FEATURES

The PUMA alarm system has 16 programmable zones, integrated in the power supply GSM communicator (dialer) and a LCD-display keypad consisting of 2 rows, 16 symbols each.

Up to eight keypads can be assigned to one PUMA alarm system and it can have up to 30 user codes, each with individual rights.
The LCD display displays the system's current state or menus in English:

- Date and time – these are always correct since they are loaded from the GSM network
- Presence or absence of 220V voltage (AC OK or NO AC)
- Working mode
    - Not protecting with established zones – Ready
    - Not protecting with zones not established – Not Ready / NO Rdy
    - Protecting in AWAY mode – Armed Away
    - Protecting in STAY mode – Armed Stay

When the alarm system's cap is closed three buttons are available for arming the system – the three diamonds in the bottom right.
Over the display here is a LED indication showing:

- MEM memory – whether there has been an alarm event or you are in Memory mode – MEM blinks in green.
- SYS system indication
    - SYS blinks in yellow when malfunctioning
    - Armed in STAY – SYS on constantly in yellow (ARM also on)
    - Armed and zones in bypass - SYS on constantly in yellow (ARM also on)
    - Ready, not protecting – RDY is on
    - Area under protection – ARM is on

PUMA is controlled through the keyboard with 4-digit user codes (for other ways to control it see Additional Features).
The PUMA supports up to 30 user codes and each of them has its rights. It is recommended for each user to have his/her separate code, since this gives the additional possibility to track their actions (when and who is accessing the site). It is good to have a list of the codes' numbers (not the codes themselves) and their owners or types. This allows to simply delete a code when someone should no longer have access to the site.

GSM COMMUNICATOR

The PUMA has a built-in GSM communicator which calls up to 10 numbers. You need a SIM card to use it. The communicator functions with all mobile operators. You can choose whether to use a pre-paid SIM card or not depending on which of the dialer's features you would like to use. All numbers in the SIM card have different right: for remote switching on or off the system, for controlling outputs, for receiving SMSs on alarm events, and for notifying on alarm via either a SMS or a call.

PARTITIONS

The PUMA alarm system can be divided into partitions: Partition 1, Partition 2 and Global. This allows two relatively or completely separate sites to be controlled with one PUMA. . It is not necessary for different sites to have a distinguished keypad, and the shared keypad is a favorable option in which other resources are shared too (as power supply, battery, GSM dialer) but there is still full independency and confidentiality. Still, each partition can have several keypads assigned to it.
Example: two offices with shared corridor where there is a single keypad. The keypad works as Global for the corridor and as Local for Partition 1 and Local for Partition 2. Each user has access only to the rooms to which his/her code grants access to (set when the code is created). Of course, all partitions can have several keypads (but not more than 8 for the whole system).

OUTPUTS

PUMA has 4 outputs which can control sirens, open doors, supply fire detectors, activate on event. If any outputs are

still free after installing and programming the system – ask your mechanic what other features they can give you.

MEMORY

PUMA's memory holds the last 256 events. They contain date and time and are displayed chronologically (first displayed is the last event). When there are partitions, keypads display their partition's events and the global. All events are displayed on the global keypad.

ADDITIONAL FEATURES

REMOTE CONTROL

The PUMA alarm system can also be controlled through a remote control (in which case you need to additionally buy a RF receiver which is then integrated in the keypad). This is very suitable when old people or children will work with the system, since it's harder for them to use keypads and remember codes. The RF receiver also allows usage of a panic button. With it wireless (radio) zones are also added.

CARD/TAG CONTROL

The PUMA alarm system can also be controlled via cards/tags (in which case you need to additionally purchase an ISO card/tag reader, which is also then integrated into the keypad). It is an even easier-to-use means to control the system and also a more economical solution since tags rarely get damaged and do not use batteries.

