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VISTA SERIES

4140XMPT

PARTITIONED SYSTEM USER'S MANUAL

ADEMCO

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About This Manual

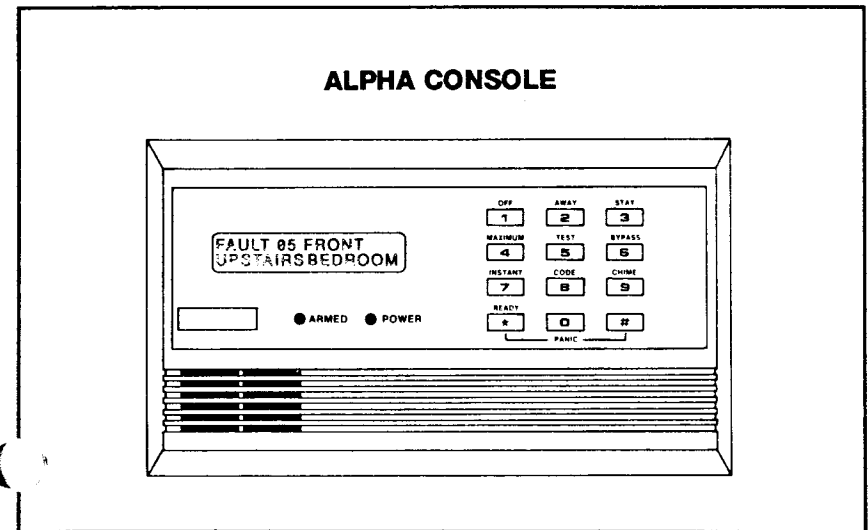
This manual is a step-by-step guide that will acquaint you with the system's features and benefits. It defines the components and their functions, describes their operation, and acquaints you with normal and emergency procedures. Refer to the GLOSSARY at the back of this manual for definitions of terms used throughout.

INTRODUCTION

Congratulations on your ownership of a VISTA Partitioned Security System. You've made a wise decision in choosing it, for it represents the latest in security protection technology today.

Basically, this system offers you three forms of protection: burglary, fire and emergency. To realize the system's full potential, it is important that you feel comfortable in operating it. Your system consists of at least one Console which provides full control of system operation, various sensors which provide perimeter and interior burglary protection, plus a selected number of strategically placed smoke or combustion detectors designed to provide early warning in case of fire.

The system uses microcomputer technology to monitor all protection zones and system status and provides appropriate information for display on the Console(s) used with the system, and initiates appropriate alarms. When programmed to do so, the system can also transmit appropriate alarm or status messages over the phone lines to a central alarm monitoring station.



THE ALPHA DISPLAY CONSOLE features a multifunction, backlit 12-key digital keypad, and uses a 2-line, 32-character fully programmable alphanumeric Liquid Crystal Display (LCD) which displays the nature and location of all occurrences in friendly English. Console display backlighting is programmable to always stay on or to light only when a key is pressed, then turn off a few minutes later. A self-help feature is also incorporated, which, when activated, will display abbreviated instructions for the key that has been pressed. The console also has a built-in sounder.

SYSTEM OVERVIEW

A PARTITIONED SYSTEM:

Simply stated, a partitioned system shares one physical alarm system among many different users, each with their own requirements. Applications range from a two family dwelling to a factory/office complex.

For the most part, you as a user need not know about other users and their structure in the system, but from time to time, you may see display messages which indicate the system is in use by another user. Do not be concerned, this is normal.

USER CODES & AUTHORITY LEVELS

At the time of installation, you were assigned an authority level and a personal four-digit code, known only to you and yours. This code must be entered when arming[†] and disarming the system. As an additional safety feature, other users can be assigned that do not have a need to know the master code.

All codes can be used interchangeably when performing system functions within the limits of each code's authority level (a system armed with one user's code can be disarmed by the Master Code or another user's code), with the exception of the Operator Level C code, described in the PARTITIONED USER CODE FUNCTIONS section.

Depending on the authority assigned to you, there are certain system functions you may be prohibited from performing. To view your authority level and capabilities, enter your code + [*] + [*]. The console will display the partition(s) that you are authorized to operate, and your user number and authority level in each partition.

Refer to the PARTITIONED USER CODE FUNCTIONS section for specific instructions in using partitioned functions.

[†] Note that if "Quick Arming" was programmed by the installer, the [#] key can be pressed in place of the security code when arming the system. The security code must still be used to disarm the system, however.

ENTRY/EXIT DELAYS

Your system is programmed by the installer with preset time delays, during which the system must be disarmed upon entering or an alarm will occur. This feature allows you to leave and reenter through the entry delay door without setting off the alarm. The entry delay feature can also be turned off for greater security when sleeping or while away for extended periods of time (INSTANT & MAXIMUM modes). See your installer for your delay times.

SELF-HELP FEATURE

Abbreviated user's instructions built into the system that can be easily viewed on the alpha console's message display screen. This feature will prove particularly useful if this manual is not conveniently accessible when you need to perform a seldom used system procedure with which you are not familiar.

To view the abbreviated instructions, simply press and hold down the function key of interest until the description starts to appear (about 5 seconds) and then release it. Refer to the FUNCTIONS OF THE CONSOLE section for detailed descriptions of each key function.

FIRE & BURGLARY PROTECTION

One or more sensing devices will have been assigned by the installer of your alarm system to each of the various protection zones in your system (although not every zone may have been used). For example, the sensing device on your Entry/Exit door may have been assigned to zone 01, sensing devices on windows in the master bedroom to zone 02, and so on. These numbers will appear on the display, along with an alpha descriptor for that zone (if programmed), when the respective zone is faulted.

The fire protection portion of your security system (if used) is always on and will sound an alarm if a fire condition is detected. Refer to the FIRE ALARM SYSTEM section for important information concerning fire protection, smoke detectors and planning emergency exit routes from your house.

The burglary protection portion of your system must be armed before it will sense burglary alarm conditions. When an alarm occurs, both the console and external sounders will sound, and a message in the Display Window will identify the zone(s) causing the alarm. In addition, if your system is connected to a central monitoring station, an alarm report will be sent. Disarming the system will stop alarm sounding. Your system provides four modes of burglary protection: STAY, AWAY INSTANT and MAXIMUM, and even allows you to BYPASS selected zones of protection while leaving the rest of the system armed. The system also provides a CHIME mode, for alerting users to the opening and closing of doors and windows while the system is disarmed. Refer to the other sections of this manual for procedures for using these features.

