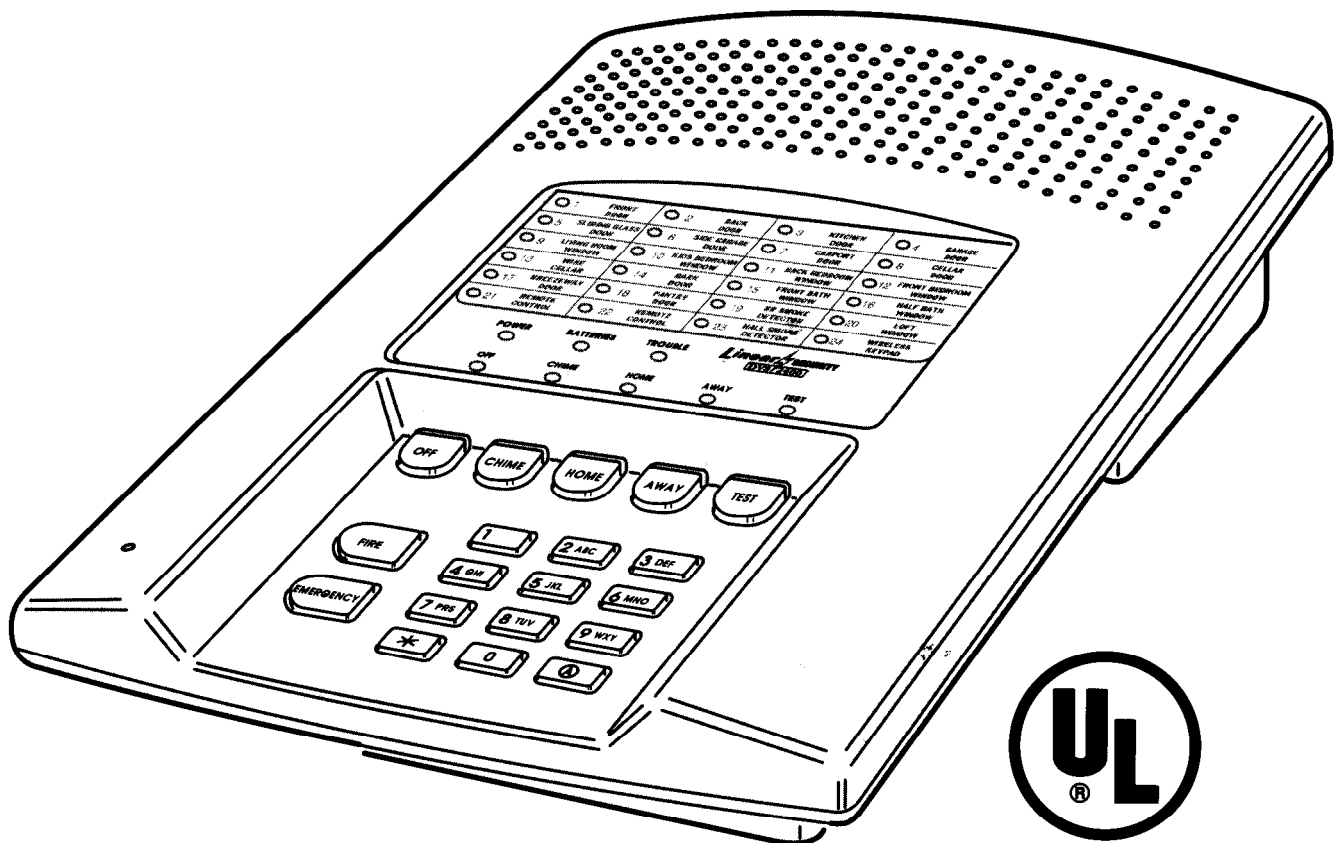


Linear SECURITY

DVS 2400

SUPERVISED WIRELESS SECURITY CONSOLE

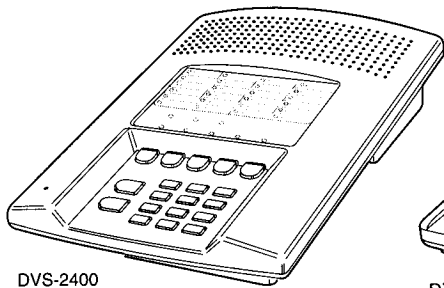


User Manual :

Linear

(760) 438-7000 • FAX (760) 438-7043
 USA & Canada (800) 421-1587 & (800) 392-0123
 Toll Free FAX (800) 468-13

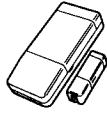
1. THE DVS-2400 SECURITY SYSTEM



DVS-2400
CONSOLE



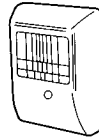
DXS-10
WIRELESS
KEYPAD



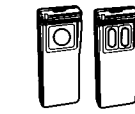
DXS-31
DOOR/WINDOW
SENSOR



DXS-81
BILL TRAP †



DXS-54
PIR



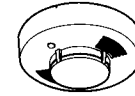
DXT-21 & DXT-23
REMOTES †



DXT-61
REMOTE †



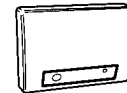
DXT-41 & DXT-42
REMOTES



DXS-72
SMOKE DETECTOR



DXS-71
SMOKE DETECTOR



DXS-91 GLASS
BREAK DETECTOR †

† NOTE: These accessories are not listed by UL.

