



2200 and 2200L ALARM CONTROL SYSTEMS

OPERATING INSTRUCTIONS

MODELS: 2200 (fitted software 3.4 or later)
 2200L (fitted software 3.9L or later)

Castle Care-Tech Ltd.

Intelligent Security & Fire Ltd

The Care-Tech 2200 and 2200L

Alarm Control Systems

The security system you have chosen for your protection has at its heart the Care-Tech 2200 diagnostic alarm control system.

Built to the highest specification, it can be relied upon to protect people and property as part of the total alarm installation now under your control.

Please read this booklet carefully and learn the various operations available to you.

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NOTE: Castle Care-Tech Ltd. reserves the right to change the specification of this system at any time in the interests of product improvement.

1. Understanding the Keypad

There are two types of keypad available for 2200 Systems:

STANDARD - with sloping front, and display mounted to the left of the keypad. Systems fitted with this keypad are identified as **2200**.

LOW PROFILE - with hinged cover over display, which is above the keys. Systems fitted with this keypad are identified as **2200L**

Except where shown, the two types function in exactly the same way.

The keypad that operates your alarm system has four major parts:

1.1 The Display

The liquid crystal display (LCD) indicates the condition of your alarm system, typically

SYSTEM READY

10:25 (Y/N)

Any information that requires your attention will be displayed and stated clearly. It has an automatic back-light to help you view it easily.

1.2 The Numeric Keypad

The 10-digit keypad is for entering your code so that you may set or unset the system, or enter other information on request.

Always enter your code carefully and deliberately.

1.3 The YES (or #) and NO (or *) Keys

These keys allow you to access additional functions of the system, as well as to respond to the simple choices presented; for example:

SET SYSTEM?

NOTE: On 'Low Profile' keypads, these keys are simply labelled '#' and '*', without the 'YES' and 'NO' designations.

1.4 The A, B, C and D Keys

These keys allow you to set and unset part of your alarm system, for example AREA A could be the first floor.

1.5 The Keypad Tamper Alarm

If six consecutive incorrect codes are entered into the keypad, the system will sound a Tamper alarm. This may be reset as described at 2.7

1.6 The Keypad Personal Attack Alarm

If you are under duress whilst switching the system off, it is possible to initiate a Personal Attack alarm from the keypad,

If you have a 2200 System, this is performed by pressing the '1' and '3' keys simultaneously.

If your system is a 2200L, this is performed by pressing the '1' and '7' keys simultaneously.

This facility is available at all times.

To reset the alarm, refer 2.7

NOTE: If a Police Call unit is fitted to your system, this alarm may be programmed to be silent.

1.7 Menu Based

The Care-Tech 2200 operation is a MENU BASED system. You can scroll around the MENU by simply pressing the NO key:

SYSTEM READY (* key)

SET SYSTEM (* key)

MANAGER MENU (* key)

SYSTEM READY

Three additional menus provide additional facilities when setting and unsetting the system. These are:

- 1 SELECT AREAS [ABCD] This permits you to select parts of the system, known as AREAS, individually, when setting or unsetting the system.
- 2 OMIT ZONES --,--,-- This permits you to omit individual zones when setting
- 3 SILENT SET? This permits you to set the system without the internal sounder activating.

These menus will only be displayed if your specific user code has been programmed to access these options. (see 3.1)

1.8 Help

If you 'get lost' at any point while using the system, press the 'NO' key to return to a menu choice, and follow the instructions presented on the display by using the '#' and '*' ('YES'/'NO') response keys, or by entering your code, as directed.

2. Using the Alarm System

2.1 Setting the System, Simply

There are two simple ways to set the system, once you have secured all the appropriate doors and windows.

EITHER:

With '*SYSTEM READY*' showing, enter your code (eg 1234)

OR:

Press the * (NO) key until the message '*SET SYSTEM*' is displayed; press # (YES), and key in your code (eg 1234) as requested.

