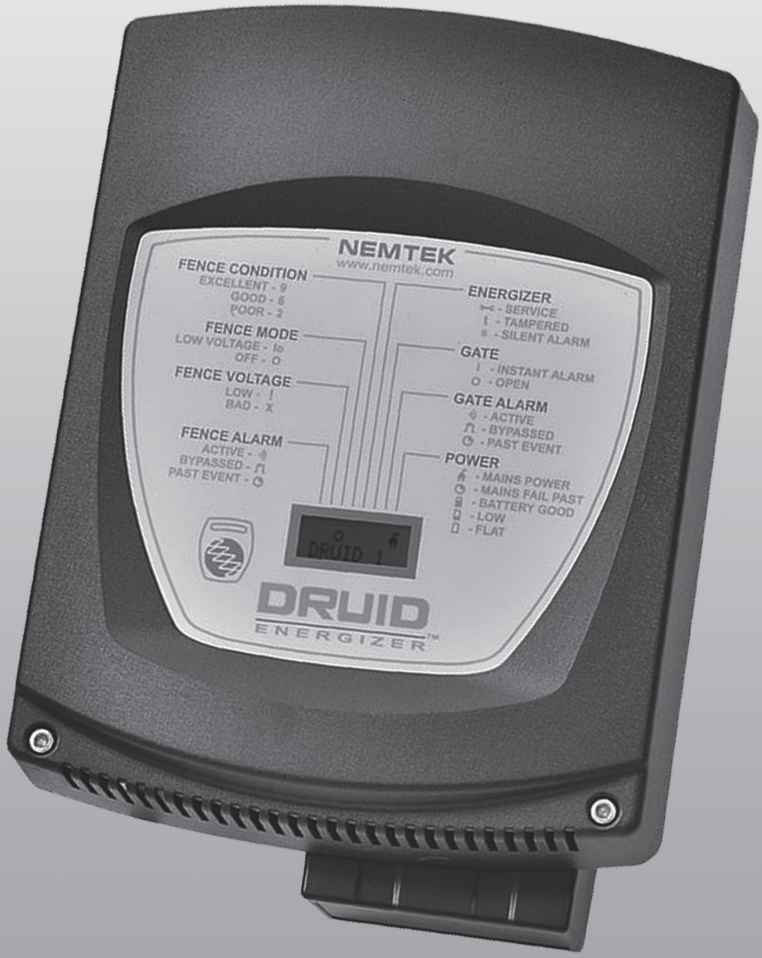
NEMTEK
Electric Fencing Products

DRUID 13 & 15 LCD
Electric Fence Energizers

User Manual



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Introduction

The Druid 13 LCD and Druid 15 LCD are battery (12V 7AH nominal) operated energizers suitable for connection to mains (220-240Vac, 50-60Hz).

The battery to be used is a rechargeable lead-acid battery. A non-rechargeable battery must not be used. Lead-acid batteries require venting and it is imperative that the energizer be situated in a well-ventilated area.

A new fully charged battery will typically provide in excess of 24 hours backup. Backup time will vary with fence condition though.

Electric fencing can be lethal. Please avoid entanglement\entrapment hazards and warn the user to avoid head contact with the fence.

Disclaimer

NEMTEK Holdings (Pty) Ltd or any of its subsidiary companies does not guarantee that the operation of the product will be uninterrupted or totally error free.

Energizer specifications may be altered without prior notification.

The installer must take into consideration the applicable municipal laws concerning the installation of electric fences. General guidelines are available, or refer to the website: http://www.nemtek.com. International standards can be viewed at http://www.iec.ch and South African standards on http://www.sabs.co.za

Company Profile

The NEMTEK Group of Companies manufacture and distribute intelligent electronic agricultural fencing systems, security and perimeter control systems and have been involved in the security industry since 1990.

We have our own research and development team, designing and manufacturing a full range of globally competitive electric fence energizers and related products.

NEMTEK is continually updating its products according to South African and international standards in order to ensure the highest quality products and continuous customer satisfaction.

Electric fencing can be lethal. Avoid head contact with the fence. When installing please take careful note of the options available for current limiting resistors, the programmable output energy levels as well as the low-voltage operation of the energizer.

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Foreword

Druid 13 LCD and Druid 15 LCD energizers should ideally be operated by means of a remote keypad to obtain access to the many energizer features and receive the greatest protection. They can however be operated by means of a Nemtek tab or remote switch.