THE KEYPAD

The PUMA alarm system is usually controlled in the following format: 'valid 4-digit code' + 'function'. If 'ENTER' is enabled as a short key, you can use 'ENTER' + 'function'. 'ENTER' is also 'F4'. 'ENTER' cannot be used for switching the PUMA off.
Most of the keys on the keypad have an additional functionality which is annotated below each button. Additional functionalities table in annex 1, tables 1, 2 and 3.

BASIC TERMINOLOGY

PUMA - system, alarm system.
Armed – protecting.
Disarmed – not protecting.
AWAY mode – use when no one remains on site. The whole site is monitored.
STAY mode – partially protecting. Some zones are armed and some are not. These zones are decided on and set according to the customer's wishes during install. For example, the PUMA may guard only the entrance of the site.
Fast Arm – in order to facilitate the user, Fast Arm may be enabled. This allows the usage of 'ENTER' instead of the 4-digit user code. In order to use this option, it must be allowed in 'Programming' mode.
Exit Time – counts down the time to exit the premises. It's set on installation. There is a rhythmic sound counting down the seconds until the system is armed.
Entrance Time – counts down the time to enter and disarm the alarm. There is a rhythmic sound counting down the seconds until the system fires up an alarm signal.
BYPASS – temporary ignore zones so that when arming the alarm bypassed zones are not protected. Bypass continues until the system is disarmed.
Log – alarm system's events logged chronologically.
Partitions 1, 2, Global – the PUMA may be divided into two completely or semi distinguished partitions. There can also be a Global partition which contains the common zones of partitions 1 and 2.
Global/Local keypad – these terms are used when the PUMA is divided into partitions. A Global keypad is one assigned to a Global partition. A Local keypad is assigned to either Partition1 or Partition2.

Established/Closed Zone – no detectors register movement and there are no doors open where magnetic detectors are installed.

WORKING WITH THE SYSTEM

ARMING THE SYSTEM

Arming the system is only possible when it is ready: all zones are closed, the RDY LED is green and 'Ready' is written on the display. If you try to arm the alarm system when it is not ready you will see the following message on the display: '1-Not Ready _____4_____'. The second number indicates the zone which is not closed (there is movement in it or the door is not closed). Usually the mechanic puts a list of the zones on the inside of the system's cap. You can also check which zone is not closed using 'Enter' + 'Enter'.

After arming the alarm system in any mode a rhythmic sound will countdown to the time that the system is about to be armed. The Arm LED blinks in red. After the countdown is over, the sound stops and the Arm LED stops blinking. The text 'Armed AWAY' or 'Armed STAY' is displayed on the screen.

ARMING IN SPECIFIC MODE THROUGH THE KEYPAD

AWAY mode – used when no one stays in the premises (see Basic Terminology)
STAY mode – used when movement is allowed within the premises (see Basic Terminology)
Functions:

- '4 digit code' + 'AWAY' / '4 digit code' + 'STAY'
- 'ENTER' + 'AWAY' / 'Enter' + 'STAY'
- AWAY (keypad cap closed) - Diamond on the bottom + diamond on the top
- STAY (keypad cap closed) - Diamond on the bottom + diamond in the middle

ARMING IN AWAY USING A REMOTE CONTROL

First you need to have purchased the corresponding feature (see Remote Control). The system can be armed only in AWAY mode using a remote control. The system is armed using the big button on the remote control, and you should make sure the system is not out of reach.

ARMING IN AWAY USING A CARD/TAG

First you need to have purchased the corresponding feature (see Card/Tag Control). The system can be armed only in AWAY mode using a card/tag Control. Using the card/tag, the system is armed by putting the card/tag near the top right of the keypad. A short beep indicates the card/tag is correctly read.

ARMING IN AWAY USING A MOBILE PHONE (INAPPLICABLE IF YOUR SECURITY IS TAKEN CARE OF BY A COMPANY!)

The system can be armed only in AWAY mode using a mobile phone. First, the mobile phone you are using must have allowed rights in the PUMA, this is set up by the mechanic. Then you need to:

1. Dial the number of the SIM card put in the alarm system.
2. The PUMA recognizes your number and answers.
3. Input *18 from your keypad will arm Partition1. If zones are closed – 1 Ready.
4. End the call.
5. Perform steps 1-4, this time input *28 from your keypad - arm Partition2. If zones are closed – 2 Ready.

