

## RX-406 LED Keypad

For **CAPTAIN-I** Ver.5.5 & up



## User Guide

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Please read this manual in its entirety before attempting to program or operate your system. Should you misunderstand any part of this manual, please contact the supplier or installer of this system.

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### **SAFETY INSTRUCTIONS**

Your CAPTAIN-i alarm system has been registered in accordance with EN60950 and its rules. EN 60950 requires us to advise you the following information:

1. In this alarm system hazards of fire and electric shock exist. To reduce the risk of fire or electric shock, do not expose this alarm system to rain or moisture. Pay attention: Telephone cords could be a good conductor for lightings energy.
2. Do not open the door of the alarm system. Dangerous high voltages are present inside of the enclosure. Refer servicing to qualified personnel only.
3. This alarm system should be used with AC 230V50Hz, protected by anti electric shock breaker. To prevent electric shocks and fire hazards, do NOT use any other power source.
4. Do not spill liquid of any kind onto the unit. If liquid is accidentally spilled onto the unit, immediately consult a qualified service.
5. Install this product in a protected location where no one can trip over any line or power cord. Protect cords from damage or abrasion.
6. Disconnect all sources of power supply before proceeding with the installation. Pay attention: do not install low voltage wires near by AC power wires they should be separated.
7. Connect the AC transformer output to the terminal block on the control panel as marked.
8. Connect the AC line cord to line power terminals as marked. (GND; N; L)

## **INTRODUCTION**

Congratulations on your purchase of the CAPTAIN-i Alarm System. Much care has been taken in developing the CAPTAIN-i alarm system, which will provide you with unprecedented peace of mind. The CAPTAIN-i user-friendly operation and advanced features will professionally protect your home or business. It is important to familiarize yourself with the CAPTAIN-i Alarm System in order to take full advantage of the complete range of the CAPTAIN-i features. To assure optimum safety and security, you should test the CAPTAIN-i Alarm System once a week.

## Main Features of CAPTAIN-i

- ◆ 6 programmable zones
- ◆ Two partitions
- ◆ Dialer: Up to three preset private telephone numbers and four Monitoring Station numbers
- ◆ Various modes of arming and disarming: keypad, key, remote control, automatic
- ◆ Four types of keypads: A simple LED keypad (RX-406 or RX-6), LCD keypads (RXN-400 or RXN-410) and Anti-vandal keypad RX/N-200
- ◆ Up to six different keypads, connected in parallel
- ◆ Two operating modes: Full or Home
- ◆ System Events is registered in memory
- ◆ Various operating codes: Master Code, up to eight User Codes, and Short Code
- ◆ User Code #8 can function as DURESS code
- ◆ Optional temporary bypass of zones
- ◆ "Chime" mode per zone: operates the keypad buzzer when a zone is opened (e.g., to monitor a back door when system is disarmed)
- ◆ Monitoring Station Communicator: built-in dialer, integrated Long-Range Radio and Cellular Transmitters
- ◆ Inhibit system from arming in case of failure (optional)
- ◆ Short-keys for DURESS and FIRE codes

## Access and Operation Codes

The following codes are used to access and operate the CAPTAIN-I Alarm System:

- ◆ **Master Code:** Use this code when programming system parameters. The default factory Master Code is 5555. For security reasons, it is not recommended to use the default code to arm or disarm the system.



### IMPORTANT!

For better protection, change the default factory **Master Code** after installation.

- ◆ **User Code:** 4-6 digit code. Up to eight User Codes can be programmed, User Code 1 to User Code 8.
- ◆ **Short Code:** A convenient, two-digit code used only to arm the system.
- ◆ **Duress Code:** 4-6 digit code used for disarming the system:
  - If the system is armed, the code will disarm the system and send a duress event to the MS
  - If the system is disarmed, the code will send a silent duress event to the MS

The RX-406 keypad features 6 zone LEDs and 7 information LEDs as described in the following drawing and table (next page). These LEDs provide zone status information, as well as system status & fault information.



## LED Description

Follow the drawing below and the successive table.

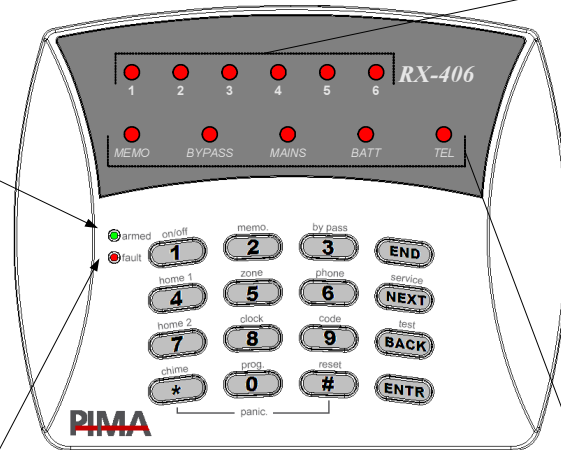
### Armed Indicator:

The green **ARMED** light provides the system Arm status as follows:

- **Off:** System is disarmed.
- **Blinks once every four seconds:** Partition #1 armed
- **Blinks twice every four seconds:** Partition #2 armed
- **Blinking:** System is in Entry or Exit Delay Time.
- **Lit constantly:** Entire system armed (both partitions)

### System Fault LED:

The red **FAULT** light blinks when a fault is detected.



