

ARM/DISARM:

Assure that the "Ready" light is on--Zone lights will indicate one or more areas which must be secured or Bypassed; then enter your 4-digit [Passcode]. ("Armed" light will come ON and the keypad will beep 6 times). An incorrect entry will cause the keypad to sound one long tone. (Press the [#] key, and enter the access code again).

The "By-pass" light will be ON if a zone is bypassed--Interior Home/Away zones (e.g. motion detectors) are automatically bypassed until an Entry/Exit door is opened.

At the end of the programmed exit time, all lights on the keypad will go out except the "Armed" light.

When premise is entered through an Entry/Exit door, the keypad will sound a continuous tone. Enter your 4-digit [Passcode] before the programmed entry time expires. The "Armed" light will go OFF and the sounder will stop.

If an Alarm occurred while the panel was armed, upon disarming, the "Memory" light and the violated Zone light(s) will flash. (Press [#] to stop the flashing). The "Memory" light will remain ON until the panel is next armed.

ARMING WITHOUT ENTRY DELAY: Enter [*][9][Passcode]--The "Armed" light will flash when system is armed in this mode.

ARMING FOR THE NIGHT: If desired, all Home/Away zones (e.g. motion detectors) may be reactivated after being automatically bypassed when arming by entering [*][1].

QUICK-ARM: If enabled by User Function Command #4, entering [*][0] instead of a user access code will arm the system.

BYPASSING: Enter [*][1]--the "By-pass" light will start flashing. Enter [Zone Number] (1-6)--The Zone light will come ON. Continue entering all Zone numbers to be bypassed. Press [#] to return to Ready.

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To recall bypassed zones: Enter [*][1][9].

All bypasses are automatically removed each time the panel is disarmed.

TROUBLE DISPLAY:

When a system Trouble condition exists, the "Trouble" light will come ON and the keypad will sound 2 short beeps every 10 seconds. (Press [#] to silence the sounder). The "Trouble" light will remain ON until the trouble condition is cleared.

To view the Trouble condition: Press [*][2]--Zone lights indicate the following conditions:

1 = Low Battery

2 = A/C Failure

3 = Fuse Failure

4 = Communication Failure

5 = Fire Circuit Trouble

6 = Loss of System Time Clock (When test transmission or Auto-Arm is programmed)--See User Function Commands ([1]) below.

Press [#] to return to Ready.

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ALARM MEMORY:

Press [*][3] to view alarm(s)--Pressing any key will step through the last three Alarms showing which Zone(s) caused them. Press [#] to return to Ready.
If an Alarm occurred while the panel was armed, upon disarming, the "Memory" light and the violated zone light(s) will flash. (Press [#] to stop the flashing). The "Memory" light will remain ON until the panel is next armed.

USER CODE PROGRAMMING:

Enter [*][5][Master Code]--The "Memory", "By-pass", and "Trouble" lights will flash and the Zone lights will indicate which of the 6 user codes has been programmed. (Zone 1 indicates the Master Code).
Press the [Number] (1-6) of the code to be programmed--the Zone (User Number) light will flash.
Enter the new [4-digit Passcode]--the zone light will come ON solid.
To erase a code: Enter [*][*][*][*] instead of a new 4-digit code. Caution: **Do NOT** erase the Master Code (User Number 1)--it can only be reprogrammed by the installer.

USER FUNCTION COMMANDS:

Enter [*][6][Master Code]--The "Memory", "By-pass", and "Trouble" lights will flash. Enter a number from the list below to access the desired function:
[1] = Set System Clock--Enter 4 digits of current time (24 Hr. style).
[2] = Set Auto-Arm Time--Enter time for daily arming (24 Hr. style). At the selected time each day, the bell will sound a short burst every 10 seconds for one minute along with a keypad sounder tone as it prepares to arm. (If any key is pressed during this one minute warning period, Auto-Arming will be aborted).
[4] = Quick-Arm--Toggles ON or OFF. When enabled, the panel can be armed by entering [*][0].
[5] = Auto-Arm--Toggles feature ON or OFF.
[6] = Door Chime--Toggles feature ON or OFF. When enabled, the keypad will beep 5 times when any unbypassed perimeter zone is opened or closed while the system is disarmed.
[8] = Bell Test--Sounds bell or siren and lights all keypad lights for 2 seconds.
[0] = Installer's Test--When enabled, each zone, when tripped, will sound the bell/siren for 2 seconds and the communicator will transmit all Alarm and Restoral reports to the Central Station. To exit Installer's Test mode: Arm then disarm the panel (Enter a valid [Passcode] twice).

PANIC KEYS:

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Hold down the [F] key for 1 second to initiate a pulsing alarm. A Fire Alarm will be transmitted to the Central Station.

Hold down the [P] key for 1 second to transmit a Police Panic Alarm to Central Station. (The system may be programmed to sound a steady bell/siren, or it may be silent).

The [E] key is normally only programmed to send an Emergency Alarm to the Central Station for a special circumstance (e.g. specific medical condition, etc.). On most systems this key will either not function or will operate the same as the Police Panic.

Please notify Central Station immediately upon any accidental Alarms. Call for service for Trouble conditions which do not automatically clear.