CONSOLE

The DVS-2400 Console is the heart of the system. It monitors all of the system's wireless sensors and controls the alarm sirens.

The Console constantly monitors the condition of the system's sensors, displaying which protected doors and windows are open or closed. If an alarm occurs, the Console displays which sensor(s) caused it. When a sensor has a low battery, the Console displays which sensor needs a new battery. Sensors that send hourly status transmissions keep the Console informed of their operating condition.

Up to eight different custom user codes can be used to operate the system. For security, a user code must be entered to disarm (turn off) the system. The system can be armed (turned on) by entering a user code, or with the unique "Quick Arm" feature. The six restricted user codes can only arm and disarm the system, no programming changes are allowed. The master user code is allowed to program the Console, and a duress code can be selected for emergency disarming of the system with a duress report to the Central Station.

The Console's memory will retain the user codes and all of the system's programming, even during a total power loss. An optional backup battery can be installed to power the system during short power failures.

The built-in digital communicator connects the Console to a Central Alarm Monitoring Station through the telephone. With a monitored system, the central station can dispatch authorities in case of burglary, fire or other emergency. The central station can also call family, friends, neighbors, or anyone else designated on a custom call list.

Each sensor can report directly to the Central Station using the digital communicator's Point ID feature. If a sensor triggers an alarm or experiences supervisory trouble, a unique report code can be sent for immediate identification of the event.

The optional Models VB-2 or VB-3 digital voice synthesis modules can be installed in the Console. The VB-2 module provides three exciting features: 2-way audio monitoring capability at the Central Station through the communicator, local human voice prompts from the Console's speaker, and voice prompted remote system control using in-house or off-site pushbutton telephones. The economy Model VB-3 is the same as the VB-2 without 2-way Central Station audio capability.

The Console has 24-hour capabilities that are always ready to operate, even when the Console is disarmed. They can be triggered by buttons on the Console, the Wireless Keypad, portable remote controls and smoke detectors. Pressing the [EMERGENCY] or [FIRE] button for two seconds will cause an immediate siren and call the central station. **IMPORTANT: For personal emergency use only. Not for use as a UL Listed Medical Alert System.**

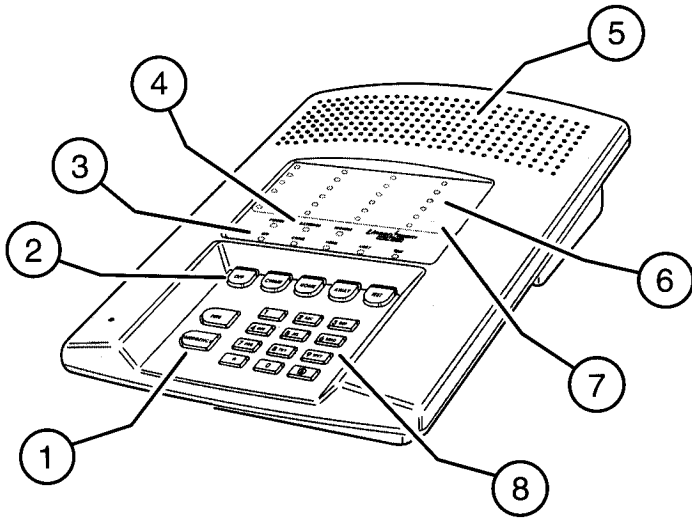
The Console's Environmental Zone is a 24-hour zone that can be triggered with sensors connected to devices such as water flow detectors, over/under temperature sensors, flood sensors, toxic gas detectors, etc. The Environmental Zone activates the chime annunciator without sounding the siren. The Environmental Zone does not send communicator reports.

An Automation Output in the Console provides an easy way to connect external devices to the Console. The output is fully programmable to activate on a variety of conditions, such as when the system is armed, during alarms, and during exit/entry delays. The Automation Output can connect to lighting control modules, relays, noisemakers, and indicators. The Console's and wireless keypad's (A) key and transmitters can control the Automation Output.

The Console can be programmed locally using its own keypad or remotely, over the telephone, using Linear's Model RA-2400 Remote Access software program. The RA-2400 upload/download program is a Windows™ application that runs on a personal computer and communicates with the Console through a modem.

A total of 24 sensors of the types listed on the next page can be used with each DVS-2400 Console.

4. CONSOLE FEATURES



1 24-HOUR BUTTONS

- ★ Pressing the **[FIRE]** button for two seconds sounds the fire siren and sends a "fire" message to a central monitoring station through the digital communicator (if the system is monitored).
- ★ Pressing the **[EMERGENCY]** button for two seconds sounds the emergency siren and sends an "emergency" message to a central monitoring station through the digital communicator (if the system is monitored).
- ★ Both work even when system is disarmed.
- ★ **IMPORTANT: For personal emergency use only. Not for use as a UL Listed Medical Alert System.**

2 MODE BUTTONS

- ★ Used to control the Console.

