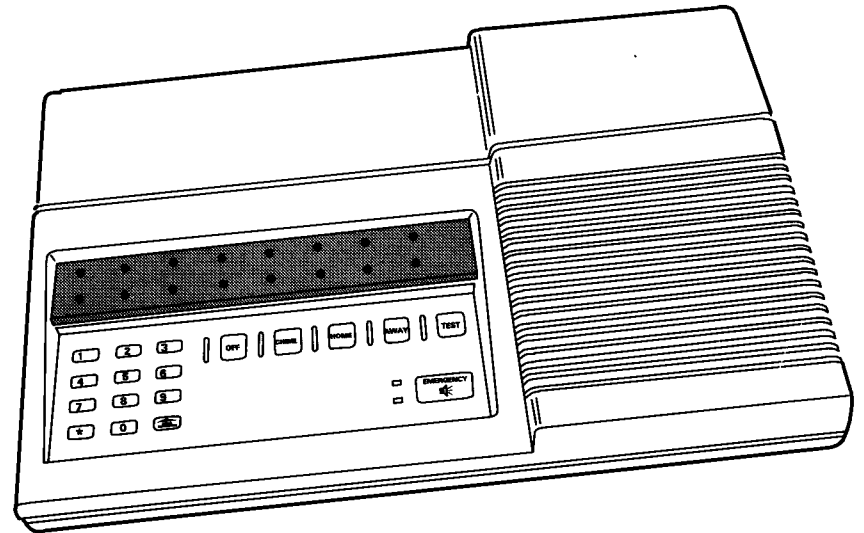


DF-16

WIRELESS SECURITY SYSTEM

Featuring: **Sensor
Status
Display**

Linear



**Installation Instructions &
Owner's Manual**

Linear

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INTRODUCTION

CONGRATULATIONS for selecting the DF-16 Security System. The DF-16 Console incorporates many advanced and sophisticated features. The system can be expanded and customized to fit your specific needs.

This system is a Residential Burglar Alarm. Many insurance companies offer discounts on homeowners and renters policies when a security system is installed. Discount credits vary with different companies and generally increase in savings with an increase in the level of protection. Ask your insurance agent about available savings for you.

The DF-16 Console and its accessories are designed and manufactured by the oldest wireless security company in North America. You can look ahead to many years of reliable service and peace of mind with the DF-16 on guard for you and your family.

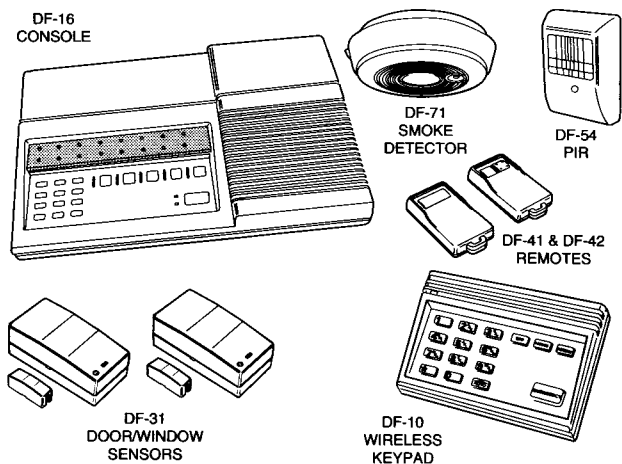
In this manual, the bullets preceding the text help to define the step. For example:

- ★ This symbol indicates a feature.
- ☞ This symbol indicates an action to perform.
- Ⓜ This symbol is for lighted indications or system sounds.
- 📌 This symbol is for important notes.

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1. THE DF-16 SECURITY SYSTEM



CONSOLE

The DF-16 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 caused it. When a sensor has a low battery, the Console displays which sensor needs a new battery.

Two different custom secret keypad codes can be used to operate the system. For security, a secret code must be entered to disarm (turn off) the system. The system can be armed (turned on) by entering a secret code, or with the unique "Quick Arm" feature.

The internal memory will "remember" your secret codes and all of the system's programming, even during a total power loss. A backup battery has been installed to power the system during short power failures.

A built-in Emergency Dialer connects the Console to a Central Alarm Monitoring Station through your 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 your family, friends, neighbors, or anyone else you designate on your custom call list.

The Console has "panic button" capabilities that are always ready to operate, even when the Console is disarmed. They can be triggered by a button on the Console, the Wireless Keypad and 2-button portable remote controls. Pressing the [EMERGENCY] button for two seconds will cause an immediate siren and call the central station.

A total of 16 sensors of all types listed below can be used with each DF-16 Console.

DOOR/WINDOW SENSORS

The DF-31 sensors monitor your doors and windows. They send radio signals to the Console. One type of signal is sent when the door or window is opened, and a different type of signal is sent when the door or window is closed. If the Console is armed, a sensor can trigger the Console's burglary siren when its door or window is opened.

WIRELESS KEYPAD

The DF-10 wireless keypad is used to control the Console remotely. It can be placed in a convenient spot so you don't have to go to the Console to control the system. The wireless keypad can also trigger the emergency siren and actuate the Automation Output. Pressing the [*] key will cause the Console to sound beeps corresponding to the current operating mode.

SMOKE DETECTOR

The DF-71 is a high quality smoke detector with a built-in, digitally-coded radio transmitter. The DF-71 is supervised to monitor alarms and low battery conditions.

The DF-71 sounds a local noisemaker as soon as smoke is detected. Twenty seconds after the local noisemaker sounds, the transmitter will send an alarm signal to the Console. The alarm signal will be repeated every 20 seconds as long as smoke is still present. A report will be sent when the smoke detection chamber clears.

REMOTE CONTROLS

The DF-41 single-button and DF-42 two-button remote controls can be used to remotely arm and disarm the Console. Each comes with a snap-action key chain.

The DF-42's right button controls the Console's automation output. Pressing both buttons triggers the Console's emergency alarm.

PASSIVE INFRARED MOTION DETECTOR

The DF-54 is a passive infrared (PIR) motion detector with a built-in supervised, digitally-coded radio transmitter. The PIR detects motion in its detection pattern by measuring the infrared emission levels of objects that it "sees". If the infrared levels change quickly, as when a person moves across the detection pattern, the PIR will recognize the change as an intrusion. The PIR then sends a signal to the Console. An alarm will be triggered if the Console is in the Away Mode.

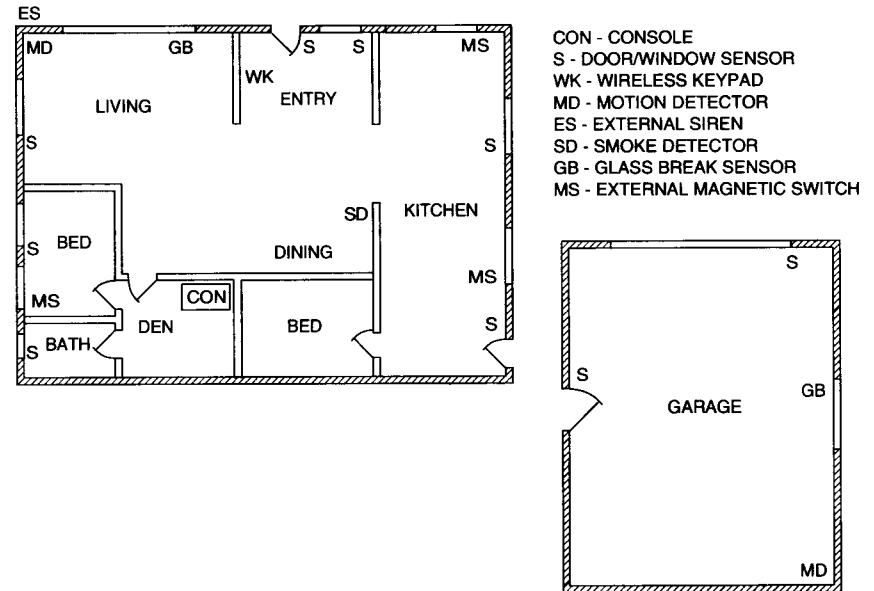
2. SECURITY SYSTEM FLOOR PLAN

EXAMPLE SYSTEM

- ★ The example shows a typical DF-16 system.
- ★ Any or all of the accessories shown can be used.
- ★ A total of 16 sensors (including keypads) can be used with each Console.

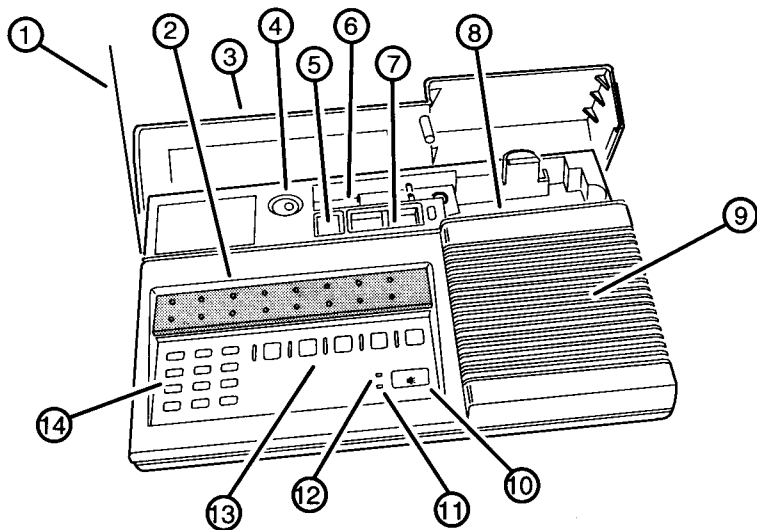
DESIGN THE SYSTEM

- ☞ Create a floor plan of the residence.
- ☞ Consider the security needs of the premises.
- ☞ Determine which doors and windows are vulnerable to intrusion.
- ☞ Figure which interior areas an intruder might go to if unlawful entrance is gained.
- ☞ Indicate locations for door/window sensors, interior motion detectors and external siren speakers.
- ☞ Decide on a centralized location for the security Console.



