

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 2 seconds. If a trouble occurs after the test, press [*]+[02] to view the Trouble Condition.
- 4 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 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.

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.
- 28 It is essential that escape from a bedroom be possible without opening the interior door. Consider the following when making your escape plans:



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- With the system disarmed and the Keypad in the Arm/Disarm Mode, press the [*] key; the “Program” light will FLASH. Enter [17] on the Keypad.
- When [17] is entered, the “Program” light will come ON and the “Ready” light will FLASH. Enter the First Master Code.
- As the system checks for identical Access Codes, the number of each Access Code will be displayed on the Zone Lights. Refer to the User Numbers section of this manual on Page 13 for information on how the Zone Lights are used to represent the number of each Access Code.
- If matching codes are found, the Keypad will beep, and the number of the first matching code will be displayed. Press the [*] Key to view the number of the identical Access Code. If duplicated codes are found, they should be changed as soon as possible. Press the [*] Key to continue scanning codes.
- At the end of the search, the Keypad will beep three times, and the Zone Lights will indicate how many Access Codes are in use.
- After three seconds, the Keypad will return to the Arm/Disarm Mode.

Mode 99 Language Select

[*]+[99]

- Mode 99 allows you to switch between different languages that may be available for use when printed output is generated by your system. Your Installer will inform you of the different languages, if any, available on your system.
- With the system disarmed and the Keypad in the Arm/Disarm Mode, press the [*] key; the “Program” light will FLASH. Enter [99] on the Keypad.
 - 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.

Group is always displayed first; press the number for the group or [*] to display the code used to disarm.

- When you have finished viewing the codes, press the [#] Key to return to the Arm/Disarm Mode.

Note that Access Codes 65 through 70 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 Quick Arm
- Access Code 69 may be used to represent Keyswitch arming
- Access Code 70 may be used to represent Central Station Arming

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

Mode 16 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 print the system's Event Memory on a printer connected to the control panel. Mode 16 will only function if a printer is connected to your system.

- With the system disarmed and the Keypad in the Arm/Disarm Mode, press the [*] key. The "Program" light will FLASH. Enter [16] on the Keypad; the "Ready" light will come ON and the "Program" light will stop flashing and remain ON.
- Enter a 2-digit number from [01] to [99] to indicate the number of events to be printed. For example, if you want to print the last 5 events, enter [05]. If you want to print the last 25 events, enter [25].

Mode 17 Check for Identical Access Codes

[*]+[17]+[First Master Code]

The DV8000 allows you to program as many as 16 Access Codes. With so many Access Codes available, it may be possible to accidentally program two Access Codes with the same 4-digit number. While doing this will not cause the system to stop working, it may present a security and record keeping problem. With two identical codes being used, you would not be able to tell for certain which of the two users was accessing the system at any given time.

To improve security measures and to provide accurate recording of who is using the system, all Access Codes should be unique. Mode 17 provides an easy and convenient method of checking for identical codes that may have been programmed on the system. If identical codes are present, they should be changed and the users notified of the change as soon as possible.

System Information

ACCESS CODES

Name		
First Master Code _____		
	Name	Type
2	_____	_____
3	_____	_____
4	_____	_____
5	_____	_____
6	_____	_____
7	_____	_____
8	_____	_____
9	_____	_____
10	_____	_____
11	_____	_____
12	_____	_____
13	_____	_____
14	_____	_____
15	_____	_____
16	_____	_____

ACCESS CODE TYPES

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

ZONE INFORMATION

	Protected Area	Zone Type
Zone 1	_____	_____
Zone 2	_____	_____
Zone 3	_____	_____
Zone 4	_____	_____
Zone 5	_____	_____
Zone 6	_____	_____
Zone 7	_____	_____
Zone 8	_____	_____

FOR SERVICE

Contact: _____

Telephone: _____

System Status Guide

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

Indicator	Condition	Explanation and What to Do
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.
“Fire” Light	ON steady	Extreme Danger! A Fire Zone is in alarm. Follow fire alarm procedure.
	FLASH every 10 seconds	A Fire Zone alarm has not been acknowledged. Enter the [*04] command to clear
“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
“Trouble” Light	ON steady	A trouble condition is present on the system. Enter the [*02] command to view trouble conditions
“Memory” Light	ON steady	An alarm or trouble conditions occurred and may now be restored to normal. Use the [*08], [*09] and [*10] commands to view Zone Alarm Memory, Trouble Condition Memory and Keypad Alarm Memory
Zone Lights 1-8	ON steady	The zones indicated are open
	FLASHING	The zones indicated are armed (the Zone Lights will only flash if your system has Groups that may be individually armed)
Keypad Sounder	ON steady	1 The Entry Delay is in progress. Enter an Access Code to disarm the system 2 The system is automatically arming using the Auto-Arm feature
	Continuous BEEPING	1 The Exit Delay is about to expire. Leave the premises, or enter an Access Code 2 The Entry Delay is about to expire. Enter an Access Code to disarm the system
	Single BEEP every 10 seconds	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 2 A Fire Zone alarm has not been acknowledged. Enter the [*04] command to clear
	Three BEEPS every 10 seconds	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

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 system sends a code to the monitoring station where a corresponding message will 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.

