MAMI

MANUFACTURING AND MINOR INVENTIONS

HomeGuard 32

Portable Monitor
for
wireless outdoor and indoor sensors

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HomeGuard 32

REGUARD R64
GENERAL FEATURES:

The **"HomeGuard32"** is a D.I.Y. **Portable** stand-alone alarm panel, limited to receiving wireless signals. The **"HomeGuard32"** is capable of monitoring 64 wireless movement detectors divided into 8 different zones.
The **"HomeGuard32"** support 9 different remote controls for arming, disarming and panic activation
The **"HomeGuard32"** is fully programmable with an easy user interface. The external connections are limited to power supply. Since the wireless receiver is onboard no other connections are required, making installation an easy task. Adding wireless detectors and remote controls to the system is easy with the **self learning** feature.
The unit is also equipt with a transmitter for 6 External triggers to interface to a Radio module or siren.
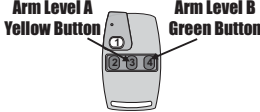The **"HomeGuard32"** offers great flexibility and features:
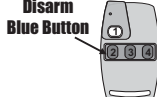
- Completely Portable.
- Supports a maximum of 64 wireless detectors(Indoor and Outdoor).
- 8 different zones
- Supports up to 9 Remote Controls with different codes.
- LCD Display.
- Individual naming of Zones(up to 16 characters)
- Individual naming of Detectors(up to 16 characters)
- Arm/disarm via Keypad or Remote Control
- Panic activation via Keypad or Remote Control
- Buzzer output for auxiliary signals (arm, disarm, battery-low etc....).
- Flash memory for retention of both options and code selections during "power-down".

- Programmable Schedule for arming and disarming time windows (hands free).
- Four preset active zone levels "A, B, C, or D".
- Easy Arming.
- Easy programming and display of current options and settings .
- Self Learning function for the Remote Control code and Wireless Detectors.
- On Board wireless receiver.
- Monitoring and reporting of Tamper on Wireless Detector
- Monitoring and reporting of Battery low on wireless detectors(if supported)
- Keypad wrong-code alert (allows 3 entries).
- Optional External Antenna.
- On Board wireless receiver and Transmitter.
- Receiver frequency at 433MHz
- Transmitter at 403MHz
- 6 External triggers through transmitter.
- Supports MAMI, Silentron and Other devices available on the market.

Indoor Wireless Detector

Wireless Door Guard

Outdoor wireless Detector

Four Button Remote

GENERAL INFORMATION

- **Charging:** The unit has a 3.7V 1800mAh LiOn battery, The unit requires a 12V charger to charge the battery. The maximum time for a low battery to charge is approximately 8 hours.

- **Battery Life:** The battery has a running life span of up to a maximum of 5 days.

- **Zones:** The **"HomeGuard32"** has 8 zones for allocation of wireless devices.

- **Zone Names:** The zone names must be set by the user, this is to allow the user to easily identify which zone is in alarm. If the zone name is not set the Zone number will be shown on alarm. setting the zone names can be seen under the programming section - set Zone names.

- **Detector Names:** The detector names must be set by the user, this is to allow the user to easily identify which detector is in alarm. If the detector name is not set the detector number will be shown on alarm. setting the detector names can be seen under the programming section - set detector names.

- **Wireless Detectors:** The **"HomeGuard32"** can allow for a maximum of 64 wireless (Indoor and Outdoor) detectors in all Zones. The **"HomeGuard32"** supports both M.A.M.I. Detectors, Silentron detectors and Roboguard detectors. Adding wireless devices is an easy task. The user simply has to follow the instructions under the Add detectors section of Programming mode.

- **Remote's:** The **"HomeGuard32"** supports a maximum of 9 Remote's. **Only the MAMI 4 button remote is used (smart code (16 bit))**

- **Antenna:** The **"HomeGuard32"** has an option for an external antenna. The external Antenna will allow for a longer range. Typically the unit should be situated central to all detectors.

- **Schedules:** The **"HomeGuard32"** has 2 programmable Schedules to automatically arm and disarm the unit at a specific time. Schedules can be disabled individually. The user can set the schedules to be bypassed for one day. **Note. It is Recommended that the Schedules be used with a backup power supply.** (see Programming mode Schedules and schedule bypass)

- **External LED indicator:** The **"HomeGuard32"** has an external LED output to display the state of the system, if the unit is armed the LED will illuminate and on a trigger the LED will flash.

- **External Buzzer:** The **"HomeGuard32"** has a 12V buzzer output, which operates in parallel with the internal buzzer power is only available if the Home Guard is plugged to the charger.

