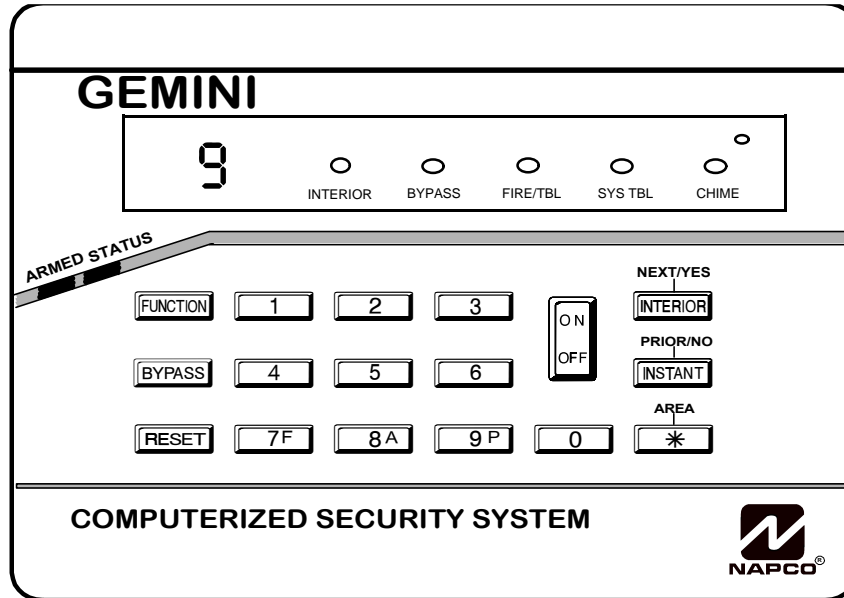


# OPERATING GUIDE for your GEM-RP3DGTL KEYPAD



# INTRODUCTION

The GEM-RP3DGTL is a “*smart*”, interactive, menu-driven keypad designed for your Napco control panel. A digital display is provided to show the status of your system.

This booklet contains important information about the operation of your system with this GEM-RP3DGTL Keypad. Read it carefully and keep it handy for future reference. Check the Glossary for an explanation of terms that may be unfamiliar to you.

You'll probably find subjects mentioned in this booklet that do not apply to your system. Napco control panels have such a wide variety of features that few security systems, if any, will ever need them all. Your alarm professional has chosen appropriate features for your particular needs.

Regardless of how your system has been configured, rest assured that it has been carefully designed and en-

gineered to the highest industry standards. To assure optimum safety and security, familiarize yourself with this equipment. Periodically check its condition and state of readiness by testing it at least once a week in both the ac/battery and battery-only modes (ask your alarm professional how to make these tests).

## IMPORTANT - TEST YOUR SYSTEM WEEKLY

### Test your sounding device telephone line

1. While disarmed, enter your User Code, then press the **FUNCTION** button.
2. Answer NO (press **INSTANT** button) until “3” (Bell Test) appears in the window.
3. Press YES (press **INTERIOR** button) to execute the test. The alarm will sound for about two seconds. If the alarm does not sound or sounds weak, call for service.

### Test your telephone line.

1. Notify your central station of the impending test.

2. While disarmed, enter your User Code then press the **FUNCTION** button.
3. Answer NO (press **INSTANT** button) until “15” (Telephone Test) appears in the window.
4. Press YES (press **INTERIOR** button) to send a test code to the central station.
5. If the test is not successful, “E 03” will display, indicating a communication failure. Call for service.

**Note:** Any subsequent successful transmission will clear a “E 03” system trouble.

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TO SHUT OFF AN ALARM, ENTER YOUR CODE, THEN PRESS THE  BUTTON.

FOR SERVICE, CALL: \_\_\_\_\_

CENTRAL STATION: \_\_\_\_\_

EXIT DELAY: \_\_\_\_\_

ENTRY DELAY: \_\_\_\_\_

FIRE ALARM SOUND\*:  
\_\_\_\_\_

BURGLAR ALARM SOUND\*:  
\_\_\_\_\_

KEYPAD FIRE ENABLED?:

\_\_\_ YES \_\_\_ NO

KEYPAD PANIC ENABLED?:

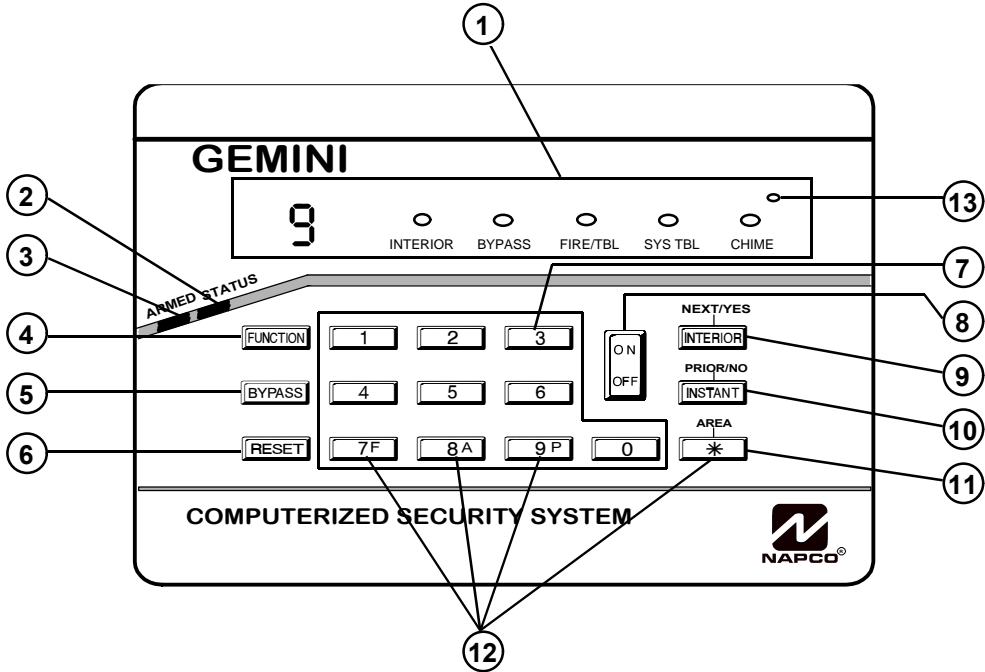
\_\_\_ YES \_\_\_ NO

KEYPAD AUX. ENABLED?:










\_\_\_ YES \_\_\_ NO

\*FIRE HAS PRIORITY OVER BURGLARY.

