

SECURITY COMMAND

User's Guide

All / Perimeter Arming System

For use with DMP Series 1712 and 1812 Controls

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Special SECURITY COMMAND Messages

ENTER CODE:- This message will be displayed when the **SECURITY COMMAND** is requesting a code number. Code numbers are needed for arming, disarming, and many of the various system options. When you press the **SECURITY COMMAND** keys to enter your code number the numbers you enter will not be displayed. Instead a * will be displayed for each digit. This is to keep other people from seeing your code number when you enter it. Always press **COMMAND** after you complete the entry of your code number.

TRY AGAIN This message is displayed when a code number is entered the first time which does not exist in the alarm system memory.

INVALID CODE This message is displayed when a code number is entered a second time which does not exist in the alarm system memory.

INVALID LEVEL This message may be displayed when trying to access one of the Menu Options. When a code number is entered which is in the alarm system memory but is not a high enough level to access a particular Menu Option this message will be displayed.

INVALID TIME This message is displayed when a level 1 or 2 code number is entered outside temporary or permanent schedules. Level 1 or 2 codes will function only during a temporary or permanent schedule.

SERVICE REQUIRED This message is displayed when there is an electronic failure in your alarm system. You should contact your alarm dealer if this message is ever displayed.

CLOSING TIME! This message is displayed when any area of the alarm system remains disarmed past the scheduled closing time. The message will be displayed at one minute past the hour. The pulsing prewarn tone will also begin sounding. If the system is not armed or a schedule extended by five minutes past the hour a no closing report will be transmitted to the central station receiver. This report is optional and is programmed during system installation.

Special SECURITY COMMAND Tones:

Keystroke tone: Short beep. This short beep is emitted each time a key is pressed on the **SECURITY COMMAND**.

Prewarn tone: Pulsed tone, one second on, one second off, continuous. This tone is emitted after an entry delay door is opened to remind you to disarm your burglary system.

Monitor tone: Pulsed tone, one second on then off, one pulse only. This tone is emitted when using the loop monitor option. The tone will be emitted every time the loop is displayed in the alert condition.

Trouble tone: Steady tone, always on. When using the Status Display option this tone will be emitted for any fire or system trouble until the tone is acknowledged by pressing any top row select key on the **SECURITY COMMAND**.

Special SECURITY COMMAND Keys



The COMMAND key is used to speed up system operation. It can be pressed to go "forward" one step during various operations of your alarm system. It can go forward through the list of Menu Options or through each step of a particular Menu Option. The COMMAND key is excellent for quickly stepping through a list of information such as the names of the armed loops in the Loop Status Menu Option.

The COMMAND key is also used when entering information, such as code numbers or a loop number. Think of it as a carriage return on a typewriter and press it when you have entered information on the keypad and you are ready for the SECURITY COMMAND to take it. The information requested by the SECURITY COMMAND must be entered first. The COMMAND key will not skip past a step that requires you to make an entry.



The back arrow is used for "backing up" when operating your system. It can be pressed to back up through the list of Menu Options or when entering information such as a code number. If an error is made while entering information press the back arrow and the character will be erased.

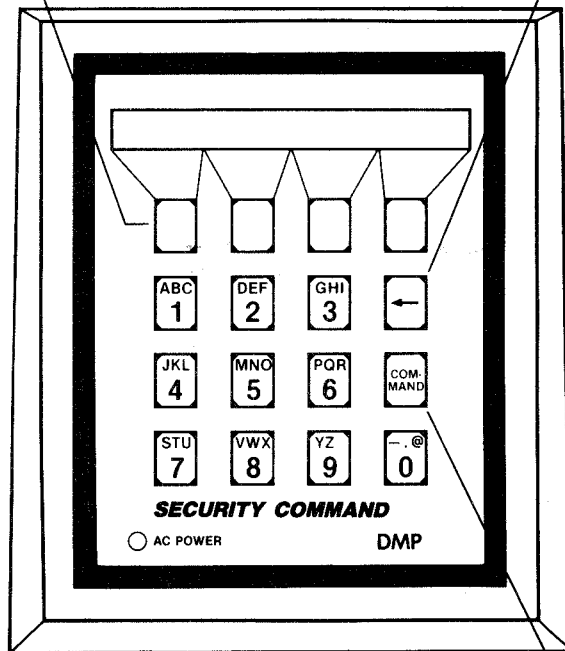
The back arrow will also back up a step in the operation of any Menu Option. If the back arrow is pressed at the first step in a Menu Option the option will terminate. This is a quick way to exit a Menu Option when you are finished with it. The back arrow will not back up through a list of information within a Menu Option, such as Alarmed Loops or System Status.



