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SYSTEM INFORMATION

ACCESS CODES

	<i>User</i>	<i>Type</i>		<i>User</i>	<i>Type</i>
First Master Code	_____	0	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
 1 = Arm/Disarm/Bypass Code

2 = Arm Only Code
 3 = Arm/Disarm Only Code

	<i>Protected</i>	<i>Area</i>	<i>Zone</i>	<i>Label</i>		<i>Protected</i>	<i>Area</i>	<i>Zone</i>	<i>Label</i>
Zone 1	_____	_____	_____	_____	Zone 33	_____	_____	_____	_____
Zone 2	_____	_____	_____	_____	Zone 34	_____	_____	_____	_____
Zone 3	_____	_____	_____	_____	Zone 35	_____	_____	_____	_____
Zone 4	_____	_____	_____	_____	Zone 36	_____	_____	_____	_____
Zone 5	_____	_____	_____	_____	Zone 37	_____	_____	_____	_____
Zone 6	_____	_____	_____	_____	Zone 38	_____	_____	_____	_____
Zone 7	_____	_____	_____	_____	Zone 39	_____	_____	_____	_____
Zone 8	_____	_____	_____	_____	Zone 40	_____	_____	_____	_____
Zone 9	_____	_____	_____	_____	Zone 41	_____	_____	_____	_____
Zone 10	_____	_____	_____	_____	Zone 42	_____	_____	_____	_____
Zone 11	_____	_____	_____	_____	Zone 43	_____	_____	_____	_____
Zone 12	_____	_____	_____	_____	Zone 44	_____	_____	_____	_____
Zone 13	_____	_____	_____	_____	Zone 45	_____	_____	_____	_____
Zone 14	_____	_____	_____	_____	Zone 46	_____	_____	_____	_____
Zone 15	_____	_____	_____	_____	Zone 47	_____	_____	_____	_____
Zone 16	_____	_____	_____	_____	Zone 48	_____	_____	_____	_____
Zone 17	_____	_____	_____	_____	Zone 49	_____	_____	_____	_____
Zone 18	_____	_____	_____	_____	Zone 50	_____	_____	_____	_____
Zone 19	_____	_____	_____	_____	Zone 51	_____	_____	_____	_____
Zone 20	_____	_____	_____	_____	Zone 52	_____	_____	_____	_____
Zone 21	_____	_____	_____	_____	Zone 53	_____	_____	_____	_____
Zone 22	_____	_____	_____	_____	Zone 54	_____	_____	_____	_____
Zone 23	_____	_____	_____	_____	Zone 55	_____	_____	_____	_____
Zone 24	_____	_____	_____	_____	Zone 56	_____	_____	_____	_____
Zone 25	_____	_____	_____	_____	Zone 57	_____	_____	_____	_____
Zone 26	_____	_____	_____	_____	Zone 58	_____	_____	_____	_____
Zone 27	_____	_____	_____	_____	Zone 59	_____	_____	_____	_____
Zone 28	_____	_____	_____	_____	Zone 60	_____	_____	_____	_____
Zone 29	_____	_____	_____	_____	Zone 61	_____	_____	_____	_____
Zone 30	_____	_____	_____	_____	Zone 62	_____	_____	_____	_____
Zone 31	_____	_____	_____	_____	Zone 63	_____	_____	_____	_____
Zone 32	_____	_____	_____	_____	Zone 64	_____	_____	_____	_____

Refer to Mode 18 for information on editing Zone Labels

GROUP INFORMATION

Group A *Group Label* _____ Group C *Group Label* _____
Group B _____ Group D _____

Refer to Mode 19 for information for programming Group Labels

CUSTOM WORDS

Word 240 _____ Word 248 _____
Word 241 _____ Word 249 _____
Word 242 _____ Word 250 _____
Word 243 _____ Word 251 _____
Word 244 _____ Word 252 _____
Word 245 _____ Word 253 _____
Word 246 _____ Word 254 _____
Word 247 _____ Word 255 _____

Refer to Mode 15 for information for programming Custom Words

AUTO-ARM SCHEDULES

<i>Schedule</i>	<i>Group</i>			
1	<input type="checkbox"/> A	<input type="checkbox"/> B	<input type="checkbox"/> C	<input type="checkbox"/> D
2	<input type="checkbox"/> A	<input type="checkbox"/> B	<input type="checkbox"/> C	<input type="checkbox"/> D
3	<input type="checkbox"/> A	<input type="checkbox"/> B	<input type="checkbox"/> C	<input type="checkbox"/> D

FOR SERVICE

Contact: _____

Telephone: _____

Installer: _____

Installation Date: _____

Monitoring Station: _____

Monitoring Station Telephone Number: _____

SYSTEM STATUS GUIDE

This table describes all system status indicators when the system is in the Arm / Disarm Mode.

<i>Indicator</i>	<i>Condition</i>	<i>Explanation and What to Do</i>
Bell	ON steady	Danger! An alarm is in progress. Follow burglar alarm procedure.
	ON pulsing	Extreme Danger! A Fire Zone is in alarm. Follow fire alarm procedure.
“Ready” Light	ON steady	System is ready to be armed
	FLASHING	Exit Delay is in progress
	OFF	System is fully armed, or system is disarmed and zones are open
“Armed” Light	ON steady	System is fully armed
	FLASHING	System is partially armed
	OFF	System is disarmed
“Bypass” Light	ON steady	Some zones on the system are bypassed. Enter the [★01] command to view bypassed zones
	FLASHING	Bypassed zones are presently being displayed on the keypad. After displaying bypassed zones for 3 seconds, the keypad will return to normal
Keypad	ON steady	1 The Entry Delay is in progress. Enter an Access Code to disarm the system
Sounder	Continuous	2 The system is automatically arming using the Auto-Arm feature
		1 The Exit Delay is about to expire. Leave the premises, or enter an Access Code
Single BEEP every 10 seconds	BEEPING	2 The Entry Delay is about to expire. Enter an Access Code to disarm the system
		1 An alarm or trouble condition is recorded in memory has not yet been viewed. Use the [★08], [★09] and [★10] commands to view Zone Alarm Memory, Trouble Condition Memory and Keypad Alarm Memory
Three BEEPS every 10 seconds	2 A Fire Zone alarm has not been acknowledged. Enter the [★04] command to clear
		1 The keypad has been locked out as too many attempts were made to enter an incorrect Access Code. Wait for 7 minutes and then enter a valid Access Code

INTRODUCTION

A WORD ABOUT YOUR SYSTEM

Your P-1664 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 P-1664 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.

