

## 4150 Version 1 & 2 Commands

**Arm** = Master Code

**Disarm** = Master Code

**Chime** = #  
Cmnd + 9  
Chime

**Stay** = #  
Cmnd + 3  
Stay Master Code

**Stay & Instant** = #  
Cmnd + 3  
Stay + Master Code + #  
Cmnd + 7  
Instant

**Arm & Instant** = Master Code + #  
Cmnd + 7  
Instant

**Program Secondary Codes:**

\*  
Code + Master Code + 1 (Code Designator 1) + Temp Code  
2 (Code Designator 2) + Temp Code  
3  
Stay (Duress) + Temp Code

**Arm & Bypass** = Master Code + #  
Cmnd + 6  
Bypass

**Fire Test/Reset** = #  
Cmnd + Test  
Reset    Test  
Reset

**Test Burg System** = #  
Cmnd + 4 (In this mode opening any protected zone will produce a brief sound from the external sounder. Exiting this mode occurs by hitting any key.)



**Alarm Memory** = HOLD #  
Cmnd KEY



**Testing Communications of system if programmed for a test:** #  
Cmnd + 5





## 4150 Version 3 Commands



Arm = Master Code

Disarm = Master Code

Chime =  + 


Stay =  +  Master Code


Stay & Instant =  +  + Master Code +  + 


Arm & Instant = Master Code +  + 



Program Secondary

Codes:


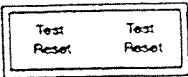
 + Master Code +  (Code Designator 1) + Temp Code



 (Code Designator 2) + Temp Code


 (Duress) + Temp Code


Arm & Bypass = Master Code +  +  + Zone #

While in this mode the Bypass LED will flash. A flashing zone LED indicates faulted zone while a steady LED indicates a bypassed zone. To exit depress

Fire Test/Reset =  +  AC is turned OFF and a 2 second activation of sounder will occur.

Test Burg System =  +  (In this mode opening any protected zone will produce a brief sound from the external sounder. Exiting this mode occurs by hitting any key.

Alarm Memory = HOLD  KEY

Testing Communications of system if programmed for a test:  + 