

# Security System User's Guide

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*This system includes a telephone line seizure feature. The system may be programmed to communicate with a central monitoring station to report system events. You will not be able to use your phone while the system is communicating with the central monitoring station. In the unlikely event that the central station is not able to receive the report, your phone may be unavailable for up to 20 minutes while the panel makes additional communication attempts.*



## **Introduction**

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Your security system helps to secure life, property, and investments against fire, theft, and bodily harm. The command center is an advanced digital device that offers a variety of features not available with other systems. Its highly visible, backlit keypad and built-in sounder alert you to a number of system events. A familiar ATM style design and ease-of-use make it ideal for property monitoring.

## About This User's Guide

This owner's manual is divided into three main sections:

**Security System Basics:** Covers how to use the D1260 Command Center, the various keys, what a "Point" is and the various types of Points, and custom displays.

**System Commands:** This section covers system commands, such as turning the system on and off, bypassing points, etc. Your security company programs the functions described in this section. Some of them may not be included in your system. Some of the functions covered may require you to enter your personal passcode.

**Appendix:** Covers the limitations of a Security System, Fire Safety and Evacuation, Maintenance and Service of your Security System and How to Clean the Command Center.

Text that is **Bold** and *Italic* represents a key on the keypad.  
ex. **COMMAND**.

Text that is **bold** is the text on the display.

## Part I: Security System Basics

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### Using the Command Center


Your security system provides quick access to functions by pressing the *COMMAND* key and one or two additional keys.

Another way to access functions is through the Menu List. This is done by pressing the key adjacent to **Menu**> shown in the display.

Pressing the key adjacent to <Previous or Next> while in the Menu List allows you to scroll up or down through the list of functions programmed by your security company.

Pressing the key adjacent to the function being displayed initiates the function.

For example, if **Reset Sensors?>** is being displayed, pressing the soft key adjacent to this will begin the function.

To exit the Menu List,  | <Exit  
press the <Exit key.

Use the Menu List to locate functions you don't use often or that don't have a command number.

## Command Center Keys

<i>COMMAND</i>	Use the <i>COMMAND</i> key in combination with one or two numeric keys to perform a function.
<i>ENTER</i>	The <i>ENTER</i> key is used to complete the entry of your passcode at the command enter. Whenever a function requires you to enter your passcode at the command center, first press the digits of the code and then press the <i>ENTER</i> key. Your system will not recognize your passcode until you press <i>ENTER</i> .

### DISPLAYS:

<b>Exit</b>	When <b>Exit</b> > appears in the command center display, pressing the key adjacent to it will exit you out of the function you are in.  This may be displayed on either side of the display.
<b>Previous</b>	When viewing a list, pressing the < <b>Previous</b> key will take you back to the previously shown item.
<b>Next</b>	Press the <b>Next</b> > key to pass over the present item(s) in a menu or list.

## Points

### What is a Point?

A “point” is a detection device, or group of devices connected to your security system. Points display individually at the command center with custom text. The text can describe a single door, motion sensor, smoke detector, or an area such as UPSTAIRS or GARAGE. There are two basic types of points: controlled and 24-hour.

### Controlled Points

Controlled points respond to alarm conditions depending upon whether the system is turned on (armed) or turned off (disarmed). Controlled points are programmed to respond instantly to alarm conditions or to provide a delay for you to reach the command center and disarm the system.

The type of alarm appears before the point text when there is an alarm. There are two types of controlled points: perimeter points and interior points.

### Perimeter Points

These points usually include all exterior doors and windows of the building.

### Interior Points

These points usually include interior forms of burglary detection devices, such as motion sensors, or inside doors.

### 24-Hour Points

24-hour points are always on, even when the burglary system is disarmed (turned off). There are two types of 24-hour points: fire points and non-fire points.

### Fire Points

Fire points exclusively monitor fire detection devices. They are always armed and cannot be disarmed. You can clearly distinguish fire points from other non-fire points at the command center.

When there is a fire alarm, the display **\*FIRE ALARM\*** is on the first line, text identifying the point as a fire point is displayed on the second line, and instructions for silencing the alarm are displayed on the third and fourth lines.

Fire alarms have a unique audible warning signal.

### **Non-Fire Points**

Non-fire 24-hour points are always armed and cannot be disarmed. Examples are 24-Hour Burglary, 24-Hour Panic and 24-Hour Emergency.



## **Your Custom Display**

“At an idle state” means that the system is not currently performing a function entered by a user. There are three idle states the system may be in:

- Turned on (Armed)
- Turned off (Disarmed) with no points faulted (doors or windows open) in the area
- Turned off with faulted points (doors or windows open) in the area.

This manual uses the default idle state displays for examples of these idle states. Your security company may have programmed custom text for the idle displays in your system.

The custom text and the default text for the three system idle displays follow.

	Default Text	Custom Text
Area Name Text	AREA # NAME TEXT Appears on the top line of the display	-----
<p><b>Note:</b> Throughout this manual, all examples of “AREA # NAME TEXT” will use “AREA 1 WAREHOUSE.” The actual name of Area 1 will differ depending on the specifics of your system.</p>		
<p><b>Area Is On Text</b> Indicates the area is turned on (armed) and ready to detect intruders.</p>		-----
<p><b>Area Off Text</b> Indicates the area is turned off (disarmed). 24-hour points remain armed.</p>		-----
<p><b>Area Not Ready Text</b> Indicates that the area is turned off, but not ready to arm.</p>		-----

**Note:** The Silence> soft key will only appear if the trouble tone is sounding.

## View Faulted or Bypassed Points

To properly arm your system, all the exterior points (doors and windows) and interior points (motion sensors, inside doors, etc.) in the system must be in the normal (not faulted) condition. Viewing the faulted points helps you find faulted points (such as doors or windows that are left open) and correct them so proper arming is possible.