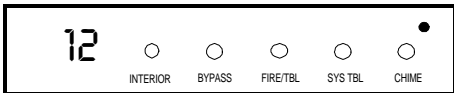
# KEYPAD CONTROLS & INDICATORS



## KEYPAD CONTROLS & INDICATORS

- ① **Window.** Window. Lights indicate system status messages; digit display indicates related zone, function or error message numbers.
- ② **STATUS Light.** Lights (green) to indicate that the system is ready for arming. If a zone is not secured, the light will be off and the zone will display in the window. If a zone has been bypassed, the STATUS light will blink while armed.
- ③ **ARMED Light.** Lights (red) to indicate that the system is armed. If an alarm has occurred, the ARMED LED will be flashing.
- ④ **FUNCTION Button.** Selects available system functions as displayed in the window. The selected function is executed by pressing the  to button or the YES () button.
- ⑤ **BYPASS Button.** (1) Deactivates selected zones from the system. (2) Unbypasses a bypassed zone.
- ⑥ **RESET Button.** (1) Resets various system troubles, displays, etc. (See text.) (2) Resets residential smoke detectors.
- ⑦ **Numerical Keys (1-9, 0).** Used to enter codes, zone numbers, etc.
- ⑧ **ON/OFF Button.** Entry key. Causes the entered code or selected function to be executed.
- ⑨ **INTERIOR Button.** (1) Bypasses all Interior Zones simultaneously to allow free movement within the premises. (2) Scrolls the window display forward (NEXT). (3) Answers "YES" to questions in the window display.
- ⑩ **INSTANT Button.** (1) Cancels entry delay on Exit/Entry Zones, causing an instant alarm upon violation. (2) Scrolls window display backward (PRIOR). (3) Answers "NO" to questions in the window display.
- ⑪ **AREA Button (\*).** Selects other areas.
- ⑫ **Emergency Buttons.** Used with the  button to signal an emergency, as follows:
- Press the  and the  buttons for Fire Emergency.
  - Press the  and the  buttons for Auxiliary Emergency.
  - Press the  and the  buttons for Police Emergency.
- ⑬ **AC Light.** Indicates AC Power is present.

## SETTING THE ALARM (ARMING) WHEN LEAVING




1. **Check the keypad.** The green STATUS light must be on in order to arm.

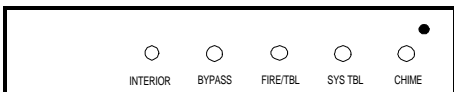
- **If the green light is off**, the number(s) of any unsecured zone(s) will display in the window. Note each problem zone and secure it by closing a window, door, etc. When all zones are secure, the green STATUS light will come on.

- **Bypass faulted zones.** If you cannot locate or repair the problem yourself, call for assistance. If you cannot get immediate help, bypass the problem zone(s) from the system by pressing the **BYPASS** button, then the zone number (or vice versa).

**Note:** Bypassed zones are unprotected. If armed with zones bypassed, be sure to have the system checked as soon as possible.

2. **Arm the system.** Enter your code and press the  button. The green STATUS light will go off, the red ARMED light will come on. **Note:** If you enter an invalid code, the keypad will beep 4 times, signifying an error. Re-enter your code immediately.

3. **Leave the premises.** Leave through the exit door before exit time expires.



**Priority Arming.** If you attempt to arm a faulted Priority Zone, a 3-second tone will sound at the keypad and "P" will display in the window, indicating that the trouble(s) must be corrected before the panel can be armed. A zone selected as Priority Zone with Bypass (check your Alarm Plan) may be bypassed if in trouble. If the problem cannot be corrected immediately, press the **RESET** button, then arm the panel. A 3-second beep will sound at the panel to indicate arming with a Priority Zone in trouble. Be sure to have the trouble repaired as soon as possible.

## SETTING THE ALARM (ARMING) WHEN LEAVING



If you attempt to arm with a system trouble, a 3-second tone will sound at the keypad. (See SYSTEM TROUBLE ERROR CODES for descriptions of codes.) The window will display "P". If you cannot correct the problem immediately, pressing the **RESET** button will enable you to arm in this condition. Be sure to call for service as soon as possible.

### Area Arming (Optional)

In a system that has been partitioned into multiple areas, one or more areas may be armed while others remain disarmed.

**Manager's Mode.** The Manager's Mode, if enabled, provides quick access to other areas without the system status display. (This is not a high-security feature.)

*To arm any area,*

1. Press the numerical key representing the area number.
2. Press the **\*** button then the **ON/OFF** button. In effect, you will now be in that area.

3. Enter your code, then press the **ON/OFF** button to arm. **Note:** Your code must be valid in that area.

To arm all areas simultaneously (including the area you are in), press **9P**, **\***, enter your code and press the **ON/OFF** button.

If any zone is not secured, the keypad will display "P". All problem zones in the respective area(s) must be secured or bypassed before the area can be armed. Note: If a system trouble is indicated, the system cannot be armed using this method.

To disarm all areas, press **0**, **\***, enter your code and press the **ON/OFF** button.

# PROTECTING YOURSELF WHILE ON THE PREMISES



## Bypassing Interior Zones

Interior Zones, when bypassed, allow free movement within the premises while the protection of armed perimeter zones is maintained. If the **INTERIOR** button is pressed, all Interior Zones will be bypassed upon arming. Some control panels have provisions for two groups of Interior Zones.

Enter your code, then press the **ON** button. The red ARMED light will come on and the green STATUS light will blink, indicating zones bypassed. After the exit time has elapsed, the BYPASS and INTERIOR arrows will display in the window.