SUMMARY OF ARMING MODES

Mode	Features For Each Arming Mode			
	Exit Delay	Entry Delay	Perimeter Armed	Interior Armed
AWAY	Yes	Yes	Yes	Yes
STAY	Yes	Yes	Yes	No
INSTANT	Yes	No	Yes	No
MAXIMUM	Yes	No	Yes	Yes

CONSOLE SOUNDS

The built-in console sounder will mimic the alarm sounder during alarms, and will also "beep" during certain system functions, such as during entry/exit delay times, during CHIME mode, and when depressing keys to arm and disarm the system (to acknowledge the key press). These sounds can be optionally suppressed in some of your consoles (so as not to disturb other users of the system). Ask your installer if this has been done.

BASIC PROCEDURE

To perform most system functions, simply enter your code, then press the key for the desired function. To disarm the system or clear the display, enter your code, then press the OFF [1] key. This is referred to in this manual as the "OFF Sequence".

FUNCTIONS OF THE CONSOLE

1. **ALPHA DISPLAY WINDOW:** A 2-line, 32-character Liquid Crystal Display (LCD). Displays protection point identification and system status, messages, and user instructions.

2. **OFF KEY:** Disarms the burglary portion of the system, silences alarms and audible trouble indicators, and clears visual alarm trouble after the problem has been corrected.

3. **AWAY KEY:** Completely arms both perimeter and interior burglary protection for backup protection by sensing an intruder's movements through protected interior areas as well as guarding doors, windows, etc. Late arrivals can enter through an entry delay zone without causing an alarm if the system is disarmed before the entry delay time expires.

4. **STAY KEY:** Arms the perimeter burglary protection, guarding doors, windows and other perimeter protection points, and sounds an alarm if one is opened. Interior protection is not armed, which allows movement within your house without causing an alarm. Late arrivals can enter through an entry delay zone without causing an alarm if the system is disarmed before the entry delay time expires.

5. **TEST KEY:** Tests the system and alarm sounder if disarmed.

6. **BYPASS KEY:** Removes individual protection zones from being monitored by the system. Displays previously bypassed protection zones.

7. **CHIME KEY:** Turns on & off the CHIME mode. When on, any entry through a delay or perimeter zone while the system is disarmed will cause a tone to sound at the Console(s).

8. **# KEY:** Permits ARMING of the system without use of a security code ("Quick Arm", if programmed to do so).

9. **KEYS 0-9:** Used to enter your individual security access code(s).

10. **CODE KEY:** Allows the entry of additional user codes that can be given to other users of the system.

11. **READY KEY:** When depressed prior to arming the system, the console will display all open protection zones. This key is also used to display all zone descriptors that have been programmed for your system, by holding the key down for at least 5 seconds.

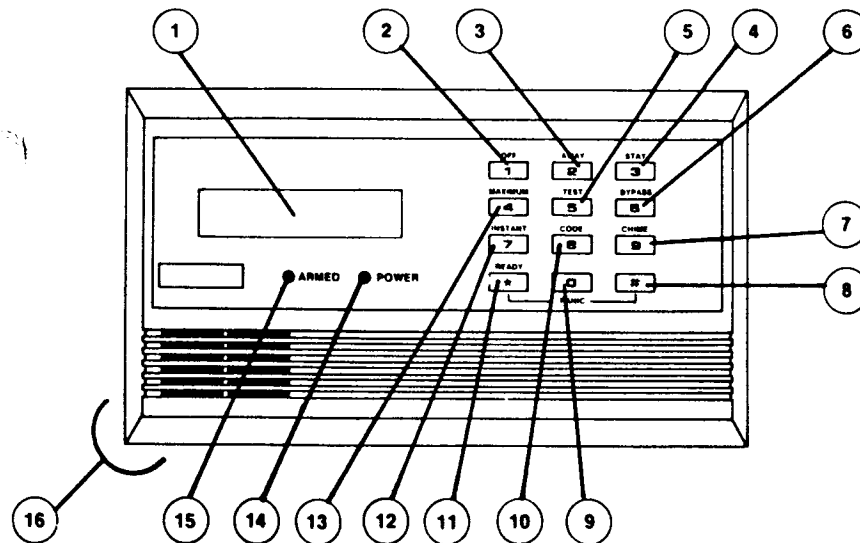
12. **INSTANT KEY:** Arms in manner similar to STAY mode, but turns off the entry delay period, offering greater security while inside and not expecting any late arrivals. An alarm will occur immediately upon opening any perimeter protection point, including entry delay zones.

13. **MAXIMUM KEY:** Arms in manner similar to AWAY mode, but eliminates the entry delay period, thus providing maximum protection. An alarm will occur immediately upon opening any protection point, including entry delay zones.

14. **POWER INDICATOR:** (GREEN) Lit when primary power is on. If off, system is operating on its backup battery power. CALL YOUR INSTALLER IMMEDIATELY.

15. **ARMED INDICATOR:** (RED) Lit when the system has been armed (STAY, AWAY, INSTANT or MAXIMUM).

16. **INTERNAL SOUNDER:** Source of audible internal warning and confirmation sounds, as well as alarms (see "Summary of Audible Notifications").



IMPORTANT!: When using the keypad to enter codes and commands, sequential key depressions must be made within 3 seconds of one another. If 3 seconds elapses without a key depression, the entry is aborted and must be repeated from its beginning.

CHECKING FOR OPEN ZONES

BEFORE ARMING YOUR SYSTEM, ALL PROTECTED DOORS, WINDOWS AND OTHER PROTECTION ZONES MUST BE CLOSED.

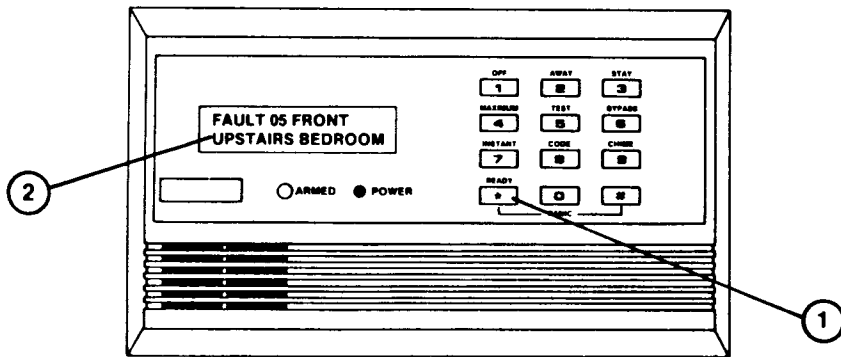
PROCEDURE

1. If the Not Ready message is displayed prior to arming, check for open zones by depressing and releasing the **READY** [*] key (do not enter code first).
2. All open protection points will be displayed. These points must be either closed or bypassed before the system can be armed. The Ready message will be displayed† when all protection zones have been either closed or bypassed.