The First Master Code, factory-set as [1234], must be changed from the factory setting when the system is installed.

System operating information, such as Access Codes and Bypass methods, should not be provided to casual users such as babysitters or home service personnel.

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 an 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 into separately controlled Groups, each Access Code can be assigned to one or more of the four Groups.

SILENCING ALARMS

To silence the bell or siren or the keypad sounder, enter an Access Code. If the system was armed when the Access Code is entered, the system will be disarmed. If the system was disarmed when the Access Code is entered, the system will remain disarmed.

DOOR CHIME FEATURE

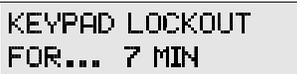
The Door Chime feature is used to provide a tone from the keypad each time a zone is opened or closed. For example, the door chime could be used to sound a tone whenever a door or window is opened or closed. You can assign zones to operate with the Door Chime feature in Programming Mode 07; refer to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

RS4 KEYPAD

KEYPAD



 **Fire Key:** Press for 2 seconds and release; press again for 2 seconds to activate FIRE transmission.

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

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

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

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.

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

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 Arm/Disarm mode.

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

Press [0] and [#] together:

- to scroll forward through a list
- to move right while programming a custom label

Press [*] and [0] together:

- to scroll backward through a list
- to move left while programming a custom label

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



ARMING YOUR SYSTEM

ARMING THE ENTIRE SYSTEM

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

ZONES OPEN...:
ZONE #01

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 [0] and [#] to view the list of open zones.

FRI-MAR.17 22:17
READY TO ARM

A message similar to this one, showing the time and date, will be displayed 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
AXXX

In the second message, "A" indicates the Group that is being armed, while "XXX" indicates the exit delay time. 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
AXXX

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:

FRI-MAR.17 22:17
READY TO ARM

A message similar to this one will be displayed if all zones in 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" light will come ON and the "Ready" light will FLASH
- The Keypad sounder will beep
- The Keypad will display these messages:

SPLIT ARMED
GROUP A

EXIT DELAY
Axx

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 60 seconds, or until a key is pressed.

If no key is pressed, the Keypad will return to the Arm/Disarm Mode after 60 seconds. When the messages are being displayed:

- Press [1] then [2] then [#] to arm Groups A and B
- Press [1] then [#] to arm Group A only
- Press [2] then [#] to arm Group B only
- Press [5] then [#] to arm all Groups
- Press [#] to return to the Arm/Disarm 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. The Keypad will then display the Groups that are ready to be armed. At this point, you may arm the Groups that are ready to be armed, or disarm the Groups that are already armed. To disarm all Groups, press [0] then [#]. To return to the Arm/Disarm Mode without arming or disarming any Groups, 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.

SPLIT ARMED
GROUP B

After displaying the Group that cannot be armed, the Keypad will display a list of the Groups that are armed. In this example, Group B is shown as being armed.

*** 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 OPTIONS

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. Your Installer will inform you of which Groups are affected by the Quick-Arm feature.

ABOUT HOME-AWAY ZONES

Some zones on your system may be programmed as Home-Away Zones so that you may use the arming options described on this page. Home-Away Zones feature the ability to be automatically bypassed when the commands described below are entered; this saves you the trouble of having to manually bypass zones using the [*][01] Bypass command.

Your installer will inform you of which zones on your system are programmed as Home-Away Zones.

AT-HOME ARMING

[*]+[8]+[ACCESS CODE]

NOTE: At-Home Arming is not available on systems that allow multiple Groups to be armed and disarmed individually.

At-Home Arming automatically bypasses the Home-Away Zones on your system, and removes the Entry Delay from the Entry-Exit Zones. This feature allows you to arm the system and remain on the premises. In addition, if any of the Entry-Exit doors are opened, an alarm will sound instantly.

To use At-Home Arming, enter [*][8][Access Code] on the keypad. The “Armed” light will FLASH to remind you that there is no Entry Delay on the Entry-Exit doors.

To restore the Entry Delay to the Entry-Exit Zones and to clear the automatic bypass on the Home-Away Zones, enter the [*][1] command. When the [*][1] command is entered, the Entry-Exit Zones will again have an entry delay, and the Home-Away Zones will again be active.

HOME-AWAY ARMING

Home-Away arming automatically bypasses the Home-Away Zones; the Entry Delay will still apply to the Entry-Exit zones. You may use this feature to arm the system and remain on the premises. Another household member would still be able to enter the premises through the Entry-Exit door without causing an alarm. When the Entry-Exit door is opened, an Access Code would have to be entered to disarm the system.

To arm the system with Home-Away Arming, enter an Access Code and do not open the Entry-Exit door. When the Exit Delay expires, the system will be armed with the Home-Away Zones automatically bypassed. The “Bypass” light will come ON to indicate that the Home-Away Zones have been automatically bypassed.

To reactivate the zones automatically bypassed by Home-Away Arming, enter [*][1] on the keypad. After entering the [*][1] command, there will be a 2-minute delay to allow time for you to leave the premises. After 2 minutes, the “Bypass” light will be shut OFF to indicate that the Home-Away Zones are no longer bypassed. **NOTE:** The [*][1] command may only be used when the system is completely armed.

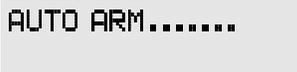
QUICK-EXIT

NOTE: The Quick-Exit feature is only available when all Groups are armed.

The Quick-Exit feature allows you to leave the premises when the system is armed with At-Home or Home-Away Arming without having to disarm the system. To use the Quick-Exit feature, enter [*][0] while the system is armed. When the command is entered, you will be allowed up to 2 minutes to activate a Delay Zone and leave the premises. If the Entry-Exit Delay Zone is opened after 2 minutes, the Entry Delay will begin. If the system is not disarmed before the end of the Entry Delay, an alarm will sound.

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.



A rectangular keypad display showing the text "AUTO ARM....." in a monospaced font.