Your command center offers two ways of displaying faulted and bypassed point information. The first causes the faulted or bypassed point information to scroll automatically through the display. The second allows you to manually scroll through each individual point description.

### To automatically scroll faulted or bypassed points:

1. Ensure your command center shows idle text. The **View Points**> soft key will be displayed on the third line of the command center when there are faulted points.

2. Press the digit key. The text for Area 1 is displayed first followed by the number (#) of faulted points on the next line.  
Press the **View Points**> soft key to automatically scroll through the faulted points
3. The display changes to show the point text description of the faulted points. If there is more than one faulted point, the display will automatically cycle through all of them before returning to idle text.  
These displays scroll at the rate of 3 seconds per faulted point.
4. If there are no faulted or bypassed points, the **View Points**> soft key will not appear. Instead, the display shows Area Is Off idle text.
5. The display returns to idle text after scrolling through the faulted and bypassed point information.

**To manually scroll faulted or bypassed points:**

1. Ensure your command center shows idle text.
2. Press the **View Points**> soft key to display the first faulted point.
3. Press the **Next**> soft key or the <**Previous** soft key repeatedly to display the faulted and bypassed point information.
4. If faulted or bypassed points in other areas exist, then the display will indicate the Area number and the number of faulted/bypassed points before returning to idle text.
5. If there are no faulted or bypassed points in other areas, the display will return to idle text.

## **Warning Displays and Tones**

Your command center emits one of several distinct tones and displays custom text to alert you to system events. Additional bells or sirens may also be connected to your system. Bells or sirens mounted on the exterior of your premises alert neighbors to emergencies and provide an audible guide for police and fire fighters.

### **Command Center Quiets for Keystrokes**

Pressing any key on the command center lights the keys and quiets any warning tones. If you don't press another key within 20 seconds, the keypad lights go out and the warning tones resume.

### **Priority of Events**

If more than one event occurs, your system sorts them into one of four groups. The groups (highest priority first) are:

- Fire Alarms
- Burglary Alarms
- Fire Troubles and Fire Supervisory conditions
- Non-Fire Troubles and Non-Fire Supervisory conditions.

The group with the highest priority scrolls first in the command center's display. Descriptions of the tones and displays for each group and instructions for silencing the tones are included in the descriptions that follow.



## Fire Alarms

Fire alarms are the highest priority events. When a fire point activates, your command center emits a pulsating high-pitched fire tone. Evacuate all occupants and investigate for smoke or fire. Ensure that all occupants know the difference between the burglary tone and the fire tone. The tone sounds for the time set by your security company.

The command center display shows the point text of the first point that went into fire alarm and displays the message **Enter Passcode + ENTER key to Silence**.

### Silencing Fire Alarms

Entering a personal passcode with the proper authority level silences a fire alarm and disarms the system if it was armed.

The system will now display **\*Alarm Silenced\*** ... and then the number of points in alarm (**# FIRE ALARMS**) and then the area text appears (**AREA 1 NAME TEXT**) followed by the custom text of all the points in alarm (**SMOKE DETECTOR**), in the order of occurrence.

If there is more than one point causing an alarm, the display will show each point for three seconds before showing the next one.

When the last alarm is shown, the next display is the first alarm.

Your system may be programmed so that you cannot silence some fire alarms until the fire event clears. Entering **COMMAND 4** clears the scrolling point text from the display.

The **\*Alarm Silenced\*** message will continue to alternate with idle text as a reminder that it is still possible to view the text of the points in alarm by using the View Memory function. See **VIEW MEMORY ? (Command 40)** for more information.

To clear the event memory and remove the **\*Alarm Silenced\*** message from the display, press the **Clear Display>** soft key.

The display will show the instructions for clearing the message. Enter a valid passcode and press the **Clear>** soft key.

If a fire trouble still exists, the display shows **Fire Trouble**. To remove this display, the fire point(s) must be returned to normal.

If you have not cleared the **\*Alarm Silenced\*** display and wish to review cleared events, use *COMMAND 40*.



## Burglary Alarms

Burglary alarms are the second priority. When a burglary point activates while your system is armed, your command center emits a steady high-pitched burglary tone. The tone sounds for the time set by your security company.

The command center display shows the number of burglary points activated, the message “**Enter Passcode + ENTER key to Silence**” and then custom text for each activated point

If there is more than one point causing an alarm, the display will show each point for three seconds before showing the next one. When the last alarm is shown, the next display is the first one.

### Silencing Burglary Alarms

Entering a personal passcode with the proper authority level silences a burglary alarm and disarms the system if it was armed.

The system will now display **\*Alarm Silenced\*** and then the number of points in alarm (**### ALARMS**) and the custom text of all the points in alarm, in the order of occurrence will display.

Entering **COMMAND 4** clears the scrolling point text from the display.

The **\*Alarm Silenced\*** message will continue to alternate with idle text as a reminder that it is still possible to view the text of the points in alarm by using the View Memory function. See **VIEW MEMORY?** (**Command 40**) for more information.

To clear the event memory and remove the **\*Alarm Silenced\*** message from the display, press the **Clear Display>** soft key.

The display will show the instructions for clearing the message. Enter a valid passcode and press the **Clear>** soft key.



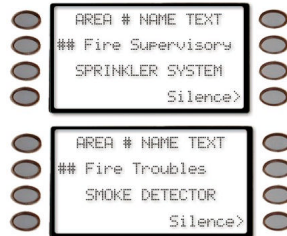
## Fire Trouble and Fire Supervisory Events

When a fire trouble or fire supervisory condition occurs, your command center emits three warble tones, then a pause (repeatedly).

The system displays the number of fire points that are in a trouble or supervisory condition.