- **Tamper:** If any of the detectors are tampered with, the detectors will send out a Tamper Signal. The unit sounds an alarm notifying the user which device and zone has been tampered with.

- **Battery Low:** If any of the detectors send a battery low signal the unit will illuminate the Trouble led and sound an alarm notifying the user which device and zone has the battery low. The battery low signal will only be received in the Disarmed state.

- **Four Programmable levels:** The Programmable levels is a feature whereby the user can select which zones are to be monitored when the system is armed. If a zone is not in the level the zone will not be monitored for alarms. This unit has four levels which can be modified under the programming mode (set level's A,B,C,D).

- **Options:** The user can adjust the options of the unit. The options that the user can adjust is the buzzer and Schedule bypass options. If the user sets the **Internal buzzer off,** the buzzer will only sound on an alarm.

- **Wireless Supervision:** All Sensors attached to the unit are monitored should a sensor not check in or trigger within 24 hours an alarm is activated.

- **Alarm Log:** All alarms on the unit is stored on the units EEPROM. the user could view all past alarms, date zone and device that caused the alarm. (check page 9 view alarm log)

- **Continuous Alarm Display:** In the disarmed state the unit will continue to receive alarms, the alarms will only be visible on the LCD and no alerts will go off. The most recent alarm will only be displayed.

- **System state Retention:** On power down the unit retains the current state(ARMED/DISARMED). Suppose the unit is armed and power is switched off and on the unit will remain armed after it switches back ON.

- **Warn/Chime mode:** The **"HomeGuard32"** is capable of going into a Warn/Chime mode. In this mode the unit will sound a chime if any of the detectors armed are triggered. Refer to page 9 Warning Mode.

Quick Start Guide

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Green Button

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Red

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Disarm
Blue Button

Clear Tamper or Trouble Alerts (Press and Hold for 5 Seconds) ⟩ [*]

WIRELESS DETECTORS AND REMOTE CONTROL OPERATION

When using Wireless Sensors please note the following:

1 - The operating range may vary widely from one installation and location to another. The position of the radio receiver which is in the unit is therefore critical and must be chosen accordingly.

2- Each installation requires to learn different I.D. Codes :
   - a DETECTOR CODE
   - a REMOTE CONTROL CODE

- Each code has two parts: *IDENTIFICATION* **and** *FUNCTION*
  -*IDENTIFICATION :* This is the part that makes that device recognizable by the system.
  -*FUNCTION :* This part is done on the unit. (see Programming mode adding detectors)

   **To program the detectors see the instructions supplied with each device**

IMPORTANT!!!:
- **A wireless detector transmits an alarm condition only for a short period of time (2 - 4 Seconds)**
- **To save power the sensors are designed not to transmit if continuous movement is detected.**
- **A detector will only transmit if either a 30 seconds (test mode) or 3 minutes (normal mode) has elapsed from the last detection.**
- **The Zones are not set on the detectors, the zones are set on the unit.**

How To Trigger Devices for Programming

### How to Trigger M.A.M.I Four Channel Remote.

Only the four channel remote will be used with the Home Guard-64. **To trigger the remote for programming** the user will have to push the panic button (button 1).

PANIC ACTIVATION

DISARM

ARM LEVEL A   ARM LEVEL B
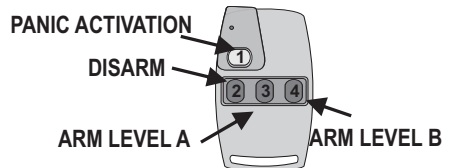
How to Trigger M.A.M.I PIR Detectors

To trigger the PIR for programming the User needs to open the casing of the PIR. The unit should send a Tamper signal. If the unit did not send a tamper signal the user must turn bit 8 of the dip switch off. a tamper signal will then be sent to resend press the tamper button. If the user wishes to leave the tamper active, the user must leave bit 8 of the dip switch off. **When using MAMI PIR detectors ensure dip bit one is in the off state.**

ON
1 2 3 4 5 6 7 8
Switch Bit 8 OFF
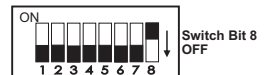
How to Trigger M.A.M.I DOOR GUARD

To trigger the Door Guard the User needs to press the Panic button. Refer to the instructions of the Door Guard to locate the panic button. **Note Please ensure dip bit one is off.**

How to Trigger Silentron Detectors.

To trigger the Silentron the User needs to open the casing of the Silentron. The unit should send a Tamper signal. If the unit did not send a tamper signal the user must hold the tamper switch down for a few seconds then release. refer to the Silentron Instructions to locate the Tamper Switch.

The HomeGuard 32 is capable of monitoring other type of outdoor Detectors.

