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## SECURITY SYSTEM OPERATION

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### Disarming the Security System and Silencing Alarms

Before going any further, you should know how to disarm your security system in the event that the alarm sounds. Turning the system OFF disarms the burglar alarm, resets the fire and emergency alarms, and silences all sirens and sounders.

Press the OFF key.

Now enter your four digit Code.

That's all there is to it.

Watch the display. The top line will read "DISARM" - The bottom line will read "ENTER CODE", indicating that your option is to enter your code number. For each digit that you press, an X will appear indicating that the key has been pressed.

After the four digit code has been successfully entered, the console will beep once to indicate that you have correctly disarmed the system. The console LED will be set to green, and the display will return to the normal top-level system display.

If an incorrect code is entered, the console will beep three times and display " \*\*\* INVALID CODE \*\*\* ".

After a brief delay, the user will be prompted to reenter the code.

In the event that you make a mistake, press the OFF key again, then enter your master code again.

Practice disarming your system until you are comfortable with this procedure.

#### NOTES:

- Panic, Tamper, and Fire zones are always armed, as are the Emergency buttons on the console.

- In the event that the alarm has been activated, the menu keys and the arrow keys are locked out. You must silence the alarm using the OFF, DAY, NIGHT, or AWAY keys.

## Arming the Security System

Now that you know how to disarm the system, here's how to arm the security system. The security menu is used to arm and disarm the security system. To enter the security menu, from the top-level display, press the 2 key on the console keypad. The console should display:

0=OFF	1=DAY	2=NIGHT	
3=AWAY	4=VACATION		↓
5=DAY INST	6=NIGHT DLY		
8=BYPASS	9=RESTORE		↑

### 0 = OFF

The OFF key disarms the security system, resets the fire and emergency alarms, and silences all sirens and sounders.

### 1 = DAY

The DAY mode is intended for use when someone will occupy the house or business that is being protected. In the Day mode, the perimeter zones (doors and windows) are armed; however, interior motion detectors and interior traps are not armed so that you may move about freely inside. In the Day mode, there will be an Entry Delay on the Entry-Exit zone, so that someone arriving can turn off the alarm before it sounds.

### 2 = NIGHT

The NIGHT mode is used when you are asleep and everyone in your household is at home. In the Night mode, your doors, windows, and non-sleeping area (i.e. downstairs) motion detectors are armed. In the Night mode, there is no entry delay. The alarm system sounder will be activated immediately if any door, window, or non-sleeping area (motion detector) is tripped.

### **3 = AWAY**

Use the AWAY mode when you leave and no one is there. All doors, windows, and motion detectors are armed. All zones have an Exit Delay so that you will have time to leave and close the door after you arm the system. The system will be fully armed after the Exit Delay. There is an Entry Delay on the Entry-Exit zones in the Away mode, so that you will have time to turn the system off when you return through your door.

Note that the Entry Delay only applies if you come in through an Entry-Exit zone. If someone attempts to climb into a window, or if an interior zone is tripped before the Entry-Exit zone, the alarm will be activated immediately. If you do enter through an Entry-Exit zone first, then the other zones are disabled during the Entry Delay, in case you have to cross through another zone to get to your console (an interior motion detector, for example).

### **4 = VACATION**

This mode arms all doors, windows, and interior motion detectors (same as Away mode). There is an Entry Delay on the Entry-Exit zones. Use this mode when you are leaving for a period of days.

### **5 = DAY INST (DAY INSTANT)**

Functions same as Day mode, however, there is no Entry Delay on any of the security zones. There will be an instant alarm if any of the zones are violated while in this mode.

### **6 = NIGHT DLY (NIGHT DELAY)**

Functions same as Night mode, however, there is an Entry Delay on the Entry-Exit zones. Use this mode if you are going to sleep but a family member is expected home at a later time.

To arm the system into one of the 6 security modes, from the security menu, choose the security mode and press the appropriate key (1 - 6).

Enter your user code number on the console keypad.

