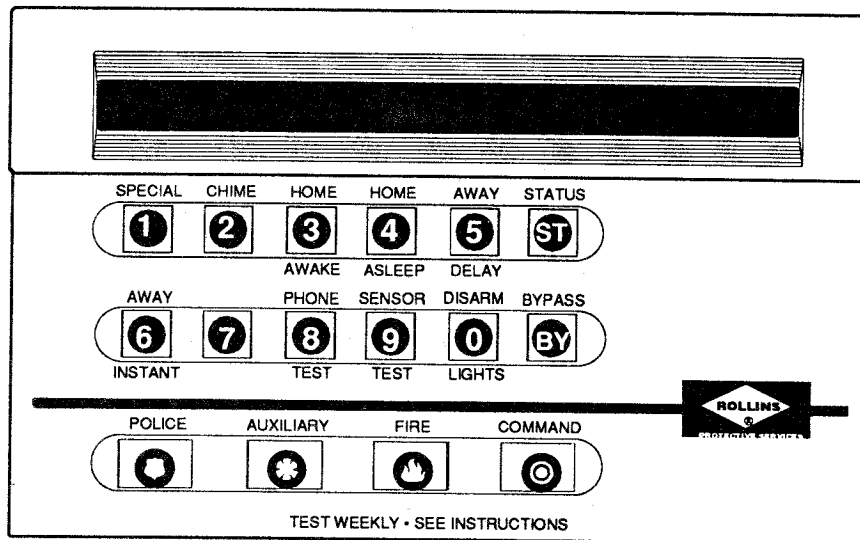


## APPENDIX H

### System VI Alpha Keypad

Part # 60-248



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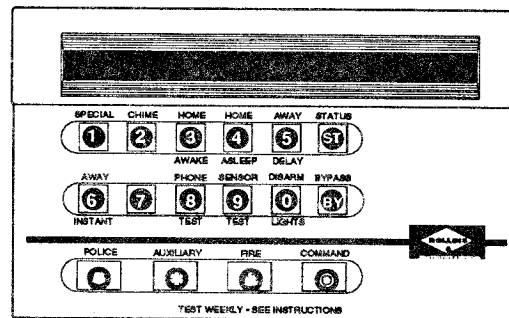
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## Introduction

### SYSTEM VI ALPHA KEYPAD



The System VI Alpha Keypad is a full-function keypad which includes a 16 character Vacuum Fluorescent Alpha-Numeric Display for visual system status messages. The unit's display can identify a specific programmed location name which allows the user to easily determine where an Alarm, Trouble or Open Sensor condition exists. Location names can be selected from a list of pre-programmed words or they can be customized by the installer to suit the customer's needs.

### FEATURES

- Display has four brightness levels and a black-out option.
- Keypad keys illuminate after first key press for easy night viewing.
- Built-in piezo emits Alarm/Status tones.
- 24 hour panic buttons for Police, Auxiliary and Fire emergencies.
- Unit accepts one hardwire zone input.
- ON/OFF control of X-10 lights (command + 0)

### PRELIMINARY CONSIDERATIONS

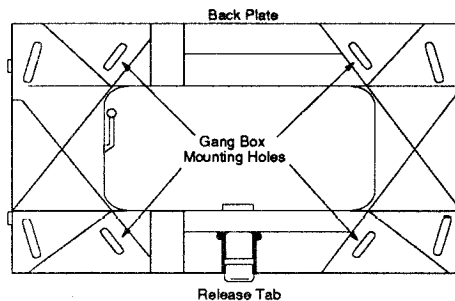
- Total current draw of the keypad is 75mA.
- Maximum current draw allowed from the System VI MCU, is 500 mA.
- Mount the unit in an environmentally controlled area (42°F to 95°F).
- Mount the unit near the area where you plan to utilize the optional Hardwire Input.
- Use 4 conductor, 22 gauge or greater stranded wire from the display to the System VI MCU.
- Use 2 conductor, 22 gauge or greater stranded wire for the optional Hardwire Input.
- Do not exceed 100' of wire length from keypad to MCU.

## Installation

### GANG BOX MOUNTING

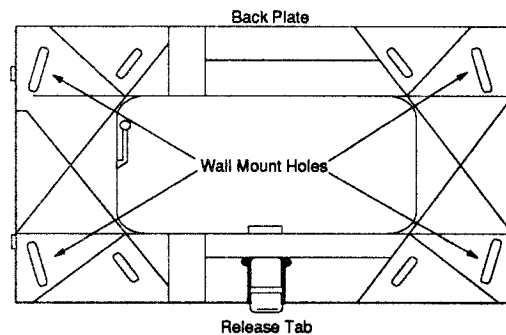
1. Separate the Back Plate from the display by pressing the Release Tab and pulling it down.
2. Place the Back Plate on the gang box so that the 4 inner slots on the Back Plate line up with the 4 outer holes of the gang box.
3. Secure the Back Plate to the gang box using #6 x 1/2" or #6 x 3/4" panhead screws.

**CAUTION!** Do not use screws larger than #6 or the display will not seat properly onto the Back Plate. Also, do not over-tighten screws or the Back Plate may bind and not allow the display to mount properly.



### WALL MOUNTING

1. Separate the Back Plate from the display by pressing the Release Tab and pulling it down.
2. Place the Back Plate at the desired location on the wall and use a pencil to mark the Wall Mount Holes.
3. Insert anchors suitable for #6 screws at the marked locations.
4. Position the Back Plate so that the Wall Mount Holes line up with the anchors in the wall.
5. Secure the Back Plate to the wall using #6 x 1/2" or #6 x 3/4" screws. Do not use screws larger than #6 or the display will not seat properly onto the Back Plate.
6. Cut a hole in the wall along the inner right edge of the Mounting Plate to pull your cable through for terminations.