## Instant Protection

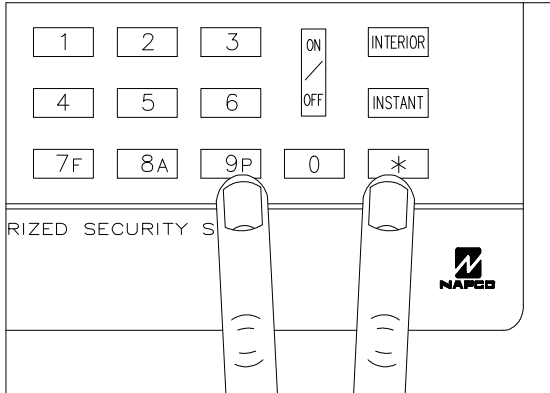
When retiring for the evening, after everyone is at home, you will probably want to cancel the entry delay on the Entry Zone(s). Then, if armed, opening the entry door will cause an instant alarm. (When arming, exit delay will remain in effect.)

To cancel the entry delay while on the premises, merely press the **INSTANT** button. (it may be pressed either before or after arming.)


**Note:** While armed, the red ARMED light will flicker rapidly to indicate instant protection.









# PROTECTING YOURSELF WHILE ON THE PREMISES




## Emergency Buttons (Only available if programmed)

The Blue Emergency Buttons (F, A and P), if programmed, are always active, whether the system is armed or disarmed. The emergency signal will only be activated when the respective Emergency Button and the  button are pressed at the same time.

- **Fire Emergency.** Simultaneously press the  and  buttons to alert the central station of a fire emergency.
- **Auxiliary Emergency.** Simultaneously press the  and  buttons to alert the central station of some other emergency.
- **Police Emergency.** Simultaneously press the  and  buttons to alert the central station of a police emergency.

## TURNING OFF THE ALARM (DISARMING) WHEN RETURNING

1. Upon entry, the red ARMED light will be on and the keypad sounder will come on as a reminder to disarm the panel. During the final 10 seconds, the sounder will pulse a warning signal.


2. Immediately enter your code, then press the  button. The sounder will silence and the red ARMED light will go out.

**Note:** If you enter an invalid code, the keypad will beep 4 times, signifying an error. Re-enter your code immediately.

### Alarm Indication

If the red ARMED light is flashing upon entry, an alarm occurred while you were out. (The display will scroll the number(s) of the violated zone(s).) Proceed with caution! If you suspect that an intruder may still be on the premises, leave immediately and call authorities from a neighbor's phone.


To silence an audible alarm,








1. Enter your code and press the  button. After the system is disarmed, the window will continue to display the number(s) of the zone(s) violated.

2. To reset the display, note the zones violated, then press the  button.

## TURNING OFF THE ALARM (DISARMING) WHEN RETURNING


### **Ambush** (Ambush programmed? YES NO.)

The Ambush Code (optional) is a 2-digit code that is entered just prior to your Disarm Code. If an intruder forces you to disarm your system, (a) enter your Ambush Code; (b) enter your Disarm Code; (c) press the  button.

*Example:* If your regular Arm/Disarm Code is 1234 and your Ambush Code is 99, press       . This will send a silent alarm to the central station.

The red ARMED light will go out and the keypad will appear as if the system were merely disarmed. There will be no indication that an alarm has been sent.

### **Day Zone** (Day Zone(s) programmed? YES NO.)

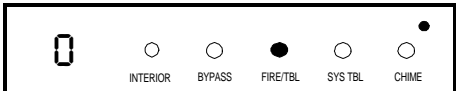
A Day Zone is used to monitor a secured exit door, window foil, etc. A problem on this type of burglary zone will cause a pulsing keypad sounder while disarmed. To silence the sounder, press the  button (or arm and disarm, if so programmed). Correct the problem to reset the Day Zone.

### **24-Hour Zone** (24-Hour Zone(s) programmed? YES NO.)

This zone is always armed, even if the system is disarmed. If there is no audible output (bell, siren, etc.) programmed for this zone, it will behave as a regular Burglary Zone, however an alarm will be reported to the central station and recorded in the Alarm Event Log. If an audible output is programmed, a 24-Hour Zone will behave as an armed Burglary Zone. If the system is subsequently armed with a 24-Hour Zone in trouble, the keypad sounder will come on momentarily to indicate that there is a problem on the zone.




# FIRE PROTECTION

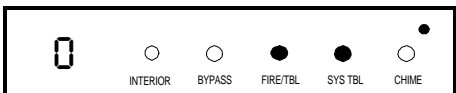
*(Applicable only where local ordinance permits use of this alarm control panel for fire protection.)*




## Fire-Zone Alarm

If a fire is detected, the “FIRE TBL” light will display with the zone number and the keypad sounder will pulse.

1. If a fire is in progress, evacuate the premises immediately! If necessary, call the Fire Department from an outside phone.
2. If there is no evidence of a fire, enter your code and press the  button to turn off the alarm.
3. Check smoke detector(s). If a smoke detector tripped, its red alarm indicator light will be on.
4. Press the  button to silence the keypad sounder.
5. After the alarm condition is corrected (thermostat cooled down; smoke cleared from detector; etc.), pressing the  button again will reset the keypad within about 10 seconds.



## Fire-Zone Trouble

1. If a problem on a fire zone is detected, the zone number will display along with the “FIRE TBL” (fire trouble) light, a flashing “SYS TBL” light and the sounder will pulse to signal a malfunction.
2. Press the  button to silence the sounder. Call for service immediately!

# FIRE PROTECTION

## Preparing a Fire Escape Plan

Even with the most advanced fire alarm system, adequate protection requires an escape plan.

To prepare your plan, draw floor plans of your building. (Space is provided on the next page.) Show two exits - a front or back door and a window from each room. (Make sure the window works. You may need a special fire-escape ladder if the window is high up.) Write down your outside meeting place.

## Family Rehearsal.

Rehearse each of the following activities:

1. Everyone in his room with the doors closed.
2. One person sounds the alarm.

3. Each person tests his door.
4. Pretend the door is hot and use the alternate escape exit.
5. Everyone meets outdoors at the assigned spot.

