Keypad

INT-TSG2

Firmware version 2.01

EN

USER MANUAL – VERSA

int-tsg2_ov_en 03/23

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IMPORTANT

Please read this manual before use.

Changes, modifications or repairs not authorized by the manufacturer shall void your rights under the warranty.

Warning
This is a Class A product. In a domestic environment this product may cause radio frequency interference.

The declaration of conformity may be consulted at www.satel.pl/ce

Factory default codes:
Service code: 12345
User 30 code: 1111

The following symbols may be used in this manual:

- note,
- caution.

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1. Introduction

This manual contains basic information on how to use the INT-TSG2 keypad with factory default settings in the VERSA alarm system. The functions available in the user menu of the keypad allow you to control your alarm system, regardless of its configuration. In addition, the user screens can be prepared by the installer for customization of the keypad functionality. The installer can create new user screens and add widgets that you will use for day to day operations of the alarm system. The installer may also personalize the look of the screen to better suit your preferences in terms of widget, font and background colors. Pictures selected by you may be used as the background image.

Ask the installer for instructions on how to use your individually configured keypad. The instructions must include all the changes from the default settings. The installer should also instruct you on how to operate the alarm system by using the INT-TSG2 keypad.

2. LED indicators

LED	Color	System status
	yellow	**flashing** – trouble or trouble memory
	green	**ON** – all partitions supported by the keypad are armed **flashing** – at least one partition is armed or exit delay countdown is running
	green	**ON** – the service mode is entered and the service menu is displayed **flashing** – the service mode is entered but the service menu is hidden or displayed in another keypad
	red	**ON** or **flashing** – alarm or alarm memory

Information about the armed status may be hidden after the time defined by the installer has passed.

The trouble information is hidden after arming. The installer defines if the trouble information is hidden after just one of the partitions is armed in any mode or after all partitions are armed in full mode.

If the "Grade 2" option is enabled by the installer:

- *the* *LED indicates alarms only after entering the code,*
- *flashing of the* *LED means that there is a trouble in the system, some zones are bypassed, or that there was an alarm.*

3. Using the touch screen

The touch screen displays information about the system status, while allowing you to operate and program the alarm system, as well as control the home automation equipment.

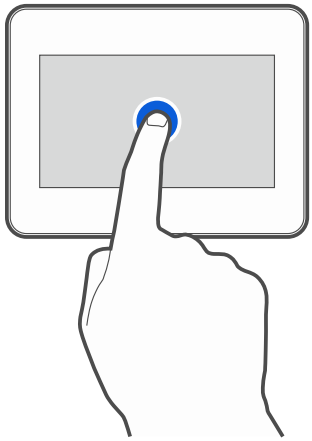
In order to control the alarm system, you can use:

- user screens and additional screens created for you by the installer,
- user menu created by SATEL.

Use the gestures described below.

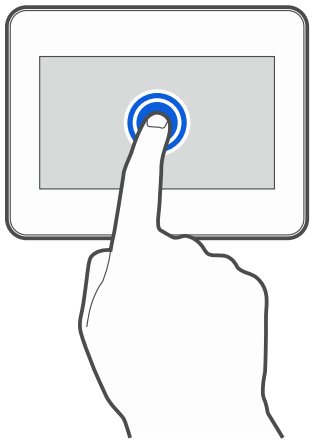
Tap

Tap on an item on the screen.



Tap and hold

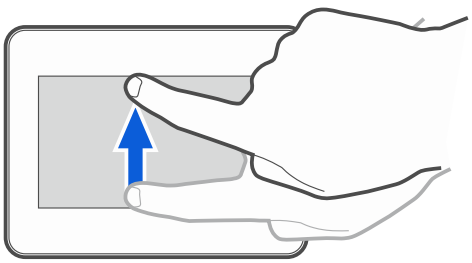
Tap on an item on the screen and hold for 3 seconds.



Swipe up / down

Tap the screen and slide your finger up or down to:

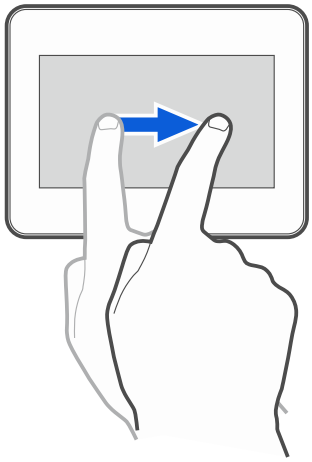
- swipe the screen up / down (move between the screensaver / user screen / user menu home screen),
- scroll through a list.



Swipe right / left

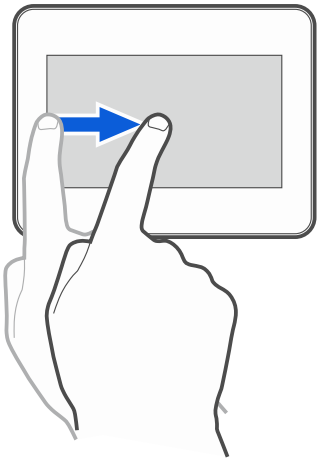
Tap the screen and slide your finger right or left to swipe the screen right / left (go to the previous / next screen). When the screensaver is active, swipe right / left to start / end the slideshow.