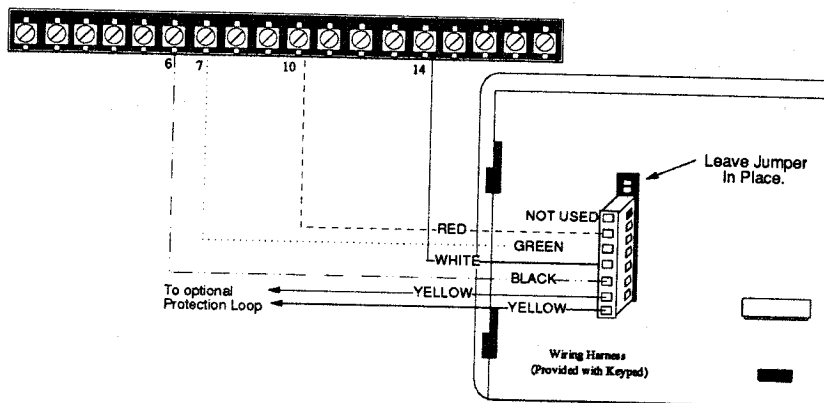


## WIRING

1. If the System VI MCU is powered up, set the protection level to 0 and turn the power switch off.
2. Follow the diagram below for proper termination of the Wire Harness to the MCU.
3. Insert the Wire Harness onto the pins located on the rear of the keypad. Make sure the Yellow wires are positioned on the two bottom pins.
4. Leave the jumper on the top two pins.
5. Attach the display to the mounted Back Plate by lining up the wide portion of its four Tab Slots with the four Tabs on the Mounting Plate. Once aligned, slide the display downward until you hear the Release Tab "click" into place.

**Note:** All wiring shall be U.L. listed cable, 22AWG minimum.

### SYSTEM VI MCU TERMINAL STRIP



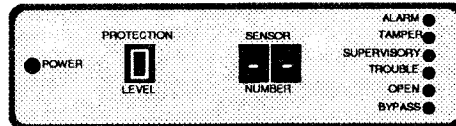
### OPTIONAL PROTECTION LOOP NOTES - U.L. Requirements

- If the loop is used and programmed Normally Closed, the keypad shall be mounted within 3 feet of the MCU.
- If the loop is programmed Normally Open, the MCU, keypad and initiating devices shall be mounted within 3 feet of each other. No interfering walls or barriers shall be present between the devices.
- Only U.L. Listed devices shall be connected to the loop.
- The loop shall not be used for fire initiating devices.

## POWER UP

### Programmed MCU

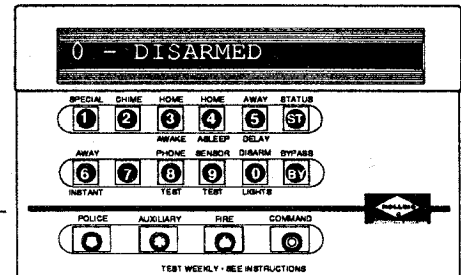
1. Check wiring for proper terminations.
2. Turn the System VI power switch ON. The MCU display should read as illustrated below.
3. The keypad display should power up with all segments of every other character ON for about 4 seconds. Then the display will perform two self tests.
4. First, the display will scroll the letters of the alphabet starting at the right of the display.
5. After the letter "Z" appears, the display will show the message **KEY TEST**. Press any key and the display will show which key was pressed. For example, press **1** and the display will show **KEY TEST-FIRE**. Press each key to verify its operation. After about five seconds of no key pressing the display will show **XXXX TEXT MEMORY OK** and then display as illustrated below. (XXXX = Software I.D.)



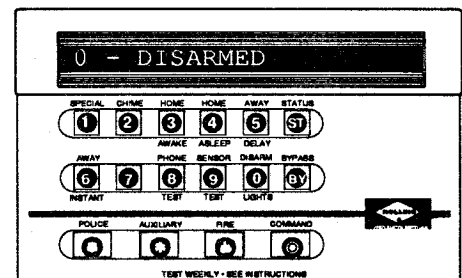
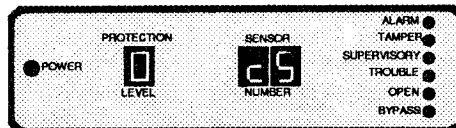
### Unprogrammed MCU

(Read **CAUTION** at the end of this section)

For U.L. programming, refer to System VI In-Installation Manual.



1. Check wiring for proper terminations.
2. Turn the System VI power switch ON.
3. The System VI MCU will perform its RAM Check function. During this time the keypad's display will remain dark.
4. After the System VI completes its RAM check, the MCU display should read as illustrated below. The keypad display will show all segments of every other character ON for about 4 seconds, then perform two self tests.
5. First, the display will scroll the letters of the alphabet starting at the right of the display.
6. After the letter "Z" appears, the display will show the message **KEY TEST**. Press any key and the display will show which key was pressed. For example, press **1** and the display will show **KEY TEST-FIRE**. Press each key to verify its operation. After about five seconds of no key pressing the display will show **XXXX TEXT MEMORY OK** (XXXX = software I.D.) and then display as illustrated below.



7. Now turn the MCU program switch (#2) ON. The keypad display should read as follows: PRESS MCU FF SWITCH
8. Press and hold the MCU fast forward button until you hear the piezo in the keypad activate, or wait for all programmed sensor numbers to cycle-through one time on the MCU Display. After all sensors have cycled, the piezo in the keypad will activate. The keypad display should read: PROGRAM MODE
9. Press the Alpha Keypad's COMMAND button. The MCU display should show three P's, and the keypad display should read: program sensors
10. The keypad can now be programmed or the MCU program (#2) switch can be returned to the down (OFF) position, and the keypad buttons will then become operational.