The top row of keys are called the select keys. Each time a select key is to be used its function will be labeled by the display above it. By labeling each key with the display they can be used for many different applications such as entering AM or PM when setting time or selecting which areas of your system you want to arm during system arming. The most common use is selecting a Menu Option. This is done by pressing any one of the select keys when the name of the Menu Option is displayed.

Select Keys

Back Arrow Key



Command Key

SECURITY COMMAND Keypad

TERMS

Loop:

Loop describes the wiring run from your alarm control cabinet to each protection point in your alarm. Therefore each door, window, motion detector, smoke detector, etc. which has been individually wired to the alarm control cabinet via a "loop" of wire is referred to as a loop. Since every loop can have a name and number the **SECURITY COMMAND** can use these to identify a protection point for you. Like, loop: 7 Front Door or loop: 12 Smoke Detector.

Entry/ Exit loop:

A loop which has an entry and exit delay time assigned. Each time the loop is armed it will ignore any trips until the exit delay expires. When the system is armed and the loop is tripped an alarm signal will not be transmitted if the loop is disarmed before the delay expires. This allows you to enter the alarm system through the entry door so you can disarm the system at the **SECURITY COMMAND** keypad.

Instant Loop:

A loop which has no entry/exit delay. If this loop is tripped when armed an alarm will be transmitted.

24 Hour Loop:

A loop which is always armed. It is not controlled by arming and disarming. Example: Fire loop, panic loop, etc.

Areas:

A group of loops assigned together for arming and disarming. Each loop in your burglary system must be assigned to the interior or perimeter area. These loops are then armed and disarmed by that area. Example: The interior area may be made up of the entryway floor mat loop, the hallway door loop and the hallway motion detector loop. By arming the interior area all three loops would be armed. 24 hour loops are not assigned to an area since they are always armed.

Transmit:

Reporting alarms, troubles, system disarming, etc. to a central station receiver. Your system can be programmed to report alarms, troubles, or any combination of the many system reports to a central station receiver. You should consult your alarm dealer for information about which reports will be transmitted.

STATUS

Status is a system feature which automatically displays the armed or disarmed status of your burglary system, as well as any alarm or trouble conditions of a loop or internal system monitor. You can choose to have all of the available status information displayed, only selected items, or no Status display at all. You can also choose which **SECURITY COMMANDs** will display the Status list. These options are programmed during system installation. All of the available Status information is described in this section.

Status works automatically when the **SECURITY COMMAND** is not performing any other function. This could be right after system arming or disarming is complete or just after you have finished using a menu option. The **SECURITY COMMAND** will stay in Status until you choose to go to system arming/disarming or a menu option.

Armed Status:

Armed Status will display the current armed condition of your burglary system. Armed Status will display at all **SECURITY COMMANDs** in the system. If the perimeter or interior is armed the display will read:

ON

If the system is disarmed the display will be blank.

Status List:

Status List will display any alarm or trouble condition on a loop, and any trouble condition on any internal system monitor. The system monitors are the bell circuit, AC power, battery power, bell power fuse, panel box tamper, auxiliary power fuse and ground supervision. If more than one alarm or trouble condition is displayed the **SECURITY COMMAND** will continue to scroll through the list.

A non-burglary loop or system monitor will remain in the Status List until it restores. If several burglary alarms trip at the same time only the last one to trip will remain in the Status List. It will not be deleted from the list when it restores. This is to insure that if a burglary is in progress the last loop which was tripped will remain in the list even if the loop has been restored. Fire loop and system monitor troubles will also sound the steady keypad trouble tone. This is silenced by pressing any top row key on the keypad. You may choose to have only certain types of loops appear in the Status List. This is optional and is programmed during system installation.