The slideshow is available when a memory card containing image files is installed in the keypad.



Swipe right from the edge (return to the previous screen)

Tap the screen close to the left edge and slide your finger right to return to the previous screen. This gesture is supported in the user menu and the service menu. You will not be able to exit the service mode by using this gesture.



4. Screensaver

The installer can disable the screensaver.

The screensaver will be displayed when the keypad is not in use. You can set the time of inactivity after which the screensaver will be displayed (see: “Setting the auto logout time” p. 25).

To display the screensaver while using the keypad:

- swipe down on the user screen,
- swipe right on the slideshow.

You will be logged out when the screensaver is displayed.

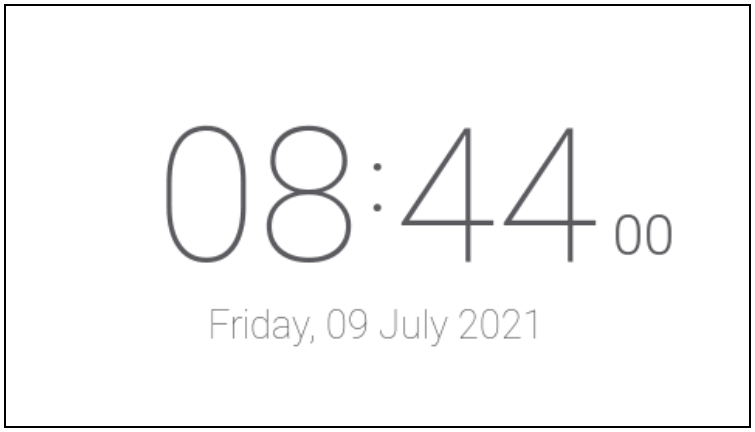


Fig. 1. Screensaver (keypad with factory default settings).

The screensaver on a keypad with factory default settings (Fig. 1) shows the date and time.

The installer can add to the screen additional widgets that will indicate the alarm system status (see “Widgets” p. 8).

When the screensaver is displayed, you can:

- tap the screen to view the user screen,
- swipe left to start the slideshow.

4.1 Slideshow

If the screensaver has been disabled by the installer, the slideshow is not available.

The keypad can run a slideshow of images, if the installer installed in the keypad a memory card on which the images had been saved.

When the slideshow is displayed, you can:

- tap the screen to view the user screen,
- swipe right to view the screensaver.

4.2 Trigger the panic alarm

When the screensaver or slideshow is displayed, tap the screen and hold for 3 seconds to trigger the panic alarm. The installer defines whether the alarm triggered will be loud (signaled by the alarm system) or silent (without signaling). The silent panic alarm is useful when the control panel reports events to the monitoring station, but unauthorized persons should not be aware of the alarm being triggered.

5. User screens

When the screensaver or slideshow is displayed, tap the screen to go to the user home screen.

If the screensaver has been disabled by the installer, the user home screen will be displayed when the keypad is not in use.

Only one user screen is available in the keypad with factory default settings. The installer can add more user screens and set one of them as the user home screen, i.e. one that is displayed first. Swipe left / right to go to another user screen (if more user screens were added by the installer). Information on which user screen is currently displayed is represented graphically on the bottom of the screen.

The user screen includes:

- status bar (see p. 8),
- widgets used to operate the alarm system, indicate the alarm system status, etc. (see “Widgets” p. 8).

Fig. 2. User home screen (keypad with factory default settings).

To run a function with a widget, you may be required to enter a code. If this is the case, the keypad will be displayed (see p. 11). When you enter the code, the function will be run and you can be logged in. If you are already logged in, you will not be required to enter your code again when trying to run a function with a widget.

The following widgets are available on the user home screen in the keypad with factory default settings.

	tap to fully arm the system.
	tap to arm the system in the day mode.
	tap to arm the system in the night mode.
	tap to disarm the system / clear alarm in it.
	tap and hold for 3 seconds to trigger the panic alarm. The installer defines whether the alarm triggered will be loud (signaled by the alarm system) or silent (without signaling).
	tap and hold for 3 seconds to trigger the fire alarm.
	tap and hold for 3 seconds to trigger the medical (auxiliary) alarm.
	tap to view the message.

Consult the installer about which additional widgets may help you to operate the alarm system or control the home automation devices connected to the control panel. Only the installer can create new user screens, add widgets to the screen, etc.

The installer can configure the keypad so that the access to the user screen is code-protected (a keypad will open before the screen is displayed).

Two different background pictures may be applied to user screens.

6. Additional screens

Additional screens differ from the user screens only in that each of them can have a different background picture. For this reason, the additional screens may be used to display site plans. If pictures other than the ones offered by SATEL are to be displayed, the installer must save them on a memory card and install the card in the keypad.