DISARMING THE SYSTEM

Entering a room which is currently protected breaks an entrance/exit zone and therefore is considered a threat. A countdown is starts with a permanent sound which stops either when the system is disarmed or when the countdown finishes and the alarm is set off. If the alarm system will be armed and disarmed only using remote controls, there is no need for entrance countdown – the system will be switched off before entering the premises.

DISARMING USING THE KEYPAD

Input your '4 digit code' and press OFF (F1).

DISARMING USING A REMOTE CONTROL

First you need to have purchased the corresponding feature (see Remote Control). Press the small button on the remote control. Make sure you are in the system's range. A short beep confirms the action succeeded.

DISARMING USING A CARD/TAG

First you need to have purchased the corresponding feature (see Card/Tag Control). Put the card/tag close to the upper right of the keypad. A short beep confirms the action succeeded.

DISARMING USING A MOBILE PHONE (INAPPLICABLE IF YOUR SECURITY IS TAKEN CARE OF BY A COMPANY!)

Same as arming, but you input:

- *10 – to disarm Partition1
- *20 – to disarm Partition2

BYPASS

Bypass is temporarily ignoring zones so that when arming the alarm bypassed zones are not protected. Bypass is valid until the system is disarmed.

BYPASS USING A CODE

'4 digit code' + '1' + 'zone numbers' + 'E' (F4)

Inputting a valid 4-digit code and then pressing 1 enters the Bypass Zone menu. Then you enter one after another the numbers of the zones you wish to bypass. Zones 1 through 9 are input with a leading zero: 01 02 03 etc. Zones 10 through 16 are input as they are but are displayed as letters on the screen (10=A; 11=B; 12=C; 13=D; 14=E; 15=F; 16=G). Entering 'E' (F4) after that confirms the input and goes back to the main menu. Entering 'X' (F1) discards all input and returns to the main menu. Entering '#' deletes all input but does not go back to the main menu.

DELETING BYPASSED ZONES

'E' (F4) (or 4-digit code) + '1' + 'zone numbers' + 'E' (F4)

DELETING ALL BYPASSED ZONES

'E' (F4) (or 4-digit code) + '1' + '#' + 'E' (F4)

Bypassing zones and deleting already bypassed zones can happen simultaneously. Example: zone 9 is bypassed, now we want to bypass zones 3 and 13 and for zone 9 to not be bypassed anymore. So we input: 'E' (F4) + '1' + '030913'+ 'E' (F4)

E (F4) + 1: *(enter the menu)* **'**Bypass zone' appears on screen
Currently bypassed: _ _ _ _ _ _ _ 9 _ _ _ _ _ _ _
'03': *(bypass 3)* displays: _ _ 3 _ _ _ _ _ 9 _ _ _ _ _ _ _
'09': *(bypass 9)* displays: _ _ 3 _ _ _ _ _ _ _ _ _ _ _ _ _
'13': *(bypass 13)* displays _ _ 3 _ _ _ _ _ _ _ _ _ D _ _ _
E (F4): *(confirm input and go back to main menu).* If instead of E(F4) we enter X(F1) we will still go to main menu but changes will not be saved.

CODES

ATTRIBUTES

TYPE

The alarm system has 1 installation code, initially 1234, and up to 30 user codes (remote controls, cards, tags and radio-zones included). Different types of user codes have different rights according to their type:

- Master – except arming and disarming the system, the Master code can create new codes of the same partition (a remote control/card/tag cannot create new codes, even If it is a Master one)

- User – can arm/disarm the system
- User Arm Only – can only arm the system. Makes sense only if short key 'E' is off
- Door Open – can only activate Out to open a door
- RF Zone – radio-zone code (programmed on install)

If you want to be able to create/edit/delete codes you must remember the Master code that will be given to you on installation. You can always change it later or create new Master codes with it.
Initially there is only Master Code 1 = 1111 with which you can enter the Codes menu (function 5).