## Important! - Read Carefully

Discuss these escape procedures with all those who use the building:

1. In a residence, sleep with the bedroom door closed. A closed door will hold back deadly smoke while you escape.
2. When the fire alarm signals, escape quickly. Do not stop to pack.
3. Test the door. If it is hot, use your alternate route through the window. If the door is cool, brace your shoulder against it and open it cautiously. Be ready to slam the door if

smoke or heat rushes in. Crawl through smoke, holding your breath. Close the doors again on leaving to help prevent the fire from spreading.

4. Go to your specific outdoor meeting place so you can see that everyone is safe.

5. Assign someone to make sure nobody returns to the burning building.

6. Call the Fire Department from a neighbor's telephone.

## Would You Like More Safety Information?

For more information on home fire detection, burn safety, and home fire safety, write to the National Fire Protection Association, Public Affairs Dept. 05A, Batterymarch Plaza, Quincy, MA 02269.

# FIRE PROTECTION

## Floorplan

Draw a plan of your premises in the space provided below.



Floorplan

# FIRE PROTECTION

## LIMITATIONS OF FIRE ALARM WARNING SYSTEMS

Although a fire alarm system may be of a reliable and state-of-the-art design, neither it nor its peripheral detection devices can offer guaranteed protection against fire. Any such equipment may fail to warn for a variety of reasons:

- Control panels, communicators, dialers, smoke detectors, and many other sensing devices will not work without power. Battery-operated devices will not work without batteries, with dead batteries, or with improperly-installed batteries. Devices powered solely by AC will not work if their power source is cut off for any reason.
- Fires often cause a failure of electrical power. If the system does not contain a working battery backup power supply, and if the electrical circuit feeding the devices is cut or is not providing power for any reason, the system will not detect heat or smoke or provide any warning of a possible fire.
- Telephone lines needed to transmit alarm signals to a central monitoring station may be out of service.
- Smoke detectors, though highly effective in reducing fire deaths, may not activate or provide early-enough warning for a variety of reasons: (a) they may not sense fires that start where smoke cannot reach them, such as in chimneys, walls, roofs, behind closed doors, etc.; (b) they may not sense a fire on a different level of the residence

or building; (c) they have sensing limitations; no smoke detector can sense every kind of fire every time.

- Thermostatic heat detectors do not always detect fires because the fire may be a slow smoldering low-heat type (producing smoke); because they may not be near the fire; or because the heat of the fire may bypass them. These detectors will not detect oxygen levels, smoke, toxic gases, or flames. Therefore, they may only be used as part of a comprehensive fire-detection system in conjunction with other devices. Under no circumstances should thermostatic heat detectors be relied upon as the sole measure to ensure fire safety.
- Alarm warning devices such as sirens, bells, or horns may not alert someone behind a closed or partially-opened door. Warning devices located on one level are less likely to alert those on a different level. Even those who are awake may not hear the warning if the alarm is obscured by noise from a stereo, radio, air conditioner, or other appliance, or by passing traffic, etc. Alarm warning devices, however loud, may fail to warn the hearing impaired.
- Alarm products, as all electrical devices, are subject to component failure. Even though the equipment is designed for many years of trouble-free performance, electronic components could fail at any time.

Above are some of the reasons that fire alarm equipment could fail. The most common cause of an alarm system not functioning when a fire occurs is inadequate testing and maintenance. The system should be tested at least weekly to ensure that all the equipment is working properly.

While an alarm system may make one eligible for lower insurance rates, it is not a substitute for insurance. Homeowners, property owners, and renters are therefore urged to maintain adequate insurance coverage of life and property.

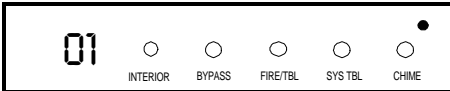
# KEYPAD FUNCTIONS

The keypad can provide a wide assortment of utility functions. The functions are displayed in a prompting “yes/no” format. To skip a function, answer NO (press the **INSTANT** button); to select and execute a function, answer YES (press the **INTERIOR** button or press the **ON/OFF** button).

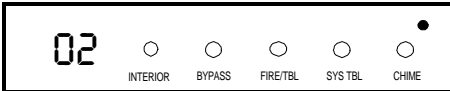
**Note:** Functions may be manually scrolled forward or backward using the **FUNCTION** and **BYPASS** buttons, respectively.

To return to normal keypad operation, press the **RESET** button. (The keypad will automatically return to its normal operating mode if no activity is detected for longer than one minute.)

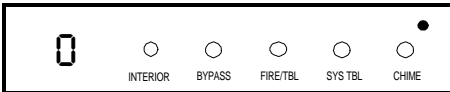
**Note:** In all UL-listed applications and in high-security installations, only those users having valid codes can access the Function Mode.



1. Display Zone Status? Identifies zones that are not secured. Press the NEXT and PRIOR Buttons (as displayed on-screen) to scroll faulted zones.



2. Display Zones Bypassed? Displays manually bypassed zones. Press the NEXT and PRIOR Buttons to scroll bypassed zones.



3. Activate Bell Test? Activates the alarm (while disarmed) for about 2 seconds. If the alarm does not sound, call for service.



# KEYPAD FUNCTIONS



4. Display System Troubles? Displays a 1- or 2-digit error code representing a problem detected in the system. (See SYSTEM TROUBLE ERROR CODES for a description of these codes.) Use NEXT and PRIOR Buttons to scroll system troubles.



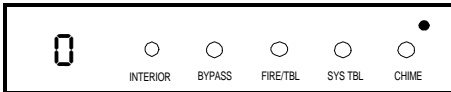
5. Display Fire Alarms? Displays alarms that have occurred on the Fire Zone(s). Press the NEXT and PRIOR Buttons to scroll zones.



6. Display Fire Troubles? Displays trouble conditions that have been detected on the Fire Zone(s). Press the NEXT and PRIOR Buttons to scroll zones.