Please check the instructions of these devices on how to trigger them in order to memorize them into the HomeGuard32 . To learn these devices for the first time it is necessary for them to send a tamper signal

PROGRAMMING the HomeGuard32

The programming mode is where the users set certain OPTIONS, adjusting the operation of the unit to suit their needs. **The unit will enter the programming mode once the user ENTERS the user password followed by a hash "#" Key.** "Programming Mode" will be displayed on the LCD display. Once in programming mode the user can adjust certain features of the unit as required by the user.

FACTORY DEFAULT "USER CODE" = 1 0 0 0

`1` `0` `0` `0` `#`
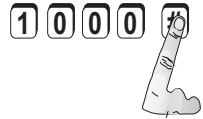
SYSTEM PROGRAMMING OPTIONS

Power ON/OFF

To Switch the unit ON, the user will have to push the 7 and 9 key.

`7` + `9` ⇨ POWER ON

To Switch off the unit the user will have to enter the programming mode and press the keys 0 0.

NOTE: In this Mode the unit is turned off and will not receive trigger signals.

The unit will display "**Power Down**" and then be switched off.

POWER OFF

`1` `0` `0` `0` `#`   `0` `0`

Setting Schedules ARM & DISARM

`1` `0` `0` `0` `#`   `0` `1`

"**SCHEDULE 1 ARM time**" will be displayed. Indicating that the time for schedule 1 **ARM** must be entered. If the Schedule was previously set that time will be displayed. To edit the schedule the user will have to push the star key or Hash key to continue the next schedule. The user must enter the time in a 24 hour format with hour first followed by the minute. If The user wishes to disable a schedule, instead of entering the time; the 'D' KEY must be pressed.

`#` ⇨ Continue

`*` ⇨ Edit

`H` `H` `M` `M`

If the user enters an invalid time, "ERROR" will be displayed and no changes will be made.

Once the user enters the time the user then enters the hash key saving the time corresponding to the time the unit will automatically arm.

`D` ⇨ Schedule Disable

`#` ⇨ Apply Changes

"**SCHEDULE 1 DISARM time**" will be displayed. Indicating that the time for schedule 1 **DISARM** must be entered. If the Schedule was previously set that time will be displayed. To edit the schedule the user will have to push the star key or Hash key to continue the next schedule.

`#` ⇨ Continue

`*` ⇨ Edit

Once the user enters the time the user then enters the hash key saving the time corresponding to the time the unit will automatically Disarm. **If The user wishes to disable a schedule, instead of entering the time; the 'D' KEY must be pressed.**

`H` `H` `M` `M`

The user simply follows this same procedure for schedule 2 after schedule 2 is entered in the unit will automatically save the changes

`#` ⇨ Apply Changes

Note. Only Level A will Be armed or Disarmed via the schedules

Programming Options

Auxiliary options

`1` `0` `0` `0` `#` `0` `2`

"Sound Options" will be displayed. If the user wishes, the user could adjust any one of the following by entering the corresponding keys:

Buzzer option

`1` `0` `0` `0` `#` `0` `2` `1`

"Buzzer" will be displayed. The user may then enter 1 or 0 to toggle the buzzer on or off respectively.

`1` ⟹ BUZZER ON

`0` ⟹ BUZZER OFF

Once the user is done the user will press the hash "#" key to save the settings.

`#` ⟹ Save Changes

Schedule Bypass

`1` `0` `0` `0` `#` `0` `2` `2`

"Schedule Bypass" will be displayed. The user may then enter 1 or 0 to toggle the Schedules on or off respectively. Schedules will be bypassed for only one day.

`1` ⟹ Schedule Bypass ON

`0` ⟹ Schedule Bypass OFF

Once the user is done the user will press the hash "#" key to save the settings.

`#` ⟹ Save Changes

NOTE: Schedule bypass option only bypasses the Schedule for 1 day, to disable the schedule follow instructions under setting schedules.

Setting System Time & Date

`1` `0` `0` `0` `#` `0` `3`

"**Set Time**" will be displayed. Indicating that the current time must be entered. **The user must enter the time in a 24 hour format** with hour first followed by the minute.

If the user enters an invalid time, "ERROR" will be displayed and no changes will be made.

`H` `H` `M` `M`

After setting the time the user will be required to set the date. "**Enter Date**" will be displayed. Indicating that the current Date must be entered. **The user must enter the Date in the following format DD/MM/YY.**

If the user enters an invalid Date, "ERROR" will be displayed and no changes will be made.

`D` `D` `M` `M` `Y` `Y`

Once the user enters the Date the unit then saves the date and the operation is complete.