To display an additional screen, tap a link widget.

Fig. 3. Screen with a site plan (example).

7. Status bar

The status bar is displayed on the top of the user screen and the additional screen. It includes:

- screen title (optionally, if added by the installer),
- time,
- the icon. If you are not logged in, tap the icon to log in (keypad will open – see p. 11). If you are logged in, tap the icon to log out or go to the user menu.

8. Widgets

The widgets described below may be displayed on the screen.

8.1 Text

The widget displays any text that was added by the installer or system element name.

8.2 Partition state

The widget indicates the partition state by means of the following icons.

Icon	Partition status
	disarmed – there are no violated zones
	disarmed – there are violated zones
	exit delay is running – remaining time longer than 10 seconds
	exit delay is running – less than 10 seconds remained
	armed – mode: “full”
	armed – mode: “day”
	armed – mode: “night”
	entry delay is running
	fire alarm
	alarm
	warning alarm
	tamper alarm
	fire alarm memory
	alarm memory
	warning alarm memory
	tamper alarm memory

8.3 Zone state

The widget displays the zone state represented by either:

- icons selected by SATEL (indicator) – different states are displayed,
- text messages (text) – messages inform only about normal and violated states,
- icons selected by the installer (icon) – only normal and violated states are displayed.

The icons selected by SATEL are described in the table below.

Icon	Zone status
	normal
	violated

	trouble – long violation
	trouble – no violation
	inhibited
	isolated
	tamper
	first triggered alarm
	tamper memory
	alarm memory

8.4 Output state

The widget displays the output state represented by either:

- icons selected by SATEL (indicator),
- text messages (text),
- icons selected by the installer (icon).

The icons selected by SATEL are described in the table below.

Icon	Output status
	deactivated
	activated
	“15: Controlled” type output deactivated
	“15: Controlled” type output activated

8.5 Date/time

The widget displays the date and time in the format specified by the installer.

8.6 Switch

The icon for the widget is selected by the installer. Tap the widget to activate / deactivate an output.

8.7 Rectangle

The widget displays a rectangle that can be translucent and have different colors. As an additional graphic element it may be used e.g. to highlight a part of the screen.

8.8 Macro

The icon for the widget is selected by the installer. Tap the widget to run a macro command. The macro command is a sequence of actions to be performed by the control panel. Macro commands are created by the installer.

8.9 PANIC/FIRE/AUX.

The widget is used to trigger an alarm (- panic alarm; - fire alarm; - medical alarm).

8.10 Information

The widget is represented on the screen by the icon. Tap the widget to view the message prepared by the installer.

8.11 Link

The icon for the widget is selected by the installer. Tap the widget to go to the additional screen / return to the user screen from the additional screen.

8.12 Button

The icon for the widget is selected by the installer. The widget offers two functions:

- tap – tap the widget to turn on / off an output.
- tap and hold – tap and hold the widget to turn on an output. The output will remain on as long as you hold the widget. When you take your finger off the widget, the output will be turned off.

8.13 Analog value

The widget displays information on the power consumption of the appliance connected to the ASW-200 smart plug.

9. On-screen keypad

The on-screen keypad is displayed when you are required to enter a code e.g. to access the user menu. You may be required to enter the code to access the user screen or the additional screen or to run a function with a widget.

Enter the code using the number keys and tap . If you made a mistake when entering the code, tap and re-enter the code (if you fail to enter the valid code within one minute, it will be treated as if you entered an invalid code).

If you tap before you enter the code, the on-screen keypad will close and you will return to the previous screen.

By default, the following codes are programmed in the control panel:

service code: 12345

user 30 code: 1111

If there is an alarm in the system, it will be cleared after you enter the code.

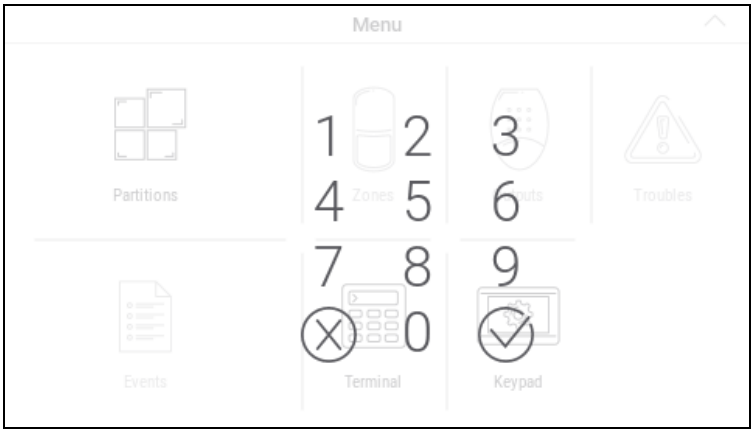


Fig. 4. On-screen keypad.

