Press 1 to select the First Language, press 2 to select the Second Language, or press 3 to select the third language.

After the language selection is made, the Keypad will return to the "Ready" mode. Note that the Zone and Group Labels will not change languages when the system is changed to another language. To change Zone and Group Labels to another language, they must be programmed manually.

TESTING THE SYSTEM

It is recommended that the entire system be tested on a weekly basis.

1   Inform the monitoring station that you are testing your system.

2   Disarm the system.

3   Perform a Bell Test by pressing [✱]+[06]+[Master Code]+[06]. The signal will sound for about 3 seconds. If a trouble occurs after the test, press [✱]+[02] to view the Trouble Condition.

4   With the system in the "Ready" mode, press [✱] and [#] simultaneously to view open zones. Have each sensor on the system activated (for example, open door and window contacts, or walk in areas protected by motion detectors) and observe the display to ensure that each open zone is indicated.

5   If the Fire Zone is used, activating the zone will cause the signal to sound in a pulsed mode. **CAUTION: Never use an open flame or burning materials to test a smoke detector or other Fire Zone sensor.** Contact your installer for information on safe methods to test smoke and other fire sensors.

6   Should your system fail to operate properly, contact your Installer for service.

7   When testing is complete, call and advise the monitoring station.

MAINTENANCE

With normal use, the system requires minimum maintenance. The following should be observed:

1   Do not wash the keypad with a wet cloth. Light dusting with a slightly damp cloth should remove normal accumulations of dust.

2   The Battery/Bell Test is designed to verify battery condition. However, even with regular testing, it is recommended that the stand-by battery be replaced every three years.

3   For other system devices such as smoke detectors, passive infrared, ultrasonic or microwave motion detectors or glassbreak detectors, consult the manufacturer's literature for testing and maintenance instructions.

DC1664LC
INTRUSION ALARM SYSTEM

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[2]+[3]	Move cursor right 1 character
[4]+[5]	Change character in decreasing order in Alphabet Scrolling
[5]+[6]	Change character in increasing order in Alphabet Scrolling
[0]+[#]	Erase all characters from the cursor to the end of the Label

When all editing has been completed, press the [#] Key to return to the "Ready" mode.

MODE 19 PROGRAM GROUP LABELS
[*]+[19]+[FIRST MASTER CODE]

Group Labels are messages assigned to each Group that are displayed on the Keypad screen whenever the Group information is being shown. Like Zone Labels, the Group Labels may be customised to suit the system to make the information your system provides more useful. Each zone label may be a maximum of 14 characters in length.

```
ENTER NUMBER OF
NEW MODE......:
```

```
ENTER VALID CODE
```

```
GROUP...A
GROUP A
```

With the system disarmed and the Keypad in the "Ready" mode, press the [*] key; the Keypad will display this message. Enter [19] on the Keypad.

The Keypad will display this message; enter the First Master Code.

When the First Master Code is entered, the Keypad will display the Group Label for the first Group on the system. Entering characters in the label and all Keypad functions are performed in the same manner as those for programming Zone Labels; refer to Mode 18 Program Zone Labels for information on entering labels.

MODE 24 DISPLAY SYSTEM CLOCK
[*]+[24]

```
05:29:58
```

When Mode 24 is entered, the Keypad will display the current system time for 30 seconds. After 30 seconds, the Keypad will return to the "Ready" mode.

```
ENTER NUMBER OF
NEW MODE......:
```

MODE 99 LANGUAGE SELECT
[*]+[99]

```
ENTER FUNCTION
NUMBER......:
```

Mode 99 allows you to switch between different languages that may be available on your system; your Installer will inform you of the different languages, if any, that may be available on your system.

With the system disarmed and the Keypad in the "Ready" mode, press the [*] key; the Keypad will display this message. Enter [99] on the Keypad.

After you have scrolled through all letters in the alphabet, the numbers 1 to 9 and 0 will be displayed. After all the numbers have been displayed, the alphabet will be displayed again.

1 ABC1	2 DEF2	3 GHI3
4 JKL4	5 MNO5	6 PQR6
7 STU7	8 VWX8	9 YZ:9
*	0 SPACE "-" "." 0	#

To scroll backwards through the alphabet and number set, press the [4] and [5] Keys simultaneously. For example, place the cursor under the letter "C". When [4] and [5] are pressed, the "C" will change to a "B". Press [4] and [5] again and the "B" will change to an "A".

When the desired letter or number is displayed, press the [2] and [3] Keys simultaneously to shift right to the next character.

ENTERING CHARACTERS WITH DIRECT ENTRY
The alphabet and the numbers 1 to 9 and 0 are assigned to the Keys on the Keypad as shown below.

Pressing a key once will display the first letter; twice displays the second letter; three times displays the third letter, and pressing the key four times displays the number itself. For example, press [1] once to display the letter "A"; twice to display the letter "B", and so on.

Note that the [9] Key allows you to add a colon (":") to the zone label. The [0] Key is used to add a space (" "), dash ("-"), period (".") or zero ("0"). When a space between two words is desired in a zone label, always use the [0] key to enter the space.

When the desired character is displayed, press the [2] and [3] Keys simultaneously to shift right to the next character.

KEY FUNCTIONS
[*]	Go to next Label
[*]+[0]	Go to previous Label
[*]+[#]	Go to any Zone Label
[1]+[2]	Move cursor left 1 character

SYSTEM INFORMATION
ACCESS CODES

	Name	Code Type		Name	Code Type
First Master Code	_____	_____	Access Code 33	_____	_____
Access Code 2	_____	_____	Access Code 34	_____	_____
Access Code 3	_____	_____	Access Code 35	_____	_____
Access Code 4	_____	_____	Access Code 36	_____	_____
Access Code 5	_____	_____	Access Code 37	_____	_____
Access Code 6	_____	_____	Access Code 38	_____	_____
Access Code 7	_____	_____	Access Code 39	_____	_____
Access Code 8	_____	_____	Access Code 40	_____	_____
Access Code 9	_____	_____	Access Code 41	_____	_____
Access Code 10	_____	_____	Access Code 42	_____	_____
Access Code 11	_____	_____	Access Code 43	_____	_____
Access Code 12	_____	_____	Access Code 44	_____	_____
Access Code 13	_____	_____	Access Code 45	_____	_____
Access Code 14	_____	_____	Access Code 46	_____	_____
Access Code 15	_____	_____	Access Code 47	_____	_____
Access Code 16	_____	_____	Access Code 48	_____	_____
Access Code 17	_____	_____	Access Code 49	_____	_____
Access Code 18	_____	_____	Access Code 50	_____	_____
Access Code 19	_____	_____	Access Code 51	_____	_____
Access Code 20	_____	_____	Access Code 52	_____	_____
Access Code 21	_____	_____	Access Code 53	_____	_____
Access Code 22	_____	_____	Access Code 54	_____	_____
Access Code 23	_____	_____	Access Code 55	_____	_____
Access Code 24	_____	_____	Access Code 56	_____	_____
Access Code 25	_____	_____	Access Code 57	_____	_____
Access Code 26	_____	_____	Access Code 58	_____	_____
Access Code 27	_____	_____	Access Code 59	_____	_____
Access Code 28	_____	_____	Access Code 60	_____	_____
Access Code 29	_____	_____	Access Code 61	_____	_____
Access Code 30	_____	_____	Access Code 62	_____	_____
Access Code 31	_____	_____	Access Code 63	_____	_____
Access Code 32	_____	_____	Access Code 64	_____	_____

ACCESS CODE TYPES
0 = Master Code	2 = Arm Only Code
1 = Arm/Disarm/Bypass Code	3 = Arm/Disarm Only Code