Transmitter Code

`1` `0` `0` `0` `#` `0` `5`

NOTE: THE HOME GUARD WILL ONLY TRANSMIT MAMI SMART 16BIT ON 403.55 **!**

Enter the Transmitter code in decimal format. This code will be transmitted on trigger. To send a test code press the 4 and 6 button

`1` `2` `3` `4`

Once the user enters the code the user then enters the hash key saving the code.

`#` ⟹ Save Changes

Naming/Renaming of Zones

$\boxed{1}\,\boxed{0}\,\boxed{0}\,\boxed{0}\ \boxed{\#}\qquad\boxed{0}\,\boxed{4}$

"Zone Naming" will be displayed. then the user is prompted to enter a zone to name. **The user must enter the zone number, between 1 and 8 in this unit.**

If the user enters an invalid Zone, it will be ignored.

The user must now enter the zone name with the keypad operating as a telephone keypad. the user is allowed a maximum of **16 characters per zone**. **The Key 'B' represents a backspace or delete. The 0 key represents the space character or 0.**

Once the user enters the name the user then enters the hash key saving that name. When the alarm goes off, instead of the zone number the zone name will be displayed. Note The Zone number will flash bellow as well.

The user is now prompted to enter a zone or Press hash to exit. if the user wishes to name another zone the user keys in the zone number or hash to exit.

$\boxed{B}\ \Longrightarrow$ Back space

$\boxed{0}\ \Longrightarrow$ Space or '0'

$\boxed{\#}\ \Longrightarrow$ Save Changes

$\boxed{\#}\ \Longrightarrow$ Exit

$\boxed{Z}\ \Longrightarrow$ Continue with zone 'Z' keyed in

Setting Level

$\boxed{1}\,\boxed{0}\,\boxed{0}\,\boxed{0}\ \boxed{\#}\quad\boxed{0}\,\boxed{A}/\boxed{0}\,\boxed{B}/\boxed{0}\,\boxed{C}/\boxed{0}\,\boxed{D}$

The user must key in the user code followed by '0' then the level A, B, C or D. the user must select active zones (**zones 1 to 8**).

$\Longrightarrow$ Enter Zones **(1-8)**

If the user enters an invalid Zone, it will be ignored.

The active zones on the level will be displayed, inactive zones will be displayed as a blank.

```
Edit Level - A
1·  ·3·  ·  ·6·  ·8
```

Once the user enters the active Zones associated with that level the user then enters the hash key saving the Zones to that level.

$\boxed{\#}\ \Longrightarrow$ Save Changes

Changing User Code

$\boxed{1}\,\boxed{0}\,\boxed{0}\,\boxed{0}\ \boxed{\#}\qquad\boxed{1}\,\boxed{1}$

"**Change User Code**" will be displayed. the user is then prompted to enter new Code. The user must enter a new four digit Code.

$\boxed{1}\,\boxed{0}\,\boxed{0}\,\boxed{0}\ \boxed{\#}$

If the user enters an invalid code or times out, "ERROR" will be displayed and no changes will be made.

Once the user enters the hash key the user is then prompted to re-enter the new user code.

$\boxed{1}\,\boxed{0}\,\boxed{0}\,\boxed{0}$

Once the user enters the code the user then enters the hash key saving the new user code.

$\boxed{\#}\ \Longrightarrow$ Save Changes

NOTE: The default user code is 1000.

Self-learning Detectors

1 0 0 0 # 1 A

"ADD Device" will be displayed. The user is asked to trigger the device, the user must force the device **to trigger a Tamper signal or in the case of the Door Guard a Panic signal button 1.**

Trigger Device

NOTE: THE TAMPER/PANIC SIGNAL MUST BE TRIGGERED. Refer to page 3

If the panel received the code the user will be asked to enter the Zone. The panel will allocate the device to this Zone

⇨ Enter Zones **(1-8)**

If the code has already been added, or exists in the system the unit will ask the user if it must add the device. The user can press star **"*"** to continue or hash **"#"** to exit. **Note it is not recommended to have more than one device with the same code**

⇨ EXIT

* ⇨ Continue

The user is then prompted to either replace an existing device or add as new.