### Zone Status:



The six red lights in the display area of the keypad provide the zone status information for the six corresponding numbered zones, as follows:

- **Off:** Zone is closed.
- **On:** An alarm was triggered while the system was previously armed, and this event has been stored in memory.
- **Blinking:** Zone is open.

### Status & Faults Indicator:

When there is a Fault in the system, each light corresponds to a particular system status or fault (see table below).

**Status and Faults Indicator:** When a fault or system status change occurs, a corresponding Status/Fault LED is turned ON, as follows:

Status/Fault LED	Description
<b>MEMO</b>	Indicates an alarm in one of the zones during the last system ARM period; To view which zone was alarmed, press and hold  key until the corresponding alarmed zone LED is turned ON.
<b>BYPASS</b>	Indicates that one or more of the zones have been bypassed To view which zone/s were bypassed, hold and press  key until the corresponding bypassed zone LED is turned ON.
<b>MAINS</b>	Indicates a failure in the Mains power supply (AC fail).
<b>BATT</b>	Indicates a failure in the battery & low voltage.
<b>TEL</b>	Indicates line failure or communication fault.



### IMPORTANT!

If the system's red Fault LED is flashing but NONE of the Fault LEDs is on (i.e. Memo, Bypass, Mains etc), it means the system's clock isn't set.



### NOTE:





Resetting the keypad LEDs/ zones in alarm/ system memory, is possible only after the system is re-armed.

## SYSTEM FUNCTIONS



### IMPORTANT!

The  symbol indicates information that you must enter.

- **To arm/disarm Partition #1:**  *User Code*
- **To arm/disarm Partition #2:**  *User Code*
- **To arm/disarm the entire Alarm System:**  Any *User Code* that belongs to either partitions OR  *Short Code*.





### NOTE:

- A user can arm/disarm only partitions allocated to him/her by the technician (partitions #1, #2, or both).
- All keypads connected to the system share the same display, even if they are allocated to different partitions.



### IMPORTANT!

- Entering the Master Code +  when one of the partitions is armed will arm the other partition as well.
- Entering the Master Code +  when both partitions are armed will disarm the entire system.

- **To arm the alarm system in HOME mode:**

Press and hold   any *User Code* OR *Short Code*.



### NOTES:

- Since CAPTAIN-i has only one HOME state, pressing either key 7 or 4 makes no difference.
- When the FAULT LED is blinking and there is no other indication LED blinking simultaneously, the fault is 'Clock not set'.

### To disarm the alarm system in HOME mode:

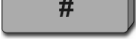
 any *User Code*

- **To bypass/re-arm a bypassed alarm zone:**

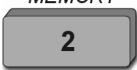
 *Primary Code*   *zone number*  

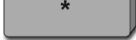
**NOTE:**

When Bypass mode is executed, it is effective until you disarm the system.

- **To reset the smoke or fire detector:** Press and hold  for three seconds till confirmation beep.

- **To identify the last zone(s) that caused an alarm:**


Press and hold . You will hear a beep, and the corresponding zone light(s) will be lit for 10 seconds.

- **To enable/disable the Chime mode:** Press and hold  for three seconds till confirmation beep.

**NOTE:**

This mode activates a buzzer in the keypad when a chime zone is triggered. This feature can be used to monitor unauthorized entry or exit in the defined zone when the system is not armed. To learn how to program a Chime Zone see section "To Program Chime Zone", page12.

- **To temporarily cancel the Entry Delay Time:**

Press and hold  for three seconds till confirmation beep.

**NOTE:**

When this feature is enabled, it is effective until you disarm the system.



- **Reporting DURESS Event to CMS/Private Dialer:**

Press and hold  and  simultaneously until a conformation beep from keypad.

**NOTE:**

The event is logged in memory as "Duress" and includes time and date.

- **Reporting Fire Event to CMS:**

Press and hold  and  simultaneously until a conformation beep from keypad.

**NOTE:**

The event is logged in memory as "Fire" and includes time and date.





➤ **To initiate a PANIC Response:**

Press and hold  and  simultaneously for two seconds.



**NOTE:**  
You can customize your system's response to a panic event, for example, calling the Monitoring Station or your private telephone number. Consult your installer about programming a Panic Response.

➤ **To disable/enable keypad audible tone:**

Press and hold  and  simultaneously.



**NOTE:**  
When the keypad's Audible Tone feature is disabled, **all** audible tones and indications, with that keypad, are silenced.














# PROGRAMMING FUNCTIONS


















**IMPORTANT!**  
Before beginning to program the CAPTAIN-i Alarm System, you must first enter the Primary Code (the default factory code is 5555). There is NO special indication that you are in Programming Mode and NO confirmation tone for entering data.