SYSTEM ARMING

Area Assignment:

Your burglary alarm system has been divided into **two** separate areas. Interior loops like motion detectors, inside doors, etc., have been assigned to the interior area. Perimeter loops like windows, outside doors, etc., have been assigned to the perimeter area. The specific loop names and their area assignment are listed below for easy reference.

[illegible]

All or Perimeter:

When arming your system you may arm only the perimeter area if you are remaining inside, or arm both areas if you are leaving. The use of a code number for system arming is optional. This option is programmed during system installation.

Bypassing:

After you have made your arming selection and have entered you code number, if required, the **SECURITY COMMAND** will display any loops which have been bypassed prior to arming. This is for your information only. They will remain bypassed until disarmed or reset using the Bypass Loops menu option. Any 24 hour loops which are in a bad condition will also be displayed.

The system will then check to see that all doors and windows which will be armed are closed and that any motion detectors, etc., are set properly. If no problems exist the system will be armed. If a problem does exist on one or more loops the **SECURITY COMMAND** will display the problems and allow you to bypass those loops. If the problem can be corrected by simply closing a door or window you should not bypass. You should correct the problems and repeat the arming procedure. If the loop or loops are in some way damaged and cannot be corrected they may be bypassed. Bypassing a loop means it will be ignored while the system is armed. A code number may be required to bypass. This is optional and is programmed during system installation.

Armed Message:

After all loops are bypassed or corrected the system will be armed. The SECURITY COMMAND will display the "SYSTEM ON" message if only the perimeter is armed or "ALL SYSTEM ON" if both have been armed. The display will then show you the exit delay. Any exit loops will not be armed until the delay expires. All other non-exit loops are armed immediately.

One Moment Message:

Your system may be programmed to wait for the transmission of the arming signal to the central station receiver before displaying the Armed Message. This is to ensure that your phone lines are working properly. While the system is waiting for the transmission the display will read "ONE MOMENT...". If the test is okay the Armed Message will be displayed. If the test fails the display will read "LOCAL ALARM ONLY" before displaying the Armed Message. This communication test is optional and is programmed during system installation.







Instant:

If you wish to cancel all exit and entry times, causing all loops to be instant loops, you should press the "INSTANT" key while the exit delay is being displayed. This immediately arms all entry/exit loops and there will be no entry delay when the system is disarmed.

Arming Reports:

A report of the system arming or loops which were bypassed can be transmitted to your central station. This is optional and is programmed during system installation.

Step By Step:

1. Press the  key until PERIM ALL is displayed.
2. Press  to arm the perimeter area loops only.
Press  to arm the perimeter and interior area loops.
3. Enter your code number if required.
4. Loops which have been bypassed prior to arming and 24 hour loops which are in a bad condition will be displayed. No action is required by you.
5. Bypass any bad loops if required (step 5a, 5b, 5c)
 - 5a. If a problem exists on one or more loops the loop name and problem will be displayed followed by BYPASS? NO YES.
 - 5b. Select  to stop the arming sequence without bypassing any loops. Correct the problem and return to step 1.
Select  to bypass all non-24 hour loops displayed as bad.
 - 5c. Enter your code number if required to bypass loops.
6. The display will read SYSTEM ON if only the perimeter is armed, or ALL SYSTEM ON if both the perimeter and interior are armed.
7. The exit time will be displayed in seconds and begin counting down, EXIT DELAY: XX. When the delay expires the exit loops will be armed.
8. Press  while the exit delay is displayed to immediately arm all exit loops and make them instant.

SYSTEM DISARMING

To disarm your burglary system you should enter the premises through an entry/exit delay door. By doing this the **SECURITY COMMAND** prewarn tone will pulse to remind you to disarm. Entering a delay door prior to disarming is not required however, you can simply press COMMAND until DISARM? is displayed and proceed from that point.