NUMBER

When adding a user code, it is automatically assigned a number. This number is important and you will need it every time you want to alter or to delete the code.
It is recommended that you make a list of the codes' numbers and their holders and types (not the codes themselves, of course). Doing that will minimize mistakes on changing/deleting old codes and allow keep track of access. You can see information about current codes in the Code List menu which you can find in the New, Old, Code List menus – 'M' and 'U' are global codes – Master and User respectively. Local codes use low case letters. Codes for which you have no rights are denoted with an 'x'. Empty codes are denoted with a '.'.

PARTITION (GROUP)

The partition of the new code corresponds to the partition of the keypad it is inputted from. This is changed using *1, *2 or *3. The code is valid only in its partition or in global.

ENTERING CODES

Enter Codes menu: 'Master Code' + '5'
The text 'What Code' appears on the screen, followed by two numbers. The first number shows how many user codes are there currently and the second one is 30 – the maximum number of codes.

ADDING A NEW KEYPAD CODE

We choose 'New' from the 'What Code' menu by pressing 'E' (F4).
The text 'CodeXX=(4dig+E)' appears on the screen. XX is the number of the new code you are about to enter and the rest of the information shows the way the code should be entered – 4 digits and then E (F4). Remember and/or write down the number of the code in the codes list.
Input the new 4-digit code and press E (F4).
If input is successful, a type prompt appears. Using the arrows (F2 and F3) choose the desired type and press E (F4).
When prompted 'New' decline with 'X' if you do not want to continue with programming codes.
Try out the new code.
Write down the new code's number, its owner and type in the codes list.
Example: To create a new Master Code you should do 'valid Master Code' + '5' + E(F4) + 'new 4-digit code' + E(F4) + E(F4) + X(F1)

ADDING A NEW REMOTE CONTROL

First you need to have purchased the corresponding feature (see Remote Control).
We choose 'New' from the 'What Code' menu by pressing 'E' (F4).
The text 'CodeXX=(4dig+E)' appears on the screen. XX is the number of the new code you are about to enter and the rest of the information shows the way the code should be entered – 4 digits and then E (F4). Remember and/or write down the number of the code in the codes list.
Press a button on the new Remote Control.
If input is successful, a type prompt appears. Using the arrows (F2 and F3) choose the desired type and press E (F4).
When prompted 'New' decline with 'X' if you do not want to continue with programming codes.
Try out the new code.
Write down the new code's number, its owner and type in the codes list.
Example: To create a new User Code you should do 'valid Master Code' + '5' + E(F4) + press a button + F3 (arrow down to choose User) + E(F4) + X(F1)

ADDING A NEW CARD/TAG

First you need to have purchased the corresponding feature (see Card/Tag Control).
We choose 'New' from the 'What Code' menu by pressing 'E' (F4).
The text 'CodeXX=(4dig+E)' appears on the screen. XX is the number of the new code you are about to enter and the rest of the information shows the way the code should be entered – 4 digits and then E (F4). Remember and/or write down the number of the code in the codes list.
Put the card/tag near the top right of the keypad.
If input is successful, a type prompt appears. Using the arrows (F2 and F3) choose the desired type and press E (F4).
When prompted 'New' decline with 'X' if you do not want to continue with programming codes.
Try out the new code.