- With the system disarmed and the Keypad in the Arm/Disarm Mode, press the [*] key; the “Program” light will FLASH. Enter [11] on the Keypad.
- The “Ready” light will FLASH and the “Program” light will stop flashing and will remain ON. Enter a Master Code or an Arm/Disarm/Bypass Access Code.
- When a valid Access Code is entered, the “Ready” and “Program” lights will be ON and the “Memory” light will FLASH. Enter a number from 01 to 16 to “send” the appropriate message to the monitoring station. The Keypad will then automatically return to the Arm/Disarm Mode.

Modes 12 - 15 Display Last Person Who Armed/Disarmed

[*]+[12] - [15]

The Access Code that last Armed or Disarmed each group can be displayed by entering Modes 12 through 15. Mode 12 displays who last armed or disarmed Group A; Mode 13 displays Group B; Mode 14 displays Group C, and Mode 15 displays Group D.

- With the system disarmed and the Keypad in the Arm/Disarm Mode, enter [*][12] on the Keypad.
- The number of the last Access Code used to arm Group A will be displayed. The “Armed” light will be ON to indicate that you are viewing the code used to arm the Group. The Access Code will be indicated with the Zone Lights.

Access Codes	Indicated by...
Access Codes 1 through 8	Zone Lights 1 through 8 being ON For example, if Zone Light 2 is ON, Access Code 2 is being represented.
Access Codes 9 through 16	Zone Lights 1 through 8 FLASHING For example, if Zone Light 2 is FLASHING, Access Code 10 is being represented.
Special Codes 65 through 70	Zone Lights 9 through 16 amd “Trouble” light FLASHING For example, if Zone Light 2 and the “Trouble” Light are FLASHING, Access Code 66 is being represented

- When the Access Code used to arm Group A is displayed, press [1] or [*] to view the Access Code last used to disarm Group A. The “Armed” light will be FLASHING to indicate that you are viewing the code used to disarm the Group.

You may press [1] or [*] to switch between displaying the code used to arm and the code used to disarm.
- To view the codes for Groups B through D, enter Modes 13 through 15. The Access Code used to arm the

8 Not Used	
• Press [9] to display the next Trouble Condition Group.	
TROUBLE MEMORY GROUP 3	
Trouble Light will be ON Zone Light will FLASH	
Light	Trouble Condition
1	Auxiliary Alarm
2	Not Used
3	Schedule 1: Fail to Arm
4	Schedule 2: Fail to Arm
5	Schedule 3: Fail to Arm
6	Printer Not Ready
7	EEPROM Trouble
8	Not Used

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

Mode 10 Keypad Alarm Memory Display
[*]+[10]

- With the system disarmed and the Keypad in the Arm/Disarm Mode, press the [*] key; the “Program” light will FLASH. Enter [10] on the Keypad.
- Zone Lights 1 through 4 will indicate which Keypad Alarms occurred since the last time the system was armed.

Light	Alarm
1	Fire Key was pressed
2	Panic Key was pressed
3	Emergency Key was pressed
4	Invalid Code: 5 attempts were made to enter an invalid code

- When you have finished reviewing the Keypad Alarm Memory, press the [#] Key to return to the Arm/Disarm Mode.

A Word About Your System

Your DV8000 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 DV8000 Alarm System. Read this manual carefully and become familiar with the operation of your Security System.

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 16 Access Codes plus one Installer’s Code. Of the 16 codes, there is one First Master Code, and 15 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 able to arm and disarm the security system, to program additional Access Codes, and to change system features. The First Master Code is used by the person who is responsible for the operation of the entire security system.

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

Arm/Disarm and Bypass Codes can arm and disarm the system and bypass zones; these codes cannot edit system functions. These codes are 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 only able to arm and disarm the system. These codes could be assigned to users who are only able to arm and disarm the system, but not to bypass zones.

Arm Only Codes are only be able to arm the system. These codes can be assigned to service personnel so 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.

Silencing Alarms

When an alarm sounds, enter your Access Code to silence the alarm.

If your Access Code is assigned to more than one Group, enter a number from [1] to [4] to silence the alarm in the affected Group. When your Access Code (and Group number, if necessary) is entered, the system (or Group) will be disarmed and the alarm will be silenced. If your Access Code is assigned to more than one Group, be sure to read the Arming instructions in this manual for information on how to arm and disarm individual Groups on your system.