ZONE INFORMATION

Zone 1 _____
Zone 2 _____
Zone 3 _____
Zone 4 _____
Zone 5 _____
Zone 6 _____
Zone 7 _____
Zone 8 _____
Zone 9 _____
Zone 10 _____
Zone 11 _____
Zone 12 _____
Zone 13 _____
Zone 14 _____
Zone 15 _____
Zone 16 _____
Zone 17 _____
Zone 18 _____
Zone 19 _____
Zone 20 _____
Zone 21 _____
Zone 22 _____
Zone 23 _____
Zone 24 _____
Zone 25 _____
Zone 26 _____
Zone 27 _____
Zone 28 _____
Zone 29 _____
Zone 30 _____
Zone 31 _____
Zone 32 _____

Zone 33 _____
Zone 34 _____
Zone 35 _____
Zone 36 _____
Zone 37 _____
Zone 38 _____
Zone 39 _____
Zone 40 _____
Zone 41 _____
Zone 42 _____
Zone 43 _____
Zone 44 _____
Zone 45 _____
Zone 46 _____
Zone 47 _____
Zone 48 _____
Zone 49 _____
Zone 50 _____
Zone 51 _____
Zone 52 _____
Zone 53 _____
Zone 54 _____
Zone 55 _____
Zone 56 _____
Zone 57 _____
Zone 58 _____
Zone 59 _____
Zone 60 _____
Zone 61 _____
Zone 62 _____
Zone 63 _____
Zone 64 _____

FOR SERVICE

Contact: _____

Telephone: _____

USER INITIATED DOWNLOAD
Your Installer will inform you if the User Initiated Download feature has been enabled on your system; your Installer will explain the use of this feature.

If this feature is enabled, this message will be displayed when Mode 17 is entered. Enter [0] to check for duplicated Access Codes, or enter [1] to begin downloading.

```
ENTER NUMBER OF
NEW MODE......:
```

MODIFYING ZONE LABELS
[ENTER MASTER CODE]

Zone Labels are messages assigned to each zone that are displayed on the Keypad screen whenever information about a zone is being shown. The system's zone Labels may be customised to suit your needs

```
ENTER VALID CODE
```

your system provides more useful. For example, the factory-programmed 1" could be changed to read as "Front Door". Each zone label may be a maximum of 10 characters in length.

```
ENTER DESIRED
ZONE NUMBER..:
```

With the system disarmed and the Keypad in the "Ready" mode, press the [✱] key; the Keypad will display this message. Enter [18] on the Keypad.

```
ZONE #01
ZONE NUMBER...01
```

The Keypad will display this message; enter the First Master Code.

When the Keypad displays this message, enter the Zone Number for the label to be changed. For example, enter [01] to change the label for Zone 1, enter [32] to change the label for Zone 32.

When the Zone Number is entered, the Keypad will display a message similar to this one. The Zone Number will be displayed, along with the label presently programmed for the zone. In this example, Zone 1 is shown with the factory-programmed Zone Label. Note that the cursor is positioned under the first letter in the zone label.

ENTERING CHARACTERS
Characters may be entered by using two methods: Direct Entry and Alphabet Scrolling.

ENTERING CHARACTERS WITH ALPHABET SCROLLING
With the cursor underneath the character to be changed, press the [4] and [5] Keys simultaneously to change the letter or number to the next letter or number. For example, place the cursor under the letter "C". When [5] and [6] are pressed, the "C" will change to a "D". Press [5] and [6] again, and the "D" will change to an "E".

With the system disarmed and the Keypad in the "Ready" mode, press the [✱] key; the Keypad will display this message. Enter [16] on the Keypad.

```
ENTER NUMBER OF
NEW MODE......:
```

...most recent event in the panel's Event Memory. To move back through the list ...the [✱] Key. To move forward through the list to view newer events, press the [#] and [0] Keys simultaneously. Press the [#] Key to return to the "Ready" mode.

```
ENTER VALID CODE
```

R IDENTICAL ACCESS CODES OR DOWNLOAD
[✱]+[17]+[FIRST MASTER CODE]

```
SCANNING USER
CODES..........
```

With the system disarmed and the Keypad in the "Ready" mode, press the [✱] key; the Keypad will display this message. Enter [17] on the Keypad.

The Keypad will display this message; enter the First Master Code.

```
17 CODES IN USE.
```

The Keypad will display this message to indicate that the Access Codes are being reviewed.

```
NO IDENTICAL
CODES FOUND
```

```
!! CODE MATCH !!
USERS: 10&15 ✱-->
```

A message similar to this one will be displayed to indicate how many Access Codes are programmed. In this example, 17 Access Codes have been programmed. This message will be displayed for 3 seconds.

If no Access Codes are duplicated, the Keypad will display this message. This message will be displayed for 3 seconds, and then the Keypad will return to the "Ready" mode.

If duplicated Access Codes are found, the Keypad will display a message similar to this one. The duplicated codes will be indicated on the display; in this example, the Keypad shows that Access Codes 10 and 15 are identical. Press the [✱] Key to view the list of other duplicated codes.

```
SCAN CODES --> 0
DOWNLOAD --> 1
```

If duplicated codes are found, they should be changed as soon as possible.

A WORD ABOUT YOUR SYSTEM

Your DC1664LC Security System has been designed to give you the greatest possible flexibility and convenience. This manual is designed to assist you in the operation of the DC1664LC Intrusion Alarm System. Read this manual carefully and become familiar with the operation of your Security System.

The system's Keypad uses a unique message system to provide information about the status of the system and to guide you through system operation.

Messages in clear, easy-to-understand language will be displayed on the Keypad's screen to describe the condition of the system. These messages will tell you if the system is armed or disarmed, if the system is ready to be armed, if there were alarms during the last armed period, if the system has Trouble Conditions present, and so on.

The Keypad will also provide prompts to aid in operating the system. The prompts will tell you which key to press to activate a system function, or they will ask you to enter an Access Code or a Mode Number.

Your Installer will tell you which commands described in this manual are enabled on your system. Complete the System Reference Pages in this manual and keep the manual in a safe place for future reference. The label provided for the keypad's slide-out information card can be used to record additional system information.

IMPORTANT NOTES

Remember that no security system can prevent emergencies. A security system is only intended to alert you in case of an emergency. A security system should not take the place of prudent security practices or life and property insurance.

It is important to test your system every week. Refer to the Testing Your System section of this manual for instructions on performing system tests. If you have any questions about testing your system, contact your Installer for assistance.

Refer to the Trouble Conditions section of this manual for information on the trouble conditions monitored by the system. If a trouble condition cannot be corrected by following the instructions in the manual, contact your Installer for assistance. Note that your system may still be armed with a trouble condition present, but that your security protection may be reduced.

ACCESS CODES

The system features 64 Access Codes plus one Installer's Code. Of the 64 codes, there is one First Master Code, and 63 programmable Access Codes. Overall, there are 5 types of Access Codes:

- First Master Code
- Master Code
- Arm/Disarm and Bypass Code
- Arm Only Code
- Arm/Disarm Only Code

The **First Master Code** is used to arm and disarm the security system, to program additional Access Codes, and to change various system features. The First Master Code would be used by the person who is responsible for the operation of the entire security system.

Master Codes are used to arm and disarm the security system and to program additional Access Codes. Master Codes can be assigned to users of the system who would require the ability to change and program other Access Codes.

Arm/Disarm and Bypass Codes can arm or disarm the system or bypass zones; these codes are not able to edit system functions. In most cases, these will be the codes assigned to most users of the system. Where this manual refers to an "Access Code", it will mean an Arm/Disarm and Bypass Code, unless otherwise noted.

