

PRT-KLCS

# Protege Touch Sense LCD Keypad

User Manual

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# Introduction

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Protege keypads provide a sleek, user friendly interface to the Protege System, allowing you complete control of your security and access control system.

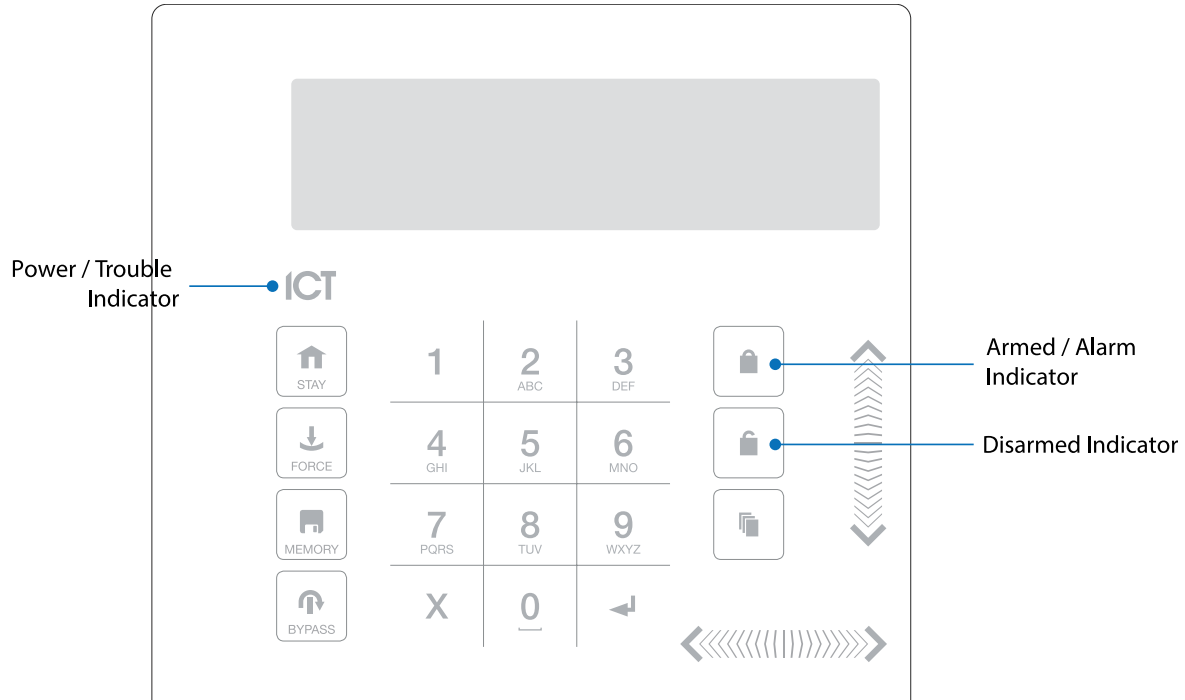
Before using your keypad we highly recommend you read this manual carefully and have your security professional or property manager explain basic system operation to you. For more information visit the ICT website or ask your System Administrator.

# Operation

The following section provides you with the information needed to familiarize yourself with the keypad before carrying out basic operations.

## Status Indicators

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



### Power Indicator

When **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.

### Disarmed Indicator

When the Disarmed Indicator is **ON** the system is disarmed. Enter your user code to arm.

### 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.

Indication of the system status and the operation of the indicators are programmable and may not function as described here. Verify the operation with your installation company or security professional.

## 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, the 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.

## Keypad Functions

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

# Logging in to the Keypad

---

1. To logon, enter your **[USER CODE]** and press **[ENTER]**.

```
Enter user  
code: *****
```

To restart the entry process, press **[CLEAR]**.