### Silencing Fire Trouble and Fire Supervisory conditions

Pressing *COMMAND 4* or *Silence>* silences and clears Fire Trouble and/or Fire Supervisory conditions.



In addition to this, entering a personal passcode with the proper authority level silences a fire trouble and disarms the panel if it was armed. Use *COMMAND 40* if you wish to review these cleared troubles.

**Note:** *Some systems may be programmed to automatically re-sound the command center's trouble tone after a period of time if the fire trouble or fire supervisory condition remains. Consult your security company for further information.*

## Special Fire Trouble and Fire Supervisory Displays

If you silence the command center or clear a trouble or supervisory condition for a Fire Point from the display and the fire point remains in trouble, **Fire Trouble** or **Fire Supervisory** appears in the command center's display.

They remain in the display until the condition causing the trouble is cleared.

*Note: Some fire points, when activated, will display FIRE TROUBLE for a preset amount of time. If no other fire activity is detected, this condition will automatically clear. If the condition remains or another fire detector is tripped, a fire alarm will occur.*

## Viewing Fire Trouble and Fire Supervisory conditions

After pressing **COMMAND 4** or **Silence>** soft key, **Fire Trouble** continues to automatically scroll through the display. To view the faulted fire points, press any numeric key, then press **Next>** to scroll these displays manually if you wish. Events scroll from oldest to newest.

## Non-Fire Point Trouble and Supervisory Events

When a trouble event occurs, your command center may be programmed to emit three warble tones, then a pause (repeatedly).

If the system was armed, the command center display shows the number of non-fire trouble events or non-fire supervisory events and then custom text for each activated point.

### Silencing Non-Fire Trouble and Supervisory Events

Pressing *COMMAND 4* or *Silence*> silences and clears Trouble and/or non-fire Supervisory conditions. In addition to this, entering a personal passcode with the proper authority level silences a trouble and disarms the panel if it was armed. If you wish to review these cleared troubles, using *COMMAND 40* can do this.

### Viewing Non-Fire Trouble Events

After pressing *COMMAND 4* or the *Silence*> soft key, press any numeric key to view the faulted points. Press *Next*> to scroll these displays manually if you wish. Events scroll from oldest to newest.



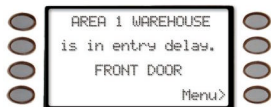
## Special System Trouble Display

These displays appear on all keypads in the system. See *Standard Displays* for a description of each system trouble display. Pressing **COMMAND 4** or the **Silence**> soft key will silence a system trouble tone, but the System Trouble display will not clear until the faulted condition is corrected.

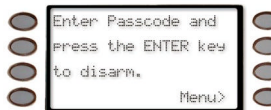
### Entry Delay Tone and Display

When you enter an armed system through a point programmed for entry delay, the command center emits a repeating warble tone and displays

**AREA 1 WAREHOUSE is in entry delay for 3 seconds and then**



**Enter Passcode and press ENTER key to disarm to remind you to turn off your security system**



If you fail to turn off the security system before the entry delay time expires, it will sound the burglary tone and may also send an alarm report to your security company.





## Exit Delay Tone and Display

After you arm your system, the command center emits a repeating beep tone and displays.

Area # Area Text is now arming... followed by



Exit now! # seconds remaining and counts down the exit delay time.



## Keystroke Checking Tones

### Valid Entry

If you press an appropriate key for the function or entry you desire, the command center emits a muted beep tone, indicating it accepted your keystroke.

### Invalid Entry

A flat buzz tone sounds when you press a key that doesn't have a function to execute, or when the command center has no information to display.



## Silencing an Alarm

The audible alarm sounds for a specific period of time before it automatically shuts off. If an alarm occurs and you want to silence the siren before the time expires, simply enter your personal passcode and press **ENTER**.

### To **SILENCE** an alarm:

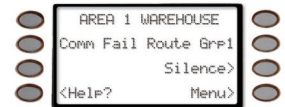
- Enter your passcode and press **ENTER**.

## How Your System Reports Alarms

Your security system may be programmed to automatically seize your telephones when sending reports to your security company. Once the report is completed, your security system restores the telephone line to normal operation (check with your security company). Other methods of communicating alarm conditions are also available. Please consult your security company for services available in your area.

Your system makes repeated attempts to send reports to your security company.

In the event your security system fails to communicate, the command center buzzes and displays **Comm Fail Route Grp1** (or 2, 3, 4)



Notify your security company of the communications failure.

**Note:** *If your system uses telephone lines as its means of communication and telephone service is interrupted, your security system cannot send reports to your security company unless it has an alternate means of transmitting them.*

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## Part II: System Commands

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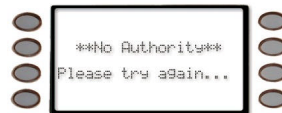
Below is a summary of the commands covered in this section.

*Note: Some of these functions may not be available in your system. Please consult your security company to determine which commands have been made available to you.*













If you attempt to enter a function that's not available, the message NOT AUTHORIZED appears briefly in the display.








If the function is available in the system but your passcode is not authorized to perform the function, then **\*\*No Authority\*\*** will display on the Command Center.



Press the **COMMAND** key and then the one or two digits shown in the table below to perform the function. When you use a command to perform a function, the displays in the function list below do not appear at your command center.

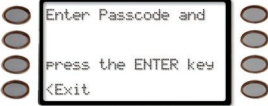
COMMAND	Function
	Master Arm
	Perimeter Instant
	Perimeter Delay
	Silence Trouble Sounder & Clear Trouble Display
 + 	View Memory
 + 	Walk Test
 + 	Reset Sensors
	Watch Mode
	Special Alert

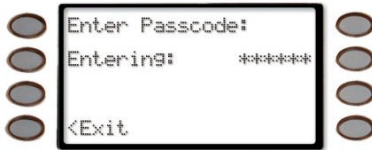
COMMAND	Function
	Perimeter Partial
	Special Alert
	Bypass a Point
 + 	Unbypass a Point

## Passcode Protected Commands and Functions

Commands and/or Functions within your system may be programmed to require a valid passcode prior to gaining access to that function. This ensures that only authorized people have access to specific functions.

