SVT17656 Quick Reference Guide 2015/03/13 Device Sales & Marketing Department

1. Touch keys

The touch keys consist of 12 keys: *N* (Enter), ← (Back Space), and 0 to 9 number keys.

2. LCD panel

The LCD panel has the following display items: six digits of 7-segment numbers, a dot, a three-level battery remaining quantity indicator, an "L" for indicating lock state, six bars for indicating the remaining time of the displayed number to be valid for 1 minute in 10-second units as a security token, and two colons.

3. Switching operating mode

Note that a hand or a part of the body must be kept away from the board while the "INIT #" display is being counted down after power is turned on, as the program is correcting the touch key background level information.

Key	Function and operation
N	This key is used to cancel lock mode. When the system is in lock mode in which "L" is displayed on the LCD panel, touch the *N* key two seconds or more to display "KEY=." Then touch the 1, 2, 3, 4, 5, and *N* keys sequentially within 30 seconds. Lock mode is canceled and the "L" display on the LCD panel goes off. If a wrong keyword is entered or the valid keyword is not entered within 30 seconds, lock mode is not canceled. If two minutes has elapsed without touching any key, the system enters lock mode.
←	This key functions as a backspace key to cancel the last entered digit while a number is being entered. If this key is touched when the cursor is located at the left end, the command being currently executed is canceled.
0	This key initiates the help display to show the command of each key.
1	This key displays a number and remaining time indicator bars similar to a security token. The displayed number is updated on a random basis in 60-second cycles if another command is not executed. (Token mode [Note 1])
2	This key displays the current time obtained from the RTC. (Current time display mode [Note 1])
3	This key displays the date for about four seconds, then transits to the current time display mode of the 2 key.
4	This key initiates the operation that imitates a challenge response authentication. In this mode, entering a number and touching the *N* key displays a number valid for 60 seconds and transits to token mode of the Key 1 function after 60 seconds has elapsed. If this key entering operation cannot be completed within 30 seconds, the operation mode automatically transits to token mode.
5	This key intentionally causes the CPU to hang. The WDT issues a reset and the system is rebooted from the initialization. At this time the RTC retains the date and time. Note, however, that a delay of about 1.5 seconds occurs, as the OSC1A oscillator stops oscillating during rebooting.
6	This key enables/disables the key click sound to be output.
7	This key sets a date and time. For example, to set it to 2015/01/09 12:34:56, enter 150109123456. If the entering operation has started but cannot be completed within 60 seconds, the system returns to the operation mode immediately before this key was touched. If nothing is entered for 120 seconds, the LCD displays "SLEEP" and then the CPU enters HALT mode. In this case, the system must be restarted from the initialization by issuing a reset or taking the battery out once and then putting it back.
8	This key changes the seed of random numbers. Enter a number and then touch the *N* key. If the entering operation cannot be completed within 30 seconds, the system returns to the operation mode immediately before this key was touched.
9	This key is used to set the system into lock state manually.

Note 1) The system can return to one of the two operation modes previously entered when a command has not been completed within the time limit. Therefore, the display of one of these modes continues in lock state.