2. Once a valid code is entered you will be presented with a welcome screen.

```
Good Evening  
J Smith
```

3. After a short period you will be taken to the area control menu.

```
Warehouse  
is DISARMED
```

If the **Lock Keypad On Excess Attempts** option has been enabled on your system, entering an invalid user code 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 Off

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

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 off automatically and will need to log in again before you can proceed.

# Arming / Disarming

---

To take full advantage of your Protege Keypad, we recommend that you familiarize yourself with the different arming methods.

## Delay Times

### Entry Delay

Setting an entry delay time for the area allows you to have time to disarm the area before the area generates an alarm.

### Exit Delay

The exit delay time for the area allows you to exit the area once the arming of the area has begun, without triggering an alarm. When an area is in exit delay, you should leave the area.

The configuration of the exit and entry delay beepers is determined by your installation. Please verify the operation with your security professional or property manager.

## Arming an Area

- To arm an area, navigate to **[MENU, 1]** on your keypad. If you have access to more than one area, you can scroll through the list using the **[UP]** and **[DOWN]** keys.

**Warehouse  
is DISARMED**

- When the appropriate area has been found, press **[ARM]** to enable the inputs in the area.

**Warehouse  
Enabling input(s)**

- The system then checks that the inputs closed and are ready to be armed.

**Warehouse  
Checking input(s)**

- If all the inputs are ready, the area goes into exit delay.

**Warehouse  
in EXIT delay**

- Once the exit delay time has elapsed, the area is armed.

**Warehouse  
Arm complete**



## Stay Arming an Area

Stay Arming is an option that must be enabled by your installer.

This method of arming allows you to remain in the area while it's partially armed. Stay areas are inputs that are bypassed when the system is stay armed. For example, if you are working late and the stay option is enabled, you can arm a portion of the building to protect the windows and doors without arming other inputs.

- From the Arm/Disarm menu you will be shown the area(s) associated with the keypad and its current status. Select the area you want to stay arm.

```
Office  
is DISARMED
```

- Press **[STAY]** to enable the normal inputs in the area and bypass the stay areas.

```
Office  
Enabling input(s)
```

- The system then checks the inputs in the area are closed.

```
Office  
Checking input(s)
```

- If all the inputs are closed, the arming process completes.

```
Office  
Arm complete
```

- The area then goes into exit delay.

```
Office  
in EXIT delay
```

- Once the exit delay time has elapsed, the area is stay armed.

```
Office  
is STAY
```

## Instant Stay Arming an Area

Instant Stay Arming is an option that must be enabled by your installer.

Instant stay arming reduces the exit delay to 1 second, and inputs which normally initiate the entry delay will instead set off the alarm immediately (i.e. all inputs are treated as 'instant'). This is commonly used at night while residents are in bed, so that any intruder entering the building will set off the alarm immediately.

To instant stay arm the area, hold down the **[STAY]** key for 2 seconds, or press the **[STAY]** key a second time while the area is in exit delay.

## Force Arming an Area

Force Arming is an option that must be enabled by your installer.

Force Arming allows you to arm the system without waiting for all the inputs in the system to close.

Force arming is commonly used when a motion detector is protecting an area that is occupied by a keypad. For example, if the motion detector has been programmed as a force input, the system will allow you to arm even if the input is open.

- From the Arm/Disarm menu you will be shown the area(s) associated with the keypad and its current status. Select the area you want to force arm.

```
Office  
is DISARMED
```

- Press **[FORCE]** to enable the inputs in the area.

```
Office  
Enabling input(s)
```

- The system then checks the inputs in the area are closed, automatically skipping any open inputs that can be force armed.

```
Office  
Checking input(s)
```

- If all the inputs are closed, the arming process completes.

```
Office  
Arm complete
```

- Once the inputs have been armed, the area goes into exit delay.

```
Office  
in EXIT delay
```

- Once the exit delay time has elapsed, the area is force armed.

```
Office  
is FORCE ARMED
```

## Instant Force Arming an Area

Instant Force Arming is an option that must be enabled by your installer.