The energizer display will light with a blue (OFF), green (all is OK), yellow (alarm in history or other medium priority event) or red (active alarm condition exists) background to announce the energizer's state at a glance and from a distance.

The gate input is functional even when the energizer is not energizing the fence. Use the Gate Alarm Bypass function if this input is to be ignored.

Druid 13 LCD and Druid 15 LCD energizers include many user and installer settings. These will be retained in the event of total power loss. i.e. The battery is exhausted during a prolonged mains failure.

A new battery with a full charge will typically provide in excess of 24 hours backup. This time will vary with fence condition though.

Druid 13 LCD and Druid 15 LCD energizers incorporate an advanced and patented fence voltage regulation, arc detection and avoidance system. What this means is that the fence energy is maintained at a higher level than would normally be achievable using a conventional energizer on the same fence, when factors such as poor or damaged insulators, wet insulators after a rain storm, or salt build up on insulators (at the coast) prevent the fence from supporting a high voltage. A conventional energizer will push all available energy through any arcing that may occur across the insulator, thus reducing the fences effectiveness. The Druid LCD energizer however will detect the arcing and then attempt to operate the fence at a voltage just below that at which arcing occurs, thus maintaining higher energy levels on the fence and improving the effectiveness of the fence. Nemtek is the inventor and patent holder of this innovative technology.

Symbol interpretation

	Fence or Gate alarm condition present
	Fence or Gate alarm history (occurred in the past)
	Fence or Gate alarm bypassed
o	Gate is open
i	Gate alarm immediate (alarm will sound the moment the gate is opened)
	Mains power present
	Mains fail history (occurred in the past)
	Mains power fail with internal battery condition **GOOD**, **LOW** or **FLAT**
	Energizer requires servicing (if displayed for an extended period)
t	Energizer possibly tampered with (front cover is, or was opened)
s	Energizer set to silent alarm (no external siren or strobe will activate)
lo	Fence set to low power
!	Fence voltage is below **CHECK** threshold
x	Fence voltage is below **ALARM** threshold
0	Fence is off
9	Fence condition indication from **0** to **9** (higher values are better)

Fence condition and voltage notes

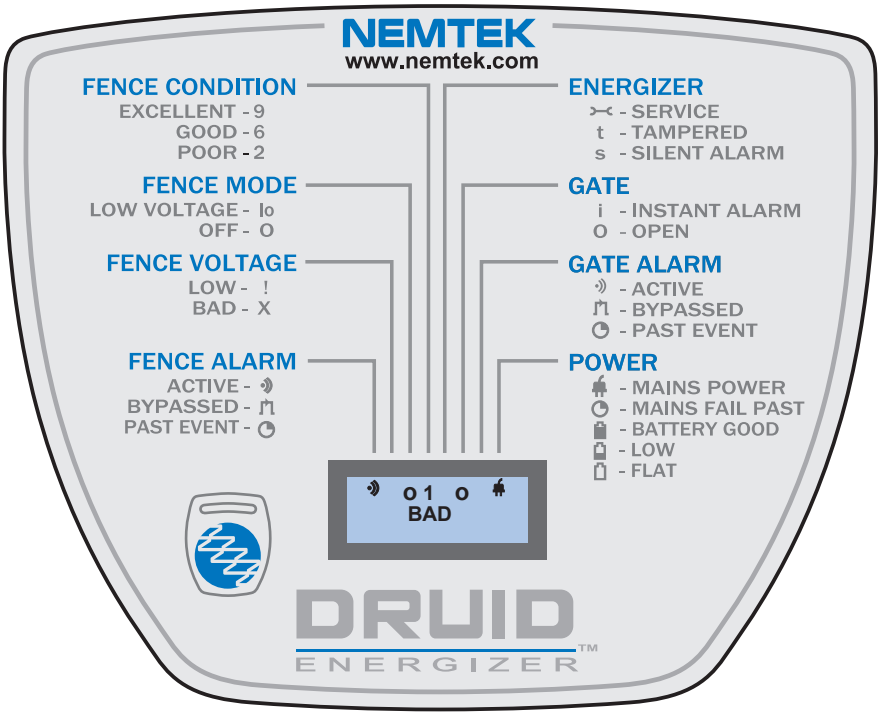
Fence voltage **CHECK** and **BAD** (alarm) thresholds are installer settable values.

