

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.
- Enter a valid user code or master code.
- The keypad will give a series of short beeps. The *Armed* light will come on.
- 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 (Home Arm)

- Close all protected doors and windows, and stop movement in the areas covered by motion detectors.
- The *Ready* light should come on.
- 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.
- The exit delay will start – do not trip any delay zones.
- Alternatively enter [*] [9] before entering the user or master code.
- 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 *Home-Arm* mode press [*] [1] to reactivate the interior home-away zones. If programmed to the interior home-away zones will arm after the exit delay.
- The *Bypass* light will go out.

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.
- Three levels of history are stored - pressing [9] will show the next level. The keypad will beep 1, 2, or 3 times to indicate which level of history is being viewed.

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 2 digit zone number(s) for the zone(s) 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 2 digit 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 Low Battery
 - 2 AC Failure
 - 3 Day Zone Trouble

- 4 Telephone Line Trouble
- 5 Failure To Communicate
- 6 Bell Circuit Trouble
- 7 Fire Alarm Circuit Trouble
- 8 Loss Of Time On System Clock

- Pressing [9] while in the trouble display mode will display the most recent trouble.

11. How To Clear Trouble

- Clearing the trouble condition will depend on what the problem is.
 - 1 Low Battery – The battery has low voltage, or the battery fuse has blown. If the AC has been off recently, the battery may need to be recharged.
 - 2 AC Failure – Check fuses etc. Reconnect AC
 - 3 Day Zone Trouble – Generated when a day zone is tripped while the alarm is disarmed.
 - 4 Telephone Line Trouble – Check phone line wiring.
 - 5 Failure To Communicate – Check phone line wiring. Trouble will be cleared when [#] is pressed to exit the trouble view.
 - 6 Bell Circuit Trouble – Check fuse & wiring.
 - 7 Fire Alarm Circuit Trouble – Check zone wiring
 - 8 Loss of Time on system clock – This trouble will be cleared after leaving trouble view mode. Any attempt to set the system clock will also 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 delay or instant zone is opened / closed.
- 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 [*] [6] [Master Code] [6] [#] to toggle the door chime feature on / off.
- The keypad will give a series of short beeps.

15. How To Turn Off Chime

- Press [*] [6] [Master Code] [6] [#] 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 the [F]ire, [A]uxiliary, or [P]anic button for two seconds.
- Some programming is needed for these to work (Sections 01, 02, 03, 04, 15, 18, 27, 33, 51).

17. How To Reset Smoke Detectors

- There are 2 possible ways this could be setup:
 1. Enter [*] [7] [Access Code]. The access code may or may not be required
The keypad will beep for about five seconds.
 2. Enter [*] [Hold down 4]. The output will be interrupted while the 4 button is held down.

USER CODES

18. How To Add User Codes

- Press [*] [5] [Master Code] - The *Program* light will flash.
- The zone lights that are on show which slots have codes programmed in them.
- Enter a 2 digit user code number that is not being used (zone light off).
- 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.
- The zone lights that are on show which slots have codes programmed in them.
- Enter the 2 digit user code number for code that you want to delete.
- Enter [* * * *]
- Press [#] to exit.

20. How To Overwrite User Codes

- Press [*] [5] [Master Code] - The *Program* light will flash.
- The zone lights that are on show which slots have codes programmed in them.

- Enter the 2 digit user code number for the code that is to be overwritten.
- Enter the new four digit code. Do not press [*] or [#]
- Press [#] to exit.