DISPLAYING ALL ZONE DESCRIPTORS

The Alpha Console can also display all the zone descriptors that are programmed in your system by pressing the **READY** [*] key and holding down for at least 5 seconds. The abbreviated instructions for the **READY** key will appear first, followed by the descriptors programmed for your system. Displaying all descriptors is useful when you need to know the zone number of a particular zone, as when bypassing zones.

† **NOTE:** All or part of this message may be replaced by a customized message programmed by the installer. Bear this in mind whenever the instructions for the Alpha Console indicate that the "DISARMED" or "READY" message will be displayed



BYPASSING PROTECTION ZONES

(USED FOR ARMING SYSTEM WITH ONE OR MORE ZONES SELECTIVELY UNPROTECTED)

PROCEDURE

1. System must be disarmed first. Enter security code.
2. Press **BYPASS** [6] and enter Zone Number(s) of zones to be bypassed (e.g., 01, 02, 03, etc.). **Important!** All single-digit zone numbers must be preceded by a zero (example, enter 01 for zone 1).
3. When finished entering all zone numbers to be bypassed, wait for bypassed zones to be sequentially displayed before arming.
4. The Bypass message will be displayed indicating the presence of one or more bypassed zones.
5. Arm the system as usual. Bypassed zones are unprotected and will not cause an alarm when violated while system is armed.

NOTE: All bypasses are removed when an OFF sequence (security code plus OFF) is performed.

QUICK BYPASS FEATURE: To automatically bypass all open (faulted) zones without having to enter each opened zone number:

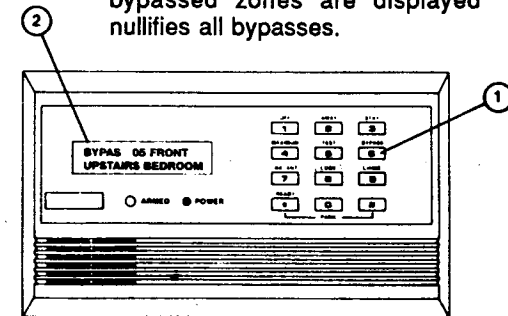
1. Enter the security code.
2. Press the **BYPASS** key.
3. Press the [#] key. Wait for all bypassed zones to be sequentially displayed, then continue with step 4 of normal procedure.

DISPLAYING BYPASSED ZONES
(For determining what zones have been previously bypassed)

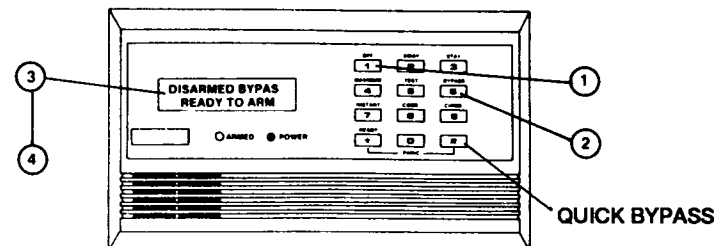
1. Enter security code and press **BYPASS** [6].
2. Wait for all bypassed zones to be sequentially displayed.
3. Bypassed zones can be displayed only when system is disarmed.

LIMITATIONS

- Fire or emergency zones cannot be bypassed.
- Arming the system before bypassed zones are displayed nullifies all bypasses.



DISPLAYING BYPASSED ZONES



BYPASSING ZONES

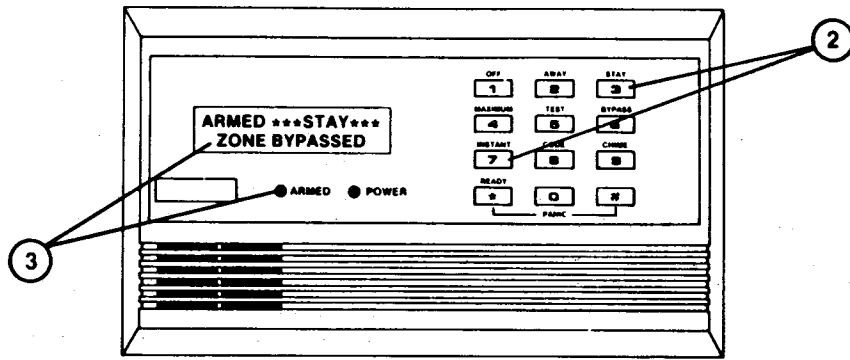
ARMING PERIMETER ONLY

STAY: STAYING HOME, EXPECTING LATE ARRIVALS

INSTANT: STAYING HOME, NO LATE ARRIVALS EXPECTED

PROCEDURE

1. Enter the security code when the Ready message is displayed.
2. Press the **STAY** [3] or **INSTANT** [7] key, depending on arming mode desired.
3. The armed state message will be displayed, accompanied by three beeps from the Console. Exit delay begins [if programmed, a slow beeping will sound throughout the exit delay period]. Perimeter protection is in effect immediately, except entry delay zone if STAY key is pressed.



STAY KEY RESULT

Arms sensors guarding doors and windows, with entry delay on. Late arrivals can enter through the entry delay zone door and disarm the system within the entry delay period without causing an alarm. See your installer for actual delay times set for your system. Alarms will occur instantly when any exterior protection point is violated, except the entry delay zone door, which will activate an alarm if the system is not disarmed within the entry delay period. Interior protection points are disarmed to permit freedom of movement throughout the interior.

INSTANT KEY RESULT

Arms sensors guarding doors and windows, with entry delay off. Alarms will occur instantly when any exterior protection point is violated, including the entry delay zone door. Interior protection points are disarmed to permit freedom of movement throughout the interior.