Follow the steps shown below when entering a Command or Function that requires a passcode:

1. At the display Enter Passcode and press the ENTER key,  

2. The passcode is shown as asterisks (\*) when entered and advance from the right side of the display to the left until all passcode digits are entered.



3. Enter the passcode and press the ENTER key.







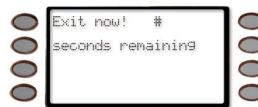


## Turning the System On (Arming)

Your security system can be turned on (armed) in many different ways, depending on the arming command used. Arming Commands are those commands used to turn the system on. The most basic arming command is to arm the entire system. The simplest way to arm your system is to enter your personal passcode or **COMMAND 1**.

There are several other arming commands to turn the system on. These are described later in this manual.

### To Turn Your Security System On (Arm):

1. Enter your passcode and press **ENTER**.  

2. After you arm your system, the command center emits a repeating beep tone, displays **Area # Area Text is now arming...** followed by  
  
**Exit now! # seconds remaining** and counts down the exit delay time.  




## Turning the System Off (Disarming)

Entering your personal passcode turns off your security system. When the system is turned on, you must enter through a designated entry door to prevent an instant alarm condition. Opening the door starts entry delay time and the Command Center emits a pulsing “beep” tone to remind you to turn the system off. Enter your passcode before the delay time expires and the system will turn off.

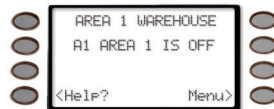
If you enter through the wrong door or fail to disarm before the entry delay time expires, you will cause an alarm.

If this happens, silence the alarm (by entering your personal passcode and pressing *ENTER*) and call your security company to let them know that it is not an emergency situation.



### To Turn Your Security System Off (Disarm):

1. Enter your passcode and press *ENTER*.
2. You must press the *ENTER* key within 8 seconds of entering your passcode, or the passcode entry will be invalid.
3. The display returns to idle disarmed text.





## Turning the System On (Arming) With a Duress Passcode

Your passcode may have a special duress feature that is simply your personal passcode with its last digit increased by 1 or 2.

If an intruder demands that you arm or disarm the security system, you can use your duress passcode. The duress passcode arms or disarms the system *and* sends a duress report to your security company. There is no alarm tone or visual indication at the premises that the report is sent. Check with your security company before attempting to use this feature.



## Turning the System On (Arming) With Doors or Windows Open

If a protected door or window is open, you may have the option of “force arming” with that point faulted. Faulted points (opened doors or windows) that are force armed are not included in the system. The remaining points arm normally.

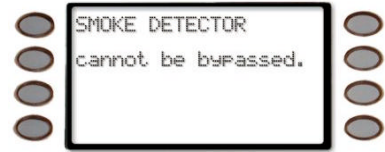
Force armed points either return to normal operation after you turn off your system or return to normal when the door or window is closed. Your system might not offer force arming or it may be restricted to specific points. Contact your security company for more information.

1. Use your passcode or an arming function to start the arming process.

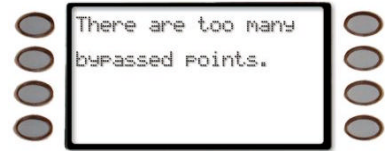
2. The display shows  
*Check Area*  
*#.*



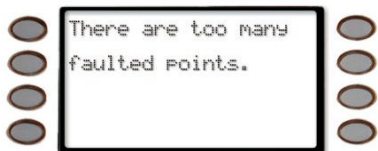
3. One of the messages below may display in place of *Check Area #.*



Indicates the system is programmed not to arm with particular points faulted (doors or windows open).

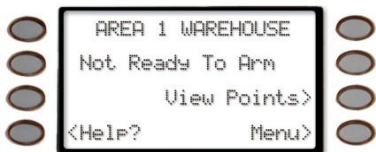


Indicates that the system’s number of allowable bypassed points has been reached. Your system’s maximum number of bypassed and/or force armed points is set by your security company. Check with them to learn this number.



Indicates that more than the number of allowable points are faulted. Bypassed points are counted as faulted. Your system's maximum number of bypassed and/or force armed points is set by your security company. Check with them to learn this number.

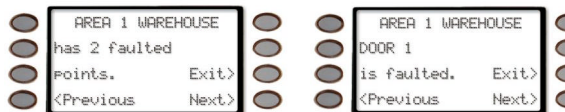
4. The display shows **AREA 1 WAREHOUSE**  
**Not Ready to Arm.**



5. Pressing the **View Points>** soft key will show the specifics for any points that are faulted or bypassed.

Faulted points are displayed first followed by bypassed points.

6. The display changes to show the number of faulted points in the area.



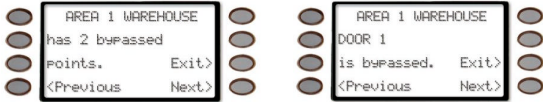
Press **Next>** soft key repeatedly to scroll through the point text for each faulted point.

If you do not want to go through the list of faulted points and want to go directly to the **Force Arm>** soft key or **Force/Bypass Arm>** soft key, press the **COMMAND** button.

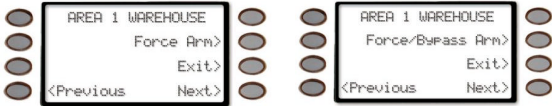


7. Once the last faulted point is displayed, pressing the **Next>** soft key will start displaying a summary and then specifics of any bypassed points.