10. User menu

Swipe up on the user screen / additional screen to go to the user menu. Since the access to the user menu is code-protected, the keypad will open first. Enter the code. The menu will open immediately if you have already logged in on the user screen.

10.1 User menu home screen

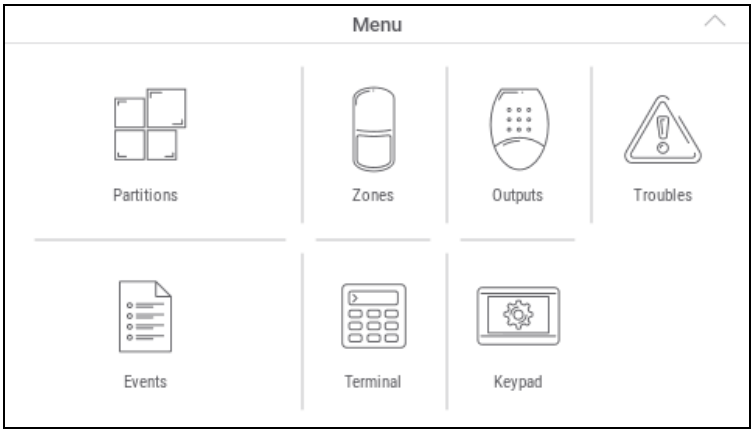


Fig. 5. User menu home screen.

The following functions are available on the user menu home screen.

	tap to go to the “Partitions” screen (p. 14).
	tap to go to the “Zones” screen (p. 16).
	tap to go to the “Outputs” screen (p. 17).
	tap to go to the “Troubles” screen (p. 18).
	tap to go to the “Events” screen (p. 19).

	tap to open the terminal and access other user functions and service functions (p. 19).
	tap to go to the “Keypad” screen (p. 24).

If the icon is greyed out, the function is unavailable.

The ^ icon displayed in the top right corner of the screen allows you to exit the user menu (same as the swipe down gesture).

10.2 QWERTY keyboard

The QWERTY keyboard is used to enter text. It is displayed when you search for items on certain screens.

The text entered is displayed in the field above the keys.

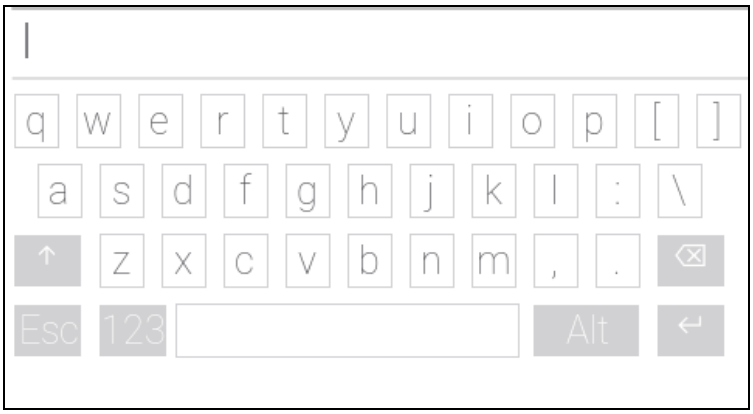


Fig. 6. QWERTY keyboard: letter keys mode.

In addition to the typing keys, the following special keys are available.

↑	tap to switch the keyboard to the uppercase mode.
˅	tap to switch the keyboard to the lowercase mode.
Esc	tap to exit the QWERTY keyboard.
123	tap to switch the keyboard to the number keys mode.
ABC	tap to switch the keyboard to the letter keys mode.
⌫	tap to delete the character before the cursor.
Alt	tap to enable / disable the diacritical marks mode.
↵	tap to confirm the text entered.

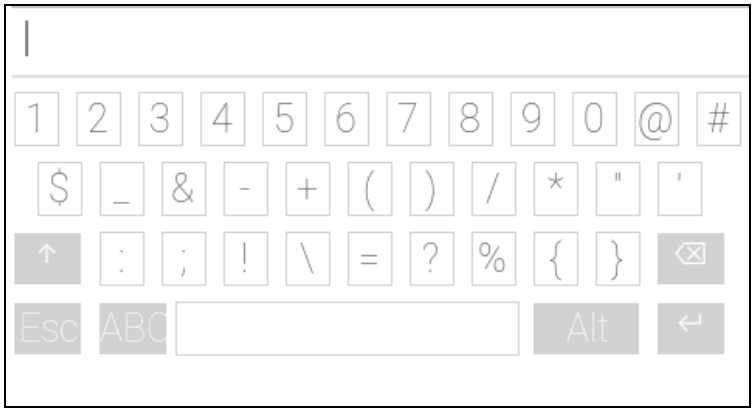


Fig. 7. QWERTY keyboard: number keys mode.

10.3 “Partitions” screen

On this screen you can see the list of the partitions that you can operate by means of the keypad. The partitions are represented by icons that indicate the partition state. The icons are the same as the ones used by the “Partition state” widget (p. 9). The partition name may be displayed beside the icon.