1 ⇨ Replace Existing

2 ⇨ ADD as New

If the user enter's the '**1**' key(Replace existing option), the user will have to scroll between devices added to the zone selected, to replace any of the existing devices in that zone. the device will be added automatically after the user selects the device to be replaced. The user may scroll through the devices in this mode by pressing the 'A' or 'D' key. to exit without saving the user must push the hash key and to enter the device to be replaced the user must push the Star key. **Note. If the zone is empty an error message will be seen.**

A ⇨ Scroll Next

D ⇨ Scroll Previous

⇨ EXIT

* ⇨ Enter

If the user enter's the '**2**' key(ADD New option), the user will enter the device as a new device. in this option the user will have to enter a name for the device or could leave the block blank to add the default name.(Default name is Device-number, where number is the order in which the device was added.) once the user is done entering the name the user enters the hash key to save and continue. **(Check Name Device)**

⇨ Save

The user is then prompted to add another device in which the user has to follow the same procedure again. the user can press star **"*"** to continue and hash **"#"** to save and Exit

⇨ EXIT

* ⇨ Continue

Self-learning Remote Controls

1 0 0 0 # 1 B
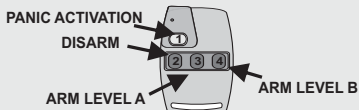
"ADD Remote" will be displayed. The user is prompted to trigger the remote, the user must press the Panic button on the remote.

Trigger Remote

NOTE: THE PANIC BUTTON WILL ONLY BE RECOGNIZED

PANIC ACTIVATION
DISARM
ARM LEVEL A
ARM LEVEL B

If the panel received the code the user will be prompted that the remote is added.

Remote Added

The user is then prompted to add another remote in which the user has to follow the same procedure again. The user can press star **"*"** to continue and hash **"#"** to save and Exit

⇨ EXIT

* ⇨ Continue

Programming Mode

Naming/Renaming Devices in a Zone

[1] [0] [0] [0] [#] [1] [D]

"Device Naming" will be displayed. then the user is prompted to enter a zone to name. **The user must enter the zone number, between 1 and 8 in this unit or enter C to change the name of the next device code it gets.**

ABC

If the user entered a Zone the user will have to scroll between devices added to the zone selected. The user may scroll through the devices by pressing the 'A' or 'D' key. to exit without saving the user must push the hash key and to enter the device to be replaced the user must push the Star key.

[A] ⟹ Scroll Next
[D] ⟹ Scroll Previous
[#] ⟹ EXIT
[*] ⟹ Enter

If the user entered the C key the user has to trigger the device to rename. if the code is not in the system error will be displayed.

Trigger Device

The user must now enter the Device name with the keypad operating as a telephone keypad. the user is allowed a maximum of **16 characters per device**. **The Key 'B' represents a backspace or delete. The 0 key represents the space character or 0.** Once the user is done the user must push the hash key to save the changes

[B] ⟹ Back space
[0] ⟹ Space or '0'
[#] ⟹ Save Changes

Clearing Devices in a Zone

[1] [0] [0] [0] [#] [2] [1]

NOTE: THIS OPERATION WILL ERASE PRESENT DETECTORS ALLOCATED TO THE ZONE CHOSEN. !

The user is prompted to enter the Zone to clear devices. Only the Zone entered will be cleared. Note. only one zone at a time may be erased

⟹ Enter Zones **(1-8)**

If the user wishes to exit, the user simply pushes the hash key instead. [#] ⟹ EXIT

Now the user has the option of clearing all devices(**In the chosen zone**) or to scroll through devices to clear a chosen device. To clear all devices in the zone chosen, the user must push the **star** key, to choose a specific device to clear the user must push the **D** key.

[*] ⟹ Clear all Devices
[D] ⟹ Scroll Devices to Clear

If the user enters the Star key the user will be notified that all devices in the zone chosen has been erased.

If the user entered the D key the user will have to scroll between devices added to the zone selected. The user may scroll through the devices by pressing the 'A' or 'D' key. to exit without saving the user must push the hash key and to enter the device to be Cleared the user must push the Star key, then the user will be notified that the device has been cleared.

[A] ⟹ Scroll Next
[D] ⟹ Scroll Previous
[#] ⟹ EXIT
[*] ⟹ Enter

Programming Mode

Clearing Remote Controls

`1` `0` `0` `0` `#`   `2` `2`

NOTE: THIS OPERATION WILL ERASE ALL PRESENTLY STORED REMOTE CONTROLS ALLOCATED TO THE UNIT. **!**

The user is prompted to clear the remote's. To continue the user pushes any key.

⟹ Enter Any Key Not Hash to continue

If the user wishes to exit, the user simply pushes the hash **"#"** key instead.

`#` ⟹ EXIT

The user is then prompted that the Remote Controls has been cleared.

Defaulting The Entire System

`1` `0` `0` `0` `#`   `2` `9`

NOTE: THIS OPERATION WILL ERASE ALL PRESENT SETTINGS TO DEFAULT. ALL ALLOCATED DEVICES AND REMOTE'S WILL BE CLEARED AS WELL. **!**

The user is asked to Reset to factory settings. To continue the user pushes any key other than the Hash "#" key.

