## Access Card

Your system may have a built-in proximity card reader or an external proximity card reader. When your access card is presented to the proximity reader as shown below, your user code is read by the system just like you would enter it on the keypad. For any system operation that requires entering a user code, the access card may be used.

743   OR   external proximity reader
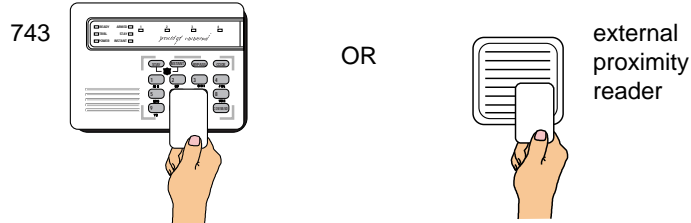
DOOR STRIKE

Present your card to the reader. Once the user code is validated by the system, the Door Strike relay activates. The relay activates for 10 seconds during which time you can open the door.

ARMING AND DISARMING

Present your card to the reader. Once the user code is validated by the system, all areas arm or disarm automatically and the Door Strike relay activates.

ENTRY DELAY

Once the protected door is opened and the entry delay starts, present your card to the reader. Once the user code is validated, the system disarms all areas and activates the Door Strike relay.

2-Button Panic Keys

If your system has a label showing a Badge under the first and second left top row keys, the optional Burglary Panic key function has been enabled.
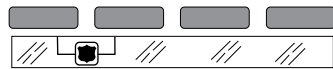
If your system has a label showing a Flame under the third and fourth top row keys, the optional Fire Panic key function has been enabled.
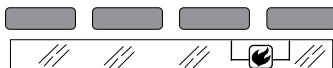
By pressing the two keys over the icon, and holding them down for at least 2 seconds, the system will send either a Panic (Badge) or a Fire (Flame) report to the supervising alarm panel. The keypad beeps to confirm the Panic entry.

System Setup

Important Information About Your System

Your system is monitored by a central station.   ❏ Yes   ❏ No

C/S Name: _____

Address: _____

City/State: _____

Emergency Phone: _____

Service Phone: _____

Service Manager: _____

Relay Output

Below is the type of device controlled by the relay output on your system.

_____

Zones

Below is a list of protection devices on each of the zones in your system.

01. _____   03. _____

02. _____   04. _____

User Codes

Your system provides up to 8 user codes. Each code is made up of 3 parts:

The **User Number** is how the system identifies a user.

The **User Code** is the 4-digit number a user enters into the keypad to arm and disarm the system or to perform other system operations.

User Level - There are 3 user levels; 1 Standard level and 2 Master levels. A Standard level user can perform all user functions **except** adding, deleting, or changing other user codes. In addition, a Standard level user is allowed to change their own code. User 07 is a Master level that can perform all user functions **including** adding, deleting and changing user codes 01 through 07. User 08 Master level can perform all user functions **including** adding, deleting and changing **all** user codes (01-08). Users 01 through 06 are always Standard level. Users 07 and 08 are always Master level.

User	User Name	Level
01		Standard
02		Standard
03		Standard
04		Standard
05		Standard
06		Standard
07		Master (01-07)
08		Master (01-08)

SecurityCommand ®

Tomorrow's technology for today's security needs.

The SC Series Keypad

Welcome

Congratulations on your decision to purchase a Security Command system. The new Security Command, from one of America's leading security manufacturers, is quickly setting the standard for residential and commercial burglary/fire protection. You can look forward to years of superior service and system flexibility as your protection needs change.
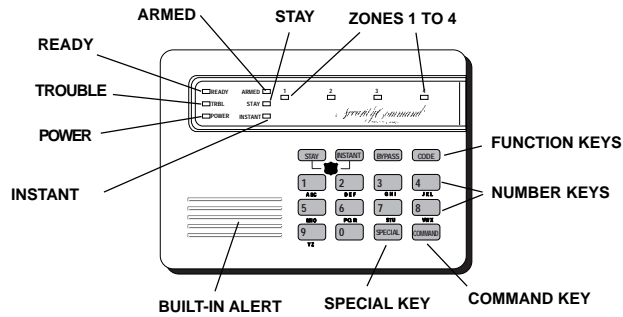
Easy to Use

As powerful as your system is, it's also one of the easiest to use. Whether you want to turn the system on or off, or set it to chime when a door is opened, all you have to do is press a few keys on the Security Command keypad. Each keypad contains a keyboard with easy to read lettering that also lights up as you use it and 10 indicator lights that tell you everything from whether a window is open to which areas of the system are armed. There's also an internal alert sounder that gently chimes to remind you to turn the system off or that indicates someone just entered a door.

Please Take a Moment

To learn the full range of features of your new system, we encourage you to read through this User's Guide thoroughly. On the back we've included a System Setup section where the installer can fill in the programmed information about your system and where you, as your comfort with the system increases, can track any additional changes you should make.