OFF

- ★ Off Mode disarms the system.
- ★ Switching to Off Mode stops the alarm siren.
- ✓ Multiple beeps sound and status lights flash if an alarm has occurred.
- ☞ **Multiple beeps mean caution. AN INTRUDER MAY STILL BE PRESENT.**

CHIME

- ★ Chime Mode disarms the system.
- ★ Switching to Chime Mode stops the alarm siren.
- ✓ Multiple beeps sound and status lights flash if an alarm has occurred.
- ☞ **Multiple beeps mean caution. AN INTRUDER MAY STILL BE PRESENT.**
- ★ Chime Mode is for monitoring doors and windows.
- ✓ Use this mode as an "automatic door chime" when at home.
- ✓ Opening any protected door or window causes Console to "ding-dong".

HOME

- ★ Home Mode arms the perimeter sensors, but not the interior sensors.
- ✓ Use this mode when anyone is staying behind.
- ✓ Interior motion detectors and interior door sensors are not armed.
- ✓ Home secure mode makes all delayed perimeter sensors instant.
- ✓ Secure exit mode starts an exit delay while remaining in Home Mode.

AWAY

- ★ Away Mode arms the entire system.
- ✓ Use this mode when leaving home.
- ✓ Door sensors set for delayed will have a delay that allows you to leave and enter the premises without sounding the alarm.
- ✓ Entry Delay beeps warn you to disarm the system before the siren starts.

TEST

- ★ Test Mode is for testing the system sensors.
- ✓ All sensor status lights blink when the Test Mode is entered.
- ✓ Each sensor status light will stop blinking when its sensor is tested.
- ★ Hold the **[TEST]** button down to test all of the Console's indicator lights.

3 MODE INDICATORS

- ★ Specific indicator will light showing the mode the Console is in.
- ★ HOME indicator will blink during secure exit and home instant modes.
- ★ AWAY indicator will blink during the exit delay in the Away Mode.

4 CONSOLE STATUS INDICATORS

- ★ Show the current status of the Console.

POWER LIGHT

- ★ Glows when AC power is on.
- ★ Dims when AC power is off and backup battery is installed.
- ★ Blinks when the backup battery is low, recharging or missing.
- ★ Off when AC power is off and no backup battery is installed (system disabled).

BATTERIES LIGHT

- ★ Blinks when one or more sensors has a low battery.
- ★ Press **[*]** key for one second to view sensor status. Sensor status indicator for any sensor with a low battery will light along with the BATTERIES indicator. Any trouble indications will follow during the five second status cycle.
- ★ Switch to Test Mode after replacing the sensor battery and completely test the system (see Test Mode). Switching to Test Mode clears the low battery indication.

TROUBLE LIGHT

- ★ Blinks when one or more sensors have not reported status during the eight hour status time window.
- ★ Press **[*]** key for one second to view sensor status. Sensor status indicator for any sensor that has not reported in will light along with the TROUBLE indicator. Any low battery indications will follow during the five second status cycle.
- ★ Switch to Test Mode after servicing the sensor and completely test the system (see Test Mode). Switching to Test Mode clears the trouble indication.

5 SIREN SPEAKER

- ★ Makes unique sounds for burglary, fire and emergencies.
- ★ Alarm sirens stop automatically after five minutes.
- ★ Sounds advisory tones to confirm keystrokes from the Console.
- ★ Sounds mode selections tones.
- ★ Sounds alarm memory tones.
- ★ Beeps when Automation Output is activated.
- ★ Speaks the system status information when optional VB-2 or VB-3 digital voice synthesis module is installed.
- ★ Terminals available for an external siren.

6 STATUS INDICATORS

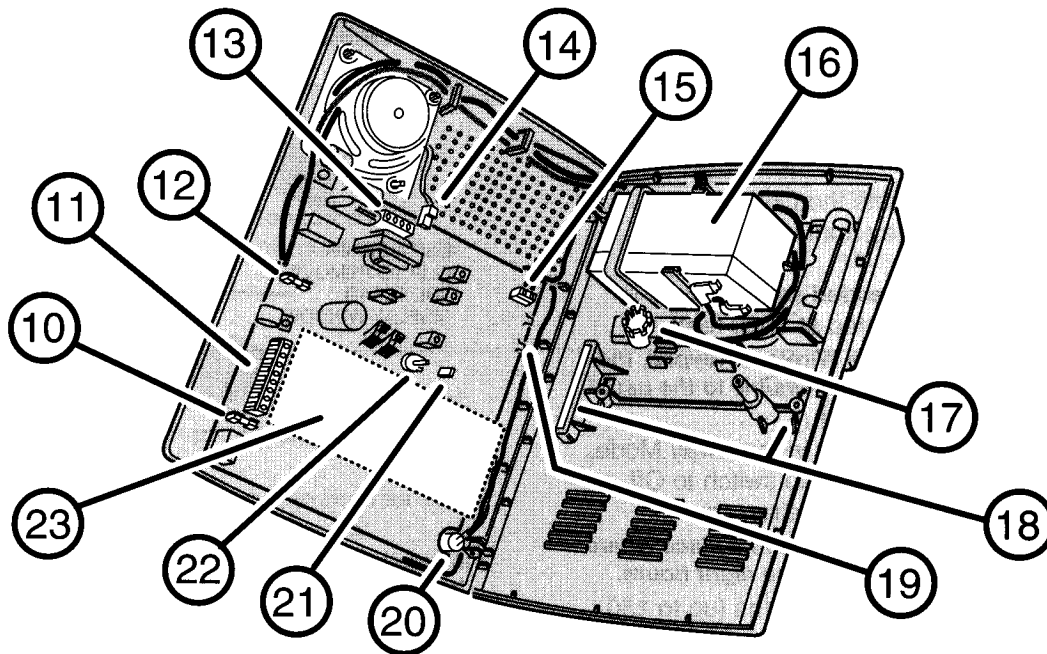
- ★ Indicates the status of each of the system's sensors.
- ★ Lights show which doors and windows are open.
- ★ Lights flash to display sensors that have caused an alarm.
- ★ Stick-on labels are provided to identify the custom sensor locations.