Arm/Disarm Only Codes are assigned to users who will only be allowed to arm and disarm the system. For example, you could assign and Arm/Disarm Only Code to an employee to allow arming and disarming of the system without the ability to bypass zones.
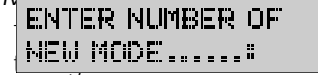
Arm Only Codes are assigned to users who will only be allowed to arm the system. For example, you could assign an Arm Only Code to service personnel so that they may arm the system when they leave the premises.

For complex systems where zones are assigned to separately controlled Groups, each Access Code can be assigned to one or more of the four Groups.

Access Code.

When a valid Access Code is entered, this message will be displayed. Enter a single digit to "send" the appropriate message to the monitoring station. The Keypad will then automatically return to the "Ready" mode.

MODES 12-15 DISPLAY LAST PERSON WHO ARMED/DISARMED

The last person to Arm or Disarm each group can be displayed by entering Modes 12 through 15:

```
ENTER NUMBER OF
NEW MODE......:
```

- Mode 12 Displays Group A
- Mode 13 Displays Group B
- Mode 14 Displays Group C
- Mode 15 Displays Group D

```
LAST ARM....A:20
LAST DISARM A:14
```

With the system disarmed and the Keypad in the "Ready" mode, press the [✱] key; the Keypad will display this message. Enter [12], [13], [14] or [15] on the Keypad.

A message similar to this one will be displayed. In this example, Access Code 20 was the last to Arm Group A, while Access Code 14 was the last to Disarm Group A. Similar messages will be shown for Groups B, C, and D. Press the [#] Key to return to the "Ready" mode.

Note that Access Codes 65 through 69 are used to represent certain system functions and options:

- Access Code 65 represents Auto Arm Schedule 1
- Access Code 66 represents Auto Arm Schedule 2
- Access Code 67 represents Auto Arm Schedule 3
- Access Code 68 may be used to represent arming with the Quick Arm feature
- Access Code 69 may be used to represent Keyswitch arming

Your Installer will inform you if Access Codes have been assigned to represent the features described above.

MODE 16 DISPLAYS EVENT MEMORY

```
ENTER NUMBER OF
NEW MODE......:
```
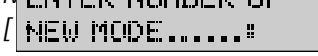
The Event Buffer stores a record of events that occur on the system. Arming, disarming, Auto Arming and Disarming, Trouble Conditions and other events are all recorded in the Event Buffer. Up to 500 events may be stored in the control panel's memory. When the control panel's event memory is full, the oldest event in memory will be erased when a new event is added. Mode 16 allows you to review the control panel's Event Memory.

ENTER NUMBER OF
NEW MODE......:

A message like this one will be displayed if there are Trouble Alarms in memory. In this example, a BELL CUT trouble indication is displayed. Refer to Mode 02 for a list of Trouble Conditions.

Press the [✳] Key to move through the list of Trouble Alarms. When you have viewed the list, press the [#] Key to return to the "Ready" mode.

KEYPAD ALARM
NONE, EXIT #

NE ALARM MEMORY DISPLAY

KEYPAD ALARM
FIRE KEY, ✳-->

With the system disarmed and the Keypad in the "Ready" mode, press the [✳] key; the Keypad will display this message. Enter [10] on the Keypad.

This message will be displayed of there are no Keypad Alarms in memory.

A message like this one will be displayed if there are Keypad Alarms in memory. In this example, a Keypad Fire Alarm indication is displayed. The possible Keypad Alarms are:

FIRE KEY   "Fire" Key was pressed

PANIC   "Panic" Key was pressed

EMERG.   "Emergency" Key was pressed

INV CODE   Five attempts were made to enter an invalid code

Press the [✳] Key to move through the list of Keypad Alarms. When you have viewed the list, press the [#] Key to return to the "Ready" mode.

MODE 11 SEND USER MESSAGE
[✳]+[11]+[ACCESS CODE]

ENTER NUMBER OF
NEW MODE......:

...rogrammed at your monitoring station for remote activation through the control ...ered, the control panel sends a code to the monitoring station which causes one of the pre-programmed messages to be displayed. These messages could be used to request service for the system, or to notify the monitoring station that you may be staying late and arming the system at a ...nstaller will tell you if your monitoring station uses these messages, and ...s are programmed for your system.

ENTER VALID CODE

ENTER FUNCTION
NUMBER......:

With the system disarmed and the Keypad in the "Ready" mode, press the [✳] key; the Keypad will display this message. Enter [11] on the Keypad.

This message will be displayed; enter a Master Code or an Arm/Disarm/Bypass

---

ARMING THE ENTIRE SYSTEM

If the system is divided into Groups, refer to the Arming Individual Groups section of this manual.

ZONES OPEN....:
01 02 03 ✳->

Check the display to ensure that all zones are closed. If zones are open, the Keypad will indicate which zones are open with a message similar to this one. Press the [✳] Key to view the list of open zones.

READY TO ARM
SYSTEM

The keypad will display this message if all zones are closed and the system is ready to be armed.

ENTER VALID CODE

To arm the system, enter an Access Code. As each key is pressed, the Keypad's sounder will "beep". When an Access Code is being entered, the Keypad will display this message. As each digit in the Access Code is entered, a "✳" will be displayed on the Keypad to represent each digit.

When the Access Code is entered:
- The "Armed" light will come ON and the "Ready" light will FLASH
- The Keypad sounder will beep
- The Keypad will display these messages:

ALL SYSTEM ARMED   EXIT DELAY
PLEASE LEAVE

Leave the premises within the exit delay time.

CLOSE CONFIRMATION

The Close Confirmation feature is designed to ensure that the monitoring station is informed each time the system is armed.

✳✳✳ WAIT ✳✳✳
FOR OK TO LEAVE

This message will be displayed if the Close Confirmation feature is enabled.

EXIT DELAY
PLEASE LEAVE

When arming of the system is confirmed by the monitoring station, this message will be displayed. Leave the premises within the exit delay time.

ARMING INDIVIDUAL GROUPS

WHEN THE ACCESS CODE IS ASSIGNED TO ONE GROUP:

```
READY TO ARM
SYSTEM
```
This message will be displayed if all zones on the Group are secure.

Enter the Access Code to arm the Group. As each digit of the Access Code is entered, the Keypad sounder will beep. If the Access Code is assigned to only one Group, that Group will be armed as soon as the Access Code is entered:

- The "Armed" and "Ready" lights will FLASH
- The Keypad sounder will beep
- The Keypad will display these messages:

```
SPLIT ARMED
GROUP A
```
```
EXIT DELAY
PLEASE LEAVE
```

WHEN THE ACCESS CODE IS ASSIGNED TO MORE THAN ONE GROUP:

```
<1> TO ARM
GROUP A
```
```
<2> TO ARM
GROUP B
```
```
PRESS <*> TO
END SELECTION
```

With all zones that are to be armed secure, enter an Access Code. If the Access Code is assigned to more than one Group, the Keypad will display the Groups that may be armed with that Access Code. In this example, the Access Code may arm Group A and Group B. The Keypad will show each message for 2 seconds. The Keypad will cycle through the messages for 30 seconds, or until a key is pressed.

If no key is pressed, the Keypad will return to the "Ready" mode after 30 seconds. When the messages are being displayed: • Press [1] then [2] to arm Groups A and B
- Press [1] then [*] to arm Group A only
- Press [2] then [*] to arm Group B only
- Press [*] to return to the "Ready" mode without arming the system.

```
*** WAIT ***
FOR OK TO LEAVE
```
If the Close Confirmation feature is enabled, this message will be displayed. Refer to the Close Confirmation section above for information.