**\*\*\*CAUTION\*\*\***

Unprogrammed MCU's will respond to any wireless keypad upon initial power-up. It is recommended that the MCU antennas be removed during initial keypad programming to prevent possible programming errors. Keypad RF signals can cause significant problems, perhaps making it necessary to clear the MCU memory and repeat the initial programming procedure. This should not be a concern after any desired wireless keypads are programmed in, or the MCU programming switch (#2) is returned to down (OFF) position.

## Programming

If you have more than 1 keypad connected to the MCU, work from 1 keypad for all programming. Once you have completed all programming, the information from this keypad can be downloaded to the others. The download procedure will be covered later in this section.

**IMPORTANT!** If you have more than 1 keypad connected to the MCU, you must first program each one with a different Unit I.D. Number. See pages 16-17 for this procedure. In cases where the Unit I.D. Numbers are identical (such as units out of the box from the factory), the procedure may have to be done twice. Failure to change identical Unit I.D. Numbers can cause the keypads to malfunction during normal operation. Upon initial power-up, the Default unit I.D. is 7. Change the Unit I.D. Number to a number other than 7. Make sure that the number chosen is not the same as any other Hardwire Bus Device (HIM's, HOM's, Hardwire Keypads, etc.)








1. Turn the MCU Program Switch (#2) ON. The keypad's display should read as follows: **PRESS MCU FF SW**
2. Press and hold the MCU Fast Forward Button until you hear the piezo in the display activate or wait for all programmed sensor numbers to cycle through 1 time on the MCU display. After all sensors have cycled, the piezo in the keypad will activate. The display should read **PROGRAM MODE**.
3. Press the Keypad COMMAND button, the MCU display should show three P's.

The keypad can now be used to program the System VI features, sensor numbers and names. The unit's piezo will beep 6 times every 60 seconds to remind you that the MCU is in the program mode.

**Note:** The panel's alarm functions are not operational with the MCU/keypad in the programming mode.

### KEY FUNCTIONS for PROGRAMMING

Before proceeding, it is important to know the function of each key when programming. Study the key functions listed below, then examine the flow chart on the next page to familiarize yourself with the sequence in which the programming procedures appear.

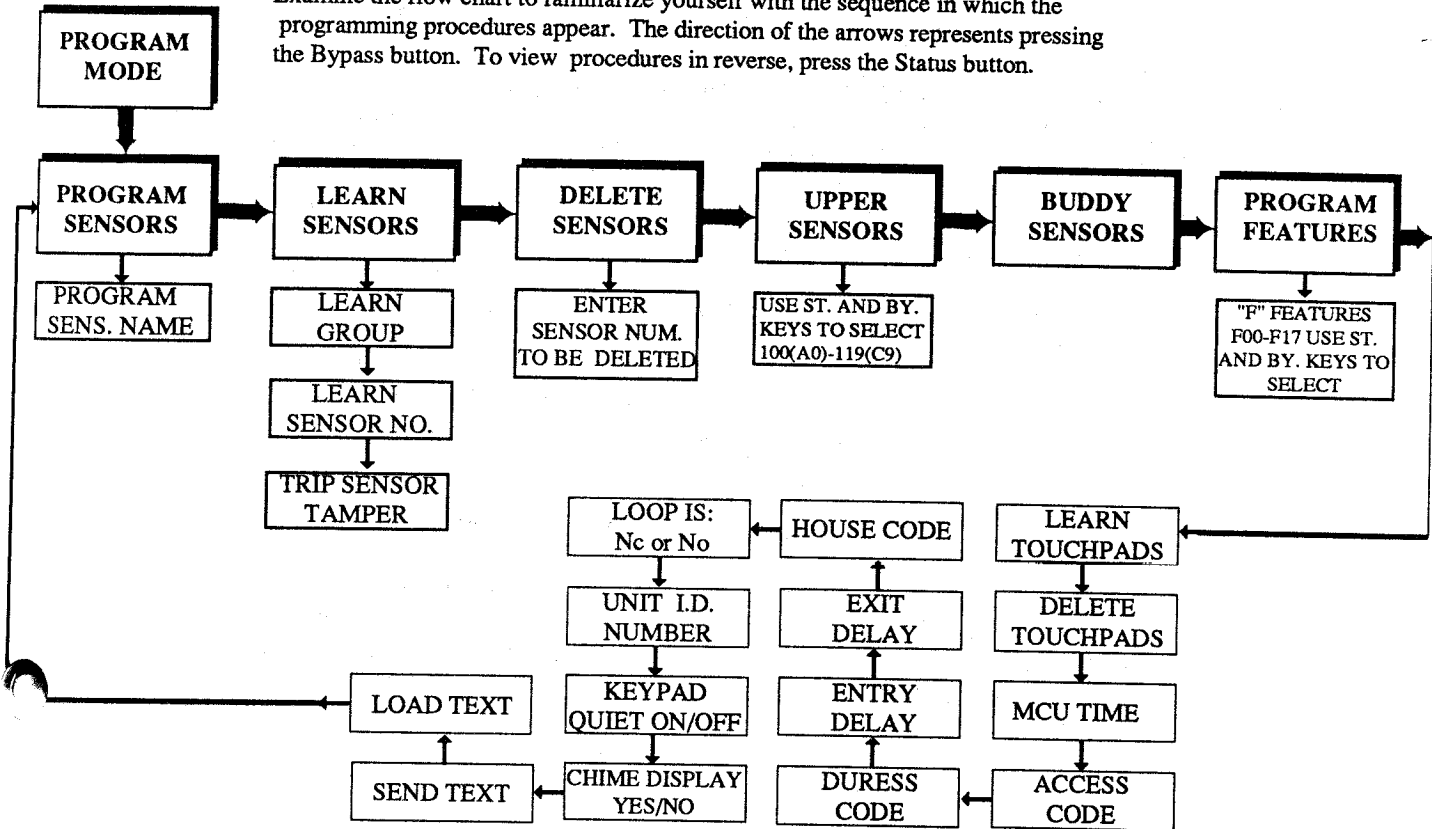
-  **BY** Cycle Forward
-  **ST** Cycle Backward
-  **Execute** Proceed/Execute
-  **Abort** Abort/Exit
-  **Delete** Delete This Entry and Move Remaining Entries Up One Slot\*
-  **Insert** Insert This Entry and Move Remaining Entries Down\*
-  **0 - 9** Face Value or Word/Letter Numbers

\* These features used only when programming sensor names



## PROGRAMMING FLOW CHART

Examine the flow chart to familiarize yourself with the sequence in which the programming procedures appear. The direction of the arrows represents pressing the Bypass button. To view procedures in reverse, press the Status button.