7 CASE ACCESS SCREW (HIDDEN)

- ★ Remove clear display window and sensor identification card to gain access to the screw.
- ★ Remove case access screw to unlock case. Case hinges open to the left.

8 KEYPAD

- ★ Backlit keys for easy viewing in low light conditions.
- ★ For entering the user's user code (numerically or alphabetically).
- ★ Used when programming system options.
- ★ Press **[(A)]** key to activate Automation Output.
- ★ Press the **[*]** key to clear keypad if the wrong key is pressed.
- ★ Press and hold the **[*]** key for one second to view sensor battery and supervisory status (see BATTERIES and TROUBLE indicator description).



10 AUXILIARY FUSE

- ★ Type 2AG, 1-amp fuse.
 - ★ Protects the external relay output when used with wet contacts (12 VDC switched out).
 - ★ Fuse will blow when load exceeds 1 amp.
- WARNING:** For continued protection against the risk of fire, replace only with the same type and rating of fuse.

11 MAIN TERMINAL BLOCK

- ★ Terminals for connection to the plug-in AC transformer.
- ★ Terminals for connection to an external siren speaker.
- ★ Automation Output to connect to an automation controller.
- ★ External relay output for “wet” contacts (switched 12 volts) or “dry” contacts (normally open 1 amp @ 24 volts maximum).

12 BATTERY FUSE

- ★ Type 2AG, 3-amp fuse for the backup battery.
 - ★ If the POWER light is flashing and the optional backup battery is installed and charged, check this fuse.
- WARNING:** For continued protection against the risk of fire, replace only with the same type and rating of fuse.

13 TELEPHONE TERMINAL BLOCK

- ★ Provides telephone connections for the digital communicator.
- ★ Provides telephone connection for voice prompted telephone remote control (optional VB-2 digital voice synthesis module required).
- ★ Provides seized ring and tip connections for local telephone instruments. Communicator will disconnect local telephones while on-line.

14 INTERNAL SPEAKER CONNECTOR

- ★ Connects the internal speaker to the Console circuit board.
- ★ 2-pin connector, non-polarized.

15 ANTENNA TERMINALS

- ★ Antenna and ground terminals for receiving signals from the system’s sensors.
- ★ Pre-wired to the Console’s internal wire dipole antenna.
- ★ Alternately connects to the Model LA-P local whip and remote antenna kit.

16 OPTIONAL BACKUP BATTERY

- ★ Space for 12-volt, 1.2 amp/hour backup battery. (Highly recommended.)
- ★ Backup battery is automatically charged and monitored by the Console.
- ★ Backup battery can power the Console for up to 6 hours.
- ★ **UL NOTE:** Normal estimated battery life should be 3 to 4 years.

17 WIRING ACCESS HOLE

- ★ Provides access to recessed wiring trough in base of Console.
- ★ Route cables for power, telephone, external speaker, etc. through this hole.
- ★ Loop for zip-tie strain relief provided next to hole.

18 WALL-MOUNT SLOTS

- ★ Used when mounting Console recessed in the wall.
- ★ Two mounting brackets (supplied) slide through slots and are retained by screws, clamping the unit to the wall.

19 RADIO TEST POINTS

- ★ Used to monitor the Console’s radio receiver during troubleshooting.
- ★ Provides connection for an audio amplifier to listen to the receiver’s output.
- ★ Helpful to determine sources of radio interference.

20 MICROPHONE (WITH MODEL VB-2 INSTALLED ONLY)

- ★ High sensitivity microphone.
- ★ Detects room audio when communicator is reporting to the Central Station in 2-way audio mode (Model VB-2 digital voice synthesis module must be installed).

21 ALC JUMPER

- ★ Enables the receiver’s automatic level control when jumper is installed.
- ★ Leave jumper installed for normal operation.
- ★ Remove jumper only during radio interference troubleshooting while listening to the receiver’s audio with an amplifier at the radio test points.