The console will beep once and the console LED will be set to red.

The top line will display the security mode. The bottom line will display, " \*\*\* ARMING SYSTEM \*\*\* " to indicate that the system is being armed. The system will be fully armed after the Exit Delay expires. If arming in Away or Vacation mode and Audible Exit Delay is enabled, the console will beep until the Exit Delay has expired. During the last 10 second of the Exit Delay, the console will beep twice as fast - leave and close the door promptly.

**NOTE:** In Commercial Burglar Alarm Applications for UL Certified Systems, a Ring-back Indication and Bell-test should be heard after arming (closing). If not heard, call for service.

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### Using Shortcut Keys

There are three shortcut keys on the console to arm the system in the Day, Night, and Away security modes, and OFF to disarm, without having to go into the security menu.

From the top-level display, press one of the shortcut security keys. Enter your code number on the console keypad.

The console will beep once and the console LED will be set to red. The top line will display the security mode to indicate that you have correctly armed the system. The system will be fully armed after the Exit Delay expires.

The programmed Entry Delay is \_\_\_\_\_ seconds.  
The programmed Exit Delay is \_\_\_\_\_ seconds.

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### Quick Arm

For extra convenience, the Aegis can be armed simply by pressing the DAY, NIGHT, or AWAY button twice, eliminating the need to enter the code.

To quick arm the system in the Away mode, from the top-level display, press AWAY, AWAY.

The quick arm feature only works if the alarm system is in the OFF mode, and if no alarms are sounding. This feature is disabled when the system is shipped from the factory. If desired, it can be enabled or disabled at any time - See *Set Up Arming, Quick Arm Enabled*.

## Bypassing Zones

### 8 = BYPASS

You can Bypass a zone that you do not want protected while the system is armed.

Bypassing is also the only way that a tamper or panic zone can be disarmed. For example, if there is a liquor closet or gun case on a tamper zone, then you must bypass that zone to gain access to it.

Another reason to Bypass a zone is if the zone is having trouble. If a zone is causing a trouble indication, you can bypass that zone to "cut it out" of the system until repairs are made.

When a zone is bypassed, it is no longer checked for alarm or trouble conditions. When you bypass a zone using the console (or over the phone) it will stay bypassed until you restore it. The console status display will show that the zone is bypassed only when the security system is disarmed. When the system is armed, it does not display bypassed zones.

To bypass a zone, from the main menu or from the top-level display, press 2 on the console keypad, then 8 for bypass.

Enter the zone number followed by the '#' key, or use the arrow keys to select the zone. After the zone is entered, you will be prompted to enter your security code.

The console will beep once, and the top-level display will return. The bottom line will now read "ZONE NAME BYPASSED" to remind you that the zone is bypassed.

If a Fire zone is bypassed, the console will continue to beep until that zone is restored - See *Restoring Zones*.

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### Auto-Bypass

In order to prevent the alarm from sounding unexpectedly if a window or door is open when the system is armed, the Aegis will automatically bypass a zone if the zone is not ready when the system is armed. When this happens, the display will indicate that the zone was bypassed.

Note that there is an exit delay before the system is armed in any mode. The bypass will only take place if the zone is not ready when the exit delay is over and the system actually arms itself.

When a zone is Auto-Bypassed, it will be automatically restored the next time you arm or disarm the system. The auto-bypass is recorded in the event log as "ZONE NAME BYPASSED".

To prevent any zone from being bypassed unintentionally, you should always look for "SYSTEM OK" on the display before arming and leaving the premises.

When arming a different area, in Auto-Bypass mode, all zones in that area must be ready. If any zones are not ready, you must manually Bypass those zones before arming that area.

The Auto-Bypass feature can be disabled if you do not want the system to automatically bypass open zones. If the auto-bypass feature is disabled, the alarm will sound if a zone is open and the system is armed.

**NOTE:** The Auto-Bypass feature is disabled on UL Listed Installations.

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## Restoring Zones

### 9 - RESTORE

Restoring a zone puts it back on active duty in the system. When restored, the Bypassed indication will no longer be displayed on the status line and the zone will be checked for alarm and trouble conditions.

