

4140XMPT2

Security System

User's Manual

4140XMPT2

**PARTITIONED SECURITY SYSTEM
WITH SCHEDULING**

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SYSTEM OVERVIEW

General 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. Ademco is the world's largest manufacturer of security systems and millions of premises are protected by Ademco systems.

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. Your system may also have been programmed to automatically transmit alarm or status messages over the phone lines to a central alarm monitoring station.

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. Refer to the ACCESSING OTHER PARTITIONS section for additional information.

SYSTEM OVERVIEW

Zones Your system's sensing devices have been assigned to various "zones". 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 an alarm or trouble condition occurs.

Consoles

Your consoles allow you to control all system functions. The consoles feature a telephone style (digital) keypad and a Liquid Crystal Display (LCD) which shows the nature and location of all occurrences. 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.

IMPORTANT: If the console beeps rapidly upon entering the premises, it indicates that an alarm has occurred during your absence. LEAVE IMMEDIATELY and CONTACT THE POLICE from a nearby safe location.

The consoles also feature a built-in sounder which will sound during alarms and troubles. It 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.

Burglary Protection

The burglary protection portion of your system must be turned on or "armed" before it will sense burglary alarm conditions. 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.

SYSTEM OVERVIEW

Fire Protection 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.

Alarms When an alarm occurs, both the console and external sounders will sound, and the console will display the zone(s) causing the alarm. If your system is connected to a central monitoring station, an alarm message will also be sent. To stop the alarm sounding, simply disarm the system.

Memory of Alarm When an alarm condition occurs, the console displays the number(s) of the zone(s) that caused the problem, and displays the type of alarm (ex. FIRE, ALARM). It remains displayed until it is cleared by disarming the system (entering your user code + pressing **OFF**). If the system was armed when the alarm occurred, the user code + **OFF** must be entered twice: once to disarm the system, a second time to clear the display.

Self-Help Feature Abbreviated user's instructions are 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.

SYSTEM OVERVIEW

Using Schedules Your system may have been programmed with schedules for automatically arming, disarming and activating various devices and/or performing other system functions at predetermined times. Users can modify some of these schedules by manually delaying a closing time, using temporary schedules, or by programming special user schedules. Refer to the USING SCHEDULES section at the end of this manual for scheduling related procedures.

Device Timers The system provides up to 20 "timers" which can be used to control various devices, such as lights or appliances. These timers are similar in concept to the individual appliance timers that might be purchased at a department store. The devices that can be controlled are programmed into the system by the installer. Up to 16 of these devices can be programmed. Refer to the PROGRAMMING DEVICE TIMERS section for procedures.

SECURITY CODES & AUTHORITY LEVELS

General Information At the time of installation, you were assigned an authority level and a personal four-digit security code, known only to you and yours. The security code must be entered when arming and disarming the system. The authority level defines the system functions that you can perform.

As an additional safety feature, other users that do not have a need to know your code can be assigned different security codes, and each user can be given a different authority level. Users are identified by "user numbers", which are assigned when assigning a user's security 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 another user's code), with the exception of the Operator Level C code.

Duress Code This feature is intended for use when you are forced to disarm or arm the system under threat. When used, the system will act normally, but can silently notify the central station of your situation, if that service has been provided. The duress code is pre-assigned by the installer during installation (auth. level 6).

Important: This code is useful only when the system is connected to a central station.

Quick Arming 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 always be used to disarm the system, however.

SECURITY CODES & AUTHORITY LEVELS

Authority Levels Authority levels define the system functions a particular user can perform. Depending on the authority assigned to you, there are certain system functions you may be prohibited from performing. In summary, there are six authority levels, each having certain system restrictions as shown in the table below.

To view your authority level and system 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.

User Authority Levels		
Lvl	Title	System 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.

SECURITY CODES & AUTHORITY LEVELS

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.). Security codes are entered as 4-digit numbers.
- Before assigning a security code, be sure it does not conflict with any DURESS code.

Note: When adding, changing or deleting users, 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 Edit Mode, press either * or #, or don't press any key for 10 seconds.

SECURITY CODES & AUTHORITY LEVELS

To Add a User

1. Enter Master or Manager code and press the **CODE** key.
2. Enter the new user's 2-digit User Number (01-99).
3. Enter 4-digit security code for that user. The following prompt will appear.

User Number = 3
Enter Auth.Level

Enter the authority level, 1-6, for this user within this partition.
1=master 3=operator A 5=operator C
2=manager 4=operator B 6=duress code

Access Group?
Enter 0-8

If access groups/access schedules have been assigned by the installer, this prompt will appear. See your installer for information concerning access groups.

RF BUTTON ?
0 = NO, 1 = YES

This prompt will appear if a 5800 series button transmitter has been supplied and has not yet been assigned to a user. Press 1 if a button transmitter will be assigned to this user.

Enter Button ZN #
(01-87)

If assigning a button transmitter, this prompt will appear. Enter the button's zone number (see your installer for zone number).