The fence condition indication should be maintained at a high value for maximum fence effectiveness. This is achieved through regular maintenance of the fence, cutting back and removal of foliage from off the fence, removal of dead slugs, snails, spiders and other insects from off of insulators, and replacing any insulators that may have failed.

Symbol to descriptive label link

A symbol shown on the LCD, depending on its position, is linked through one of the eight linking lines above the LCD to one of eight descriptive labels. A brief interpretation of the symbol displayed on the LCD is to be found under the descriptive label it is linked to.

Example: An **O** symbol on the top line of the LCD, depending on its position will either indicate that the fence is off, or that the gate is open. If the **O** symbol is positioned on the left of the display under the second or fourth linking line, the symbol is linked to the **FENCE STATE** label and is interpreted to mean that the fence is off.
If however the **O** symbol is positioned on the right of the display under the sixth linking line, the symbol is linked to the **GATE** label and is interpreted to mean that the gate is open.



The interpretations of the symbols shown on the LCD depicted above are:

SYMBOL	linked to LABEL	Interpretation	Note
	FENCE ALARM	ACTIVE	Fence is in alarm
1	FENCE CONDITION	POOR	Fence condition is poor
	POWER	MAINS POWER	Mains power is present

Operation without a keypad

Activating and deactivating the energizer

Unless this feature has been disabled by the installer, the energizer can be activated or deactivated by presenting the Nemtek plastic tab over the corresponding logo on the fascia of the unit. Remove the tab when the energizer produces a short beep, after which the energizer will toggle its operating state. The energizer can also be configured to use a remote switch.

Acknowledging and silencing an alarm condition

Present the Nemtek plastic tab over the corresponding logo on the fascia of the unit. An initial short beep will be heard as the tab is detected, but keep holding the tab in place until a second longer beep is heard. The siren will be silenced if not yet timed out, the internal beeper will stop sounding and the strobe will be deactivated.

One of the **alarm**

alarm history

or **event** symbols will indicate the source of the alarm.

Clearing an alarm or event from memory

An **alarm** symbol indicates that the condition persists and will have to first be corrected.

An **alarm history** symbol indicates the fault no longer exists and simply turning the energizer off and on again, or presenting the tab until the long beep is heard, will clear the memory condition. Only if the alarm condition is resolved will the energizer operate without alarm activation.

Operation using a keypad

The energizer may be operated by up to two keypads. In this case the Nemtek tab becomes optional. (Installer programmable feature).

In order to provide different access levels to the energizer and its functions two different types of user are defined.

A **master user** has full control of the energizer and may bypass different alarm functions. Only the master user may change the **PIN** (Personal Identification Number) for all users. There is only one master user with a **default PIN 1234**. The master user is referred to as **user number 1** or **PIN 1**.

A **reset user** can acknowledge and silence alarm events and clear alarms and events from history, but cannot switch the energizer on or off or change any parameters or settings that require PIN access. There is only one reset user with a **default PIN 5555**. The reset user is referred to as **user number 2** or **PIN 2**.

Most energizer user functions are accessed using the master PIN followed by a * key, a two key sequence, and then completed with the **#** (enter) key. The two key sequence consists of a function key and then a **1** (yes) or **0** (no) key to indicate if the function is to be **enabled** (yes) or **disabled** (no).

The exception to the above is the **Panic Alarm** and **Display Info** functions.
Both of these functions do not need the master PIN and * key sequence in front of the 2 key sequence, however the codes will still work if the master PIN and * key sequence is inserted.

Additionally the Display Info function accepts more than just the **1** and **0** keys as will be detailed later in this manual.

Altering the brightness of the keypad symbols

The brightness of the keypad symbols can be increased or decreased by pressing and holding the **1** or **7** key respectively. The keypad will beep while the indicator brightness is changing. No PIN is required for this operation.

Using your keypad

All keypad codes must end with the **#** key to enter the code sequence.

If you pause for more than five seconds between key presses, the keypad will produce a fast beeping sequence and all earlier keys will be deleted.

A correctly entered sequence will be acknowledged with two beeps.

Activating and deactivating the energizer MASTER

The energizer can be activated or deactivated by entering the four digit master PIN (default master PIN is 1234).