To restore a zone, from the top-level display, press 2 on the console keypad, then 9 for restore.

Enter the zone number followed by the '#' key, or use the arrow keys to select the zone. Press '0' as the first key to restore all zones. The 0 = ALL choice is removed once a digit key or the down arrow is pressed. After the zone or all zones is entered, you will be prompted to enter your code.

station time to call you back.

When a voice dial out is answered, a pre-programmed message is repeated two times. At any point during the message, the called party can enter a code as described in Emergency Dial Out to log in and stop the Aegis from dialing any further numbers.

If the called party is busy, does not answer, or answers but does not enter a code, then the Aegis goes to the Dial Order to determine the next number to dial, and the next call is made. When the last call is made in the Dial Order, the house phones are reconnected and the system stops dialing.

- The system continues to sound all alarms and flash the flashing light for 1-30 minutes after the alarm is activated.
- After a 1-30 minute period, the outside siren and interior sounder are turned off, and the alarm system resets itself. The console beeper stays on. If a zone is tripped after a reset, the outdoor siren will again be activated, and the dialer will again dial out.

At any time, the alarm system can be turned off at the console.

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#### **Fire Alarm Activated**

When the fire alarm is activated by the smoke/fire detector(s), the alarm responds exactly as described under Burglar Alarm Activated, except:

- The console display reads, "FIRE ALARM! ZONE NAME TRIPPED"
- The interior and outside siren will activate in a three pulse temporal pattern to distinguish the fire alarm from the burglar alarm.
- The Central Station (if used) will receive a Fire Alarm signal.

The fire alarm takes priority over the burglar alarm, however, if a gas alarm is already active, it will not override the gas alarm output.

**NOTE:** If multiple alarm types occur, such as both Fire and Police, the display will alternate between the alarm types.

The console will beep and the display will return to the top-level display.

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## # - GOTO

To Bypass or Restore a zone in another area, you must first "go to" that area by selecting #=GOTO.

AREA:  
ENTER AREA:

At this point you may enter the area number followed by the '#' key, or use the down arrow key to scroll to the next area - See *Area Arming* for additional information.

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## What To Do When You Come Home

Entry through a door:

- If you enter your home while the system is armed in the Day or Away modes, using your normal entry door:
- Console beeper comes on - display indicates:  
" \*\*\* DISARM SYSTEM \*\*\* - PRESS OFF THEN CODE"
- Any lights or control modules programmed to come on for the door that you used will do so.
- The system will wait the Entry Delay time.

You should go to your console (or telephone) immediately and turn the security system off. If you wish, you may go directly to a different security mode, rather than turning the system OFF.

If you return home and hear the alarm sounding or the outdoor lights are flashing, **Do Not Enter**. Use a neighbor's phone to call for help.



## **What Happens When the Alarm is Activated**

### **BURGLAR ALARM ACTIVATED**

If someone enters through any zone other than an Entry-Exit zone, if the security system is in the Night mode, or if the security system is not turned off during the Entry Delay:

- The interior sounder is activated, which makes a loud, continuous sound.
- The display shows the type of alarm and the zones that have been tripped: "BURGLAR ALARM! - ZONE NAME TRIPPED"

If more than one zone is tripped, then the bottom line will show each zone tripped for two seconds.

- The When Alarm macro is activated. Any units programmed to come on will do so.
- The Flash For Alarm Unit Number begins to flash on and off.
- The system now waits the Outside Siren Delay. (0 - 60 seconds)
- The Outdoor Siren is activated, which makes a loud, continuous sound.
- The system now waits the Dial Out Delay. (0 - 60 seconds)
- The in house phones are seized (disconnected) and the Aegis begins to dial out.

If you are having your system monitored by a central station, the central station will be sent a code representing the type of alarm (burglary) and zone involved. In most cases, the central station will call back, requesting your password or passcode.