⟹ Enter Any Key Not Hash to continue

If the user wishes to exit, the user simply pushes the hash key instead.
The user is then prompted that the System has been Reset to default settings. **Note: This should take approximately 40 seconds**

`#` ⟹ EXIT

WARNING MODE on the HomeGuard 32

The Home Guard 64 can be put into a WARN or Chime mode. In this mode the unit will not trigger an alarm but sound a chime when any detector in the level has been triggered. To set warn Level (A-D) The User simply Holds down desired Key (A-D) and the star key for approx 2 seconds until the Beep.

The Level in warn mode and the Armed Zones will be shown. **Zones Not in the arm level will be displayed as an X**

Warning LEVEL - A
1•X•3•X•X•6•X•8

ARMING the HomeGuard 32

The unit can be armed in any of the following ways:

- Remote Arm- In this mode the unit Arms to level A or B only.
- Schedule Arm when the unit reaches the scheduled time it will arm automatically. Arms to Level A only.
- Keypad Arm The user can choose to Arm at a particular level by holding down any of keys A - D.

To Arm Level (A-D) The User simply Holds down desired Key (A-D) until the Beep. The siren should sound once if the Aux Siren option is selected.
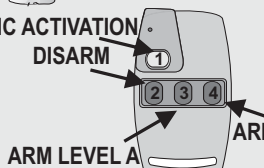
ARMED LEVEL - A
1•X•3•X•X•6•X•8

The Level Armed and the Armed Zones will be shown. **Zones Not in the arm level will be displayed as an X**

PANIC ACTIVATION
DISARM
ARM LEVEL B

To Arm via the Remote the user presses the Arm Level A button (button 2) or the Arm Level B button (button 3) on the M.A.M.I. Remote.

ARM LEVEL A

ALARMS ON THE UNIT

Alarms on the unit will occur when any of the devices are triggered, the panic on the remote was triggered or the panic on the keypad was triggered. When the unit goes into alarm, the unit will beep continuously for 1 minute and thereafter once every 30 seconds. The alarm continues to sound until the user disarms the system. The LCD will display the name of the alarm Zone that went off and the zone in the level displayed will blink Example zone 3 is named lounge. Lounge and the device name will be displayed.

LOUNGE
DOOR

If the Zone and the device was not named the zone number and device number will be displayed.

ALARM ZONE-3
Device-1

External Triggers: The unit is fitted with a transmitter which could be used together with an 8/2 channel receiver. The receiver could be used to interface a siren or a radio module. There are 6 different channels that are transmitted from the unit, that is Panic, Alarm, Tamper on detectors, Battery low on detectors, Arm and Disarm. **Note: When using the receiver together with a siren it is recommended to tie the Panic and Alarm outputs together.**

Receiver Channel Identification
CH1=Panic
CH2=Alarm
CH3=Sensor Trouble
CH4=Tamper on Sensors
CH5=Arm
CH6=Disarm

Viewing Alarm Log

1 0 0 0 # 3 3

All alarm and arming or disarming the unit are logged on to the units EEPROM. a maximum of 80 different alarms can be logged. Each log displays the time, date, type of alarm and Zone information (in the case of arm and intruder alarms). The user can scroll through the alarms via the **A** and **D** keys(**A** being next alarm and **D** being previous alarm). **In the case of Zone alarms the user can view the zone and device information by pressing the C key.** To exit the user must push the hash key

A ⇒ Scroll Next
D ⇒ Scroll Previous
C ⇒ Toggle Zone Information
⇒ EXIT

Alarms Logged:
- System Arm
- System Disarm
- Intrusion Alarms
- Panic
- Tamper on detectors
- Battery low on detectors
- Supervision on detectors (Detectors not responding).
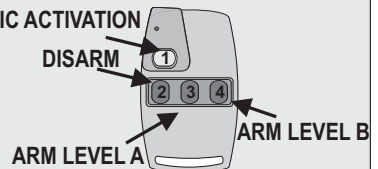
PANIC ACTIVATION

When the unit goes in panic the system goes into alarm and the siren, together with the buzzer is activated. The display will show PANIC!!!.

PANIC!!!

To deactivate a panic the user must disarm the system.

To activate a Panic on the four button remote the user will have to push button 1 as described in the figure.

PANIC ACTIVATION
DISARM
ARM LEVEL A
ARM LEVEL B

On the Keypad the user can activate a panic by holding down the hash "#" and star "*" key together.

DISARMING the HomeGuard 32

If the unit is armed, the unit can be disarmed in any of the following ways:
- Remote Disarm.
- Schedule Disarm when the unit reaches the scheduled time it will disarm automatically.
- Keypad Disarm.

