

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.
- The display will show the message “System Disarmed No Alarm Memory” or give a similar message relating to any zones that were tripped.

2. **How To Arm**

- Close all protected doors and windows, and stop movement in the areas covered by PIR's.
- The keypad should read “Enter Code To Arm System”.
- Enter a valid user code.
- The keypad will give a series of short beeps. The *Armed* light will come on.
- The exit delay will start for that partition. If a master code was entered you will be given a menu where you will have to choose which partition to arm / disarm – Press [0].
- Once the exit delay starts 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 PIR's.
- The keypad should read “Enter Code To Arm System”.
- Enter a valid user code.
- The keypad will give a series of short beeps. The *Armed* light will come on.
- The exit delay will start for that partition. If a master code was entered you will be given a menu where you will have to choose which partition to arm / disarm – Press [0].
- Do not trip any delay zones.
- Alternatively enter [*] [9] before entering the user or master code. This also removes any entry delay on the delay zones.
- At the end of the exit delay all interior home-away zones on the partition will be 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.

KEYPAD FUNCTIONS

6. **How To View Memory**

- When first disarmed the keypad will display “Zone Alarm” if there was an activation during the last armed period.
- Entering [*] [3] will show the zones that caused the alarm. Use scroll keys to view all the zones.

7. **How To Exit Memory**

- If the “Zone Alarm” message is displayed press hash [#].

8. **How To Bypass Zones**

- Enter [*] [1] [Access Code]– The master code may or may not be needed.
- A menu will appear. Press [0] to bypass open zones, or [1] to bypass any of the zones.
- Scroll to the zones that need bypassing and press [*] to select that zone.
- Press hash [#]

9. **How To Clear Bypasses**

- Enter [*] [1] [Access Code]– The access code may or may not be needed.
- A menu will appear. Pressing [2] will clear all the bypasses and take you to bypassing zones.
- Alternatively by going into zone bypassing, individual zones can be toggled by pressing [*].
- Press hash [#] to exit bypass mode.

10. **How To View Trouble**

- If a trouble condition exists the yellow *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 display will show “View Trouble” followed by the trouble condition(s) that exist. Use the scroll keys to view all troubles.

11. **How To Clear Trouble**

- The trouble light will clear once the actual problems have been rectified.
- Battery Trouble – The battery voltage is below 11.3v, or the battery fuse has blown. If the AC has been off recently, the battery may need to be recharged. The battery is tested every 4 minutes.
- AC Trouble – Check mains wiring, fuses etc.
- Aux Supply Trouble – check the load on the Aux and SwAux terminals. Check the auxiliary fuse.
- TLM Trouble – Check the voltage on the phone line. If the message specifies Line #1 or Line #2 then check the corresponding line on the PC4700 Fire Module.
- FTC Trouble – Check the phone line wiring. Any successful transmission will clear this trouble.
- Bell Circuit Trouble – Check the bell circuit is not open circuit. Check the bell fuse.
- Fire Trouble – If a fire loop is open circuit then a trouble will be generated.
- Fire Trouble 2 Wire Smoke – Check the circuits on the PC4700 Fire Module.
- Loss Of Time – Program the clock.
- Module Comm Fault – See [Diagnostics] to determine which module is not responding.
- COMBUS Low Power – Check the combus wiring, and the loading on the combus. See [Diagnostics] to determine which module reported the power loss.
- Internal Fault – Check combus wiring and do a system reset.
- 4204 Battery Trouble – To find out which 4204 module reported the low battery, check the reporting code sent to monitoring. The modules battery has dropped below 11.3v.
- 4204 AC Trouble – Check mains wiring and fuse at the 4204 module.
- 4204 Aux trouble - check the load on the Aux and SwAux terminals. Check the auxiliary fuse on the module.
- Ground Fault – The EGND has been shorted to positive voltage source or a non-earth ground potential. Check earthing.
- Waterflow Trouble – A water-flow zone on a PC4700 module has gone open. Check wiring, water valve etc.
- Cellular Trouble – The links unit has a mains failure, battery failure, loss of cellular connection, or a tamper fault.
- DLS Fault Trouble – The panel failed to complete communications with a downloading computer.
- Zn Sensor Fault – A wireless zone failed to report a supervisory signal. Press [*] to see which zone(s) caused the trouble.
- Zn LowBatt Fault – A wireless zone has a low battery condition. Press [*] to see which zone has the trouble.
- Automation Fault – This trouble condition will occur when the Escort 4580 module losses communication with the automation output control module.
- 4820 Battery Trouble – The 4820 battery voltage has dropped below 11.3v. The battery voltage is re-checked every 4 minutes.
- 4820 AC Trouble – Check mains wiring to the module.
- 4820 Lock Trouble – Check the current load on the lock power output.
- 4820 Aux Trouble – Check the current loading on the 4820 Aux output.
- 4820 Reader Power Trouble – Check the current loading on the reader power outputs (12v or 5v supply).

