PAGE III

DELUXE Security System

MODEL 3320/3323
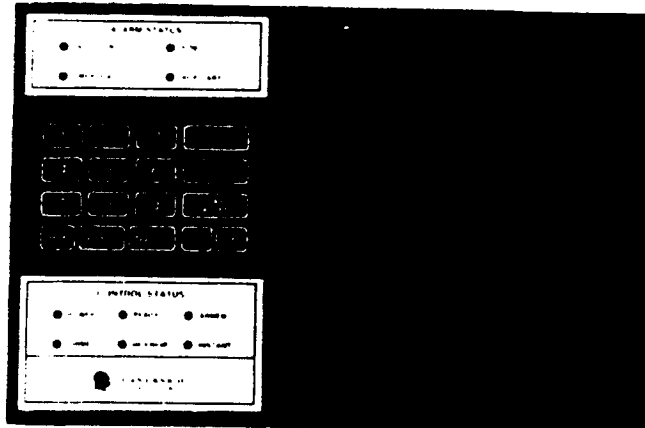
OWNER'S MANUAL

SILENT KNIGHT

SECURITY SYSTEMS

YOUR PAGE III SECURITY SYSTEM

In selecting the Page III system, you have chosen one of the finest security systems available for complete residential protection against fire, intrustion and other emergencies.

Designed by Silent Knight Security Systems, a world leader in electronic security protection, your system incorporates microprocessor technology developed through over a decade of experience by Silent Knight.

Your Page III system is a "custom" installation designed to best accommodate your life style, number and age of occupants, etc. It is important to be completely familiar with the operation of your system to realize its full benefits and, just as important, to prevent accidental or false alarms.

SYSTEM OPERATION

Your system is active 24 hours a day monitoring for Fire, Intrusion and other emergencies (such as medical emergencies or furance failure). The intrusion circuit of your system must be "armed" or "disarmed" (turned on or off) as required.

It's important that your intrusion system be on at all times your residence is not occupied and during the time the occupants are sleeping.

If any sensor is in 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.

Some doors to your residence may be "sensed" in a manner that will allow entry without immediately activating the alarm ("Entrance-Exit Delay"). However, an audible "warning" will immediatley be heard indicating you have a delay period, typically 15 seconds (the period is adjustable) to disarm your system before it goes into alarm.

When your premises is occupied and/or while the occupants are sleeping, the "Instant" switch should be pressed to defeat the entrance-delay feature. A yellow light will indicate when the delay circuit is switched to "instant."

In the event that your system is activated accidentally, it's important to abort (disarm) the alarm as soon as possible by entering the disarm code on the touch-pad.

Accidental alarm activations, or "false alarms," are a nuisance to your neighbors and will reduce the effectiveness of your system.

WHAT HAPPENS

If your system should go in to alarm condition:

1. A loud audible warning (siren) will be heard. There is a distinct siren sound for each emergency.

2. The visual display lights up indicating the nature of the emergency. (Intrusion, Fire, Emergency, Auxiliary)

3. (Optional) The system 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.

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.")

The interior intrusion circuit is separate from the exterior circuit, allowing perimeter protection while still enjoying freedom of movement inside your residence. The interior circuit may be turned on and off by pressing the "Interior" switch. A yellow light will indicate when the circuit is on. Note: For added security, your alarm company may have selected an option requiring that the system be disarmed in order for the switch to function.

An additional feature of your system is the "chime" circuit. When activated, a short tone will be heard from the Page speaker each time a

perimeter sensor is activated when the system is not armed and the green ready light is on.

The ON and OFF switches turn your system on and off. Note: The ON and OFF switches are non-functional while the intrusion system is armed.

The "Police," "Intrusion" and "Emergency" switches are active 24 hours a day. Special care should be taken to prevent unintentional activation by someone unfamiliar with the system.

TESTING YOUR SYSTEM

Your system should be tested regularly. Weekly testing is recommended but testing shouldn't be less frequent than once a month. Consult your alarm installer on proper testing procedure.

PROGRAMMING COMBINATION

The digital combination to "arm'" or "disarm" your system may be changed or reprogrammed as desired. the "arm" combination will be a 2-digit code (same digit pushed twice), the "disarm" combination is a 4-digit code (entered in sequence).

Programming Instructions.

1. Depress the 7 and 9 simultaneously. (Green "Ready" light on the panel and any digital key stations will begin flashing indicating you have one minute to program your combination.)*

2. Sequentially touch 5 digits. The first digit touched will be the "arm" combination, the last four digits are the "disarm" 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 "arm" combination (the first digit programmed, touched twice).

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

NOTE:

The "arm" combination digit (the first digit programmed) may not be used consecutively in the "disarm" combination. For example, if the combination programmed is 4-6-3-4-5, the "arm" code is 44, the "disarm" code is 6345. However, if the combination programmed was 4-6-4-4-5, the system will not work because the "arm" digit (4) was also used consecutively in the "disarm" 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 *7 and 9 were depressed without subsequent programming the "arm" code automatically becomes 55, the "disarm" 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.