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 Arm/Disarm Mode.

SCHEDULES

There are three Auto Arm/Disarm Schedules available on the P-1664, 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.

Auto-Arm and Auto-Disarm schedules can be modified in Mode 06 with Functions 10 through 25. Only a Master Code assigned to all of the Groups in a schedule will be able to affect the schedule for those Groups. For example, a Master Code assigned only to Group A will not be able to affect the schedules for Group B.

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.

AUTO-ARM ON AND OFF SELECTION

Functions [20], [22] and [24] of Mode 06 are used to enable the arming times for each of the 3 Auto-Arm Schedules. When an Auto-Arm time is programmed, the Auto-Arm feature is automatically enabled for the affected schedule. Auto-Arm times for the different Schedules may be turned off if automatic arming is not required. Refer to Mode 06 for programming information.

AUTO-DISARM ON AND OFF SELECTION

Functions [21], [23] and [25] of Mode 06 are used to enable the disarming times for each of the 3 Auto-Arm Schedules. When an Auto-Disarm time is programmed, the Auto-Disarm feature is automatically enabled for the affected schedule. Auto-Disarm times for the different Schedules may be turned off if automatic disarming is not required. 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 EXAMPLE OF AUTO ARMING

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

DISARMING YOUR SYSTEM

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.

FRI-MAR.17 22:17
READY TO ARM

If all zones are secure and there were no alarms during the armed period, the Keypad will display a message similar to this one.

ZONES IN MEM.:
PRESS *08

If there were alarms during the armed period, the Keypad will display this message. Refer to the Alarm Memory Display section of this manual for information on displaying the list of zones that caused alarms. Also, refer to the Trouble Alarm Memory Display and Keypad Alarm Memory Display sections of this manual for information on viewing Trouble and Keypad alarms.

DISARMING

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 armed or disarmed. Press [0] then [#] to disarm all Groups.



DISPLAYING SYSTEM INFORMATION

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.

ZONES IN MEM.:
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 since the last arming.

TROUBLE IN MEM.:
PRESS *09

If a trouble alarm occurred during the armed period, this message will be displayed when the system is disarmed. Press [*09] to enter Mode 09 Trouble Memory Display. Refer to Mode 09 Trouble Memory Display.

KEYPAD ALARM:
PRESS *10

If one of the Keypad zones was activated, this message will be displayed when the system is disarmed. Press [*10] to enter Mode 10 Keypad Alarm Memory Display. Refer to Mode 10 Keypad Alarm Memory Display.

TROUBLE INDICATIONS

If a trouble condition occurs on the system, the Keypad will display this message:

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.

SYSTEM
INFORMATION

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. 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.



PROGRAMMING MODES

Programming Modes are used to customise system operation and display 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 disarmed.

To enter a Programming Mode, enter one of the commands below:

- [★][01] Bypass Zones
- [★][02] View System Status
- [★][03] Edit Access Codes
- [★][04] Fire Zone Reset
- [★][05] Activate Utility Outputs 1 to 4 and Keypad Output
- [★][06] Multiple System Functions
- [★][07] Door Chime Zones
- [★][08] Zone Alarm Memory Display
- [★][09] Trouble Alarm Memory Display
- [★][10] Keypad Alarm Memory Display
- [★][11] Send User Message
- [★][12] Display Last Person Who Armed/Disarmed Groups A through D
- [★][15] Program Custom Words
- [★][16] Examine Event Memory / Print Event Memory
- [★][17] Check for Identical Access Codes
- [★][18] Edit Zone Labels
- [★][19] Edit Group Labels
- [★][99] Language Select

Mode 01 may require that an Access Code be entered to bypass zones. Mode 03 requires a Master Code to be entered to change Access Codes. Note that Modes 02, 07, 08, 09, 10, 12, 16 and 99 can be accessed without entering an Access Code.

ARM/DISARM MODE

The Arm/Disarm Mode is the mode in which the system is ready to accept operational instructions through the Keypad. When in the Arm/Disarm Mode, the system may be armed or Programming Modes may be entered.

```
FRI-MAR.17 22:17  
READY TO ARM
```

When most functions are complete, the system will return to the Arm/Disarm Mode. When in the Arm/Disarm Mode, the Keypad will display a message similar to this one, with the date and time.

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

When the system is disarmed and zones are open, press [0] and [#] together to view a list of open zones. The label of the first open zone will be displayed; in this example, Zone 1 is open. Press [0] and [#] to view the next open zone, or press the [#] Key to return to the Arm/Disarm Mode.

```
TO CANCEL ALARM  
PRESS *7
```

When an alarm has occurred and the bell or siren has been silenced, this message will be displayed. Enter [★][7][Access Code] to cancel the last alarm.

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

TO BYPASS A ZONE:

ENTER NUMBER OF
NEW MODE.....:

With the system disarmed and the Keypad in the Arm/Disarm Mode, press the [*] Key; the Keypad will display this message. Enter [01] on the Keypad.

ENTER VALID CODE

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. The "Bypass" light will begin to flash and the Keypad will display a list zones that may be bypassed. Press [0] and [#] together to scroll forwards through the list; press [*] and [0] together to scroll backwards through the list.

(01) TO BYPASS
FRONT DOOR

If a zone is not already bypassed, a message similar to this will be displayed. In this example, the zone "Front Door" is not bypassed. Enter the zone number in (brackets) to bypass the zone. If the zone may not be bypassed, the Keypad will sound a single long tone when the zone number is entered.

(05) TO CLEAR
BASEMENT WINDOW

If the zone is already bypassed, a message similar to this will be displayed. In this example, the zone "Basement Window" is bypassed. Enter the zone number in (brackets) to clear the bypass on the zone. To clear all bypasses, enter [0][0]. To recall the last set of bypassed zones, enter [9][9].

If you know the 2-digit number of the zone you wish to bypass or remove the bypass from, enter the 2-digit number at any time after entering the [*][01] Bypass Command. The new condition for the zone (either bypassed or bypasses cleared) will be immediately displayed. When finished with bypassing functions, press [#] to return to the Arm/Disarm Mode.

