Karizma^Plus™ Intruder alarm system
Operating instructions

Introduction

The purpose of this user guide is to describe how to operate Karizma plus system. Some of the features described in this guide may not be applicable to your installation and should be ignored. The engineer from the alarm company will have completed the System Information Sheet (SIS) in this guide which gives information specific to your installation. You will need to refer to this as you read this guide in order to check if certain features have been used. If in any doubt consult your alarm company.
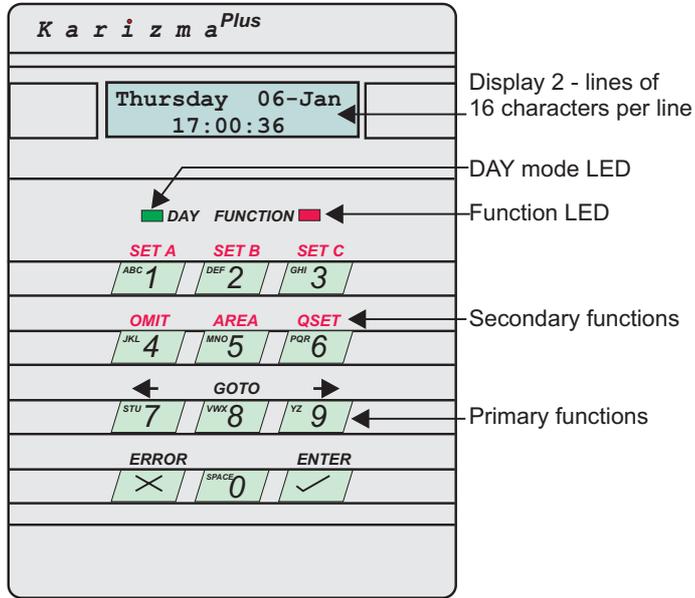

Alarm company (Installer) name: _____

Telephone number: _____

Account number: _____

Installation date: _____

Keypad and Entry codes

Keypads

```
Karizma^Plus

        ┌─────────────────┐
        │ Thursday  06-Jan│
        │     17:00:36    │
        └─────────────────┘


           ■DAY  FUNCTION ■

        SET A    SET B    SET C
        ABC 1    DEF 2    GHI 3

        OMIT     AREA     QSET
        JKL 4    MNO 5    PQR 6

         ◄       GOTO      ►
        STU 7    VWX 8    YZ 9

        ERROR            ENTER
         ✕      SPACE 0    ✓
```

Display 2 - lines of 16 characters per line

DAY mode LED

Function LED

Secondary functions

Primary functions

Secondary functions are actioned when the FUNCTION LED is lit

You operate your intruder alarm system by means of a keypad. Each keypad has numeric keys (0 to 9), ENTER and ERROR. Over each key is a label which describes the secondary function of each key. The key will perform their secondary function when the red FUNCTION indicator is lit.

Entry Codes

Before you can do anything with Karizma+ you will need to key in a code using one of the keypads. There are several types of entry code, which permit different levels of control over the system. Check the System Information sheet to see which codes have been enabled. The different types of codes are:

☐ **Normal** - this code allows the system to be set, unset, and reset after an alarm.

☐ **Manager** - this code has the same functions as a user code, but in addition the manager code can add or delete all other codes, test the system, view the event log, set the time and date, omit 24Hr points, and set the chime function.

☐ **Cleaner** - special code which unsets only part of the system, providing restricted access only to certain areas of the premises.

☐ **Duress -** a special code which although appearing to work exactly like a standard user code will also cause the signalling device to signal a *Personal Attack* alarm to the central station. Do not use this code unless you are under threat to set or unset the system.

> ℹ **Always press the *Enter* key after keying in your code or when making a selection.**
>
> *ENTER*
>
> ✓

Setting the system

Fully Setting the system

When the premises are to completely vacated you should set the full system. First, check that the premises are physically secure - are all windows shut, and all external doors locked ?

