

## ARMING & DISARMING

### 1. How To Disarm

- Enter a valid user code or master code.
- The keypad will give a series of short beeps. The *Armed* light will go out.

### 2. How To Arm

- Close all protected doors and windows, and stop movement in the areas covered by motion detectors.
- The *Ready* light should come on.
- Press and hold down the [Away] function button for 2 seconds.
- The keypad will give a series of short beeps. The *Armed* light will come on.
- To ensure the panel is away armed, do not use a PIN code or [\*] [0] to arm the system.
- The exit delay will start – leave the protected area.

### 3. What To Do If Code Does Not Work

- If an invalid code is entered the keypad will give a single long beep.
- Press hash [#].
- Re-enter the code.

### 4. How To Night Arm (Stay Arm)

- Close all protected doors and windows, and stop movement in the areas covered by motion detectors.
  - The *Ready* light should come on.
  - There are three ways to stay arm the system:
    1. Enter a valid user code or master code. The keypad will give a series of short beeps, the *Armed* and *Bypass* lights will come on, and the exit delay will start counting down. Do not trip any delay zones.
    2. Hold down the [Stay Arm] button for 2 seconds. The exit delay will start counting down but there will not be any warning beeps. The system will stay arm whether or not a delay zone is tripped during the exit delay.
    3. Enter [\*] [9] before entering the user or master code. The exit delay will start counting down but there will not be any warning beeps. The system will stay arm whether or not a delay zone is tripped during the exit delay. This also removes any entry delay and the armed light will flash to indicate this.
  - The *Bypass* light will remain on at the end of the exit delay to show that all interior home-away zones have been bypassed.
- ### 5. How To Fully Arm
- If the alarm is in *Stay-Arm* mode press [\*] [1] to reactivate the interior home-away zones.
  - At the end of the exit delay the *Bypass* light will go out and the home-away zones will be reactivated.

## KEYPAD FUNCTIONS

### 6. How To View Memory

- If the *Memory* light is on (or flashing) there was an activation during the last armed period.
- Press [\*] [3] to view the zones that caused the alarm. The corresponding zone lights will flash.

### 7. How To Exit Memory

- If the *Memory* light is flashing press hash [#].
- The *Memory* light will remain on steady until the alarm has been armed and disarmed.

### 8. How To Bypass Zones

- Enter [\*] [1] [Master Code]– The master code may or may not be needed.
- The *Bypass* light will start flashing.
- Enter the number for the zone to be bypassed – the corresponding zone light will come on.
- Press hash [#] – the *Bypass* light will stay on.

### 9. How To Clear Bypasses

- Enter [\*] [1] [Master Code]– The master code may or may not be needed.
- The *Bypass* light will start flashing and zones that are currently bypassed will have their zone light on.
- Enter the zone number again so the zone is no longer bypassed. The corresponding light will go off.
- Press hash [#] – the *Bypass* light will go out if there are no longer any zones bypassed.

### 10. How To View Trouble

- If a trouble condition exists the *Trouble* light will be on steady, and the keypad will give two short beeps every 10 seconds.
- Enter [\*] [2] to view the trouble conditions – The *Trouble* light will start flashing.
- One or more zone lights will come on to indicate the problem

- 1 Service Required – Press [1] to see the problem on the zone lights:
  - Zone 1 Low Battery
  - Zone 2 Bell Circuit Trouble
  - Zone 3 General System Trouble (Printer etc.)
  - Zone 4 General System Tamper (Peripheral Tamper)
  - Zone 5 General System Supervisory (Keybus)
- 2 AC Failure
- 3 Communication Trouble – Press [3] to see the specific problem:
  - Zone 1 Telephone Line Trouble
  - Zone 2 Failure To Communicate
- 4 Zone Fault
- 5 Zone Tamper
- 6 Loss Of Time On System Clock

#### 11. How To Clear Trouble

- Clearing the trouble condition will depend on what the problem is.
  - 1 Service Required – If a low battery is the only problem, check the battery fuse. Also if the AC has been off recently, the battery may need to be recharged. For other circuit / system troubles check appropriate wiring etc.
  - 2 AC Failure – Check fuses etc. Reconnect AC
  - 3 Telephone Line Trouble / Failure To Communicate – Check phone line wiring.
  - 4 Zone Fault – Press [4] to see the zone(s) affected. Check zone wiring
  - 5 Zone Tamper – Press [5] to see the zone(s) affected. Restore the tamper.
  - 6 Loss of Time on system clock – Any attempt to set the system clock will clear this trouble.

#### 12. How To Exit From Trouble

- If the *Trouble* light is flashing press hash [#].
- The trouble light will now be off or on steady, depending whether any trouble conditions still exist.

#### 13. How To Recognise That Chime Function Is On

- The keypad will beep several times any time a chime zone is activated
- The chime will not sound when a zone is bypassed.
- The chime will not sound when the alarm is armed.

#### 14. How To Turn On Chime

- Press [\*] [4], or hold down the Chime function key for 2 seconds to toggle the door chime feature on / off.
- The keypad will give a series of short beeps.

#### 15. How To Turn Off Chime

- Press [\*] [4], or hold down the Chime function key for 2 seconds to toggle the door chime feature on / off.
- The keypad will give a single long beep.

#### 16. How To Send Keypad Panic Alarms

- Hold down both the [F]ire, both the [A]uxiliary, or both the [P]anic buttons for two seconds
- Some programming is needed for these to work (Sections 08, 31, 32, 34, 35, 40, 50, 60).

#### 17. How To Reset Smoke Detectors

- Enter either [\*] [7] [1] [Access Code] or [\*] [7] [2] [Access Code] depending on the programming.
- The access code may or may not be required

### USER CODES

#### 18. How To Add User Codes

- Press [\*] [5] [Master Code] - The *Program* light will flash.
- Enter an access code number (1 to 6) (1 is the Master Code and may not be changeable).
- Enter the new four digit code. Do not press [\*] or [#]
- Press [#] to exit.

#### 19. How To Delete User Codes

- Press [\*] [5] [Master Code] - The *Program* light will flash.
- Enter an access code number (1 to 6) (1 is the Master Code and should not be deleted).
- Enter [\*]
- Press [#] to exit.

## 20. How To Overwrite User Codes

- Press [\*] [5] [Master Code] - The *Program* light will flash.
- Enter an access code number (1 to 6) (1 is the Master Code and may not be changeable).
- Enter the new four digit code over the top of the old one. Do not press [\*] or [#]
- Press [#] to exit.