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Security Grade 2x
Environmental Class II

Software Version >2.1



User Manual for the EURO mini



RINS1209-6

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NOTE: The specification of EURO mini may vary between different software version, and some facilities in the manual may not be available. Check with your installer for full details. This equipment may be used in systems installed to a lower grade, which will be agreed with your installation company. There are no user serviceable parts contained in this product.

(RINS1209) Issue 6

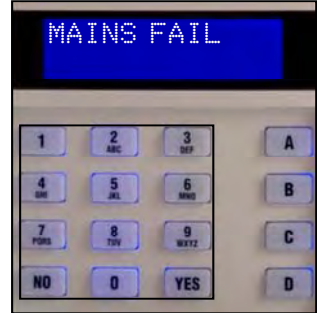
2. Introduction

2.1 Keypad Operation

Using your EURO mini Alarm System just couldn't be easier!

This is the Keypad from where you control your Alarm System*

The LCD display guides you through user menus and gives you any important messages regarding the status of the system.



The 10-digit numeric keypad is where you use your PIN code.

The **A B C D** keys allow you to choose which level of security you wish to apply when you leave the building, or to part-set the system.

To set your system really simply just press **'YES'** and then press the Area Key required (if enabled by your engineer).



NOTE: For your security, the keypad becomes disabled for 90 seconds after 30 incorrect key-presses. It will subsequently be disabled again after 7 further incorrect key-presses. Once a correct code has been registered, the keypad is returned to normal operation.

*Please note that Keypad design may differ from that shown.

2.2 Proximity Tags

Your EURO mini system may have been enabled for use with proximity tokens, or 'Tags'. *

You can use your Tag in place of a pin code for all operations of the alarm system, i.e. setting, unsetting, and entering the Manager and User Menus.



2.3 LED Indication

All keypads and readers have LEDs to clearly indicate what is happening.

The **'Alert'** (orange) LED will flash if there is information to display for you. Enter your code to see the information. After a code has been entered, one of the following lamps will light: Alarm, tamper or fault. The relevant detail of the problem will be shown on the display. To clear the display, press the 'Yes' key (or the display will clear automatically after 3 minutes.)

The **'Alarm'** (red) LED will flash after code entry if an alarm occurs.

The **'Tamper'** (red) LED will flash after code entry if the wiring or equipment is tampered with.

The **'Fault'** (orange) LED will light after code entry to indicate if a technical fault occurs.

The **'Unset'** (green) LED will light for 5 seconds after unsetting any part of the system. It will also light during the setting procedure, going off once set.

3. Setting/Unsetting Your EURO mini

3.1 Before you set your system:

- Close Windows
- Close Doors
- Exclude Pets & People

If you are leaving the building, go to your keypad and key in your PIN code or present your Tag. Select the level of security you wish to set by pressing the ABCD keys.



3.2 Setting Your System

Enter your code. Exit tone Starts

- Leave by the agreed Exit Route, within the designated time
- Close and Lock the Final Exit Door.
- Exit tone will cease



If your exit is timed, you will see the screen above. If you use a final-door-set, you will see the screen below.

EURO mini is now SET



3.3 If Unable to Set:

If when you key in your PIN code a warning tone sounds and the **unset** LED comes on, the keypad display will show the nature of the problem.

- The tone will cease after about 10 seconds.
- Press the '**NO**' key
- The system will remain unset, so you can resolve the problem.
- For example, you may have left a door open, if so, close the door.

Now commence the setting procedure again.



3.4 Faults When Leaving the building:

If when you have closed the final exit door, the exit tone continues to sound an interrupted tone...

“beep – beep – beep – ”

You have probably left a protected door on the exit route open.

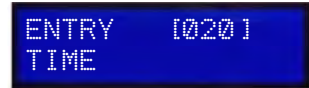
- Return to the keypad and note the message on the display.
- Stop the setting procedure with your PIN code or your Tag.
- Close the open door



Now commence the setting procedure again (see page 5).

3.5 Unsetting Your System

To enter the building you **must** use the agreed entry route and go straight to the keypad.



Entry tone will be sounding

“beep – beep – beep –”

- Key in your PIN code or present your Tag.
- Entry tone will cease



To indicate that the system has unset, the unset LED will illuminate for five seconds.

EURO mini is now UNSET

3.6 Intelligent Set

If you wish to set EURO mini and stay in the building (eg set part of the alarm at night), the EURO mini's intelligent operating system will realise which level of security you require and will set only part of the system

If intelligent set is not installed on your system, you may part set the system as described below.

- To Intelligent Set your EURO mini go to the keypad and enter your PIN code or present your Tag.
- By default, EURO mini will ask if you want to set area **B**, this can be overridden if required by pressing the **ABCD** keys.
- Press '**YES**'
- Exit tone will start
- Area **B** will now start setting.
- If you now open and go through your final exit door, EURO mini will detect you and will now 'quick set' area **A**.