Key in a normal user code at the keypad nearest the final exit door and press the ENTER key.

```
1) Set system?
```

The exit period will start and the inside sounder will produce the exit sound - a pip-pip-pip sound. The display identify the program that you are setting.

```
  Program A Set
    PROGRAM A
```

The bottom line on the display may have been editted during installation to read a different message, for example it may read FULL SYSTEM.
You must now vacate the premises by the exit route described in the SIS. The length of time that you have to vacate the premises depends on the exit mode that has been programmed. Check your SIS to find out the exit mode of programme A.

Part-Set the System

A part-set allows detection points in part of the protected premises to be set (turned on), while those in other areas are not set. In a domestic installation it is usual for a part-set to be programmed for use at night time. This would allow the detection points around the perimeter of the house (doors, windows, etc), and all downstairs detectors to be enabled, while detectors in the bedrooms and on the stairs are disabled.

Karizma+ has 2 different part-set programs called B and C. Check your SIS to see if these programs have been enabled. If they have not been enabled then you will not be able to use them.

If a part-set has been enabled you can part-set your system by doing the following: Enter your code at a keypad and press the ENTER key. The system will begin to perform a full-set (setting programme A).

```
  Program A Set
    PROGRAM A
```

Within 5 seconds of entering your code (while the red FUNCTION indicator is still on) you must press either the SET B or SET C key to select one of the part-set programmes and press the ENTER key. The display will acknowledge this by displaying name of the program being set.

```
  Program B Set
    PROGRAM B
```

The bottom line on the display may have been editted during installation to read a different message, for example it may read NIGHT TIME. Leave the protected area by the exit route appropriate for that part-set.

Performing a Quick-Set

It is possible to override the programmed exit time by use of the Quick Set function. This always gives you 3 seconds to vacate the protected area. Quick Set is selected during the first 5 seconds of the exit period (while the red FUNCTION indicator is on) by pressing the QSET key on the keypad. To use this function with one of the part-set programmes you must first select the part-set (SET B or SET C), and then press QSET.

```
   Program QSet
    PROGRAM A
```

Omitting points during setting

It is possible to omit one or more detection points when you set the system. The omitted points will not be able to cause an alarm when the system has set. This facility may be useful if one of your detection points has become faulty and keeps producing false alarms.

Because omitting a detection point degrades the security provided by your alarm system, your engineer may have programmed only a limited number of points to be omittable. Check your SIS to see which points, if any, can be omitted.

Points can be omitted by pressing the OMIT key during the first 5 seconds of the exit period (while the red FUNCTION indicator is on).

```
01:FRONT DOOR ⇐
Omit Point: NO
```

The exit sound will stop, and the keypad will display the first point from a list of points that can be omitted. Use the ← and → keys (over the 8 and 9 keys) to step through the list of points until the point you want to omit is displayed. Now press the ENTER key. The ⇐ symbol will move onto the second line of the display.

Press the → key to change the NO to YES, and press the ENTER key.

```
01:KITCHEN PIR
Omit Point:YES ⇐
```

The point will be omitted and the exit period will start again.

You can omit as many points as you want using this procedure. To omit points from a part-set program you must first select the part-set by pressing SET-B or SET-C.

Unsetting the system

Cancelling the Exit procedure

If you key in your code, and then immediately decide not to set the system, you can cancel the exit procedure by one of the following ways:

During the first 5 seconds of the exit period and with the red FUNCTION indicator still on, just press the ERROR key twice to cancel the exit procedure.

```
*** Goodbye ***
      MANAGER
```

The inside sounder will stop, the keypad will display the 'Goodbye' message for a few seconds and then display the time and date. The green DAY indicator will remain on.

After the first 5 seconds of exit period you must key in your code to cancel the exit procedure.

```
Enter your code?
```

The inside sounder will stop, the keypad will display the 'System Unset by' message for a few seconds and display the time and date. The green DAY indicator will remain on.

```
System Unset by
      MANAGER
```

Unsetting the System

Entering the premises by the designated entry route will cause the entry period to start. The inside sounder will emit a slow beep-beep-beep sound. You must now key in your code and press the ENTER key at the nearest available keypad to cancel the entry period. The length of time that you have is called the entry time; check your SIS to see how long this is. During the last 10 seconds of the entry period the entry tone will raise in pitch to inform you of the urgency to enter your code.