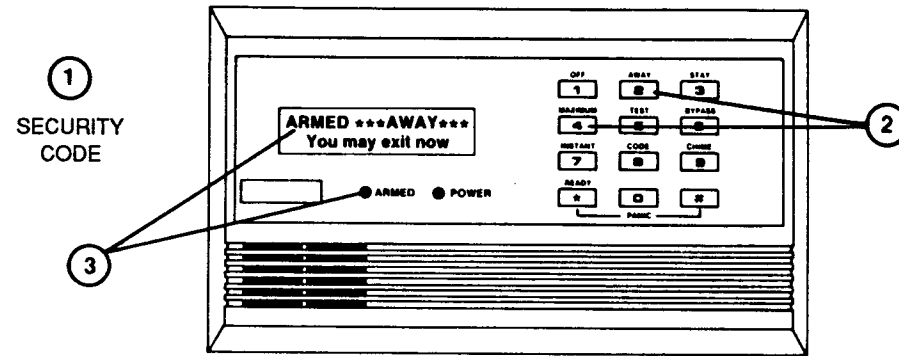
ARMING ALL PROTECTION

AWAY: NO ONE STAYING HOME

MAXIMUM: NO ONE STAYING HOME, MAXIMUM SECURITY

PROCEDURE

1. Enter the security code when the Ready message is displayed.
2. Press the **AWAY** [2] or **MAXIMUM** [4] key, depending on arming mode desired.
3. The armed state message will be displayed, accompanied by two beeps from the Console. Exit delay begins [if programmed, a slow beeping will sound throughout the exit delay period]. Complete system protection is in effect immediately, except entry delay zone if AWAY key is pressed.



AWAY KEY RESULT

Arms all perimeter and interior sensors, with entry delay on. You may exit during the exit delay period and reenter through the entry delay zone door (and disarm the system within the entry delay period) without causing an alarm. See your installer for actual delay times set for your system. Alarms will occur instantly when any protection point, interior or exterior, is violated, except the entry delay zone door if AWAY key pressed, which will activate an alarm if the system is not disarmed within the entry delay period.

MAXIMUM KEY RESULT

Arms all perimeter and interior sensors, with entry delay off. You may exit during the exit delay period, BUT alarms will trigger instantly upon reentering, or when any protection point, interior or exterior, is violated. This mode is suggested when the premises will be vacant for extended periods of time such as vacations, etc., or when retiring for the night and no one will be moving through protected interior areas.

DISARMING THE SYSTEM AND SILENCING ALARMS (FOR AWAY, STAY, INSTANT, AND MAXIMUM ARMING)

PROCEDURE

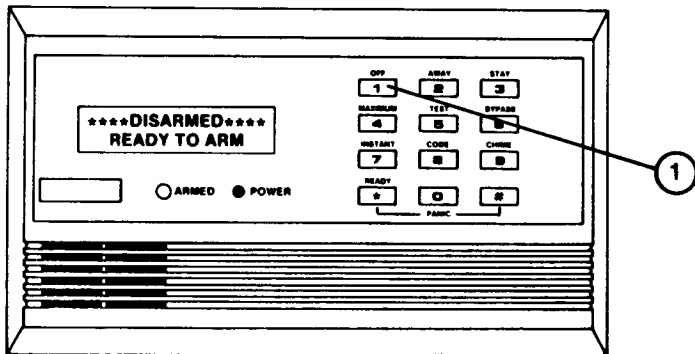
1. Enter security code and press **OFF** [1]. The Ready message will be displayed and the console will beep once to confirm that the system is disarmed, unless an alarm has occurred.
2. If an alarm has occurred, note the zone descriptor displayed and repeat step 1 to restore the Ready message display. If the message will not display, go to the displayed protection zone and remedy the fault (close windows, etc.). If the fault cannot be remedied, notify the alarm agency.

RESULT

Any alarm sounders will be silenced; **ALARM** and zone descriptor (if displayed) will clear only when the open sensor is closed.

A fire alarm is indicated by a display of both **FIRE** and the zone descriptor on the Console. These will clear only when the fire zone is again intact.

See "SUMMARY OF AUDIBLE NOTIFICATION" section for information which will enable you to distinguish between **FIRE** and **BURGLARY** alarm sounds.



CHIME MODE

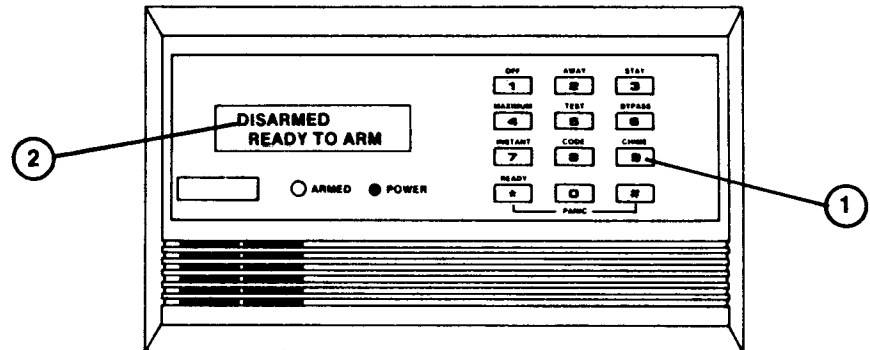
(THIS FEATURE IS FUNCTIONAL ONLY WHEN THE BURGLARY SYSTEM IS DISARMED)

Your system can be set to alert you to the opening of a door or window while it is disarmed by using **CHIME** mode. When activated, three tones will sound at the Console whenever a door or window is opened, and the Not Ready message will be displayed. Pressing the **READY** [*] key will display the open protection points.

Note that Chime mode can be activated only when the system is Disarmed.

To turn **Chime Mode** on, enter the security code and press the **CHIME** [9] key. The **CHIME MODE ON** message will appear for about two seconds then disappear. To display this message again (to determine whether chime mode is on or off), simply press and hold down the **CHIME** key for 5 seconds.

To turn **Chime Mode** off, enter the security code and press the **CHIME** [9] key again. The **CHIME MODE OFF** message will appear for about two seconds then disappear.



DURESS CODE (WHEN FORCED TO DISARM/ARM UNDER THREAT)

Enter the pre-assigned duress code. The system will disarm (or arm), but can silently notify the central station of your situation, if that service has been provided.

IMPORTANT

- This code is useful only when connected to a central station.

VIEWING CENTRAL STATION MESSAGES

Users of the system may periodically receive messages on their display screens from their monitoring agency or installer. When a message is waiting to be viewed, the message shown below will appear.

Press and hold down the [0] key for 5 seconds to display the message transmitted to you. The message could take up to four screens to display all the information available.

MESSAGE. PRESS 0
FOR 5 SECS.

PANIC KEYS

(FOR MANUALLY ACTIVATING SILENT AND/OR AUDIBLE ALARMS)

There are three possible combinations of paired keys that are installer programmable emergency functions. See your installer for the functions that have been programmed for these emergency key pairs. Typical functions that might be programmed are Silent Police, Audible Police, Personal Emergency, and Fire.

To use a Panic function, simply press both keys of the assigned pair at the same time and hold down for at least two seconds.