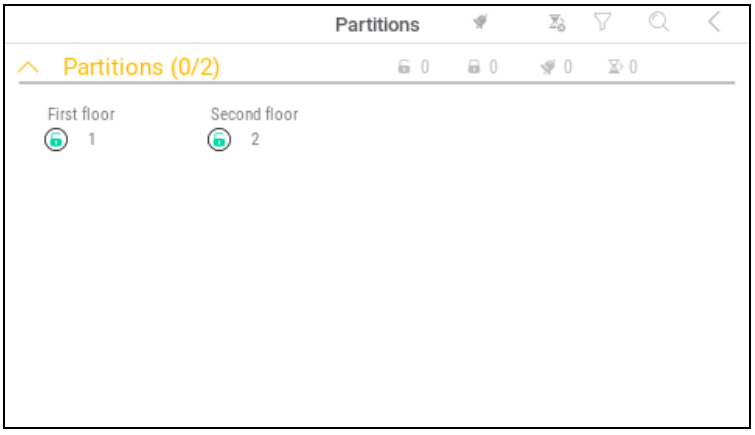


Fig. 8. “Partitions” screen (example).

The icons in the top right corner allow you to:

	tap to clear alarm.
	tap to terminate the exit delay.
	tap to filter the partition list (see “Filtering the partition list” p. 15).
	tap to search for partition/partitions (see “Searching for partitions” p. 15).
	tap to go back to the user menu home screen.

The numbers displayed next to the following icons indicate:

	number of disarmed partitions where zones are violated.
	number of armed partitions.
	number of partitions where alarm condition occurs.

number of partitions where exit delay is running.

If you tap the screen close to the bottom edge and swipe up, the buttons with the icons will appear at the bottom of the screen:

tap to increase the size of the icons/names on the list.

tap to decrease the size of the icons/names on the list.

tap to hide the partition names on the list.

tap to display the partition names on the list.

tap to hide the buttons.

10.3.1 Arming

1. Tap the partition you want to arm. The button with the icon will appear at the bottom of the screen.
2. If you want to arm both partition, tap the second partition.
3. Tap the button with the icon. The buttons with available arming modes will appear.
4. Tap the button with the arming mode you want to activate.
5. Tap the button with the icon. The arming procedure will start.

10.3.2 Disarming

1. Tap the partition you want to disarm. The button with the icon will appear at the bottom of the screen.
2. If you want to disarm both partition, tap the second partition.
3. Tap the button with the icon.

If there was an alarm condition in the partition, disarming will clear the alarm.

10.3.3 Filtering the partition list

1. Tap the icon. The buttons with filtering criteria will appear.
2. Tap the buttons with the filtering criteria that you want to use. You can tap any number of buttons.
3. Tap the button with the icon. The partitions that meet the selected criteria will be displayed.

10.3.4 Searching for partitions

1. Tap the icon. The QWERTY keyboard will appear.
2. Enter a string of characters that is to be included in the partition / partitions name.
3. Tap the button with the icon. Partitions whose name includes the entered string of characters will be displayed.

10.4 “Zones” screen

On this screen you can see the list of zones belonging to the partitions. The zones are represented by icons that indicate the zone state. The icons are the same as the ones used by the “Zone state” widget in the indicator mode (p. 9). The zone name may be displayed beside the icon.

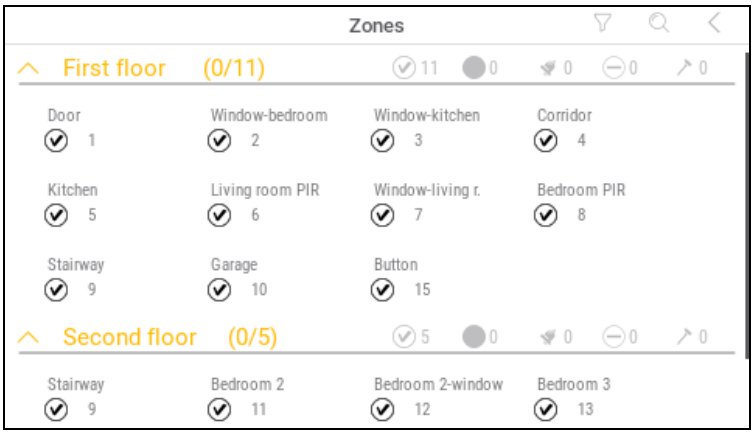


Fig. 9. “Zones” screen (example).

The icons in the top right corner allow you to:

	tap to filter the zone list (see “Filtering the zone list” p. 17).
	tap to search for zone/zones (see “Searching for zones” p. 17).
	tap to go back to the user menu home screen.

The icon displayed in front of the partition name allows you to:

	tap to hide the list of zones that belong to the partition.
	tap to show the list of zones that belong to the partition.

Information about how many zones are selected is shown in brackets next to the partition name ([number of selected zones]/[number of zones]).