BYPASSING AND SPLIT ARMING

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

MODE 02 VIEW SYSTEM STATUS

[*]+[02]

The system continuously monitors for fire, burglary, supervisory and trouble conditions. If one of these conditions occurs, the keypad sounder will beep, and the condition can be displayed on the Keypad. If a condition cannot be cleared or resolved, contact your Installer for assistance.

ENTER NUMBER OF
NEW MODE.....:

With the system disarmed and the Keypad in the Arm/Disarm Mode, press the [*] Key; the Keypad will display this message. Enter [02] on the Keypad.

SYSTEM STATUS
OK, EXIT: #

If the system status is normal, the Keypad will display this message. Press the [#] Key to return to the Arm/Disarm Mode.

IN TROUBLE....:
LOW BAT

If there are conditions on the system that you should be aware of, the Keypad will display one of the following messages. Press [0]+[#] together to scroll through the displayed messages.

<i>Message</i>	<i>Trouble</i>	<i>Condition</i>
AC FAIL	AC	Power Failure
AUXILIARY	Auxiliary	Zone Alarm
BLOWN FUSE	A	Control Panel fuse is open
CLOSE FL.-1	Failure to Close	on Auto-Arm Schedule 1
CLOSE FL.-2	Failure to Close	on Auto-Arm Schedule 2
CLOSE FL.-3	Failure to Close	on Auto-Arm Schedule 3
COMM.FAIL.-1	Fail to Communicate	on Telephone Line 1
COMM.FAIL.-2	Fail to Communicate	on Telephone Line 2
EEPROM FAULT	EEPROM	trouble
FIRE TROUBLE	Fire Loop	Trouble
GROUND FAULT	Earth Ground Terminal	is not isolated
KEYPAD FAIL	Error in Communication	with Keypads
KEYPAD ID #1	Keypad 1	disconnected
KEYPAD ID #2	Keypad 2	disconnected
KEYPAD ID #3	Keypad 3	disconnected
KEYPAD ID #4	Keypad 4	disconnected
LINE-1 FAULT	Trouble on Telephone	Line 1
LINE-2 FAULT	Trouble on Telephone	Line 2
LOW BATTERY	Low Battery	voltage
PRINTER FAIL	Printer is off-line	or not connected
SERIAL BUS	Error in Serial Bus	Communication
BELL CUT	Bell is	disconnected
SYSTEM CLOCK	Loss of time on	System Clock

Press the [#] Key to return to the Arm/Disarm Mode.

MODE 03 PROGRAMMING ACCESS CODES

[★]+[03]+[MASTER CODE]

To help ensure the security of each Group, *you cannot change or enter a new Access Code unless it is assigned to the same group as the Master Code.* For example, if the Master Code is assigned to Group A, it can only program 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.

Also, to help ensure the security of each Access Code, Access Codes are assigned a programming priority: *each Access Code may be used to change itself and the codes up to Access Code 64, but not the preceding codes.* For example, Access Code 1 may be used to change all Access Codes from 1 through 64. Access Code 5 may be used to change only Access Codes 5 through 64; Access Code 5 cannot be used to change Access Codes 1 through 4.

TO PROGRAM ACCESS CODES:

ENTER NUMBER OF
NEW MODE.....:

With the system disarmed and the Keypad in the Arm/Disarm Mode, press the [★] Key; the Keypad will display this message. Enter [03] on the Keypad.

ENTER VALID CODE

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

CODES IN USE:
01 02 03 04 ?

After a Master Code is entered, the Keypad will display this message. Press [0]+[#] together to scroll through the list of Access Codes that are already programmed. Enter the number of the Access Code that is to be programmed.

*** WARNING ***
CD ALREADY PROG.

If the Access Code you have selected is already programmed, this message will be displayed. If you do not wish to change the code, press the [★] Key. If you wish to change the existing code, enter a new 4-digit Access Code, or enter [0000] to completely erase the Access Code.

ENT TYPE OF CODE
FOR USER..#

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

CODES IN USE:
01 02 03 04 ?

When a code has been completely programmed, this message will be displayed again. Program another code, or press the [#] Key to return to the Arm/Disarm Mode.

NOTES ON 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 RESET FIRE ZONES

[*]+[04]+[ACCESS CODE]

ENTER NUMBER OF
NEW MODE.....:

With the system disarmed and the Keypad in the Arm/Disarm Mode, press the [*] Key; the Keypad will display this message. Enter [04] on the Keypad.

ENTER
SPECIAL COMMAND

If the Fire Zone Reset function is programmed to require a special Keypad command, this message will be displayed. Press the [4] and [5] Keys together.

ENTER VALID CODE

If the Reset function is programmed to require the entry of an Access Code, this message will be displayed. Enter an Access Code.

RESET FIRE
ZONES

The Keypad will display this message when the Reset Function is activated. When activated, the Reset Function will remain active for 2 minutes, or until the [#] Key is pressed.

RESET FIRE
ZONES, EXIT: #

After 2 seconds, this message will be displayed. Press the [#] Key to return to the Arm/Disarm Mode.

MODE 05 UTILITY OUTPUTS 1-4 + KEYPAD OUTPUT

[*]+[05]+[ACCESS CODE]

ENTER NUMBER OF
NEW MODE.....:

With the system disarmed and the Keypad in the Arm/Disarm 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 4 to activate one of the Utility Outputs, or enter 12 to activate the Keypad Output.

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

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 Arm/Disarm Mode.

MODE 06 MULTIPLE SYSTEM FUNCTIONS

[*]+[06]+[MASTER CODE]

ENTER NUMBER OF
NEW MODE.....:

With the system disarmed and the Keypad in the Arm/Disarm Mode, press the [*] Key; the Keypad will display this message. Enter [06] on the Keypad.