EURO mini is now SET

NOTE: This feature must be enabled by your installation company.

3.7 Silencing Alarms

If an Alarm tone sounds, the Alert LED will flash:

- Just key in your PIN code or present your Tag.
- The Alarm will stop sounding
- The display will indicate the problem.
- Press the '**YES**' Key



Alarm Silenced
Low Volts

If the 'Alert' LED indication remains lit, there is additional information available. Enter your PIN or present your Tag to view.

3.8 Part Setting

Sometimes your security needs will be a little more complex and you will need to use the **A B C D** keys.

A typical scenario may be as follows:

A = All Set

B = Bedtime Set

C = Cat in Lounge

To part set, enter your code and select the area A, B, C or D.

NOTE: This feature must be enabled by your installation company.



EURO mini
Area B

For greater flexibility in setting parts of your system, you can make a choice at the keypad.

- Key in your PIN code or present your Tag.
- If you do not wish to set the default area assigned to your code, simply select the areas you wish to Set by pressing the relevant **A B C D** key(s).
- To change your mind, press the relevant **A B C D** key(s) again.
- Press the 'Yes' key to accept
- Setting areas will now be displayed, with the corresponding area keys being lit.
- EURO mini will now Set the selected area



3.9 Simple Setting

It is also possible to set the EURO mini without using your PIN code or Tag.

- When your system is unset, press the 'YES' key, and then select the area you wish to set. For example, to set area C, press the C key.
- The exit procedure will start.
- "beep – beep – beep – "
- EURO mini is now Set

NOTE: that when using the 'simple set' facility, the user who initiated the set cannot be logged.

3.10 Setting With Faults

There may be a detector on your system that if open when you try to set will be considered by EURO mini as a 'fault'. In a domestic setting you may wish to ignore a window you have deliberately left open in the summer time. There may be another fault on the system which you want to ignore when you set the system.

- Enter your PIN code or present your Tag.
- The display will ask if you wish to set with the fault.
- To omit the fault, Press 'YES' (or 'NO' if you don't!)
- The system will then set as normal.
- The fault will be omitted for this one setting period only.



4. Useful Features

4.1 The Chime Facility

The '**C**' key can be used to select the '**chime**' facility while the system is Unset.

For example, you may wish to be alerted if someone enters through a particular door during the day.

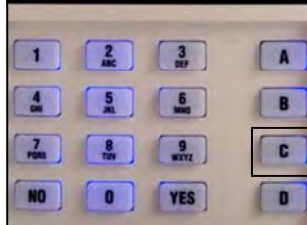
Simply press the '**C**' key.

The display will show a '**C**'

Now if the door opens you will be alerted by the '**chime**' tone.

To cancel the 'Chime' function, simply press '**C**' again.

Note: This is only operative on detectors programmed for this purpose. If multiple detectors are programmed to permit this, the sounder will not distinguish between them.



4.2 Omitting An Input

At some time you may wish to isolate a detector if a room is occupied.

Enter your PIN code or present your Tag.

While the exit tone is sounding press the '**YES**' key.

When the '**OMIT INPUT**' menu is displayed:

Key in the number of the zone you wish to omit and press '**YES**'.

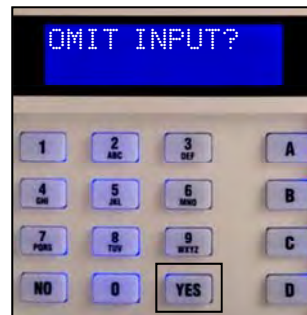
(Always use a leading zero, eg 02 is input 2)

If it has been accepted it will be displayed on the screen.

Repeat for any other inputs that need to be omitted.

After 10 seconds EURO mini will begin to set

These inputs will be omitted for this one set period only.



4.3 Keypad Hold-Up

If you ever need to summon personal assistance in an emergency, EURO mini allows you to do so.

- Simply press the '1' and '7' keys at the same time.
- To reset:
- Enter your PIN code

NOTE: This facility is only available if your alarm installer has enabled it. If a dialler is connected to the EURO mini, the 2-Key Hold Up is not permitted to send a signal to the Alarm Receiving Centre for police response under police regulations in England, Wales or Northern Ireland.



5. Master Manager Menu

The manager menu is accessed by pressing 'D' and then keying in your **Manager** PIN code. The screen will display any relevant information; simply press '**No**' to move into Manager Menu.

You then have a choice of:

- Set Date & Time? (see page 12)
- Change Code(s)? * (see page 12)
- Review Logs? * (see page 13)
- Walk Test? * (see page 14)
- Siren Test? * (see page 14)
- Allow Engineer? * (see page 14)

* These features can also be accessed with a standard user code.