PANIC KEY FUNCTIONS:

KEY [*] + [#] (displayed as zone 99)

KEY [*] + [1] (displayed as zone 95)

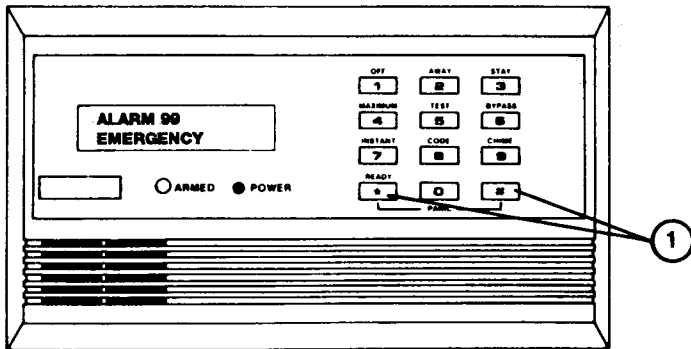
KEY [#] + [3] (displayed as zone 96)

RESULT

If programmed for silent emergency by your installer, and the system is connected to a central alarm monitoring station, the control will send a silent alarm signal to the central station, but there will be no audible alarms or visual displays. If programmed for audible emergency by your installer, a loud, steady alarm will sound at your console and at any external sounders that may be connected (ALARM plus a description would also be displayed).

A personal emergency alarm will notify the central station (if connected) and will sound at Consoles, but not at external bells or sirens.

A fire alarm will send a fire alarm message to the central station and will uniquely sound external bells and sirens (FIRE plus a description would also be displayed).



PARTITION #: _____ Maximum Users: _____

Exit Delay 1: seconds Delays may be from 15 to 225 seconds in non-UL installations, but no more than 60 seconds for Exit delay or 45 seconds for Entry delay for a UL Listed Household burglary application.

Entry Delay 1: seconds

Exit Delay 2: seconds

Entry Delay 2: seconds

Quick Arm Active? Yes No

Active Panic Functions (press both keys of pair at same time):

KEY [*] + [#]: _____ (displayed as zone 99)

KEY [*] + [1]: _____ (displayed as zone 95)

KEY [#] + [3]: _____ (displayed as zone 96)

4140XMPT SYSTEM PROTECTION POINT DESCRIPTIONS

ID DESCRIPTION	ID DESCRIPTION	ID DESCRIPTION
1	23	45
2	24	46
3	25	47
4	26	48
5	27	49
6	28	50
7	29	51
8	30	52
9	31	53
10	32	54
11	33	55
12	34	56
13	35	57
14	36	58
15	37	59
16	38	60
17	39	61
18	40	62
19	41	63
20	42	64
21	43	
22	44	

ID numbers 01-64 represent sensor/detector protection zones. ID 88-91 represent wireless receiver supervisory problems (call for service immediately). ID 97 represents a system supervisory problem (call for service immediately).

Service Company: _____

Telephone: _____

4140XMPT QUICK GUIDE TO ALARM SYSTEM FUNCTIONS

FUNCTION	PROCEDURE	COMMENTS
Check Zones	Press [*]	To view faulted zones when system not ready.
Display All Descriptors	Press and hold [*] for 5 seconds	Displays all alpha descriptors programmed by installer.
Arm System	Enter code Press arming key desired (AWAY, STAY, INSTANT, MAXIMUM)	Arms system in mode selected.
Disarm System	Enter code Press OFF [1]	Disarms system and silences alarms.
Bypass zones	Enter code, Press BYPASS [6] Enter zone numbers to be bypassed (use 2-digit entries)	Bypassed zones are unprotected and will not cause an alarm if violated.
Quick Bypass	Enter code, Press BYPASS [6] Press [#]	Bypasses all faulted zones automatically.
Chime Mode	Enter code Press CHIME [9]	Console will sound if doors or windows are violated while system disarmed.
Test Mode	Enter code Press TEST [5]	Sounds alarm sounder and allows sensors to be tested.
View Messages	Press and hold [0] for at least 5 seconds.	Message from central station will appear.
View User Capabilities	Enter user's code Press [*] + [*]	Displays partitions & authority levels assigned to the user.
GOTO Partition	Enter code perform Press CODE [8], press [*] Enter partition number desired (0-8,) returns to default part.)	Allows a user at one console to perform functions in another partition, if that user is authorized to do so.
Add a User	Enter master/manager code Press CODE [8] Enter new user's 2-digit number Enter code for that user At prompt, enter authority for that user in this partition (1-5) Follow prompts, 1=Yes, 0=No	Master & Manager level users can add users to the system, each with its own code and authority level.
Change a user's Code	Enter master/manager code Press CODE [8] Enter user's 2-digit number Enter new code for that user Press 0 (No) at prompt.	Master & Manager level users can change their own or other users' codes.
Delete a User	Enter master/manager code Press CODE [8] Enter user number to be deleted Enter master/manager code Press 1 (Yes) at prompt.	Master & Manager level users can delete users. A user can only be deleted by a user with higher authority level.
Self-Help	Press and hold any function key for at least 5 seconds.	Will display abbreviated instructions for the key pressed

ALARM DEVICE MANUFACTURING COMPANY
A DIVISION OF PITTMAN CORPORATION

4140XMPT EVENT LOGGING PROCEDURES

The system has the ability to record various events in a history log wherein each event is recorded in one of five categories (listed below), with the time and date of its occurrence. The Event Log holds up to 224 events, with the oldest event being replaced by the logging of any new event after the log is full. Using an alpha console, the Event Log can be viewed one category at a time, or can display all events, regardless of category (ALL EVENT LOG). The system also allows selection of displaying the COMPLETE log, or only those events occurring since the last installer service (RECENT). In addition, events in other partitions can be viewed by users authorized to access those partitions. Note that events are displayed in chronological order, from most recent to oldest.

TO DISPLAY THE EVENT LOG:

1. Enter CODE + [#] + [6] + [0]

2. Select the display mode.

RECENT: Displays only those events occurring since last installer service.

COMPLETE: Displays complete event log (up to 224 events).

3. Select the partition, 0-8.

Enter the partition number for the partition whose events are to be displayed.

4. Use the [3] & [1] keys (for next and previous categories respectively) to display the categories of events.

Press [8] to select a category and display the first event. Press [8] again for each subsequent event.

P8 01/01 12:02AM
BURGLARY C03

Typical Event Log Display

Shows burglary alarm occurred in zone 3 (C03) of partition 8 (P8), at 12:02AM on January 1.

After the last event has been displayed, the END OF EVENT LOG message appears for a few seconds, then the system automatically displays the RECENT/COMPLETE mode select screen again (see step 2).

5. To EXIT the Event Log:

Press [*] at any time.

