MODEL 5241
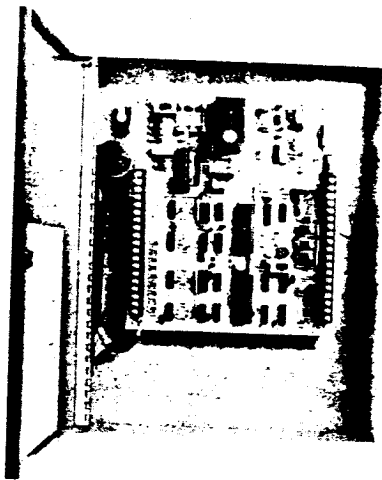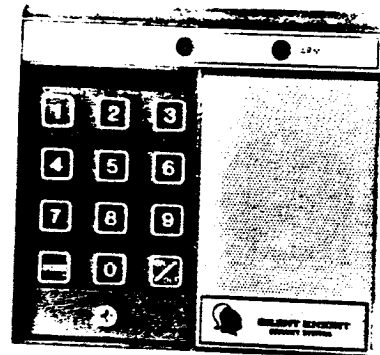
8-ZONE COMBINATION CONTROL/COMMUNICATOR

MODEL 5241
CONTROL PANEL

MODEL 7240
REMOTE MODULE

OPERATION MANUAL

The Control Panel Model 5241 is the processing center for all the alarm sensors in your system. Located on the front panel of the 5241 are two lights and one pushbutton switch.

The top green light labeled "Power Light," when lighted, provides visual indication that the panel is:

1. Operating properly from the 110 V.A.C. source.
2. Providing the correct DC voltage to the rechargeable battery and other components of the system.

The red light when lit, is a visual indicator of:

1. The "trouble alert" switch (located inside the panel) placed in the "silent" position, or . . .
2. The communicator not being able to transmit a signal to the monitoring company (Fail-to-Communicate).

The pushbutton switch labeled "Reset/Test", when pushed, will:

1. Reset the smoke detectors connected to the system.
2. Cause the communicator to report a test signal to the alarm company.

Located on the printed circuit board inside the cabinet are two slide switches and one pushbutton switch.
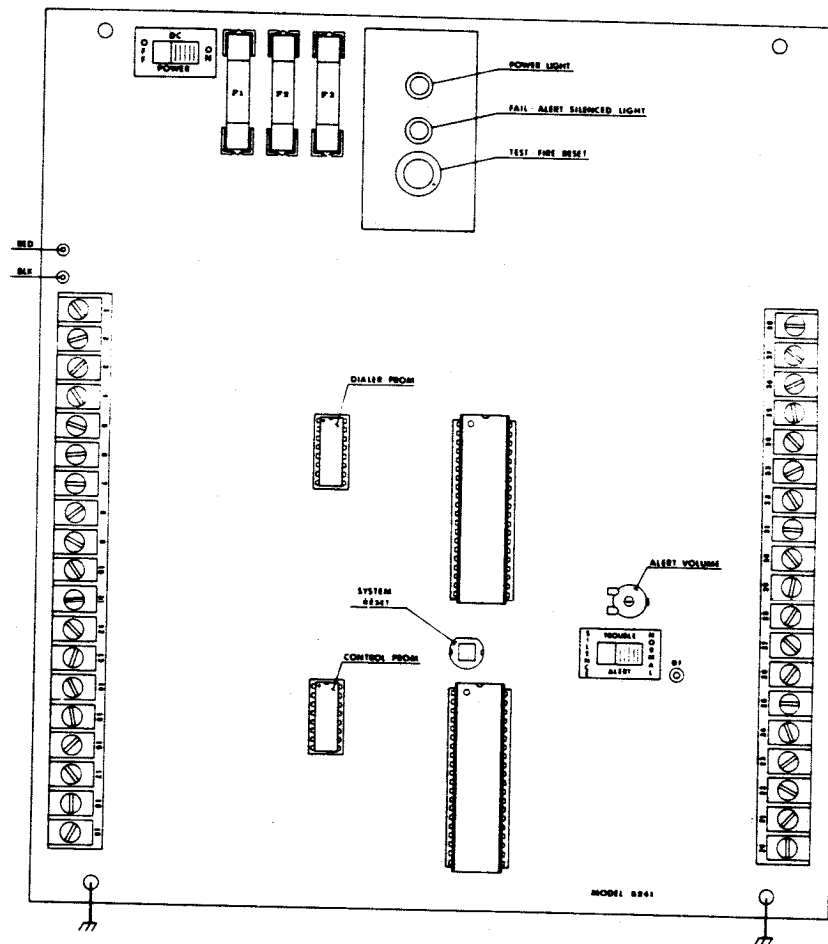
The slide switch labeled "DC Power", when placed in the off position, disconnects power from the alarm sensors and components of your system.

