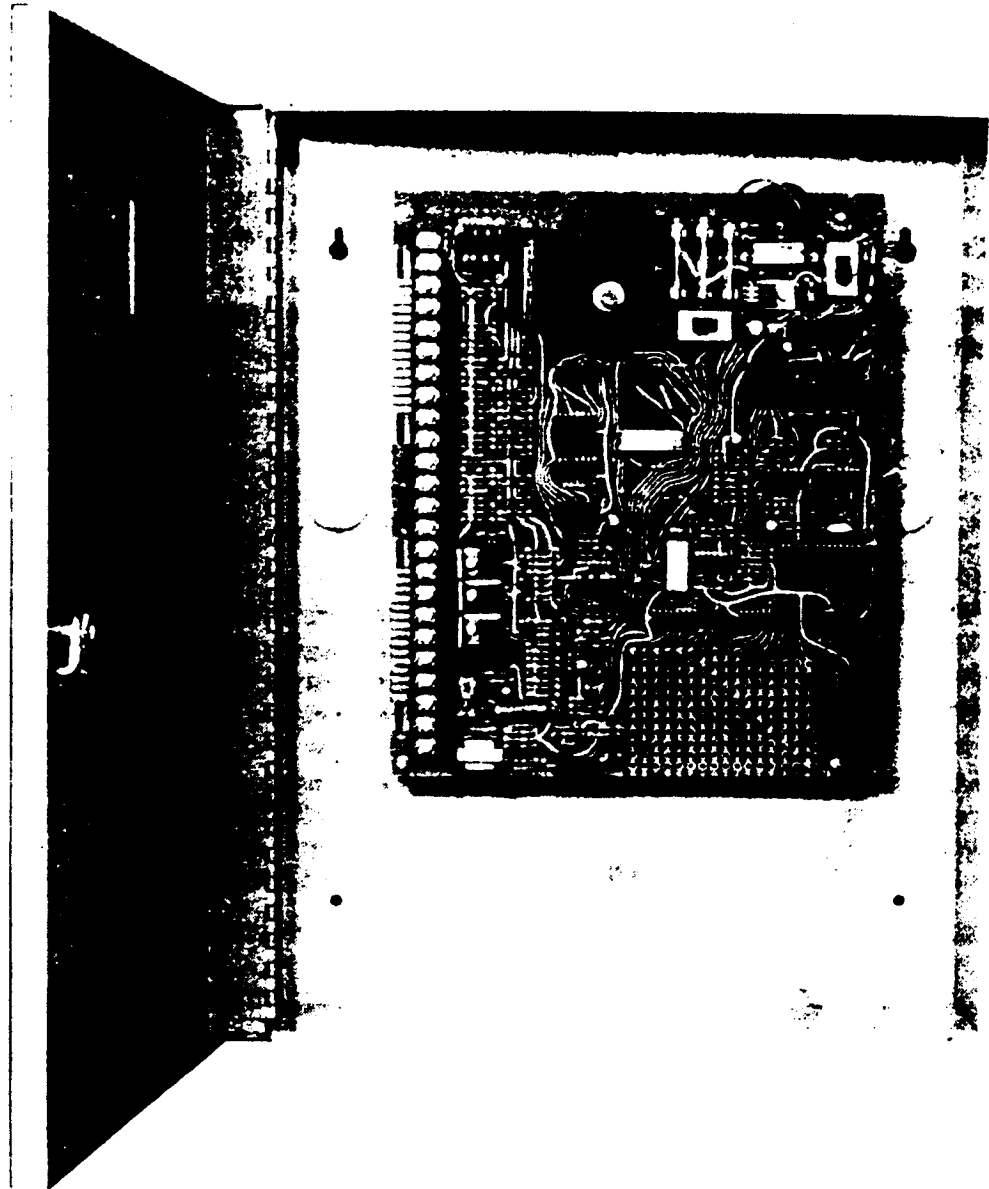# MODEL 2620

OWNER'S MANUAL

SILENT KNIGHT

SECURITY SYSTEMS

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INDEX

Your Model 2620 Deluxe Security System
Basic Description and Control Functions

Your Silent Knight Model 2620 Security System, employing state-of-the-art design and circuitry, provides reliable electronic protection for your family and home or business. When properly installed, maintained and tested, and combined with external sensing devices, it provdes 24-hour electronic surveillance, detecting and reporting (typically):

1. Attempted burglary or intrusion
2. Fire and smoke
3. Medical emergencies (manually activated)
4. Auxilliary conditions (furnace failure, freezer failure, etc.)