8. Once the last bypassed point is displayed, the display will change to show the soft key to either force arm the faulted points (*Force Arm*>) or force arm the faulted/bypassed points (*Force/Bypass Arm*>).



9. Press the appropriate soft key to arm your system with the faulted/bypassed points removed from service.

*Part II: System Commands*  
*Turning the System On (Arming) With Doors or Windows Open*

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## MASTER ARM ? (COMMAND + 1)

### Description

Use this function to turn on the entire system, both perimeter and interior. When you turn the system on, the display shows how many seconds of exit delay time you have to exit the protected area. You should leave before exit delay time expires.

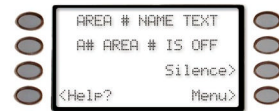
Leaving after exit delay has expired will cause the entry delay to start only if the person exits through a point set for Entry/Exit delay. Exiting through any other point should cause an immediate alarm. You may also cause an alarm on an interior device. Enter your personal passcode to disarm the system.

Your cleaning service, a serviceman, or others may also use this function to turn on your system when they leave.

### Using Master Arm:

**Note:** *Using the COMMAND +1 shortcut will only arm the area where the keypad has been assigned. For example, if the command center is assigned to Area 1, only Area 1 will be armed when COMMAND + 1 is pressed.*

1. The display shows disarmed idle text.



2. Press the **COMMAND** key.


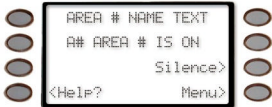


3. The display shows **\*System Command\***.



4. Press the **1** key.



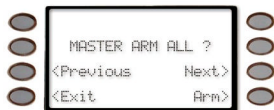
5. The display shows **Exit now!** # seconds remaining  
(# = exit delay time remaining).
6. After the exit delay time expires, the display changes to idle armed text.
7. To disarm your security system, enter your personal passcode and press **ENTER**.

## Master Arming all Areas

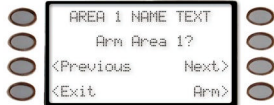
If you prefer, you may use **MASTER ARM ?>** command in the Command Menu to initiate this function and allows you to arm all or selected areas.

Press the **Menu>** key to enter the Command Menu, then press **Next>** repeatedly until you reach the **MASTER ARM?>** prompt. Then press the soft key adjacent to **MASTER ARM?>**.

Upon entering this menu selection, **MASTER ARM ALL ?** is displayed first.



Press **Arm>** to Master Arm all areas.



Or press the **Next>** soft key to view each unarmed area and optionally arm each one. To arm a selected area, press **Next>** until the desired area appears (Area name text along with **Arm Area # ?**). Then press **Arm>**.

When arming individual areas, the command center will momentarily display that the area is arming before providing the option to arm additional disarmed areas.



## PERIMETER INSTANT (COMMAND + 2)

### Turn On the Perimeter With No Delays

#### Description

Use this function to turn on only the perimeter of your building, leaving the interior of the building disarmed. This function allows no exit or entry delay time through the perimeter, including the designated exit delay door.

This function is useful in residential systems when everyone is home and ready to retire for the evening. You can have the security of an armed perimeter, yet move freely throughout the interior of the premises.

It is also useful in commercial systems when you are working before or after business hours and wish to have the perimeter armed. Remember there are no entry or exit delays when you use this function. You must disarm (turn off) the system to enter or exit the premises.

#### Using Perimeter Instant:

1. Interior points are not armed with this command and may remain faulted while arming with *COMMAND 2*.
2. Press the *COMMAND* key.

The display shows  
\*System Command\*.



3. Press the 2 key.

**Note:** *If you prefer, you may use the Command Menu in place of steps 2 and 3 to initiate this function. Press the Menu> key to enter the Command Menu, then press Next> repeatedly until you reach the PERIMETR INST ?> prompt. Press the key adjacent to PERIMETR INST ?>.*

4. The display shows  
**Perimeter On  
Instant.**



After arming the perimeter without delays, you cannot enter or exit the premises without disarming the system. Opening a perimeter door before disarming will generate an alarm. If this happens, silence the alarm by turning your system off and call your security company to let them know that it is not an emergency situation.



## PERIMETER DELAY ? (COMMAND + 3)

### Turn On the Perimeter With Delays

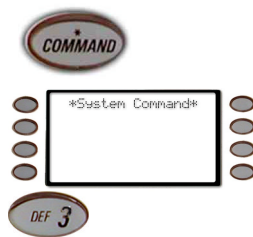
#### Description

In residential systems this function allows you to only arm the perimeter and exit through a door programmed for exit delay. The interior of the building remains disarmed. People or pets are free to move throughout the interior of the premises.

This function is also useful in commercial systems when you are working before or after business hours and wish to have the perimeter armed. Other system users can enter through doors programmed for entry delay, which will start the entry delay sounder and countdown.

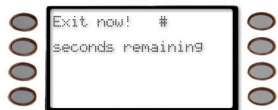
### Using Perimeter Delay

1. Interior points are not armed with this command and may remain faulted while arming with **COMMAND 3**.
2. Press the **COMMAND** key.
3. The display shows  
\*System Command\*.
4. Press the 3 key.