Code Number:

A code number may be required when disarming. If this is a residential system a code number is normally required to disarm. If this is a commercial system a code number may not be required within permanent or temporary scheduled opening times. This is optional. The system may be programmed to always require a code regardless of time. If this is the case you should note that level 2 User Codes only function during temporary or permanent scheduled opening times. The disarming code options are programmed during system installation.


Alarm Display:

After entering a code number, if required, the **SECURITY COMMAND** will display any loops which tripped or any transmission problems which occurred during the armed period. All burglary loops are then disarmed and any bypassed loops are automatically reset.

Central Station Report:

A report of the system disarming can be transmitted to your Central Station, this is optional and is programmed at the time of system installation.

Step By Step:

1. Press the  key until **DISARM?** is displayed. (Note: during entry delay the display immediately jumps to step 3.)
2. When **DISARM?** is displayed press any one of the top four select keys.
3. Enter your code number if required. If a code number is not required the display will read **PRESS COMMAND** during entry delay only.
4. Any loops which tripped or any communication problems which occurred during the armed period are automatically displayed.
5. **ALL SYSTEM OFF** is displayed to confirm that the system is disarmed.



ALARM SILENCE

User Code Level: 2-During temporary or permanent
schedules only
3-Anytime

Function: Silences alarm bell

Alarm Silence is used to silence the alarm bell or siren of your alarm system. When selected you will be asked to enter your code number. When the code number is accepted the alarm bell or siren will be turned off.

Step By Step:

1. Press the  key until **ALARM SILENCE?** is displayed.
2. When **ALARM SILENCE?** is displayed press any one of the top four select keys. The display will read **ENTER CODE:-**
3. Enter your code number and press  . The alarm bell or siren will be turned off.


FIRE RESET

User Code Level: None

Function: Resets smoke detectors

Fire Reset is used to reset smoke detectors after they have been tripped. Once a smoke detector has been tripped it must be reset before it will function again. When Fire Reset is selected the smoke detectors are automatically reset, no code number is required. Insure that all smoke is cleared from the detector before resetting.

Step By Step:

1. Press the  key until FIRE RESET? is displayed.
2. When FIRE RESET? is displayed press any one of the top four select keys. The display will read DETECTORS OFF then change to DETECTORS ON to confirm that the smoke detectors have been reset.

DOOR ACCESS



User Code level: 1-During temporary or permanent schedules only
3-Anytime

Function: To operate the door strike

Door Access is used to operate the door strike at a single **SECURITY COMMAND**. When Door Access is selected you will be asked to enter your code number. When the code number is accepted the door strike at the **SECURITY COMMAND** you are operating will turn on for five seconds. Door Access also functions any time any area of the system is disarmed at the door strike keypad or by simply entering your code number and pressing **COMMAND**.

A report of this entry can be transmitted to your central station. This report is optional and is programmed during system installation.

Step By Step:

1. Press the  key until DOOR ACCESS? is displayed.
2. When DOOR ACCESS? is displayed press any one of the top four select keys. The display will read ENTER CODE:-
3. Enter your code number and press  . The door strike will turn on for five seconds.


ARMED AREAS

User Code Level: None

Function: Displays all armed areas

Armed Areas is used to display all of the armed areas in your system. Each area that is armed will be displayed with area number and name.

Step By Step:

1. Press the  key until is displayed.
2. When is displayed press any one of the top four select keys. The display will list each armed area one at a time.
3. If no areas are armed the display will read

OUTPUTS ON/OFF





User Code Level: 5

Function: Manually turn relay outputs on and off

Outputs On/Off is used to individually turn relay outputs on and off. You may have from two to sixteen different relay outputs in your system. The function of each should be listed below. When Outputs On/Off is selected you will be asked to enter your code number. When the code number is accepted you may enter the desired output number and turn it on or off.

Output 1 _____	Output 9 _____
Output 2 _____	Output 10 _____
Output 3 _____	Output 11 _____
Output 4 _____	Output 12 _____
Output 5 _____	Output 13 _____
Output 6 _____	Output 14 _____
Output 7 _____	Output 15 _____
Output 8 _____	Output 16 _____

Step by Step:

1. Press the  key until **OUTPUTS ON/OFF?** is displayed.
2. When **OUTPUTS ON/OFF?** is displayed press any one of the top four select keys. The display will read **ENTER CODE:-**
3. Enter your code number and press . The display will read **OUTPUT:- ON OFF**
4. Enter the output number and then press  or . The output will be placed in that position.
5. The output number will automatically disappear and a new output number may be entered in step 4.