Note that silencing the alarm only shuts the bell or siren off; the alarm may still be reported to your monitoring station.

Alarms reported to your monitoring station may be “cancelled” using the [*][7] command. Refer to Cancelling Alarms for instructions on cancelling alarms. Alarms should only be “cancelled” if you are absolutely certain that they are false alarms.

IMPORTANT NOTE: If you return to the premises and find that an alarm is in progress or that there are alarms in memory, do not enter the premises: there may be a fire or an intruder may be present. Go to a neighbour and contact the local authorities from there. If the fire alarm sounds at night, do not investigate; follow your fire evacuation plant and leave the premises immediately.

Cancelling Alarms

[*]+[7]+[Access Code]

If a false alarm sounds and is reported to your monitoring station, you can “cancel” the alarm by entering the [*][7][Access Code] command. When the command is entered, the system will advise your monitoring station that the most recent alarm was a false alarm and should be ignored.

- There may be a limit to the amount of time allowed to enter the [*][7][Access Code] command to cancel an alarm; your installer will inform you of how much time your system will provide for your to cancel alarms.
- If your system uses more than one Group, you will only be able to cancel alarms in Groups to which your Access Code is assigned.

Arming the Entire System

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

TO ARM THE SYSTEM:

- Close all protected doors and windows and ensure that there is no motion in areas protected by motion detectors. If the “Bypass” light is ON, ensure that the bypassed zones are bypassed intentionally. Refer to the “Bypassing Zones” section of this manual for information on bypassing zones and displaying bypassed zones.
- Check to see that the “Ready” light is ON. The system cannot be armed unless the “Ready” light is ON.
- Enter a 4-digit Access Code. As each digit is entered, the Keypad sounder will beep. When a valid Access Code is entered, the “Armed” light will come ON and the Keypad sounder will beep rapidly. If the Access Code was entered incorrectly or the “Ready” light was not on, the Keypad will sound a single long tone.
- When the “Armed” light comes on after an Access Code is entered, leave the premises through the door designated as the Exit-Entry door. After the “Armed” light comes on, a period of time known as an “exit delay” is provided for you to leave the premises. When a zone is opened after the exit delay expires, an

- With the system disarmed and the Keypad in the Arm/Disarm Mode, press the [*] key; the “Program” light will begin to FLASH; enter [07].

When Mode 07 is entered, the Zone Lights will come ON to indicate which zones have been assigned to the Door Chime feature. If a Zone Light is ON, that zone is assigned to the Door Chime feature. If a Zone Light is OFF, that zone is not assigned to the Door Chime feature.

- To assign a zone to the Door Chime feature, enter the 1-digit zone number.
- Enter [9] to add all zones to the Door Chime list. Enter [0] to remove all zones from the Door Chime list.
- Press the [#] Key to return to the Arm/Disarm Mode.

Mode 08 Zone Alarm Memory Display

[*]+[08]

- With the system disarmed and the Keypad in the Arm/Disarm Mode, press the [*] key; the “Program” light will FLASH. Enter [08] on the Keypad.
- Zone Lights 1 through 8 will indicate which zones caused an alarm since the last time the system was armed.
- The “Fire” light will indicate if a fire alarm occurred since the last time the system was armed.
- When you have finished reviewing the Alarm Memory Display, press the [#] Key to return to the Arm/Disarm Mode.

Mode 09 Trouble Alarm Memory Display

[*]+[09]

- With the system disarmed and the Keypad in the Arm/Disarm Mode, press the [*] key; the “Program” light will FLASH.
- Enter [09] on the Keypad.
- Trouble conditions in memory are displayed in three Groups. When the [*][09] command is entered, the first Trouble Memory Group will be displayed. To scroll through the Groups, press [9]. To advance directly to Trouble Condition Group 2 or 3, press [2] or [3].
- When a Trouble Memory Group is displayed, Trouble Conditions in memory will be displayed using Zone Lights 1

through 8. If a Trouble Condition is in memory, a Zone Light will be ON or will be FLASHING.

TROUBLE MEMORY GROUP 1
Trouble Light will FLASH
Zone Light will be ON

Light	Trouble Condition
1	Zone 1 Trouble
2	Zone 2 Trouble
3	Zone 3 Trouble
4	Zone 4 Trouble
5	Zone 5 Trouble
6	Zone 6 Trouble
7	Zone 7 Trouble

8 Not Used

- Press [9] to display the next Trouble Condition Group.

TROUBLE MEMORY GROUP 2
Trouble Light will FLASH
Zone Light will FLASH

Light	Trouble Condition
1	AC Power Failure
2	Low Battery
3	Fire Zone Trouble
4	Bell/Siren Trouble
5	Auxiliary Fuse Open
6	Communication Trouble
7	Ground Fault

In Function 10, enter the time, using 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.