If you are not using central station monitoring but are using the voice dial out capability, the system looks at the Dial Order to determine which number to call first, and calls that number.

If you are using both central station monitoring and voice dial out, then the voice dial out is delayed by five minutes to give the central

## Gas Alarm Activated

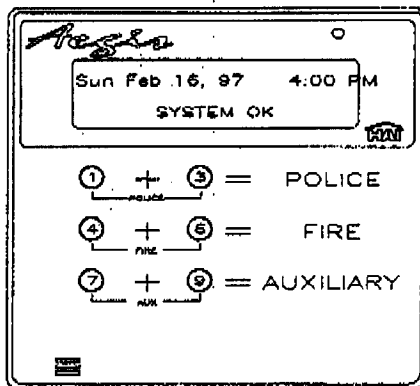
When the gas alarm is activated, the alarm responds exactly as described under Burglar Alarm Activated, except:

- The console display reads,  
"GAS ALARM! ZONE NAME TRIPPED"
- The Interior sounder will pulse on - off - on, then an extended off period to distinguish it from the burglar or fire alarm.
- The outside siren will pulse on - off - on, then an extended off period to distinguish it from a burglar or fire alarm.
- The Central Station (if used) will receive a Gas Alarm signal.

The gas alarm takes priority over the burglar alarm, however, if a fire alarm is already active, it will not override the fire alarm output.

## Emergency Keys

Emergency alarm conditions can be activated through the console. These conditions (Fire, Police And Auxiliary) are initiated with the simultaneous depression of two key for approximately 1 second.



**NOTE:** The Emergency keys are always armed. The Fire and Auxiliary emergency alarms are silenced by pressing the '\*' key. To cancel a Police emergency alarm you must press the OFF key and enter your code.

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**Emergency**

When the 1 key and the 3 key is pressed simultaneously, the Police Emergency alarm is activated. This alarm operates exactly the same as described for Burglar Alarm Activated except:

- The console display indicates:  
"BURGLARY! - POLICE EMERG TRIPPED".
- The When Burglary Alarm macro is activated.
- The interior sounder and the outdoor siren are activated immediately. Note that there is no outside siren delay for emergency buttons.
- The central station (if used) will be sent a code representing the type of alarm (police emergency button).

The voice message is delivered to the called party when the phone is answered and someone speaks. The message is repeated two times. At any point during the message, the called party can enter a Master or a valid Manager code as described in Emergency Dial Out to log in and stop the Aegis from dialing any further numbers.

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**Emergency**

When the 4 key and the 6 key is pressed simultaneously, the Fire Emergency alarm is activated. This alarm operates exactly the same as described for Police Emergency Button except:

- The interior sounder and exterior siren pulse on and off to distinguish the fire alarm from the burglar alarm.
- The console display will read:  
"FIRE ALM - FIRE EMERG TRIPPED".
- The When Fire Alarm macro is activated.
- The Central Station (if used) will receive a Fire Emergency Button signal.
- The voice dialer dials out to report the Fire Emergency Button.

The Fire Emergency alarm can be turned off at any time by pressing the '\*' key.

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**Auxiliary Emergency** When the 7 key and the 9 key is pressed simultaneously, the Auxiliary Emergency alarm is activated.

- The console beeper comes on - display indicates: "AUX ALARM! AUX EMG BTN TRIPPED".
- The When Auxiliary Alarm macro is activated.
- The Flash For Alarm Unit Number begins to flash on and off.
- The system waits the Dial Out Delay.
- The in house phones are seized (disconnected) and the Aegis begins to dial out.
- If the system is being monitored, the central station will be sent a code representing the type of alarm.

If the voice dialer is being used, the message is repeated two times. At any point during the message, the called party can enter a Master or a valid Manager code as described in Emergency Dial Out to log in and stop the Aegis from dialing any further numbers.

If the called party is busy, does not answer, or answers but does not enter a code, then the Aegis goes to the next number to dial, and the next call is made. When the last call is made in Dial Order, the house phones are reconnected and the system stops dialing.

