

EURO mini

User Manual



Castle



RINS1209-5

EUROmini

The EURO mini Keypad

Contents

Introduction	1-5
Using EURO mini with PIN Codes	5-9
Intelligent Setting	10-11
When Problems Arise	12
Setting Individual Areas	13-14
Chime Facility	16
Omitting Zones	17-18
Keypad Hold Up/Personal Attack	19
Manager Menu	20-21
Changing Date & Time	22
Change/Add Codes	23-27
Review History Log	28
Walk Testing Detectors	29
Testing your Sounder	30
Allow Engineer Menu	31

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.

© Castle Care-Tech 2012 (RINS1209) Issue 5



For electrical products sold within the European Community. At the end of the electrical products useful life, it should not be disposed of with household waste. Please recycle where facilities exist. Check with your Local Authority or retailer for recycling advice in your country. When disposing of the product, the batteries must be removed and disposed of separately in accordance with the local regulations.

EUROmini

The EURO mini Keypad

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.

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.

EUROmini

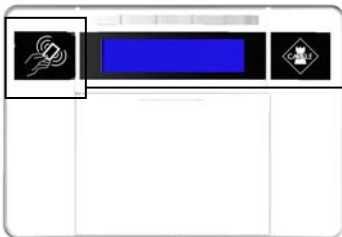
Using Proximity Tags



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



If you have Tag Readers installed then simply hold your Tag against the 'Tag' logo.



When using the keypads, hold your Tag to the area shown left.

When your Tag has been accepted there will be an acknowledgement 'beep'.

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.

*The Tag facility will only work with EURO mini systems fitted with an EUR-068 or EUR-064 keypad.

EUROMini

Security Checks

All keypads 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.

EUROmini

Security Checks



Before you set your system:

You must ensure all doors and windows are securely closed and any pets or people are excluded from areas protected by movement sensors.

Close Windows



Close Doors



Exclude Pets & People

EUROmini

Leaving the Building



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.

Exit tone Starts

Leave by agreed Exit Route, within the designated time.



Close and Lock the Final Exit Door

If your exit is timed, you will see the screen above.

Exit tone will cease

If you use a final-door-set, you will see the screen below.



EURO mini is now SET

EUROMini

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.

EUROMini

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.

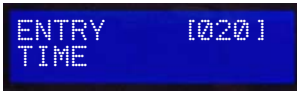
Close the open door

Now commence the setting procedure again (see page 6).

EUROmini

Entering the Building

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

Intelligent Set (if programmed)

This function
needs enabling
by your installation
company

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 on pages 13-14.

EUROmini

Staying in the Building

Intelligent Set



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

EUROMini

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

Alarm Silenced
Low Volts

The display will indicate the problem.

Press the **'YES'** Key

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

EUROmini

Part Setting - The A B C D Keys



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

D = Dog in Study



This function
needs enabling
by your installation
company

Your Installer may programme the system so that the keypad will display which area is currently set.

EUROmini

Simple Setting



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

EUROmini

Simple Setting



```
EUROmini
13:36
```

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 '**YES**', then Press '**C**'



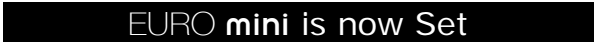
```
Setting [15]
Area C
```

The exit procedure will start.

"beep – beep – beep – "



```
EUROmini
Area C
```



EURO mini is now Set

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

EUROmini

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.

This function
needs enabling
by your installation
company

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.

EUROmini

Setting with a Fault

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.



Set with Fault?
Bedroom Window

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.

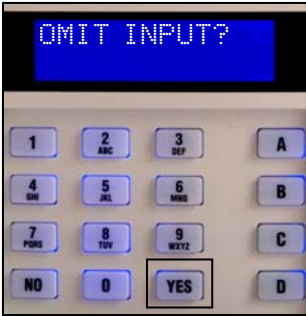
This function
needs enabling
by your installation
company

NOTE

Only doors or windows already open can be omitted in this way.

EUROmini

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)

This function
needs enabling
by your installation
company

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

Repeat for any other zones that need to be omitted.

After 10 seconds EURO mini will begin to set

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

EUROmini

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 you 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.

This function
needs enabling
by your installation
company

EUROmini

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 22)

Change Code(s)? * (see page 23)

Review Logs? * (see page 28)

Walk Test? * (see page 29)

Siren Test? * (see page 30)

Authorise Engineer? * (see page 31)

Exit Manager Menu? (see page 21)

* 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 disarmed to use Manager Menu functions.

EUROMini

Manager Menu

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'**.

EUROMini

Set Date and Time

SET DATE & TIME?

Press **'NO'** to move to next menu.

Press **'YES'**

(Press 'NO' to move to the next menu)

YEAR (00-99)
[06]

Enter Year (eg 07=2007)

Press **'YES'**

MONTH (1-12)
[08]

Enter Month

Press **'YES'**

DAY (1-31)
[12]

Enter Day

Press **'YES'**

HOURS (00-23)
[13]

Enter Hours (24 hour clock)

Press **'YES'**

MINUTES (0-59)
[45]

Enter Minutes

Press **'YES'**

To go to the next menu, press **'NO'** again.