If the fence is off, the **O** symbol under the **FENCE** label on the keypad will be lit and on the energizer display the **O** symbol linked to the **FENCE MODE** label will be shown.

If the fence is on, one of the **GOOD**, **CHECK** or **BAD** indicators on the left of the keypad will be lit and the energizer display will show **GOOD**, **CHECK** or **BAD**, depending on the fence condition and fence voltage.

Acknowledging and silencing an alarm condition RESET

Enter the reset PIN (**default reset PIN is 5555**). The siren will be silenced if not yet timed out, the internal beeper will stop sounding and the strobe will be deactivated. One of the **alarm**, **alarm history** or **event** symbols will indicate the source of the alarm. The above can also be achieved through entering the master PIN, however the energizer operating state will be toggled at the same time.

Clearing an alarm or event from memory RESET

An **alarm** symbol indicates that the condition persists and will have to first be corrected. An **alarm history** symbol indicates the fault no longer exists and simply entering the reset PIN will clear the memory condition. Only if the alarm condition is resolved will the energizer operate without further alarm activation.

The above can also be achieved through turning the energizer **Off** and **On** again using the master PIN.

Fence Alarm Bypass

MASTER * 2 1 # (alarm bypassed)

MASTER * 2 0 # (alarm not bypassed)

Use this feature to prevent the alarm from sounding when a fence fault occurs. Typically you would not want to bypass the fence alarm, however this feature is available should it be needed.

If the fence alarm is bypassed, the symbol under the **ALARM** label on the keypad will be lit and on the energizer display the symbol linked to the **FENCE ALARM** label will be shown.

Fence Low Power

MASTER * 3 1 # (low power)

MASTER * 3 0 # (high power)

Use this feature for example when children are playing in the vicinity of the fence. The fence operating voltage and power are reduced to a level that is far less painful than when the fence is touched at full power. The fence low power voltage is an installer programmable voltage.

If the fence is in low power, the **lo** symbol under the **FENCE** label on the keypad will be lit and on the energizer display the **lo** symbol linked to the **FENCE MODE** label will be shown.

When disabled, the energizer returns the fence to high power.

Silent Alarm

MASTER * 8 1 # (siren & strobe are bypassed)

MASTER * 8 0 # (siren & strobe are not bypassed)

Use this feature to prevent the siren from sounding and the strobe light from activating when an alarm event occurs. The internal beeper will however still sound. This feature is useful in periodic testing of the system.

If Silent Alarm is enabled, the **S** symbol under the **UNIT** label on the keypad will be lit and on the energizer display the **S** symbol linked to the **ENERGIZER** label will be shown. (No symbol exists on the DRUID 4-Zone keypad).

Gate Alarm Bypass

MASTER * 4 1 # (gate alarm bypassed)

MASTER * 4 0 # (gate alarm not bypassed)

Use this feature to prevent the alarm from sounding when the gate is open for longer than the gate delay time. The gate delay time is an installer programmable time.

If the gate alarm is bypassed, the symbol under the **GATE** label on the keypad will be lit and on the energizer display the symbol linked to the **GATE ALARM** label will be shown.

Gate Alarm Instant

MASTER * 7 1 # (gate alarm instant)

MASTER * 7 0 # (gate alarm delayed)

Use this feature to cause the alarm to sound the moment the gate is opened without waiting for the gate delay time to expire.

If the gate alarm is instant, the i symbol under the **GATE** label on the keypad will be lit and on the energizer display the i symbol linked to the **GATE** label will be shown. (No symbol exists on the DRUID 4-Zone keypad).

Gate Chime

MASTER * 5 1 # (gate chime enabled)

MASTER * 5 0 # (gate chime disabled)

Use this feature to sound an alert when the gate opens. When enabled the internal beeper will sound three beeps the moment the gate is opened. The gate alarm will continue to function as configured.

No symbol exists on the keypad or energizer to indicate that this function is active. Enable or disable this function as needed.

Using your keypad

Service Alarm Bypass

MASTER * * 1 # (bypassed)

MASTER * * 0 # (not bypassed)

Use this feature to prevent the alarm from sounding when a service condition exists. A service condition may occur for a short duration after a prolonged mains power failure. If however the service condition persists, it could be that the battery needs replacing or some other element of the energizer or fence installation needs servicing. Please call your installer. If your installer has programmed their contact number into the energizer, and enabled this feature, the number will be displayed during a service condition.