ARMING A GROUP WITH OTHER GROUPS ALREADY ARMED:

```
<2> TO DISARM
GROUP B
```
If one or more Groups are already armed (for example, Group B is armed but Group A is not armed), the Keypad will display a message similar to this one when an Access Code is entered.

The Keypad will display the Groups that are already armed; in this example, Group B is already armed. At this point, you may disarm the Groups that are already armed. Press the [*] Key if you do not wish to disarm any Groups. The Keypad will then display the Groups that are ready to be armed. At this point, you may arm Groups that are ready to be armed. To return to the "Ready" mode without arming any Groups, press the [*] Key.

to move through the list of zones.

To add zones to the list, simply enter the 2-digit zone number. For example, if you want to add Zone 25 to

```
ENTER NUMBER OF
NEW MODE......:
```
e number [25]. The Keypad will display Door Chime list starting with the
d. Press the [*] Key to move through the Door Chime list.
Note that entering [00] will remove all zones from the Door Chime list.

```
ALARM IN MEMORY
NONE, EXIT #
```
the "Ready" mode.

MODE 08 ZONE AND FIRE ALARM MEMORY DISPLAY
[*]+[08]

```
ALARM IN MEMORY
01 03 05, *->
```
With the system disarmed and the Keypad in the "Ready" mode, press the [*] key; the Keypad will display this message. Enter [08] on the Keypad.

This message will be displayed if there are no Zone or Fire Alarms in memory.

```
ENTER NUMBER OF
NEW MODE......:
```
A message like this one will be displayed if there are Zone or Fire Alarms in memory. In this example, Zones 01, 03 and 05 caused alarms. Press the [*] Key to move through the list of Zone and Fire Alarms.

When you have viewed the list, press the [#] Key to return to the "Ready" mode.

```
TROUBLE IN MEM
NONE, EXIT #
```

MODE 09 TROUBLE ALARM MEMORY DISPLAY
[*]+[09]

```
TROUBLE IN MEM
BELL CUT, *->
```
With the system disarmed and the Keypad in the "Ready" mode, press the [*] key; the Keypad will display this message. Enter [09] on the Keypad.

This message will be displayed of there are no Trouble Alarms in memory.

Enter the time, using the 24-hour clock format, at which the system will Auto Arm when Schedule 1 is followed. For example, if you want the system to arm at 6:00 pm, enter the time as [1800]. Refer to the Auto Arming section of this manual for more information.

FUNCTION [11] AUTO-DISARM TIME OF DAY FOR SCHEDULE 1

Enter the time, using the 24-hour clock format, at which the system will Auto Disarm when Schedule 1 is followed. For example, if you want the system to disarm at 8:30 am, enter the time as [0830]. Refer to the Auto Arming section of this manual for more information.

FUNCTION [12] AUTO-ARM TIME OF DAY FOR SCHEDULE 2

Program the time of day at which Shedule 2 will Auto-Arm.

FUNCTION [13] AUTO-DISARM TIME OF DAY FOR SCHEDULE 2

Program the time of day at which Shedule 2 will Auto-Disarm.

FUNCTION [14] AUTO-ARM TIME OF DAY FOR SCHEDULE 3

Program the time of day at which Shedule 3 will Auto-Arm.

FUNCTION [15] AUTO-DISARM TIME OF DAY FOR SCHEDULE 3

Program the time of day at which Shedule 3 will Auto-Disarm.

FUNCTION [16] DAY ASSIGNMENT FOR SCHEDULE 1

Assign the days that Schedule 1 is to follow. The days of the week are numbered as described in Mode 06 Function [03], where 1 represents Sunday, 2 represents Monday, and so on.

For example, to assign the days Sunday, Monday, Tuesday and Wednesday to Auto Arm Schedule 1, enter the numbers [1], [2], [3] and [4]. Press the [✻] Key when you have entered all of the days that are to be assigned to Schedule 1.

FUNCTION [17] DAY ASSIGNMENT FOR SCHEDULE 2

Assign the days that Schedule 2 is to follow.

```
ENTER NUMBER OF
NEW MODE......:
```
[17] DAY ASSIGNMENT FOR SCHEDULE 3
Schedule 2 is to follow.

MODE 07 DOOR CHIME ZONES

```
ZONES WITH CHIME
01 02 03 ✻->
```

When the Door Chime is enabled, any zone programmed to "chime" will cause the keypad sounder to beep every time the zone is opened or closed.

With the system disarmed and the Keypad in the "Ready" mode, press the [✻] key; the Keypad will display this message. Enter [07] on the Keypad.

When Mode 07 is entered, the Keypad will display a list of the zones assigned to the Door Chime feature. With the system disarmed, opening or closing any of the zones on this list will sound the Chime on the Keypad. Press the [✻] key

---

WHEN ZONES ON A GROUP ARE OPEN:

```
CAN NOT ARM
GROUP: A
```
If zones on a Group are open, the Keypad will display a message similar to this one. In this example, there are open zones on Group A, but Group B is ready to be armed.

```
<2> TO ARM
GROUP B
```
After displaying the Group that cannot be armed, the Keypad will display a list of the Groups that are ready to be armed. In this example, Group B is ready to be armed. Press a number or numbers to arm one or more of the displayed Groups.

```
✻✻✻ WAIT ✻✻✻
FOR OK TO LEAVE
```
If the Close Confirmation feature is enabled, this message will be displayed. Refer to the Close Confirmation section above for information.

DISARMING THE ENTIRE SYSTEM

If the system is divided into Groups, refer to the Disarming Individual Groups section of this manual.

```
ALL SYSTEM ARMED
ENTER VALID CODE
```
Enter the premises through the entry delay zone. The Keypad will be sounding a continuous tone, and the Keypad will display this message.

```
SYSTEM DISARMED
✻✻ WELCOME ✻✻
```
Enter an Access Code. When the Access Code is entered, the Keypad will display this message for 3 seconds. After 3 seconds, the keypad may display the following messages.

```
READY TO ARM
SYSTEM
```
If all zones are secure and there were no alarms during the armed period, the Keypad will display this message.

```
ALARM IN MEM
PRESS  ✻08
```
If there were alarms during the armed period, the Keypad will display this message. Refer to Mode 08 Alarm Memory Display for information on displaying the list of zones that caused alarms. Also, refer to Mode 09 Trouble Alarm Memory Display and Mode 10 Keypad Zone Alarm Memory Display for information on viewing Trouble and Keypad alarms.

DISARMING INDIVIDUAL GROUPS

```
SPLIT ARMED:
GROUP.......A
```
Enter the premises through the entry delay zone. The Keypad will be sounding a continuous tone, and the display will show a message similar to this one.

```
<1> TO DISARM
GROUP A
```
Enter an Access Code. The Keypad will display the list of Groups that may be disarmed with that particular code. For example, if Group A is armed and the Access Code is assigned to Group A, the Keypad will display this message.

If your Access Code is assigned to only one Group, that Group will be disarmed when the Access Code is entered. If your Access Code is assigned to more than one Group, the Keypad will display which Groups may be disarmed.

The Keypad will also display messages to indicate if there are any trouble conditions present on the system, or if trouble conditions occurred during the armed period. Enter a number or numbers to disarm the desired Groups.

QUICK ARM
[✱]+[06]+[MASTER CODE]+[04]

The Quick Arm feature is activated by selecting option [04] in Mode [06]. When this feature is activated, the panel can be armed simply by pressing [7] and [8] simultaneously. This allows the panel to be armed without entering an Access Code. The feature is designed to allow someone to arm the system without having to be provided with an Access Code.