LOOP STATUS

User Code Level: None


Function: Displays a list of armed, bypassed, or alarmed loops; or checks the status of individual loops.




Loop Status can be used to give you a list of loops by category or display the current status of an individual loop number. The three categories are:


- 1) Armed Loops; loops which are currently armed.
- 2) Bypassed Loops; loops which are currently bypassed.
- 3) Alarmed Loops; loops which have tripped during the current or previous armed period.


When Loop Status is selected you will be asked which kind of display you want to see. If you choose one of the three categories the list of loops, including loop number and name, in that category will follow immediately. If you choose to enter an individual loop number you will be asked for the specific number then the loop name and status will be displayed.

Step By Step:

1. Press the  key until is displayed.
2. When is displayed press any one of the top four select keys. The display will read

3. Press  for a list of loops which are currently armed.
- Press  for a list of loops which are currently bypassed.
- Press  for a list of loops which have tripped during the current or previous armed period.

Press  and will be displayed.

4. If NBR is selected enter the desired loop number and press 

The loop name will be displayed followed by its current status:

-OKAY = loop in normal condition
-BYPAS = loop is bypassed
-BAD O = loop is open
-BAD S = loop is shorted

5. After displaying the loop status the display will return for another loop number.

BYPASS LOOPS

User Code Level: 6





Function: Bypasses and Resets loops prior to arming.

Bypass Loops is used to bypass individual loops from the alarm system. This is usually done because the loop is inoperative. Bypassing means the alarm system will not respond to any activity on the bypassed loop except that the loop name will still appear in the Alarmed Loops list. A loop may be bypassed only while it is disarmed. Since fire, panic, emergency, and supervisory type loops are always armed they can never be bypassed. Bypassing may also be done during system arming.

Bypass Loops can also be used to reset a loop, which has been bypassed, back into the system. This can only be done while the loop is still disarmed. A bypassed loop is automatically reset during system disarming.

When Bypass Loops is selected you will be asked to enter your code number. When the code number is accepted you may enter the desired loop number and bypass or reset it. A report of bypassed or reset loops can be transmitted to your central station. This report is optional and is programmed during system installation.

Step By Step:

1. Press the  key until **BYPASS LOOPS?** is displayed.
2. When **BYPASS LOOPS?** is displayed press any one of the top four select keys. The display will read **ENTER CODE:-**
3. Enter your code number and press . The display will read **LOOP:- RST BYPS**
4. Enter the desired loop number and press  to reset or  to bypass.
5. The loop number will automatically disappear and a new loop number may be entered in step 4.

LOOP MONITOR


User Code Level: 4

Function: Monitors selected disarmed loops and displays their name when tripped


Loop monitor will monitor any disarmed loop and will display the loop name and sound the keypad monitor tone when the loop trips. The loop will be displayed at all **SECURITY COMMANDS** in the system. Any combination of disarmed loops may be placed in Loop Monitor. If more than one loop is in Loop Monitor the last loop that tripped will be displayed. When the loop restores the name is cleared.


Loop Monitor display will alternate with Armed Display and Status List. Armed Display and Status List are optional. The options are selected at the time the system is programmed.


Step By Step:

1. Press the  key until LOOP MONITOR? is displayed.

2. When LOOP MONITOR? is displayed press any one of the top four select keys. The display will read ENTER CODE:-

3. Enter your code number and press . The display will read PERIM ALL NBR.


4. Press  to place all disarmed perimeter loops into loop monitor.


Press  to place all disarmed loops into loop monitor.

Press  to enter a specific loop number for loop monitor.

5. If PERIM or ALL are selected the display will ask if the loops are to be added or removed from loop monitor.

6. If NBR is selected the display will read LOOP:- ADD RMV

6a. Enter the desired loop number and press  to add to,

or  to remove from Loop Monitor.