This switch should always be in the "on" position.

The slide switch labeled "Trouble Alert Silent" turns off the warning tone if an alarm circuit in your system becomes faulty. This switch should be left in the "Normal" position.

The pushbutton switch labeled "Reset" is used to:

1. Erase all previously entered arm/disarm combinations.
2. Place the system in the Program Mode after an extended power outage or on initial power up.
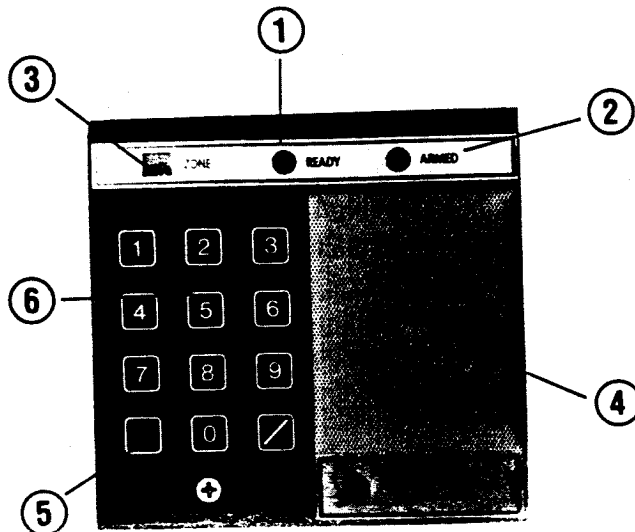
**CONTROL PANEL
MODEL 5241**

REMOTE KEY MODULES MODEL 7240

The remote key module is used to:

1. Arm & Disarm the system. ⑥

2. Operate a door strike (if used). ⑤

3. Visually indicate circuit status (steady green "Ready" light). ①

4. Visually indicate that the communicator is active (blinking green "Ready" light). ①

5. Visually indicate system "Armed" (steady red "Armed" light). ②

6. Visually indicated system is, or was, in alarm (blinking red "Armed" light) ②

7. Transmit a duress signal. ⑥

8. Display the zone(s) that are faulted, shunted or caused the alarm. ③

9. Program the arm and disarm combinations. ⑥

10. Shunt certain zones. ⑥

11. Provide keypad entry tone, warning and alarm tones. ④

OPERATING INSTRUCTIONS

I. Arming Your System

    A. To arm your system the green "Ready" light should be on. With the green light on, you know that all secured openings are in their normal non-alarm condition. Enter your combination, then press the On/Off Button. (Note: Your I.D. number will appear in the Display window).

    B. The system "Armed" light should now be on.

II. Disarming Your System

    A. To disarm, enter your combination and press the On/Off button.

    B. The "Armed" light should extinguish and the "Ready" light will come on (If all secured openings are in non-alarm condition).

III. Zone Indication

In the arming example above all alarm sensors were in their non-alarm condition (green "Ready" light on).

If one or more of the sensors in your system was in an alarm condition (green "Ready" light "Off"), you could determine which sensor(s) was causing the problem from the key module by pressing the "Door" button. After pressing the button, the display window will show a number from 1 thru 8 indicating which sensor(s) are not in a normal condition.

IV. Forced Arming

Your control panel can be programmed to allow you to arm your system even if not all the sensor(s) in your system are in a non-alarm condition. This feature is normally used only in special case applications where there are several different sensing devices or where service personnel are distant from the protected premise.