7. Activate Chime? The Chime Mode will sound a tone at the keypad when the programmed zone is opened while disarmed. To deactivate the Chime Mode, execute Function 7 once again. Note: The Chime Mode is disabled while armed.

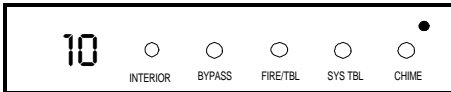


8. Activate Watch Mode? (Watch Mode programmed?  YES  NO.) This optional feature simultaneously turns on all zones designated as Day Zones. To deactivate the Watch Mode, arm, then disarm. All Day Zones will revert to regular Burglary Zones. **Note:** The Watch Mode is disabled while armed.

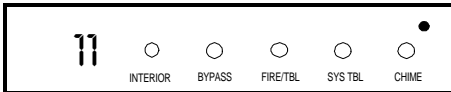
## KEYPAD FUNCTIONS



9. Reset System Trouble? System troubles display and sound at the keypad. Correcting the trouble will clear most indications, however the following error codes will require manual reset: E11; E13; E19; E20 and E22. (See SYSTEM TROUBLE ERROR CODES for a description of error codes.)



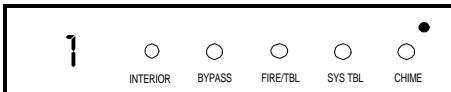
10. For installer's use only. If accidentally enabled, press the **RESET** button to exit.



11. Start Exit Time? (Start Exit Time programmed?  YES  NO.)  
In Commercial Burglary systems, exit delay may have been programmed to start after a central-station "ringback" (verification) signal has been received. If the ringback tone has not been received within about 30 seconds after arming, a communication problem may exist. Use this function to start exit delay manually, then exit the premises immediately. Be sure to have your alarm specialist check communications with the central station as soon as possible.



12. Activate Fault Find? For installer's use only. If accidentally enabled, press the **RESET** button to exit.



13. Activate Locate? For installer's use only. If accidentally enabled, press the **RESET** button to exit.

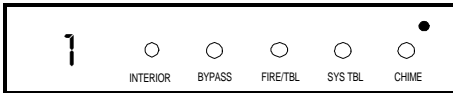
## KEYPAD FUNCTIONS




14. Activate EZM Zone Find? For installer's use only. If accidentally enabled, press the **RESET** button to exit.





15. Activate Telephone Test? (Telephone Test programmed?  YES  NO.) Sends a communicator test to the central station. A communication failure will be indicated at the keypad by a system trouble "3" display. Repeat the test to attempt to correct a communication failure, as any successful communication will clear this display.




16. Delay Arming 1-4 Hours. (Not for UL-listed systems.) Allows automatic arming to be delayed up to 4 hours, 15 minutes, as follows:

For a 1-hour, 15-minute delay, press [1], then the  button.

For a 2-hour, 15-minute delay, press [2], then the  button.

For a 3-hour, 15-minute delay, press [3], then the  button.

For a 4-hour, 15-minute delay, press [4], then the  button.

Fifteen minutes prior to arming, the siren will sound a 2-second warning and the keypad will begin a 15-minute countdown with the sounder pulsing. During this time, arming may be delayed an additional 1 to 4 hours (as above), or autoarming may be cancelled by arming and disarming the panel.

## KEYPAD FUNCTIONS



17. Activate Program? (Program Mode programmed for user?  YES  NO.)  
Activates the Program Mode from Keypad No. 1 only. Note: This feature is disabled while armed.



18. Activate Download? For installer's use only. If accidentally enabled, press the **RESET** button to exit.  
Note: This feature is disabled while armed.



19. Relay Control? Turns on (or off) one or more programmed Relay Groups. Press the **ON/OFF** button to turn the displayed group on or off; press NEXT to proceed to the next group, or PRIOR to scroll back to the previous group. Press the **RESET** button when done.

# CENTRAL STATION MONITORING

Your alarm specialist may have programmed your system to be monitored by a central station. The built-in digital communicator can transmit emergency signals and status reports to the central station 24 hours a day.

## Communicator Features

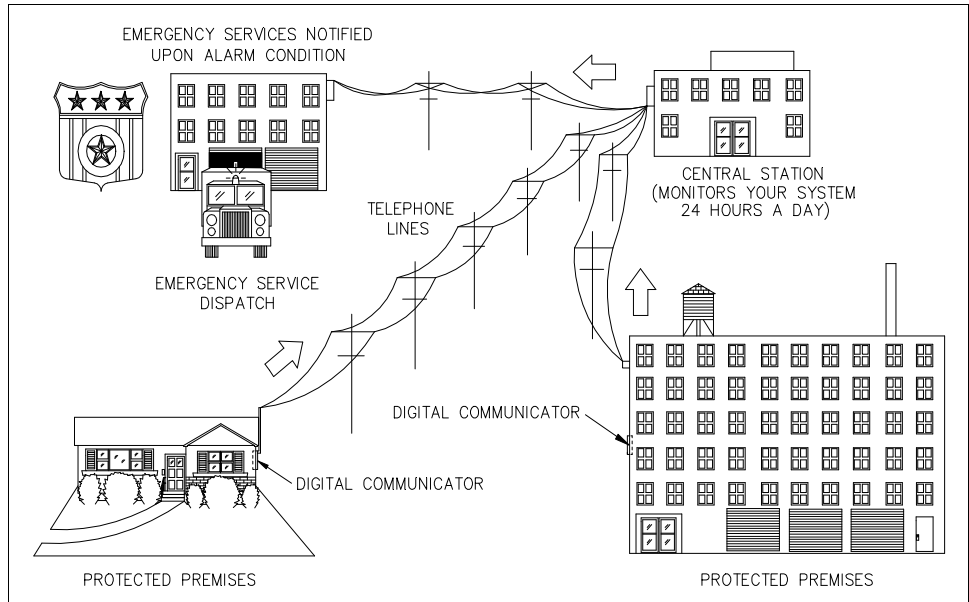
**Abort Delay.** Ask your installer which of your zones have abort delay, a delay that enables you to reset the system before it communicates to the central station.