## Programming Sensor Names

As indicated by the flow chart, the first procedure to appear is for Sensor Programming. Once the sensor number has been entered, the sensor name can be programmed using any of the characters or names described in the chart on the next page.

Each sensor number contains 10 word or character locations to program its name. These locations are lettered A through J and require a 2 digit entry (according to the chart) to set the desired words and/or characters.

The example below shows the procedure for programming sensor 34 as the FRONT DOOR. Notice in this case only locations A & B are used to name the sensor. Spaces are automatically inserted after each word when using 40-99 and do not occupy any locations. This example leaves 8 unused locations (C-J) for this sensor's name. Not all locations need to be used.


In most cases the words in the chart (40-99) will be sufficient. Should you need to create a word using individual characters, remember each character (01-39) uses one location. Use the worksheet on page 12 and the worksheet at the back of this manual to determine all sensor name programming ahead of time.


**Helpful Hint:** When using characters (01-39), abbreviate where possible or generalize instead of being specific. For example, if two brothers are sharing a bedroom, it is unlikely you could program both their names to identify the sensor in their room without running out of locations. A good choice would be to create the word BOY'S using locations A-E, then use location F for a Space, location G for the word BEDROOM and location H for the word WINDOW. (See worksheet on page 13 for this example.)

### PROGRAM A SENSOR'S NAME

1. Press **BY** , until display reads **PROGRAM SENSORS**
2. Press **⊙** , display reads **Sn ## + (group)**
3. Enter **3 4** , display reads **Sn34 DISABLED** (if not programmed) \*.
4. Press **⊙** , display reads **A 00 -**
5. Enter **6 3** display reads **A 63 - FRONT**
6. Press **⊙** , display reads **B 00 -**
7. Enter **5 4** . display reads **B 54 - DOOR**
8. Press **⏏** , display scrolls **Sn34 DISABLED - FRONT DOOR**

\*Note: Sensors are displayed as disabled until programmed into the MCU. See LEARN SENSORS on page 9 to program sensors.

To review the programming, press .

To continue programming sensors press  again and repeat the procedure on page 7 beginning at step 2. If you enter a wrong number at steps 5 or 7, simply re-enter the desired number. This procedure assumes the sensor number being programmed does not already exist in the System VI MCU memory. Therefore, both the MCU and the display are programmed simultaneously.

Character	Entry	Character	Entry	Character	Entry
Null	00	M	13	(Space)	27
A	01	N	14	' (Apostrophe)	28
B	02	O	15	- (Dash)	29
C	03	P	16	0	30
D	04	Q	17	1	31
E	05	R	18	2	32
F	06	S	19	3	33
G	07	T	20	4	34
H	08	U	21	5	35
I	09	V	22	6	36
J	10	W	23	7	37
K	11	X	24	8	38
L	12	Y	25	9	39
		Z	26		

Word	Entry	Word	Entry	Word	Entry
AREA	40	FIRST	60	PATIO	80
ATTIC	41	FLOOR	61	POLICE	81
BASEMENT	42	FREEZE	62	POOL	82
BATHROOM	43	FRONT	63	PORCH	83
BEDROOM	44	GALLERY	64	REAR	84
BOTTOM	45	GARAGE	65	RIGHT	85
BREEZEWAY	46	HALL	66	ROOM	86
CABINET	47	HEAT	67	SAFE	87
CARPET	48	KITCHEN	68	SCREEN	88
CENTER	49	LAUNDRY	69	SECOND	89
CLOSET	50	LEFT	70	SENSOR	90
DEN	51	LEVEL	71	SHOCK	91
DESK	52	LIBRARY	72	SIDE	92
DINING	53	LIVING	73	SLIDING	93
DOOR	54	MAIN	74	SMOKE	94
DRAWER	55	MEDICAL	75	SOUND	95
EAST	56	MOTION	76	SOUTH	96
ENTRY	57	NORTH	77	STAIRS	97
FAMILY	58	OFFICE	78	WEST	98
FIRE	59	PANIC	79	WINDOW	99

## LEARN SENSORS

Use this procedure to initialize sensor numbers 01-99 into the MCU memory. Refer to your System VI Installation Manual for sensor Group numbers and their characteristics.

1. Press **BY** or **ST** until display reads **LEARN SENSORS**.
2. Press **⊙**, display reads **LEARN GROUP \_ \_**. (00-10, 16-18)\*
3. Enter 2 digit Group Number (00-10, 16-18), then press **⊙**.
4. Display reads **LEARN Sn01**. The 01 will flash rapidly. Press **⊙** if you want the MCU to learn sensor 01 or enter the desired sensor number and press **⊙**.
5. Display reads **TRIP Sn01**. Remove the cover of the desired sensor. This way the MCU will learn the signal pattern of the sensor.
6. Once the sensor's signal is received, the keypad's piezo will beep twice. The display will read **TRIP Sn02**. Trip the tamper of the next sensor.
7. To change the Group Number, press **⬆**, then **⊙** and enter the desired Group Number, followed by **⊙** (command). Continue programming sensors as described above.