Example Residential Security System Floor Plan

3. CONSOLE FEATURES



1 ANTENNA

- ★ Receives signals from the system's sensors.
- ★ Can be rotated towards the top of the Console case for wall mounting.

2 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.
- ★ Lights blink to show any sensors that have a low battery.
- ★ Stick-on labels are provided to identify your custom sensor locations.

3 HINGED TOP COVER

- ★ Flips open to access special system features.
- ★ Can be locked closed for system security.

4 VOLUME CONTROL

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

5 LEARN BUTTON

- ★ Used to place the Console into the Learn Mode.
- ★ Learn Mode is used to add additional sensors to the system (up to 16 total).
- ★ Your secret code can be changed using Learn Mode.
- ★ Various advanced system programming options can be made in Learn Mode.

6 TERMINAL BLOCK

- ★ Terminals for connection to an optional external siren speaker.
- ★ Automation Output to connect to a Automation controller.

7 FUSE HOLDER

- ★ Holds fuse for the backup battery.
- ★ If the POWER light is flashing and the optional backup battery is installed and charged, check this fuse. (Pull fuse holder straight up.)

8 BACKUP BATTERY LOCATION

- ★ Space for optional 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.

9 SIREN SPEAKER

- ★ Makes unique sounds for burglary, fire and emergencies.
- ★ Alarm siren stops 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.
- ★ Optional weather resistant external siren available for louder alarms (one or two may be used).

10 EMERGENCY BUTTON

- ★ Pressing the [EMERGENCY] button for two seconds sounds the emergency siren.
- ★ Can send an "emergency" message to a central monitoring station if the optional Emergency Dialer is installed.
- ★ Works even when system is disarmed.

11 TEST SENSORS LIGHT

- ★ Lights every two weeks to remind you to test the system's sensors.

12 POWER LIGHT

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

13 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 IN YOUR HOME.**

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 IN YOUR HOME.**
- ★ 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.

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

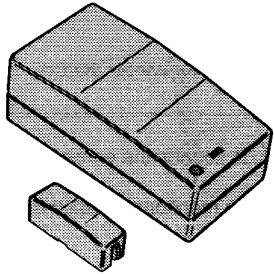
- ★ Test Mode is for testing the system sensors.
 - ✓ All sensor status lights blink when the Test Mode is entered.
 - ✓ Each sensor status light will stop blinking when its sensor is tested.
- ★ Hold the [TEST] button down to test all of the Console's indicator lights.

14 KEYPAD

- ★ For entering your secret code (numerically or alphabetically).
- ★ Secret code must be entered before switching to Off, Test or Learn Modes.
- ★ Used when programming system options.
- ★ Press [AUTO] key to activate Automation Output.
- ★ Press the [*] key to clear keypad if you press the wrong key.

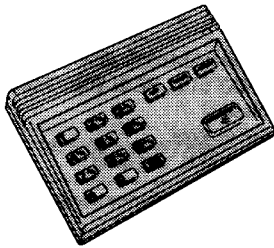
4. TYPICAL SYSTEM SENSORS

DOOR/WINDOW SENSOR



- ★ Sensor mounts on door or window with adjacent magnet.
- ★ Opening door or window moves magnet away, triggering sensor.
- ★ Pressing the case causes sensor to send a test signal.
- ★ Sensors should be tested when the TEST SENSORS light on the Console goes on.
- ★ Switch on back of sensor for INSTANT or DELAYED alarm setting.
- ★ Red transmit light shows that battery is in good condition.
- ★ Internal batteries are monitored by the Console.
- ★ Up to 3 years battery life (depends on frequency of activation).
- ★ Sensor contains internal terminals for connection to glass break detector and external magnetic switch accessories.

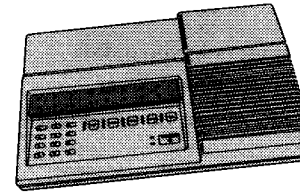
WIRELESS KEYPAD



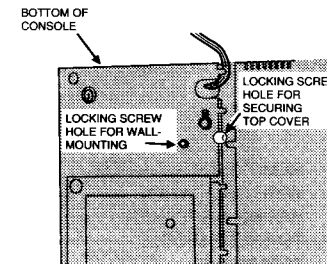
- ★ For controlling the system without having to go to the Console.
- ★ Emergency alarm can be triggered from wireless keypad at any time.
- ★ Green operation light.
- ★ Internal 9-volt battery is monitored by the Console.
- ★ Keypad will sound a beep when its battery is low.
- ★ Pressing [*] clears the keypad.
- ★ Holding [*] for two seconds sounds the mode beeps from the Console.
 - ✓ Off Mode: 1 "Gong"
 - ✓ Chime Mode: 1 "Gong" & 1 "Beep".
 - ✓ Home Mode: 1 "Gong" & 2 "Beeps".
 - ✓ Away Mode: 1 "Gong" & 3 "Beeps".
 - ✓ Test Mode: 1 "Bing" & 4 "Beeps".
- ★ Up to 3 years battery life (depends on frequency of activation).

5. CONSOLE INSTALLATION

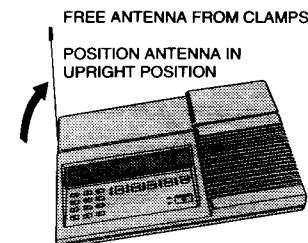
PLACE CONSOLE



- NOTE: Sensor signals must be able to reach the Console.
 - ✓ Try to centrally locate the Console.
 - ✓ Keep Console away from large metal appliances.
 - ✓ Maximum sensor range is 400 feet.
- NOTE: If you don't use the Wireless Keypad, the Console should be easily accessible to the usual entrance.
 - ✓ When the Console is set in the Away Mode, you have 45 seconds to switch to Off Mode before the burglary siren sounds.
- NOTE: Make sure the Console is in a place where the alarm can be heard during the night hours.
 - ✓ Optional remote external sirens (up to 150 feet from the Console) can be used to make alarms louder and remote their location.
- Locate the Console near a 115 VAC outlet not controlled by a light switch.
- Locate the Console within 8 feet of a telephone outlet (for the optional Emergency Dialer).
- ★ A cover locking screw is provided to lock down the hinged top cover.
- If desired, the Console can be mounted on the wall with screws.
 - ✓ A wall mount template is provided on the back of the Quick Operation Guide.
 - ✓ NOTE: If monitoring by the central station is desired, do not wall mount until the Emergency Dialer is installed.

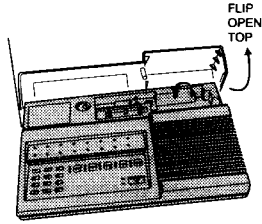
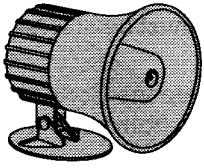


ERECT ANTENNA



- If desired, free the antenna from the retaining clamps and pivot it to the upright position.
- When wall mounting the Console, pivot the antenna so it points up when the Console is mounted on the wall.

EXTERNAL SIREN SPEAKER CONNECTION (OPTIONAL)



- ★ An external siren speaker alerts occupants and neighbors with a loud siren.
- ★ Use an 8-ohm weather-resistant horn speaker. **Do not use a horn siren with a built-in siren driver!**
- ★ The siren speaker connects to terminals located under the Console's top cover.
- ★ Up to two 8-ohm speakers can be used with each Console.
- ★ Up to 150 feet of 22 AWG wire can be used with each speaker.
- ☞ Open the Console top cover and locate the terminal strip.
- ☞ Route the speaker wires up through the wire access hole.
- ☞ Connect the wires to the left two terminals for a full volume siren without mode tones.
- ☞ Connect the wires to the center two terminals for a muted siren with the mode tones included.
- ☞ NOTE: Remove the jumper wire between the two center terminals only when connecting a speaker to the center terminals.
- ☞ The mode tone volume can be adjusted with the volume control.

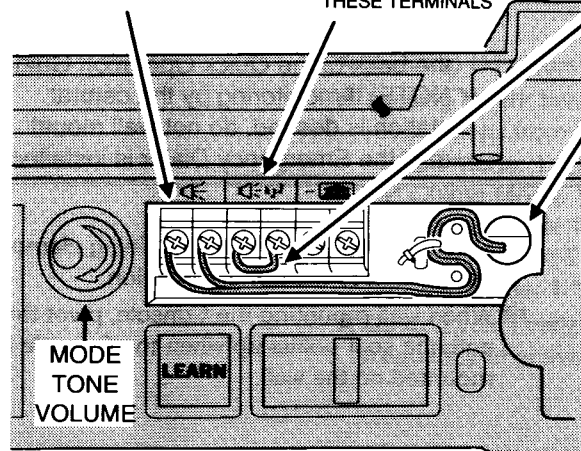
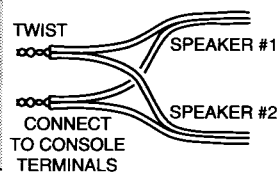
WIRE SPEAKER TO THESE TERMINALS (FOR FULL VOLUME EXTERNAL SIREN WITHOUT MODE TONES)