Because of the flexibility of the Model 2620, your particular installation might have more or fewer features than those discussed here; this should be explained by your alarm installing company.

It is important to be familiar with the operation of your system to realize its maximum benefits and, just as important, prevent false alarms.

A special feature of the Model 2620 is digital control. Programmable in thousands of different electronic combinations, it provides an extremely high degree of security without the inconvenience or insecurity of carrying keys. Unlike many other systems, the Model 2620 cannot be forcibly compromised by "picking" or tampering the key modules. As added security, your electronic combination can be changed quickly, without changing key controls.

The digital control will arm or disarm the Intrusion circuit by entering the correct 2-digit arming code or the 4-digit disarming code. The status of the Intrusion circuit is indicted by a solid-state green "Ready" light on all control modules. To prevent false alarms, the system will not arm unless that light is on. If you wish to arm your system and the "Ready" light is not on, one of the sensors in your Intrusion circuit is not ready, so you will need to check for that sensor to see that it is secured. If the "Ready" light is on, you may arm the system, at which time the "Ready" light will be extinguished and the red "Armed" light will come on.

Digital Key Controls are normally installed in the master bedroom (residential) and main entry areas. The nine-digit touch pad allows entry of the arm and disarm codes for the Intrusion circuit. The "Interior" touch switch will turn off the interior protective circuit, allowing free movement within the home or business, while the perimeter protective circuit is still active.

The Control Panel (fig. 1) is the electronic center of your alarm system. Normally located in a closet, basement or utility room, this unit provides most of the electronic functions of your system. There are three switches inside the Control Panel: The "Power On-Off" switch for turning off the entire system, the "Monitor Speaker" switch that will silence the audible "trouble" warning (Turning this switch to "Off" will illuminate the "monitor silence" light on the front of the panel), and the control "Reset" switch.

Pressing the "Reset" switch will put the control panel in the program mode. This will enable you to change your arm and disarm combination codes.

NOTE: You will need your control box key to gain access to these switches.

The Model 2620 is active 24 hours per day monitoring for Fire, Emergencies and Auxiliary conditions. The Intrusion portion of your system must be turned on and off (armed and disarmed) as required.

It's important that your Intrusion system be on at all times when your home or building is not occupied.

Before attempting to arm the system, check to be sure all sensored doors are closed, windows are shut, undercarpet pressure mats are free from any weight, etc. If any sensor is in an alarm mode (door left open, for example), the green light will be off and the system will not arm when the arm code is entered. When this happens, check all sensors to be sure they are in stand-by mode.

The Intrusion system can be armed and disarmed from any digital key control. In many cases the system will be disarmed from one module and armed from another. For example, when returning home from an evening out, the system will be disarmed from the front Digital Key Control. After locking up the home and just prior to retiring, the system would be armed from the bedroom Digital Key Control.

One or more doors in your home or business may be "sensored" in such a manner that will allow entry without immediately activating the alarm ("Entrance-Exit Delay"). However, an audible "warning" will immediately be heard indicating you have 15 seconds (adjustable) to disarm your system before it goes into alarm.

One of the options of your system is that you may divide your protection into a perimeter circuit and an interior circuit. It is possible to have the external (perimeter) protective circuit active while having the interior circuit off, to allow free movement inside your home or building. To turn the interior circuit off or on, touch the "Interior" switch on the Digital Key Control. On your system it may be possible to turn your interior circuit off or on only if the system is not armed.

In the event that your security system is activated accidentally it's important to abort (disarm) the alarm as soon as possible by entering the disarm code at the nearest module. If it's aborted within 30 seconds, an alarm code will not be transmitted to the Emergency Data Center (optional). Consult your Silent Knight dealer for any further procedures.

WHAT HAPPENS WHEN AN ALARM OCCURS

If your system should go to alarm condition, three things happen:

A loud audible warning (siren) will be heard from the remote modules.

The sound will vary, depending on the alarm type. If an outside siren is used, the FIRE alarm will be a constant WARBLING sound, an INTRUSION alarm will be a pulsing two-tone sound, and an EMERGENCY or AUXILIARY alarm will be an interrupted single tone. If an outside bell is used, it will be on constantly for a FIRE alarm, interrupted at a fast rate for INTRUSION, and interrupted at slow rate for EMERGENCY or AUXILIARY.

The digital communicator electronically dials into the Emergency Data Center, using your regular telephone line, and immediately reports your location and nature of the emergency. The proper authorities are then dispatched to your home or building.

The monitoring and reporting systems for Fire, Emergency and Auxiliary are active 24 hours a day. The Intrusion system can be turned on and off ("armed" and "disarmed").