\* Groups 16-18 are available with MCU EPROM dated 05/15/92 (revision E) or later. Groups 16-18 are equivalent to groups 00, 01 and 09 respectively, except that they are not supervised. They will display on the MCU (in program review mode) as groups "d" (16), "E" (17), and "g" (18).

## DELETE SENSORS

This procedure deletes the sensor number from the System VI MCU and deletes the sensor number and name from the keypad's memory.

Pressing the **BY** or **ST** buttons while in this mode will cycle all sensors which *are enabled in the MCU*. Step 2 will always display the *lowest sensor number which is programmed*.

1. Press **BY** or **ST** until the display reads **DELETE SENSORS**
2. Press **⊙**, display reads **DEL SN 01** - (plus description, if programmed)
3. Press **ST**, display reads **DEL SN \_ \_**
4. Enter **4 0**, display reads **DEL SN 40 - DEN DOOR** (if sensor #40 was programmed as "DEN DOOR")
5. Press **⊙**, display reads **DEL SN 40 - DONE**

## UPPER SENSORS

This procedure is ideal for programming sensor numbers with pre-programmed names which *cannot be changed*. These sensor numbers are: 100 - 119. The name of the sensor number will automatically appear in the display after entering the sensor number in step 4.

Pressing the **BY** or **ST** buttons while in this mode will cycle through all Upper sensors. Sensors 103, 104, 105, 106, 109, 112, 113, 115 117, 118, 119 power-up in the "ON" mode (enabled). Make sure that these are not accidentally toggled "OFF" (disabled).

1. Press **BY** or **ST** until display reads **UPPER SENSORS**
2. Press **⊙**, display reads **Sn 100 ON - PHONE TAMPER**
3. Press **ST** or **BY** to step through the upper sensors.
4. Enter **0 6**, display reads **Sn106 ON - PHONE T**, then scrolls to read entire description (**PHONE TEST**).
5. Press **⊙**, display reads **Sn106 OFF - PHONE**, the **⊙** button toggles it between **ON** and **OFF**.

## PROGRAMMING NOTES

- Each time the MCU Program Switch is turned ON, the keypad is forced to "learn" the sensor numbers and features already programmed into the MCU memory. The more sensors and features that are programmed, the longer the learning process. Pressing the MCU Fast Forward Switch accelerates the "learning" process but is not necessary, as long as the entire memory sequences through at least once.
- When programming sensor names, notice that all locations (A-J) default to 00. Enter 00 whenever you want to delete a character or word from the sensor's name.
- Remember to add spaces (27) where necessary when programming individual characters (01-39) to create custom words. Each programmed space uses one location (A-J). It is usually necessary to program a space after every custom word.
- Spaces are automatically inserted (after the word) when programming fixed words (40-99) and do not use up any extra locations.
- Sensor numbers which are deleted using the Alpha keypad *will not keep their sensor name* when added back into the MCU memory.
- Sensor numbers which are deleted using a Wireless Keypad *will keep their sensor name* if added back to the MCU memory. When adding the sensor back into memory, use a Wireless Keypad.

## PROGRAMMING MCU OPTIONS

Press **BY** or **ST** until the display reads **PROGRAM FEATURES**.

The System VI Options will appear in the sequence shown below.

If you don't need to program or change an option, press **BY** to cycle forward to the next option.

DISPLAY READS	PRESS	DISPLAY READS	ENTER	PRESS	DISPLAY READS	PRESS	PRESS
PROGRAM FEATURES		FEATURE 00 ON	00-17		FOR DESIRED SETTING THEN	<b>BY</b>	To Continue
LEARN TOUCHPADS		LEARN TP XX	00-14		PRESS TP XX BYP	<b>BY</b>	To Continue
DELETE TOUCHPADS		DEL TP XX	00-14		DEL TP XX DONE	<b>BY</b>	To Continue
MCU TIME 1200		SET TIME	0000-2359		SET TIME DONE	To Review <b>BY</b>	To Continue
ACCESS CODE		SET CODE	Any 4 Digits		SET ACCESS DONE	<b>BY</b>	To Continue
DURESS CODE		SET DURESS	Any 2 Digits		SET DURESS DONE	<b>BY</b>	To Continue
ENTRY DELAY		SET ENTRY	04-60 Seconds		SET ENTRY DONE	<b>BY</b>	To Continue
EXIT DELAY		SET EXIT	04-60 Seconds		SET EXIT DONE	<b>BY</b>	To Continue
HOUSE CODE		SET CODE	001-255		SET CODE DONE	To Review To <b>BY</b>	To Continue
LOOP DISABLED		ENTER NUM	02-76		ENTER NUM DONE	To Review <b>BY</b>	To Continue
LOOP IS NC		LOOP IS NO		PRESS	FOR DESIRED SWITCH STATE, THEN	<b>BY</b>	To Continue
UNIT NUMBER		SET UNIT	0-7		SET UNIT DONE	To Review <b>BY</b>	To Continue
KEYPAD QUIET ON		KEYPAD QUIET OFF		PRESS	FOR DESIRED SETTING, THEN	<b>BY</b>	To Continue
CHIME DISPLAY Y		CHIME DISPLAY N		PRESS	FOR DESIRED SETTING, THEN	<b>BY</b>	To Continue

## INSTALLING MULTIPLE ALPHA KEYPADS

**CAUTION:** The Alpha Keypad's default Unit I.D. Number is 7. All keypads must be assigned a different Unit I.D. Numbers before performing Send Text/ Load Text. ONLY ONE keypad should be connected when first programming MCU options and Sensor Text (Program Sensors). After initial programming is complete on the first keypad, set its Unit I.D. Number to 0, then add each additional keypad or hardwired bus devices one at a time and increment their Unit I.D. Numbers by 1. Perform the following steps before you perform Send Text/ Load Text procedures. No two Hardwire Bus Devices can have the same Unit I.D. Number.