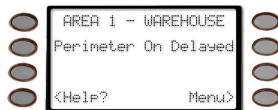


**Note:** *If you prefer, you may use the Command Menu in place of steps 2 and 3 to initiate this function. Press the key adjacent to Menu> to enter the Command Menu, then press the key adjacent to Next> repeatedly until you reach the PERIMETR DELAY ?> prompt. Press the key adjacent to PERIMETR DELAY ?>.*

5. The display shows  
**Exit now! # seconds  
remaining** (# = exit  
delay time  
remaining).



6. After the exit delay  
expires, **Perimeter  
On Delayed** is  
displayed.



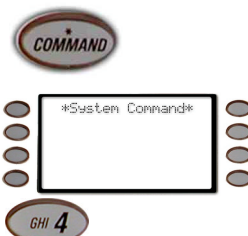
## Silence the Trouble Sounder & Clear Trouble Display (COMMAND + 4)

### Description

Use COMMAND 4 to silence the trouble sounder during system events. This command also clears system messages from the display. The **\*Alarm Silenced\*** display will continue to scroll to remind you that cleared events can be seen with the View Memory function (see *View Memory ?*).

### Using COMMAND 4:

1. Press the **COMMAND** key.
2. The display shows **\*System Command\***.
3. Press the **4** key.
4. The Command Center sounder is silenced.



*Part II: System Commands*

*Silence the Trouble Sounder & Clear Trouble Display (COMMAND + 4)*

---

## VIEW MEMORY ? (COMMAND + 4 + 0)

### View Event Memory

#### Description

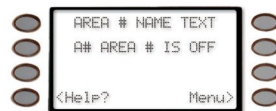
Your system stores events that occurred since the last time display was cleared. Use COMMAND 40 to view Event Memory.

Event Memory allows you or a service technician to review events after they are cleared from the command center's display. \*Alarm Silenced\* will continue to scroll to remind you that events are stored in Event Memory.

Each time you turn the system on, the Event Memory is erased and the \*Alarm Silenced\* message is cleared.

#### Using View Memory:

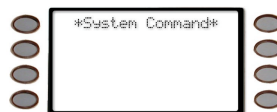
1. Ensure your command center shows idle disarmed text.



2. Press the *COMMAND* key.



3. The display shows \*System Command\*.



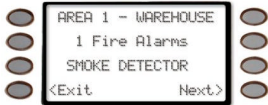
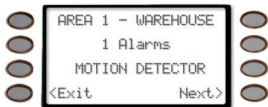
4. Press the 4 key, followed by the 0 key.



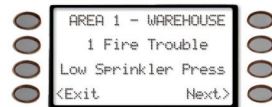
*Note: If you prefer, you may use the Command Menu in place of steps 2 and 3 to initiate this function.*

*Press the Menu> key to enter the Command Menu, then press Next> repeatedly until you reach the VIEW MEMORY ?> prompt*

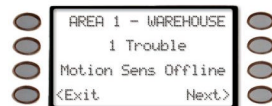
5. Your system displays event summary lines and point text in this order:

- fire alarm summary line, point text for each fire alarm event;  
A rectangular screen with a black border and rounded corners. The text is white on a black background. It reads: "AREA 1 - WAREHOUSE", "1 Fire Alarms", "SMOKE DETECTOR", and at the bottom, "<Exit" on the left and "Next>" on the right. There are four small grey circles on each side of the screen.
- alarm summary line, point text for each alarm event;  
A rectangular screen with a black border and rounded corners. The text is white on a black background. It reads: "AREA 1 - WAREHOUSE", "1 Alarms", "MOTION DETECTOR", and at the bottom, "<Exit" on the left and "Next>" on the right. There are four small grey circles on each side of the screen.

- fire trouble summary line, point text for each fire trouble event;



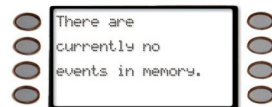
- trouble summary line, and point text for each trouble event.



6. Press Next> to scroll through the events.



7. If there are no events to view, **There are currently no events in memory** displays.



8. Return to idle text at any time by pressing <Exit.

## WALK TEST ? (COMMAND + 4 + 4)

### Walk Test

#### Description

Use this function to test command centers, detection devices, and sounders (both interior and exterior) to be certain they function properly. You can review untested points at your command center to help pin-point any problems.

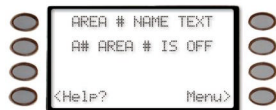
You cannot arm your system while in the walk test mode, and no alarm reports are sent to your security company unless a 24-hour point is activated (such as fire or panic).

Upon initiation, the walk test will test the burglary bell pattern on the bell output and ring the command center burglary bell for 2 seconds. The AC will be disabled for 4 minutes in order to test the system's battery power.

If the battery cannot maintain the system for the 4-minute period, the command center will appear to go dead. If this happens, contact your security company. At the end of the 4-minute period, AC is returned to the system and the panel restores. To test individual detection devices, simply activate sensors and open protected doors and windows one-at-a-time. As each detection device is faulted, the Command Center emits a brief tone and the display indicates for 60 seconds that the point has been tested. This verifies that each detection device is working properly.

### Using Walk Test:

1. Ensure your command center shows idle disarmed text.
2. Press the **COMMAND** key.



The display shows  
**\*System Command\*.**



3. Press the 4 key, followed by the 4 key.

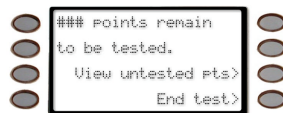


**Note:** *If you prefer, you may use the Command Menu in place of steps 2 and 3 to initiate this function.*

*Press the Menu> key to enter the Command Menu, then press Next> repeatedly until you reach the WALK TEST ?> prompt. Press the WALK TEST ?> soft key.*

4. The burglary bell sounds for 2 seconds.

When the display shows **### points remain to be tested** you can begin. (### is the number of points)



**Note:** *If you know the point number, you can enter it by pressing its number key and then the ENTER key.*

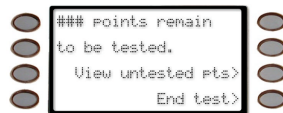


*The display will change to show the point that was entered. If the point is invalid the message Invalid Point or This is not a valid walk point appears.*

Test each point by first opening and then closing the door or window.