- The console beeper continues to sound until the alarm is disarmed.

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**Duress Code  
Entered or  
Duress Alarm  
Activated**

(See *Duress Code* for a description of when to use.)

In the event that you enter your duress code, or a zone configured as a Duress zone is tripped, the system performs a silent dial out as follows:

- No alarms, lights or console beepers are activated. The system does not display the duress alarm.
- The system waits the dial out delay, then begins to dial out.

If you are having your system monitored by a central station, the central station will be sent a code representing the type of alarm (duress).

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**Alarm Reset**

The alarm system will reset itself after the outside siren has been on for 1-30 minutes. When the alarm system resets, any zone that is ready is reactivated, so the alarm system will be activated again if the zone is tripped. If a zone remains **not ready** (i.e. a door has been left open) it will be automatically bypassed when the alarm resets.

The console will display, "(FIRE, BURGLAR, or EMERGENCY) ALARM RESET" when this happens. The Flash For Alarm lights will continue to flash. The dialer will continue to dial until all numbers have been dialed.

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**Alarm Cancel**

At any time, you can silence your alarm system by pressing the OFF key and entering your code. If the system has reported, or is in the process of reporting an alarm to a central station, it will send the alarm code followed by a code indicating that the alarm has been canceled by the user.

If an alarm is canceled before the dial out delay has expired, the system will not report any alarm.

If an alarm is canceled during a voice dial out, the system hangs up immediately, unless the recipient of the call has entered a master or access code.

## Trouble Indications

The Aegis constantly monitors the alarm zones and several internal matters and will alert you if it detects trouble. The particular trouble is indicated on the bottom line of the display and a trouble signal is given by beeping the console beeper continuously, 2 beeps per second.

When any trouble condition occurs, the console will beep twice per second and continue to beep until the '\*' key (cancel) is pressed to acknowledge the trouble. The console will say "TRBL NOW" (trouble now) if the trouble condition actually exists while you are looking at the console. It will say "HAD TRBL" (had trouble) if the trouble condition occurred and then corrected itself.

The trouble indications and their meanings are shown below.

- **ZONE NAME TRBL NOW or HAD TRBL:** If the reading for a zone becomes abnormal, trouble will be indicated on that zone. See *Status | Test*. Trouble on security zones is usually caused by excessive resistance in the contact and wiring. If the cause is not obvious, call your installer for service.
- **AC POWER OFF TRBL NOW or HAD TRBL:** Indicated if the normal house current powering the Aegis controller is interrupted for more than 3 minutes. If this happens without good cause, check the wall mounted transformer to ensure that it hasn't come out of the wall socket; check to see that the socket has power; check the MAIN fuse (F3) on the Aegis controller to be sure that it is good.
- **BATTERY LOW TRBL NOW or HAD TRBL:** Every hour, the Aegis makes a dynamic test of the battery. The charger is turned off and a load is placed on the battery for 10 seconds, then the battery voltage is read. If the battery voltage is too low, then the console will indicate "BATTERY LOW". If this happens, make sure that the battery is connected and that the Battery fuse (F5) is good. The "BATTERY LOW" indication will remain until the next battery test is run, 1 hour later, or when a Show Test command is given.
- **COMMUNICATOR TRBL NOW:** Indicated if the digital communicator (not the voice dialer) was unable to make contact with the Central Station after trying both numbers multiple times.

This indication will remain until the digital communicator tries again (as a result of a reportable alarm or event occurring) or until both phone numbers are removed from the digital communicator. If this happens, there could be a problem with the system, central station, phone line, or the wrong phone numbers have been entered in the digital communicator. Call your dealer for service.

- **PHONE LINE DEAD TRBL NOW or HAD TRBL:** Indicated if the phone line is dead for more than 1 minute.

To silence the trouble beeps on the console, press the '\*' key. If more than one type of trouble has occurred, the display will show each one for two seconds. Pressing the '\*' key will acknowledge all trouble indications.