FOR MUTED EXTERNAL SIREN WITH MODE TONES, WIRE SPEAKER TO THESE TERMINALS

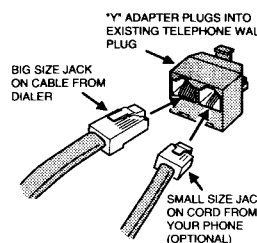
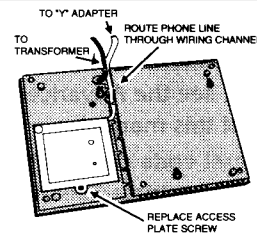
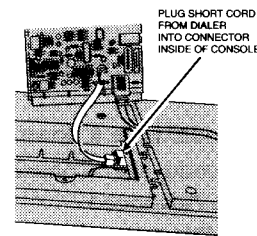
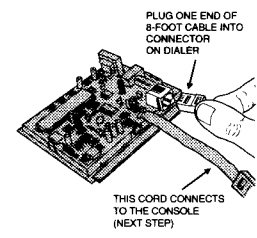
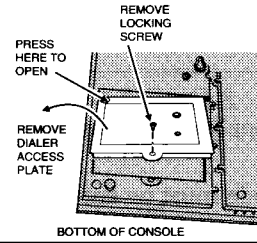
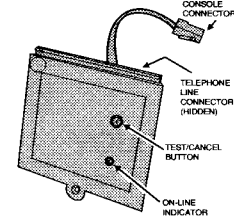
REMOVE THIS JUMPER WIRE ONLY WHEN WIRING A SPEAKER TO THESE MIDDLE TERMINALS

ROUTE SPEAKER WIRES UP THROUGH WIRE ACCESS HOLE

ONE OR TWO EXTERNAL SIREN SPEAKERS CAN BE USED



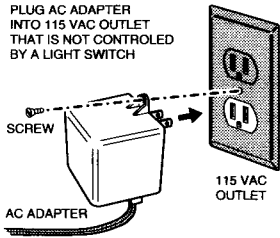
EMERGENCY DIALER INSTALLATION



- ★ The DF-17 Emergency Dialer is a modified Linear Model 1704 upload/download digital communicator.
- ★ The dialer mounts recessed into the bottom of the DF-16 Console.
- ☞ NOTE: The DF-17 dialer must be programmed with a P-9A programmer (either locally or remotely) before it will operate.
- ☞ Remove the locking screw and dialer access plate.
- ☞ Plug one end of the 8-foot modular cable into the dialer jack.
- ☞ Plug the short modular cord from the dialer into the connector inside of the Console.
- ☞ Route the cables through the wiring channel.
- ☞ Plug the "Y" adapter into the telephone wall outlet. Plug the 8-foot modular cable from the dialer into the "Y" adapter.
- ☞ After programming the dialer, test the dialer. Place the Console in test mode, press and hold the [EMERGENCY] button until the Console beeps. The dialer should send a test message to the central station.

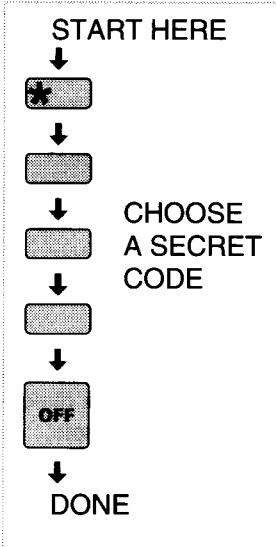
PLUG IN AC ADAPTER

PLUG AC ADAPTER INTO 115 VAC OUTLET THAT IS NOT CONTROLLED BY A LIGHT SWITCH

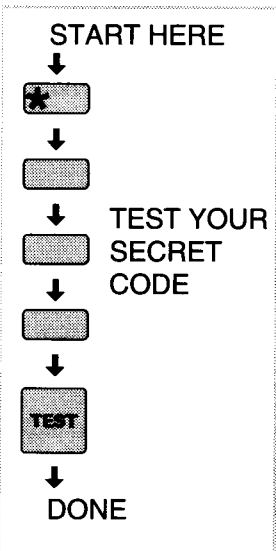


- ☞ Plug AC Adapter into the AC outlet.
- ☞ Secure AC Adapter with screw to prevent un-plugging.

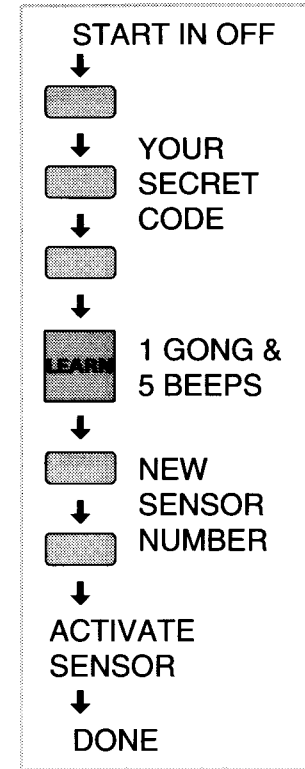
CREATE THE SECRET KEYPAD CODE



- ★ When power is first applied, a secret code must be entered.
- ☞ NOTE: The secret code must be entered on the Console's keypad, not the wireless keypad.
- ☞ Choose a one to five digit secret code to use for arming and disarming the Console.
- ☞ NOTE: For maximum security, a three to five digit code is recommended.
- ☞ Press [*] (clears keypad if any other keys have been pressed).
- ☞ Enter any combination of 1-5 digits for the secret code, then press [OFF].
- ☞ Test the new secret code by entering it then pressing [TEST].
- ★ Don't forget the secret code, write it down.
- ☞ NOTE: If you forget the code, see "Console Master Reset" area in the Advanced Programming section of this manual.
- ★ The Console will treat this secret code as a "master" secret code. To create a "restricted" secret code, see the Advanced Programming section of this manual.
- ☞ NOTE: The master secret code can be used to enter Learn Mode. The restricted secret code cannot.
- ☞ To prepare for the sensor installation, place the system in Chime Mode by entering the secret code and pressing [CHIME].



ADD SENSORS TO THE SYSTEM

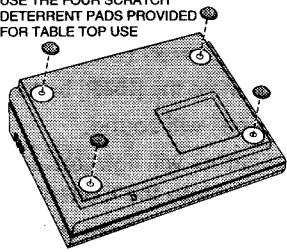


- ★ Each wireless sensor that is going to be used with the Console must be programmed into the Console's memory.
- ☞ Always start with the Console in Off Mode (enter the secret code and press [OFF]).
- ☞ Enter the secret code and press the [LEARN] button.
- ☞ A "gong" and five "beeps" will sound.
- ☞ The sensor status indicators will light for any sensors programmed into the Console.
- ☞ Enter an unused sensor number from 01-16 (you must enter two digits, example: 5 = 05)
- ☞ The sensor indicator light will flash for the sensor number selected.
- ☞ Activate the sensor. (To add wireless keypads, press the keypad's [AUTO] key.)
- ☞ A single "bing" tone will sound when the sensor is learned by the Console.
- ☞ A double "buzz" tone will sound if the sensor has already been learned by the Console or if there is already another sensor programmed to that sensor number.
- ☞ Exit Learn Mode by holding the [OFF] button for three seconds.
- ☞ NOTE: To remove sensors from the Console's memory, see the "Customizing the System" section of this manual.

6. MOUNT WIRELESS KEYPAD

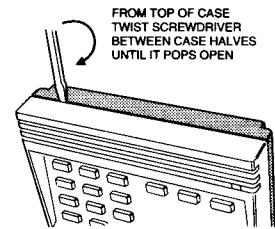
TABLE-TOP USE

USE THE FOUR SCRATCH DETERRENT PADS PROVIDED FOR TABLE TOP USE



- ★ The DF-10 wireless keypad can be used as a portable keypad.
- ★ Four anti-mar pads are provided as scratch deterrent "feet" for the keypad.
- 🔧 NOTE: Do not use the adhesive "feet" if the keypad is going to be wall mounted.
- 🔧 Peel off the adhesive tape backing on the "feet" and stick them to the back of the keypad.

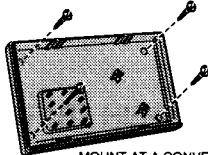
WALL MOUNT USE



FROM TOP OF CASE TWIST SCREWDRIVER BETWEEN CASE HALVES UNTIL IT POPS OPEN

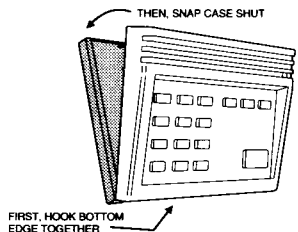
- ★ The wireless keypad can be wall mounted in a convenient location.
- 🔧 Open the case as shown in the figure.

ATTACH REAR CASE TO WALL WITH THE FOUR SCREWS PROVIDED



MOUNT AT A CONVENIENT LOCATION NEAR PRIMARY ENTRY/EXIT DOOR

- 🔧 Attach the rear case to the wall using the four screws provided.
- 🔧 NOTE: The keypad should be mounted at least three feet above ground level.

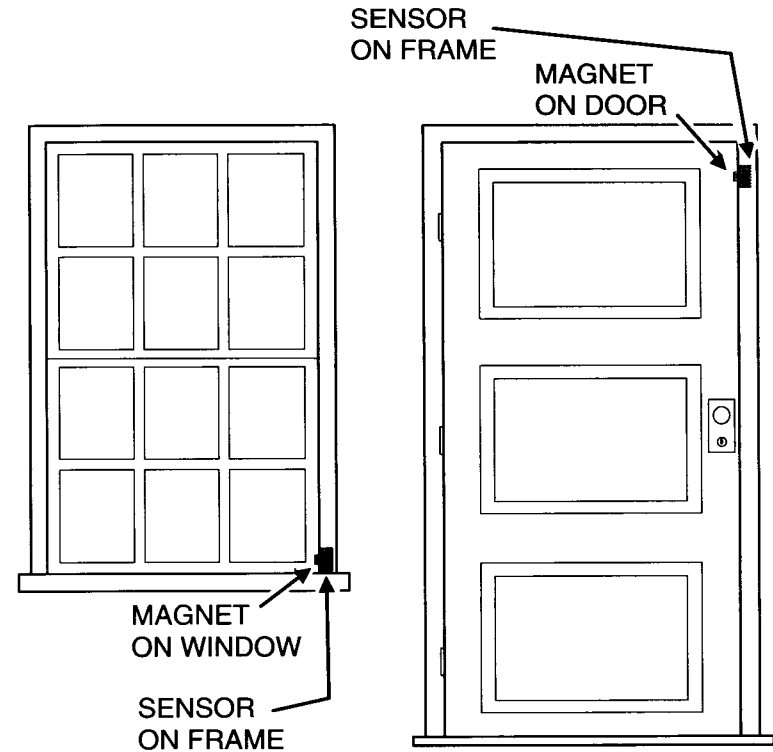


THEN, SNAP CASE SHUT

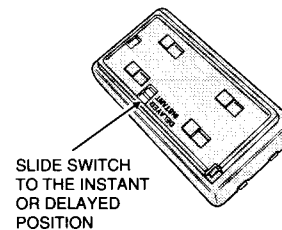
FIRST, HOOK BOTTOM EDGE TOGETHER

- 🔧 Hook the bottom edge of the keypad case together and snap the keypad onto the rear case.
- ⚠️ WARNING: The wireless keypad is designed for indoor use only.