CHANGING A CODE

CHANGING A KEYPAD CODE

From the menu 'What Code' choose 'Old'.
Input the number of the code you wish to change and press E.
Input the new 4-digit code.
Choose a type for the code. Using the arrows (F2 and F3) choose the desired type and press E (F4).
In the 'What Code' menu decline with 'X' if you do not want to continue with programming codes.
Add/change the code in the codes list, if necessary.
Example: 'Old' + '11' + 'E' + '6565' + 'E' + 'X'

CHANGING A REMOTE CONTROL

From the menu 'What Code' choose 'Old'.
Input the number of the code you wish to change and press E.
Press a button on the remote control.
Choose a type for the code. Using the arrows (F2 and F3) choose the desired type and press E (F4).
In the 'What Code' menu decline with 'X'if you do not want to continue with programming codes.
Add/change the code in the codes list, if necessary.
Example: 'Old' + '8' + 'E' + press a button + 'E' + 'X'

CHANGING A CARD/TAG

From the menu 'What Code' choose 'Old'.
Input the number of the code you wish to change and press E.
Put the card/tag near the top right of the keypad.
Choose a type for the code. Using the arrows (F2 and F3) choose the desired type and press E (F4).
In the 'What Code' menu decline with 'X'if you do not want to continue with programming codes.
Add/change the code in the codes list, if necessary.
Example: 'Old' + '8' + 'E' + put the card/tag near the top right of the keypad + 'E' + 'X'

DELETING A CODE

DELETING A KEYPAD CODE

Same as Changing a keypad Code but leave the '4 digit' field empty, or clear it using '#':
From the menu 'What Code' choose 'Old'.
Input the number of the code you wish to change and press E.
Press 'E' or '#E'.
In the 'What Code' menu decline with 'X'if you do not want to continue with programming codes.
Remove the code from the codes list that you maintain.

DELETING A REMOTE CONTROL

Same as Changing a Remote Control but don't press a button on the remote control, or clear it using '#':
From the menu 'What Code' choose 'Old'.

Input the number of the code you wish to change and press E.
Press ‘E’ or ‘#E’.
In the ‘What Code’ menu decline with ‘X’if you do not want to continue with programming codes.
Remove the code from the codes list that you maintain.

DELETING A CARD/TAG

Same as Changing a Card/Tag but don’t put the card/tag near the top right of thekeypad, or clear it using ‘#’:
From the menu ‘What Code’ choose ‘Old’.
Input the number of the code you wish to change and press E.
Press ‘E’ or ‘#E’.
In the ‘What Code’ menu decline with ‘X’.
Remove the code from the codes list that you maintain.

BELL

Set up the zone on whose activation a bell will sound: ‘4-digit code’ (or F4 if set) + 4 + zone numbers.
Usually used for entrances. Adding and removing zones is the same as in Bypass.

MEMORY

To see the events in memory input 4 digit code (or F4 if set) + 3.
The system displays the last (most recent) event. Using up (F2) and down (F3) arrows review the events. The last 256 events are logged and are displayed in the following format:
Date (dd/mm) TIME (hh:mm) SYS1 (or SYS2 or SYS3 depending on how much keypads are there and how many partitions is the system divided in) TYPE (for example, with which code is the system armed, has voltage stopped, bypassing zones, alarm event in a zone, etc.)

SYSTEM MESSAGES (SYS)

Malfunction signals are visualized by a blinking yellow SYS LED on the display. Enter the menu: ‘4-digit code’ + SYS (2); or if short key is enabled: ‘ENTER’ (F4) + SYS (2).
On the second line on the display you can see __345___9_____
The numbers have specific meaning:

- 1 – CSD connection unsuccessful
- 2 – lost TCP connection
- 3 – no mobile network – check if the SIM card is still valid
- 4 – low battery – change the battery. If it is low because of there has not been any 220V voltage for a long time, replacing it is not necessary and the battery will replenish, but know that if battery is low you cannot arm the system!
- 5 – no 220V
- 6 – scheduled test in process
- 7 –call from Base in progress
- 8 – Partition 1 protected (armed)
- 9 – Partition 2 protected (armed)
- A – missing keypad – call your mechanic

Important: on events 3, 4 or A the system cannot be armed!

ADDITIONAL INFORMATION

If you want to see the system voltage and the strength of the mobile signal: ‘4-digit code’ + INFO(0) or if short key is enabled: ‘ENTER’ (F4) + INFO(0).