If the trouble condition occurs again, the console beeper will beep again - See *Set Up Arming, Beep On Trouble* if you wish to disable the beeper.

- **NO CONTROLLER DATA:** Indicated in the event that the console's alarm functions are no longer operational. This may indicate a wiring problem to the console or a more serious problem. Call your installer for service.

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## Codes

There are 99 user codes that you may assign to users of the system. All Aegis codes are 4 digits in length. A code can be any number from 0001 to 9999. Each user should be assigned a security code with an authority level, areas that can be accessed (if area arming is being used), and times in which the code will be valid. Memorize your codes! Don't give them to anyone who doesn't need to know them.

The levels of authority that you can assign to a user code are Master, Manager, and User.

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### Master Code

The Master code allows complete access to the entire system. Only the owner(s) or the one(s) who will govern the system should have and use the master code. A Master code is allowed access to all areas, all the time.

If you have a Master code, your code is valid in any area. If you are in Area 2, and wanted to arm the system in the Away mode, simply press the AWAY key and enter your code. The system will automatically arm Area 2. The security state of Area 1 will not change.

If you have a code that is only valid in Area 1, you will not be able to disarm or arm any other area.

If you are in Area 1 and wish to disarm the security system in Area 2, the Aegis will allow you to disarm Area 2 from the console in Area 1 if you have a Master code or a code that is valid for both areas.

From the top-level display or from the main menu, press the 2 (SEC) key on the console keypad.

Press the 0 (OFF) key, the display will show:

```
DISARM
ENTER CODE:      #-AREA
```

Press the '#' (AREA) key, the display will show:

```
AREA:
ENTER AREA      0=ALL ↓
```

The Area number can be entered followed by the '#' key, or the arrow keys may be used to scroll through a list of areas. If the '0' key is pressed, then all areas will be selected.

Press the 2 key then the '#' key. You will then be prompted to enter your code. The display will show:

```
DISARM AREA 2
ENTER CODE:
```

If the '0' (ALL) key had been selected, the display will show:

```
DISARM ALL AREAS
ENTER CODE:      #-AREA
```

As the four-digit code is entered, "X" characters are echoed after the "ENTER CODE:" prompt.



User code 1 is always set to a Master code - See *Set Up Codes*.

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**Manager Code**

The Manager codes can arm/disarm the security system in assigned areas, during assigned times. The Manager code can access functions that are code protected in High Security mode. Managers may also access the system from an outside telephone line.

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**User Code**

User codes can only be used to arm and disarm the security system in assigned areas when the time assigned to that code is valid.

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**Duress Code**

If you are forced to disarm the system against your will by an intruder, disarm it as you normally would, but use the Duress code instead of your normal code. The system will disarm normally. No sirens will sound, no lights will flash, but the Aegis will perform a silent dial out and say that this is a silent alarm.

To stop a silent dial out, turn your security system off the usual way, pressing OFF key, then your code.

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**Panic Switches**

If you have had panic switches installed, they are always armed. Pressing a panic switch will cause the alarm to sound inside and outside immediately. This alarm can only be silenced by pressing the OFF key and a valid code on the console.

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**Area Arming**

If your installer has enabled the Area feature, the security system may be armed in one Area, and disarmed in another. In fact, each area may be armed in different security modes at the same time. Each area will have its own console that will control that area independently from the other.

When disarming the security system or arming the security system in any mode, the system will automatically control all security functions in the area of that console if your code is valid for that area.

If the Master code or a valid code is entered, the console will beep one time and Area 2 will be disarmed.

Even if Auto Bypass is enabled, the system will not arm another area if any zones in that area are not ready. If any zone in Area 2 is not ready (open), after you enter the code, the console will beep three times and display "AREA 2" on the top line, and "ZONE NOT READY" on the bottom line.

```
AREA 2
ZONE NOT READY  #-RETRY
```

In order to arm Area 2 from a console in Area 1, you must first secure or Bypass any zones in Area 2 that are not ready. Pressing the # key will retry the arming process.