Multi-Access ?
0 = NO, 1 = YES

If you as a user have access to other partitions, the console will prompt for ability of this new user to access (GOTO) those partitions. Press 0 (NO) or 1 (YES). If no, the system activates this user code and exits "Add a User" mode. If yes, the console prompts for the Global Arm option for this user.

Global Arm ?
0 = NO, 1 = YES

Press 1 (YES) if this user will be allowed to arm more than one partition via global arm prompts. Press 0 if global arming is not desired for this user.

Part.2 - SHOP?
0 = NO, 1 = YES

The console now prompts for the user's access to the next partition. Again press 0 or 1. If no, the next partition number appears, etc. If yes, the system will automatically assign a user number for use in that partition and will prompt for the authority level and global arm option for this user within the partition displayed (see previous steps). When finished, the next partition number will be displayed.

Part. 1 * WHSE
User 03 Auth=3G

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, authority level and global arm option for each. Note that the "G" following the authority level indicates that the global arm feature has been selected for this user in the displayed partition. The "" indicates the partition from which the user can be changed or deleted.

SECURITY CODES & AUTHORITY LEVELS

To Change a User's Code

1. Enter Master or Manager code and press the **CODE** key.
2. Enter the user number to have its code changed.
3. Enter the new code for that user.
4. 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.

Note that if changing one's own code, the system will prompt for the new code to be reentered. This prevents accidentally changing a high level code.

To Delete a User

1. Enter Master or Manager code and press the **CODE** key.
2. Enter User Number to be eliminated.
3. Enter Master or Manager code first entered.
4. The system will recognize that the User number is already in use and will prompt to confirm that 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.

ENTRY/EXIT DELAYS

General Information Your system has preset time delays, known as exit delay and entry delay. Whenever you arm your system, **exit delay** gives you time to leave through the main door without setting off an alarm. Exit delay begins immediately after entering any arming command, and applies to all modes of arming protection. If programmed, a slow beeping will sound throughout the exit delay period.

Entry Delay gives you time to disarm the system when you reenter through the main door. But the system must be disarmed before the entry delay period ends, or an alarm will occur. The console will beep during the entry delay period, reminding you to disarm the system. You can also arm the system with no entry delay at all by using either INSTANT or MAXIMUM arming modes. These modes provide greater security when sleeping or while away for extended periods of time. See your installer for your delay times.

Exit Delay 1:

Entry Delay 1:

Exit Delay 2:

Entry Delay 2:

ACCESS DOOR CONTROL

General Information Your system may be set up such that a locked access door (such as in a lobby) can be unlocked using a console command. Ask your installer if this has been done in your system.

To activate this relay, enter your security code and press . The door will unlock for 2 seconds.

ACCESSING OTHER PARTITIONS

(GOTO Command)

To Access Another Partition

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.

To **GOTO** another partition, enter your security code, then press followed by the desired partition number (1-8).

The console will remain in the new partition until directed to go to another partition, or until 120 seconds has elapsed with no keypad activity. Entering partition number 0 will return the console to its original partition.