FUNCTION 12 AUTO-ARM TIME OF DAY FOR SCHEDULE 2

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

FUNCTION 14 AUTO-ARM TIME OF DAY FOR SCHEDULE 3

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

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.

Also, you can press [0] to **clear all days**; press [8] to **set all days**, or press [9] to **recall the original setting**.

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 and wish to enter a new Function.

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 20 AUTO-ARM SCHEDULE 1 ON/OFF

Turn Auto-Arm Schedule 1 ON or OFF by selecting this function. If the Schedule is being turned ON, the keypad will sound a series of beeps and Zone Light 1 will come ON for 2 seconds. If the Schedule is being turned OFF, the keypad will sound a single long tone and Zone Light 1 will FLASH for 2 seconds.

FUNCTION 22 AUTO-ARM SCHEDULE 2 ON/OFF

Turn Auto-Arm Schedule 2 ON or OFF by selecting this function; Zone Light 2 will come ON or FLASH and the keypad will beep to indicate if the Schedule is being turned ON or OFF.

FUNCTION 24 AUTO-ARM SCHEDULE 3 ON/OFF

Turn Auto-Arm Schedule 3 ON or OFF by selecting this function; Zone Light 3 will come ON or FLASH and the keypad will beep to indicate if the Schedule is being turned ON or OFF.

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.

alarm will sound. Your Installer will inform you of the length of time allowed for the exit delay.

Close Confirmation

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

When a valid Access Code is entered, the Keypad sounder will beep rapidly but no lights will come on. When arming of the system is confirmed by the monitoring station, the “Armed” light will come ON and the “Ready” light will FLASH. When the “Ready” light begins to flash, leave the premises through the designated Exit-Entry door.

Arming Individual Groups

WHEN THE ACCESS CODE IS ASSIGNED TO ONE GROUP:

If all zones on the Group are secure, none of the Zone Lights for that Group will be on. Note that the “Ready” light may or may not be on.

- 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, the “Ready” light will FLASH, and the Keypad sounder will beep rapidly for a short period of time. The sounder will then be silent until the last 10 seconds of the Exit Delay, when it will beep again to announce that the Exit Delay is about to expire.

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

- With all zones in the desired Group or Groups secure, enter an Access Code.

- When the Access Code is entered, the Keypad will indicate if the Groups assigned to that Access Code are armed or disarmed. Zone Lights 1 through 4 are used to represent Groups A through D. If a Zone Light is ON, that Group is presently armed. If a Zone Light is FLASHING, that Group is presently disarmed.

For example, if an Access Code assigned to Groups A and B is entered, Zone Lights 1 and 2 will indicate if those groups are armed or disarmed. If Group A is armed and Group B is disarmed, Zone Light 1 will be ON and Zone Light 2 will FLASH.

If no keys are pressed for 60 seconds after entering an Access Code, no changes will be made to the Groups; armed Groups will still be armed, and disarmed Groups will still be disarmed.

- To arm or disarm a group, press a number from 0 to 5. For example, to arm or disarm Group A, press [1]; to arm or disarm Group B, press [2], and so on. To disarm all Groups, press [0]. To arm all groups, press [5].

If a Group is **armed** when its number is entered, it will be **disarmed**; if a Group is **disarmed** when its number is entered, it will be **armed**.

- Press the [#] Key after entering the numbers of the Groups to be armed.

If no keys are pressed after entering a number from [0] to [5], the system will arm or disarm the Groups you have indicated.

When the system has been “split armed” - that is, some Groups have been armed while others have not - the Keypad will display which zones are armed and which are not armed:

- the Zone Lights of **armed** zones will FLASH

- the Zone Lights of **open** zones will be ON
- the Zone Lights of **secure** zones will be OFF

WHEN ZONES ON A GROUP ARE OPEN:

If zones on a Group are open when the Access Code is entered, the Group to which the zones are assigned will not be able to be armed.

Disarming the Entire System

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

TO DISARM THE SYSTEM:

- Enter the premises through the designated Exit-Entry door; the Keypad will sound a constant tone. An “entry delay” is allowed so that a zone may be activated upon entering the premises without generating an immediate alarm. If the system is not disarmed before the entry delay expires, an alarm will be generated. Your Installer will inform you of the length of time allowed for the entry delay. During the last 10 seconds of the entry delay, the Keypad sounder will beep to announce that the entry delay is about to expire.
- Enter an Access Code. If an error is made while entering the Access Code, press the [#] Key and the re-enter the code. When an Access Code is entered, the “Armed” light will be shut OFF and the Keypad will sound a series of short beeps.