22 ANNUNCIATOR VOLUME CONTROL

- ★ Varies the volume of the advisory tones that come from the speaker.
- ★ Does **not** affect internal or external sirens (they are always full volume).

23 DIGITAL VOICE SYNTHESIS MODULE (OPTIONAL)

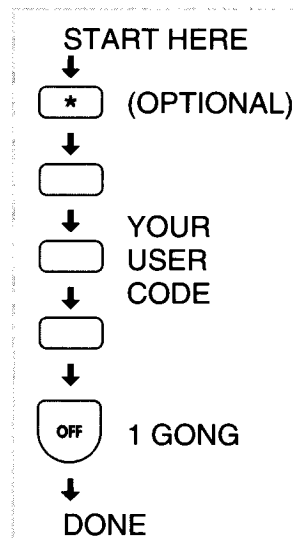
- ★ Two voice synthesis modules are available, the Model VB-2 and VB-3.
- ★ Both modules allow remote command of the Console using a standard pushbutton telephone, on or off site.
- ★ Both modules provide optional human voice prompts from the Console’s speaker.
- ★ The Model VB-2 gives the Console’s digital communicator listen-only, manual 2-way and full duplex 2-way audio capability with the Central Station.

9. CONSOLE OPERATING MODES

OFF MODE

- ◆ Use this mode to disarm the burglary portion of the system.
- ◆ Switching to Off Mode stops any alarms in progress.
- ◆ The 24-hour functions are still active in Off Mode and can be triggered by pressing the [FIRE] or [EMERGENCY] button.
- Switch to Off Mode by entering the user code, and pressing [OFF].
- * When the system is disarmed to Off Mode, the Console will sound one “Gong”.
- * If an alarm has occurred, multiple beeps will sound after disarming and the sensor light for the sensor(s) that caused the alarm will flash.
- 🔊 **NOTE: In Off Mode, protected doors and windows cannot trigger the burglary alarm.**

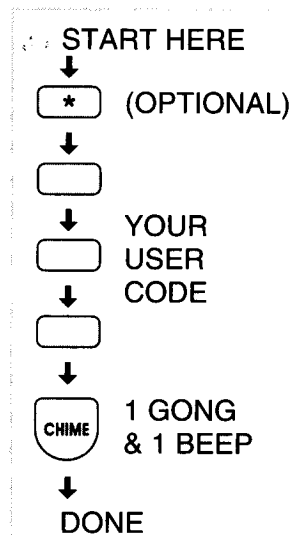
OFF MODE



CHIME MODE

- ◆ Chime Mode is for monitoring entries and exits without causing alarms.
- ◆ Use Chime Mode as an “automatic door chime” when at home.
- * Opening any protected door or window causes the Console to sound a “ding-dong”.
- Select the Chime Mode by entering a user code, then press [CHIME].
- The user can enter Chime Mode from Off Mode by holding down the [CHIME] key for two seconds.
- * When the system is switched to the Chime Mode, the Console will sound a “Gong” and one “Beep”.
- ◆ Going to Chime Mode disarms the system and stops any alarms in progress.
- 🔊 **NOTE: In Chime Mode, protected doors and windows cannot trigger the burglary alarm.**

CHIME MODE



HOME MODE

- ◆ Use this mode when sleeping or when anyone is staying inside.
- ◆ Home Mode causes an instant alarm when any perimeter sensor is triggered.
- ◆ Home Mode causes a delayed alarm when any exit/entry sensor is triggered (except in Home Instant Mode when they are instant).
- ◆ Alarm siren stops automatically after five minutes and the system will remain armed.
- ◆ Home Mode ignores all interior sensors (motion detectors, etc.).
- Arm to Home Mode by entering a user code, and pressing [HOME].
- The user can “Quick Arm” to Home Mode from Off or Chime Mode by holding down the [HOME] key for two seconds. (Quick arming can be disabled; see the “Advanced Programming” section of this manual.)
- ✱ When the system is armed to the Home Mode, the Console will sound a “Gong” and two “Beeps”.
- Enter a user code and press [OFF] or [CHIME] to disarm from Home Mode and/or stop the alarm siren.
- ✱ If an alarm has occurred, multiple beeps will sound after disarming and the sensor light for the sensor(s) that caused the alarm will flash (switch to Off Mode again or re-arm the Console to stop the flashing alarm memory light).