- Regular Burglary (Non-24-Hour) Zone reports are aborted by disarming within the delay period.
- 24-Hour Zones and zones programmed to report restores must be restored first, then the panel armed and disarmed, all within the delay period.

**Opening and/or Closing Reporting.** Your system can notify the central station every time it is disarmed or

armed. Any or all of up to 96 different users can each be identified. If your system reports on arming (Closing Report), the central station will acknowledge arming. This will

signal at the keypad as a “ringback” beep. **Note:** If the ringback signal is not heard, call for service.



## ADVANCED FEATURES

### Security Bypass/Unbypass

(Security Bypass programmed?  YES  NO.)

In high-security applications, zones may be bypassed (or unbypassed) only if a valid code is entered first, as follows:

1. Enter a code valid for bypass, then press the **BYPASS** button.
2. Press the **BYPASS** button then the zone number (or vice versa) to deactivate that zone.

Similarly, a bypassed zone may be unbypassed using the foregoing procedure.

## ADVANCED FEATURES

### **Start Exit Time After Ringback (for Commercial Burglary Systems only)**

(Start Exit Time programmed?  YES  NO.)

If your system reports to a central station, your panel may have been programmed to start exit delay after the central-station ringback (verification) signal. Then, after arming, your system will communicate to the central station. After the central station acknowledges receipt (ringback), exit delay will start. If ringback is not heard within about 30 seconds, a communication problem may exist; call for service. Function 11 (Start Exit Time) may then be used to manually start the exit delay, however reporting capability may be sacrificed. (If your system does not report or the ringback feature was not programmed, exit delay will start as soon as your code is entered. Also note that if an exception window is programmed, and the closing is within that window, no ringback is provided. Ask your alarm professional if this feature is enabled.)

### **Exit-Delay Restart**

(Exit-Delay Restart programmed?  YES  NO)

On arming, the programmed exit delay will start. After the exit door has been opened and then closed, exit delay will change to 60 seconds. Thus, a long exit delay may be programmed, which will immediately be reduced to 60 seconds upon exiting. If re-entry occurs during that 60 seconds, exit delay will restart once again (and only once again) at 60 seconds. If so programmed, re-entry within 60 seconds after exit delay has expired, will cause the alarm to sound a 2-second warning (in addition to the entry sounder) to remind the user to disarm.

# PROGRAMMING (OPTIONAL)

## Introduction

The Program Mode (optional) is used to customize User Codes. Access to the Program Mode requires a special User Code, therefore not all users may have the ability to program.

### Note:

- If the system contains more than one keypad, only the keypad designated “No. 1” may be used for programming (if in doubt which is No. 1, ask your installer).
- Operation of the keypad buttons in the Program Mode is different from that for normal operation. Refer to the accompanying diagram for keypad functions in the Program Mode.
- If the selected function requires more than one screen, scroll the display using the **FUNCTION** button.
- While in the Program Mode, the ARMED and STATUS lights remain off and burglar and fire alarm func-

tions are disabled.

- If the keypad detects no activity in the Program Mode for more than 4 minutes, a tone will sound; to silence the tone, press the **\***  button.
- The programmed code or description will not be permanently stored until you press the **ON OFF** button.
- To exit the Program Mode, press the **RESET** button.

## Programming User Codes

Do not attempt to program a code containing any blank spaces between digits. In selecting your codes, do not program repetitive numbers (1111), consecutive numbers (1234), your birth date, address, or other obvious combinations. Choose a code of up to six digits (a minimum of four is recommended, and required in UL installations).

The User Program Mode is accessed from the Function Mode as follows:

1. Enter your code, then press the

**FUNCTION** button to enter the Function Mode.

2. Answer NO (press the **INSTANT** button) until “17” (Activate Program) is displayed, then press the YES (**INTERIOR**) button.

**Note:** If you pass “17”, press the **BYPASS** button to scroll back.

3. The display will scroll the following: “P” (Program mode); 4 digits identifying software versions; then “UP” (User Program). The keypad will continue to flash while programming user codes.

4. Set the cursor to the user number with the the **FUNCTION** button.

5. Using the number buttons, enter a User Number as a two-digit number (enter 1-9 as “01”-“09”).



# PROGRAMMING (OPTIONAL)

6. Continuing, set the cursor to the user code with the **FUNCTION** button and enter the new User Code using the number buttons. Press **\* 0** for any blank locations until you end up back to the flashing "UP".

7. Press the **ON/OFF** button to save the code in memory.

Repeat Steps 4 through 7 for each user.

**Note:** To void a code, simply enter the 2-digit user number, then press the **ON/OFF** button.

## Programming Example

Example. Program User 3's Code as "3784".

1. Select the Program Mode as follows:
  - (a) Enter your code, then press the

**FUNCTION** button.

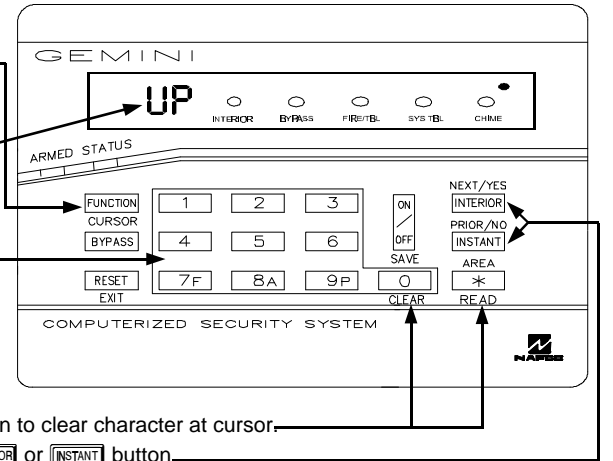
(b) Answer NO (**INSTANT** button) repeatedly until "17" is displayed, then press the YES (**INTERIOR** button). The display will scroll "P" followed by 4 digits (for installer's use), then "UP" (indicating user programming) and the lights will continue to flash.