If you enter your code within the entry period the inside sounder will stop, the keypad will display the 'System Unset' message for few seconds and then display the time and date.

```
System Unset by
      MANAGER
```

The green DAY indicator will light. The system is now unset.

Silence Alarm and Reset system

Silencing an Alarm

If an alarm occurs whilst you are in or near to the premises the alarm can always be silenced by entering your code. If the system was set it will be unset at the same time. If the alarm occurs while you are away from the premises the outside and inside sounders will automatically stop after the bell time programmed by the engineer, see your SIS for the bell time.

When you enter your code after an alarm, the keypad will display the cause of the alarm on the top line.

```
       INTRUDER
     BACK  DOOR
```

The second line shows additional information, such as the point which caused the alarm. The system will now need to be reset as described in the next section.

Resetting after an Alarm

After an alarm the system will need to be reset by entering a suitable reset code. The display will alternate between the alarm cause and a prompt to enter a reset code.

```
     Enter Your
        Code
```

If the this prompt is displayed you can reset the system using your own code. Key in your code and press the ENTER key.

After the system has been reset it may enter a fault lockout described in the next section.

```
   Engineer Reset
      Required
```

If this prompt is displayed you may need to call out the engineer to reset the system.

Fault Lockout

```
   System Unset by
        STEVE
```

After resetting the system the keypad display will either display the 'System Reset' message, or it will show a count of the faults which still exist. This is called fault lockout.

```
     Faults: 1
   ENTER to View
```

These faults must be cleared before the system can return to Day mode.

To see a list of the faults press the ENTER key. The keypad will display each fault for 5 seconds. When all of the faults have been displayed it will again display a count of the faults. It will often be necessary to call out the engineer in order to clear these faults.

If you can, clear the faults until the display shows no faults, then press the ENTER key to return to Day mode.

```
     Faults: 0
   ENTER to Exit
```

Remote Reset

If the system needs to be reset by an engineer code you may need to call out the engineer. Before you do this, check the SIS to see if either the **Remote Reset** or **Anti-code Reset** options have been enabled. If either have been enabled it may be possible to reset the system by following one of the procedures described here:

Remote Reset

Your engineer will have given you instructions on how to request a remote reset. Usually you will have to telephone the central station, give details of the alarm, and quote a password. The central station can then reset your system via the signalling device which is fitted to your system.

```
   System Reset by
        STU
```

When the remote reset is received by your system, the keypad will display the 'System Reset' message for a few seconds. It will then either revert to the time and date display, or display the number of faults which still exist - this is a fault lockout.

Reset by Anti-code

```
     Quote Code
        1400
```

If Anti-code reset has been enabled the keypad will display the 4-digit Quote code. Make a note of this number (it is different each time you use this facility) and telephone your central station. You may need to give details of the alarm and quote a password. You will also need to quote the 4 digit number. The central station will give you a 6 digit number called an anti-code. Key in the anti-code to reset the system. The keypad will either display the time and date, or it will display the number of faults which still exist - this is a fault lockout.

Cleaner Access

Karizma+ has a code which permits selected areas of the protected premises to be unset for the purpose of cleaning or maintenance. This cleaner code works in conjunction with cleaner access points which have been programmed by the engineer. Check your SIS to see if any points have been programmed for cleaner access.

The cleaner code cannot be used to reset the system in alarm.

Group Shunt

The Group shunt facility allows part of the protected premises to be unset without unsetting the whole system. This is often used to allow access to a garage or loading-bay area independently from the main area of the protected premises. Check your SIS to see if this facility has been provided.

The detection points in the group will operate normally; they will be set when the system is set, and unset when the system is unset. However, they can also be unset (dis-armed) at any time by operating the **group shunt keyswitch**. Your installation engineer will give you details on how to do this.

Re-arming the group is done with the keyswitch. However, if a detection point in the group is in fault, eg a door has been left open, the group cannot be re-armed. An led located close to the keyswitch will light, or a buzzer may sound, when it is not possible to re-arm the group. You must dis-arm the group by the keyswitch; this will turn off the led or buzzer. Enter the protected area and clear the faults before trying to re-arm the group again.