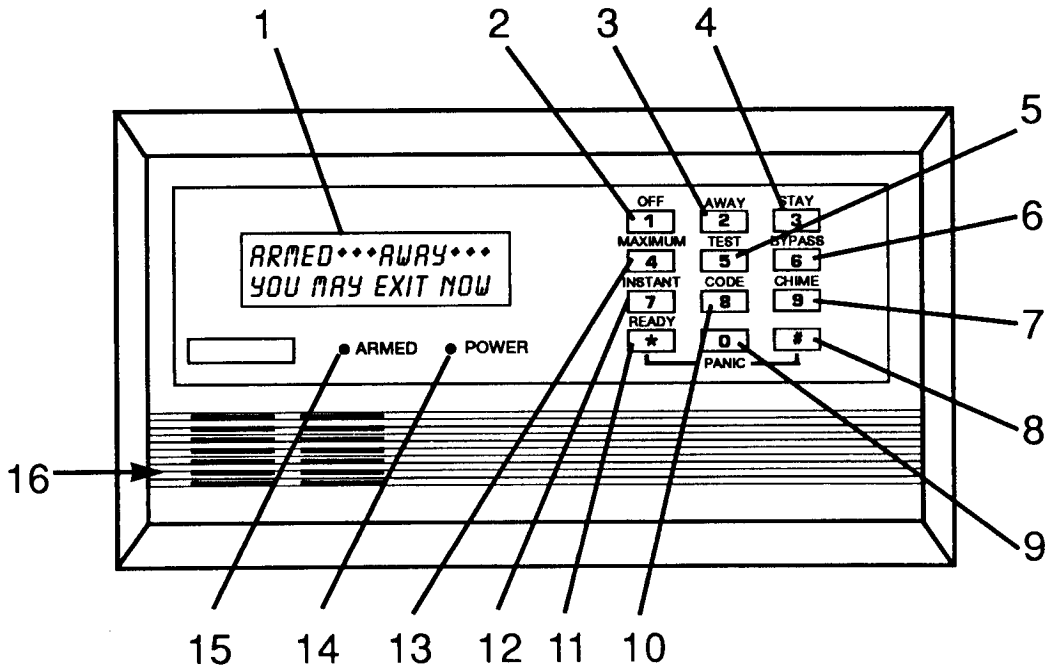
SYSTEM STATUS DISPLAYS

For Fixed-Word Consoles

- AWAY** All burglary zones, interior & perimeter, are armed.
- STAY** Perimeter burglary zones, such as windows & doors, are armed.
- INSTANT** Perimeter burglary zones armed and entry delay is turned off.
- BYPASS** One or more burglary protection zones have been bypassed.
- NOT READY** Appears when burglary portion of the system is not ready for arming (due to open protection zones).
- READY** The burglary system is ready to be armed.
- NO AC** Appears when AC power has been cut off. System is operating on backup battery power.
- AC** Appears when AC power is present.
- CHIME** Appears when the CHIME feature is activated.
- BAT** Low battery condition in a wireless sensor (if ID number displayed) or low system battery (if no ID number displayed).
- ALARM** Appears when an intrusion has been detected and the system is armed (also appears during a Fire alarm). Accompanied by the protection zone ID in alarm.
- CHECK** Appears when a malfunction is discovered in the system at any time or if a fault is detected in a FIRE zone at any time or in a DAY/NIGHT burglary zone during a disarmed period. Accompanied by a display of zone number in trouble.
- FIRE** Appears when a fire alarm is present. Accompanied by a display of the zone in alarm.

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).
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. This key is also used to perform some scheduling functions.
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)** On some consoles, this lights when primary power is on. If off, system is operating on its backup battery power. CALL YOUR INSTALLER IMMEDIATELY. On other types of consoles, lit indicates system is ready to be armed.
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

Using the * **READY** Key

Before arming your system, all protected doors, windows and other protection zones must be closed or bypassed (see BYPASSING section). Otherwise the console will display a "Not Ready" message.

If the Not Ready message is displayed prior to arming, pressing the **READY** key will display all zones that are faulted, making it easier for you to secure any open zones

To show faulted zones, simply press and release the **READY** key (do not enter code first). Secure or bypass the zones displayed before arming the system.

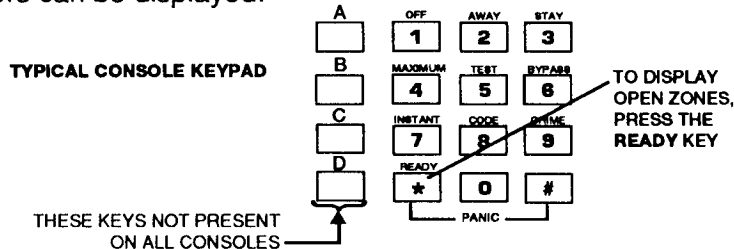
The "Ready" message will be displayed† when all protection zones have been either closed or bypassed.

† **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 indicate that the "DISARMED" or "READY" message will be displayed.

Displaying All Zone Descriptors

The Alpha Consoles 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 that the "Disarmed-Ready to arm" message must be displayed before zone descriptors can be displayed.



BYPASSING PROTECTION ZONES

Using the **6** BYPASS Key

This key is used when you want to arm your system with one or more zones intentionally unprotected. The system must be disarmed first.

1. Enter your security code and press the **BYPASS** key.
2. Enter zone number(s) for the zones to be bypassed (e.g., 01, 02, 03, etc.). **Important!** All single-digit zone numbers must be preceded by a zero (for example, enter 01 for zone 1).
3. When finished, the console will display the word **BYPASS** and along with each bypassed zone number. Wait for these zones to be displayed before arming.
4. Arm the system as usual. Bypassed zones are unprotected and will not cause an alarm when violated while your system is armed.

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

Quick Bypass

Your system may allow you to automatically bypass all open (faulted) zones without having to enter zone numbers individually. Ask your installer if this feature is active for your system.

To use this feature, enter your security code, press the **BYPASS** key, then press the **#** key and stop. In a few moments, all open zones will be displayed along with the word **BYPASS**. Wait for all bypassed zones to be displayed, then arm the system as usual.