2. Press the **FUNCTION** button then **0 3** to enter User No. 3, then press the **FUNCTION** button again followed by

**3 7F 8A 4 \* 0 \* 0** to program the code.

### To Program User Codes

1. Enter program code, then press the **FUNCTION** button.
2. Press NO (**INSTANT**) until "17" displays, then press YES (**INTERIOR**).
3. When "UP" displays with a flashing light, use the number buttons to enter a 2-digit user number followed by a user code of up to 6 digits.
4. Press the **ON/OFF** button to save.
5. Repeat steps 3 & 4 to enter all user codes.
6. Press the **RESET** button to exit.



### Programming User Codes


# GLOSSARY

Following are brief descriptions of terms and features used herein that may be unfamiliar to you. Some of the features are programmable options that may or may not apply to your particular system.

**Abort Delay** - A delay period that allows the control panel to be reset, thus aborting a report to a central station.

**Access Code** - A code (up to 6 digits) used to remotely unlock a door.

**Ambush Code** - A 2-digit code entered just prior to the User Code when forced to disarm. Sends a silent alarm to the central station with no indication at the keypad.

**Arming/Disarming** - Turning the system on/off by entering your code at the keypad, then pressing the  button.

**Battery** - Backup power source in the control-panel enclosure to provide protection in the event of a power failure.

**BYPASS Button** - Enables you to

manually remove one or more protective zones from the system.

**Central Station** - Monitors incoming reports and emergency messages from a digital communicator and notifies the proper authorities.

**Chime** - A keypad beep while disarmed alerting that the programmed zone has been opened.


**Closing Window** - (Optional.) A time interval within which closing (arming) is permitted without reporting to the central station.

**Communicator** - Reports intrusions, emergencies, openings, closings, etc. directly to the central station over telephone lines.


**Control Panel** - The brain of the system, it controls all system functions.

**Directory** - A listing of the pro-

grammed zone descriptions stored in memory.

**Easy Arming** - Quick arming by pressing the  button (optional).

**Exit/Entry Delays** - Separate delays that let you exit and enter your premises without setting off an alarm when the system is armed.

**Instant Protection** - Arming without entry delay using the  button while remaining on the premises.

**INTERIOR Button** - Bypasses Interior Zones on arming (see Zones - Interior Zones).

**Keypad** - Puts control-panel functions at your fingertips. It can be mounted anywhere in your premises.

## GLOSSARY

**Manager's Mode** - In a partitioned system, a low-security operating mode that allows arming by area.

**Panic Buttons** - Blue buttons on the keypad (☒\* and ☒7F, ☒8A or ☒9P). If enabled, pressing ☒\* together with ☒7F, ☒8A or ☒9P will alert the central station of a fire, auxiliary, or police emergency.

**Partitioned System** - A system that has been subdivided into two or more (up to eight) independent subsystems (areas).

**Pre-Alarm Warning.** - A keypad sounder alert of an impending alarm. This option is programmable by zone for the same duration as that programmed for Abort Delay (see Abort Delay).

**Report** - A transmission to a central station notifying of a change in the status of the system (alarm, trouble, low battery, etc.).

**RF Low Battery** - (Wireless sys-

tems only) Weak transmitter battery.

**RF Check In** - (Wireless systems only) Periodic test report from transmitter (if a report is not received on time, a supervisory-failure system trouble will result).

**Ringback** - A beep after arming verifying the central-station's receipt of a closing report.

**Service Code** - A code intended for temporary use.

**Sounder** - A local warning device at each keypad to alert that (a) entry delay has started; (b) an attempt was made to arm with a zone in trouble; (c) a Day-Zone condition exists (see Zones: Day Zone); (d) 10 seconds exit time remaining; (e) invalid code entered; or (f) central station acknowledged arming (see Ringback).

**System Trouble** - A problem (low battery, power failure, etc.) detected in the system.

**Trouble** - A zone fault; an open door, window, or other problem that may prevent arming.

**User Code** - Your personalized code for arming and disarming the system. It may contain up to six digits.

**Zones** - Independent circuits that protect specific areas of the premises:

- **Auto-Bypass Zone:** A zone that will be automatically bypassed from the protection system if it is in trouble (faulty) when the system is armed.
- **Burglary Zone:** Detects intrusion.
- **Day Zone:** A zone that will cause a visual and audible indication at the keypad if it is in trouble while disarmed.

## GLOSSARY

- *Exit/Entry Follower Zone*: Provides exit and entry delay for interior devices. Entry delay only occurs if re-entry takes place through the normal exit/entry door first.
- *Fire Zone*: Detects fire alarms or trouble conditions.
- *Interior Zones*: Circuits within the premises, usually including space-protection devices, interior doors, etc.; but not exterior doors or windows. These can all be bypassed simultaneously using the **INTERIOR** button. (Two groups of InteriorZones may be programmed for each area.)
- *Priority Zone*: A zone that prevents arming if in trouble.
- *Priority Zone with Bypass*: A Priority Zone that can be bypassed using the **RESET** button.
- *Selective-Bypassed Zone*: A zone that can be individually bypassed using the **BYPASS** button.
- *24-Hour Zone*: A zone that is armed and ready at all times to respond to an emergency situation.

## SYSTEM TROUBLE ERROR CODES

Your control panel is capable of detecting a variety of troubles that may affect system performance. In the unlikely event that a problem should occur, the SYS TBL (system trouble) light will display in the window along with one or more of the following error codes. Several of these messages are intended for use by your installer or servicer. If any message appears that is unfamiliar to you, call your security professional for service.