The numbers displayed next to the following icons indicate:

	number of zones in normal state.
	number of violated zones.
	number of zones that triggered alarm.
	number of bypassed zones.
	number of tampered zones.

If you tap the screen close to the bottom edge and swipe up, the buttons with the icons will appear at the bottom of the screen:

	tap to increase the size of the icons/names on the list.
	tap to decrease the size of the icons/names on the list.

tap to hide the zone names on the list.

tap to display the zone names on the list.

tap to hide the buttons.

10.4.1 Zone inhibiting

The inhibited zone will remain bypassed until disarming the partition it belongs to, or until unbypassing the zone by the user.

1. Tap the zone you want to inhibit. The button with the icon will appear at the bottom of the screen.
2. If you want to inhibit several zones, tap each zone one by one.
3. Tap the button with the icon.

10.4.2 Zone isolating

The isolated zone will remain bypassed until unbypassed by the user.

1. Tap the zone you want to isolate. The button with the icon will appear at the bottom of the screen.
2. If you want to isolate several zones, tap each zone one by one.
3. Tap the button with the icon.

10.4.3 Zone unbypassing

1. Tap the zone you want to unbypass. The button with the icon will appear at the bottom of the screen.
2. If you want unbypass several zones, tap each zone one by one.
3. Tap the button with the icon.

10.4.4 Filtering the zone list

1. Tap the icon. The buttons with filtering criteria will appear.
2. Tap the buttons with the filtering criteria that you want to use. You can tap any number of buttons.
3. Tap the button with the icon. The zones that meet the selected criteria will be displayed.

10.4.5 Searching for zones

1. Tap the icon. The QWERTY keyboard will appear.
2. Enter a string of characters that is to be included in the zone / zones name.
3. Tap the button with the icon. Zones whose name includes the entered string of characters will be displayed.

10.5 “Outputs” screen

On this screen you can see the list of outputs in the system. The outputs are represented by icons that indicate the output state. The icons are the same as the ones used by the “Output state” widget in the indicator mode (p. 10). The output name may be displayed beside the icon.

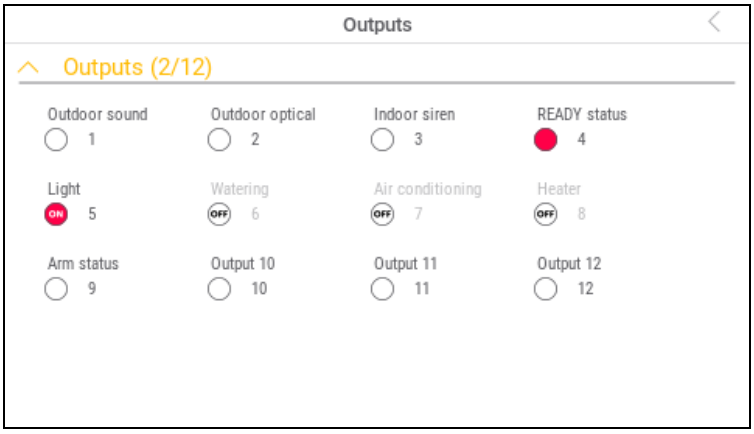


Fig. 10. “Outputs” screen (example).

The < icon is displayed in the top right corner of the screen. Tap it to go back to the user menu home screen.

The icon displayed above the list of outputs allows you to:

^	tap to hide the list of outputs.
v	tap to show the list of outputs.

Information about how many outputs are activated is shown in brackets above the list of outputs ([number of activated outputs]/[number of outputs]).

If you tap the screen close to the bottom edge and swipe up, the buttons with the icons will appear at the bottom of the screen:

⊕	tap to increase the size of the icons/names on the list.
⊖	tap to decrease the size of the icons/names on the list.
⋮⋮⋮	tap to hide the output names on the list.
≡	tap to display the output names on the list.
v	tap to hide the buttons.

10.5.1 Output control

Tap the controllable output to change its state. You can recognize these outputs by the icon (see description of the “Output state” widget p. 10).

10.6 “Troubles” screen

On this screen you can see the list of troubles. The installer defines whether only the current troubles are to be presented, or also those which have already ended (trouble memory).

Each trouble poses a danger to proper functioning of the alarm system and should be repaired as soon as possible. If necessary, consult the installer.

The icons in the top right corner allow you to:

🗑	tap to clear the trouble memory.
<	tap to go back to the user menu home screen.

10.7 “Events” screen

On this screen you can see the list of events. Events are displayed in order from the most recent to the oldest.

The icons in the top right corner allow you to:

GRADE	tap to display events required by the EN 50131 standard for Grade 2.
	tap to display the event descriptions in colors (different colors for different event types).
	tap to go back to the user menu home screen.

10.8 Terminal

The terminal allows you to enter data and configure the settings in the same way as from the LCD keypad with text menu.

To close the terminal, tap ⊗ to the right of the terminal (this icon is available, if no function is displayed by the terminal).

Fig. 11. Terminal.