If an alarm occurred while the system was armed, the “Memory” light will be ON. If you disarm the system and find that an alarm has occurred, it is possible that an intruder may still be on the premises. Leave the premises and contact the authorities for assistance.

Disarming Individual Groups

- Enter the premises through the designated Exit-Entry door. If the Exit-Entry door is assigned to a Group that was armed, the Keypad will be sounding a constant tone. The Group must be disarmed before the “entry delay” expires or an alarm will sound. If the Exit-Entry door is assigned to a Group that was not armed, the Keypad will not sound when you enter the premises.
- Enter an Access Code. When the Access Code is entered, the Keypad will indicate if the Groups assigned to that Access Code are armed or disarmed.

Zone Lights 1 through 4 are used to represent Groups A through D. If a Zone Light is ON, that Group is presently armed. If a Zone Light is FLASHING, that Group is presently disarmed.

For example, if an Access Code assigned to Groups A and B is entered, Zone Lights 1 and 2 will indicate if those groups are armed or disarmed. If Group A is armed and Group B is disarmed, Zone Light 1 will be ON and Zone Light 2 will FLASH.

If no keys are pressed for 60 seconds after entering an Access Code, no changes will be made to the Groups; armed Groups will still be armed, and disarmed Groups will still be disarmed.

- To disarm a group, press a number from 0 to 4. For example, to disarm Group A, press [1]. To disarm all Groups, press [0].

If a Group is **armed** when its number is entered, it will be **disarmed**; if a Group is **disarmed** when its number is entered, it will be **armed**.
- Press the [#] Key after entering the numbers of the Groups to be disarmed.

FUNCTION 01 SET THE CLOCK

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 “Program” light will begin to flash again and you may select another function.

FUNCTION 02 SET THE DATE

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]. When the date is entered, the “Program” light will begin to flash again and you may select another function.

FUNCTION 03 SET THE DAY OF THE WEEK

Enter a single digit from 1 to 7 to represent the day of the week.

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

When the day of the week is entered, the “Program” light will begin to flash again and you may select another function.

FUNCTION 04 QUICK ARM SELECT

Selecting Function 04 will enable the Quick Arm feature if it is disabled, or it will disable the feature if it is already enabled. When the feature is being enabled, the keypad will sound a series of beeps and Zone Light 4 will come ON for 2 seconds. If the feature is being disabled, the keypad will sound a single long tone and Zone Light 4 will FLASH for 2 seconds. Refer to the “Quick Arm” section of this manual for information on using the Quick Arm feature.

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

NOTE: Functions 10 through 24 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.

-
- the Utility Output.
- If the selected output is programmed to require the entry of an Access Code, the “Ready” light will FLASH. Enter an Access Code to activate the Utility Output.
 - When the Utility Output is activated, the Keypad will sound a tone and a Zone Light will come ON to indicate which Output has been activated. For example, if Output 1 has been activated, Zone Light 1 will come ON. 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]*

- With the system disarmed and the Keypad in the Arm/Disarm Mode, press the [*] key; the “Program” Light will FLASH.
- Enter [06] on the Keypad; the “Program” Light will be ON and the “Ready” Light will FLASH.
- Enter a Master Code.
- When the “Program” light is flashing, enter a 2-digit number from the list of functions below:
 - [01] Set the Clock**
 - [02] Set the Date**
 - [03] Set the Day of the Week**
 - [04] Quick-Arm Select**
 - [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**
 - [12] Auto-Arm Time of Day for Schedule 2**
 - [14] Auto-Arm Time of Day for Schedule 3**
 - [16] Day Assignment for Schedule 1**
 - [17] Day Assignment for Schedule 2**
 - [18] Day Assignment for Schedule 3**
 - [20] Auto-Arm Schedule 1 ON/OFF**
 - [22] Auto-Arm Schedule 2 ON/OFF**
 - [24] Auto-Arm Schedule 3 ON/OFF**

If no keys are pressed after entering a number from [0] to [4], the system will arm or disarm the Groups you have indicated.

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.

Quick Exit
[]+[0] when armed*

Entering [*]+[0] when the system is armed will allow you 2 minutes to leave the premises through any delay zone without disarming the system. After [*]+[0] is entered, only one delay zone may be opened within the 2-minute “exit time”. If any other zones are activated during this time, an alarm will sound. Your Installer will inform you if this feature has been enabled on your system.

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 and Exit Delays 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. Also, the Close Confirmation feature will not operate after the system is armed with the [*][8][Access Code] command.

To restore the Entry Delay to the Entry-Exit Zones and to clear the automatic bypass on the Home-Away

Zones, enter [*][1]. When the [*][1] command is entered, the Entry-Exit Zones will again have an exit delay, and the Home-Away Zones will again be active after a 2-minute delay. During the 2-minute delay, leave the premises. If a Home-Away Zone is activated after the 2-minute delay, an alarm will sound.