<b>E01-00</b>	AC power failure.	<b>E11-NN</b>	Keypad tamper condition; NN = keypad number.	<b>E18-NN</b>	Key fob transmitter low battery; NN = key fob transmitter number.
<b>E02-00</b>	System low battery.	<b>E12-NN</b>	Expansion zone module response failure; NN = module number.	<b>E19-00</b>	User Program memory error.
<b>E03-00</b>	Communication failure.	<b>E13-NN</b>	Expansion zone module tamper condition; NN = module number.	<b>E20-00</b>	Dealer Program memory error.
<b>E04-NN</b>	RF transmitter supervisory Failure; NN = transmitter number.	<b>E14-NN</b>	Relay board response failure; NN = relay board number.	<b>E21-00</b>	System shutdown.
<b>E05-NN</b>	RF transmitter low battery condition; NN = transmitter number.	<b>E15-NN</b>	Rf transmitter tamper condition; NN = transmitter number.	<b>E22-NN</b>	Sensor activity failure; NN = zone number.
<b>E06-NN</b>	Receiver response failure; NN = receiver number.	<b>E16-NN</b>	Receiver jammed; NN = receiver number.	<b>E23-00</b>	Burglary bus failure.
<b>E07-00</b>	Download failure.	<b>E17-NN</b>	Receiver tamper condition; NN = receiver number.	<b>E24-00</b>	Service message.
<b>E08-00</b>	Telephone line failure			<b>E39-00</b>	Receiver capacity error.
<b>E09-00</b>	System cold start.			<b>E40-00</b>	RF Self Test Fail
<b>E10-NN</b>	Keypad response failure; NN = keypad number.			<b>E50-00</b>	Alarm Output Supervisory
				<b>E51-00</b>	Bell Supervisory

## NOTES

## NOTES

# NAPCO LIMITED WARRANTY

NAPCO SECURITY SYSTEMS, INC. (NAPCO) warrants its products to be free from manufacturing defects in materials and workmanship for thirty-six months following the date of manufacture. NAPCO will, within said period, at its option, repair or replace any product failing to operate correctly without charge to the original purchaser or user.

This warranty shall not apply to any equipment, or any part thereof, which has been repaired by others, improperly installed, improperly used, abused, altered, damaged, subjected to acts of God, or on which any serial numbers have been altered, defaced or removed. Seller will not be responsible for any dismantling or reinstallation charges.

THERE ARE NO WARRANTIES, EXPRESS OR IMPLIED, WHICH EXTEND BEYOND THE DESCRIPTION ON THE FACE HEREOF. THERE IS NO EXPRESS OR IMPLIED WARRANTY OF MERCHANTABILITY OR A WARRANTY OF FITNESS FOR A PARTICULAR PURPOSE. ADDITIONALLY, THIS WARRANTY IS IN LIEU OF ALL OTHER OBLIGATIONS OR LIABILITIES ON THE PART OF NAPCO.

Any action for breach of warranty, including but not limited to any implied warranty of merchantability, must be brought within the six months following the end of the warranty period.

IN NO CASE SHALL NAPCO BE LIABLE TO ANYONE FOR ANY CONSEQUENTIAL OR INCIDENTAL DAMAGES FOR BREACH OF THIS OR ANY OTHER WARRANTY, EXPRESS OR IMPLIED, EVEN IF THE LOSS OR DAMAGE IS CAUSED BY THE SELLER'S OWN NEGLIGENCE OR FAULT.

In case of defect, contact the security professional who installed and maintains your security system. In order to exercise the warranty, the product must be returned by the security professional, shipping costs prepaid and insured to NAPCO. After repair or replacement, NAPCO assumes the cost of returning products under warranty. NAPCO shall have no obligation under this warranty, or otherwise, if the product has been repaired by others, improperly installed, improperly used, abused, altered, damaged, subjected to accident, nuisance, flood, fire or acts of God, or on which any serial numbers have been altered, defaced or removed. NAPCO will not be responsible for any dismantling, reassembly or reinstallation charges.

This warranty contains the entire warranty. It is the sole warranty and any prior agreements or representations, whether oral or written, are either merged herein or are expressly cancelled. NAPCO neither assumes, nor authorizes any other person purporting to act on its behalf to modify, to change, or to assume for it, any

other warranty or liability concerning its products.

In no event shall NAPCO be liable for an amount in excess of NAPCO's original selling price of the product, for any loss or damage, whether direct, indirect, incidental, consequential, or otherwise arising out of any failure of the product. Seller's warranty, as hereinabove set forth, shall not be enlarged, diminished or affected by and no obligation or liability shall arise or grow out of Seller's rendering of technical advice or service in connection with Buyer's order of the goods furnished hereunder.

NAPCO RECOMMENDS THAT THE ENTIRE SYSTEM BE COMPLETELY TESTED WEEKLY.

**Warning:** Despite frequent testing, and due to, but not limited to, any or all of the following; criminal tampering, electrical or communications disruption, it is possible for the system to fail to perform as expected. NAPCO does not represent that the product/system may not be compromised or circumvented; or that the product or system will prevent any personal injury or property loss by burglary, robbery, fire or otherwise; nor that the product or system will in all cases provide adequate warning or protection. A properly installed and maintained alarm may only reduce risk of burglary, robbery, fire or otherwise but it is not insurance or a guarantee that these events will not occur. CONSEQUENTLY, SELLER SHALL HAVE NO LIABILITY FOR ANY PERSONAL INJURY, PROPERTY DAMAGE, OR OTHER LOSS BASED ON A CLAIM THE PRODUCT FAILED TO GIVE WARNING. Therefore, the installer should in turn advise the consumer to take any and all precautions for his or her safety including, but not limited to, fleeing the premises and calling police or fire department, in order to mitigate the possibilities of harm and/or damage.

NAPCO is not an insurer of either the property or safety of the user's family or employees, and limits its liability for any loss or damage including incidental or consequential damages to NAPCO's original selling price of the product regardless of the cause of such loss or damage.

Some states do not allow limitations on how long an implied warranty lasts or do not allow the exclusion or limitation of incidental or consequential damages, or differentiate in their treatment of limitations of liability for ordinary or gross negligence, so the above limitations or exclusions may not apply to you. This Warranty gives you specific legal rights and you may also have other rights which vary from state to state.

## THE FOLLOWING STATEMENT IS REQUIRED BY THE FCC.

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 the specifications in Subpart J of 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: reorient the receiving antenna; relocate the computer with respect to the receiver; move the computer away from the receiver; plug the computer into a different outlet so that computer and receiver are on different branch circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications