

CADDX LCD KEYPAD PROGRAMMING

To enter LCD keypad programming mode type C 0 0 and then type the program code that is programmed in the LCD keypad, the factory default is 9 0 5 0. You can default the keypad if the code has been changed by plugging in a 8950 programmer to the panel and type 2 1 0 # on the LCD keypad.

The keypad is all menu driven.

Program a 1 at the “Display 1” prompt to program the keypad, answer 2 to program the panel (it emulates an 8950 programmer)

Display 2 = choose control panel, program in 8600, 8900, 8980, or 9000, whichever the panel model is.

Display 3 = “Program Defaults?” if you enter yes it will default the main control panel to factory defaults and all programming will be erased. The LCD program code will then be 9 0 5 0.

Display 4 = buzzer volume level 1-7 9 = Off. Factory Default = 5, press 1 to hear level 1, 5 to hear level 5 etc, pressing the # key saves settings and advances to the next level.

Display 5 = “Custom Message?” If you answer yes the custom message will be displayed when the panel is running in the normal mode (you can program msgs like “”The Smith Family” etc here.

Display 6 = Four digit LCD program code, you must enter all digits like this, for a program code of 1 2 3 4 you enter 6 1 *, 6 2 *, 6 3 *, 6 4, its better to leave this at factory default.

Other Displays will change system custom messages or zone messages.

The # key saves the section and scrolls to the next message. You can scroll one way only and it will loop back to the beginning. Press 2 3 0 # to exit this mode.

When programming messages you can pick from a library of all the different words you can use, you will find the list on the 2nd page of this note. The program keys are as follows.

The A key enters the library and the first word of the library. Or if you enter the first letter it will take you to all the words you can use with that letter by pressing the A key. If you press the A key again you advance to the next letter.

The B key is the Scroll key, when you find a letter you want with the A key you can scroll which word you want to use. When you find the word you want to use press the * key to save the word and exit the library mode. To exit without saving the word press #. Example: to write the word “Detector” to the screen move the cursor to the starting position. Press 4 A or A A A A to reach the first D word. Scroll through the words with the B key until you find the word “Detector” then press * to save that word to the display.

The C key inserts a space and moves the cursor to the right.

The D key deletes a character and or blank.

The * key enters the selected character on the display and also moves the cursor in within the display screen.

ALPHA, NUMERIC AND SYMBOL LIST

A = 1	J = 10	S = 19	BKSP = 27	* = 35	0 = 60
B = 2	K = 11	T = 20	' = 28	+ = 36	1 = 61
C = 3	L = 12	U = 21	! = 29	, = 37	2 = 62
D = 4	M = 13	V = 22	# = 30	- = 38	3 = 63
E = 5	N = 14	W = 23	\$ = 31	. = 39	4 = 64
F = 6	O = 15	X = 24	& = 32	/ = 40	5 = 65
G = 7	P = 16	Y = 25	(= 33	: = 41	6 = 66
H = 8	Q = 17	Z = 26) = 34	? = 42	7 = 67
I = 9	R = 18				8 = 68
					9 = 69

LIBRARY LIST

Alarm	Front	Living	Safe	Trouble
Audio	Garage	Master	Sector	Ultrasonic
Bathroom	Glassbreak	Motion	Sensor	Upstairs
Bedroom	Hall	Nursery	Shock	Vault
Ceiling	Infrared	Office	Side	Warehouse
Detector	Interior	Panic	Skylight	Windows
Door	Junk	PIR	Sliding	X-Ray
Exterior	Kitchen	Quiet	Smoke	Yard
Fire	Library	Room	Tamper	Zone

NOTES:

When the system is running normally the A key is the Help Key, it will show multiple messages every 3 seconds or will scroll with no delay each time the A key is pressed.

The B key adjusts the brightness of the LCD backlight through 6 levels, 6 is the brightest. B 0 turns all lights off. B 7 turns off the key backlights only, B 8 turns off the LCD backlight only. B 9 turns off the armed, status and AC LED's only. All lights return to normal when the # key is pressed, or when an alarm condition or trouble occurs.

The C key programs secondary codes, it will ask for a User, Master and the New User code only when the system is disarmed.

The D key adjusts the LCD display-viewing angle for different heights.

Pressing D 0 accesses Alarm Memory.

After pressing any of the function keys the display will return to normal if no other keys are pressed within 10 seconds. The # key returns to the standard screen.