ENTER FUNCTION
NUMBER.....:

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

- | | |
|--|---|
| [00] Display Program Version | [13] Auto-Disarm Time of Day: Schedule 2 |
| [01] Set the Clock | [14] Auto-Arm Time of Day: Schedule 3 |
| [02] Set the Date | [15] Auto-Disarm Time of Day: Schedule 3 |
| [03] Set the Day of the Week | [16] Day Assignment: Schedule 1 |
| [04] Quick-Arm Select | [17] Day Assignment: Schedule 2 |
| [05] Print Programming Information | [18] Day Assignment: Schedule 3 |
| [06] Activate Bell for 3 Seconds | [19] Enable Downlod Window |
| [07] Activate Outputs for 3 Seconds | [20] Auto-Arm Schedule 1 ON/OFF |
| [08] Activate Keypad Sounder for 3 Seconds | [21] Auto-Disarm Schedule 1 ON/OFF |
| [09] User Initiated Download | [22] Auto-Arm Schedule 2 ON/OFF |
| [10] Auto-Arm Time of Day: Schedule 1 | [23] <i>Auto-Disarm Schedule 2 ON/OFF</i> |
| [11] Auto-Disarm Time of Day: Schedule 1 | [24] <i>Auto-Arm Schedule 3 ON/OFF</i> |
| [12] Auto-Arm Time of Day: Schedule 2 | [25] <i>Auto-Disarm Schedule 3 ON/OFF</i> |

FUNCTION 00 DISPLAY PROGRAM VERSION

P1664 - VER 2.0
APR. 22, 1996

This function displays the version of the software program installed on your system. Normally, this function is only used for trouble shooting and other maintenance. When this message is displayed, press the [★] Key to display the next message.

CHECKSUM = XXXX

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

FUNCTION 01 SET THE CLOCK

SET 24HR CLOCK
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]. To exit without setting the clock, press [#].

FUNCTION 02 SET THE DATE

SET DATE (MM/DD)
00/00

This message will be displayed when Function 02 is selected. Enter two digits for the month, and then enter two digits for the day of the month. For example, January 25 would be entered as [0125]. To exit without setting the date, press [#].

FUNCTION 03 SET THE DAY OF THE WEEK

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

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. To exit without setting the day, press [#].

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

FUNCTION 04 QUICK ARM SELECT

Selecting Function 04 will enable the Quick Arm feature if it is 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 PROGRAMMING INFORMATION

When this function is entered, the system will print the Installer's Programming Information on your system's printer.

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 09 USER INITIATED DOWNLOAD

When this function is entered, the system will call the downloading computer. This function is normally only used on instruction from your security service provider.

FUNCTION 10 AUTO-ARM TIME OF DAY FOR SCHEDULE 1

NOTE: Functions 10 through 25 may only be accessed if the Master Code used to enter Mode 06 is assigned to all of the Groups belonging to the schedules to be changed.

AUTO ARM..... 1
00:00

Enter the time, in the 24-hour clock format, that 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. To exit without setting the Auto-Arm Time, press [#].

FUNCTION 11 AUTO-DISARM TIME OF DAY FOR SCHEDULE 1

AUTO DISARM... 1
00:00

Enter the time, in the 24-hour clock format, that 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. To exit without setting the Auto-Disarm Time, press [#].

FUNCTION 12 AUTO-ARM TIME OF DAY FOR SCHEDULE 2

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

FUNCTION 13 AUTO-DISARM TIME OF DAY FOR SCHEDULE 2

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

FUNCTION 14 AUTO-ARM TIME OF DAY FOR SCHEDULE 3

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

FUNCTION 15 AUTO-DISARM TIME OF DAY FOR SCHEDULE 3

Program the time of day at which Schedule 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. If an error is made in entering the days for Schedule 1, press the [#] Key to make corrections.

FUNCTION 17 DAY ASSIGNMENT FOR SCHEDULE 2

Assign the days that Schedule 2 is to follow.

FUNCTION 18 DAY ASSIGNMENT FOR SCHEDULE 3

Assign the days that Schedule 3 is to follow.

FUNCTION 19 ENABLE DOWNLOADING WINDOW

This function allows your Installer to update the programming in your system without having to make a service call. When this function is selected, your system will wait for up to 60 minutes for a call from your Installer's computer. Your Installer will inform you of how and when to use this function.

FUNCTIONS 20 THROUGH 25

AUTO ARM... 1
ACTIVATED

Accessing functions 20 through 25 will either activate or deactivate the desired function. When a function is being activated, or turned on, this message will be displayed.

AUTO ARM... 1
DEACTIVATED

When a function is being deactivate or turned off, this message will be displayed.

MODE 07 DOOR CHIME ZONES

[*]+[07]

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.

ENTER NUMBER OF
NEW MODE.....:

With the system disarmed and the Keypad in the Arm/Disarm Mode, press the [*] Key; the Keypad will display this message. Enter [07] on the Keypad. The Keypad will display a list of zones which are programmed to chime. Press [0] and [#] together to scroll forward through the list of zones; press [*] and [0] together to scroll backwards.

(01) TO CHIME
FRONT DOOR

If the zone is not programmed for the Door Chime feature, a message similar to the one shown here will be displayed. In this example, the zone “Front Door” is not programmed to chime. Enter the zone number in (brackets) to program the zone for the Door Chime feature.

(05) TO CLEAR
BASEMENT WINDOW

*If the zone is already programmed to chime, a message similar to the one shown here will be displayed. In this example, the zone “Basement Window” is programmed for the Door Chime feature. Enter the zone number in (brackets) to remove the chime feature from the zone. **To remove the chime feature from all zones, enter [0][0].***

If you know the 2-digit number of the zone you wish to program, enter the 2-digit number at any time after entering the [*][07] Door Chime Command. The new condition for the zone (either programmed for the Door Chime Feature or not) will be immediately displayed. When finished programming the Door Chime Feature, press [#] to return to the Arm/Disarm Mode.

MODE 08 ZONE ALARM MEMORY DISPLAY

[*]+[08]

ENTER NUMBER OF
NEW MODE.....:

With the system disarmed and the Keypad in the Arm/Disarm Mode, press the [*] Key; the Keypad will display this message. Enter [08] on the Keypad.

ZONES IN MEM.:
NONE

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

ZONES IN MEM.: 01
HALLWAY

If there are alarms in memory, each zone will be displayed with a message similar to this one. The number of the zone is shown at the end of the first line, and the zone label will be shown on the second line. Press [0]+[#] together to scroll through the list of zones in memory. When you have finished viewing the list, press the [#] Key to return to the Arm/Disarm Mode.

MODE 09 TROUBLE ALARM MEMORY DISPLAY

[*]+[09]

ENTER NUMBER OF
NEW MODE.....:

With the system disarmed and the Keypad in the Arm/Disarm Mode, press the [*] Key; the Keypad will display this message. Enter [09] on the Keypad.