No symbol exists on the keypad or energizer to indicate that this function is active. Enable or disable this function as needed.

Panic Alarm

9 1 #

Use this feature to manually trigger an alarm in an emergency.
No PIN is required.

Changing a User PIN

MASTER * 0 ? # (start change user PIN)

NEW PIN # (enter new PIN)

NEW PIN # (confirm new PIN)

To change a user PIN requires three key code sequences in succession.

Depending on which PIN is being changed, either a **1** (master user) or a **2** (reset user) should be placed in the position indicated by the **?** above. Following the first start change user PIN sequence, a new four digit PIN should be entered followed by the **#** key. The same four digit PIN should be entered a second time, followed by the **#** key to confirm and complete the PIN change sequence. If successful, the new pin will be confirmed with two beeps.If the process fails, a single long beep will be heard, in which case the process should be started again from the beginning. If however you are aware that you made a mistake in entering the PIN the second time, simply re-enter the PIN correctly a third time and listen for confirmation or failure as described.

Using your keypad

Display Information

6 ? #

Replace the **?** above with the required digit for the information you want displayed as listed below.

Good, Check, Bad

6 0 #

This is the default display as shipped from the factory and shows the words **GOOD**, **CHECK** or **BAD** dependent upon the fence voltage and fence condition.

V-Peak Out, V-Peak Return

6 1 #

This display shows the energizer output (**o**) and return (**r**) terminal voltages in kilo volts (**kV**)

Stored Energy, Capacity Used

6 2 #

This display shows the stored energy in joules (**j**) and the energizer effort or capacity used as a percentage (**%**). The larger the fence installation or the greater the loading on the fence, the harder the energizer has to work to maintain the voltage on the fence. This is reflected as an increase in stored energy and energizer capacity used. The energizer cannot work harder than 100% effort.

Fence Voltage Loss

6 3 #

This display shows the voltage drop, or loss as a percentage (**%**), across the fence from beginning to end.

Battery Voltage

6 4 #

This display shows the internal battery voltage level in volts (**V**).

No PIN is required for the Display Information code as no operating parameters are altered.

OUT1 Relay Control

∗ 1 ? # (DRUID 18 and 114A only)

Replace the **?** above with a **1** to activate or a **0** to deactivate the **OUT1** relay manually. This relay can be used as a keypad controlled switch. See '**OUT1 RELAY FUNCTION**' in the '**DRUID LCD 1X Installer Manual**' for more detail on configuring the **OUT1** relay function.

IEC Safety Information

- There are no user serviceable parts inside the energizer.

- If the supply cord is damaged, it must be replaced by the manufacturer, its service agent, or similar qualified persons in order to avoid a hazard.

- This appliance is not intended for use by persons (including children) with reduced physical, sensory or mental capabilities, or lack of experience and knowledge, unless they have been given supervision or instruction concerning use of the appliance by a person responsible for their safety.

- Electric fencing can be lethal. Avoid head contact with the fence. Ask the installer to explain the options of current limiting resistors, the programmable output energy levels as well as the low-voltage operation of the energizer.

WARRANTY

Unless otherwise specified all Nemtek energizers have a 2 year warranty and all other fencing components have a 1 year warranty from date of sale against defects due to faulty workmanship or materials. Nemtek (Pty) Ltd will, at its discretion, either repair or replace a product that proves to be defective.

Nemtek (Pty) Ltd does not guarantee that the operation of the product will be uninterrupted and totally error free. Faulty products must be returned to one of the Nemtek Group outlets. The buyer shall pay all shipping and other charges for the return of the product to Nemtek (Pty) Ltd.

LIMITATION OF WARRANTY

The warranty does not apply to defects resulting from acts of God, modifications made by the buyer or any third party, misuse, neglect, abuse, accident or mishandling.

EXCLUSIVE REMEDIES

The remedies provided herein are Nemtek (Pty) Ltd's sole liability and the buyers sole and exclusive remedies for breach of warranty. Nemtek (Pty) Ltd shall not be liable for any special, incidental, consequential, direct or indirect damages, whether based on contract, tort, or any other legal theory. The foregoing warranty is in lieu of any and all other warranties, whether expressed, implied, or statutory, including but not limited to warranties of merchantability and suitability for a particular purpose.

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Manual design updated