TESTING YOUR SYSTEM (See Warranty Page)

Your Fire Alarm Should Be Tested Weekly.

To test, depress the "FIRE RESET/TEST" button on the Control Panel, holding it for 5 seconds. The system should immediately go into alarm. Upon releasing the button after 5 seconds, the audible alarm will shut off. If it doesn't go into alarm with the button depressed, the batteries are discharged and your alarm company should be notified. Be sure to consult with your alarm company for any other test procedures they may require.

IN CASE OF TROUBLE

Should the "Monitor" light be off, this is an indication of alarm system trouble. If this happens, check to be sure the Control Panel is getting AC power. (Check to be sure the plug-in transformer is secure, that fuse or breaker is normal.) If this isn't the trouble, the problem is mose likely in the Fire circuit and an audible trouble sound will be heard. In this case, move the "Monitor Speaker" switch in the Control Panel to silence. If the system is in alarm and cannot be reset, move the "DC Power" switch to OFF.
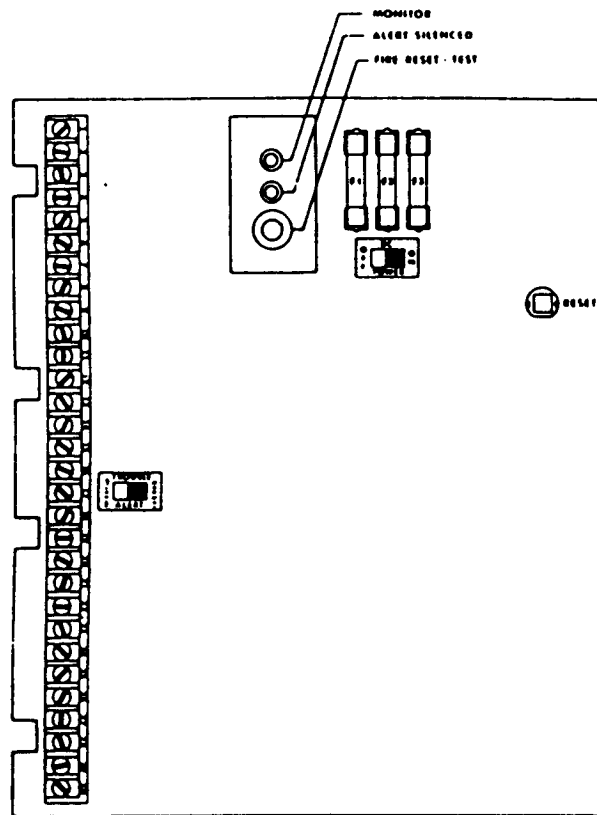
Call your Silent Knight dealer.

Figure 1

PROGRAMMING YOUR SYSTEM

The digital combination to turn your system on and off may be changed or reprogrammed as desired. The "ON" combination will be a 2-digit code (same digit pushed twice), the "Off" combination is a 4-digit code (entered in sequence).

Programming Instructions.

1. Depress the "Reset" button inside the control cabinet (fig. 1). (Green "Ready" light on all digital key controls will begin flashing indicating you have one minute to program your combination.)

2. Go to the closest digital key control station and sequentially touch 5 digits. The first digit touched will be the "ON" combination, the last four digits are the "OFF" combination. The green "Ready" light will stop flashing after the combination has been programmed.

3. The system will automatically be disarmed when programming is completed. To arm, enter the "ON" combination (the first digit programmed, *touched twice*.)

4. To disarm the system, enter the last four digits programmed.

NOTE: The "ON" combination digit (the first digit programmed) may not be used consecutively in the "OFF" combination. For example, if the combination programmed is 4-6-3-4-5, the "ON" code is 44, the "OFF" code 6345. However, if the combination programmed was 4-6-4-4-5, the system will not work because the "ON" digit (4) was also used consecutively in the "OFF" combination.

There is a "default" code, 5-1-2-3-4, programmed permanently in your system's memory. If for some reason your system should lose power (including stand-by battery power) or the "Reset" button was depressed without subsequent programming, the "ON" code automatically becomes 55, the "OFF" code 1234. The indication that your system has switched to the "default" code is that the green "Ready" light is flashing and the "Armed" light is on.

Display and Control Functions of Your Security System. (In Detail)

"Ready" Light

1. Sensor status.
   The "Ready" light will be on only when all of the sensors monitoring your door, windows, and interior spaces are in the normal or inactive condition. If the "Ready" light is off and the system is not in the armed condition, one or more of your intrustion sensors is in the active condition (door or window open, etc.). The system will not arm in this condition.

2. Active Communicator.
   The "Ready" light will flash any time the communicator of your security system is actively communicating with the central monitoring center.

"Armed" Light.

The "Armed" light on any of your control stations serves two functions:

1. System armed indicator—The "Armed" light of your security system will be on when all of the controlled sensors of your intrusion detection system have been activated to trip the "Intrusion" alarm if they are disturbed.

2. Intrusion Alarm Indicator (Alarm Memory)—The "Armed" light will flash any time there has been an alarm in the controlled intrusion section of your security system. This light will continue to flash until the system is manually reset.

"Interior" Light

The "Interior" light on your control stations indicates the status of the interior portion of your security system. When the yellow "Interior" light is on, any sensor connected to the interior section of the intrusion detection system will be enabled to trip the intrusion alarm when the system is "armed." Conversely when the "Interior" light is off, any sensor connected to the interior section of intrusion system will be disabled and will not trip the intrusion alarm.

Internal Speaker (siren)

Each digital key control station contains a small but effective speaker for the annunciation of warning tones and alarm siren sounds. There are two warning tones:

1. If your system uses a delay type method for exit and entry through a protected area, a low level tone will be heard during the entry period before you disarm the intrusion system.

2. If your security system includes a Fire alarm system, a low level tone will be heard any time a break in the Fire alarm system occurs. Be sure to notify your alarm company service department if this happens.

"Emergency" Panic Button

The "Emergency" panic button is designed to summon aid (police or medical help) in the event of any emergency. The "Emergency" button may be programmed to be a silent alarm for use with duress type problems. Ask your alarm company about this feature. This button is ready for use 24 hours a day.

To activate the "Emergency" alarm, simply press and hold the "Emergency" button for one second. (The one-second delay reduces the possibility of a false alarm.) If your emergency system is programmed for an audible alarm, you will begin to hear a pulsed tone (on then off).

"Intrusion" Panic Button

The "Intrusion" panic button is designed to summon the police in the event of a condition requiring the police. This button is ready for use 24 hours a day.

To activate the "Intrusion" alarm, simply press and hold the "Intrusion" button for one second. You will then hear the "Intrusion" alarm sound (Hi Hi-Low Low)

"Interior" Control Button

The "Interior" control button is designed to enable you to easily separate your intrusion system into two areas (perimeter and interior). When you are inside the protected building, you may not want to arm that part of the system that monitors the interior of the building, but you still may want the perimeter portion (outside doors, windows, etc.) to be armed. To accomplish this, first check your digital key control (models 7530, and or 7580 only) to see if the "Interior" light is on. If the "Interior" light is on, simply press the "Interior" button once, the "Interior" light will turn off. You can now arm your system with only the perimeter of the building included in the intrusion circuit. Once the system is armed, you may or may not be able to reinstate the "Interior" system. (This variance in operation is programmed by your alarm company.) To arm the "Interior" portion of your intrusion system along with the perimeter portion, simply press the "Interior" button once, the "Interior" light will come on. You can now arm

your complete intrusion system. When disarming your intrusion system, you will notice the "Interior" light will always turn off if it had been on.

Remote Eight Zone Light Display

On those digital key controls containing a remote eight zone display (models 7480 and 7580 only) you can see which if any of the eight intrusion zones is open, bypasssed, or in an alarm condition.

1. If a zone(s) is open (active), the system will not be armed, the associated zone light will be on.

2. If a zone(s) is bypassed and the system is disarmed, the associated zone light will be flashing. If a zone(s) is bypassed and the system is armed, the associated zone light will be on steady.

3. If a zone(s) is in the alarm condition, the system will be armed, and the associated zone light will be flashing.

To Bypass Zones

To bypass a zone(s) touch the digit "9", the number of the zone or zones you wish to bypass, then touch the digit "9" again. The lights below the bypassed zones will begin flashing, and the "Ready" light should be on. When you arm the system, the lights below the bypassed zones will become steady. If any other zone(s) is violated while the system is armed, the corresponding light(s) will flash, as will the Armed light.

For obvious security reasons, zones cannot be bypassed while the system is armed. To clear bypassed zones, bringing them back into the system, disarm the system, then touch the digit "3" three times. (Disarming the system will clear bypassed zones if no "Intrusion" alarms have occurred.) To clear zones that were in "alarm," touch the digit "3" three times, after having disarmed the system.

Digital Key Control Stations

Your deluxe security system may include as many as five separate digital key control locations. At these locations there may be one of five different types of digital key controls. You may want your security system salesperson or installer to go over these locations with you after the installation is complete and indicate the locations in this manual.