7. MOUNT SENSORS

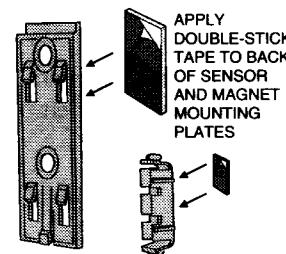


SET SENSOR SWITCH



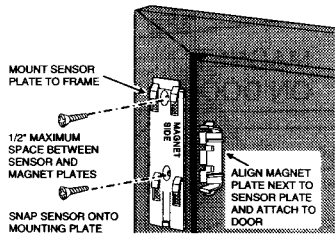
- ★ A switch on the bottom of the door/window sensor selects instant or delayed response.
- 🔧 If the sensor is going to be used on the primary entry/exit door make sure that the switch is in the DELAYED position.
- 🔧 If the sensor is going to be used on a window or a door that is not going to be used to enter and exit the premises, slide the sensor switch to INSTANT.

APPLY DOUBLE-STICK TAPE

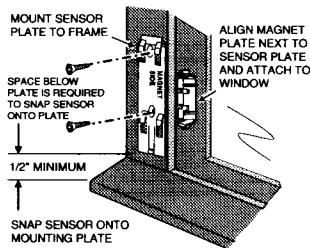


- 🔧 Apply double-stick tape (supplied) to back of sensors and magnets.
- ★ Screws are also provided to mount sensors and magnets.
- ★ Screws are preferred over the double-stick tape in permanent installations.
- 🔧 NOTE: Double-stick tape is not allowed in UL installations.

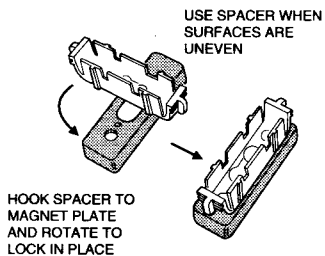
ATTACH SENSORS AND MAGNETS



- On doors, mount sensor to door frame and magnet to door.
- NOTE: Magnet must line up with mark on sensor case both horizontally & vertically.
- Allow a maximum of 1/2" between magnet and sensor when door/window is closed.
- Snap sensor onto mounting plate.

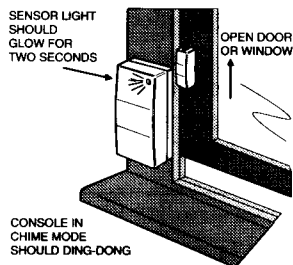


- On windows, mount sensor to window frame and magnet to window.
- Snap sensor onto mounting plate.

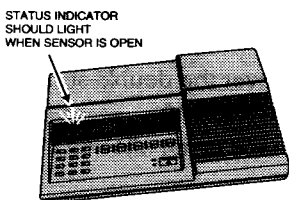


- Use optional magnet spacer when surfaces are uneven.

TEST SENSORS



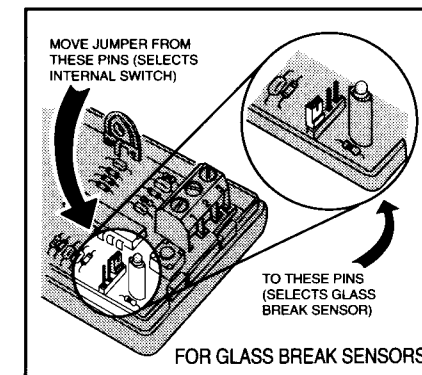
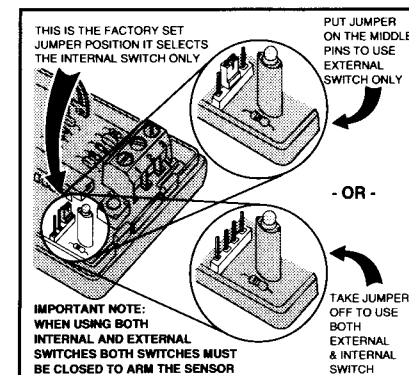
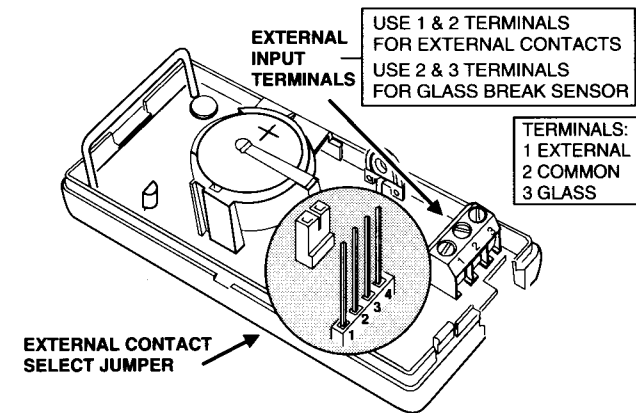
- Open door or window.
- Verify that light on the sensor glows momentarily when door/window is opened.
- Console in Chime Mode should "ding-dong" when the sensor sends signal.



- Status indicator on Console should remain lit for each door/window sensor that is left open.

DOOR/WINDOW SENSOR JUMPER OPTIONS

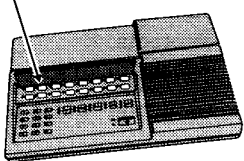
- ★ Normally the DF-31 is triggered by its built-in magnetic reed switch.
- ★ The three-position terminal block in the transmitter allows connection to external switches and glass break sensors:
- The external switch input (terminals 1 & 2) is for normally closed contacts.
- The glass break input (terminals 2 & 3) is for normally open "window bug" glass break sensors.
- ★ DF-31 sensors have jumper selectable input options:
- Jumper on pins 1 & 2 (towards edge of sensor) selects glass break input only.
- Jumper on pins 2 & 3 (center two pins) selects external switch input only.
- Jumper on pins 3 & 4 (towards middle of sensor) selects internal switch only.
- Jumper removed from all pins selects both internal and external switches.



8. PREPARING THE CONSOLE

LABELING THE SENSORS

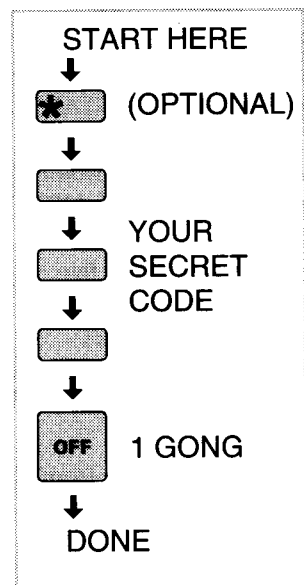
USE LABELS PROVIDED
TO IDENTIFY SENSORS



- ★ A label sheet with sensor location names is provided with the Console.
- ☞ Open one protected door/window to light its sensor status light on the Console.
- ☞ Choose a label that describes the sensor location, or write the location on a blank label, and stick it in the area to the right of the sensor light.
- ☞ Close the protected opening that you just labeled.
- ☞ Repeat for each protected opening.
- ☞ Press the **[AUTO]** key on a wireless keypad to light the keypad's status light on the Console.
- ☞ Stick the **KEYPAD** label in the spot for the wireless keypad.

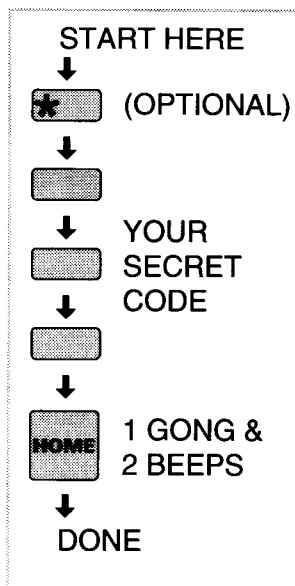
9. DISARMING THE CONSOLE

OFF MODE



- ★ Use this mode to disarm the burglary portion of the system.
- ★ Switching to Off Mode stops any alarms in progress.
- ★ The emergency functions are still active in Off Mode and can be triggered by pressing the **[EMERGENCY]** button.
- ☞ Switch to Off Mode by entering the secret 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.

HOME MODE



- ★ Use this mode when sleeping or when anyone is staying inside.
- ★ Home Mode causes an instant alarm when any perimeter sensor switched to INSTANT is triggered.
- ★ Home Mode causes a delayed alarm when any perimeter sensor switched to DELAYED is triggered.
- ★ Alarm siren stops automatically after five minutes and the system will remain armed.
- ★ Home Mode ignores all interior sensors (optional interior motion detectors).
- ☞ Arm to Home Mode by entering the secret code, and pressing [HOME].
- ☞ You 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 the secret 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 to stop flashing alarm memory light).

SECURE EXIT

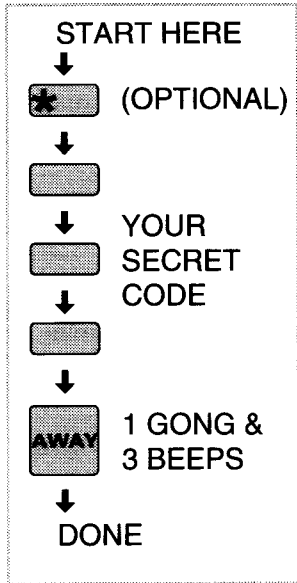
- ☞ If the system is already in the Home Mode and you want to exit the premises while leaving someone inside with the system still in Home Mode, press the [HOME] key for two seconds.
- ▶ A “gong” and two “beeps” will sound and the HOME light will blink for 30 seconds.
- ★ You can leave through a door 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.