10.8.1 Keys

Functions of keys	
1 ... 0	enter digits (code, partition number, etc.)
8 TUV	turn on/off the keypad CHIME (tap and hold for 3 seconds)
0	trigger the medical (auxiliary) alarm (tap and hold for 3 seconds)
*	enter the user menu (enter the code and tap *) – see “User menu” trigger the fire alarm (tap and hold for 3 seconds)

Functions of keys	
#	arm the system in the full mode if the system is disarmed and there is no alarm condition (enter the code and tap #) disarm the system and clear the alarm if the system is armed and/or there is an alarm condition (enter the code and tap #) trigger the panic alarm (tap and hold for 3 seconds)
	arm the system in the full mode – see “Arming”
	arm the system in the night mode – see “Arming”
	arm the system in the day mode – see “Arming”
	disarm the system and clear the alarm – see “Disarming and alarm clearing” quick check the partition state (tap and hold for 3 seconds)

Availability of the functions depends on the keypad settings.
The functions of keys in the user menu are described in the “User menu” section (p. 22).

10.8.2 Using the terminal

Arming

Arming without partition selection

Enter the code, and then tap:

- to arm in the full mode,
- to arm in the day mode,
- to arm in the night mode.

In the partitions you have access to, the arming procedure will begin.

Arming the selected partition

1. Select the partition which is to be armed (tap one of the keys: 1 - partition 1; 2 ABC - partition 2).
2. Select the arming mode (tap one of the keys: - full arming; - day arming; - night arming).
3. Enter the code.

4. Tap # or tap again the key corresponding to the selected arming mode.
5. In the selected partition, the arming procedure will begin.

When the quick arming is available, the steps 3 and 4 are skipped.

Quick arming

The installer may permit arming without entering the code.

1. Select the partition/partitions to be armed (tap one of the keys: 1 - partition 1; 2 ABC - partition 2; 3 DEF or 0 - both partitions).
2. Select the arming mode (tap one of the keys: - full arming; - day arming; - night arming).
3. In the partition/partitions, the arming procedure will begin.

Arming without delay

If there is nobody in the partition or nobody is leaving the partition which is to be set to the day / night armed mode, you can arm the partition without exit delay. When arming the system, hold for 3 seconds one of the keys used to select the arming mode: , or (when arming with code, do it after you enter the code). The system will be armed immediately, without exit delay.

Disarming and alarm clearing

If the partition is armed and an alarm is triggered in it, disarming will be accompanied by the alarm clearing.

Disarming and alarm clearing without partition selection

Enter the code and then tap . Disarming / alarm clearing will take place in the partitions to which you have access.

Alarm clearing without disarming

If the partition is armed and you want to clear the alarm without disarming the partition, enter the code and then tap , or (there is no difference what key you tap). In the partitions you have access to, the alarm will be cleared.

You cannot clear the warning alarm without disarming the system first.

Disarming and alarm clearing in selected partition

1. Select the partition which is to be disarmed and/or where alarm is to be cleared (tap one of the keys: 1 - partition 1; 2 ABC - partition 2).
2. Tap .

3. Enter the code.
4. Tap or .
5. Selected partition will be disarmed / alarm will be cleared.

User menu

Enter the code and tap to get access to the user menu. The functions you can run will be displayed. The list of available functions depends on your rights, as well as on the state and configuration of the system.

In order to quit the function and/or user menu, tap . The keypad will quit the menu automatically, if 2 minutes have elapsed since the last keypress.

Functions of keys in the user menu	
	enter digits, letters and other characters enable / disable an option check / uncheck an item
	start a function save changes and quit the function
	exit the user menu quit the function (usually without saving changes)
	scroll up the list move the cursor left clear the character to the left of the cursor (edit numbers and names)
	exit the submenu move the cursor left
	enter the submenu start a function move the cursor right
	scroll down the list change the letter case (edit names)

Navigating through the menu and running functions

Using the arrow keys

1. Using the and keys, find the required submenu or function. The currently selected submenu or function is indicated by the cursor on the left.
2. Tap or to open a submenu or run a function (use the key to go back to the previous menu/submenu).

Using the number shortcuts

All submenus and functions are numbered. In order to enter a submenu, just tap the key with number corresponding to the submenu number. In order to start a function, tap the key with number corresponding to the function number, and then # . You can quickly start the selected function by entering at once a sequence of some digits (corresponding to the consecutive submenu numbers and the function number) and tapping # .

For example, to start the zone inhibiting function, enter the user menu and then tap 4 GHI 1 # .

Remember that the sequence of digits which starts a function e.g. from the main menu level will not start the same function from the submenu level.

User functions

The user functions are described in the control panel user manual.

Data editing by using the terminal

The editing method depends on the type of data. Having completed the editing, tap # to save the changes. If you want to exit the function without saving the changes, tap * .

Selection from the single-choice list

In the lower line of the display, the currently selected item is presented. You can scroll the list using the × | ∨ and 🔧 | ∧ keys.