Home-Away Arming

NOTE: Home-Away Arming may only be used when Home-Away Zones are assigned to single Groups. If a Home-Away Zone is assigned to more than one Group, Home-Away Arming may not be used. You installer will inform you if Home-Away Arming may be used on your system.

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. Leave the premises through the Entry-Exit Zone. After 2 minutes, the “Bypass” light will be shut OFF to indicate that the Home-Away Zones are no longer bypassed. **NOTE:** If your system has a single Group, the [*][1] command may only be used when the system is completely armed.

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.

If a Zone Alarm, Trouble Alarm or Keypad Alarm occurred since the last arming, the “Memory” light will be ON when the system is disarmed.

- Press [*]+[08] to view the zones that went into alarm during the armed period. When [*]+[08] is entered, the Zone Lights for the zones that went into alarm will come ON. The “Fire” light will come ON if a Fire Alarm occurred during the armed period.

When you have finished viewing the zones that went into alarm, press the [#] Key to return to the Arm/Disarm Mode.

- Press [*]+[09] to enter Mode 09 Trouble Memory Display. Refer to “Mode 09 Trouble Memory Display”.
- 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 “Trouble” light will come ON; the “Memory” light will also be ON.

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

When AC power is off for an extended period, the control panel will automatically disconnect the battery to

- When the new code is entered, the “Program” light will be shut OFF, the Zone Lights indicating the User Number will FLASH, and the “Memory” light will come ON. 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

- If the function has been enabled by your Installer, you may now assign Groups to the Access Code. Zone Lights 1 through 4 will come ON to indicate which Groups are assigned to the Access Code; when a Zone Light is ON, that Group is assigned to the Access Code. To turn the Zone Lights ON and OFF to assign Groups, press [1] through [4]. When the Groups have been assigned to the Access Code, press the [*] Key.
- Another User Number may now be entered and its Access Code programmed.
- Press [#] 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 Latching Zones and Activate Utility Output 3
[*]+[04]+[Access Code]

- With the system disarmed and the Keypad in the Arm/Disarm Mode, press the [*] key; the “Program” light will FLASH. Enter [04] on the Keypad.
- If the Zone Reset function is programmed to require a special Keypad command, Zone Lights 4 and 5 will FLASH. Press the [4] and [5] Keys together to activate the Reset function.
- If the Reset function is programmed to require the entry of an Access Code, the “Ready” light will FLASH. Enter an Access Code to activate the Reset function.
- When the Reset function is activated, the Keypad will sound a tone for 2 seconds and Zone Light 3 will come ON to indicate Programmable Output 3 has been activated.

The Reset function will remain active for 2 minutes, or until the [#] Key is pressed.

Mode 05 Utility Outputs 1 through 3
[*]+[05]+[Access Code]

- With the system disarmed and the Keypad in the Arm/Disarm Mode, press the [*] key; the “Program” light will FLASH. Enter [05] on the Keypad.
- Enter a number from 1 through 3 to activate the desired output. If the selected output requires a special Keypad command, Zone Lights 4 and 5 will FLASH. Press the [4] and [5] Keys simultaneously to activate

6	Printer Not Ready	Ensure printer is turned on, is on-line, and has paper.
7	EEPROM Trouble	Call for service
8	Disconnected from Central Station	Call for service

- Press [#] 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/or 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 16, but not the preceding codes.** For example, Access Code 1 may be used to change all Access Codes from 1 through 16. Access Code 5 may be used to change only Access Codes 5 through 16; Access Code 5 cannot be used to change Access Codes 1 through 4.

TO PROGRAM ACCESS CODES:

- With the system disarmed and the Keypad in the Arm/Disarm Mode, press the [*] key; the “Program” light will FLASH. Enter [03] on the Keypad.
- When the [03] is entered, the “Ready” light will FLASH and the “Program” light will stop flashing and remain ON. Enter a Master Code.
- When a Master Code is entered, the “Program” light will begin to FLASH and the “Ready” light will be shut OFF. Enter the 2-digit number of the Access Code to be changed. For example, to change Access Code 2, enter [02]. To change Access Code 10, enter [10], and so on.

If the Access Code may not be changed, the Keypad will sound a long tone and the User Number will not be displayed; enter the number of another Access Code. If the Access Code is already programmed and may be changed, the Keypad will sound a long tone, the “Memory” light will flash, and the User Number will be displayed. Up to 16 Access Codes may be programmed. If a number greater than 16 is entered, the Keypad will sound a long tone; enter a code number between 01 and 16.