LIMITATIONS

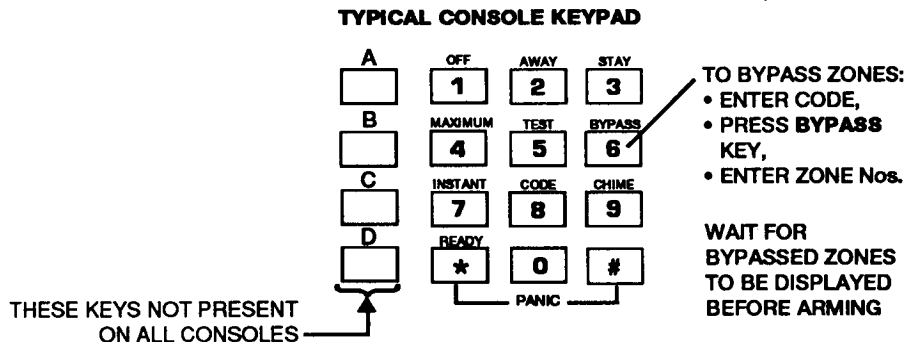
The system will not allow fire or emergency zones to be bypassed. Arming the system before bypassed zones are displayed eliminates all bypasses.

BYPASSING PROTECTION ZONES

Displaying Bypassed Zones (For determining what zones have been previously bypassed)

1. Enter security code and press the **BYPASS** key.
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 cancels all bypasses.



SUMMARY OF ARMING COMMANDS

Summary Of Arming Modes The following table lists the four different arming modes and the results of each.

Arming 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

Global Arming The Global Arming option may have been programmed for use by some users. If Global Arming was enabled for use with your security code, a console prompt (message) will appear after pressing one of the arming function keys (STAY, INSTANT, AWAY, MAXIMUM, OFF). Follow the console prompts to continue arming the system. See your installer for detailed instructions on the use of this feature.

If global arming does not apply to your security code, use the procedures described in the following pages.

ARMING PERIMETER ONLY

(With Entry Delay ON)

Using the **3** **STAY**
key

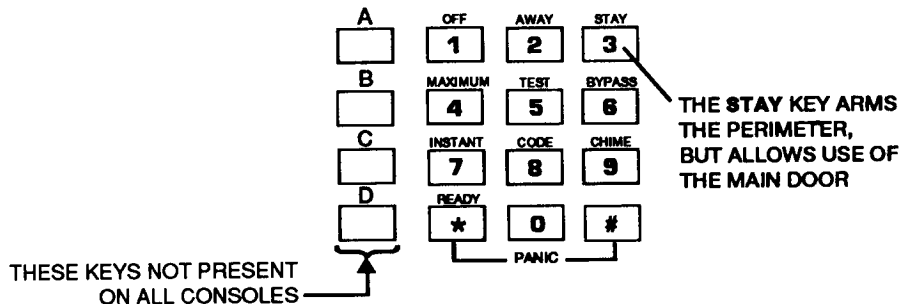
Use this key when you are staying home, but might expect someone to use the main door later.

1. Enter your security code and press the **STAY** key.
2. The console will beep three times and will display the armed message.
3. The system will arm and will sound an alarm if a door or window is opened, but you may otherwise move freely throughout the house.

Late arrivals can enter through the main door without causing an alarm, but they must disarm the system within the entry delay period.

Close all perimeter windows and doors before arming (see CHECKING FOR OPEN ZONES section)

TYPICAL CONSOLE KEYPAD



ARMING PERIMETER ONLY

(With Entry Delay OFF)

Using the

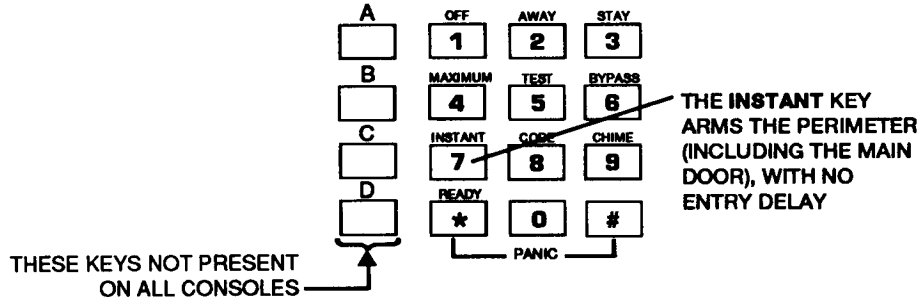
7 INSTANT Key

Use this key when you are staying home and do not expect anyone to use the main door.

1. Enter your security code and press the **INSTANT** key.
2. The console will beep three times and will display the armed message.
3. The system will arm and will sound an alarm if a door or window is opened, but you may otherwise move freely throughout the house. The alarm will also sound immediately if anyone opens the main door.

Close all perimeter windows and doors before arming (see CHECKING FOR OPEN ZONES section)

TYPICAL CONSOLE KEYPAD



ARMING ALL PROTECTION

(With Entry Delay ON)

Using the

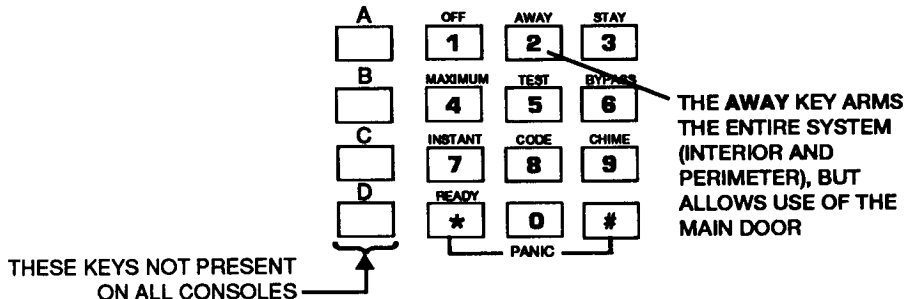
2 AWAY Key

Use this key when no one will be staying home.