Instant force arming reduces the exit delay to 1 second, and inputs which normally initiate the entry delay will instead set off the alarm immediately (i.e. all inputs are treated as 'instant')

To instant force arm the area, hold down the **[FORCE]** key for 2 seconds, or press the **[FORCE]** key a second time while the area is in exit delay.

## Bypassing Inputs in an Area

Bypassing allows you to program the alarm system to ignore certain inputs the next time the area is arming or until the bypass is disabled. For example, you may wish to bypass certain inputs when workers are renovating part of a building

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

- Select the Bypass Inputs menu by pressing **[MENU,7,1]**.
- Press the **[RIGHT]** key to search for an input using the input reference (for example, 000008).
- Use the **[UP]** key to scroll to the next input.

**Warehouse PIR  
is not BYPASSED**

- Press **[1]** to bypass the input, press **[3]** to latch bypass the input, and press **[2]** to remove the bypass setting.

**Warehouse PIR  
is BYPASSED**

## Disarming an Area

- Select **[MENU, 1]**, and find the area you want to disarm.

**Warehouse  
is ARMED**

- If an entry input is triggered, the area will go into entry delay.

**Warehouse  
in ENTRY delay**

- Press **[DISARM]**.

**Warehouse  
is DISARMING**

- When the area is disarmed, you can enter.

**Warehouse  
is DISARMED**

## Silencing and Canceling Alarms

When an area is in alarm, it can be silenced.

- View the area that is in alarm.

**Warehouse  
in ALARM**

- Press [DISARM].

**Warehouse  
is DISARMING**

- When the area is disarmed, the alarm stops.

**Warehouse  
is DISARMED**

# Trouble Display

---

The Protege system continually monitors system devices and trouble conditions.

Trouble conditions are cleared automatically by the system. If required, these can be programmed by your installer to require acknowledgment. It is recommended that you inform your property manager or security company immediately if a trouble condition occurs.

## Viewing System Troubles

---

- Select the trouble view menu by pressing **[MENU,5,2]**.
- Press the **[ENTER]** key to view any trouble conditions that have occurred.

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

- 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
```

- Once finished, press **[MENU]** to exit the view mode.

```
Press [MENU] to  
exit view mode
```

# Alarm Memory

---

Alarms can be stored in the event log and in the alarm memory of the area the alarm was activated in.

This option must be enabled by your installer.

## Viewing Alarm Memory

---

- Select the Alarm Memory menu by pressing **[MENU, 5, 1]**. Use the **[UP]** and **[DOWN]** keys to view the areas. If the area has alarms in its memory, the keypad generates a rejection tone and displays the memory message.

```
Warehouse
*Alarms In Mem*
```

- To view the first item stored in the alarm memory press the **[ENTER]** key.

```
Had alarm on
Roller Door
```

- The area that the alarm occurred in is then shown. If a tamper alarm has occurred, the first line states that it was a 24HR alarm.

```
in AREA
Warehouse
```

- If the Acknowledge Alarm Memory option has been enabled by your installer, press the **[ENTER]** key to acknowledge the alarm and remove it from the list.

We recommend you always take note of the alarm before acknowledging or clearing the alarm memory.

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

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

```
Press [↓] to show
next item
```

- Once finished, press the **[MENU]** key to exit the view mode.

```
Press [MENU] to
exit view mode
```

# Events

---

Events are logged for all actions that are performed on the Protege system and can be viewed from the keypad. Events are presented in plain text.

To manage your system effectively and receive detailed, exception and custom reports direct to your desktop, ask your security professional about Protege software.

## Viewing Events

---

- Select the **Review** menu by pressing **[MENU,3,1]**.
- Press the **[UP]** key to view the previous event, and press the **[DOWN]** key to view the next event.

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

- The keypad shows the first 32 characters of the event. Press the **[RIGHT]** key to show the following lines for the event.

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.

# Additional Features

---

The Keypad supports additional features that can enhance the management of your installation.

The following features need to be enabled by your installer before they can be used.

## Offline Menu Access

Offline menu options provide access to certain functions without needing to log into the keypad. Pressing the **[MENU]** key while logged out displays the offline menu.

### Automation Menu

- To control automation points press **[MENU,1]**.