Your Security Command Keypad

Labels around keypad: ARMED, STAY, ZONES 1 TO 4, READY, TROUBLE, POWER, INSTANT, FUNCTION KEYS, NUMBER KEYS, COMMAND KEY, SPECIAL KEY, BUILT-IN ALERT

How the lights operate

Pulse - 1 second on, 1 second off
Flash - 1/2 second on, 1/2 second off
Rapid Flash - 1/4 second on, 1/4 second off
Wink - 1/4 second on, 1 3/4 seconds off

READY
On when the system is ready to be armed.
Off when the system is armed or a burglary zone is faulted.
Rapid Flash when an alarm has occurred and the system is disarmed.

TROUBLE
Off when the system is operating correctly.
Pulse when the system is unable to send a report to the supervising panel.

POWER
On when main power is okay.
Off when main power is disconnected.
Pulse during low battery.

ARMED
On when Perimeter or Interior are armed.
Off when Perimeter and Interior are off.
Rapid Flash when an alarm has occurred and the system is armed.
Pulse during exit delay after you've armed the system.

STAY
On when the Perimeter only is armed.
Off when all areas are armed or disarmed.

INSTANT
On when the system is instant armed with no entry delay.
Off when the system is armed with entry/exit delays or is disarmed.

ZONE
On when the zone is disarmed and faulted.
Off when the zone is normal.
Rapid Flash means a zone alarm. This flashes until the zone is disarmed and a user code is entered a second time.
Wink when the zone is bypassed.
Pulse when the zone is in a trouble or zone monitor condition.

Arming and Disarming Your System

Arming the system
When the READY light is on, enter your own user code in place of (*your code*):

(*your code*) or	Arms all areas.
`COMMAND` + 1 or	Arms all areas.
`STAY`	Arms only the Perimeter.

You can press the INSTANT key before starting the arming sequence or after (while the READY light is pulsing) to arm the system without any exit or entry delays.

You may force arm the system while one of your burglary protection zones is faulted (front door open). Simply continue to hold the last key press down for 2 seconds; the keypad will beep once. When the zone returns to a normal condition (door closes), it becomes part of the armed system again.

Disarming the system
When the ARMED light is on, enter:

(*your code*)	Disarms all areas. You can enter your code again to clear any zone alarm memory (lights that are flashing rapidly).

Disarming during an alarm
When the ARMED light is on and a zone is in alarm, enter:

(*your code*)	Silences the alarm and disarms the system. Enter again to clear any zone alarm memory (lights that are flashing rapidly). Burglary zone alarm lights clear automatically after a few minutes.

Easy Exit
This function allows you to exit while the Perimeter is armed.

`BYPASS` or	Restarts the exit delay. Perimeter arms at
`COMMAND` + 9	expiration of the exit delay or at second press of BYPASS key.

Built-in Alert Operation

How the Alert tone operates

Burglary Siren	A burglary alarm condition on zones 1, 2, or 3.
Fire Siren	A fire alarm condition on zone 4.
Steady Tone	A trouble condition on the system or a fire zone. Pressing any key silences a steady alert tone.
1 Short Beep	Each time a valid function is entered.
4 Short Beeps	When an incorrect value is entered.

Security Command Functions

Bypassing a Zone
Bypassing means the system ignores events that occur on the zone. You can bypass a disarmed zone, such as a patio door, so it can be used while the rest of the Perimeter protection is turned on. Use 2-digit zone numbers; example: 01, 02, 03. Zone 4 is a 24 hour zone and cannot be manually bypassed.

`BYPASS` + (*your code*) + (zone)	Bypasses the zone. If already bypassed, the zone will unbypass.

Resetting Sensors
Use this function to reset smoke detectors after an alarm when the fire zone light is flashing in alarm memory.

(*your code*) or	The system resets the smoke detectors and
`COMMAND` + 4 + 7	stops the flashing light if the zone restores to normal. **Note:** Your system may not be configured for Zone 4 as a Fire zone.

Testing the System
It's good practice to test your system at least once each week. This assures you that the system is working correctly and identifies any potential problems.

`COMMAND` + 4 + 1	The bell rings and the internal speaker beeps for 1 second.

Monitoring Zones
You can monitor zones in the system so that the keypad emits a short door bell tone any time that zone is faulted. Use 2-digit zone numbers; example: 01, 02, 03.

`COMMAND` + 6 + (*your code*) + (zone)	Monitors this zone only.
`COMMAND` + 6 + (*your code*) + `STAY`	Monitors all Perimeter zones.
`COMMAND` + 6 + (*your code*) + `SPECIAL`	Monitors Perimeter/Interior zones. Repeat to remove a zone from monitor mode.

User Codes
This function allows a user (01-08) to add, change, or delete a user code from the system.

`CODE` + (*your code*) + # # + C C C C	Adds or changes a user code
`CODE` + (*your code*) + # # + 0 0 0 0	Deletes a user code

= 2-digit user number   **0** = Enter four zeroes   **C** = New user code