To Bypass or Restore a zone in Area 2 from a console in Area 1, or viceversa, it is first necessary to "go to" that area.

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## GOTO Area

From the security menu, press the # (GOTO) key on the console keypad.

```
AREA:
ENTER AREA          ↓
```

The Area number can be entered followed by the '#' key, or use the arrow keys to scroll through a list of areas. Once the area is selected, you are prompted to enter your code:

```
GOTO AREA 2
ENTER CODE
```

The console (AREA 1) will now be temporarily assigned to the selected area (AREA 2) if a valid code for that area (AREA 2) is entered. All security and control commands will now operate on the selected area (AREA 2), just as if you were physically at a console assigned to that area (AREA 2). All status displays will show the status of the selected area.

The top line of the display will show the name and security mode for that area.

Use the "go to" function again to return to the area normally assigned to that console (AREA 1). The console will automatically return to its normal area after three minutes of inactivity at the console.

## Testing Your System

Home Automation, Inc. recommends testing your system on a weekly basis to ensure that you are fully protected.

To test your system, you will need a partner to walk around your home and open and close all doors, windows, etc. that are connected to the system while you watch the console.

### Procedure:

1. Close all doors and windows, allow all motion detectors to return to normal. The display should read "SYSTEM OK".
2. Turn the security system mode to Off.
3. From the top-level display or from the main menu, press the 6 key then the 4 key.
  - The Battery reading should be over 195 - See *Status | Test*.
4. Press the down arrow one time.
  - Loops 1 - 6 should be between 135 and 145.
5. Press the down arrow one time.
  - Loops 7 - 12 should be between 135 and 145.
6. Press the down arrow one time.
  - Loops 13 - 16 should be between 135 and 145.
7. If zone expansion is being used, use the down arrow to view the status for all additional zones.

8. Press the '\*' twice to return to the top-level display. Have a partner open each door and window, then close it. The display should show the zone name as being "NOT RDY" and then return to "SYSTEM OK."
9. Trip all motion detectors; the same should happen.
10. Notify your Central Station that you intend to test the system. To test the interior sounder and exterior siren, press the 1 and 3 keys simultaneously. Press the OFF key and your Code within 5 seconds to prevent the system from dialing out. You should have heard both sirens activate.
11. Test your smoke detectors as recommended by the manufacturer. Be ready to silence the alarm system as soon as it sounds.
12. Pick up an inside phone and press the # key. When the menu is spoken, press 3, then 8. The Aegis should say "ADDRESS IS:" and play your name and address. If it does, the telephone dialer, telephone access and telephone control systems are all working correctly.
13. Turn on, then off each lamp or appliance module used in the When Alarm macro and Flash For Alarm purposes.
14. If you wish to test your system's link to your Central Station monitoring service, call them first and inform them that you will be testing your alarm system. Set off the alarm, allowing sufficient time for any dial out delays that you may have, then turn the alarm system Off. The Central Station should receive the alarm code.
15. Test is complete. Be sure that you have restored any bypassed zones.

## High Maintenance

Your Aegis controller and the consoles are designed to require very little maintenance.

For smoke detectors, motion detectors, and other components not manufactured by Home Automation, Inc., follow maintenance procedures outlined by the manufacturer.

Consoles can be cleaned using a mild detergent and a soft cloth.

Every three years, or if the "BATTERY LOW TROUBLE NOW" indication comes on and stays on for an extended period without reason, the rechargeable battery in the controller should be replaced. The recommended battery type is a 12 volt, 7 amp-hour sealed lead-acid battery.

To replace the battery, disconnect the red battery wire from the battery (+) terminal. Cover the connector at the end of the wire with electrical tape to avoid its touching anything in the enclosure. Disconnect the black wire from the battery (-) terminal and cover the connector at the end of the black wire with tape. Remove the old battery. Install the new battery by reversing the removal procedure. Be very careful to connect the Black wire to the (-) terminal on the battery. Red wire to the (+) terminal.