TROUBLE IN MEM.:
NONE

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

TROUBLE IN MEM.:
BELL CUT

If there are Trouble Alarms in memory, each trouble will be displayed with a message similar to this one. Press [0]+[#] together to scroll through the list of troubles in memory. When you have finished viewing the list, press the [#] Key to return to the Arm/Disarm Mode.

MODE 10 KEYPAD ALARM MEMORY DISPLAY

[*]+[10]

ENTER NUMBER OF
NEW MODE.....:

With the system disarmed and the Keypad in the Arm/Disarm Mode, press the [*] Key; the Keypad will display this message. Enter [10] on the Keypad.

KEYPAD ALARM:
NONE

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

KEYPAD ALARM:
FIRE KEY

If there are Keypad Alarms in memory, each alarm will be displayed with a message similar to this one. Press [0]+[#] together to scroll through the list of alarms in memory. When you have finished viewing the list, press the [#] Key to return to the Arm/Disarm Mode.

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

MODE 11 SEND USER MESSAGE

[★]+[11]+[ACCESS CODE]

A set of messages may be programmed at your monitoring station for remote activation through the control panel. When Mode 11 is entered, 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 later time than usual. Your Installer will tell you if your monitoring station uses these messages, and whether or not any messages are programmed for your system.

ENTER NUMBER OF
NEW MODE.....:

With the system disarmed and the Keypad in the Arm/Disarm Mode, press the [★] Key; the Keypad will display this message. Enter [11] on the Keypad.

ENTER VALID CODE

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

ENTER FUNCTION
NUMBER.....:

When a valid code is entered, this message will be displayed. Enter a number between 1 and 8 to “send” a message to the monitoring station. The Keypad will then automatically return to the Arm/Disarm Mode.

MODE 12 DISPLAY LAST PERSON WHO ARMED/DISARMED

The Access Code that Armed or Disarmed each group can be displayed by entering Mode 12

ENTER NUMBER OF
NEW MODE.....:

With the system disarmed and the Keypad in the Arm/Disarm Mode, press the [★] Key; the Keypad will display this message. Enter [12] on the Keypad.

1ST GROUP
ARM: 20 DIS: 14

A message similar to this will be displayed. In this example, Access Code 20 last armed Group A, while Access Code 14 last disarmed Group A. Similar messages will be shown for Groups B, C, and D. Press [0]+[#] together to scroll through the list of Groups. Press the [#] Key to return to the Arm/Disarm Mode.

Access Codes 65 through 74 are used to represent certain system functions and options:

- Access Code 65 represents Auto Arm / Disarm Schedule 1
- Access Code 66 represents Auto Arm / Disarm Schedule 2
- Access Code 67 represents Auto Arm / Disarm Schedule 3
- Access Code 68 represents arming with Quick Arm
- Access Code 69 represents arming with System Keyswitch
- Access Code 70 represents Remote Computer arming
- Access Code 71 represents arming with Keypad Keyswitch 1
- Access Code 72 represents arming with Keypad Keyswitch 2
- Access Code 73 represents arming with Keypad Keyswitch 3
- Access Code 74 represents arming with Keypad Keyswitch 4

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

Mode 15 Program Custom Words

[*]+[15]+[First Master Code]

There are 16 Custom Words available on the system that may be used for Zone or Group Labels. Each Custom Word may be programmed with a maximum of 16 letters or numbers. These words are used to make the information your system provides more useful. For example, the factory-programmed Zone Label "Zone Number...1" could be replaced with a Custom Word that reads "Jody's Room". Custom Words are assigned to zones and groups in the same way that labels from the Word Library are; refer to Modes 18 and 19.

ENTER NUMBER OF
NEW MODE.....:

With the system disarmed and the Keypad in the Arm/Disarm Mode, press the [*] Key; the Keypad will display this message. Enter [15] on the Keypad.

ENTER VALID CODE

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

ENTER DESIRED
WORD NUMBER: 2

When the Keypad displays this message, enter the number for the Custom Word to be changed. The Custom Words are numbered from 240 to 255. For example, enter [40] to change the first Custom Word; enter [41] to change the second Custom Word, and so on.

WORD #241
WORD #241 // // // //

When the word number is entered, the Keypad will display a message similar to this one. In this example, Word 241 is shown with its factory-programmed setting.

Entering Characters

The alphabet and the numbers 1 to 9 and 0 are assigned to the Keys on the Keypad as shown below.

① ABC1	② DEF2	③ GHI3
④ JKL4	⑤ MNO5	⑥ PQR6
⑦ STU7	⑧ VWX8	⑨ YZ:9
⌘	⑩ SPACE "- " " 0	#

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 [0] and [#] Keys simultaneously to shift right to the next character.

KEY FUNCTIONS

- [#] Go to any Word
- [*]+[0] Move cursor left 1 character
- [0]+[#] Move cursor right 1 character
- [7]+[9] Erase all characters from the cursor to the end of the Word

Note that "/" characters on the display indicate the end of a label. Characters programmed past the "/" character will not be shown on the display during normal system operation.

When all editing has been completed, press the [#] Key twice to return to the Arm/Disarm Mode. Refer to Mode 18 Edit Zone Labels and Mode 19 Edit Group Labels for information on assigning the Custom Words to zones and groups.

MODE 16 EXAMINE EVENT MEMORY / PRINT EVENT MEMORY

[*]+[16]

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 100 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 and print the events.

ENTER NUMBER OF
NEW MODE.....:

With the system disarmed and the Keypad in the Arm/Disarm Mode, press the [*] Key; the Keypad will display this message. Enter [16] on the Keypad.

VIEW BUFFER -> 0
DUMP BUFFER -> 1

When this message is displayed, press [0] to view the panel's memory, or press [1] to print the list of events.

When viewing the panel's memory, the most recent event will be displayed first. To move back through the list to view older events, press the [0]+[#] together. To move forward through the list to view newer events, press [*]+[0] together. Press the [#] Key to return to the Arm/Disarm Mode.