SECURE EXIT

- If the system is already in the Home Mode and the user wants to exit the premises while leaving someone inside *with the system still in Home Mode*, enter a user code and press the [HOME] key.
- ✱ A “gong” and two “beeps” will sound and the HOME light will blink for 30 seconds. No exit delay beeps will sound during the Exit Delay.
- ◆ The user can leave through a door with a delayed perimeter sensor during the 30 second Exit Delay without causing the Console to begin an Entry Delay.
- 🔊 **NOTE: The Exit Delay time can be changed; see the “Advanced Programming” section of this manual.**

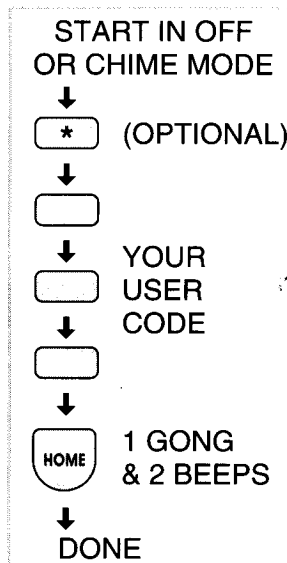
HOME INSTANT MODE

- If the system is already in the Home Mode and the user wants to make all exit/entry sensors instant, press the [HOME] key for 2 seconds.
- ✱ A “gong” and two “beeps” will sound and the HOME light will blink continuously.
- ◆ Because all exit/entry sensors will now cause an **instant** alarm when in Home Mode, the Console must be disarmed before opening any exit/entry delay door.

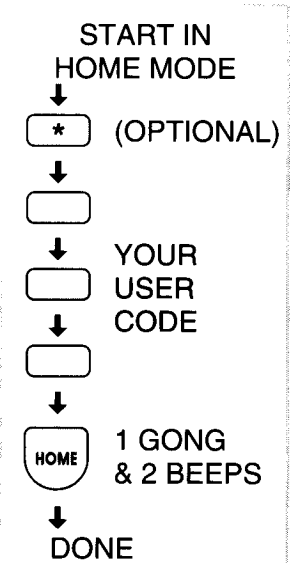
MANUAL BYPASSING OF SENSORS

- ◆ Manual bypassing of sensors in the Home Mode allows arming of the system at night with open windows, while still having perimeter protection with other closed doors and windows.
- ◆ The Console will resist arming with open door or window sensors.
- ✱ Four high-low beeps to warn the user that something is open and the system will remain in the previous mode.
- ✱ Lit sensor status indicators show which sensors are open.
- To manually bypass the open sensors, arm the system again *within 5 seconds*.
- ✱ A “gong” and two “beeps” will sound, the HOME indicator will light, and the open sensors will be bypassed.
- 🔊 **WARNING: Bypassed sensors cannot cause an alarm.**

HOME MODE



SECURE EXIT



QUICK ARM



HOME INSTANT MODE



AWAY MODE

- ◆ Use this mode when no one will be staying home.
- ◆ Away Mode causes an **instant** alarm when any perimeter sensor is triggered.
- ◆ Away Mode causes a **delayed** alarm when any exit/entry sensor is triggered.
- ◆ Away Mode causes an **instant** alarm when any interior sensors (motion detectors, etc.) are triggered. The interior sensors will be **delayed** if a perimeter delayed sensor is triggered first.
- ◆ Alarm siren stops automatically after five minutes and the system will remain armed. This can occur an unlimited number of times.
- Arm to Away Mode by entering a user code, and pressing [AWAY].
- The user can “Quick Arm” to Away Mode from Home, Chime or Off Mode by holding down the [AWAY] key for two seconds. (Quick arming can be disabled; see the “Advanced Programming” section of this manual.)

EXIT DELAY (For Leaving the Premises)

- * When the system is armed to the Away Mode, the Console will sound a “Gong” and three “Beeps”.
 - * During the 30 second Exit Delay, the Console will sound “beeps” and the AWAY light will blink.
 - ◆ The Exit Delay gives the user **30 seconds** to leave the premises through an exit/entry door without triggering an alarm.
 - * When the Exit Delay is over, the Console will sound one “gong” to warn the user that the system is fully armed.
- 🔧 **NOTE: The Exit Delay time can be changed; see the “Advanced Programming” section of this manual.**

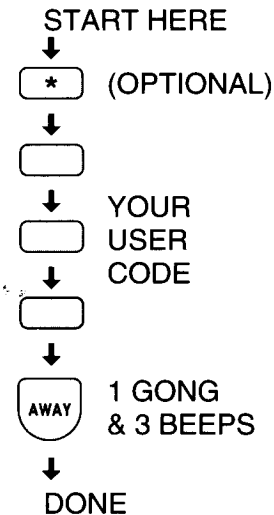
ENTRY DELAY (For Entering the Premises)

- ◆ The Entry Delay gives the user **45 seconds** to enter the premises through an exit/entry door without triggering an alarm.
 - ◆ If a exit/entry sensor is triggered, starting the Entry Delay, the interior sensors will also become **delayed** (this allows motion in the premises during the Entry Delay).
 - * During the 45 second Entry Delay, the Console will sound “beeps”.
 - ◆ When the Entry Delay is over, the Console will go into full alarm and sound the siren if it is not disarmed to the Off or Chime Mode.
 - * If an alarm has occurred while the user was gone, multiple beeps will sound after disarming and the sensor light for the sensor(s) that caused the alarm will flash (switch to Off Mode again or re-arm the Console to stop the flashing alarm memory light).
- 🔧 **NOTE: The Entry Delay time can be changed; see the “Advanced Programming” section of this manual.**