The display will then show

LEAVE BY EXIT The exit tone will sound and the exit
ROUTE [30] time count down to zero

Leave the building by the permitted route. The display will revert to

SYSTEM READY
{Time} [Y/N]

2.2 Setting the System, Multi-Area Systems

Selectively arming different areas of the system can only be performed if your user code is valid for the areas concerned, and the menu option is selected (see 3.1)

SYSTEM READY Enter your code (eg 1234)
{Time} [Y/N]

AREAS SELECTED To arm all areas, press # (YES). To select
[ABCD] areas, choose those you wish to ARM, using the ABC and D keys - eg to arm areas A and C only, press A and C. The display will change to

AREAS SELECTED Press # (YES) when the display is correct.
[A C]

LEAVE BY EXIT The exit tone will sound and timer count
ROUTE [30] down to zero.
Leave the building by the permitted route

SYSTEM READY
{Time} [Y/N]

2.3 Setting the System, Additional Menus

2.3.1 Omitting Zones

If there is a permanent fault on one of the zones, or for some other reason, you wish to leave an individual zone unarmed when setting the system, it may be omitted (isolated) by pressing the zone number(s) when (and if) the 'OMIT ZONES' menu is displayed when setting the system.

This menu will only be displayed if the appropriate option has been selected for your user code (see 3.1).

2.3.2 Silent Set

The system may be set silently (eg at night) by pressing # (YES) when (and if) the 'SILENT SET' menu is displayed whilst setting the system.

This menu will only be displayed if the appropriate option has been selected for your user code (see 3.1).

2.4 What to do if there is a Fault on Exit

If instead of a continuous exit tone, you have an interrupted tone, look at the liquid crystal display, which will locate the possible fault - eg:

***CANNOT SET
ZONE 2***

If the fault is an open door or window, go and close it immediately.

If the fault is part of your exit route (eg hallway PIR detector, or front door) you may proceed with your exit procedure, being sure to close all necessary doors on the way out.

When the final door is closed, the tone will be continuous, and then stop. Any interrupted tone continuing means that the system has not set. You must re-enter the building, key in your code, and correct the problem.

2.5 Unsetting the System

Enter via the authorised entry route, go to the keypad and enter the following commands (the ENTRY TONE will continue to sound until the entry procedure is complete):

<i>ENTRY TIME</i> <i>ENTER CODE</i>	Enter code (eg 1234)
<i>UNSET ALL</i> <i>AREAS [Y/N]</i>	Press # (YES) to unset complete system, or * (NO) to leave selected areas armed
<i>AREAS TO ARM</i> <i>[ABCD]</i>	Key in the areas you wish to BE or REMAIN armed. The display will show the areas to be ARMED - eg
<i>AREAS TO ARM</i> <i>[BC]</i>	Note that it is possible to leave areas armed which were already set, or to arm areas which previously were not - or both.
<i>SYSTEM READY</i> <i>{Time} [Y/N]</i>	

2.6 Setting Additional Areas

Follow the procedure outlined for Unsetting the system (2.5)

2.7 How to Cancel an Alarm

If an alarm occurs during the day (due to wiring failure/ personal attack switch operated/ fire), just go to the nearest keypad. Do not panic, deliberately key in your code as requested:

<i>SYSTEM READY</i> <i>ENTER CODE</i>	Enter code 1234
<i>ALARMS SILENCED</i> <i>(Y/N)</i>	Press # (YES)
<i>FIRST TO ALARM</i> <i>SYSTEM TAMPER</i>	

Deal with the cause of the alarm, then press # (YES) to return the system to normal.

3 System Operator Codes

There are two levels of operator codes: USER and MANAGER

The Code allocated to User No.1 is the MANAGER CODE - this is the higher level, permitting access into the MANAGER MENU as well as allowing the setting/ unsetting of all levels of the security system.

The USER CODES (2 to 4) are the lower level, and do NOT allow access into the MANAGER MENU, but permit the setting/ unsetting of predetermined security areas.