ALARM MEMORY DISPLAY

The system keeps a record of alarms that occurred since the last arming. The Alarm Memory may be reviewed whenever the entire system or at least one Group is disarmed.

```
ALARM IN MEMORY
PRESS *08
```

If a zone alarm occurred since the last arming, this message will be displayed when the system is disarmed. Press [✱]+[08] to review the list of zones that went into alarm during the armed period. Refer to Mode 08 Alarm Memory Display. **NOTE:** If a zone programmed for silent operation caused an alarm, it will not be displayed in the Alarm Memory Display.

```
TROUBLE IN MEM
PRESS *09
```

If a trouble alarm since the last arming, this message will be displayed when the system is disarmed. Press [✱]+[09] to review the list of zones that went into alarm during the armed period. Refer to Mode 09 Trouble Memory Display.

```
KEYPAD ALARM:
PRESS *10
```

If one of the Keypad zones was activated since the last arming, this message will be displayed when the system is disarmed. Press [✱]+[10] to review the list of Keypad alarms that occurred during the armed period. Refer to Mode 10 Keypad Alarm Memory Display.

TROUBLE INDICATIONS

If a trouble condition occurs on the system, the Keypad will display these messages:

```
TROUBLE IN MEM
PRESS * 09
```

```
IN TROUBLE NOW
PRESS * 02
```

Refer to Mode 09 Trouble Alarm Memory for information on viewing the list of troubles in memory. Refer to Mode 02 Current Trouble Conditions for information on viewing trouble conditions that are presently on the system.

AC POWER FAILURE AND LOW BATTERY DISCONNECT

In the event of an AC power failure, the Keypad backlighting will flash ON and OFF once every 4 seconds to indicate the power loss. The "Power" and "Armed" lights will also flash once every 4 seconds. When a key is pressed, the backlighting will come ON for 2 minutes.

When AC power is absent for an extended period, the control panel will automatically disconnect the battery to prevent damage due to deep discharging. The battery will be disconnected when its voltage reaches a certain low point. For most systems, the panel would have to be without AC power for approximately 24 hours before the battery is disconnected to prevent battery damage.

When AC power is restored, the control panel will automatically reconnect the battery if the battery has been disconnected.

---

system. Normally, this function is only used for trouble shooting and other maintenance. When this message is displayed, press the [✱] to display the next message.

```
SET 24HR CLOCK
00:00
```

When this message is displayed, press the [✱] Key to return to the "Enter Function Number" message.

FUNCTION [01] SET THE CLOCK

```
SET DATE (DD/MM)
00:00
```

This message will be displayed when Function [01] is selected. Enter the correct time in the 24-hour clock format. For example, 9:30 am would be entered as [0930]; 2:05 pm would be entered as [1405]. When the time is entered, the Keypad will return to the "Enter Function Number" message.

FUNCTION [02] SET THE DATE

```
SET DAY OF WEEK
(SUNDAY=1)... 1
```

This message will be displayed when Function [02] is selected. Enter two digits to represent the day of the month, and then enter two digits to indicate the month. For example, January 25 would be entered as [2501].

FUNCTION [03] SET THE DAY OF THE WEEK

This message will be displayed when Function [03] is entered. Enter a single digit from 1 to 7 to represent the day of the week.

   1   Sunday
   2   Monday
   3   Tuesday
   4   Wednesday
   5   Thursday
   6   Friday
   7   Saturday

```
NUMBER OF EVENTS
TO PRINT?....
```

FUNCTION [04] QUICK ARM SELECT

Selecting Function [04] will enable the Quick Arm feature if it disabled, or disable the feature if it is already enabled. Refer the Quick Arm section of this manual for information on using the Quick Arm feature.

FUNCTION [05] PRINT EVENT MEMORY

This message will be displayed when Function [06] is selected. Enter a 3-digit number to indicate how many events from the Event Memory you wish printed. For example, if you want the last 10 events to be printed, enter [010].

FUNCTION [06] ACTIVATE BELL FOR 3 SECONDS

When this function is entered, the bell or siren will sound for 3 seconds.

FUNCTION [07] ACTIVATE ALL PROGRAMMABLE OUTPUTS FOR 3 SECONDS

When this function is entered, all programmable outputs will be activated for 3 seconds.

FUNCTION [08] ACTIVATE KEYPAD SOUNDER FOR 3 SECONDS

When this function is entered, the Keypad sounder will sound for 3 seconds.

FUNCTION [10] AUTO-ARM TIME OF DAY FOR SCHEDULE 1

The Keypad will display this message when the Utility Output is activated. When activated, the Utility Output will be active for 3 seconds. After 3 seconds, the system will automatically return to the "Ready" mode.

MODE 06: MULTIPLE SYSTEM FUNCTIONS
[✱]+[06]

`ENTER NUMBER OF`

`ENTER VALID CODE`

With the system disarmed and the Keypad in the "Ready" mode, press the [✱] key; the Keypad will display this message. Enter [06] on the Keypad.

`ENTER FUNCTION NUMBER......:`

The Keypad will display this message. Enter a Master Code or the Installer's Code.

When this message is displayed, enter a 2-digit number from the list of functions below:

[00] **Display Program Version**
[01] **Set the Clock**
[02] **Set the Date**
[03] **Set the Day of the Week**
[04] **Quick-Arm Select**
[05] **Print Event Memory**
[06] **Activate Bell for 3 Seconds**
[07] **Activate all Programmable Outputs for 3 Seconds**
[08] **Activate Keypad Sounder for 3 Seconds**
[10] **Auto-Arm Time of Day for Schedule 1**
[11] **Auto-Disarm Time of Day for Schedule 1**
[12] **Auto-Arm Time of Day for Schedule 2**
[13] **Auto-Disarm Time of Day for Schedule 2**
[14] **Auto-Arm Time of Day for Schedule 3**
[15] **Auto-Disarm Time of Day for schedule 3**
[16] **Day Assignment for Schedule 1**
[17] **Day Assignment for Schedule 2**
[18] **Day Assignment for Schedule 3**

`DC1664LC -`
`09/02/94`

`CS=XXXX`

PROGRAM VERSION
This function displays the version of the software program installed on your

---

DOOR CHIME FEATURE

The Door Chime feature is used to provide a tone from the keypad each time a zone is opened or closed. For example, the door chime could be used to sound a tone whenever a door or window is opened or closed. You can assign zones to operate with the Door Chime feature in Programming Mode 07; refer to Mode 07 for more information. Note that the Door Chime feature can also be used with multiple Groups.

KEYPAD LOCKOUT

If this option is enabled by your Installer, the keypad will be "locked" and will not accept any codes for approximately 7 minutes if 5 attempts are made to enter invalid Access Codes.

Once the lockout time has started, each attempt to enter any code will restart the 7 minute lockout time.

`KEYPAD LOCKOUT FOR... 7 MIN` When the Keypad is locked out and the lockout timer is in progress, this message will be displayed.

REMOTE CONTROL OPERATION

Certain functions of the DC1664LC Control Panel can be controlled remotely through the use of a "touch tone" telephone. You may place a call to the control panel to arm or disarm the system, activate programmable outputs, determine the status of the system, or listen in on the premises using the 2-way audio feature.

CALLING THE PANEL

To access the panel from a remote telephone, dial the number of the phone line the control panel is connected to using a "touch tone" phone. When the control panel answers the phone, there will be a 5-second pause, and then the control panel will sound 5 short "beeps". Enter a Master Code.