SYSTEM INFORMATION RECEIVED THROUGH SMS

AUTOMATICALLY SENT

On alarm event all numbers that are programmed to will receive SMSs.
Service SMSs are received also all other numbers that are programmed to do so.

RECEIVED ON DEMAND

These are status messages. PUMA answers all numbers it has in its memory and they can all demand a status report in the following way:
*# (and hang up); you will receive a SMS for Help Menu
(and hang up); you will receive a SMS for System Status

HELP MENU

Sends an SMS how to arm/disarm the system or switch system's outputs.

SYSTEM STATUS

Status, including zones' state, outputs' states and others.

CONTROLLING OUTPUTS THROUGH A MOBILE PHONE (INAPPLICABLE IF YOUR SECURITY IS TAKEN CARE OF BY A COMPANY!)

Your mechanic will tell you which outputs can be controlled through a mobile phone. PUMA answers all numbers it has in its memory but they do not all have the rights to control outputs.
The logic is the following: Imagine that every output is a I-O switch with a number from 1 to 4. The numbers 8 and 0 are 'up' or 'down' on the I-O switch. First you have to tell the system which switch you are controlling (1, 2, 3 or 4) and then switch it on (8) or off (0).
Dial the PUMA from your mobile phone. After it answers, if you have the right to do so, you acan control the outputs with the following commands:

- 18 – output 1 ON
- 10 – output 1 OFF
- 28 – output 2 ON
- 20 – output 2 OFF
- 38 – output 3 ON
- 30 – output 3 OFF
- 48 – output 4 ON
- 40 – output 4 OFF

If any of these outputs is controlling a door, it automatically switches itself off after the door time programmed (Arming in Specific Mode through the keypad).

SOUND SIGNALS

- On pressing a button – short beep
- On correct command or code – short beep
- On incorrect command or code – long beep
- On switching the keypad to economic mode (dim screen) – short beep
- On returning the keypad in its original partition (after you have 'entered' another partition) - short beep
- On disruption of input-output zone – constant beep that continues until the system is disarmed or the end of the entering time
- On arming the system – rhythmic beep counting down exiting time

WHAT TO DO WHEN THE DISPLAY SAYS…

Kb locked:
Possible reasons – when the partition is in programming or special mode from another keypad; possible incorrect sequence of commands.
Actions – try discarding by pressing 'X' (F1). If that does not work, wait – in a short time the keypad will return to its normal mode to visualize the partition it is assigned to.
Wrong code:
If you are sure that the code is correct but the system did not accept it, check if you have the rights for the operation you are trying to complete. Also check if you are in the partition to which your code is assigned.
There are situations when these texts pass through the screen for a second. If you ever even notice that, know that it is normal behavior.

CODES' RIGHTS AND PARTITIONS

In the table below you can see the actions of the codes with rights on different partitions, depending on the partition in which they are used. A code is valid only if it is used in its partition or in global.

Code for Partition	In Partition:	Arm Action	Disarm Action
Global (3)	Global (Part3)	Arm (P1+P2+P3)	Disarm(P1+P2+P3)
	Part1	Arm (P1)+(P3 if P2 already Armed)	Disrm (P1+P3)
	Part2	Arm (P2)+(P3 if P1 already Armed)	Disrm (P2+P3)
Part1	Global (Part3)	Arm (P1)+(P3 if P2 already Armed)	Disrm (P1+P3)
	Part1	Arm (P1)+(P3 if P2 already Armed)	Disrm (P1+P3)
	Part2	No Access	No Access
Part2	Global (Part3)	Arm (P2)+(P3 if P1 already Armed)	Disrm (P2+P3)
	Part1	No Access	No Access
	Part2	Arm (P2)+(P3 if P1 already Armed)	Disrm (P2+P3)

We offer you tables prepared for filling. The first one is for codes list we discussed in CODES