1. Program the first keypad completely with all sensor designation information.
2. Press **BY** or **ST** on the programmed keypad until the display reads **UNIT NUMBER X** (where **X** = the programmable Unit I.D. Number 0-7). The power-up default Unit I.D. Number is 7 for the Alpha Keypad. IMMEDIATELY change the Unit I.D. Number of the programmed Alpha Keypad to a number other than 7, since additional unprogrammed keypads will power-up with their Unit I.D. Number defaulted to 7, and will cause Hardwire Bus Unit I.D. Number conflicts. This can result in non-operation of the Alpha Keypad. Make sure that other Hardwire Bus Devices (HIMs, HOMs, Hardwired wood operator terminals) do not have their Unit I.D. Numbers set to the same Unit I.D. Numbers as the Alpha Keypads. Note that the Hardwired Wood Operator Terminals can only use Unit I.D. Numbers 0-3.
3. After changing the programmed Alpha Keypads Unit I.D. Number to a number other than 7, set the MCU Program Switch (#2) to the "off" (down) position. Turn the MCU Power Switch to the "off" (down) position and connect the first additional Alpha Keypad in parallel with the programmed Alpha Keypad.
4. Turn the MCU Power Switch to the "on" (up) position. Both the programmed Alpha Keypad and the first additional Alpha Keypad displays will show every other character "on" for about four seconds, then perform two self-tests.
5. First, the displays will scroll the letters of the alphabet starting at the right of the display.
6. After the letter "Z" appears, the displays will show the message KEY TEST. Press any key and the display will show which key was pressed. For example, press FIRE and the display will show KEY TEST-FIRE. Press each key to verify its operation. After about five seconds of no key pressing, the display will show XXXX TEXT MEMORY OK (where XXXX= Software I.D.).
7. Turn the MCU Program Switch (#2) "on". The keypads' displays should read PRESS MCU FF SW. Press and hold the MCU Fast Forward Switch until you hear the piezo in the keypad display activate or wait for all programmed sensor numbers to cycle-through at least one time on the MCU display. After all sensors have cycled, the piezo in the keypad will activate. The Alpha Keypad displays should read PROGRAM MODE. The MCU display will continue to cycle through the programmed sensor numbers.

8. Now press **Ⓢ** on the first additional Alpha Keypad. The MCU displays should read PPP. The first additional Alpha Keypad display should read PROGRAM SENSORS.
9. IMMEDIATELY change the first additional Alpha Keypad Unit I.D. Number to one other than its default power-up Unit I.D. Number of 7. Observe the precaution of having a unique Unit I.D. Number for each Hardwire Bus Device.
10. If any additional Alpha Keypads are to be installed, follow the same procedure as you did to install the first additional Alpha Keypad. Remember that you must return the program Switch (#2) and the MCU Power Switch to their "off" (down) positions before connecting each additional Alpha Keypads. Also be sure to change the Alpha Keypad power-up default Unit I.D. Number from 7 to another number as you add each additional unit. You must go through the complete self-test/ PRESS MCU FF SW sequence each time you add an additional Alpha Keypad. Keep in mind that each Alpha Keypad draws 75 mA of power from the MCU, and that the MCU can only supply 500 mA. of power to all Hardwire Bus Devices combined. This will limit the number of Alpha Keypads to a maximum of 6, with no other Hardwire Bus Devices allowed ( $6 \times 75 \text{ mA} = 450 \text{ mA}$ ).
11. When all of the Alpha Keypads have been added, then proceed to Send Text/ Load Text procedures. Leave the MCU in the Program Mode with PPP displayed.

#### SEND TEXT / LOAD TEXT

This feature will send all sensor message text from the programmed Alpha - Numeric Touchpad to any others connected to the MCU. Follow the procedure below.

1. Press **BY** or **ST** on the programmed Keypad until the display reads **SEND TEXT**.
2. Press **Ⓢ** , on the programmed Keypad, the display should read **SEND RDY**.
3. Press **BY** or **ST** on all unprogrammed keypads until they read **LOAD TEXT**.
4. Press **Ⓢ** on all unprogrammed keypads. The displays should read **LOAD**.
5. Press **Ⓢ** on the programmed keypad. The display will cycle all sensors beginning at 99 and ending at 00.
6. The unprogrammed keypad displays will cycle all sensors beginning at 99 and ending at 00.
7. When all information is sent, the programmed keypad display will read **SEND DONE** and the other keypad displays should read **000 ERRS**. If any keypad displays indicate errors, repeat steps 1-5. If any keypad displays still indicate errors, contact Tech Center at 404-888-2943.



## OPTIONAL FEATURE NUMBERS

Some optional features power up OFF and must be programmed ON to activate the desired feature. Refer to your System VI Installation Manual (part no. 46-392) for a complete description of each feature.

- \*F00 EXIT DELAY SOUNDS
  - \*F01 EXIT DELAY TOGGLE (silent exit delay, levels 4 and 6)\*\*
  - \*F02 EXTERIOR SIREN DELAY
  - F03 DIGITAL COMMUNICATOR
  - F04 LOW BATTERY REPORTS
  - F05 SUPERVISORY REPORTS
  - \*F06 DIALER ABORT\*\*
  - F07 DO NOT USE - THE ALPHA KEYPAD IS A HARDWIRE BUS DEVICE.
  - F10 SIGNAL STRENGTH INDICATOR
  - F11 INTERIOR SIREN SOUND
  - F12 RESTORAL REPORTING
  - F13 KEY SWITCH
  - F14 HOURLY PHONE TEST
  - F15 SENSOR TAMPER
  - F16 TROUBLE BEEPS
  - F17 DIRECT BYPASS TOGGLE
- \* Indicates feature is Defaulted "ON" at power-up  
\*\*Requires MCU EPROM dated 05/15/92 (Revision E) or later

## PRE-PROGRAMMED SENSOR NAMES (Upper Sensor Numbers)

The following list shows the sensor numbers with names which *cannot be changed or edited*. The names will appear with the sensor number on the display as shown below.