ENTER 0 = RECENT
1 = COMPLETE

Press the desired key, 0 or 1.

SCAN LOG BY PART
0=NO 1-8=PART #

Entering 0 (NO) will display all partitions' events.

ALARM EVENT LOG
TYPE CCCUUU

Typical Category Select Screen

ALARM EVENT LOG

Displays time and date for zones that have either caused an alarm or have been restored in the selected partition.

CHECK EVENT LOG

Displays time and date for zones that have caused a trouble or supervisory condition in the selected partition.

BYPASS EVENT LOG

Displays time and date for zones that have been bypassed in the partition.

OPEN EVENT LOG

Displays time, date and user number for each arming and disarming of the system for the partition selected.

SYSTEM EVENT LOG

Displays time and date for system problems, such as AC Loss, low battery, etc., regardless of partition.

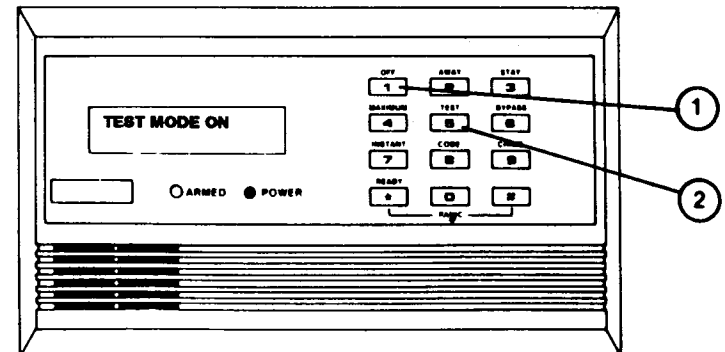
ALL EVENT LOG

Displays all categories of events in chronological order.

See your Installer
for information concerning the event log.

TESTING THE SYSTEM (TO BE CONDUCTED WEEKLY)

1. Disarm the system.
2. Enter security code and press the TEST [5] key.
3. The external sounder should sound for 3 seconds and then turn off. If the sounder does not sound, it may be due to dialer communication activity. Wait a few minutes and try again. If the sounder still does not sound, CALL FOR SERVICE IMMEDIATELY.
4. Immediately after the sounder turns off, the system enters Test mode, which allows each protection point to be checked for proper operation. The Console will sound a single beep at 15 second intervals (if no protection points are violated), to indicate that it is in Test mode.
5. Open and close each protected door and window in turn. Each action should produce three beeps from the Console, and the identification of each protection point should appear on the display.
6. Walk in front of any interior motion detectors (if used). Listen for three beeps as the detector senses movement. The identification of the detector should appear when it is activated.
7. Follow the manufacturer's instructions to test all smoke detectors to ensure that all are operational and functioning properly. The identification of each detector should appear when it is activated.
8. When all protection points have been checked, there should be no zone identification numbers displayed. If a problem is experienced with any protection point (no confirming beeps, no display), CALL FOR SERVICE IMMEDIATELY.
9. Turn off Test mode by entering the security code and pressing the OFF [1] key.



PARTITIONED USER CODE FUNCTIONS

In addition to the regular system functions performed within your normal or assigned partition, the system allows you to assign codes for use by other users (each with individual authority levels), and to access and perform system functions in other partitions, within the limits of an assigned authority level. In summary, there are six authority levels, each having certain system restrictions:

LV#	TITLE	FUNCTIONS
1	Master	Can perform all system functions, and can add, delete or change Manager and Operator level users. Can perform system functions in other partitions as authorized by the Installer.
2	Manager	Can perform system functions, and can add, delete or change Operator level users. Can perform functions in other partitions as authorized by the Master user assigning the Manager's code.
3	Operator A	Can perform system functions, but cannot add or delete other users. Can perform functions in other partitions as authorized by the Master or Manager assigning the Operator's code.
4	Operator B	Same as Operator A, except Operator B cannot bypass zones of protection.
5	Operator C	Can arm the system, but cannot disarm the system unless the system was armed with this code. Can perform same function in other partitions as authorized by the Master or Manager assigning this user's code.
6	Duress	Can arm and disarm the system, but also sends a silent panic alarm to the central station, if that service is connected.

General Rules on Authority Levels and changes

- A user may not delete or change the user code of the SAME or HIGHER authority than which he is assigned.
- A user may only ADD users to a LOWER authority level.
- A user may assign user access to other partitions only if he himself has access to those partitions.
- The only way to assign a user's authority level is by using the "Add A User" procedure. To change a user's authority level, that user must first be deleted, then added again.
- A user can only be DELETED or CHANGED from within the partition he is assigned.
- User numbers must be entered as 2-digit entries. Single digit user numbers must be preceded by a "0" (example, 03, 04, etc.). User codes are entered as 4-digit numbers.
- Before assigning a user code, be sure it does not conflict with any DURESS code.

To Access Another Partition (GOTO Command)

Each console is assigned a default partition for display purposes, and will show only that partition's information. But, if the user is authorized, a console in one partition can be used to perform system functions in another partition by using the GOTO command. Note that only those partitions authorized and programmed by the installer can be accessed in this manner.

1. Enter security code.
2. Depress **CODE** [8] key.
3. Press [*] followed by the desired partition number (0-8). The console will remain in the new partition until directed to go to another partition, or until 90 seconds has elapsed with no keypad activity. Entering partition number 0 will return the console to its default partition.

IMPORTANT!: During user code entry mode, all other consoles in that partition will display "User Edit Mode - Please Stand By", and key depressions (except Panic) at those consoles will be ignored. Panic key depressions will cause an alarm and terminate user entry. **To exit User Code Entry mode**, press either [*] or [#], or don't press any key for 10 seconds.

To Add a User:

1. Enter Master or Manager code.
2. Depress **CODE** [8] key.
3. Enter new User 2-digit Number.
4. Enter code for that User Number.
5. The Console will then prompt for the authority level for this user within this partition. Enter a number (1-6 from table).
6. The console will prompt for authority to access other partitions. Press 0 (NO) or 1 (YES). If yes, the next partition number in sequence will be displayed with a prompt asking if access to that partition is desired. Again press 0 or 1. If no, the next partition number appears, etc.

If yes, the system will automatically assign a user number and will prompt for the authority level for this user within the partition displayed. Enter a number (1-6 from table). The next partition number will be displayed, etc. When all partitions have been displayed, the console will scroll through all partitions to which access has been assigned, and will display the user number and authority level for each.

To Change a User's Code:

1. Enter Master or Manager code.
2. Depress **CODE** [8] key.
3. Enter the user number to have its code changed.
4. Enter the new code for that user.