7. The loop number will automatically disappear and a new loop number may be entered in step 6. A loop is automatically removed from Loop Monitor when it is armed.


SYSTEM STATUS

User Code Level: None

Function: Displays the condition of internal system power and wiring.

System Status will display the condition of the internal system monitors. The monitors are the bell circuit, AC power, battery power, bell fuse, panel tamper, auxiliary power fuse, and the ground circuit. When System Status is selected each monitor will be displayed followed by okay or trouble to indicate the current condition.

Step By Step:

1. Press the  key until **SYSTEM STATUS?** is displayed.
2. When **SYSTEM STATUS?** is displayed press any one of the top four select keys. The display will list each system monitor and status one at a time. Example:

BELL CKT - OKAY

Monitors
BELL CKT = Bell circuit
A.C. POWER = A.C. power
BATTERY = Battery power
BELL FUSE = Bell power fuse
TAMPER = Panel box tamper
AUX. FUSE = Auxiliary power fuse
GND. SUPV. = Ground circuit

Status
-OKAY = Normal
-TRBL = Trouble

SYSTEM TEST


User Code Level: 4

Function: Automatically tests various parts of your alarm system.



System Test is used to test the battery, alarm bell or siren, and communication to a central station. When selected you will be asked to enter your code number. When the code number is accepted the system test begins automatically.

A test of the alarm system should be made at least once a month.

Step by Step:

1. Press the  key until **SYSTEM TEST?** is displayed.
2. When **SYSTEM TEST?** is displayed press any one of the top four select keys. The display will read **ENTER CODE:-**

Step by Step:

3. Enter your code number and press . The system test begins automatically. The display will read:
 - 1) **BELL SOUNDING** during two second bell test, then
 - 2) **BATTERY -OKAY** or **BATTERY -TRBL** to indicate condition of battery, then
 - *3) **TRANSMIT TEST** and **ATTEMPT NO: 1** during the transmit test, then
(up to 10 attempts may be made, the dot in the far right corner will flash during this test.)
 - 4) **TRANSMIT OKAY** or **TRANSMIT FAILED** to show results of the transmit test, then
 - 5) **TEST END** After System Test is complete.
 - 6) You may cancel the transmit test by pressing 

* The transmit test does not operate on local systems.

USER CODES

User Code Level: 9

Function: To add and delete user codes

User Codes is used to add and delete the user codes programmed into your alarm system. 99 different user codes may be programmed. Each user code consists of three assignments; the user number, the user code and the code level.

User Number: A number from one to 99 which identifies the person using the code. This number is transmitted to your central station on various system reports. User number one is always the Ambush Code. Anytime this code number is used an Ambush signal will be transmitted to your central station.

Code Number: A one to five digit number which is used to arm, disarm and gain entry to the various menu options. This code number cannot begin or end with zero.

Code Level: The first digit of the five digit code number which defines the level of menu options available to that code.






Menu Options	User Code Level								
	1	2	3	4	5	6	7	8	9
Door Access	*	*	x	x	x	x	x	x	x
Arm/Disarm		*	x	x	x	x	x	x	x
Alarm Silence		*	x	x	x	x	x	x	x
System Test				x	x	x	x	x	x
Loop Monitor				x	x	x	x	x	x
Outputs On/Off					x	x	x	x	x
Bypass loops						x	x	x	x
Schedules							x	x	x
Set Time								x	x
User Codes									x

* only during temporary or permanent schedules.

When User Codes is selected you will be asked to enter your code number. When your code number is entered you will be asked if you want to add or delete a User Code. If you are deleting a User Code you will be asked which user number is to be deleted. If you are adding a User Code you will be asked the User Number and the Code Number. When this is complete you will be able to add or delete another User Code.

Internally the System insures that each User Number (1 to 99) is used only once, that no 5 digit Code Number is used twice, and that the user number entered to access the User Codes option cannot be deleted. A report of User Codes added or deleted can be transmitted to your central station. This report is optional and is programmed during system installation.