AUTOMATIC BYPASSING OF SENSORS

- ★ The Console can be armed with open door or window sensors.
- ★ The system will automatically “bypass” open doors and windows after sounding four high-low beeps to warn you that a protected door or window is open.
- ▶ Lit sensor status indicators show which sensors are open.
- ★ Bypassed sensors cannot cause an alarm until they are “restored” (closed).
- ☞ If you close the door or window after arming the system, the sensor will be restored and can cause an alarm the next time it is opened.
- ★ Automatic bypassing of sensors in the Home Mode allows you to arm the system at night with open windows, while still having perimeter protection with other closed doors and windows.

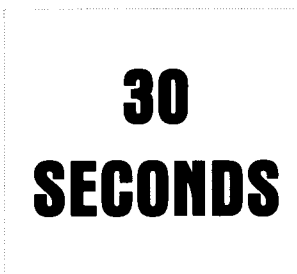
11. USING THE SYSTEM WHEN LEAVING

AWAY MODE



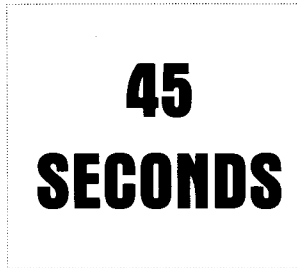
- ★ Use this mode when no one will be staying home.
- ★ Away Mode causes an **instant** alarm when any perimeter sensor switched to INSTANT is triggered.
- ★ Away Mode causes a **delayed** alarm when any perimeter sensor switched to DELAYED is triggered.
- ★ Away Mode causes an **instant** alarm when any interior sensors (optional interior motion detectors) 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 the secret code, and pressing [AWAY].
- ☞ You 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 you **30 seconds** to leave the premises through a delayed perimeter door without triggering an alarm.
- ▶ When the Exit Delay is over, the Console will sound one "gong" to warn you 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)



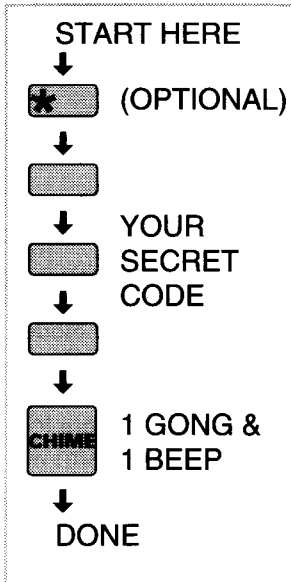
- ★ The Entry Delay gives you **45 seconds** to enter the premises through a delayed perimeter door without triggering an alarm.
- ★ If a perimeter delayed sensor is triggered, starting the Entry Delay, the interior sensors will also become **delayed** (this allows motion in the premises during the Entry 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 you were 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 to stop flashing alarm memory light).
 - ☞ **If you hear the multiple beeps, use caution when entering. AN INTRUDER MAY STILL BE IN YOUR HOME.**
- ☞ NOTE: The Entry Delay time can be changed; see the Advanced Programming Section of this manual.

AUTOMATIC BYPASSING OF SENSORS

- ★ The Console can be armed with open door or window sensors.
- ▶ The system will automatically "bypass" open doors and windows after sounding four high-low beeps to warn you that a protected door or window is open.
- ▶ Lit sensor status indicators show which sensors are open.
- ☞ NOTE: Bypassed sensors cannot cause an alarm until they are "restored".
- ★ If you close the door or window after arming the system, the sensor will be restored and can cause an alarm the next time it is opened.
- ★ Automatic bypassing of sensors in the Away Mode allows you to arm the system with open doors and windows, while still having perimeter protection with other closed doors and windows.

12. USING THE SYSTEM AS DOOR CHIME

CHIME MODE

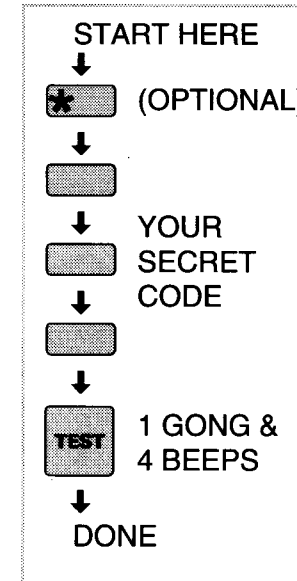


- ★ Chime Mode is for monitoring entries and exits without causing alarms.
- ★ Use Chime Mode as an “automatic door chime” when at home.
- ▶ Opening any protected door or window causes the Console to sound a “ding-dong”.
- ☞ Select the Chime Mode by entering the secret code, then press **[CHIME]**.
- ☞ You 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.



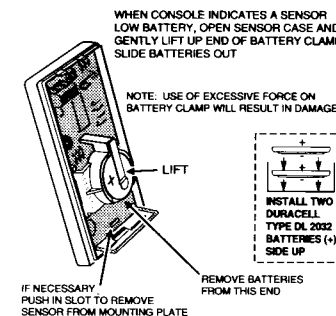
13. BI-WEEKLY SYSTEM TESTING

TEST MODE



- ▶ When the **TEST SENSORS** light comes on, you should test each sensor in the system.
- ★ The Console must be in Off Mode before going to Test Mode.
- ☞ Switch the Console into Test Mode by entering the secret code and pressing **[TEST]**.
- ▶ When the system is switched to the Test Mode, the Console will sound a “Gong” and four “Beeps”.
- ▶ Placing the system in Test Mode will turn the **TEST SENSORS** light off.
- ☞ Holding down the **[TEST]** button 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 **[AUTO]** key.
- ▶ 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.
- ▶ The Console will make a “bing” sound as each sensor is tested.
- ☞ 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.

SENSOR LOW BATTERIES



- ▶ When a sensor’s status light on the Console blinks, the sensor has a low battery.
- 🔊 NOTE: Don’t confuse a blinking status light with a flashing status light (flashing light is faster and indicates alarm memory).
- ☞ Refer to the figure when replacing door/window sensor batteries.

14. AUTOMATION OUTPUT

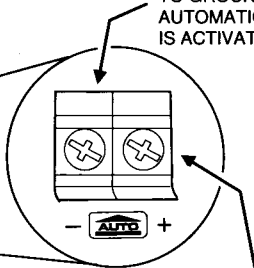
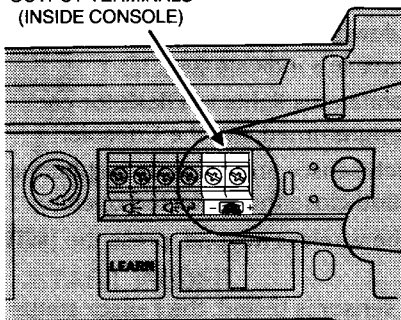
AUTOMATION INTERFACE



- ★ The Console provides a Automation Output to control lights, devices and appliances.
- ★ Home Automation Output can connect to most popular home automation devices and other simple electronic devices.
- ☞ Press [**AUTO**] to turn the Automation Output on, press [**AUTO**] again to turn it off.

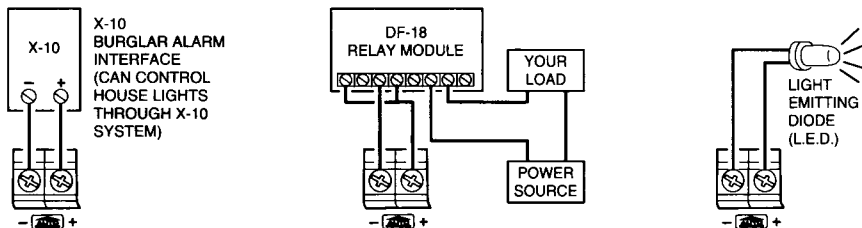
HOME AUTOMATION OUTPUT TERMINALS (INSIDE CONSOLE)

MINUS TERMINAL WILL SWITCH TO GROUND WHEN HOME AUTOMATION OUTPUT IS ACTIVATED



POSITIVE TERMINAL PROVIDES +12 VOLTS DC AND IS CURRENT LIMITED AT 30 MILLIAMPS MAXIMUM

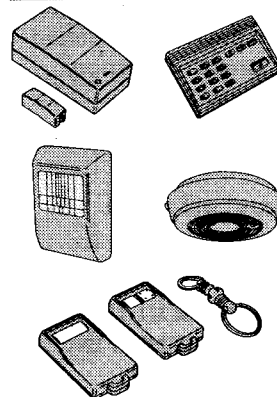
EXAMPLE HOME AUTOMATION HOOK-UPS



PROGRAMMABLE OPTIONS

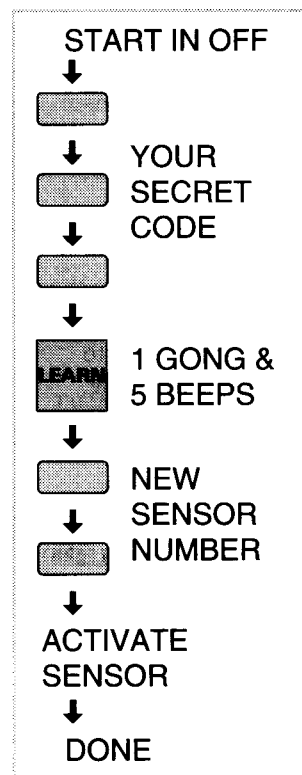
- ★ There are many programmable options for the Automation Output. See the Advanced Programming Section of this manual for details.