5. The system will recognize that the user number is already in use and will prompt whether or not this is a new user. Press 0 (NO). The system will confirm that the change is allowed based on authorization level, and if so, will put the new code into effect.

To Delete a User:

1. Enter Master or Manager code.
2. Depress **CODE** [8] key.
3. Enter User Number to be eliminated.
4. Enter Master or Manager code first entered.
5. The system will recognize that the User number is already in use and will prompt whether or not it should be deleted. Press 0 (NO) or 1 (YES).

If yes, that user's code will be removed from all partitions to which it was assigned, and all authorization levels and other information about that user will be deleted. Note that a user can only be deleted from the partition in which it was first assigned, and can only be deleted by a user with a higher authority level. A User cannot delete himself.

TROUBLE CONDITIONS

The word **CHECK** on the Console's display, accompanied by a rapid "beeping" at the Console, indicates that there is a trouble condition in the system. The audible warning sound for **CHECK** or **LO BAT** conditions may be silenced by pressing any key.

TYPICAL ALPHA CONSOLE "CHECK" DISPLAYS

1. A display of "**CHECK**" accompanied by a display of "**CALL SERVICE**" indicates that a problem exists with the system that eliminates some of the protection. **CALL FOR SERVICE IMMEDIATELY.**
 2. A display of "**CHECK**" accompanied by a display of one or more zone descriptors indicates that a problem exists with those zone(s)**. First, determine if the zone(s) displayed are intact and make them so if they are not. If the problem has been corrected, the display of the zone descriptor(s) and **CHECK** should disappear. If not, key an **OFF** sequence (Code plus **OFF**) to clear the display. If the display persists, **CALL FOR SERVICE IMMEDIATELY.**
 3. A display of "**COMM. FAILURE**" at the Console indicates that a failure has occurred in the telephone communication portion of your system. **CALL FOR SERVICE IMMEDIATELY.**
 4. A display of "**LO BAT**" and a zone descriptor, accompanied by a once per minute "beeping" at the Console indicates that a low battery condition exists in the wireless transmitter* displayed. **CALL FOR SERVICE IMMEDIATELY.**
 5. **POWER FAILURE:** If the **POWER** indicator is off, operating power for the system has stopped and is inoperative. **CALL FOR SERVICE IMMEDIATELY.** If the **POWER** indicator is on, but the message "**AC LOSS**" is displayed, the Console is operating on battery power only. If only some lights are out on the premises, check circuit breakers and fuses and reset or replace as necessary. **CALL FOR SERVICE IMMEDIATELY** if AC power cannot be restored.
- * Not all systems employ wireless transmitters.
** Note that zone numbers 88-91 represent problems with wireless receivers, which are not user serviceable. **CALL FOR SERVICE IMMEDIATELY.**

FIRE ALARM SYSTEM (IF INSTALLED)

Your fire alarm system (if installed) is on 24 hours a day, for continuous protection. In the event of an emergency, the strategically located smoke and heat detectors will automatically send signals to your Control/Communicator, triggering a loud, interrupted sound from the Console. An interrupted sound will also be produced by optional exterior sounders. A **FIRE** message will appear at your Console and remain on until you silence the alarm.

IN CASE OF FIRE ALARM:

1. Should you become aware of a fire emergency before your detectors sense the problem, go to your nearest Console and manually initiate an alarm by pressing the panic key pair assigned as **FIRE** emergency (if programmed by the installer) and hold down for at least 2 seconds.
2. Evacuate all occupants from the premises.
3. If flames and/or smoke are present, leave the premises and notify your local Fire Department immediately.
4. If no flames or smoke are apparent, investigate the cause of the alarm. The zone descriptor of the zone(s) in an alarm condition will be displayed at the Console.

Note: "Approval of the panel's burglar alarm functions does not fall within the (California) State Fire Marshal's area of jurisdiction."

SILENCING A FIRE ALARM:

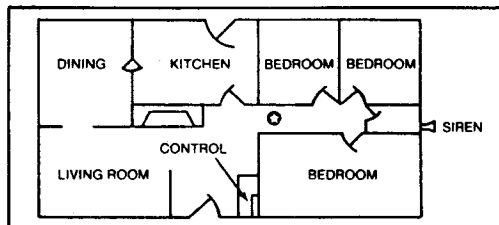
1. Silence the alarm by entering your code and pressing the **OFF** key. To clear the display, enter your code and press the **OFF** key again.
2. If the Console does not indicate a **READY** condition after the second **OFF** sequence, press the **READY** [*] key to display the zone(s) that are faulted. Be sure to check that smoke detectors are not responding to smoke or heat producing objects in their vicinity. Should this be the case, eliminate the source of heat or smoke.
3. If this does not remedy the problem, there may still be smoke in the detector. Clear it by fanning the detector for about 30 seconds.
4. When the problem has been corrected, clear the display by entering your code and pressing the **OFF** key.

NATIONAL FIRE PROTECTION ASSN. RECOMMENDATIONS ON SMOKE DETECTORS

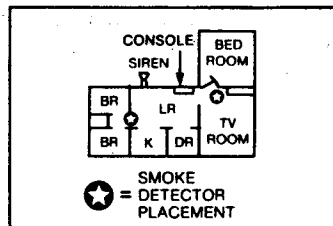
With regard to the number and placement of smoke/heat detectors, we subscribe to the recommendations contained in the National Fire Protection Association's Standard #74 noted below.

Early warning fire detection is best achieved by the installation of fire detection equipment in all rooms and areas of the household as follows: A smoke detector installed outside of each separate sleeping area, in the immediate vicinity of the bedrooms and on each additional story of the family living unit, including basements and excluding crawl spaces and unfinished attics.

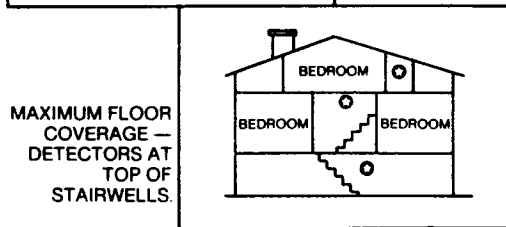
In addition, it is recommended that the householder consider the use of heat or smoke detectors in the living room, dining room, bedroom(s), kitchen, hallway(s), attic, furnace room, utility and storage rooms, basements and attached garages.



BEST RESIDENTIAL DETECTOR PLACEMENT BETWEEN BEDROOMS AND REST OF HOUSE.



PLACE DETECTOR NEAR ALL SLEEPING AREAS.