Check the display after testing each point. For interior points, walking past the device once is sufficient. If any point does not test correctly, contact your security company for service.

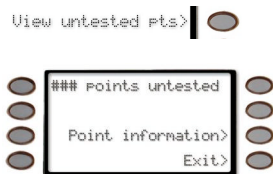
5. During the Walk Test you may want to see the points that remain untested.





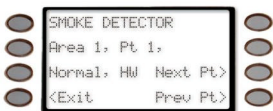
Press the **View untested pts>** soft key.

6. The display shows **### pts untested**.

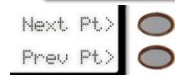


Press the **Point information>** soft key to see information about specific points that have not yet been tested.

The display changes to show the information for that point.

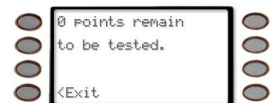


Move through this list by pressing the **Next Pt>** or **Prev Pt>** soft keys.



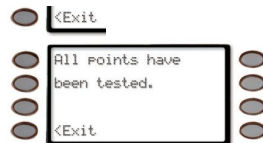
Press the **Exit>** soft key to return to the **### points remain to be tested** screen before continuing with the walk test.

7. When all points have been tested, **0 points remain to be tested** is displayed.



Press **<Exit**.

The display momentarily shows **All points have been tested** before returning to idle text.



*Part II: System Commands*

*WALK TEST ? (COMMAND + 4 + 4)*

---

## RESET SENSORS ? (COMMAND + 4 + 7)

### Reset Sensors

#### Description

Detection devices, such as smoke detectors and shock sensors, must be reset after being activated. This function momentarily removes power from these sensors to reset them.

COMMAND 47 also clears point information from the display, leaving the \*Alarm Silenced\* message



in the display as a reminder that the View Memory function can be used to view the cleared point information.

#### Using Reset Sensors:

1. Ensure your command center shows idle disarmed text.



2. Press the COMMAND key.



3. The display shows \*System Command\*.

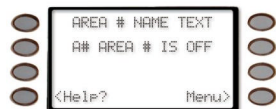
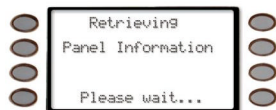
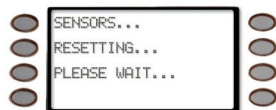


4. Press the 4 key, followed by the 7 key.



**Note:** *If you prefer, you may use the Command Menu in place of steps 2 and 3 to initiate this function. Press the Menu> key to enter the Command Menu, then press Next> repeatedly until you reach the RESET SENSORS ?> prompt. Press the RESET SENSORS ?> prompt. Press the RESET SENSORS ?> soft key.*

5. This display  
**SENSORS...**  
**RESETTING...**  
**PLEASE**  
**WAIT...** shows for  
approximately 3  
seconds  
and then shows  
**Retrieving Panel**  
**Information** while  
retrieving the panel  
information again  
before returning to  
idle disarmed text.



If you enter this function and the detector or sensor resets momentarily, but then returns to a faulted condition, the conditions causing the activation may still be present or the detector may be faulty. Check to be certain that there is no smoke, fire, or other danger present. If you can't reset the detector or sensor contact, your security company.

## WATCH MODE ? (COMMAND + 6)

### Description

With your security system disarmed, you can use watch mode to monitor some points. Each time some points are faulted (door or window is opened) the command center chimes once and displays the point text for 60 seconds. No alarms are generated by this mode except 24-hour alarms (fire, panic, etc.).

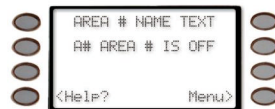
When the command center's keypad lighting is on, the command center does not chime. The keys light for 20 seconds whenever you strike a key.

Use this function in residential systems to monitor entries or exits in your home. In commercial systems, it can serve as a door chime to alert you when a customer or delivery person enters your business.

**Note:** *Contact your security company to find out which points are watch points and whether or not your system automatically turns the Watch Mode on whenever you disarm.*

### Using Watch Mode:

1. Ensure your command center shows idle disarmed text.



2. Press the **COMMAND** key.



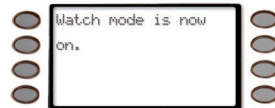
The display shows  
**\*System Command\*.**



3. Press the **6** key.



4. The display shows  
**\*Watch mode is now on.**



5. To disable Watch Mode, press **Command 6** again.

The command center will display **Watch mode is now off.**



## PERIMETER PARTIAL ? (COMMAND + 8)

### Partially Turn On the Perimeter

#### Description

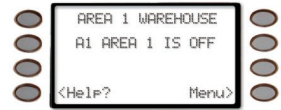
This function is used to turn on the perimeter of your building while selected portions of the perimeter remain turned off. Perimeter points that are not secure (faulted) when this function is entered are automatically bypassed and are not included in the system. This function does not turn on the interior of your building. Entry/exit delays are provided with this arming command.

Use this function in residential systems to turn on the front of your house while the interior and the rear perimeter doors are left turned off, giving you freedom of movement between the house and patio.

In commercial systems, when you need access to the large overhead doors to receive deliveries, using this function will allow you to keep the rest of the building perimeter armed.

### Using Perimeter Partial:

1. Ensure your command center shows idle disarmed text.



Before using this function, decide which points are to be left turned off. Fault the points (doors and windows) by leaving them open. The points must remain open until after the exit delay time expires.

2. Press the *COMMAND* key.


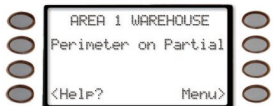


The display shows  
\*System  
Command\*.