- 100 A0 PHONE TAMPER
  - 101 A1 TOUCHPAD TAMPER
  - 102 A2 HARDWIRE UNIT
  - \*103 A3 FIRE PANIC
  - \*104 A4 POLICE PANIC
  - \*105 A5 AUXILIARY PANIC
  - \*106 A6 PHONE TEST
  - 107 A7 OPENING REPORT
  - 108 A8 CLOSING REPORT
  - \*109 A9 DURESS
  - 110 C0 FORCED ARMED
  - 111 C1 AC FAILURE
  - \*112 C2 LOW MCU BATTERY
  - \*113 C3 MCU TAMPER
  - 114 C4 AUTO PHONE TEST
  - \*115 C5 RECEIVER TROUBLE
  - 116 C6 MCU BACK IN SERVICE
  - \*117 C7 FAILURE TO COMMUNICATE
  - \*118 C8 NO PHONE LINE
  - \*119 C9 PROGRAM CHANGE or TOUCHPAD
- \* Indicates feature is Defaulted "ON"

## Operation

### PROTECTION LEVELS

- LEVEL 0 - CANCEL/DISARM** 24 hour sensors ON, all other sensors off.
- LEVEL 1 - SPECIAL** Same as Level 0, plus Special Sensors ON.
- LEVEL 2 - CHIME** Same as Level 1, plus Exterior sensors chime when opened.
- LEVEL 3 - HOME AWAKE** 24 hour and Exterior ON. Delays ON.
- LEVEL 4 - HOME ASLEEP** Same as Level 3, plus Interior Groups 5 & 7 ON.
- LEVEL 5 - AWAY DELAY** All Exterior & Interior Sensors ON. Delays ON.
- LEVEL 6 - AWAY INSTANT** Same as Level 5 except no delays.
- LEVEL 8 - PHONE TEST** Tests communication from System VI MCU to Central Station.
- LEVEL 9 - SENSOR TEST** Tests communication from sensors to System VI MCU.

### SYSTEM STATUS

The Protection Level number on the display will flash to indicate one or more of the following conditions exist:

ALARM CONDITION	BYPASSED SENSOR
ALARM IN MEMORY	TROUBLE
OPEN SENSOR	SUPERVISORY

The built-in piezo will emit the following tones when the system is armed or disarmed:

1 BEEP - Level 1	1 LONG, 1 SHORT BEEP - Level 6
2 BEEPS - Level 2	1 LONG, 2 SHORT BEEPS - Level 7
3 BEEPS - Level 3	1 LONG, 3 SHORT BEEPS - Level 8
4 BEEPS - Level 4	1 LONG, 4 SHORT BEEPS - Level 9
5 BEEPS - Level 5	1 LONG BEEP - Level 0

Press **ST** once to read condition messages. Press **ST** twice to read Alarm Memory messages and to hear current Protection Level *beeps*.

If the system is in alarm, pressing **ST** once will display the number and name of those sensors in alarm only.

## ACCESS CODE ARMING/DISARMING

The four digit Access Code allows the user to arm the system to any protection level. The keypad display will show the protection level number and name after successful arming.

For example, arming to level 5 will look like this:

Enter 4 digit Access Code + 5.

Display reads 5 - OK TO EXIT NOW, then, AWAY DELAY

Successful arming to level 4 will look like this:

Enter 4 digit Access Code + 4.

Display reads 4 - GOOD NIGHT, then, HOME ASLEEP

To disarm the system:

Enter 4 digit Access Code + 0.

Display reads 0 - DISARMED

## QUICK ARM

The COMMAND button allows any user to arm the system without using the Access Code.

The COMMAND button cannot be used to lower the protection level or to perform a phone or sensor test.

The COMMAND button does not work during Entry Delay or Alarm conditions.

With the system in Level 0, use the COMMAND button to arm the system to any level from 1-6. For example, to arm the system to Level 4:

Enter  + 

Display reads 4 - GOOD NIGHT, then, HOME ASLEEP

## SENSOR PROTEST

A protest condition is intended to alert the user of a sensor which is not in a normal state, such as Open, Trouble or Supervisory. Sensors in any of these states during an arming attempt (using the Access Code) will protest the arming command.

During a protest condition, the piezo in the keypad will emit 6 rapid beeps continuously and the display will alternate flashing the current protection level and the protest condition. The display will scroll once through all sensor messages when protesting starts.

Pressing **ST** once will display the state of the sensor, the sensor number and its name. The user then has two options to consider:

1. Change the protesting sensors to their normal state and re-arm.
2. Bypass the protesting sensor(s).

Bypass means to leave a sensor in a non-protection mode while other parts of the system are still armed. Any bypassed sensor can be activated without triggering an alarm condition. There are two methods in which to Bypass sensors described below.

Indirect Bypassing allows the user to bypass only those sensor numbers upon an arming attempt. After pressing STATUS to determine the state of protesting sensors, the user must wait for the keypad to return to the *main protest display* before a successful Indirect Bypass attempt (step # 2).

Direct Bypassing allows the user to bypass a sensor after the system is armed.

## BYPASSING SENSORS

**Indirect Bypass** (Bypass Protesting Sensors Only)

Example: Open sensor 40 - Bedroom Window.

1. With the system in Level 0, enter Access Code + **5**
2. Display reads 0 - DISARMED then 0 - PROTEST
3. Press **BY**.
4. Display reads 5 - OK TO EXIT NOW, then, AWAY DELAY
5. Press **ST**. Display will scroll the bypassed sensor number and name. The Protection Level number will flash to indicate there is a bypassed sensor.


**Direct Bypass** (Bypass A Sensor After Arming)


Example: All sensors closed.