```
Warehouse Lights  
is OFF4
```

- Use the **[UP]** and **[DOWN]** keys to select the automation point you want to control.
- Press the **[1]** key to turn the point on for the period defined by your installer, the **[2]** key to turn the point off, or the **[3]** key to latch the point on.

### Trouble View

To view troubles from the offline menu press **[MENU,2]**.

### Event View

To view events from the offline menu, press **[MENU,3]**.

### Information Menu

To view system information, press **[MENU,4]**.

Use the **[UP]** and **[DOWN]** keys to scroll through the following information:

- BIOS Application version number
- BOOT Application version number
- Database version
- Controller serial number
- Memory capacity

The letter indicates the location of the memory that is 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

## Unlocking a Door

The **[FUNCTION]** can be used to unlock a specific door from the keypad. Depending on your installation, you may be able to do this without logging into the keypad, or you may be required to enter your PIN, and then press the **[FUNCTION]** key.



## Disabling / Enabling the Audible Output

Disabling the audible tone on your keypad will prevent the beeper from generating any notifications for alarms, exit delay, or entry delay. This also disables rejection, confirmation and key press tones.

### Disabling the Audible Output

---

- To disable the audible output, press and hold **[CLEAR]**.
- The keypad will generate one long audible tone (rejection tone) to signify that the audible output has been disabled.

### Enabling the Audible Output

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- To enable the audible output, press and hold **[CLEAR]**.
- The keypad will generate four audible tones to indicate that the audible output has been enabled.

## Panic Alarms

The Protege system provides three panic alarms that are immediately generated after two specific buttons are pressed and held for three seconds. Based on your needs, these panic alarms may generate audible alarms (sirens or bells) or silent alarms, and communicate specific messages to your monitoring station or property manager.

- Press and hold **[1]** and **[3]** for the **panic** alarm.
- Press and hold **[4]** and **[6]** for a **medical** alarm.
- Press and hold **[7]** and **[9]** for a **fire** alarm.

## Fire Alarms/Smoke Detector Reset

### Fire Alarms

When a fire alarm occurs, the keypad emits three audible tones at 2 second intervals until it is reset by entering a valid user code. If the input is a delay fire input, there is a 30 second delay before the system contacts the security company or property manager, preventing the reporting of false alarms. If there is no fire condition, we recommend you contact your property manager or security company immediately to avoid an unnecessary response.

A delayed fire input is automatically canceled if the smoke detector is reset within 30 seconds. Pressing any key on the keypad during the first 30 seconds will silence the alarm for 90 seconds.

### Smoke Detector Reset

Depending on your installation, you may be required to reset a smoke detector following a fire alarm.

To reset smoke detectors from a keypad, press **[CLEAR]** and **[ENTER]** together for 3 seconds.

## Disclaimer and Warranty

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For warranty information, see our [Standard Product Warranty](#).

**New Zealand**

4 John Glenn Ave  
Rosedale  
Auckland 0632  
Email: sales@ict.co  
Toll free: (0800) 428 111  
Ph: +64 9 476 7124

**USA**

5265 S Rio Grande Street  
Suite 201  
Littleton, CO 80120  
Email: ussales@ict.co  
Toll free: (855) 428 911  
Ph: +1 720 442 0767

**Canada**

6201 Highway 7  
Unit 7  
Vaughan, Ontario, L4H 0K  
Email: cansales@ict.co  
Ph: +1 647 724 3428

**Australia**

Building 4  
39-43 Duerdin Street  
Notting Hill, VIC 3168  
Email: ausales@ict.co  
Ph: +61 426 145 907

**EMEA**

Email: emeasales@ict.co  
Ph: +44 1625 800078

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