Press **'YES'**

(Press 'NO' to move to the next Menu)

EUROMini

Changing or Adding PIN Codes

A record of User Codes and to whom they are assigned should be kept and stored in a safe place

CHANGE CODES?

Press **'YES'**

(Press 'NO' to move to the next Menu)

Change User
Codes?

Press **'YES'**

(Press 'NO' to programme the Master Manager Code)

Turn to the next page to continue to programme user codes and Tags.

Change Master
Manager Code?

Press **'YES'**

(Press 'NO' to move to the next menu)

The Master Manager Code can only be changed by the Master Manager.

EUROmini

Changing or Adding PIN Codes



USER NUMBER
[02]

EURO mini identifies each user by a different '**User Number**'. Eg 'John' would be user **01** – 'Jane' would be user **02** etc. There are a total of 30 user codes available.

Now key in the '**User Number**' whose PIN code you wish to add or change.

Press '**YES**'



ENTER USER CODE
[****]

Key in the new **4,5 or 6 digit PIN code** you require, or present the Tag.

To delete a code press '**C**'.

Press '**YES**'

EURO mini will **not** allow you to programme codes that are already in use by the system. Standard users can only edit their own code. '**User Number**' **01** can only be changed, it can never be deleted. Managers can only programme new users with access to the same areas as he/she has access.

EUROMini

Changing or Adding PIN Codes



User Type
(User) [0]

Choose the level of authority the code-holder is allowed.

User – **cannot** access Manager Menu.

Manager – **can** use Manager Menu.
(Use '**B & D**' keys to make your choice).

Press '**YES**'



User Areas
IA I

Using the **A B C D** keys, choose the areas you wish to be controlled by the code-holder.

(Managers may not give other users access to areas he himself cannot access)

Press '**YES**'



User Set Option
Unset/Set [0]

Choose the limits you wish to place on the code-holder's actions. The options are Set & Unset, Set only, and Unset only.

(Use '**B & D**' keys to make your choice)

Press '**YES**'

EUROMini

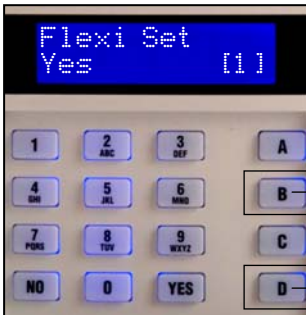
Changing or Adding PIN Codes



Flexi-Set gives you the opportunity to choose the areas you require to set when you use your PIN code.



If you do not choose Flexi-Set your Code will simply set the areas assigned without offering you the opportunity to choose.



For simplicity of use, choose **'NO'**

(Make your choice with the 'B' and 'D' keys)

Press **'YES'**

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

EUROMini

Changing or Adding PIN Codes



Using the numeric keys, you can enter a user name, similar to typing a text message on a mobile phone. Use '0' key for space.

The **A B C D** keys on the keypad are used as follows:

- 'A' – capital letters
- 'B' – moves cursor left
- 'C' – Clears Character, creates a space
- 'D' – Cursor moves right

eg to write 'Ben' simply press the

- '2' key twice
- 'A' key for capital
- 'D' move cursor right
- '3' key twice
- 'D' move cursor right
- '6' key twice

Press '**Yes**'

When you have finished and wish to go to the next menu, press '**NO**'.

EUROmini

Review Logs

REVIEW LOG?

Press **'YES'**

(Press 'NO' to move to the next menu)

Panel Log?

Press **'YES'**

To advance through the logs:

Date & Time
<EVENT>

Press **'D'**

For added information:

<Area Involved>
<User Involved>

Press **'C'**

To move backward to previous events:

Press **'B'**

To stop review:

Press **'NO'**

To move to the next menu, press **'NO'** again.

EUROmini

Walk Test



WALK TEST?

Press **'YES'**

(Press 'NO' to move to the next Menu)

Choose the area(s) you wish to test by pressing the appropriate ABCD keys.

Press **'YES'**



Walk Test Zone
Front Door

All detectors waiting to be tested will scroll in the display.

Walk around the building and trigger all of the detectors.

The system will **'chime'** each time a detector responds.

When all detectors have been activated and are working, the display will show **'Walk Test Completed'**.



Walk Test
Completed



WALK TEST?

To move to the next menu, press **'No'**.

EUROMini

Testing your Sounders

SIREN TEST?

Press **'YES'**

(Press 'NO' to move to the next Menu)

Testing Siren

Press **'YES'**

SIREN TEST?

Siren will sound, Strobe will flash

Press **'NO'** to move to next menu.

EUROmini

Allow Engineer Menu



ALLOW ENGR?

The final menu available is to allow your alarm installation engineer access to the programming facilities of the EURO mini.

Set this menu to 'YES' to allow your engineer access.

EUROMini

Programming Appendix

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

Contact Details

Castle
Secure House
Braithwell Way
Hellaby
Rotherham
S66 8QY

Website:
www.castle-caretech.com



Castle