Manager Facilities

The manager code is normally used to carry out system management functions. It is used to allocate and delete other user codes, test the system, view the event memory, etc.

On entry of the manager code in Day mode the keypad will display the first managers menu option

```
1) Set System?
```

The manager has 10 similar menu options. Use the ← and ➔ keys to move through the menus. To perform a function press the ENTER key.

The manager code can be used to unset the system in the normal way. It can also be used to set the system, but the procedure is slightly different to the normal user code.

MENU 1 - Set System

Menu 1 allows the manager to set the system. Go to this menu and press the ENTER key.

```
1) Set System?
```

The system will start to set as if a normal user code had been entered. The options available to the normal user, such as part-set and omit, are available in the normal way.

MENU 2 - View Event Log

Menu 2 allows the manager to view the event log, which is a list of the last 200 events to occur. Go to menu 2 and press the ENTER key.

```
2) View
   Event Log?
```

The keypad will display the last event to be logged. In the example here, 145 is the event number (events are numbered 1 to 200), USER RESET is the description of the event.

```
145) USER RESET
09:36:21  19-Nov
```

The bottom line is the time and date that the event was logged. Use the ← and ➔ keys to move through the event log. Press the ERROR key to return to menu 2.

Some events have additional information which can be viewed by pressing the ENTER key when the event is displayed.

MENU 3 - Print event log

With the ADE Opus-42 printer connected it is possible to print out the entire event log.

With menu 3 on display press the ENTER key.

```
   Printing...
  ERROR to Stop
```

Karizma+ will start to print the event log, starting with the newest event first. Press ERROR at any time to stop the printer.

MENU 4 - Change User Type and Name

Menu 4 allows you to add, change or delete users from the system.

With menu 4 on display press the ENTER key.

```
01 : MANAGER
          MANAGER
```

The keypad now displays the first code from a list of 16. The top line of the display identifies the user, and the bottom line gives the user type. Use the ← and → keys to go to the user to be changed and press the ENTER key.

```
02:USER 2
    NOT USED      ⇐
```

The ⇐ symbol moves onto the second line. Now use the ← and → keys to select the user type (refer to section 3 for a description of the different user types), and press the ENTER key.

```
01:User Name
?   USER 2 ■
```

The keypad now displays the name associated with the code. The flashing cursor will be at the right of the name. To change the name press the ERROR key several times until the existing name has been deleted and the cursor is at the left of the display. Names are entered one letter at a time by using the numeric keys on the keypad. On each key are either 2 or 3 letters, for example on the '1' key are the letters ABC. To enter the letter C press '1' - a 1 is displayed, press it again and the 1 changes to A, press it again and the A changes to B, press it again and the B changes to C. Now press the ENTER key to register the C and move on to the next letter. Once you have entered the name press the ENTER key again to accept it. Momentarily press the ERROR key to exit the menus.

MENU 5 - Change User Code

Each user has a 2 to 6 digit code. Menu 5 allows this code to be changed. Use the ← and → keys to select the code to be changed and press the ENTER key.

```
01:User Code
? ■
```

Now key in a code of between 2 and 6 digits, and press the ENTER key. If the code is already in use by another user it will be rejected. Momentarily press the ERROR key to exit the menus.

MENU 6 - Chime Points

The manager can put any security point on chime. When a chime point is activated keypad will display the name of the point, and the inside sounder will emit a single dee-daa sound and then stop. This is often useful in shops to warn of a customer entering through the shop door, or in a house to warn of a potential intrusion through the back door.

Menu 6 allows you to put a point on chime. Select the point using the ← and → keys and press the ENTER key.

```
01:FRONT DOOR
Chime Pt: NO
```

Use the ← and → keys again to put the point on chime, or remove it from chime, and press the ENTER key again. Momentarily press the ERROR key to exit the menus.

MENU 7 - Omit 24 hour points

A 24H point is armed all of the time, whether the system is set or not. Violating that point will always cause an alarm. The manager can omit a 24H point if it has been programmed as omittable by the engineer. A point which has been omitted cannot cause an alarm. Check your SIS to see if any 24H points are omittable.