15. CUSTOMIZING THE SYSTEM



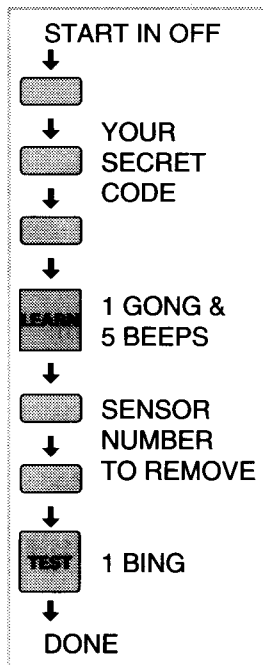
- ★ Adding additional sensors will increase the protection provided by the system.
- ★ All ground-level perimeter openings and accessible upper-story openings need protection.
- ★ Motion detectors can protect interior areas and areas where valuables are kept.
- ★ Wireless sensors make protecting a detached garage easy (no wires to run).
- ★ Each sensor has a unique ID code that is recognized by the Console.

ADDING SENSORS TO THE SYSTEM



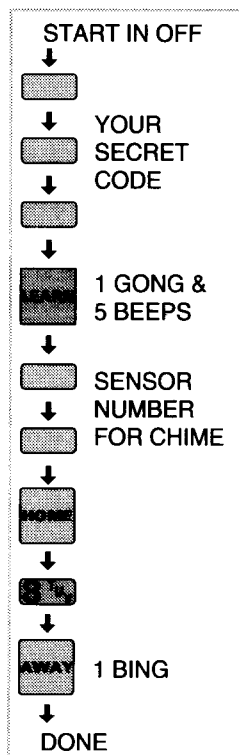
- ☞ Always start with the Console in Off Mode (enter the secret code and press [**OFF**]).
- ☞ Enter the secret code and press the [**LEARN**] button.
- A “gong” and five “beeps” will sound.
- The sensor status indicators will light for each sensor programmed into the Console.
- ☞ Enter an unused sensor number from 01-16 (you must enter two digits, example: 5 = 05)
- The sensor indicator light will flash for the sensor number selected.
- ☞ Activate the sensor. (To add wireless keypads, press the keypad’s [**AUTO**] key.)
- A single “bing” tone will sound when the sensor is learned by the Console.
- A double “buzz” tone will sound if the sensor has already been learned by the Console or if there is already another sensor programmed to that sensor number.
- ☞ Exit Learn Mode by holding the [**OFF**] button for three seconds.

REMOVING SENSORS FROM THE SYSTEM



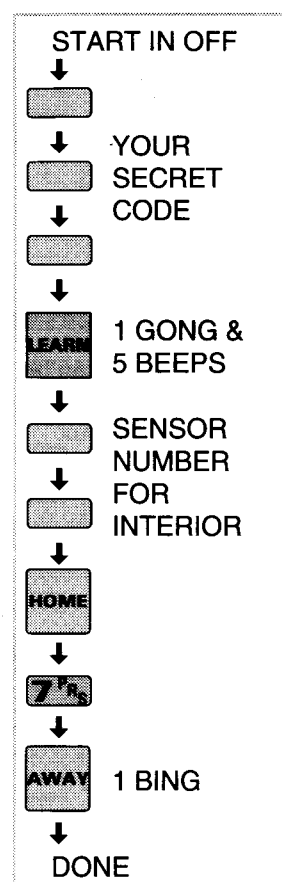
- ★ If a previously learned sensor isn't going to be used with the system anymore, it should be removed from the Console's memory.
- ★ Start with the Console in Off Mode.
- ★ Enter the secret code and press the **[LEARN]** button.
 - ▶ A "gong" and five "beeps" will sound.
 - ▶ The sensor status indicators will light for each sensor programmed into the Console.
- ☞ Enter the sensor number (from 01-16) that you want to remove (you must enter two digits, example: 5 = 05)
 - ▶ The sensor indicator light will flash for the sensor number selected.
- ☞ Press the **[TEST]** button.
 - ▶ A single "bing" tone will sound when the sensor has been removed and the sensor status indicator will turn off.
- ☞ Exit Learn Mode by holding the **[OFF]** button for three seconds.

MAKING A SENSOR A 24-HOUR DOOR CHIME



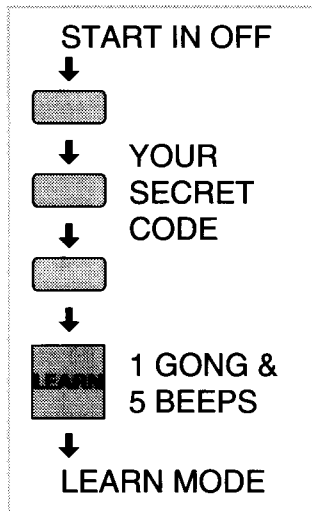
- ★ Sensors can be programmed to cause the Console to chime any time they're activated.
- ★ Chime-only sensors **will not** be able to trigger the alarm in any Console mode.
- ★ The sensor must have already been learned by the Console (see "Adding sensors to the System" for details).
- ☞ Start with the Console in Off Mode.
- ☞ Enter the secret code and press the **[LEARN]** button.
 - ▶ A "gong" and five "beeps" will sound.
 - ▶ The sensor status indicators will light for each sensor programmed into the Console.
- ☞ Enter the sensor number from 01-16 (you must enter two digits, example: 5 = 05)
 - ▶ The sensor indicator light will flash for the sensor number selected.
- ☞ Press **[HOME]**, 8, then **[AWAY]**. A "bing" tone will sound.
- ☞ Exit Learn Mode by holding the **[OFF]** button for three seconds.

MAKING A SENSOR INTERIOR



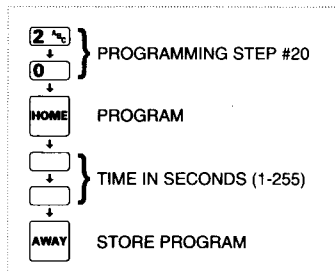
- ★ Motion detectors are automatically programmed as interior sensors. Any other sensor can also be programmed as an interior sensor.
- ★ Interior sensors can only trigger an alarm when the Console is in Away Mode.
- ★ The sensor must have already been learned by the Console (see "Adding sensors to the System" for details).
- ☞ Start with the Console in Off Mode.
- ☞ Enter the secret code and press the **[LEARN]** button.
 - ▶ A "gong" and five "beeps" will sound.
 - ▶ The sensor status indicators will light for each sensor programmed into the Console.
- ☞ Enter the sensor number from 01-16 (you must enter two digits, example: 5 = 05)
 - ▶ The sensor indicator light will flash for the sensor number selected.
- ☞ Press **[HOME]**, 7, then **[AWAY]**. A "bing" tone will sound.
- ☞ Exit Learn Mode by holding the **[OFF]** button for three seconds.

LEARN MODE



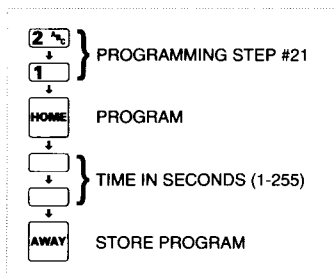
- ★ To perform any of the advanced programming steps, the Console must be in the Learn Mode.
- ☞ Start with the Console in Off Mode (Learn Mode cannot be reached from any other mode).
- ☞ Enter Learn Mode by entering the secret code and pressing the [LEARN] button.
- 📌 NOTE: Only the master secret code can be used to put the Console into the Learn Mode. The restricted secret code cannot access Learn Mode.
- 📌 A “gong” and five “beeps” will sound, signaling that the Console is in Learn Mode.
- ☞ Hold the [OFF] key for three seconds when you want to exit Learn Mode.
- 📌 NOTE: If the Console is left unattended in Learn Mode, it will automatically switch back to Off Mode after three minutes.

ENTRY DELAY TIME



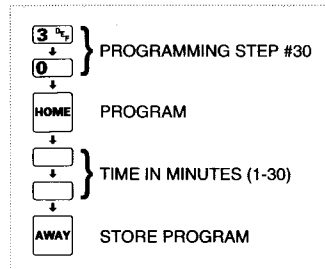
- ★ The factory-set Entry Delay time is 45 seconds.
- ★ The Entry Delay time can be adjusted from one to 255 seconds.
- 📌 NOTE: Don't make the Entry Delay too short. You may not have enough time to disarm the system before an alarm.
- ★ The Console must be in Learn Mode to make this change.
- ☞ Exit Learn Mode when all programming changes are complete.

EXIT DELAY TIME



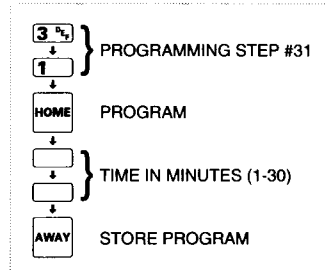
- ★ The factory-set Exit Delay time is 30 seconds.
- ★ The Exit Delay time can be adjusted from one to 255 seconds.
- ★ The Console must be in Learn Mode to make this change.
- ☞ Exit Learn Mode when all programming changes are complete.

BURGLARY SIREN TIME



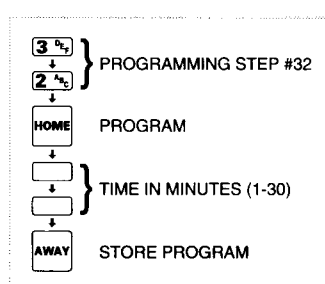
- ★ The factory-set burglary siren time is 5 minutes.
- ★ The burglary siren time can be adjusted from one to 30 minutes.
- ★ The Console must be in Learn Mode to make this change.
- ★ Exit Learn Mode when all programming changes are complete.

EMERGENCY SIREN TIME



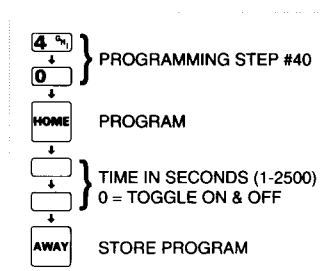
- ★ The factory-set emergency siren time is 5 minutes.
- ★ The emergency siren time can be adjusted from one to 30 minutes.
- ★ The Console must be in Learn Mode to make this change.
- ★ Exit Learn Mode when all programming changes are complete.