If the Master Code was accepted by the control panel, 5 short "beeps" - the Command Prompt - will sound. When the 5-beep Command Prompt sounds, the control panel is ready to accept operational commands. If the Master Code was not accepted by the control panel, a long tone will sound and the control panel will hang up the line.

ENTERING COMMANDS

All remote control commands are made up of three digits. The first digit is the Command, and the second and third digits are the Command Direction. The Command digit identifies a specific remote control function, such as Arm, Disarm, Activate Programmable Output, and so on. The two Command Direction digits indicate which Group or output is to be affected. Refer to the Commands and Command Directions.

After each command is accepted by the control panel, the Command Prompt of 5 short "beeps" will sound. If a command is not accepted, a single long tone will sound. When entering commands, wait for at least one full second after any tones sound before attempting to enter another command.

The panel will wait for a maximum of 25 seconds for a command to be entered. If there is no activity within 25 seconds of the last command, the panel will hang up the line. If more time is required to think about and enter a command, press the [✱] key to reset the 25-second wait time. The [✱] key can be pressed an unlimited number of times. The [✱] key can also be used to cancel a command if an error is made in entering one of the digits.

REMOTE CONTROL COMMANDS

[1] Arm Group
- Arms the Group or Groups specified by the Direction digits

[2] Disarm Group
- Disarms the Group or Groups specified by the Direction digits

[3] Activate Programmable Output
- Activates the Programmable Output specified by the Direction digits

[4] Deactivate Programmable Output
- Deactivates the Programmable Output specified by the Direction digits

[5] Pulse Programmable Output
- Activates the Programmable Output specified by the Direction digits for 3 seconds

[6] Flash Programmable Output
- Causes the Programmable Output specified by the Direction digits to flash off and on continuously

[7] Clear Remote Functions
- Deactivates all Programmable Outputs, stops the bell/siren and stops the Keypad sounder

[8] Initiate 2-Way Audio
- Exits Remote Control operation and turns on 2-Way Audio in Listen-In Mode.

[9] Status Check
- Indicates the status of the Group or Programmable Output specified by the Direction digits. If a Group is armed or a Programmable Output is activated, 5 quick "beeps" will sound. If a Group is disarmed or a Programmable Output is deactivated, 1 long tone will sound.

[✱] Return to Command Entry

[#] Quit Remote Control Operation

REMOTE CONTROL DIRECTIONS

OUTPUTS

[01] to [09]   Specifies Programmable Outputs when used with Commands 3, 4, 5, 6 and 9. For example, entering [304] would cause Programmable Output 4 to be activated.

[10]   Specifies Keypad Sounder when used with Commands 3, 4, 5, 6 and 9. For example, entering [310] would cause the Keypad sounder to be activated.

[11]   Specifies the Siren when used with Commands 3, 4, 5, 6 and 9. For example, entering [511] would cause the Siren to sound for 3 seconds.

GROUPS

[01] to [05]   Specifies Group A, B, C, D or All Groups when used with Commands 1 and 2. For example, entering [101] would arm Group A ; entering [105] would arm all Groups.

[51] to 54]   Specifies Group A, B, C or D when used with Command 9. For example, entering [951] would cause the control panel to indicate if Group A were armed or disarmed.

IMPORTANT NOTES ABOUT REMOTE OPERATION

If the control panel is unable to execute a command exactly as requested, a long low tone will sound. For example, if the BELL output was not active and the command was entered to deactivate the BELL output, a long low tone will sound to indicate that the control panel did not carry out the command as requested.

To ensure security, always check the status of the groups after any arming or disarming commands are entered.

The Keypad will display this message when the Utility Output is activated. When activated, Utility Output 2 will remain active for 2 minutes, or until the [#] Key is pressed. After 2 minutes, or if the [#] Key is pressed, the Keypad will return to the "Ready" mode.

```
ENTER NUMBER OF
NEW MODE......:
```

TPUTS 1 THROUGH 9 DE]

With the system disarmed and the Keypad in the "Ready" mode, press the [✱] key; the Keypad will display this message. Enter [05] on the Keypad.

```
ENTER FUNCTION
NUMBER......:
```

When the Keypad displays this message, enter a number from 1 to 9 to activate one of the Utility Outputs.

```
ENTER
SPECIAL COMMAND
```

If the Utility Output is programmed to require a special Keypad command, this message will be displayed. Press the [4] and [5] Keys simultaneously to activate the Utility Output.

```
ENTER VALID CODE
```

If the Utility Output is programmed to require the entry of an Access Code, this message will be displayed. Enter an Access Code to activate the Utility Output.

```
UTILITY OUTPUT
ACTIVATED
```

When a code has been completely programmed, this message will be displayed again. Another code may be programmed, or press the [#] Key to return to the "Ready" mode.

MODES 04 AND 05 UTILITY OUTPUTS

The Utility Outputs on your system can be used to operate various devices such as electronic door locks, video security equipment, door openers, and so on. Your Installer will inform you of any devices that are connected to the Utility Outputs of your system, and how they operate when they are activated.

Each Utility Output can be programmed to:
- require an Access Code to operate
- not require any Access Code to operate
- operate when the [4] and [5] keys are pressed simultaneously

Your installer will inform you of how the Utility Outputs are set up on your system. Note that the system must be disarmed in order to activate Utility Outputs. If your system is divided in Groups, at least one Group must be disarmed in order to activate the Utility Outputs.

MODE 04 UTILITY OUTPUT 2
[✳]+[04]+[ACCESS CODE]

```
ENTER NUMBER OF
NEW MODE.
```

```
ENTER
SPECIAL COMMAND
```
With the system disarmed and the Keypad in the "Ready" mode, press the [✳] key; the Keypad will display this message. Enter [04] on the Keypad.

```
ENTER VALID CODE
```
If the Utility Output is programmed to require a special Keypad command, this message will be displayed. Press the [4] and [5] Keys simultaneously to activate the Utility Output.

```
UTILITY OUTPUT
ACTIVATED
```
If the Utility Output is programmed to require the entry of an Access Code, this message will be displayed. Enter an Access Code to activate the Utility Output.

AUTO ARMING

When Auto Arming is enabled, the system will arm and disarm the entire system or Groups within the system at specific times and days. For example, you could program the system to automatically arm Groups A and B at the same time each evening during the week, and then to automatically disarm at the same time each morning.

```
AUTO ARM.......
```
The Keypad will display this message when the Auto Arm process begins. The Keypad sounder will beep for 3 minutes as a warning that the system is about to be armed. The Auto Arm process can be cancelled by entering a valid Access Code.

When the system auto disarms, the "Armed" light on the Keypad will be shut off, and the Keypad will return to the "Ready" mode.

SCHEDULES
There are three Auto Arm/Disarm Schedules available on the DC1664LC, and zones and Groups are assigned to the Schedules by your Installer.

For example, your installer may assign Groups A and B to Schedule 1, Group C to Schedule 2, and Group D to Schedule 3. When you program Auto Arm and Disarm times for a Schedule, only the Groups assigned to that Schedule will be affected.

Note that Access Codes 65, 66 and 67 are used to represent Auto Arming and Disarming operations in Event Memory. For example, when the system automatically arms according to Auto Arm Schedule 1, the event will be recorded in event memory as an arming by Access Code 65. Schedule 2 is represented by Access Code 66, and Schedule 3 is represented by Access Code 67.

AUTO ARM TIME OF DAY
Functions [10], [12] and [14] of Mode 06 are used to program the arming times for each of the 3 Auto Arm Schedules. These are the times at which each Schedule will arm.