To disarm the unit via the keypad the user enters the user code followed by hash and hash, as shown.

| 1 | 0 | 0 | | # | # |

If the wrong code is entered, the user is allowed three tries to disarm the unit. Each try will be displayed on the LCD display. After the third wrong entry, the unit will go into alarm.

Note: the unit will not respond for approximately 30 seconds.

Try -3

Counts down to 0

To Disarm via the Remote the user presses the Disarm button, button 2 on the M.A.M.I. remote.

PANIC ACTIVATION
DISARM
ARM LEVEL A
ARM LEVEL B

If the unit is successfully Disarmed, the unit will display Disarmed and Beep twice, and the siren should beep twice if the Aux siren option is selected. **NOTE. In the Disarmed state the alarms that come in will be displayed.**

Disarmed!!!
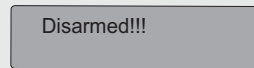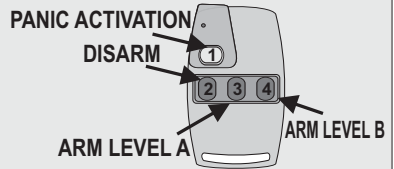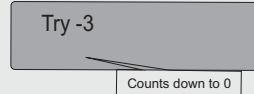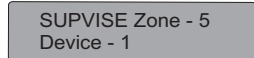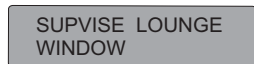
ALERTS ON THE UNIT

BATTERY LOW ON SENSORS ALERT.

In the case that any of the sensors added to the system has a battery low condition the sensor will transmit that condition to the unit. The unit will light up the Trouble LED and the battery low zone is displayed (either the zone name or the zone number) together with the device (either the device name or the device number).

BattLow LOUNGE WINDOW

BattLow Zone - 5
Device - 1
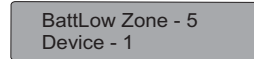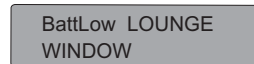
WIRELESS SUPERVISION ALERT.

All Sensors are monitored for a signal. When a sensor does not transmit for more than 24 hours the alert is triggered. SUPVISE will be displayed on the LCD. The zone (either the zone name or the zone number) together with the device (either the device name or the device number).

SUPVISE LOUNGE WINDOW

SUPVISE Zone - 5
Device - 1

TAMPER ON SENSORS ALERT.

In the case that any of the senors added to the system has a Tamper condition the sensor will transmit that condition to the unit. The unit will light up the Trouble LED, Tamper and the zone will be displayed (either the zone name or the zone number) together with the device (either the device name or the device number) and the alarm will be sound. The user may push the star key and hold it down the tamper alarm will be cleared.

TAMPER LOUNGE WINDOW

TAMPER Zone - 5
Device - 1
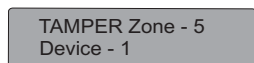
CLEAR ALERTS:

The user simply pushes the star key and hold it, then the alerts will be cleared or disarm the unit via remote. **NOTE this only works if the unit is Disarmed**

REGUARD R64   CONNECTIONS

Installing the "**ReGuard R64**" is very simple. All you have to do is connect the power to the unit and the siren. The connections are easy to read and to understand all detectors are wireless and easy to add to the unit with no additional effort.

- ALARM CIRCUIT CONNECTIONS:
    There are **8** different zones available on the ReGuard R64 **which are all wireless.**

- DC - SUPPLY: A 12 Volts DC, 1A Power Supply either connected to the connectors or the DC jack. This is to Charge the battery.

- EXTERNAL BUZZER- When the unit is wall mounted with a power source plugged in, 12V dc is available at the buzzer Output.

- EXTERNAL LED- The external Led Output will supply 12volts DC to the LED when the unit is armed and plugged In.

- EXTERNAL TRIGGER- The unit has an external trigger output that is an Open collector. The external trigger will go low when the unit is in alarm.

The External LED is used to indicate the system status, when ON the system is armed and when OFF the system is disarmed. On alarm the external LED flashes.

EXTERNAL
LED +
12V (plugged in)

OPEN COLLECTOR OUTPUT

12V (plugged in)