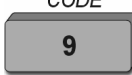












➤ **To cancel a command:**      , then start the programming procedure from the beginning.



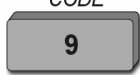













➤ **To program a Primary Code:**  *Initial Primary Code*
















     *new Primary Code (4-6 digits)*  
       

➤ **To program User Code #1:**  *New Primary Code*

       *new User Code (4-6 digits)*  
       

➤ **To delete User Code #1:**  *Primary Code*     
            
 

➤ **To program User Codes #2 to #8:**  *Primary Code*   
    (as many as the User Code number)   
   *new User Code (4-6 digits)*     
     

➤ **To delete User Code #2 to #8:**  *Primary Code*     
  (as many as the User Code number)     
       



















#### Example:

When programming or deleting User Code #6, enter the Primary Code, press the  key, followed by pressing the  key six times, then .



#### IMPORTANT!

- There is no indication of which code is programmed.
- After deleting a User Code, confirm its deletion by entering the old code and getting no response from the system.

➤ **To program a Short Code:**  *Primary Code*     
     *new Short Code (2 digits)*   
       

➤ **To delete a Short Code:** *Primary Code*

➤ **To program system's automatic arming time:** *Primary Code* Hour (in HH format) Minutes (in MM format)

➤ **To cancel system's automatic arming:**

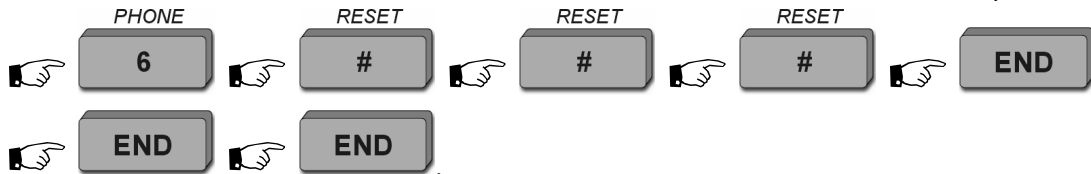
➤ **To program telephone numbers:** *Primary Code* *first (area code) telephone number* *second (area code) telephone number* *third (area code) telephone number*



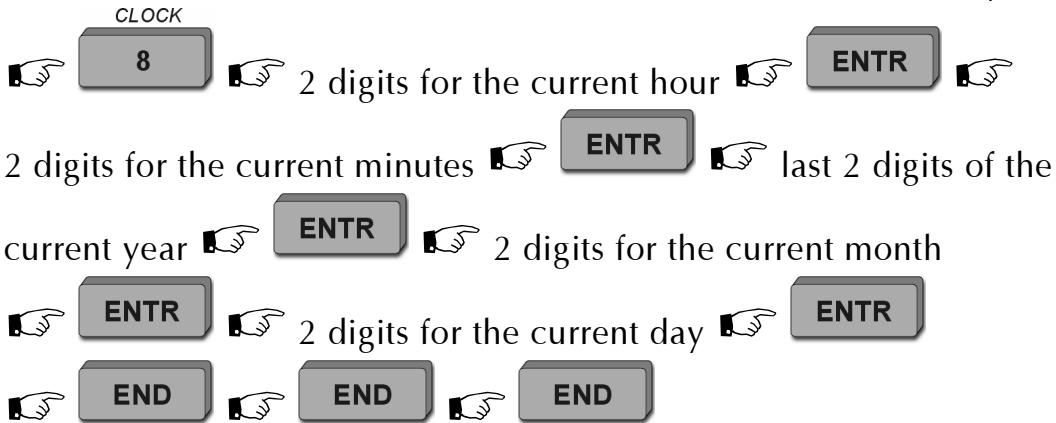
**NOTES:**

- You can program up to three telephone numbers into the system memory, which will be called in an emergency or when in Alarm Mode. If you want to program only one or two telephone numbers, then press after you have programmed the final telephone number.
- If the CAPTAIN Alarm System is connected behind a PBX, you must enter the outside line prefix digit and an asterisk before the telephone number. For example: 9\*555-5555.
- When the CAPTAIN Alarm System calls to one of the programmed phone numbers, a siren tone is heard on the subscriber telephone.
- For playing a pre-recorded message, a VU-20 unit (optional) is required. Consult your installer for this option.

➤ **To delete all private telephone numbers:**  Primary Code



➤ **To set the time and date for the system:**  Primary Code



**NOTES:**

- The time should be in HH:MM 24 hours format (e.g., 22:35).
- It is important to set the correct time and date to ensure proper functioning of your CAPTAIN Alarm System.
- The system time is not visible but it will be recorded with events in the system's memory.
- **If NO time is entered, the CAPTAIN Alarm System shall report a failure.**
- The CAPTAIN Alarm System will not accept meaningless data. For example, if you enter 25:25 for the hour, the programming will be stopped automatically, and you will have to start the procedure from the beginning.

➤ **To program/cancel a Chime Zone:**  Primary Code



**NOTE:**

This mode activates a buzzer in the keypad when a Chime Zone is triggered. There is no visible indication of Chime Zones on the RXN-406 Keypad.