A CODES LIST

Install Code ☐☐☐☐

Code 1	Name		Type		Code 16	Name		Type			
Code 2	Name		Type		Code 17	Name		Type			
Code 3	Name		Type		Code 18	Name		Type			
Code 4	Name		Type		Code 19	Name		Type			
Code 5	Name		Type		Code 20	Name		Type			
Code 6	Name		Type		Code 21	Name		Type			
Code 7	Name		Type		Code 22	Name		Type			
Code 8	Name		Type		Code 23	Name		Type			
Code 9	Name		Type		Code 24	Name		Type			
Code 10	Name		Type		Code 25	Name		Type			
Code 11	Name		Type		Code 26	Name		Type			
Code 12	Name		Type		Code 27	Name		Type			
Code 13	Name		Type		Code 28	Name		Type			
Code 14	Name		Type		Code 29	Name		Type			
Code 15	Name		Type		Code 30	Name		Type			

The table below duplicates zones' description that the mechanic put on the inside of the keyboard's cap. If that list gets damaged, copy he information from it here.

ZONES

PartChange ***1, *2 or *3**
Command **code (or E (F4)) + *function***
ArmAway **code (or E (F4)) + A (F2)**
ArmStay **code (or E (F4)) + S (F3)**
DisArm **code + X (F1)**

Zone	Part	Description	Zone	Part	Description
1			9		
2			10		
3			11		
4			12		
5			13		
6			14		
7			15		
8			16		

GUARANTEE CARD for alarm system PUMA

Components:
Keyboard serial No: ....
(if several keyboards are used, make a list of all the serial numbers)

Power supply serial No: .....

Technician : .....*(name, signature)*

Owner: ..... Date of the installation: .....

Guarantee conditions:
Guarantee maintenance consists of free of charge elimination of default defects during the guarantee period – 2 years. The guarantee period starts on the date of the installation. The date of the installation is certified by a copy of the guarantee card and/or sticker filled in with the serial number. In case the guarantee card or the sticker is not filled in the date of the installation is considered to be the date of manufacture encoded in the serial number.
The maintenance is performed ONLY BY EXPERTS AUTHORIZED BY THE MANUFACTURER.
The guarantee is not in effect in the following cases:

- **in case of misuse and/or bad maintenance**
- **in cases involving transport**
- **in cases of natural disasters, power outage, aggressive surroundings (moisture, dust, chemicals, liquids and etc.)**

In these cases the maintenance is paid.

SHORT MANUAL

- **Arming in AWAY or STAY through the keypad**
  - **4-didit code + STAY or 4-digit code + AWAY**
  - **ENTER + STAY or ENTER + AWAY**
  - **Diamond on the bottom + Diamond on the top – AWAY**
  - **Diamond on the bottom + Diamond in the middle – STAY**
- **Arming in AWAY through a remote control**
  - **Big button on remote control**
- **Arming in AWAY through a card/tag**
  - **Put the tag near the top right corner of the keypad**
- **Arming in AWAY through a mobile phone**
  - ***18 – arms partition 1**
  - ***28 – arms partition 2**
- **Disarming through the keypad**
  - **4 digit code + OFF (F1)**
- **Disarming through a remote control**
  - **Press the small button on the remote control**
- **Disarming through a card/tag**
  - **Put the card/tag near the up right corner of the keypad**
- **Disarming through a mobile phone**
  - ***10 disarms Partition1**
  - ***20 disarms Partition**
- **Bypass with a code**
  - **4 digit code + 1 + zone numbers + E (F4)**
- **Deleting bypassed zones**
  - **E (F4) / 4 digit code + 1 + zone numbers + E (F4)**
- **Deleting all bypassed zones**
  - **E (F4) / 4 digit code + 1 + # + E (F4)**
- **Adding a new code /Master in example/**
  - **Valid Master Code + 5 + E (F4) + new 4 digit code + E (F4) + E (F4) (for Master) + X (F1)**
- **Adding a new remote control /User in example/**
  - **Valid Master Code + 5 + E (F4) + press a button on the remote control + E (F4) + F3 (going to user) + E (F4) (for Master) + X (F1)**
- **Adding a new card/tag /User in example/**
  - **Valid Master Code + 5 + E (F4) + put the card/tag near the top right of the keypad + E (F4) + F3 (going to user) + E (F4) (for Master) + X (F1)**
- **Bell**
  - **E (F4) / 4 digit code + 4 + zone numbers**
- **Memory**
  - **E (F4) / 4 digit code + 3**
- **System messages**
  - **E (F4) / 4 digit code + SYS (2)**
- **Info**
  - **E (F4) / 4 digit code + INFO (0)**
- **Controlling output through a mobile phone**
  - **Turn on outputs 1, 2, 3, 4: 18, 28, 38, 48**
  - **Turn off outputs 1, 2, 3, 4: 10, 20, 30, 40**
- **Help menu**
  - **call PUMA; *# (and hang up); you will receive a SMS for Help Menu**
- **System status**
  - **call PUMA; ## (and hang up); you will receive a SMS for System status**