MANUAL BYPASSING OF SENSORS

- ◆ Manual bypassing of sensors in the Away Mode allows arming of the system with open doors and windows, while still having perimeter protection with other closed doors and windows.
- ◆ The Console will resist arming with open door or window sensors.
- * Four high-low beeps to warn the user that something is open and the system will remain in the previous mode.
- * Lit sensor status indicators show which sensors are open.
- To manually bypass the open sensors, arm the system again *within 5 seconds*.
- * A “gong” and three “beeps” will sound, the AWAY indicator will light, and the open sensors will be bypassed.
- 🔧 **WARNING: Bypassed sensors cannot cause an alarm.**

AWAY MODE



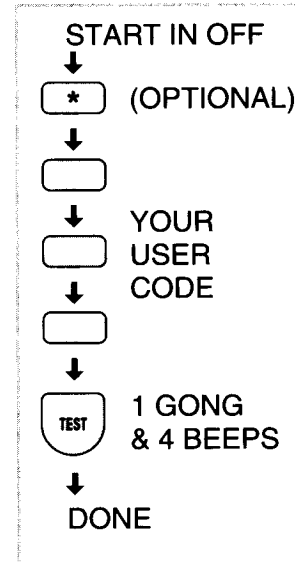
QUICK ARM



TEST MODE

- * Even though this is a self-monitoring supervised system, the National Burglar and Fire Alarm Association recommends that all security systems should be tested manually on a regular basis.
- ◆ The Console must be in Off Mode before going to Test Mode.
- Switch the Console into Test Mode by entering a user code and pressing [TEST].
- * When the system is switched to the Test Mode, the Console will sound a “Gong” and four “Beeps”.
- Holding down the [TEST] button in Test Mode will light all of the Console’s indicators.
- * The sensor status lights will flash for each sensor programmed into the Console.
- Go to each sensor and press its test button or open and close the protected opening.
- To test the wireless keypad, press the [(A)] key.
- * The Console will make a “bing” sound as each sensor is tested.
- * As each sensor is tested, the sensor status light for the sensor will stop flashing and return to showing the current status of the sensor.
- Continue testing until there are no flashing status lights.
- 🔊 **NOTE: If the Console is left unattended in Test Mode, it will automatically switch back to Off Mode after 3 minutes.**

TEST MODE



SENSOR FUNCTION IN EACH CONSOLE MODE

SENSOR TYPE	OFF MODE	CHIME MODE	HOME MODE	AWAY MODE
AUTOMATION	ACTIVATES AND DEACTIVATES THE AUTOMATION OUTPUT			
EMERGENCY	ARMED 24-HOURS - TRIGGERS EMERGENCY ALARM			
PANIC	ARMED 24-HOURS - TRIGGERS SILENT PANIC ALARM			
FIRE	ARMED 24-HOURS - TRIGGERS FIRE ALARM			
PERIMETER	DEACTIVATED	CHIME	INSTANT BURGLARY ALARM	
EXIT/ENTRY	DEACTIVATED	CHIME	DELAYED BURGLARY ALARM	
INTERIOR	DEACTIVATED	DEACTIVATED	DEACTIVATED	FOLLOWER (INSTANT BURGLARY ALARM UNLESS ACTIVATED DURING ENTRY DELAY)
CHIME	CHIME			
2-BUTTON ARM/DISARM (LEFT) 2-BUTTON AUTOMATION (RIGHT)	LEFT BUTTON SWITCHES CONSOLE TO AWAY OR HOME MODE (PROGRAMMING FUNCTION 50) IF ALARM MEMORY IS ACTIVE, SWITCHES CONSOLE TO OFF OR CHIME MODE (PROGRAMMING FUNCTION 51)		LEFT BUTTON SWITCHES TO OFF OR CHIME MODE (PROGRAMMING FUNCTION 51)	
2-BUTTON ARM (LEFT) 2-BUTTON DISARM (RIGHT)	LEFT BUTTON SWITCHES CONSOLE TO AWAY OR HOME MODE (PROGRAMMING FUNCTION 50) IF ALARM MEMORY IS ACTIVE, SWITCHES CONSOLE TO OFF OR CHIME MODE (PROGRAMMING FUNCTION 51)		RIGHT BUTTON SWITCHES TO OFF OR CHIME MODE (PROGRAMMING FUNCTION 51)	
ENVIRONMENTAL	ARMED 24-HOURS - TRIGGERS ANNUNCIATION ONLY			

Console Zone Table

10. SYSTEM TROUBLE INDICATIONS

- ◆ The DVS-2400 Console is a self-monitoring supervised wireless system.
- ◆ If the Console detects a problem with any of the supervised system sensors or backup battery, it will display the appropriate trouble indication and, if monitored, report the trouble to the Central Station through the communicator (depending on communicator programming).

