GRAPHIC MAPS CONFIGURATION

CREATING A NEW CONFIGURATION

1. Create the **MAP_TOUCH** folder on a SD card (max 32 GB).
2. Give to Graphic maps files meaningful names, as they will be used to identify Graphic Maps during configuration.
3. Copy Graphic Maps files in the **MAP_TOUCH** folder (32 images max, photos, floor plans, etc.).

Images must be in JPG or TIF format, 1 MB sized maximum.
To have better results, it's recommended to use 800x400 pixels images.
The name assigned to the graphic map file will be the one used by the keypad to identify the map itself.

4. Insert the SD card in the dedicated slot in the keypad.
5. Access the **Installer Menu** and select **Graphic Maps Configuration**.
6. Select **Create** to create a new configuration.

Images in the MAP_TOUCH folder will be copied in the keypad memory so that they can be used also without the SD card.

Available graphic maps will be shown on the upper part of the display.
Available **Zones**, **Outputs**, and **Actions** (Objects) will be shown on the lower part of the display.

7. Press ◀ or ▶ to select the Object you want to place and the Graphic Map upon which you want to place it.
8. Touch the position where you want to place the selected Object: to select a different position you only have to touch the desired position.

You can assign up to 16 Objects to each Graphic Map.

9. Repeat 7 and 8 steps to place another Object.

Select 🗑 to remove the Object from the map.

Select 📋 to show all Objects placed on maps (the ones with the "tick" symbol) and the ones still to be placed (the ones with the "X" symbol).

10. Select **Save and exit** to save configuration and exit.

The configuration is copied on the SD card too, so that you can import it in another keypad in the same system, as described in the "CONFIGURATION COPY" paragraph.

EDIT THE CURRENT CONFIGURATION
It's possible to edit the keypad current configuration as described below.

1. Insert a SD card in the devoted slot on the keypad.
2. Access the **Installer Menu** and select **Graphic Maps Configuration**.
3. Select **Modify**.
4. Edit the graphic map configuration.
5. Select **Save and exit** to save configuration and exit.

CONFIGURATION COPY

To copy the graphic maps configuration on another keypad in the same system, go as described below.

6. Insert the SD card used to create the configuration in the dedicated slot in the keypad.
7. Access the **Installer Menu** and select **Graphic Maps Configuration**.
8. Select **Import**.
9. Edit the graphic maps configuration if needed.
10. Select **Save and exit** to save configuration and exit.

GRAPHIC MAPS USAGE

*Graphic Maps are NOT visible in standby on Grade 3 panels and on keypads of Grade 2 panels with **EN50131** option enabled.*

*In Grade 2 panels, in standby, ONLY zones with the **Active On Keypads** option enabled are visible.*

To show Graphic Maps, go to the Home page and select this icon 🏠.

ONLY user's Objects will be shown, that is Objects belonging to user's Partitions.

Zones

Graphic Maps will show the following information for **Zones**:

- ⓧ Zone in Test;
- 🔄 Bypassed Zone;
- ⚠ Inactive Zone;
- 🔔 Zone Alarm or Alarm Memory;
- ⚠ Tamper of Fault on Zone or Tamper Memory or Fault Memory;
- 🔲 Active Zone;
- ✅ Zone in Standby.

By selecting a zone on the map, in the lower part of the display the following information will be shown:

- the zone label;
- the zone status.

If a zone is included, you can select 🔄 to bypass the zone.

If a zone is bypassed, you can select 🔄 to include the zone.

Reserved Outputs

Graphic Maps will show the following information for **Reserved Outputs**:

- Deactivated output;
- Active output.

By selecting an Output on the map, in the lower part of the display the following information will be shown:

- the Output label;
- the Output status.

Select **ON** to activate Output.

Select **OFF** to deactivate Output.

Actions

Graphic Maps will show the following information for **Actions**:

- OFF Action;
- ON Action.

By selecting an Action on the map, in the lower part of the display the following information will be shown:

- The Action label.

Select **ON** to activate Action.

Select **OFF** to deactivate Action.

The OFF button is not available if ONLY Monostable Outputs are associated to the actions as this type of output is deactivated by itself after the programmed time has elapsed.
If Monostable and Bistable outputs are associated to the action, the OFF button deactivates the Bistable outputs ONLY while the Monostable outputs are deactivated after the programmed time has elapsed.

VIEWING SIGNALS

In **Viewing Signals** mode it is possible to point out on Graphic Maps any Alarm, Tamper, Fault or Bypassed Zones, as described below:

1. Select the status you want to display (**Alarms**, **Tampers**, **Faults**, **Bypasses**).
2. Select icon .

If more than one zone are in Alarm status (or Tamper, Fault, Bypass) the zone with the lowest zone number will be pointed out.

SCENARIOS

By selecting icon in **Scenarios** mode, the Output or the Action with the lowest identification number will be pointed out.

ALARM STATUS

By selecting icon during an **Alarm Status**, the Zone in alarm will be pointed out.

If more than one zone are in Alarm status, the zone with the lowest zone number will be pointed out.

BLOCKING CONDITIONS

If there are zones preventing arming, it's possible to show their position on graphic maps by selecting icon ▣.

PICTURE FRAME

You can use Graphic Maps for the Picture Frame.

In order to achieve this, enable option **Menu** > **Settings** > **Keypad** > **Picture Frame** > **Graphic Maps Mode** and choose the transition **Speed** in the **Slide Show** tab.

*The **Graphic Maps Mode** option is NOT available for Grade 3 panels and for keypads of Grade 2 panels with **EN50131** option enabled.*

AUTOMATIC EVENTS DISPLAY

When you are browsing the Graphic Maps from the Standby Status, the keypad will automatically point out zones changing status to active, alarm, tamper or fault.

When a user is accessing the Home Page and is browsing the Graphic Maps, the keypad will automatically point out zones changing status to alarm, tamper, or fault.