Functional keys - description. Menu access

Enclosure Table 1

Button Label	Under button Label	Function	Menu access using a 4-digit code	Menu access using fast key 'Enter'
1	BYP	**BYPASS** – Bypass – temporary ignoring zones	'code + 1	impossible without code
2	SYS	**SYSTEM STATUS** – System information on system's health	'code' + 2	ENTER (F4) + 2
3	MEM	**MEMORY** – Memory. Holds last 256 events	'code' + 3	ENTER (F4) + 3
4	BELL	**BELL** – door bell	'code' + 4	ENTER (F4) + 4
5	CODE	**CODE** – input/deletion of users and their passwords	'code' + 5	ENTER (F4) + 5
6	PRG	**PROGRAM** – programming mode. Accessible only with installation code	'installation code' + 6	impossible without code
*	PART	**PART** – temporary adding a keyboard to another partition	*1, *2 for partitions 1 and 2 ; *3 for global	*1, *2- Part1 and Part2 ; *3 - Global
0	INFO	**INFO** – information about voltage and GSM signal strength	'code' +0	ENTER (F4) + 0
#	CLR	CLR – deleting wrong input (deletes old and new input) aand stays in same menu		
F1	OFF (X)	**Disarming, 'X' on display** (or one step back in menu, deletes old condition; discard input)	'code' + OFF (F1)	impossible without code
F2	AWAY (A)	**Arming AWAY**, displays with 'A' *(or one step up in menues and in Programming mode)*	'code' + AWAY (F2)	ENTER (F4) + AWAY (F2)
F3	STAY (S)	**Arm in STAY mode, 'S' on display** *(or one step down in menues and in Programming mode)*	'code' + STAY (F3)	ENTER (F4) + STAY (F3)
F4	ENTER (E)	**Fast Key ('E' on display) When active, on arming and for access for some menus no code is needed**. Also Confirm a choce. In Programming mode - 'ENTER')		

When cap is closed and active 'fast key' for arming you can use the diamond buttons:
Their meaning from top to bottom

Table 2

	Duplicates button AWAY (F2). 'A' on display	Fast arm in AWAY	ENTER + AWAY	(bottom + uppermost diamond)
	Duplicates button STAY (F3). 'S' on display	Fast arm in STAY	ENTER + STAY	(bottom + middle diamond)
	Duplicates button ENTER (F4). 'E' on display	Same as F4 when confirming a choice. If a fast key is enabled in Programming mode, it can be used for menu access and fast arm		

The following functional keys are often used in menus:
(description of their usage for arm/disarm in table 1)

Table 3

Button Label	Used For	Synonims in User manual
F1	deletes new input and returns to old state exit/go one step upper in menu (discarding changes, if any)	**F1, X, OFF**
F2	go up in menus and submenus (and in programming mode)	**F2, A, arrow up**
F3	go down in menus and submenus (and in programming mode)	**F3, S, arrow down**
F4	confirm a choice (menu, submenu) confirm input exit menu saving changes	**F4, E, ENTER, fast key**