FIRE SIREN TIME



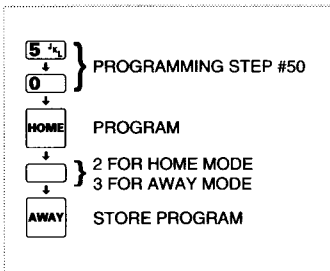
- ★ The factory-set fire siren time is 5 minutes.
- ★ The fire siren time can be adjusted from one to 30 minutes.
- ★ The Console must be in Learn Mode to make this change.
- ★ Exit Learn Mode when all programming changes are complete.

AUTOMATION OUTPUT TIME



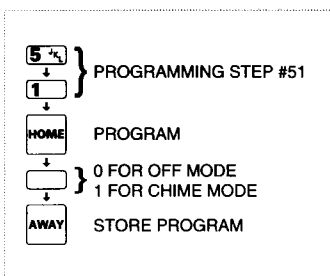
- ★ The factory setting causes the Automation Output to toggle between on and off with each activation.
- ★ The Automation Output can be programmed to turn on, then automatically turn off after one to 2500 seconds (42 minutes).
- ★ The Console must be in Learn Mode to make this change.
- ☞ Exit Learn Mode when all programming changes are complete.

REMOTE CONTROL ARMING LEVEL



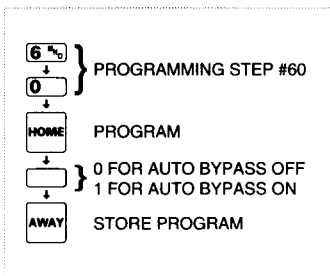
- ★ The factory setting causes the portable remote controls to arm to the Away Mode.
- ★ Alternately, the portable remote controls can arm to the Home Mode.
- ★ Changing this setting will affect all the portable remote controls used with the system.
- ★ The Console must be in Learn Mode to make this change.
- ☞ Exit Learn Mode when all programming changes are complete.

REMOTE CONTROL DISARMING LEVEL



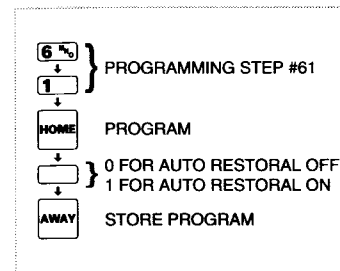
- ★ The factory setting causes the portable remote controls and wireless keypads to disarm to the Off Mode.
- ★ Alternately, the remote controls and wireless keypads can disarm to the Chime Mode.
- ★ Changing this setting will affect all the portable remote controls and wireless keypads used with the system.
- ★ The Console must be in Learn Mode to make this change.
- ☞ Exit Learn Mode when all programming changes are complete.

AUTOMATIC BYPASSING OF OPEN SENSORS



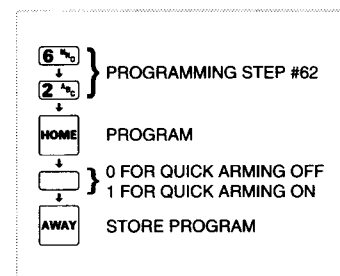
- ★ The factory setting causes the Console to automatically bypass any open sensors when the system is armed.
- ★ Alternately, the Console can be programmed to not arm on the first attempt if there are any open sensors.
- ★ If automatic bypassing is turned off, and arming is attempted with open sensors, the Console will sound five two-tone beeps and will not arm.
- ★ Arming to the same mode again within five seconds will bypass any open sensors and arm the Console.
- ★ The Console must be in Learn Mode to make this change.
- ☞ Exit Learn Mode when all programming changes are complete.

AUTOMATIC RESTORAL OF BYPASSED SENSORS



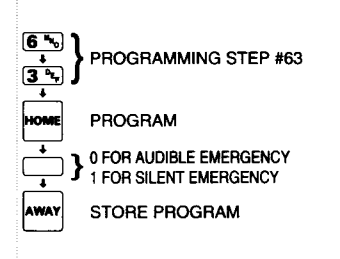
- ★ If a sensor is open when the system is armed, the Console will bypass it.
- ★ The factory setting causes the Console to automatically restore (remove the bypass from) any bypassed sensor when the sensor closes. After it's restored, the sensor is ready to cause an alarm the next time it is opened.
- ★ Alternately, the Console can be programmed to not automatically restore sensors that close. Bypassed sensors will remain bypassed until the system is disarmed.
- ★ The Console must be in Learn Mode to make this change.
- ☞ Exit Learn Mode when all programming changes are complete.

DISABLING QUICK ARMING



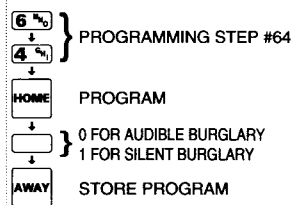
- ★ The factory setting allows the Console to be armed by holding down the mode keys for two seconds.
- ★ Alternately, the Console can be programmed to not allow quick arming.
- ★ If quick arming is disabled, your secret code *must* be entered before pressing the mode buttons.
- ☞ Exit Learn Mode when all programming changes are complete.

SILENT EMERGENCY ALARMS



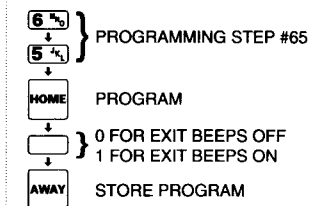
- ★ The factory setting causes audible emergency alarms.
- ★ Alternately, the Console can be programmed for silent emergency alarms.
- ★ The Console must be in Learn Mode to make this change.
- ☞ Exit Learn Mode when all programming changes are complete.

SILENT BURGLARY ALARMS



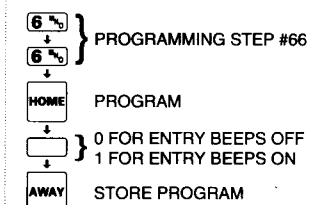
- ★ The factory setting causes audible burglary alarms.
- ★ Alternately, the Console can be programmed for silent burglary alarms.
- ★ The Console must be in Learn Mode to make this change.
- ☞ Exit Learn Mode when all programming changes are complete.

EXIT DELAY BEEPS



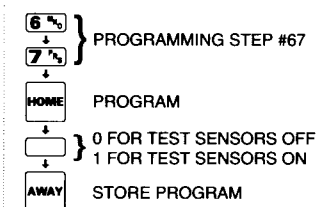
- ★ The factory setting causes the Console to beep during Exit Delays.
- ★ Alternately, the Exit Delay beeps can be silenced.
- ★ The Console will be silent after arming to the Away Mode until the Exit Delay expires, then a single “gong” tone will sound.
- ★ The Console must be in Learn Mode to make this change.
- ☞ Exit Learn Mode when all programming changes are complete.

ENTRY DELAY BEEPS



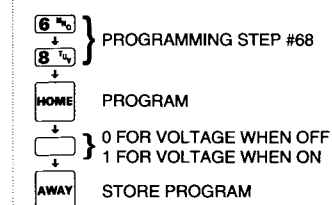
- ★ The factory setting causes the Console to beep during Entry Delays.
- ★ Alternately, the Entry Delay beeps can be silenced.
- ★ The Console will be silent after a delayed sensor is triggered until the Entry Delay expires, then the alarm siren will sound.
- ★ The Console must be in Learn Mode to make this change.
- ☞ Exit Learn Mode when all programming changes are complete.

TEST SENSORS LIGHT



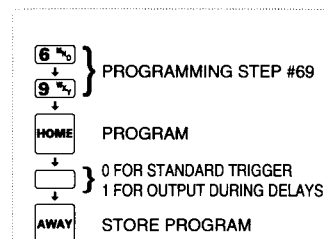
- ★ The factory setting causes the Console's TEST SENSORS indicator to light every two weeks.
- ★ Alternately, the TEST SENSORS light can be disabled.
- ★ The Console must be in Learn Mode to make this change.
- ☞ Exit Learn Mode when all programming changes are complete.

AUTOMATION OUTPUT POLARITY



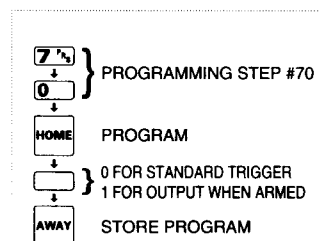
- ★ The factory setting causes the Console's Automation Output to provide a current limited voltage source when activated.
- ★ Alternately, the Console can be programmed so the Automation Output provides a current limited voltage source when *deactivated*.
- ★ The Console must be in Learn Mode to make this change.
- ☞ Exit Learn Mode when all programming changes are complete.

AUTOMATION OUTPUT DURING EXIT/ENTRY DELAYS



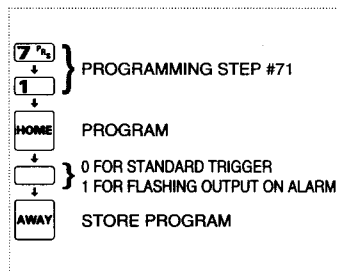
- ★ The factory setting causes the Console's Automation Output to activate when pressing the [AUTO] key, or when it's triggered with a two-button remote control.
- ★ In addition, the Console can be programmed to activate the Automation Output during the exit and Entry Delays.
- ★ The Console must be in Learn Mode to make this change.
- ☞ Exit Learn Mode when all programming changes are complete.

AUTOMATION OUTPUT WHILE ARMED



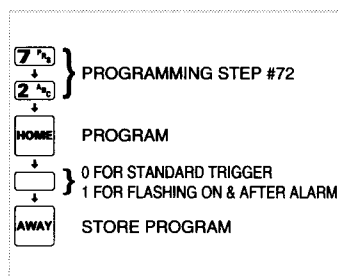
- ★ The factory setting causes the Console's Automation Output to activate when pressing the [AUTO] key, or when it's triggered with a two-button remote control.
- ★ In addition, the Console can be programmed to activate the Automation Output when the system is armed.
- ★ The Console must be in Learn Mode to make this change.
- ☞ Exit Learn Mode when all programming changes are complete.