1. Enter your security code and press the **AWAY** key.
2. The console will beep twice and will display the armed message.
3. The system will arm and will sound an alarm if a door or window is opened, or if any movement is detected inside your house. You may leave through the main door during the exit delay period without causing an alarm. You may also reenter through the main door, but must disarm the system within the entry delay period.

All windows and doors should be closed so the "Ready" message is displayed before arming (see CHECKING FOR OPEN ZONES section)

TYPICAL CONSOLE KEYPAD



ARMING ALL PROTECTION

(With Entry Delay OFF)

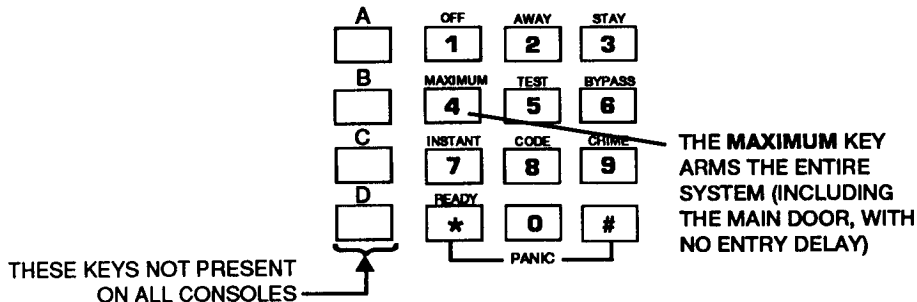
4 Using the MAXIMUM Key

Use this key 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.

1. Enter your security code and press the **MAXIMUM** key.
2. The console will beep twice and will display the armed message.
3. The system is now armed and will sound an alarm if a door or window is opened, or if any movement is detected inside your house. You may leave through the main door during the exit delay period without causing an alarm, but an alarm will be sounded as soon as someone reenters.

All windows and doors should be closed so the "Ready" message is displayed before arming (see CHECKING FOR OPEN ZONES section)

TYPICAL CONSOLE KEYPAD



DISARMING THE SYSTEM AND SILENCING ALARMS

Using the

1 OFF Key

The OFF key is used to disarm the system and to silence alarm and trouble sounds.

1. To disarm the system and silence burglary or fire alarms, enter your security code and press the OFF key. The Ready message will be displayed and the console will beep once to confirm that the system is disarmed.

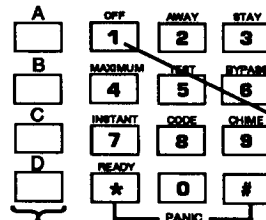
To Silence a FIRE alarm, enter your security code and press the OFF key. The security code is not needed to silence FIRE alarms.

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

2. If an alarm has occurred, and the premises is safe to reenter, note the zone number displayed on the console and repeat step 1 to restore the Ready message display (to clear the "Memory of Alarm"). If the Ready message will not display, go to the displayed zone and remedy the fault (close windows, etc.). If the fault cannot be remedied, notify the alarm agency.

IMPORTANT: If you return and the main burglary sounder is on, DO NOT enter the premises, but call the police from a nearby safe location. If you return after an alarm has occurred and the main sounder has shut itself off, the console will beep rapidly upon entering, indicating that an alarm has occurred during your absence. LEAVE IMMEDIATELY and CONTACT THE POLICE from a nearby safe location.

TYPICAL CONSOLE KEYPAD



TO DISARM SYSTEM:
• ENTER CODE
• PRESS OFF KEY

THESE KEYS NOT PRESENT
ON ALL CONSOLES

USING THE KEYSWITCH

General Your system may be equipped with a keyswitch for use when arming and disarming. A red and green light on the keyswitch plate indicate the status of your system as follows:

Green Light: Lights when the system is **disarmed and ready** to be armed (no open zones). If the system is disarmed and the green light is off, it indicates the system is not ready (one or more zones are open).

Red Light: Lights when system is armed or memory of alarm exists.

Lit Steady: System is **armed In AWAY** mode.

Slow Flashing: System is **armed In STAY** mode.

Rapid Flashing: Memory of alarm. An alarm has occurred .

Arming **To arm in the AWAY mode,** turn the key to the right for 1/2 second and release. Consoles will beep twice and the red light will stay on steady.

To arm in the STAY mode, turn the key to the right and hold for longer than 1 second, then release. Consoles will beep three times and the red light will flash slowly.

Disarming **To disarm the system,** turn the key to the right and release. If an alarm has occurred, the red light will be flashing rapidly (memory of alarm).