Pressing the '**NO**' key will take you from one Menu to the next (as well as '**Escaping**' from within a menu). Pressing the '**YES**' key will take you into a menu (as well as '**Accepting**' a choice within a menu).

We recommend that your system is fully unset to use Manager Menu functions.

- Press 'D' and key in your Manager PIN code or user code.
- The first Menu choice asks you if you wish to '**Set Date & Time?**'
- If you wish to enter the menu, press '**YES**'. But if you wish to move on to other Manager Menu items press '**NO**'.

The USER MENU is the same as the manager menu, except there is no provision to change the date and time. To enter the USER MENU, simply press 'D' and enter your User Code.

To exit the menu, either press the 'A' key when you have a screen written in capital letters, or keep pressing '**NO**' until you reach the 'Exit Manager Menu' screen, then press '**YES**'.



5.1 Set Date & Time

Press 'YES' to enter the function. (or Press 'NO' to move to the next menu)	SET DATE & TIME?
Enter Year (e.g. 16 = 2016) Press 'YES'	YEAR (00-99) [06]
Enter Month Press 'YES'	MONTH (1-12) [08]
Enter Day Press 'YES'	DAY (1-31) [12]
Enter Hours (24hr clock) Press 'YES'	HOURS (00-23) [13]
Enter Minutes Press 'YES'.	MINUTES (0-59) [45]

5.2 Change Codes

This function is used to add codes or tags. A record of the user codes and to whom they are assigned should be kept and stored in a safe place. A maximum of 30 user codes may be programmed.

NOTE: Systems installed to Grade 2 requirements must have 10,000 code differs. There are no disallowed codes.

Press 'YES' to enter the function. (or Press 'NO' to move to the next menu)	CHANGE CODES?
Press 'YES' to Change User Codes. Or press 'NO' for the next sub-menu.	Change User Codes?
Enter the user code or use the 'B' and 'D' keys to scroll through the users. Press 'YES'	User Number [02]
Either present a tag, or enter a new code. To delete a code, press 'C'. Press 'YES'.	Enter User Code [*****]
Select the type: <i>User [0]:</i> Cannot access Manager Menu <i>Manager [1]:</i> Can access Manager Menu Press 'YES'.	User Type User [0]

Using the A, B, C and D keys, select the area that the user can control. Press 'YES'.	User Areas [A]
Select the limitations for the user code: <i>Unset/Set [0]. Set Only [1]. Unset Only [2].</i> Press 'YES'.	User Set Options Unset/Set [0]
If 'Flexi-Set' is disabled, the code will set the area's assigned to it without offering a choice of areas. For simplicity of use, select 'No'. Use the 'B' and 'D' keys to select the desired choice. Press 'YES'.	Flexi Set Yes [1]
Using the numeric keys, a name can be entered. The A, B, C and D keys are used as followed: A = Capital letter B = Moves cursor left C = Clears character/creates a space D = Moves cursor right Press 'YES'	User Name _
To change the master manager code, press 'YES' and follow the process mentioned above. Press 'NO' to return to the main menu.	Change Master Manager Code?

5.3 Review Logs

The 'Review Logs' function records all events that occurs on the EURO mini, including all alarms, set/unset, users, areas.

Press 'YES' to enter the function. (or Press 'NO' to move to the next menu)	REVIEW LOGS?
Press 'YES' to view the Panel Logs.	Panel Log?
Use 'B' and 'D' keys to progress back and forth through the logs.	[Date & Time] [Event]
Press 'C' for additional information. To stop the review, press 'NO' and 'NO' again to return to the main menu.	[Area Involved] [User Involved]

5.4 Walk Test

Press 'YES' to enter the function. (or Press 'NO' to move to the next menu).	WALK TEST?
Select the area(s) that are to be walk tested. Press 'YES'.	Walk Test Area? [ABCD]
All programmed inputs will be displayed. Once an input has triggered, it will be removed from the walk test list.	Walk Test Inp's? Front Door
Once all inputs have been walk tested, the following display will be shown. Press 'YES'.	Walk Test Completed!

5.5 Siren Test

Press 'YES' to enter the function. (or Press 'NO' to move to the next menu).	SIREN TEST?
The siren and strobe will activate. Press 'YES'.	Testing Siren

5.6 Allow Engineer Menu?

This menu will prevent access to the Engineer Menu if enabled.

Press 'YES' to enter the function. (or Press 'NO' to move to the next menu).	ALLOW ENGR MENU?
Use 'B' or 'D' keys to enable or disable. Press 'YES'.	Allow Engr menu No [0]

6. Programming Appendix

Input Number	Input Type	Input Areas	Description
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			

