE USER L
```

The keypad shows the first 32 characters of the event. Event descriptions are too long to fit in the display and will be split across four screens, which can be scrolled using the **[LEFT]** and **[RIGHT]** keys.

In this example, the full event shown is "Wed 13:27:41 User OFFLINE USER Logged In At KP039" which tells us that offline menu access was made on Keypad 39 at 1:27pm on Wednesday.

Press the **[UP]** key to view the previous event, and press the **[DOWN]** key to view the next event.

Offline System Info Menu

Access to this offline menu requires the **Allow access to the information menu** option to be enabled for the keypad (**Expanders | Keypads | Options 2**).

This menu allows users to view system information without logging in to the keypad. To access the offline **System Info** menu press **[MENU, 4]**. The screen displays the system information. For example:

```
Info at KP001
Ver 2.08.1234
```

Use the **[UP]** and **[DOWN]** keys to scroll the available system information.

Available system information includes:

- Keypad firmware version number
- BIOS application version number
- BOOT application version number
- Database version
- Controller serial number
- Memory capacity

  The letter indicates the location of the memory in use. This will be blank or I for internal, and E for extended.
- The current time
- The current date
- The current day of the week

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