Step By Step:

1. Press the  key until USER CODES? is displayed.
2. When USER CODES? is displayed press any one of the top four select keys. The display will read ENTER CODE:-.
3. Enter your code number and press . The display will read ADD DELETE.
4. Press the  key to add User Codes or  to delete User Codes. If add is pressed go to step 6. If delete is pressed go to step 5.
5. If DELETE is pressed in step 4 the display will show USER NUMBER:-.
 - 5a. Enter the user number to be deleted and press .
The display will confirm the deletion and return to step 5 for the next User Code to be deleted.
6. If ADD is pressed in step 4 the display will read USER NUMBER:-.

- 6a. Enter the user number to be added and press



. The display will then read CODE NO:-

- 6b. Enter the one to five digit Code Number and press . The display will confirm the addition of the User Code and Return to Step 6 for the next User Code to be added.

SCHEDULES

User Code Level: 7

Function: To enter and delete Temporary, Permanent, and Relay Schedules

Schedules is used to enter temporary and permanent opening and closing times for your burglary system and daily on and off times for relay outputs. When Schedules is selected you will be asked to enter your code number. When the code number is accepted you will be asked if you want to enter Temporary, Permanent, or Relay Schedules. Temporary Schedules and Permanent Schedules provide opening and closing times for your burglary system. One Temporary and one Permanent opening and closing schedule is available for each day. A Temporary schedule is erased from memory automatically each day, but permanent schedules remain in memory until a new schedule is entered. Level one and two User Codes will function only during a scheduled period, also your alarm system can be programmed to not require a code number for disarming during a scheduled period. This reduces the need for each employee to have their own code number. This is optional and is programmed during system installation.






Temporary and Permanent Schedules are also used for Closing Check. This is an option which checks to see that the burglary alarm is armed by the closing time each day. Closing Check is further described in the Closing Check section of the users manual.

Once you have selected Temporary or Permanent Schedules you will be asked which day of the week you wish to schedule. The SECURITY COMMAND will show you the current schedule for that day. It can be deleted and the new opening and closing times may be entered. You should list your permanent schedule below for easy reference.

PERMANENT SCHEDULE

	SUN	MON	TUE	WED	THU	FRI	SAT
Opening	: _M	: _M	: _M	: _M	: _M	: _M	: _M
Closing	: _M	: _M	: _M	: _M	: _M	: _M	: _M


Step By Step:

1. Press the  key until **SCHEDULES?** is displayed.
2. When **SCHEDULES?** is displayed press any one of the top four select keys. The display will read **ENTER CODE:-**.
3. Enter your code number and press . The display will read **TMP PRM OUT**.
4. Press  to enter temporary schedules, then go to step 5
Press  to enter permanent schedules, then go to step 5
Press  to enter output schedules, then go to step 6


Temporary or Permanent Step by Step:


5. If TMP or PRM is pressed in step 4 the display will read

then .

- 5a. Press the  key below the desired day when it is displayed. The **SECURITY COMMAND** will show you the current scheduled opening and closing times for that day then

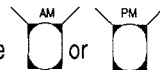
then .

- 5b. Press  to keep the current schedule and return To step 5

Press  to delete the current schedule. The display will read then

.

- 5c. Enter the new opening time and press the

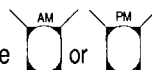


(Note: a zero must be entered for the tens digit of the hour if hour is less than 10)

The display will read then

.

- 5d. Enter the new closing time and press the




key. The display will return to step 5 for the next day to be scheduled.

Relay outputs provided on your alarm system can be programmed to turn on and off at pre-selected times each day. Your system may have from two to 16 relay outputs. Each output has a seven day schedule and can have a different on and off time for each day. Once you have selected Relay Schedules you will be asked which output number you wish to schedule then the day of the week. The **SECURITY COMMAND** will show you the current schedule for that relay number and day. It can be deleted and the new on and off times may be entered. You should list all of your relay schedules on the back of this page for easy reference.


Relay Step By Step:


6. If OUT is pressed in step 4 the display will read


OUTPUT NO:-

- 6a. Enter the output number you wish to schedule and press . The display will read



SUN MON TUE WED THU FRI SAT

- 6b. Press the  key below the desired day when it is displayed. The **SECURITY COMMAND** will show you the currently scheduled on and off times for that relay on that day ON TIME ??? ?M then OF TIME ??? ?M then DELETE KEEP .

