

Using your Merlin Keypad

EE-MKP

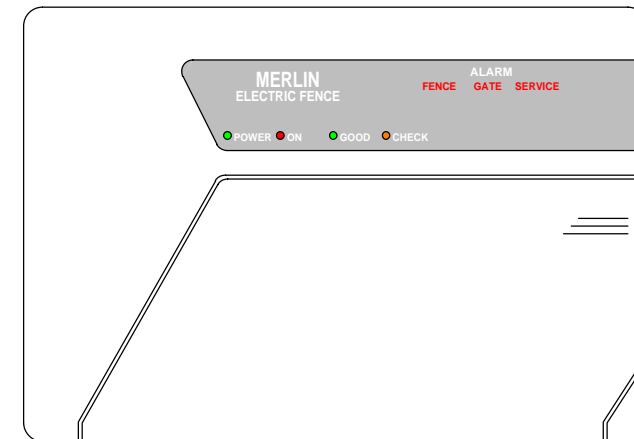


What the lights mean.

	Power Light	On Light	Gate Light	Service Light	Good Light	Check Light	Fence Light	Remarks
Fence Good	ON	ON	OFF	OFF	SLOW FLASH	OFF	OFF	Fence on, working properly
Fence Off	ON	OFF	OFF	OFF	OFF	OFF	OFF	Fence off, working properly
Mains Failure	OFF							System on battery power
Battery Low	SLOW FLASH							Check mains supply
Battery Flat	SLOW FLASH	SLOW FLASH		FAST FLASH				Check mains, call for service
Fence Check					SLOW FLASH	SLOW FLASH	OFF	Check fence for vegetation
Fence Check					OFF	SLOW FLASH	OFF	Check fence for vegetation
Fence Alarm					OFF	OFF	FAST FLASH	Problem on fence
Fence LV mode		SLOW FLASH						Fence in low voltage mode
Fence Bypass							SLOW FLASH	Fence alarm switched off
Gate Open			FAST FLASH					Gate is open
Gate Bypass			SLOW FLASH					Gate alarm switched off
Instant Gate			PULSE (5 Sec)					Instant gate alarm
Service Alarm				FAST FLASH				Call for service
Service Bypass				SLOW FLASH				Service alarm switched off
Alarm Memory			(ON)	(ON)			(ON)	Old alarm condition

MERLIN M-SERIES ELECTRIC FENCE KEYPAD

USERS MANUAL



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MANUFACTURED IN SOUTH AFRICA



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Switch the fence On / Off □ □ □ □

To switch the fence On or Off enter your four digit PIN followed by the # key. The keypad will beep twice to confirm that the fence is off and three times when the fence is turned on.

- If the red ON light is on or flashing then the fence is energized.
- Don't pause for more than 5 seconds while entering the digits or the control panel will reject your PIN number.
- If you make a mistake while entering your PIN, press the # key and start again.
- An incorrect PIN will cause the keypad to beep 5 times.
- The default master PIN is 1 2 3 4

After an alarm occurs □ □ □ □

Enter your PIN and push the # key. This will silence the buzzer and siren. It will not switch the fence off. One of the ALARM lights will flash or stay on to indicate the type of alarm. Investigate the cause of the alarm and correct it. After the ALARM light stops flashing enter your PIN and push the # key to clear the alarm memory.

Change the voltage on the fence □ □ □ □ * 3

Enter your PIN and push the * key, enter the digit "3", then push the # key. The keypad will beep three times to confirm the fence is in low voltage mode. When the fence is on and in low voltage mode then the red ON light will flash. The red ON light will stay on if the fence is in high voltage mode.

Bypass the fence alarm □ □ □ □ * 1

Enter your PIN and push the * key, enter the digit "1", then push the # key. The keypad will beep 3 times and the FENCE ALARM light will start flashing slowly to confirm the fence alarm is bypassed. To cancel the bypass, repeat the same sequence of keys.

Bypass the siren and strobe light (Silent alarm) □ □ □ □ * 4

Enter your PIN and push the * key, enter the digit "4", then push the # key. The keypad will beep 3 times to confirm the siren and strobe light is bypassed. The beeper in the keypad and energiser unit will still be active.

Un-bypass the siren and strobe light □ □ □ □ * 7

Enter your PIN and push the * key, enter the digit "7", then push the # key. The keypad will beep twice to confirm the siren and strobe light is NOT bypassed.

Make the gate alarm immediate □ □ □ □ ☒ 7

Enter your PIN and push the ☒ key, enter the digit "7", then push the # key. The keypad will beep twice and the GATE ALARM light will start flashing very slowly (every 5 seconds) to confirm the gate alarm is immediate.

Using your Merlin Keypad

Make the gate alarm delayed □ □ □ □ ☒ 4

Enter your PIN and push the ☒ key, enter the digit "4", then push the # key. The keypad will beep twice to confirm the gate alarm is delayed. The default gate delay is 4 minutes.

Bypass the gate alarm □ □ □ □ ☒

Enter your PIN and push the ☒ key, then push the # key. The keypad will beep 3 times and the GATE ALARM light will start flashing slowly to confirm the gate alarm is bypassed. To cancel the bypass, repeat the same sequence of keys.

Turn the gate chime On / Off ☒

Push the ☒ key, then push the # key. The keypad will beep twice to confirm the gate chime is turned off and three times if it's turned on. If the chime is on then the keypad will beep twice if the gate closes and three times if it opens.

Bypass the service alarm □ □ □ □ * 9

Enter your PIN and push the * key, enter the digit "9", then push the # key. The keypad will beep 3 times and the SERVICE ALARM light will start flashing slowly to confirm the service alarm is bypassed. To cancel the bypass, repeat the same sequence of keys.

Standby battery test * 6

Push the * key, enter the digit "6", then push the # key. The keypad will beep twice and start testing the battery. The default battery test duration is 5 minutes.


Changing a user PIN


Master PIN	□ □ □ □ * 0 #
User (1-6)	□ #
New PIN	□ □ □ □ #
New PIN	□ □ □ □ #

Enter your master PIN, push the * key, enter the digit "0", then push the # key. Enter the user number (1-6), and push the # key. User number 1 is the master PIN. Enter that user's new PIN and push the # key. Enter the new PIN again and push the # key. If the new PIN is accepted, the keypad will beep twice. If you make a mistake while programming, or if the system rejects the new PIN, the keypad will beep five times. The default master user PIN is 1 2 3 4.

Key Definitions

□ □ □ □ Four digit Personal Identification Number (PIN)

☒ Gate function key. 

Panic Button.  Keep in for 3 seconds.