Enter each Function in Mode 06 and program the desired arming time for each Schedule. Refer to Mode 06 for programming information.

AUTO DISARM TIME OF DAY
Functions [11], [13] and [15] of Mode 06 are used to program the disarming times for each of the 3 Auto Arm Schedules. These are the times at which each Schedule will disarm.

Enter each Function in Mode 06 and program the desired disarming time for each Schedule. Refer to Mode 06 for programming information.

DAY ASSIGNMENTS
Each Schedule can be programmed to arm and disarm on certain days of the week. For example, Schedule 1 can be programmed to arm and disarm automatically on Monday through Friday, while Schedule 2 can be programmed to remain armed all week and only disarm on Saturday and Sunday.

The days of the week are numbered from 1 to 7 as explained in Mode 06 Function [03] Set the Day of the

Week. Enter Functions [16] through [18] in Mode 06 and program the days for each of the Schedules; refer to Mode 06 for programming information.

AN AUTO ARMING EXAMPLE:
The following shows how the Mode 06 Functions would be programmed to have Schedule 1 disarm every week day at 7:00 am, arm every week day at 6:00 pm, and remain armed throughout the weekend.

Mode 06 Function [10]
Auto Arm Time of Day for Schedule 1:   Program as [1800] for 6:00 pm

Mode 06 Function [11]
Auto Disarm Time of Day for Schedule 1: Program as [0700] for 7:00 am

Mode 06 Function [16]
Day Assignment for Schedule 1:   Program as [2 3 4 5 6] to have the Schedule arm and disarm Monday through Friday. If you wanted the Schedule to

---

LOW BAT	Low battery
S1 LOOP	Supervisory Loop alarm
S1 (TRBL)	Supervisory Loop trouble

Press the [#] Key to return to the "Ready" mode.

MODE 03 PROGRAMMING ACCESS CODES
[✳]+[03]+[MASTER CODE]

`ENTER NUMBER OF NEW MODE......:`

NOTE: To help ensure the security of each Group, you cannot change or enter a new Access Code unless the same Group as the Master Code. For example, if the Master Code is assigned to Group A, it can Access Codes for Group A. If the Master Code is assigned to Groups A and B, it can only program Access Codes for Groups A and B.

`ENTER VALID CODE`

TO PROGRAM ACCESS CODES:

With the system disarmed and the Keypad in the "Ready" mode, press the [✳] key; the Keypad will display this message. Enter [03] on the Keypad.

`ENTER USER # TO CHANGE......`

The Keypad will display this message; enter a Master Code.

`NEW CODE FOR USER..#`

After a Master Code is entered, the Keypad will display this message. Enter the number of the Access Code to be changed; for example, enter 01 for Access Code 1, 02 for Access Code 2, 15 for Access Code 15, and so on.

`ENT TYPE OF CODE FOR USER..#`

When the number of the Access Code is entered, this message will be displayed. Enter a new 4-digit Access Code. You may enter [0000] to completely erase an Access Code, or enter [✳] to leave the Access Code as it is already programmed.

When a new 4-digit code is entered, this message will be displayed. Enter a number from the list below to determine how the new code will function:

    0 Master Code
    1 Arm/Disarm/Bypass Code
    2 Arm Only
    3 Arm/Disarm Only

`ENTER USER # TO CHANGE......`

Enter a number from [0] to [3] or press the [✳] Key to complete programming of the new code.

Group A. If your Access Code is assigned to Groups A and B, you can bypass zones in both Group A and B.

Zones are bypassed as described above. Enter the desired zone number to bypass a zone, or to remove the bypass from a zone. Entering [0][0] will clear all bypasses, and entering [9][9] will recall the last set of bypassed zones.

Note that if an Access Code assigned to more than one Group is used to recall the last set of bypassed zones with the [9][9] command, all zone bypasses in all groups assigned to the code will be recalled. For example, if your Access Code is assigned to Groups A and B, entering [9][9] will recall the zone bypasses for both Groups A and B. Be sure that this is what you want to do! Always review the list of bypassed zones after performing any bypassing operations.

TROUBLE CONDITIONS

```
ENTER NUMBER OF
NEW MODE......:
```

The control panel continuously monitors a number of possible trouble conditions. If one of these conditions will beep, and the trouble condition can be displayed on the Keypad. If you dition, contact your Installer for assistance.

```
IN TROUBLE NOW
NONE, EXIT: #
```

With the system disarmed and the Keypad in the "Ready" mode, press the [✱] key; the Keypad will display this message. Enter [02] on the Keypad.

```
IN TROUBLE NOW
......, EXIT: #
```

If there are no trouble conditions on the system, the Keypad will display this message. Press the [#] Key to return to the "Ready" mode.

If there are trouble conditions presently on the system, the Keypad will display this message.

The Keypad will then indicate all troubles present on the system using the abbreviations outlined below. Each trouble indication will be shown on the screen for 2 seconds.

AC FAIL	AC power failure
AUX. ALM	Auxiliary alarm
BELL CUT	Bell connection disconnected
CLOCK!!	Clock needs to be reset
COMM FL.	Failure to Communicate
FIRE TBL	Fire Loop trouble
LINE CUT	Telephone line disconnected

RS-4 KEYPAD

NOTE: These buttons will not function unless they are enabled by your Installer.

PANIC Key: Press for 2 seconds to activate PANIC transmission.

EMERGENCY Key: Press for 2 seconds to activate EMERGENCY transmission.

FIRE Key: Press for 2 seconds to activate FIRE transmission.

"Ready" light will be on when the system is ready to be armed. When the "Ready" light is off, there is an open zone on the system. The zone must be closed or bypassed before the system can be armed.

"Armed" light will come on to indicate that the system is armed.

"Bypass" light will come on when a zone is bypassed. To bypass a zone, press [*]+[01]+[Master Code] and then the zone numbers for the zones you wish to bypass. Press [#] to return to the "Ready" mode.

"Power" light will be on when AC or Battery power is present.

PRESS [#]:
- when an error is made in entering a code, then enter code again
- to return to the "Ready" mode after using [✱] commands

PRESS [✱]:
- to enter a Programming Mode
- when an error is made in entering a code or other information
- to advance to the next step or message while in a Programming Mode

***Important:
Test system weekly
and have system trouble conditions
corrected by your Installer.***

operate every day of the week, that is Sunday to Saturday, program   [1 2 3 4 5 6 7].

PROGRAMMING MODES

The DC1664LC features 21 Programming Modes that are used to customise system operation and review information about the system. To enter a Programming Mode, at least one Group must be disarmed. If your system is not divided into Groups, the entire system must be armed.

To enter a Programming Mode, press the [✱] key and then one of the numbers from the list below:

Mode 01 Bypass Zones   Note that a Master Code or an Access Code
                                  may be required to bypass zones

Mode 02 Current Trouble Conditions

Mode 03 Edit Access Codes   A Master Code must be entered to change
                                  Access Codes

Mode 04 Activate Utility Output 2.

Mode 05 Activate Utility Outputs 1 to 9

Mode 06 Multiple System Functions

Mode 07 Door Chime Zones

Mode 08 Zone and Fire Alarm Memory Display

Mode 09 Trouble Alarm Memory Display

Mode 10 Keypad Zone Alarm Memory Display

Mode 11 Send User Message

Mode 12 Display Last Person Who Armed/Disarmed Group A

Mode 13 Display Last Person Who Armed/Disarmed Group B

Mode 14 Display Last person Who Armed/Disarmed Group C

Mode 15 Display Last person Who Armed/Disarmed Group D

Mode 16 Examine Event Memory

Mode 17 Check for Identical Access Codes or Download

Mode 18 Program Zone Labels

Mode 19 Program Group Labels

Mode 24 Display System Clock

Mode 99 Language Select

Note that Modes 02, 07, 08, 09, 10, 12, 13, 14, 15, 16, 24 and 99 can be accessed without entering a Access Code.