CHIME MODE

Using the **9** Key

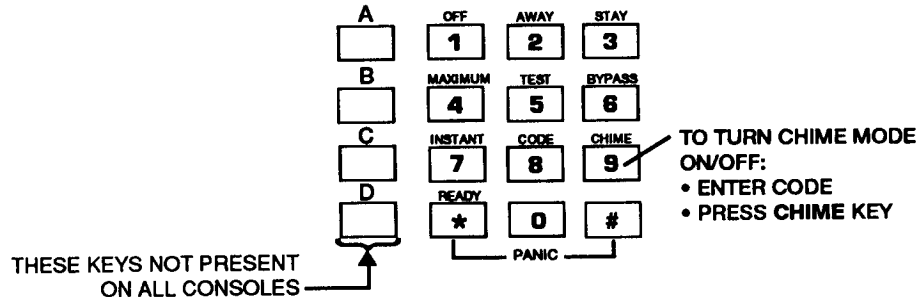
Your system can be set to alert you to the opening of a door or window while it is disarmed by using CHIME mode. When activated, three tones will sound at the Console whenever a door or window is opened, and the Not Ready message will be displayed. Pressing the **READY** key will display the open protection 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** 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** key again. The CHIME MODE OFF message will appear for about two seconds then disappear.

TYPICAL CONSOLE KEYPAD



VIEWING CENTRAL STATION MESSAGES

General Information 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)

Using Panic Keys Your system may have been programmed to use special key combinations to manually activate panic functions. The functions that might be programmed are Silent Emergency, Audible Emergency, Personal Emergency, and Fire. See your installer for the function(s) that may have been programmed for your system.

Active Panic Functions

(your installer should note which function(s) is active in your system)

Keys	Zone	Function
1 and *	95	
3 and #	96	
* and #	99	
A*		
B*		
C*		

* May not be present on your console(s).

To use a paired key panic function, simply press both keys of the assigned pair at the same time. If your console(s) have lettered keys for panic functions, press the designated key and hold down for at least 2 seconds to activate the panic function.

A silent emergency will send a silent alarm signal to the central station, but there will be no audible alarms or visual displays.

An audible emergency will sound a loud, steady alarm at your console **and** at any external sounders that may be connected (**ALARM** plus a zone number would also be displayed).

A personal emergency alarm will send an emergency message to 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 zone number would also be displayed).

TESTING THE SYSTEM

(TO BE CONDUCTED WEEKLY)

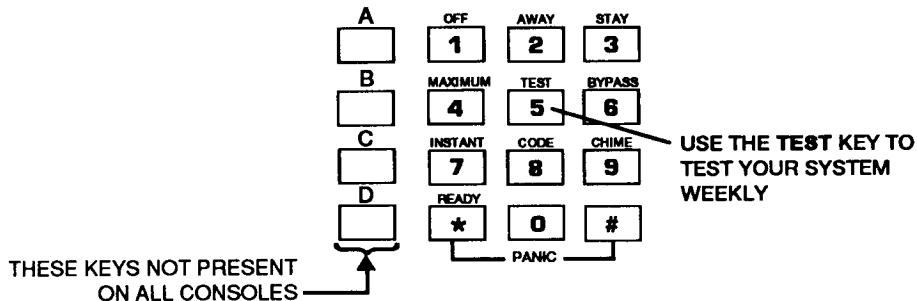
5 Using the TEST Key

The **TEST** key puts your system into Test mode, which allows each protection point to be checked for proper operation.

1. Disarm the system and close all protected windows, doors, etc. **READY** should be displayed.
2. Enter your security code and press the **TEST** 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. The console will sound a single beep every 15 seconds as a reminder that the system is in Test mode. Each time a protection zone is faulted (opened), the console should beep three times. If the sounder does not sound, **CALL FOR SERVICE IMMEDIATELY**.

Note that no alarm reports will be sent to the central monitoring station while the system is in Test mode.

TYPICAL CONSOLE KEYPAD



TESTING THE SYSTEM

Testing Your System

1. Open and close each protected door and window in turn and listen for three beeps. The identification of each faulted protection point should appear on the display.
2. Walk in front of any interior motion detectors (if used) and listen for three beeps as movement is detected. The identification of the detector should appear on the display when it is activated.
3. Follow the manufacturer's instructions to test all smoke detectors to ensure that all are functioning properly. The identification of each detector (or the zone number of the zone assigned to the detector) should appear on the display when each is activated.
4. 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 sounds, no display), **CALL FOR SERVICE IMMEDIATELY.**
5. Turn off Test mode by entering the security code and pressing the **OFF** key.

USING SCHEDULES

Delaying the Closing Time

Your system's programmed schedules may automatically arm the system at a predetermined time. In the event a user must stay on the premises later than usual, users with master or manager authority levels can manually delay the automatic arming (closing) time up to 2 hours.