- 6c. Press  to keep the current schedule and return to step 6a.



Press  to delete the current schedule. The display will read

ON TIME? then - : AM PM .

- 6d. Enter the new on time and press the  or  key.

(Note: a zero must be entered for the tens digit of the hour if the hour is less than 10)

The display will read OFF TIME? then - : AM PM .

- 6e. Enter the new off time and press the  or  key. The display will return to step 6a for the next day to be scheduled.

Output	SUN	MON	TUE	WED	THU	FRI	SAT	Output	SUN	MON	TUE	WED	THU	FRI	SAT
1 on 1 off	: __M : __M	: __M : __M	: __M : __M	: __M : __M	: __M : __M	: __M : __M	: __M : __M	9 on 9 off	: __M : __M	: __M : __M	: __M : __M	: __M : __M	: __M : __M	: __M : __M	: __M : __M
2 on 2 off	: __M : __M	: __M : __M	: __M : __M	: __M : __M	: __M : __M	: __M : __M	: __M : __M	10 on 10 off	: __M : __M	: __M : __M	: __M : __M	: __M : __M	: __M : __M	: __M : __M	: __M : __M
3 on 3 off	: __M : __M	: __M : __M	: __M : __M	: __M : __M	: __M : __M	: __M : __M	: __M : __M	11 on 11 off	: __M : __M	: __M : __M	: __M : __M	: __M : __M	: __M : __M	: __M : __M	: __M : __M
4 on 4 off	: __M : __M	: __M : __M	: __M : __M	: __M : __M	: __M : __M	: __M : __M	: __M : __M	12 on 12 off	: __M : __M	: __M : __M	: __M : __M	: __M : __M	: __M : __M	: __M : __M	: __M : __M
5 on 5 off	: __M : __M	: __M : __M	: __M : __M	: __M : __M	: __M : __M	: __M : __M	: __M : __M	13 on 13 off	: __M : __M	: __M : __M	: __M : __M	: __M : __M	: __M : __M	: __M : __M	: __M : __M
6 on 6 off	: __M : __M	: __M : __M	: __M : __M	: __M : __M	: __M : __M	: __M : __M	: __M : __M	14 on 14 off	: __M : __M	: __M : __M	: __M : __M	: __M : __M	: __M : __M	: __M : __M	: __M : __M
7 on 7 off	: __M : __M	: __M : __M	: __M : __M	: __M : __M	: __M : __M	: __M : __M	: __M : __M	15 on 15 off	: __M : __M	: __M : __M	: __M : __M	: __M : __M	: __M : __M	: __M : __M	: __M : __M
8 on 8 off	: __M : __M	: __M : __M	: __M : __M	: __M : __M	: __M : __M	: __M : __M	: __M : __M	16 on 16 off	: __M : __M	: __M : __M	: __M : __M	: __M : __M	: __M : __M	: __M : __M	: __M : __M







TIME

User Code Level: None for time display
8 to reset time

Function: Displays day of week and time of day

Time is used to display the current day of the week and the time of day. The day or time can also be reset. When time is selected the day of week and time of day are displayed. If no changes are to be made do nothing and the display will clear automatically. If the day or time is to be changed press COMMAND when the current day and time are displayed and you will be asked to enter your code number. When the code number is accepted you can enter the new day and new time.

Step By Step:

1. Press  until **TIME?** is displayed.
2. When **TIME?** is displayed press any one of the top four select keys. The display will show the current day and time.
3. To reset the day and time press  when the current day and time are being displayed. The display will read **ENTER CODE:-**.
4. Enter your code number and press . The display will read **SUN MON TUE WED** then **THU FRI SAT**.
5. Press the  key below the desired day when it is displayed. The display will read **- : AM PM**.
6. Enter the new time and then press the  **AM** or  **PM** key.

(Note: a zero must be entered for the tens digit of the hour if the hour is less than 10)

7. The new day and time will be displayed.