MODE 17 CHECK FOR IDENTICAL ACCESS CODES

[*]+[17]+[FIRST MASTER CODE]

ENTER NUMBER OF
NEW MODE.....:

With the system disarmed and the Keypad in the Arm/Disarm Mode, press the [*] Key; the Keypad will display this message. Enter [17] on the Keypad.

ENTER VALID CODE

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

SCANNING USER
CODES.....

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

!! CODE MATCH !!
USERS 10&15 *->

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

NO IDENTICAL
CODES FOUND

If no Access Codes are duplicated, the Keypad will display this message. This message will be displayed for 3 seconds.

CODES IN USE: 17

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, then the Keypad will return to the Arm/Disarm Mode.

MODE 18 EDIT ZONE LABELS

[★]+[18]+[FIRST 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. There are 240 words available which may be assigned to any zone label. The first 223 words (numbers 001 through 223) may be selected from the Word Library. Sixteen words (numbers 240 through 255) are programmable in Mode 15. For example, you could assign words 012 and 101 to Zone 1 to create the message "BACK HALLWAY". Or, you could assign a programmable word as the first word and a Library word as the second word to create the zone label "JODYS ROOM". Note that each zone label may be a maximum of 16 characters in length.

ENTER NUMBER OF
NEW MODE.....:

With the system disarmed and the Keypad in the Arm/Disarm Mode, press the [★] Key; the Keypad will display this message. Enter [18] on the Keypad.

ENTER VALID CODE

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

ENTER DESIRED
ZONE NUMBER...:

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

ZONE # 01
ZN #01 WRD#1 ?

When the Zone Number is entered, the Keypad will display a message similar to this one. The current zone label will be displayed along with a prompt to allow you to enter a 3-digit number from the Word Library. Find the word you want in the Word Library and enter its 3-digit number. This word will become the first word in the new Zone Label. To leave the word as it is without making changes, press [0] and [#] together.

FRONT
ZN #01 WRD#2 ?

When the 3-digit code is entered, the display will show the new first word and allow you to enter another 3-digit code for the second word. In this example, 088 was entered for the first word. You may now enter another 3-digit code for the second word in the label.

FRONT DOOR
ZN #01 WRD#1 ?

In this example, 061 has been entered for the second word to produce a label that reads "FRONT DOOR".

ENTER DESIRED
ZONE NUMBER...:

Press [#] to return to the message to program another Zone Label. At any time during the Zone Label programming process, you may press [★] to advance to the next zone label; or, you may press [★]+[#] together to move back to the previous zone label. Press [#] twice to return to the Arm/Disarm Mode.

MODE 19 EDIT GROUP LABELS

[*]+[19]+[FIRST MASTER CODE]

Group Labels are messages assigned to each Group that are displayed on the Keypad screen whenever information about a Group is being shown. Like Zone Labels, the Group Labels may be assigned two words from the Word Library. Note that each group label may be a maximum of 16 characters in length. Refer to Mode 18 Edit Zone Labels for information on assigning Library words to the Group Labels.

WORD LIBRARY

The following words are available for use in Zone and Group Labels. Refer to Mode 18 Edit Zone Labels and Mode 19 Edit Group Labels for instructions on programming Zone and Group Labels.

000 BLANK LABEL	033 "CASH"	066 "DRY"	099 "GUNS"
001 "1ST"	034 "CASHIER"	067 "DUCTS"	100 "GYM"
002 "2ND"	035 "CEILING"	068 "DUPLEX"	101 "HALLWAY"
003 "3RD"	036 "CELL"	069 "EAST"	102 "HEAT"
004 "4TH"	037 "CELLAR"	070 "ELECTRIC"	103 "HOSE"
005 "5TH"	038 "CENTRE"	071 "ELEVATOR"	104 "HOT"
006 "ACCESS"	039 "CHAMBER"	072 "EMPTY"	105 "HOUSE"
007 "AMBULANCE"	040 "CHIMNEY"	073 "EMERGENCY"	106 "HUMIDITY"
008 "APARTMENT"	041 "CHINA"	074 "ENTRANCE"	107 "INNER"
009 "ATRIUM"	042 "CHUTE"	075 "ENTRY"	108 "INSIDE"
010 "ATTIC"	043 "CLOSET"	076 "EXIT"	109 "INTERCOM"
011 "BABY"	044 "COLD"	077 "EXTERNAL"	110 "INTERNAL"
012 "BACK"	045 "COMPUTER"	078 "FACTORY"	111 "JANITOR"
013 "BALCONY"	046 "CONDO"	079 "FAMILY"	112 "KEY"
014 "BAR"	047 "CONTACT"	080 "FENCE"	113 "KITCHEN"
015 "BARN"	048 "COPIER"	081 "FIELD"	114 "LAB"
016 "BASEMENT"	049 "CORRIDOR"	082 "FIRE"	115 "LAUNDRY"
017 "BATHROOM"	050 "CORNER"	083 "FLOOD"	116 "LEFT"
018 "BAY"	051 "CRAWL"	084 "FLOOR"	117 "LIFT"
019 "BEAM"	052 "DARK"	085 "FOIL"	118 "LIGHT"
020 "BEDROOM"	053 "DECK"	086 "FORCE"	119 "LINES"
021 "BELL"	054 "DEN"	087 "FOYER"	120 "LIQUOR"
022 "BOILER"	055 "DESK"	088 "FRONT"	121 "LIVING"
023 "BOTTOM"	056 "DETECTOR"	089 "FULL"	122 "LOBBY"
024 "BOX"	057 "DEVICE"	090 "FURNACE"	123 "LOFT"
025 "BREAK"	058 "DINING"	091 "FUSE"	124 "LOOP"
026 "BROKEN"	059 "DISH"	092 "GARAGE"	125 "LOT"
027 "BURGLARY"	060 "DISPLAY"	093 "GAS"	126 "LOW"
028 "CABINET"	061 "DOOR"	094 "GATES"	127 "LUNCH"
029 "CAFE"	062 "DOORBELL"	095 "GLASS"	128 "MACHINE"
030 "CAGE"	063 "DOWNSTAIRS"	096 "GROUP"	129 "MAIL"
031 "CAMERA"	064 "DRAWER"	097 "GUARD"	130 "MANAGER"
032 "CARPORT"	065 "DRIVEWAY"	098 "GUEST"	131 "MASTER"