Menu 7 allows you to omit 24H points. Go to menu 7 and press the ENTER key.

```
7)Omit
   24 Hr Points?
```

The keypad displays the first point in a list of 24H points that can be omitted. Use the ← and → keys to select the point to be omitted, then press the ENTER key.

```
06:FIRE DOOR    ⇐
Omit 24hr:No
```

The ⇐ symbol moves onto the second line of the display. Now use the ← and → keys to change NO to YES and press the ENTER key.

Re-Instating 24 hour Points

To re-instate a 24H point which was previously omitted follow the procedure described above, but change YES to NO.

```
Point Fault
```

If the point cannot be re-instated because it is still open the keypad will display an error message. You must close the point and repeat the procedure.

Any 24 hour points which have been omitted by the manager will automatically be re-instated when the system is set. It is not possible to omit 24H points when setting the system.

MENU 8 - Set Time and Date

Select menu 8. The keypad displays the current time in 24 hour format, so 1am is 13:00. Key in the correct time and press the ENTER key.

```
Time and Date
Time? 00:05
```

The keypad will now display the current date, in a day-month-year format. Key in the correct date and press the ENTER key.

```
Time and Date
Date? 21-02-03
```

The keypad will now display the current day of the week. Use the ← and → keys to change the day and press the ENTER key.

```
Time and Date
   Friday       ⇐
```

The keypad will give a double beep to indicate that the date has been accepted.

MENU 9 - Walktest

The walktest allows you to check the operation of all of the security points in your system in order to prove that they still work correctly. Your engineer will advise how often you should carry out a walktest.

In menu 9 press the ENTER key to start the walktest.

```
A******...*.....
................
```

The keypad display will show a '*' for each point which has been enabled but has not yet been tested. Points which have not been enabled are displayed as dots. The top left of the display represents point 1, the top right is point 15, the bottom left is point 16, the bottom right is point 30. The 'A' in the top left indicates that the points in program A are being tested.

```
A1111*...*......
................
```

Each time that an enabled point is activated the inside sounder will produce a warble sound, and the display will change to show a '1' in the appropriate position. The inside sounder will stop when all points are clear.

```
A1111..........
................
```

Initially the walktest will allow you to test Security points that are used in program A. To test security points used in programs B or C press either 2 or 3 when the walktest is running to select program B or C respectively. The keypad will display the selected program at the top left. Press 1 to reselect program A.

Press ERROR at any time to stop the walktest. Momentarily press the ERROR key to exit the menus.

MENU 10 - Test OUTPUTS

Menu 10 allows you to test any of the outputs from the system. It presents you with a list of the outputs which may be tested. To turn on any output press the ENTER key, to turn it off press any key. The following outputs may be tested: BELL, STROBE, SOUNDER (LOW VOL), and SOUNDER (HIGH VOL).

```
10)Test Output
      BELL
```

```
      BELL
       ON
```

System Information Sheet (SIS)

Detection Points

No.	Description	Type	SET A	SET B	SET C	Permit Omit	Cleaner access	Group shunt
1								
2								
3								
4								
5								
6								
7								
8								
9								
10								
11								
12								
13								
14								
15								
16								
17								
18								
19								
20								
21								
22								
23								
24								
25								
26								
27								
28								
29								
30								

Programmes

Programme	Enabled	Exit Mode	Entry time	Exit time	Local alarm	Entry/exit route
A	✓					
B						
C						

User number	Level Normal, Manager, Cleaner and Duress	Code
1		
2		
3		
4		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		

Signalling Device fitted	
Engineer Reset	
Permit Entry Deviate	
Remote Reset	
Anti-code Reset	

Bell time		minutes
Bell delay		minutes

Notes

For Technical Support

☎ : 0906 302 0999

This is a premium rate line, calls are charged at 50 pence per minute

Novar ED&S

The Arnold Centre

Paycocke Road

Basildon

SS14 3EA

The panel conforms to the requirements of the European EMC and Low Voltage directives, and carries the CE mark.

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