BUZZER

-BUZ+ Rx Tx -LED + +

12V DC
+ -

BATTERY

12V DC jack

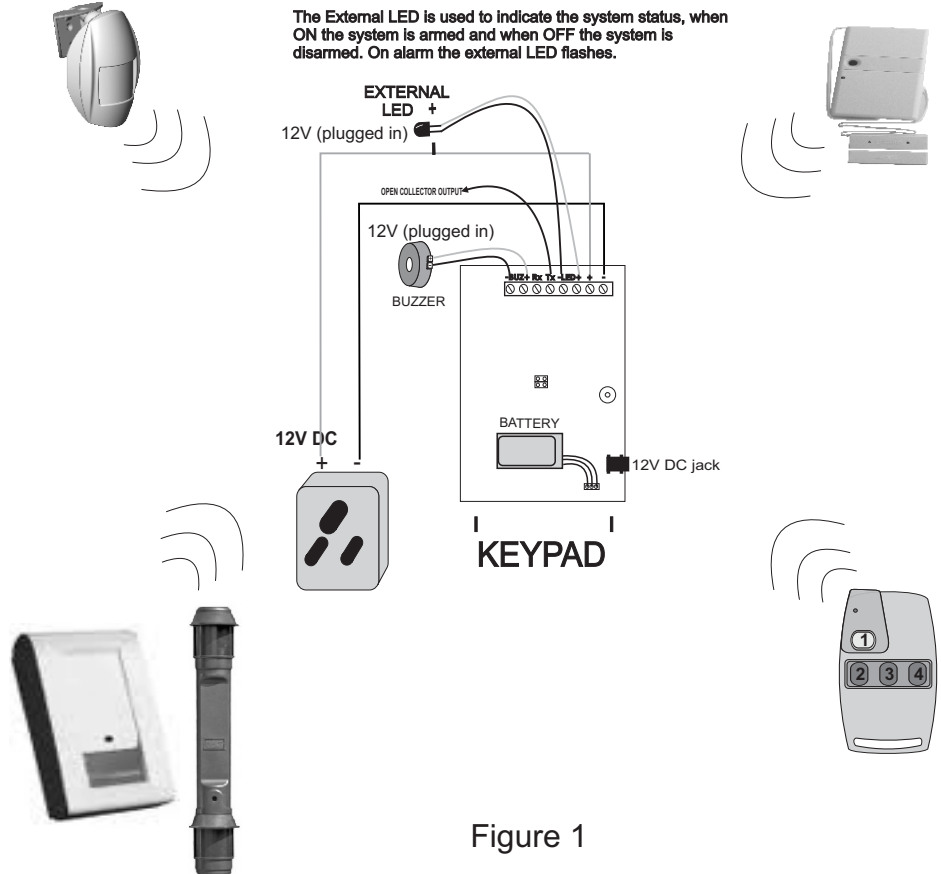**12V DC**

KEYPAD

① ② ③ ④

Figure 1

Summary of ALL Key-Pad entries

PROGRAMMING THE OPTION REGISTERS (ONLY THROUGH TO THE USER CODE)

1000 # 0 1 = SET SCHEDULES OF THE SYSTEM	1000 # 1 1 = CHANGE USER CODE
1000 # 0 2 = SET OPTIONS OF THE SYSTEM	1000 # 1 A = SELF LEARN DETECTORS
1000 # 0 3 = SET THE SYSTEM TIME & DATE	1000 # 1 B = SELF LEARN REMOTE'S
1000 # 0 4 = SET NAMES FOR EACH ZONE.	1000 # 1 D = SET DEVICE NAME
1000 # 0 5 = SET TRANSMITTER CODE.	1000 # 2 1 = ERASE DEVICES IN ZONE
1000 # 0 A = SET LEVEL A	1000 # 2 2 = ERASE ALL REMOTE'S FROM THE SYSTEM
1000 # 0 B = SET LEVEL B	1000 # 2 9 = RESET ENTIRE UNIT TO DEFAULT
1000 # 0 C = SET LEVEL C	1000 # 3 3 = VIEW DEVICE LOG
1000 # 0 D = SET LEVEL D	

Arming the Unit

A --> A = SET ARM LEVEL A
B --> B = SET ARM LEVEL B
C --> C = SET ARM LEVEL C
D --> D = SET ARM LEVEL D

Warn the Unit

&A -->&A = SET WARN LEVEL A
&B -->&B = SET WARN LEVEL B
&C -->&C = SET WARN LEVEL C
&D -->&D = SET WARN LEVEL D

PANIC

[*& #] --> [*&#] = PANIC ACTIVATION

CLEAR OTHER ALERTS

* --> * = CLEAR ALERTS

NOTES:

A-->A Means: Press and hold the A key until it beeps
[*&A -->*&A] Means: Press and hold the * and the A keys until it beeps
[Y] Means: Any COMBINATIONS OF numbers 1,2,3,4,5,6,7 or 8
[*] Denotes the value when password has been activated (No default exist!)
[7&9] Means: Press BOTH KEYS (7&9) at the same time
[Z] Means: keys A, B, C, D OR any combination of 1,2,3,4,5,6,7 or 8

MAMI
MANUFACTURING AND MINOR INVENTIONS

Notes:

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