3.1 Changing Operator Codes

<i>SYSTEM READY</i> <i>{Time} [Y/N]</i>	Press * (NO)
<i>SET SYSTEM</i> <i>[Y/N]</i>	Press * (NO)
<i>MANAGER MENU</i> <i>[Y/N]</i>	Press # (YES), followed by your code (eg 1234)
<i>ENGINEER MENU</i> <i>[Y/N]</i>	Press * (NO)
<i>CHANGE CODES</i> <i>[Y/N]</i>	Press # (YES)
<i>USER 1</i> <i>****</i>	Press # (YES) if code is not to be changed, or type in required 4-figure code, followed by # (YES)
<i>Select Areas</i> <i>ABCD</i>	Press # (YES) if all areas are to be allocated, or type in the areas which are to be allocated, followed by # (YES).

Options
= = =

Press # (YES) if no special options are to be allocated, or type in the number(s) applicable for required options from the following:

- 1 Select Areas
 - 2 Omit Zones
 - 3 Silent Set
- followed by YES

USER 2
= = = =

Type in code required, as above.

Repeat for up to 4 codes.

Note the symbol * indicates that a code is already programmed, = indicates that no information is currently programmed.

To **DELETE** a code, press * (NO) instead of entering a new code at the appropriate point. *Do NOT delete code number 1.*

3.2 Engineer Code

The installing engineer will have a special code to permit access to the Engineer Menu to programme the operating parameters of the system.

He will also be able to use his code to set and unset the system whilst testing is being carried out, but he will **NOT** be able to use his code to unset the system after being set by one of your codes.

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4 Other Manager Menu Choices

<i>ENGINEER MENU</i>	Not accessible by the user
<i>SET CLOCK</i>	Simply set the date and time using the #, * and numeric keys
<i>LOG REVIEW</i>	Using the # and * keys, select the log of your choice to review past system events.
<i>SET/UNSET LOG</i> <i>ALARM LOG</i> <i>TROUBLE LOG</i>	Step through the events using the # key

NOTE: Tamper faults will appear in the TROUBLE log as 'Zone x', a tamper alarm (when the system is set) will appear in **both** TROUBLE and ALARM logs as 'Zone x'. Thus the two logs should be compared, using the time and date stamp, to correctly establish the cause of an alarm.

If a printer is connected to the system, the logs will print out, one line at a time, as the # (YES) key is pressed to step through the events.

<i>WALK TEST</i>	This allows you to 'WALK Test' the system to check that all detectors are working correctly.
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5 Other Indications

<i>MAINS FAIL:</i>	The AC supply to the system has failed
<i>CHARGER FAULT:</i>	Fuse or component failure, or insufficient voltage present
<i>BATTERY FAULT:</i>	Battery may be disconnected, or discharged (may be due to prolonged power cuts, alarm conditions, etc.) If indication does not clear within 4 hours, call your engineer.
<i>LINE FAULT:</i>	Telecom line to the communicator has failed (see 5.2)
<i>ENGINEER RESET</i>	If this message appears after a full alarm condition, phone your security company who will send an engineer to check and reset the system for you.

5.1 Chime Function

If doors have been configured to 'CHIME': whilst the system is unset (eg shop front door, garage or shed door), the Chime tone will sound, indicating that a door has been opened.

To cancel chime function, press key 'C', and to reinstate function, press 'C' again. A musical note (*) will be displayed when the function is 'live'

All indications will clear by scrolling around the TOP MENU with the * (NO) key. Any indications remaining show that the particular fault remains current.

5.2 Telecom Line Failure Warning

If your system is connected to an Alarm Receiving Centre via a telephone line, a CONTINUOUS WARNING CHIME will be heard if a fault develops on the Telecom line whilst the system is switched off. The keypad will show:

LINE FAULT
ENTER CODE - - - - -

Entering your code will silence the tone, and, if the fault persists, the display will show:

LINE FAULT
CALL ENGINEER

If the fault has cleared, the display will revert to the normal 'System Ready' message.

If the line clears, and later fails again, only the fault message will be displayed, the sounder tone will not start again, unless you have pressed the * (NO) key three times to scroll around the 'Top' menu, or have switched the system on and off again.

A LINE FAULT present at the time of switching on the system will NOT prevent the system from setting as normal. Any 'Bell Delay' programmed into the system will be overridden as long as the fault persists.

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