12. How To Exit From Trouble

- If the display shows “View Trouble” press hash [#].
- The yellow trouble light will be on or off 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 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] [5] to toggle the door chime feature on / off.
- The keypad will give a series of short beeps and display “Door Chime Y”.

- Press hash [#].

15. How To Turn Off Chime

- Press [*] [6] [Master Code] [5] to toggle the door chime feature on / off.
- The keypad will give a series of short beeps and display “Door Chime N”.
- Press hash [#].

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. In the [System Area] program [System Options] → [Keypad Toggle Options] as well as [Communicator] → [Main Items] & [Reporting codes] etc.

17. How To Reset Smoke Detectors

- Enter [*] [4] [Access Code] or [*] [7] [Access Code] depending on the programming. The access code may or may not be required
- For [*] [7] the keypad will beep for about five seconds.

USER CODES

18. How To Add User Codes

- Press [*] [5] [Master Code]
- The codes that can be programmed will depend on the level of the master code entered.
 - A Grand Master Code will let you program system master codes or any user code in any partition.
 - A System Master Code will let you program any user code in any partition
 - A Supervisory Code will let you program any user code in the partition(s) it is assigned to.
- The keypad will briefly display the number of free codes in that partition.
- A menu will appear to help find the user codes you need - press [0] to search by code numbers. Enter a user code number or scroll across to find a slot that is not being used.
- Press [*]. A menu will appear. Press [0] to program a code.
- Enter the new four digit code. Do not press [*] or [#]
- Press [2] to edit the access code name.
- Press [4] to enter an access level if necessary.
- Press [5] to select the options for the code. (Arm, Disarm, Bypass etc.)
- Press [6] to enable the code for one or more partitions. Scroll to the partition & press [*].
- Press [#] to exit.

19. How To Delete User Codes

- Press [*] [5] [Master Code]
- The codes that can be programmed will depend on the level of the master code entered.
 - A Grand Master Code will let you program system master codes or any user code in any partition.
 - A System Master Code will let you program any user code in any partition
 - A Supervisory Code will let you program any user code in the partition(s) it is assigned to.
- The keypad will briefly display the number of free codes in that partition.
- A menu will appear to help find the user codes you need - press [0] to search by code numbers. Enter a user code number or scroll across to find a slot that is not being used.
- Press [*]. A menu will appear.
- Press [1] to delete the code.
- You may have to edit the code name back to a default name.
- Press [#] to exit.

20. How To Overwrite User Codes

- Press [*] [5] [Master Code]
- The codes that can be programmed will depend on the level of the master code entered.
 - A Grand Master Code will let you program system master codes or any user code in any partition.
 - A System Master Code will let you program any user code in any partition
 - A Supervisory Code will let you program any user code in the partition(s) it is assigned to.
- The keypad will briefly display the number of free codes in that partition.
- A menu will appear to help find the user codes you need - press [0] to search by code numbers. Enter a user code number or scroll across to find a slot that is not being used.

- Press [*]. A menu will appear. Press [0] to program the code.
- The existing code will be displayed - enter the new four digit code over the top. Do not press [*] or [#]
- Press [2] to edit the access code name.
- Press [4] to enter an access level if necessary.
- Press [5] to select the options for the code. (Arm, Disarm, Bypass etc.)
- Press [6] to enable the code for one or more partitions. Scroll to the partition & press [*].
- Press [#] to exit.