

Test System Weekly
See Watch ~Test

Part

Points

1.

2.

3.

4.

5.

6.

7.

8.

Turn System Off

Enter your passcode to turn the system off and silence alarms.

Turn System All On

Press **9**

Exit Delay begins

If **Error Tone** sounds, see *Bypass Points* on the card below.

Turn System Part On

Press **0**

Exit Delay begins

If **Error Tone** sounds, see *Bypass Points* on the card below.

Turn System All On, No Delay

Press **9** + **9**

Use No Delay when you're staying home. If **Error Tone** sounds, see *Bypass Points* on the card below.

Turn System Part On, No Delay

Press **0** + **0**

Use No Delay when you're staying home. If **Error Tone** sounds, see *Bypass Points* on the card below.

Bypass Points

An open door or window is an example of a faulted point. Use Bypass to turn the system on with a faulted point.

1 - Press **9** or **0**

To turn the system **All** or **Part** on. The lights for faulted points wink. The lights for other points are on *solid*. The exit tone begins if there are no faulted points.

2 - Press the key for the point you want to bypass. For example, if you want to bypass point 5, press the 5 key. The point light goes off. The exit tone starts when all faulted points are bypassed.

If you bypass a point in error, press **Clear** and start over at step 1.

3 - Exit now or turn the system on with No Delay by pressing **9** or **0** a second time. The **All** or **Part** light winks showing points are bypassed.

4 - Turning the system off clears all bypassed points.

On~Off

To Silence an Alarm, Enter Your Passcode

When there is an alarm, the **OK** and point lights (1 to 8) flash. The alarm tone sounds. If you enter your passcode *before* the system dials your alarm company, the alarm is cancelled. The **OK** light stops flashing.

OK Light Flashing?

An alarm has been sent to your alarm company. Use *View Alarm Memory* to see which point caused the alarm. Use *Reset System* to reset the **OK** light.

View Alarm Memory

Press **4** to enter *Check System* mode. Hold **6** to view alarm memory. Press **Clear** to leave *Check System*.

Reset System

Press **3** and **enter your passcode** to reset the system, including fire points. The reset takes about 20 seconds. The **All**, **Part**, and point lights go off during the reset.

If points do not reset, the **OK** light winks. Call your alarm company for help.

If You Lose Track

If you are unsure about the status of your system, do the following:

- Check the **On** light. If it's lit, your system is on. *Step Outside* is the only function you can perform when the system is on.
- If the system is off, press **Clear** twice to exit any function and start over.

Step Outside

Pressing **Clear** bypasses your entrance doors and sounds the exit tone, when your system is *On with No Delay*. You can exit and re-enter without turning your system off. After you re-enter, press **Clear** to return the system to full protection and silence the tone.

Alarm Silence~Reset

System Tones

Trouble Tone – A warble tone that is on briefly, then followed by a pause, followed by the warble tone (repeatedly).

Error Tone – The same warble tone as the Trouble Tone, but it is not repeated.

Fire Alarm Tone – A warble tone that is on for one-second, then briefly off (repeatedly).

Burglary Alarm Tone – A constant warble tone.

To Silence the Trouble Tone, Press Clear

The trouble tone sounds and the **OK** light winks when there is a system trouble. System troubles are caused by such things as low batteries or faulted detection devices.

The **OK** light stops winking when all troubles are cleared. Use *Check System* to identify trouble conditions.

If the OK light is off your system is not operational. Call your alarm company.

Check System

Press **4** *then:*

Trouble - Fire Point

Hold **1** to view points
On = Trbl, Wink = Bypass

Trouble - Non-Fire Point

Hold **2** to view points
On = Trbl, Wink = Bypass

Power Trouble

Power to system is off.
Operating on battery.

Communication Fail

Check telephone line.

Service Required

Call your alarm company.

Alarm Memory

Hold **6** to view points

Flash = Alarm
On = Cancelled Alarm

Turning the system on resets
alarm memory.

Check System

Watch

When your system is off, it "watches" points you select. For example, you can set your system to wink the point light and sound a tone when a door opens.

Selecting Watch Tone

- 1 - Press **7**
- 2 - Enter your passcode.
(Owner type required)
- 3 - Press:
 - 1** To wink point light, no tone.
 - 2** wink point light, short tone.
 - 3** wink point light, tone until Clear Key is pressed.
 - 4** wink point light, tone until point clears (door closes). Pressing Clear Key also silences tone.
- 4 - Press **Clear** after selecting watch tone.

Selecting Watch Points

To select points to watch:

- 1 - Press **8**
- 2 - Lights come on to indicate watched points.
You cannot “watch” fire points. They are always on.
- 3 - Enter your passcode.
(Owner type required)
- 4 - Press **1** to **8** to select and deselect points.
Key 1 for Point 1 and so on.
To select or deselect all points, press **9**.
- 5 - Press **Clear** after selecting points.

System Test

Press **1** and then enter your passcode to conduct a system test.

Be sure to contact your alarm company before you begin.

Change Passcode

1 - Press **5**

If you hear the error tone your system doesn't have the Change Passcode feature.

2 - Enter your passcode.

The light showing your code number (1 to 8) turns on, and the **Part** light begins flashing.

3 - Enter a new passcode ***with the same number of digits as your old code.***

If the error tone sounds, start over. Try a different new passcode.

4 - Enter your new passcode again.

The OK tone sounds and the system leaves passcode change mode.

If the error tone sounds, start over.

Show Users

The Show User mode shows each user's code type on lights 1 to 8. User 1 is light 1 and so on.

1 - Press **6**
to Show Code type

Flash – Owner

Wink – User

On – One-Time

Off – Disabled

2 - Press **Clear**
to leave Show User

Keypad Lights

- On** - Lights when system is All or Part On.
- NoDelay** - Lights when the system is All or Part On without entry or exit delay.
- 1**] Point lights show the status of each point.
to
- 8**] Wink - Point faulted. (Door or window open.)
Flash - Alarm
- All** - Lights with the "On" light when the system is All On. When the system is off, "All" lights when all points are ready. (No doors or windows open.)
- Part** - Lights with the "On" light when the system is Part On. When the system is off, lights when "Part" points are ready.
- OK** - Wink
See Check System
Flash - See Alarm
Silence~Reset

Change Passcode

Glossary

Bypass - To selectively remove points from the security system temporarily.

Entry Delay - The time you have to enter the building and turn your system off. The system emits a tone during entry delay.

The delay for your system is _____

Exit Delay - The time you have to leave the building after you've turned your system on. The system emits a tone during exit delay.

The delay for your system is _____

Faulted Point - A point that is not normal (a door or window is open).

Flashing Light - A rapidly blinking light.

No Delay - Turning the system on without entry or exit delay.

Point - A detection device, or group of devices connected to your security system.

Trouble - A service condition that needs to be corrected, such as a broken wire.

Winking Light - A slowly blinking light.