Selection from the multiple-choice list

In the lower line of the display, one of the items you can choose from is presented. You can scroll the list using the × | ∨ and 🔧 | ∧ keys. The following character is displayed in the upper line:

Y – displayed item is selected / option is enabled,

· – displayed item is not selected / option is disabled.

Tap any number key to change the currently shown character for another one.

Entering decimal and hexadecimal values

To enter digits, use the number keys. To enter characters from A to F, use the 2 ABC and 3 DEF keys (keep tapping the key until the required character appears).

Entering names

Keep tapping the key until the required character appears. Long tap the key to display the digit assigned to it.

Shown on the left side in the upper line of the display is information about the letter case: [Abc], [ABC] or [abc] (it is shown for a few seconds when you tap any key). Tap to change the letter case.

The key moves the cursor to the right, and the key – to the left. The key deletes the character on the left side of the cursor.

10.9 “Keypad” screen

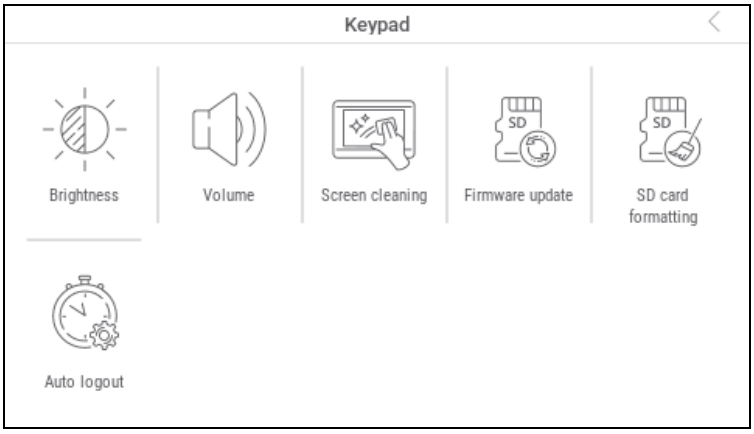


Fig. 12. “Keypad” screen.

The functions available on the “Keypad” screen are described below.

	tap to set the screen brightness (see “Setting the screen brightness” p. 24).
	tap to set the keypad volume (see “Setting the keypad volume” p. 25).
	tap to lock the touch screen for 30 seconds. It will allow you to clean the screen.
	tap to update the keypad firmware (see the keypad installer manual).
	tap to format the memory card.
	tap to set the auto logout time (see: “Setting the auto logout time” p. 25).

Tap in the top right corner of the screen to return to the previous screen.

10.9.1 Setting the screen brightness

Tap the “Brightness” function. The sliders and the buttons will appear at the bottom of the screen. The sliders are marked with the icons described in the table below.

	screen brightness in the daytime when the keypad screen is woken up.

	screen brightness in the daytime when the keypad is not used.
	beginning of the daytime.
	screen timeout in the daytime (if you set 0, the screen will not be turned off).
	screen brightness in the nighttime when the keypad screen is woken up.
	screen brightness in the nighttime when the keypad is not used.
	beginning of the nighttime.
	screen timeout in the nighttime (if you set 0, the screen will not be turned off).

Tap the button with the icon to confirm changes. Tap the button with the icon to cancel changes.

10.9.2 Setting the keypad volume

Tap the “Loudness” function. The sliders and the buttons will appear at the bottom of the screen. The sliders are marked with the icons described in the table below.

	volume of the sounds generated when using the keypad (tapping the screen).
	volume of the CHIME sounds (signaling of zone violation).
	volume of the entry delay sounds.
	volume of the exit delay sounds.
	volume of the fire alarm sounds.
	volume of the alarm sounds.

Tap the button with the icon to confirm changes. Tap the button with the icon to cancel changes.

10.9.3 Setting the auto logout time

Tap the „Auto logout” function. The buttons and the slider will appear at the bottom of the screen. Use them to set the time of inactivity after which the user will be automatically logged out. Tap the button with the icon to confirm changes. Tap the button with the icon to cancel changes.

The auto logout time is also used to set the time of inactivity after which the screensaver will be displayed (if it is enabled).

When the service menu (terminal) is displayed, the auto logout and screensaver functions are disabled.

11. Manual update history

Manual version	Introduced changes
01/23	• Section “Screensaver” has been updated (p. 5). • Section “Slideshow” has been updated (p. 6). • Note about the user screen being displayed when the screensaver is disabled has been added (p. 6). • Description of the “Button” widget has been added (p. 11). • Description of the “Analog value” widget has been added (p. 11). • Information on how to set the auto logout time has been added (p. 24 and 25). • Section “Setting the screen brightness” has been updated (p. 24).
03/23	• Note about hiding the trouble information has been added (p. 3). • Description of the “Button” widget has been modified (p.11). • Description of the terminal keys has been modified (p. 19). • Description of the terminal keys in the user menu has been added (p. 22).