To delay the closing time

1. Enter your security code (master or manager authority levels only).
2. Press the key, followed by **82**.
3. A menu prompt will be displayed, asking for the number of hours of delay.

Enter the desired number of hours of delay, 1 or 2, then press to accept the entry. The system will automatically exit this mode.

Note that the delay is from the **scheduled closing time**, not from the time the command is entered.

Important: The selected delay cannot be **reduced** once it is set. A 1 hour delay can be **Increased** to 2 hours, though.

4. The system will automatically send a message to the central station informing them that the programmed schedule has been changed.

USING SCHEDULES

Temporary Open/Close Schedules

Temporary schedules allow you to override the normal schedules programmed by the installer. Temporary schedules can be in effect for up to one week, and take effect as soon as they are programmed.

Schedules are comprised of an arming (closing) time window and a disarming (opening) time window. A time window is simply a defined period of time, at the end of which arming or disarming will occur.

Before programming a temporary schedule, use a worksheet similar to the one below to plan your schedule. This will make it easier when actually programming the schedule.

Arm/Disarm Windows	Mon	Tue	Wed	Thu	Fri	Sat	Sun
Disarm Window							
Start Time HH:MM							
Stop Time HH:MM							
Arm Window							
Start Time HH:MM							
Stop Time HH:MM							

Programming Temporary Schedules

Temporary schedules only affect the partition from which it is entered. Temporary schedules can be reused at later dates simply by scrolling (by pressing #) to the DAYS? prompt (described below) and activating the appropriate days. This should be considered when defining daily time windows. Note that only users with authority level of manager or higher can program temporary schedules.

To program temporary schedules:

1. Enter your security code.
2. Press the key followed by 81.
3. The following prompts will appear.

```
Mon DISARM WIND.  
07:45AM 08:45AM
```

The cursor will be positioned on the tens of hours digit of the start time for Monday's disarm window. Enter the desired hour. Press * to move to the minutes field. The minutes are entered in the same manner. The AM/PM indication is changed by hitting any key, 0-9, while the cursor is under the letter A/P position. Repeat for the stop time entry. Press the * key to move to the arming window for Monday.

Press # to move to the next screen display without making changes.

```
Mon ARM WINDOW  
07:45AM 08:45AM
```

The cursor will be positioned on the tens of hours digit of the start time for the arm window. Repeat the previous steps to enter the start and stop time for Monday's arming window.

Tue DISARM WIND.
07:45AM 08:45AM

Days ? MTWTFSS
Hit 0-7 x x

After the windows for that day have been completed, the system will prompt for disarm and arm time windows for the next day. Repeat the procedure for all days of the week. When all of the days have been completed, the system will ask which days are to be activated.

This is the prompt that actually activates the temporary schedule, and allows the temporary schedule to be customized to a particular week's needs. To select the days which are to be activated, enter the desired number 1-7 (Monday = 1). An "X" will appear under that day, indicating the previously entered schedule for that day is active. Entering a day's number again will deactivate that day. Pressing 0 will turn all days on/off.

The temporary schedule will only be in effect for the days which have the letter x underneath them. As the week progresses, the days are reset to the deactive state.

When completed, press * to exit the temporary schedule entry mode.

PROGRAMMING DEVICE TIMERS

General Information Device timers consist of an ON time & an OFF time, and selected days of the week in which they are active. There are up to 20 timers that can be used to control various devices, such as lights or appliances. Your installer will have programmed the appropriate devices into the system (up to 16 devices can be programmed).

Each timer controls a single device (designated as an output number) that you select. For example, timer 1 might be set to turn the porch lights on at 7:00pm and turn them off at 11:00pm. Timer 2 might turn on the air conditioner Monday-Friday at 4:30pm to cool the premises before you arrive at 5:00pm, and turn it off at 10:00pm when you are retiring for the night. If desired, different timers can control the same device. For example, timer 2 could be used Monday-Friday as in the previous example, and timer 3 could be set to turn the air conditioner on and off at different times Saturday and Sunday.

To enter the device timer menu mode:

1. Enter your security code.
2. Press the key followed by 83.
3. The following series of prompts will appear.

```
Output Timer # ?  
01-20,00=Quit 01
```

Up to 20 timers can be programmed. Each timer is identified by a number 1-20. Enter the desired timer number to be programmed (1-20). Press * to accept entry.

```
00 Enter Output#  
00
```

Enter the desired output device number (1-16). See your installer for device numbers. As the number is entered, the device's description will appear.

To delete a previously programmed timer, enter 00 as the output number.

00 ON TIME ?
00:00 PM

Enter the time you want the device turned on using 00:01 - 11:59 format. When the display shows the desired time, press the * key to move to the AM/PM field. Press any key 0-9 to change the AM/PM indication.

Enter 00:00 if this timer is not being used to turn something ON for the days selected below. (ex. using one timer to turn lights on one day and using another timer to turn them off on another day).