READY MODE

```
READY TO ARM
SYSTEM
```

de in which the system is ready to accept operational instructions through the y" mode, the system may be armed or Programming Modes may be entered.

```
ZONES OPEN:      01
"ZONE LABEL"
```

When most functions are complete, the system will always return to the "Ready" Mode. When in the "Ready" mode, the Keypad will display this message.

When the system is disarmed and zones are open, press [✱] and [#] simultaneously to view a list of open zones. The zone label of the first open zone will be displayed; in this example, Zone 1 is open. Press the [✱] Key to view the next open zone, or press the [#] Key to return to the "Ready" mode.

MODE 01 BYPASS ZONES
[✱]+[01]

Zones may be bypassed when access is needed to part of the protected area while the system is armed. Bypassed zones will not cause an alarm. Zones that are temporarily out of service due to mechanical

```
ENTER NUMBER OF
NEW MODE......:
```

to allow partial arming of the system until repairs can be made.

```
ENTER VALID CODE
```

With the system disarmed and the Keypad in the "Ready" mode, press the [✱] key; the Keypad will display this message. Enter [01] on the Keypad.

```
BYPASSED ZONES:
01 02 03 ✱–>
```

If a Master Code or an Access Code is required to bypass zones, the Keypad will display this message. Enter a Master Code or an Arm/Disarm/Bypass Access Code.

```
BYPASSED ZONES:
NONE
```

The "Bypass" light will begin to flash and the Keypad will display a list zones that are already bypassed. Press the [✱] key to move through the list of bypassed zones. In the example shown here, zones 01, 02 and 03 are already bypassed, and the "✱–>" indication means there are more zones to be viewed.

If there are no bypassed zones on the system, this message will be displayed.

To bypass a zone, enter a 2-digit Zone Number; for example, enter 01 for Zone 1, 32 for Zone 32, and so on. To remove a bypass from zones that are already bypassed, enter the 2-digit number of the bypassed zone. To remove all bypasses, enter [0][0]. To recall the last set of bypassed zones, enter [9][9].

When all bypasses have been entered, press the [#] Key to return to the "Ready" mode.

BYPASSING AND SPLIT ARMING
An Access Code can only bypass zones within the Group or Groups that the code is assigned. For example, if your Access Code is only assigned to Group A, you would only be able to bypass zones in

INSTRUCTION
MANUAL

DC1664LC
INTRUSION ALARM SYSTEM

NOTICE

The Canadian Department of Communications label identifies certified equipment. This certification means that the equipment meets certain telecommunications network protective, operational and safety requirements. The Department does not guarantee the equipment will operate to the user's satisfaction.

Before installing this equipment, users should ensure that it is permissible to be connected to the facilities of the local telecommunications company. The equipment must also be installed using an acceptable method of connection. In some cases, the company's inside wiring associated with a single line individual service may be extended by means of certified connector assembly (telephone extension cord). The customer should be aware that compliance with the above conditions may not prevent degradation of service in some situations.

Repairs to certified equipment should be made by an authorized Canadian maintenance facility designated by the supplier. Any repairs of alterations made by the user to this equipment, or equipment malfunctions, may give the telecommunications company cause to request the user to disconnect the equipment.

Users should ensure for their own protection that the electrical ground connections of the power utility, telephone lines and internal metallic water pipe system, if present, are connected together. This precaution may be particularly important in rural areas.

CAUTION

Users should not attempt to make such connections themselves, but should contact the appropriate electric inspection authority, or electrician, as appropriate.

The LOAD NUMBER (LN) assigned to each terminal device denotes the percentage of the total load to be connected to a telephone loop which is used by the device, to prevent overloading. The termination on a loop may consist of any combination of devices subject only to the requirement that the total of the Load Numbers of all the devices does not exceed 100.

The Load Number of this unit is 40.

LIMITED WARRANTY

Sur-Gard Ltd. warrants that for a period of twelve months from the date of purchase, the product shall be free from defects in materials and workmanship under normal use and that in fulfilment of any breach of such warranty, Sur-Gard Ltd. will, at its option, repair or replace the defective equipment upon return of the equipment to its repair depot. This warranty applies only to defects in parts and workmanship and not to damage incurred in shipping or handling, or damage due to causes beyond the control of Sur-Gard Ltd., such as lightning, excessive voltage, mechanical shock, water damage, or damage arising out of abuse, alteration or improper application of the equipment.

The foregoing warranty shall apply only to the original buyer, and is and shall be in lieu of any and all other warranties, whether expressed or implied and of all other obligations or liabilities on the part of Sur-Gard Ltd. Sur-Gard Ltd. neither assumes nor authorizes any other person purporting to act on its behalf to modify or to change this warranty, nor to assume for it any other warranty or liability concerning this product.

WARNING

Sur-Gard Security Systems Ltd. recommends that the entire system be completely tested on regular basis. However, despite frequent testing, and due to, but not limited to, criminal tampering or electrical disruption, it is possible for this product to fail to perform as expected.

FCC Compliance Statement

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communication. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
- Re-orient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

NOTE: The User is cautioned that changes or modifications not expressly approved by Sur-Gard Security Systems Ltd. could void the user's authority to operate the equipment.

IMPORTANT INFORMATION

This equipment complies with Part 68 of the FCC Rules. On the side of this equipment is a label that contains among other information, the FCC registration number of this equipment.

NOTIFICATION TO TELEPHONE COMPANY

Upon request, the customer shall notify the telephone company of the particular line to which the connection will be made, and provide the FCC registration number and the ringer equivalence of the protective circuit.

FCC Registration Number: 1VDCAN-73220-AL-E
Ringer Equivalence Number: 5.0

TELEPHONE CONNECTION REQUIREMENTS

Except for the telephone company provided ringers, all connections to the telephone network shall be made through standard plugs and telephone company provided jacks, or equivalent, in such a manner as to allow for easy, immediate disconnection of the terminal equipment. Standard jacks shall be so arranged that, if the plug connected thereto is withdrawn, no interference to the operation of the equipment at the customer's premises which remains connected to the telephone network shall occur by reason of such withdrawal.

INCIDENCE OF HARM

Should terminal equipment or protective circuitry cause harm to the telephone network, the telephone company shall, where practicable, notify the customer that temporary disconnection of service may be required; however, where prior notice is not practicable, the telephone company may temporarily discontinue service if such action is deemed reasonable in the circumstances. In the case of such temporary discontinuance, the telephone company shall promptly notify the customer and will be given the opportunity to correct the situation.

CHANGES IN TELEPHONE COMPANY EQUIPMENT OR FACILITIES

The telephone company may make changes in its communications facilities, equipment, operations or procedures, where such actions are reasonably required and proper in its business. Should any such changes render the customer's terminal equipment incompatible with the telephone company facilities, the customer shall be given adequate notice to effect the modifications to maintain uninterrupted service.

GENERAL

This equipment should not be used on coin telephone lines. Connection to party line service is subject to state tariffs.

RINGER EQUIVALENCE NUMBER (REN)

The REN is useful to determine the quantity of devices that you may connect to your telephone line and still have all of those devices ring when your telephone number is called. In most, but not all areas, the sum of the REN's of all devices connected to one line should not exceed five (5.0). To be certain of the number of devices that you may connect to your line, you may want to contact your local telephone company.