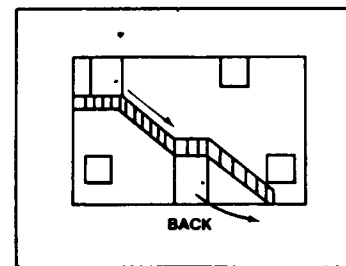
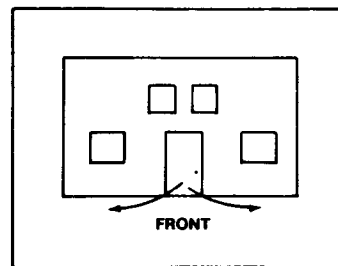
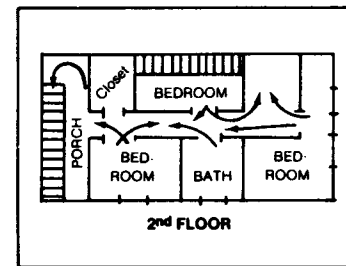
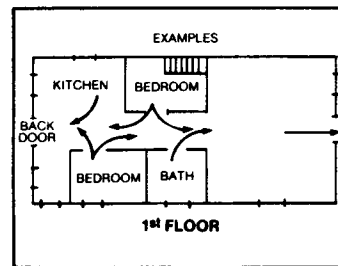


MAXIMUM FLOOR COVERAGE — DETECTORS AT TOP OF STAIRWELLS.

EMERGENCY EVACUATION

Establish and regularly practice a plan of escape in the event of fire. The following steps are recommended by the National Fire Protection Association:

1. Plan on your detector or your interior and/or exterior sounders warning all occupants.
2. Determine two means of escape from each room. One path of escape should lead to the door that permits normal exit from the building. The other may be a window, should your path be unpassable. Station an escape ladder at such windows if there is a long drop to the ground.
3. Sketch a floor plan of the building. Show windows, doors, stairs and rooftops that can be used to escape. Indicate escape routes for each room. Keep these routes free from obstruction and post copies of the escape routes in every room.
4. Assure that all bedroom doors are shut while you are asleep. This will prevent deadly smoke from entering while you escape.
5. Try the door. If the door is hot, check your alternate escape route. If the door is cool, open it cautiously. Be prepared to slam the door if smoke or heat rushes in.
6. Crawl in the smoke and hold your breath.
7. Escape quickly; don't panic.
8. Establish a common meeting place outdoors, away from your house, where everyone can meet and then take steps to contact the authorities and account for those missing. Choose someone to assure that nobody returns to the house — many die going back.



GLOSSARY

The following glossary of terms are used throughout the manual.

ARM/DISARM: "Armed" simply means that the burglary portion of your system is turned ON and is in a state of readiness. "Disarmed" means that the burglary system is turned OFF, and must be rearmed to become operational. However, even in a "disarmed" state, "emergency" and "fire" portions of your system are still operational.

KEYPAD: This is the area on your Console containing numbered pushbuttons similar to those on telephones or calculators. These keys control the arming or disarming of the system, and perform other functions which were previously described in this manual.

ZONE: A specific area of protection.

PARTITION: An independent group of zones that can be armed and disarmed without affecting other zones or users.

BYPASS: To disarm a specific area of burglary protection while leaving other areas operational.

DELAY ZONE: An area of protection containing doors most frequently used to enter or exit (typically, a front door, back door, or door from the garage into the building). The delay zone allows sufficient time for authorized entry or exit without causing an alarm. Consult your installer for the entry and exit delay times that have been set for your system during installation and record them on the separate sheet provided in this manual.

DAY/NIGHT ZONE: An area of protection whose violation causes a trouble indication during the disarmed (DAY) mode and an alarm during the armed (NIGHT) mode.

SUMMARY OF AUDIBLE NOTIFICATION

(ALPHA DISPLAY CONSOLE)

SOUND	CAUSE	DISPLAY
LOUD, INTERRUPTED* Console & External	FIRE ALARM	FIRE is displayed; descriptor of zone in alarm is displayed.
LOUD, CONTINUOUS* Console & External	BURGLARY/AUDIBLE EMERGENCY ALARM	ALARM is displayed; descriptor of zone in alarm is also displayed.
ONE SHORT BEEP (not repeated) Console only	a. SYSTEM DISARM b. SYSTEM ARMING ATTEMPT WITH AN OPEN ZONE. c. BYPASS VERIFY	a. DISARMED/READY TO ARM is displayed. b. The number and descriptor of the open protection zone is displayed. c. Numbers and descriptors of the bypassed protection zones are displayed (One beep is heard for each zone displayed). Subsequently, the following is displayed: DISARMED BYPASS Ready to Arm
ONE SHORT BEEP (once every 15 seconds) Console only	SYSTEM IS IN TEST MODE	Opened Zone identifications will appear.
ONE BEEP every 60 sec.	LOW BATTERY AT A TRANSMITTER	LO BAT displayed with description of transmitter.
TWO SHORT BEEPS	ARM AWAY OR MAXIMUM	ARMED AWAY or ARMED MAXIMUM is displayed. Red ARMED indicator is lit.
THREE SHORT BEEPS Console only	a. ARM STAY OR INSTANT b. ZONE OPENED WHILE SYSTEM IS IN CHIME MODE. c. ENTRY WARNING**	a. ARMED STAY ZONE BYPASSED or ARMED INSTANT ZONE BYPASSED is displayed. Red ARMED indicator is lit. b. CHIME displayed, descriptor of open protection zone will be displayed if the [*] key is pressed. c. DISARM SYSTEM OR ALARM WILL OCCUR is displayed.
RAPID BEEPING Console only	a. TROUBLE b. AC POWER LOSS ALERT*** c. MEMORY OF ALARM	a. CHECK displayed. Descriptor of troubled protection zone is displayed. b. AC LOSS displayed (may alternate with other displays that may be present). c. FIRE or ALARM is displayed; descriptor of zone in alarm is displayed.
SLOW BEEPING Console only	a. ENTRY DELAY WARNING** b. EXIT DELAY WARNING (if programmed)	a. DISARM SYSTEM OR ALARM WILL OCCUR is displayed. Exceeding the delay time without disarming causes alarm. b. ARMED AWAY or ARMED MAXIMUM is displayed along with You May Exit Now

* If bell is used as external sounder, fire alarm is pulsed ring; burglary/audible emergency is steady ring.

** Entry warning may consist of three short beeps or slow continuous beeping, as programmed by your installer.

*** Loss of system battery power is not indicated or annunciated by the console (warnings are for loss of AC power only).