When the number of the code is entered, the code number will be indicated on the Zone Lights as shown below:

Access Codes	Indicated by...
Access Codes 1 through 8	Zone Lights 1 through 8 being ON For example, if Zone Light 2 is ON, Access Code 2 is being represented.
Access Codes 9 through 16	Zone Lights 1 through 8 FLASHING For example, if Zone Light 2 is FLASHING, Access Code 10 is being represented.

- When the number of the code to be programmed is displayed and you are certain that this is the code you wish to program, enter a new 4-digit Access Code. Enter [0000] to completely erase an Access Code, or enter [*] to leave the Access Code as it is already programmed.

prevent damage to the battery. For most systems, the system 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.

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. 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. The Keypad will sound several short beeps every 10 seconds to indicate that the Keypad Lockout is in progress.

Auto-Arming

When Auto-Arming is enabled, the entire system or only certain Groups on the system will arm 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.

When the Auto-Arm process begins, the “Ready” light will FLASH and the “Armed” light will come ON. The Keypad sounder will beep for 3 minutes to indicate that a 3-minute Exit Delay is in progress. The Auto-Arm process can be cancelled by entering a valid Access Code.

AUTO-ARMING SCHEDULES

There are three Auto-Arm/Disarm Schedules available on the DV8000. 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 times for a Schedule, only the Groups assigned to that Schedule will be affected.

If your system is not divided into Groups, all three Schedules can still be used to arm and disarm the entire system. Your Installer will inform you of how your system is set up.

Auto-Arm 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 operations. For example, when the system arms according to Auto-Arm Schedule 1, the event will be recorded in 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-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.

DAY ASSIGNMENTS

Each Schedule can be programmed to arm on certain days of the week. 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 PROGRAMMING

The following shows how the Mode 06 Functions would be programmed to have Schedule 1 arm every week day at 6:00 pm.

Mode 06 Function 10

Auto-Arm Time of Day for Schedule 1: Program as [1800] for 6:00 pm

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].

Arming and Disarming by Monitoring Station

This feature allows your alarm monitoring company to arm or disarm your security system remotely. Your Installer will inform you if this feature has been enabled on your system.

Arm/Disarm Mode

The Arm/Disarm Mode indicates that 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.

When in the Arm/Disarm Mode, the “Ready” light will be ON if all zones are closed. When a zone is open

6	Zone 6 Trouble	Call for service
7	Zone 7 Trouble	Call for service
8	Not Used	Not Used to Indicate Troubles

- Press [9] to display the next Trouble Condition Group.

TROUBLE CONDITION GROUP 2

Trouble Light will FLASH and Zone Light will FLASH

Light	Trouble Condition	What to do
1	AC Power Failure	Check fusebox for open fuses or circuit breakers. If power on the premises is on but the trouble persists, call for service.
2	Low Battery	Call for service
3	Fire Zone Trouble	Call for service
4	Bell/Siren Trouble	Call for service
5	Auxiliary Fuse Open	Call for service
6	Communication Line Trouble	Call for service
7	Ground Fault	Call for service
8	Reset Clock	Reset the system clock; refer to Mode 06.

- Press [9] to display the next Trouble Condition Group.

TROUBLE CONDITION GROUP 3

Trouble Light will be ON and Zone Light will FLASH

Light	Trouble Condition	What to do
1	Auxiliary Alarm	Determine cause of alarm
2	Not Used	
3	Schedule 1: Fail to Arm	The system could not arm using Auto-Arm Schedule 1. Check to see if zones were left open and ensure that the Auto-Arm Schedule is programmed correctly.
4	Schedule 2: Fail to Arm	The system could not arm using Auto-Arm Schedule 2. See “3” above.
5	Schedule 3: Fail to Arm	The system could not arm using Auto-Arm Schedule 3. See “3” above.

Latching Zones are special zones that are designed to remain in an alarm state once an alarm is tripped. Alarms on Latching Zones will not be reset until the system is disarmed. Your Installer will inform you of which zones, if any, on your system are Latching Zones.

Latching Zones may not be bypassed. If a zone may not be bypassed, the Keypad will sound a single long tone when the zone number is entered in the Bypass Zones Mode.

Mode 02 Current Trouble Conditions
[*]+[02]

The system continuously monitors a number of possible trouble conditions. If one of these conditions occurs, the Keypad sounder will beep, and the trouble condition can be displayed on the Keypad. If you cannot resolve a trouble condition, contact your Installer for assistance.

- With the system disarmed and the Keypad in the Arm/Disarm Mode, press the [*] key; the "Program" light will FLASH. Enter [02] on the Keypad.
- Trouble conditions are displayed in three Groups. When the [*][02] command is entered, the first Trouble Condition Group will be displayed. To scroll through the Groups, press [9]. To advance directly to Trouble Condition Group 2 or 3, press [2] or [3].
- When a Trouble Condition Group is displayed, Trouble Conditions will be displayed using Zone Lights 1 through 8. If a Trouble Condition is present, a Zone Light will be ON or will be FLASHING.