CONSOLE LOW BATTERY

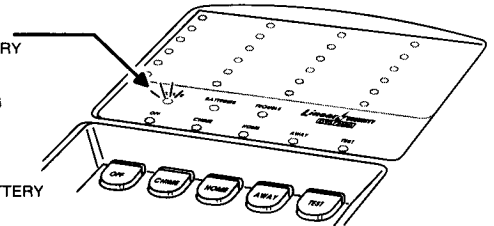
- ◆ The Console constantly charges and monitors the optional backup battery (if installed).
- ◆ If the backup battery condition is abnormal, the Console's POWER light will indicate the trouble.
- * The POWER indicator normally glows when AC power is on.
- * With a charged backup battery installed, if the Console loses AC power, the POWER indicator will dim as the Console runs on the backup battery.
- * If the backup battery is low, recharging, or not installed, the POWER indicator blinks when AC power is present.
- * If the AC power is off and no backup battery is installed, the POWER indicator will be off (in this case the system has no power and is disabled).
- Normal battery life for the type of backup battery used in the Console is 3-4 years. If the battery does not take a charge in 72 hours, it should be replaced.

POWER INDICATOR

ON WITH AC POWER AND CHARGED BACKUP BATTERY

BLINKS WITH LOW, RECHARGING OR MISSING BACKUP BATTERY

DIM WHEN AC POWER IS ABSENT AND CONSOLE IS RUNNING ON BACKUP BATTERY



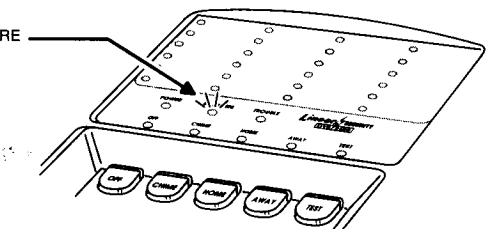
SENSOR LOW BATTERIES

- * When the BATTERIES indicator on the Console blinks, one or more sensors have a low battery.
- Press [*] key for one second to view sensor status. Sensor status indicator for any sensor with a low battery will light along with the BATTERIES indicator. Any trouble indications will follow during the five second status cycle.
- Replace the sensor's battery as described in their instructions.
- Switch to Test Mode after replacing the sensor battery and completely test the system (see Test Mode). Switching to Test Mode clears the low battery indication.

BATTERIES INDICATOR

BLINKS WHEN ONE OR MORE SENSORS HAVE A LOW BATTERY

LIGHTS WITH SENSOR INDICATOR DURING LOW BATTERY STATUS CHECK (PRESS * FOR 1 SECOND)



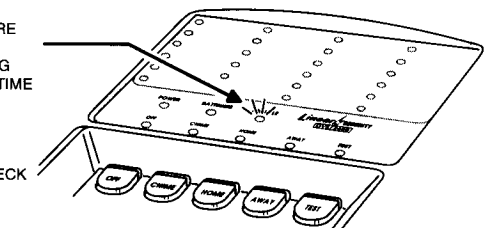
SENSOR RADIO TROUBLE

- * When the TROUBLE indicator blinks, one or more sensors have not reported status during the eight hour status time window.
- Press [*] key for one second to view sensor status. Sensor status indicator for any sensor that has not reported in will light along with the TROUBLE indicator. Any low battery indications will follow during the five second status cycle.
- Switch to Test Mode after servicing the sensor and completely test the system (see Test Mode). Switching to Test Mode clears the trouble indication.

TROUBLE INDICATOR

BLINKS WHEN ONE OR MORE SENSORS HAVE NOT REPORTED STATUS DURING THE EIGHT HOUR STATUS TIME WINDOW


LIGHTS WITH SENSOR INDICATOR DURING TRANSMITTER STATUS CHECK (PRESS * FOR 1 SECOND)



RESTRICTED USER CODES

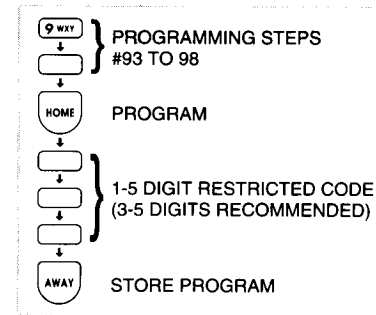
- ◆ The Console can be programmed with six restricted user codes.
- ◆ The restricted user codes cannot access Learn Mode, but can access all other system modes.
- ◆ The restricted user code is a good one to give to children or any user that should be restricted from programming the Console.

 **NOTE: For maximum security, a 3-5 digit code is recommended.**

 **WARNING: NEVER PROGRAM ANY RESTRICTED USER CODE THE SAME AS THE MASTER USER CODE! Access to Learn Mode will be impossible and the Console Master Reset function will have to be used.**


- Log the restricted user codes in the box below.

STEP # 93	RESTRICTED USER CODE #1	
STEP # 94	RESTRICTED USER CODE #2	
STEP # 95	RESTRICTED USER CODE #3	
STEP # 96	RESTRICTED USER CODE #4	
STEP # 97	RESTRICTED USER CODE #5	
STEP # 98	RESTRICTED USER CODE #6	



REMOVING USER CODES

- ◆ Any restricted or duress user code can be removed from the Console.
- ◆ Because access to programming would be impossible without a master user code, it cannot be removed using these steps.
- ◆ The master user code can be changed using programming Step #99.

 **NOTE: The master user code can be removed using the Console master reset, although all other system programming will be reset to factory values and all sensors programmed will be erased.**