132 "MEDICAL"	156 "PLACE"	180 "SHIPPING"	204 "UNDERGND"
133 "MEETING"	157 "PLATE"	181 "SHOP"	205 "UNIT"
134 "MIDDLE"	158 "PLAY"	182 "SIDE"	206 "UPSTAIRS"
135 "MODULE"	159 "POLICE"	183 "SIREN"	207 "UTILITY"
136 "MOTION"	160 "POOL"	184 "SLIDING"	208 "VAULT"
137 "N E"	161 "PORCH"	185 "SMOKE"	209 "VOLTAGE"
138 "N W"	162 "POWER"	186 "SOLAR"	210 "WAITING"
139 "NORTH"	163 "PREMISE"	187 "SOLARIUM"	211 "WALKWAY"
140 "NURSERY"	164 "PRESSURE"	188 "SOUTH"	212 "WAREHOUSE"
141 "OFFICE"	165 "RADIATOR"	189 "SPACE"	213 "WATER"
142 "OUTSIDE"	166 "REAR"	190 "SPARE"	214 "WELL"
143 "OVER"	167 "REC"	191 "SPRINKLER"	215 "WEST"
144 "OVERFLOW"	168 "REGISTER"	192 "STABLE"	216 "WINDOW"
145 "OVERHEAD"	169 "RIGHT"	193 "STAIRS"	217 "WINE"
146 "PAD"	170 "ROOF"	194 "STORAGE"	218 "WING"
147 "PANEL"	171 "ROOM"	195 "STORE"	219 "WIRE"
148 "PANIC"	172 "ROOT"	196 "STRIKE"	220 "WIRELESS"
149 "PARKING"	173 "S E"	197 "STROBE"	221 "WORK"
150 "PASSIVE"	174 "S W"	198 "STUDY"	222 "WORKSHOP"
151 "PATIO"	175 "SAFE"	199 "TABLE"	223 "YARD"
152 "PHONE"	176 "SCREEN"	200 "TAMPER"	224 - 239 <i>Not Used</i>
153 "PHOTO"	177 "SENSOR"	201 "TEMP"	
154 "PIPES"	178 "SHED"	202 "TOOLS"	
155 "PIR"	179 "SHELF"	203 "TOP"	

WORDS 240-255

Words 240-255 are programmable Custom Words. Refer to Mode 15 for information on programming these words.

When programming Zone Labels, 000 will provide "Zone # xx" for the first word, and a blank display for the second word. When programming Group Labels, 000 will provide "GROUP x" for the first word, and a blank display for the second word.

MODE 99 LANGUAGE SELECT

[*]+[99]

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.

ENTER NUMBER OF
NEW MODE.....:

With the system disarmed and the Keypad in the Arm/Disarm Mode, press the [*] Key; the Keypad will display this message. Enter [99] on the Keypad.

ENTER FUNCTION
NUMBER.....:

Press 1 to select the First Language or press 2 to select the Second Language.

After the language selection is made, the Keypad will return to the Arm/Disarm Mode.

TESTING AND MAINTENANCE

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 entering [*][06][Master Code][06]. The siren will sound for 3 seconds. If a trouble occurs after the test, press [*][02] to view the Trouble Condition.
- 4 With the system in the Arm/Disarm Mode, press [0] and [#] together to view open zones. Have each sensor on the system activated (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 instructions 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 It is recommended that the stand-by battery be replaced every three years.
- 3 For other system devices such as smoke detectors, motion detectors or glassbreak detectors, consult the manufacturer's literature for testing and maintenance instructions.

FIRE SAFETY IN THE HOME

Most fires occur in the home, and to minimize this danger it is recommended that a household fire safety audit be conducted and a family escape plan be developed.

HOUSEHOLD FIRE SAFETY

Check your home for the following potential hazards:

- Are all electrical appliances and outlets in a safe condition? Check for frayed cords, over-loaded lighting circuits, and so on. If you are uncertain about the condition of your electrical appliances or household electrical service, have a professional evaluation.
- Are all flammable liquids stored safely in closed containers in a well ventilated and cool area? Cleaning with flammable liquids, such as gasoline, should be avoided. Refer to product instructions, printed warnings and labels for information on using and storing hazardous materials safely.
- Are fire hazardous materials (such as matches) well out of the reach of children?
- Are furnaces and wood burning appliances properly installed, clean, and in good working order? If in doubt, have a professional evaluation.

FAMILY ESCAPE PLANNING

There is often very little time between the detection of a fire and the time at which it becomes deadly. Because of this, it is very important that a family escape plan be developed, practised and followed.

- 1 Every family member should participate in developing the escape plan.
- 2 Study the possible escape routes from each location within the house. Since many fires occur at night, special attention should be given to the escape routes from sleeping quarters.
- 3 It is essential that escape from a bedroom be possible without opening the interior door. Consider the following when making your escape plans:
 - Make sure that doors and windows that open to the outside are easily opened. Ensure that they are not painted shut and that their locking mechanisms operate smoothly.
 - If opening an exit or using an exit is too difficult for children, the elderly or handicapped, plans for rescue should be developed. This includes making sure that those who are to perform the rescue can promptly hear the fire warning signal.
 - If the exit is above ground level, an approved fire ladder or rope should be provided, as well as training in its use.
 - Exits on the ground level should be kept clear. Be sure to remove snow from exterior patio doors in winter. Outdoor furniture or equipment should not block exits.
 - The family should have a predetermined assembly point where everyone can be accounted for; for example, across the street or at a neighbor's house.
 - Once everyone is out of the house, call the Fire Department.
 - A good plan emphasizes quick escape. Do not investigate first or attempt to fight the fire, and do not attempt to rescue belongings as this takes up valuable time. Once outside, do not re-enter the house. Wait for the fire department.
 - Write the plan down and rehearse frequently, so that should an emergency arise, everyone will know what they are to do. Revise the plan as conditions change; for example, when there are more or fewer family members in the home, or if there are physical changes to the house.
 - Ensure your fire warning system is operational by conducting weekly tests as noted elsewhere in this manual. If you are unsure about system operation, contact your installing company.
 - It is recommended that you contact your local fire department and request further information on home fire safety and escape planning. If available, have your local fire prevention officer conduct an in-house fire safety inspection.