00 OFF TIME ?
00:00 PM

Enter the time you want the device turned off using 00:01 - 11:59 format. When the display shows the desired time, press the * key to move to the AM/PM field. Press any key 0-9 to change the AM/PM indication.

Enter 00:00 if this timer is not being used to turn something OFF for the days selected below. (ex. using one timer to turn lights on one day and using another timer to turn them off on another day).

00 Days? MTWTFSS
Hit 0-7 x x

Select the days on which the device is to be activated by entering 1-7 (Monday = 1). An "X" will appear under that day, indicating the output for that day is active. Entering a day's number again will deactivate that day. Pressing 0 will turn all days on/off. The outputs will only be in effect for the days which have the letter x underneath them. As the week progresses, the selected days are reset to the deactivate state, unless the permanent option is selected (next screen prompt). When completed, press * to continue.

00 Permanent ?
0 = NO, 1 = YES 0

Answering 1 (yes) means the system will continue executing this timer on a continuous basis. An answer of 0 means execute each day's output only once.

TROUBLE CONDITIONS

Typical "Check" Displays

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.

To silence the beeping sound for "check" conditions, press any key.

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 "**SYSTEM LO BAT**", accompanied by a once per minute "beeping" at the Console indicates that a low system battery condition exists. CALL FOR SERVICE IMMEDIATELY.
5. 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.
6. A display of "**MODEM COMM**" indicates that the control is on-line with the central station's remote computer. The control will not operate while on-line.

* Note that zone numbers 88-91 represent problems with wireless receivers, which are not user serviceable. CALL FOR SERVICE IMMEDIATELY.

** Not all systems employ wireless transmitters.

TROUBLE CONDITIONS

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.

Non-Alpha Console Displays The following displays will appear on non-alpha consoles when the associated trouble condition (previously described) is present.

97 = CALL SERVICE

FC = COMM FAILURE

BAT = SYSTEM LO BAT (if no zone number) or LO BAT (if zone number shows)

CC = MODEM COMM

NO AC = AC LOSS

FIRE ALARM SYSTEM (IF INSTALLED)

General Your fire alarm system (if installed) is on 24 hours a day, providing continuous protection. In the event of an emergency, the installed 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 appear at the Console.

Silencing A Fire Alarm

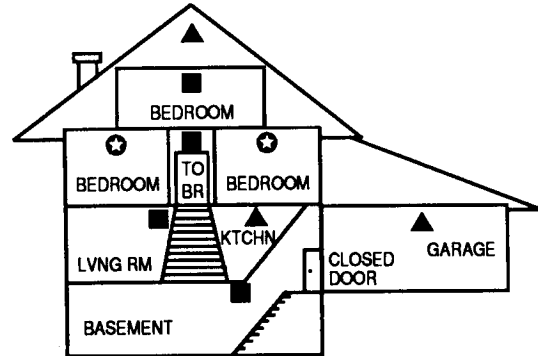
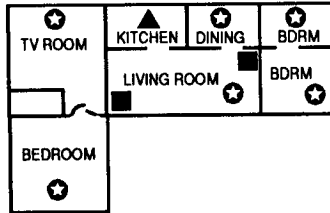
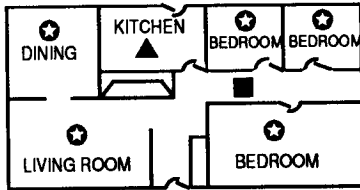
1. Silence the alarm by entering your code and pressing the **OFF** key. To clear the display, enter your code and press the **OFF** key again.
2. If the Console does not indicate a **READY** condition after the second **OFF** sequence, press the **READY** key to display the zone(s) that are faulted. 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.

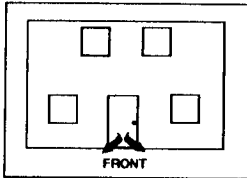
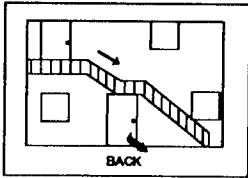
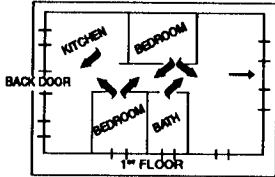
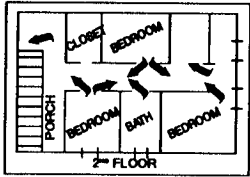


- Smoke Detectors for Minimum Protection
- ★ Smoke Detectors for Additional Protection
- ▲ Heat-Activated Detectors

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 CONSOLES)

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. Console only	LOW BATTERY AT A TRANSMITTER	LO BAT displayed with description of transmitter.
TWO SHORT BEEPS Console only	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).

4140XMPT2 EVENT LOGGING PROCEDURES

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.

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

P8 01/01	12:02AM	<i>Typical Event</i>
BURGLARY	C03	<i>Log Display</i>

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.

ALARM EVENT LOG	<i>Typical Category</i>
TYPE CCCUUU	<i>Select Screen</i>

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 additional information concerning the event log.
--

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