1. With the system in Level 0, enter Access Code + **5**
2. Display reads 5 - OK TO EXIT NOW then 5 - AWAY DELAY
3. Enter Access Code + **BY**. Display reads BYPASS SN --
4. For example: Enter **4** **0**
5. Display reads BYPASS SENSOR 40 then BYPASS SN DONE
6. Display returns to 5 - AWAY DELAY. The Protection Level number will flash to indicate there is a bypassed sensor.


## KEYPAD PANICS


Each keypad panic is active 24 hours. Press and hold each panic for about one second to trip the appropriate alarm condition.


Press and hold . Built-in piezo emits 6 rapid beeps, then slow ON OFF ON OFF siren sounds with Interior and Exterior sirens. Display reads **POLICE ALARM**.

To cancel alarm, enter Access Code + .


Press and hold . Built-in piezo emits 6 rapid beeps, then fast ON OFF ON OFF siren sounds with Interior sirens only. Display reads **AUXILIARY ALARM**

To cancel alarm, enter Access Code + .

Press and hold . Built-in piezo emits 6 rapid beeps, then a STEADY tone with Interior and Exterior sirens. Display reads **FIRE ALARM**

To cancel alarm, enter Access Code + .

## PHONE TEST


1. With the system in Level 0, enter Access Code + .

2. Display reads **8 - PHONE TEST**

3. Between 1-2 minutes the display should read **0 - DISARMED**

If the display shows **C7 - FAILURE TO COMMUNICATE** or **C8 - NO PHONE LINE**, refer to your System VI Installation Manual for troubleshooting the problem.

## SENSOR TEST

1. With the system in Level 0, enter Access Code + .

2. Display reads **9 - SENSOR TEST** (9 flashes).

3. As each sensor is tripped, the built-in piezo will beep once and the display will scroll the sensor number and its name.

4. After the MCU has responded to all sensors (including keypad panics), the display will read **9 - SENSOR TEST** (9 stops flashing).

5. Enter Access Code + . Display reads **0 - DISARMED**

To perform a Signal Strength Sensor Test, you must first program feature F10 into the System VI MCU and then enter Level 9. Remember, once the Protection Level is changed after a Signal Strength Sensor Test, feature F10 is automatically deleted from the MCU memory.

## OPERATION NOTES

### Display

- The COMMAND button also acts as a dimmer control for the display. Press and hold the COMMAND button and the display will dim from 100% to 75%, 50%, 25% or blackout. Once you see the desired level, quickly release the COMMAND button.
- Once a dim level is set, pressing any button will illuminate the display to full brightness. After 15 seconds of no keypad activity, the display will return to the set dimmed level. For example: Pressing **ST** once will bring LEDs to full brightness and will display condition messages by pressing **ST** twice when the system is not in alarm, the LEDs will go to full brightness and the Keypad displays the status buffer contents (supervisory, alarms in memory, etc.), plus an audible indication of the protection level.
- If an alarm condition occurs while the display is dimmed, it will automatically return to the full brightness level and stay there until siren time-out or the user disarms the system and there are 15 seconds of no keypad activity.
- The Entry Delay time and Level 9 Sensor Test will also force the display to full brightness. After disarming and no keypad activity for 15 seconds, the display will return to the set dimmed level.
- If "CHIME DISPLAY" is turned "ON", any time the piezo beeps for any reason, the keypad display LEDs will go to full brightness for 15 seconds.
- If "CHIME DISPLAY" is turned "OFF", open perimeter sensors in levels 0, 1, 2 will cause the protection level to blink on the Alpha Keypad display.
- If "CHIME DISPLAY" is turned "ON", in addition to the blinking protection level LEDs, the Alpha Keypad display will scroll through the descriptive text for each open sensor when in level 2 only.

### Buttons

- The buttons on the keypad are backlit for easy night viewing. After 15 seconds with no keypad activity, this lighting goes out. Pressing any key will illuminate the buttons.

### Keypad Quiet Mode



- When set to ON the keypad's piezo will not emit Status or Entry Delay beeps. However, pressing any key will temporarily disable the Quiet Mode and allow the keypad to operate normally. After 15 seconds of no keypad activity, the Quiet Mode is restored.
- Quiet Mode should be set to ON only in sleeping areas to avoid disturbing people with Status beeps, Entry Delay beeps, etc. The Chime Display feature will not cause the keypad display to brighten when perimeter sensors are opened.
- The Alpha Keypad piezo features are independent of the MCU F11 feature. The Alpha Keypad piezo will beep regardless of the F11 setting. To eliminate status beeps in the Alpha Keypad, toggle the "KEYPAD QUIET" to "ON".

## KEYPAD OPERATIONS

### Silencing the siren while system is in alarm.

- To silence the siren when the system is in alarm, enter the access code. This will silence the siren. Wait at least 10 seconds before pressing any other digit(s), or the system will change protection levels. To cancel the alarm message, go to level 0.
- Exit delay beeps may be silenced by simply entering the Access Code.

### Operating selected lights with your Alpha Keypad

- The System VI is designed to turn "ON" and "OFF" designated (X-10) light controls.
- Press  then  if the light are "OFF", this procedure will turn them "ON". If the lights are "ON" this procedure will turn them "OFF".

### Dialer abort

- By entering access code + 0, the dialer terminates the alarm call, unless it has already completed dialing with the RAMC receiver at the time. The Auto-Abort Feature is pre-programmed to "ON" with MCU EPROM Dated 05/15/92 (REV. E) or later.

## FCC notice

This notice complies with FCC Rules Part 15. Operation is subject to the following two conditions:

- 1) This device may not cause harmful interference
- 2) This device must accept any interference that may be received, including interference that may cause undesired operation.

Changes or modifications not expressly approved by Interactive Technologies, Inc. can void the user's authority to operate the equipment.