AUTOMATION OUTPUT FLASHES DURING ALARM



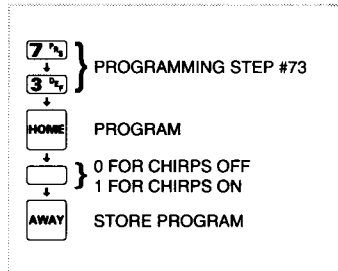
- ★ The factory setting causes the Console's Automation Output to activate when pressing the [AUTO] key, or when it's triggered with a two-button remote control.
- ★ In addition, the Console can be programmed to flash the Automation Output during alarms.
- ★ The Console must be in Learn Mode to make this change.
- ☞ Exit Learn Mode when all programming changes are complete.

AUTOMATION OUTPUT FLASHES DURING AND AFTER ALARM



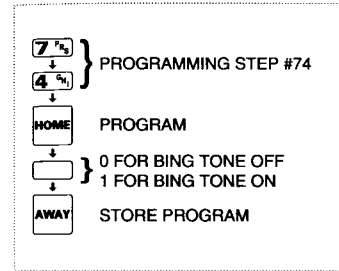
- ★ The factory setting causes the Console's Automation Output to activate when pressing the [AUTO] key, or when it's triggered with a two-button remote control.
- ★ In addition, the Console can be programmed to flash the Automation Output during and after any alarms.
- ★ The output will continue to flash until the flashing status lights are cleared.
- ★ The Console must be in Learn Mode to make this change.
- ☞ Exit Learn Mode when all programming changes are complete.

REMOTE CONTROL ARM/DISARM CHIRP



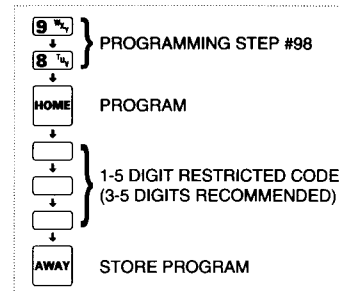
- ★ When arming with the portable remote control, the factory setting causes the Console to "chirp" once when armed, twice when disarmed, and three times when arming with sensors bypassed.
- ★ Alternately, these chirps can be silenced.
- ★ If these chirps are silenced, it is recommended to program the Automation Output to be active when the system is armed, so a light can be triggered displaying the arming status of the Console.
- ★ The Console must be in Learn Mode to make this change.
- ☞ Exit Learn Mode when all programming changes are complete.

AUTOMATION ACTIVATION TONE

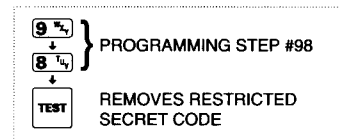


- ★ The factory setting causes the Console to sound a "bing" when the Automation Output is activated by pressing the [AUTO] key, or when it's triggered with a two-button remote control.
- ★ Alternately, this sound can be silenced.
- ★ The Console must be in Learn Mode to make this change.
- ☞ Exit Learn Mode when all programming changes are complete.

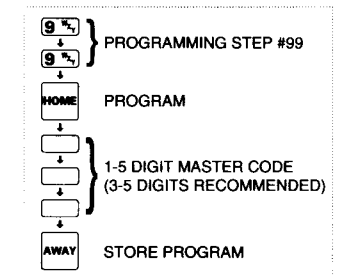
RESTRICTED SECRET CODE



- ★ The Console can be programmed with two secret codes, one that can access Learn Mode and one that cannot.
- ★ The restricted secret code cannot access Learn Mode, the master secret code can.
- ★ The restricted secret code is a good one to give to children or any user that you want to restrict from programming the Console.
- ☞ NOTE: For maximum security, a 3-5 digit code is recommended.
- ★ The Console must be in Learn Mode to make or change the restricted secret code.
- ☞ Exit Learn Mode when all programming changes are complete.



MASTER SECRET CODE



- ★ The master secret code is the code that was entered when power was first applied to the Console.
- ★ The master secret code can be changed through programming to any 1-5 digit code.
- ☞ NOTE: For maximum security, a 3-5 digit code is recommended.
- ★ The Console must be in Learn Mode to make or change the master secret code.
- ☞ Exit Learn Mode when all programming changes are complete.

CONSOLE MASTER RESET

- ★ Master resetting the Console will set all of the programming options back to the factory values.
- 🔧 NOTE: Master resetting the Console will erase the master and restricted secret codes **and remove all programmed sensors.**
- 🔌 Disconnect the backup battery (if installed).
- 🔌 (Un-plug the Console's wall transformer.
- 🔌 Press and hold down the [LEARN] button while plugging in the wall transformer.
- 🔌 Release the [LEARN] button.
- 🔌 Create your secret code as described on Page 12.
- 🔌 Re-connect the backup battery (if installed).
- 🔌 Re-program each sensor into the system.

17. ADVANCED PROGRAMMING TABLE

SENSOR CODES	OFF MODE	CHIME MODE	HOME MODE	AWAY MODE
1 = AUTOMATION	ACTIVATES AUTOMATION OUTPUT			
2 = EMERGENCY	EMERGENCY ALARM			
3 = POLICE	BURGLARY ALARM			
4 = FIRE	FIRE ALARM			
5 = INSTANT	NO ACTION	CHIME	INSTANT BURGLARY ALARM	
6 = DELAYED	NO ACTION	CHIME	DELAYED BURGLARY ALARM	
7 = INTERIOR	NO ACTION	NO ACTION	NO ACTION	INSTANT BURGLARY ALARM UNLESS ACTIVATED DURING ENTRY DELAY
8 = CHIME	CHIME			

STEP #	PROGRAMMING FUNCTION	POSSIBLE VALUES	FACTORY VALUE
20	ENTRY DELAY	1-255 SECONDS	45
21	EXIT DELAY	1-255 SECONDS	30
30	BURGLARY SIREN TIME	1-30 MINUTES	5
31	EMERGENCY SIREN TIME	1-30 MINUTES	5
32	FIRE SIREN TIME	1-30 MINUTES	5
40	AUTOMATION TIME	0-2500 SECONDS	0
50	REMOTE ARMING MODE	2 = HOME MODE 3 = AWAY MODE	3
51	REMOTE DISARMING MODE	0 = OFF MODE; 1 = CHIME MODE	0
60	AUTO BYPASS	0 = OFF; 1 = ON	1
61	AUTO RESTORE	0 = OFF; 1 = ON	1
62	QUICK ARMING	0 = OFF; 1 = ON	1
63	SILENT EMERGENCY ALARM	0 = AUDIBLE; 1 = SILENT	0
64	SILENT BURGLARY ALARM	0 = AUDIBLE; 1 = SILENT	0
65	EXIT DELAY BEEPS	0 = OFF; 1 = ON	1
66	ENTRY DELAY BEEPS	0 = OFF; 1 = ON	1
67	TEST SENSORS LIGHT	0 = DISABLE; 1 = ENABLE	1
68	AUTOMATION POLARITY	0 = + WHEN OFF; 1 = + WHEN ON	1
69	AUTOMATION DURING EXIT/ENTRY	0 = STANDARD, 1 = ON DURING EXIT/ENTRY	0
70	AUTOMATION WHILE ARMED	0 = STANDARD, 1 = ON WHILE ARMED	0
71	AUTOMATION FLASHES DURING ALARM	0 = STANDARD, 1 = FLASHING DURING ALARM	0
72	AUTOMATION FLASHES AFTER ALARM	0 = STANDARD, 1 = FLASHING AFTER ALARM	0
73	REMOTE ARM/DISARM CHIRP	0 = NO CHIRPS 1 = CHIRPS	1
74	AUTOMATION BING TONE	0 = NO BINGS 1 = BINGS	1
98	RESTRICTED SECRET CODE	1-5 DIGITS	REMOVED
99	MASTER SECRET CODE	1-5 DIGITS	

FCC NOTICE

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- * Relocate the Console away from the TV/radio receiver.
- * Plug the Console into a different wall outlet so that the Console is on a different branch circuit.
- * Re-orient the TV/radio antenna.
- * If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions.

LINEAR LIMITED WARRANTY

This Linear product is warranted against defects in material and workmanship for twelve (12) months. The Warranty Expiration Date is labeled on the product. **This warranty extends only to wholesale customers** who buy direct from Linear or through Linear's normal distribution channels. **Linear does not warrant this product to consumers.** Consumers should inquire from their selling dealer as to the nature of the dealer's warranty, if any. **There are no obligations or liabilities on the part of Linear Corporation for consequential damages arising out of or in connection with use or performance of this product or other indirect damages with respect to loss of property, revenue, or profit, or cost of removal, installation, or reinstallation.** All implied warranties, including implied warranties for merchantability and implied warranties for fitness, are valid only until Warranty Expiration Date as labeled on the product. **This Linear Corporation Warranty is in lieu of all other warranties express or implied.**

For warranty service on Linear equipment return product, at sender's expense to:

Linear Corporation
2580 Pioneer Avenue, Suite C
Vista, CA 92083
Attention: Repairs Department

IMPORTANT !!!

Linear radio controls provide a reliable communications link and fill an important need in portable wireless signaling. However, there are some limitations which must be observed.

- * For U.S. installations only: The radios are required to comply with FCC Rules and Regulations as Part 15 devices. As such, they have limited transmitter power and therefore limited range.
- * A receiver cannot respond to more than one transmitted signal at a time and may be blocked by radio signals that occur on or near their operating frequencies, regardless of code settings.
- * Changes or modifications to the device may void FCC compliance.
- * Infrequently used radio links should be tested regularly to protect against undetected interference or fault.
- * A general knowledge of radio and its vagaries should be gained prior to acting as a wholesale distributor or dealer, and these facts should be communicated to the ultimate users.