V. Zone Shunting

    A. As with forced arming, this feature is used under special circumstances and must be programmed into the panel by your alarm company. A sensor may need to be shunted if:

        1. The sensor has become defective.

        2. Certain areas of the premise will be occupied while the system is armed.

B. To shunt a sensor (zone):

   1. Enter your combination

   2. Enter the number of the zone(s) you wish to shunt

   3. Press the on/off button

   4. Your system will be armed; however, the shunted zones will be ignored.

VI. Shunted Zone Indication

To determine which zones have been shunted:

A. Enter your combination

B. Press the digit 0

C. All zones (if any) which are shunted will appear in the display window.

VII. Alarm Memory

The red "Armed" light, in addition to indicating that your system has been turned on, also indicates that an alarm has occurred. If your system activates, the "Armed" light will begin flashing, and will continue to flash until the system is disarmed. Your control panel can also indicate which sensor(s) caused the alarm. After you have disarmed the system, press the On/Off button again. Number(s) from 1-8 will appear in the display window. The number(s) in the display window indicates which zone caused the alarm.

VIII. Communicator Active

The green "Ready" light is also a "communicator active" light. Whenever the communicator is transmitting data to the alarm company, the green light will flash.

IX. Duress Reporting

Your security system can automatically summon aid if you are forced to either arm or disarm your system. To transmit a duress signal, enter your combination plus the Nine (9); then, press the On/Off button.

For Example:

Normal Combination	1-3-5-8	On/Off button
Duress Combination	1-3-5-8-9	On/Off button

X. Door Strike Operation

If your system employs a door strike to enter certain areas of your premises, you may control this strike from your key modules.

To operate the strike:

A. Enter your combination

B. Press the "Door" button

C. The strike will operate for a programmed length of time (Consult your Alarm Company)

XI. Default Combination

Your system, in addition to your programmed combinations, contains a special default combination. This combination has been programmed by your Alarm Company and is unique to your system. The default combination must be used to disarm your system only under the following circumstances:

1. Your control panel was disconnected from the 110 VAC source and the battery has completely discharged. When the 110 VAC source was restored the panel automatically armed itself with the default code.

2. The control was put into a program mode, however, no arming combinations were entered. If either of these circumstances occur, the "Armed" light will be on and "0" will flash in the display window. If this occurs, use your default code to disarm the system and then reprogram the control.

XII. Entry/Exit Tone

Your system employs a low warning tone to serve as a reminder to disarm your system when you enter your premise. This tone will sound from all key modules until the system is (1) disarmed or (2) the entry time expires and an alarm tone is sounded. Your Alarm Company can also program the panel to provide this same tone during the exit period.

OPERATING INSTRUCTIONS

XIII. Arm/Disarm Combinations

Your system can be armed and disarmed with as many as **ten** different combinations. Each combination will have at least two digits, but no more than five digits.

The five digits of each combination is used as an identifier and, therefore, must be unique. Under certain conditions, it may be necessary to program new combinations. The combination that begins with the digit "0" is the master combination which allows access to the program mode. To program new combinations:

A. Enter your master combination (the combination beginning with "0", then press the digit "0" two times.

B. Observe that the green and red lights at the key module are both on. This indicates that the system is ready to program.

C. Press the first digit of the combination to be changed, then press, in sequence, the next numbers to be used in the new combination (no more than 4 additional digits). After pressing the last digit of the combination, press the On/Off button. A half-second tone should sound, indicating that the combination has been accepted.

Example:

Identifier #	Combination
1	1 8 9 3 5, or . . .
1	1 4 7 6, or . . .
1	1 3

D. Remaining combinations to be changed are entered in the same manner. First, enter the identifier followed by the remaining digits that are to make up the new combination. Then press the On/Off button.

E. To erase a combination, without replacing it, enter the first digit only (the identifier number), then press the On/Off button.

F. When all changes have been made, press the On/Off button three times to exit from the program mode.

(KEEP THIS IN A SAFE PLACE)