TROUBLE CONDITION GROUP 1

Trouble Light will FLASH and Zone Light will be ON

Light	Trouble Condition	What to do
1	Zone 1 Trouble	Call for service
2	Zone 2 Trouble	Call for service
3	Zone 3 Trouble	Call for service
4	Zone 4 Trouble	Call for service
5	Zone 5 Trouble	Call for service

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.

"Fire" light will come ON when the Fire Zone is activated. In the event of a false alarm, enter [*]+[04]+[Access Code] to reset smoke detectors.

"Program" light comes ON or FLASHES during various programming functions.

"Trouble" light comes ON to indicate trouble conditions on the system. Refer to Mode [09] for information on displaying trouble conditions in memory.

"Memory" light comes ON when a Zone Alarm, Fire Alarm, Trouble Alarm or Keypad Alarm occurred when the system was armed. Refer to Modes [08] through [10] for information on displaying events in memory.

"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 "Ready" mode.

The diagram shows a keypad with a display screen at the top showing eight zone lights (1-8) and four indicator lights: Fire, Trouble, Program, and Memory. Below the screen is a keypad with buttons 1-9, *, 0, and #. To the right of the keypad are three large buttons: Fire (flame icon), Emergency (exclamation mark icon), and Panic (shield icon). Lines connect the text labels to the corresponding buttons and lights.

- 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.

or activated, its Zone Light will come ON and the “Ready” light will go OFF.

When most programming and other operations are completed, the system will always return to the Arm/Disarm Mode. Some functions may require that you press the [#] Key to complete the function and return to the Arm/Disarm Mode.

Programming Modes

The DV8000 features 18 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 disarmed.

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 Zone Reset and Activate Utility Output 3**
- Mode 05 Activate Utility Outputs 1 to 3**
- Mode 06 Multiple System Functions**
- Mode 07 Door Chime Zones**
- Mode 08 Zone Alarm Memory Display**
- Mode 09 Trouble Alarm Memory Display**
- Mode 10 Keypad 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 Print Event Memory**
- Mode 17 Check for Identical Access Codes**
- Mode 99 Language Select**

Note that Modes 02, 07 through 10, 12 through 16 and 99 can be accessed without entering an Access Code.

Access Code Numbers

Access Code Numbers are displayed on the Keypad using the Zone Lights and other Keypad lights.

Access Codes	Indicated by...
Access Codes 1 through 8	Zone Lights 1 through 8 being ON For example, if Zone Light 2 is ON, Access Code 2 is being represented.
Access Codes 9 through 16	Zone Lights 1 through 8 FLASHING For example, if Zone Light 2 is FLASHING, Access Code 10 is being represented.
Special Codes 65 through 70	Zone Lights 9 through 16 and “Trouble” light FLASHING For example, if Zone Light 2 and the “Trouble” Light are FLASHING, Access

Code 66 is being represented

Access Codes 65 - 70 are used to represent system functions. Access Codes 65 - 67 are used to represent Auto-Arming. Access Codes 68 - 70 may be used to represent Quick-Arming, Keyswitch Arming and Central Station Arming. Your Installer will inform you of what functions these special codes represent.

Mode 01 Bypass Zones

[*]+[01]+[Access Code]

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:

- With the system disarmed and the Keypad in the Arm/Disarm Mode, press the [*] key; the “Program” light will FLASH. Enter [01] on the Keypad.
- If a code must be entered to bypass zones, the “Ready” light will FLASH; enter a Master Code or an Arm/Disarm/Bypass Access Code.
- The “Bypass” light will begin to FLASH and the Zone Lights will come ON to display the zones that are already bypassed. If a Zone Light is OFF, that zone is not bypassed.
- To bypass a zone, enter a 1-digit Zone Number. For example, enter 1 for Zone 1, 2 for Zone 2, and so on. To remove a bypass from zones that are already bypassed, enter the number of the bypassed zone. If the zone may not be bypassed, the Keypad will sound a single long tone.

To remove all bypasses, enter [0]. To recall the last set of bypassed zones, enter [9].

- When all bypasses have been entered, press the [#] Key to return to the Arm/Disarm Mode.
- The “Bypass” light will remain ON if any zones are bypassed.

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 in “Mode 01 Bypassing Zones”. Enter the desired zone number to bypass a zone, or to remove the bypass from a zone. Entering [0] will clear all bypasses, and entering [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] 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] 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.

BYPASSING AND LATCHING ZONES

INSTRUCTION MANUAL

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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 fulfillment 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.

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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.