3. Press the *8* key.



4. The display shows **Exit now! #**  
**seconds**  
**remaining.**
- 
- When exit delay time expires and the system turns on, the display shows **Perimeter On Partial.**
- 
5. When performing a **COMMAND 8** and no points are faulted or if the points return to normal before the exit delay time expires, the system is turned on as in **COMMAND 3.**



## Special Alerts (COMMAND + 7 and COMMAND + 9)

### Description

Commands 7 and 9 can be programmed to respond to a choice of numerous situations that may need immediate attention. They may also be used to send a silent alarm to your security company without sounding an alarm signal on the premises. Check with your security company for the options they offer.

### Using COMMAND 7:

1. Ensure your command center shows idle disarmed text.
2. Press the **COMMAND** key.



The display shows **\*System Command\***.



3. Press the 7 key.



Your COMMAND 7 special alert has been programmed to:

- notify your security company
- ring a bell on your premises
- display at your command center

Description:

\_\_\_\_\_

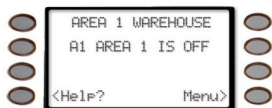
\_\_\_\_\_

\_\_\_\_\_

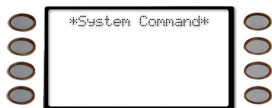
\_\_\_\_\_

**Using COMMAND 9:**

1. Ensure your command center shows idle disarmed text.
2. Press the **COMMAND** key.



The display shows **\*System Command\***.



3. Press the **9** key.



Your COMMAND 9 special alert has been programmed to:

- notify your security company
- ring a bell on your premises
- display at your command center

Description:

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## BYPASS A POINT? (COMMAND + 0)

### Description

Bypass points that you do not want included in the system. Points that are not included in the system do not detect intruders and cannot send any reports. You can bypass points when an area is disarmed. Bypassing a point reduces the level of security and should be used with discretion. Points remain bypassed until you unbypass them or some points may return when the area is disarmed. See *Unbypassing a Point* (COMMAND 00).

You could use *COMMAND 0* to leave a window open over night without initiating an alarm. Also see *Turning the System On With Doors or Windows Open*.

### Using Bypass a Point

1. Ensure your command center shows idle disarmed text.



2. Press the *COMMAND* key.



The display shows  
\*System  
Command\*.

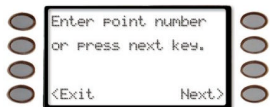


3. Press the *0* key.



**Note:** If you prefer, you may use the Command Menu in place of steps 2 and 3 to initiate this function. Press the **Menu>** key to enter the Command Menu, then press **Next>** repeatedly until you reach the **BYPASS A POINT ?>** prompt. Then press the **BYPASS A POINT ?>** soft key.

4. The display shows:



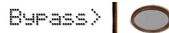
If you know the point number you wish to bypass, enter the number and press the **Enter>** soft key or the **ENTER** button.

If you don't know the number of the point you wish to bypass, you can view the list of devices that can be bypassed by pressing the **Next>** soft key.

Continuously pressing **Next>** scrolls through these devices.

When the point text of the point you wish to bypass appears,

press the **Bypass>** soft key,  
or the **ENTER** button.



5. One of the following messages displays (FRONT DOOR is used here as an example):

**FRONT DOOR is not bypassed** indicates the point is not bypassed and the option is given to bypass it.

If **Bypass>** is pressed, **FRONT DOOR is bypassed** is displayed, indicating the point was successfully bypassed.

**FRONT DOOR is already bypassed** indicates that the point has already been bypassed.

**FRONT DOOR cannot be bypassed** indicates the system is programmed not to allow that point to be bypassed.

**Invalid Point. Please try again** indicates that the device is not assigned to the area that you are in or an invalid point was entered.

**No additional points** indicates that there are no points remaining to be bypassed.

6. You can return to idle text by pressing <Exit>.
7. If the bypassed point is a 24-hour point, the message **24Hr Point Bypassed** begins scrolling in the display. If the bypassed point is a fire point, the message **Fire Point Bypassed** scrolls in the display.



## UNBYPASS A POINT? (COMMAND + 0 + 0)

### Description

Unbypassing a point is a way to return a bypassed point to the security system so that it can once again respond to trouble and alarm conditions.

### Using Unbypass a Point:

1. Ensure your command center shows idle disarmed text.
2. Press the *COMMAND* key.



The display shows  
\*System Command\*.

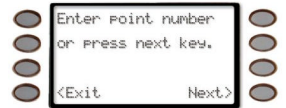


3. Press the 0 + 0 keys.

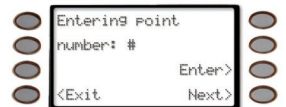


**Note:** If you prefer, you may use the Command Menu in place of steps 2 and 3 to initiate this function. Press the **Menu>** key to enter the Command Menu, then press **Next>** repeatedly until you reach the **UNBYPAS A POINT ?>** prompt. Press the **UNBYPAS A POINT ?>** soft key.

4. The display shows:



If you know the point number you wish to unbypass, enter the number and



press the **Enter>** soft key or the *ENTER* button.



If you don't know the number of the point you wish to unbyypass, you can view the list of devices that can be bypassed by pressing the **Next>** key.

Continuously pressing **Next>**



scrolls through these devices. When the point text of the point you wish to unbyypass appears,

press the **Unbyypass>** soft key or the **ENTER** button.

Unbyypass> | 



5. One of the following messages displays (FRONT DOOR is used as an example here):  
**FRONT DOOR is not bypassed** indicates the point is in the system, and therefore cannot be bypassed.  
**FRONT DOOR is bypassed.** indicates that the point has already been bypassed.  
If the **Unbyypass>** is selected, **FRONT DOOR is now unbyypassed** displays and indicates the point was successfully unbyypassed.

If a 24 hour or Fire Point is bypassed and you attempt to unbyypass it when it is still faulted, **Cannot unbyypass 24hr faulted points** will be displayed.

**Invalid Point** indicates that the device is not assigned to the area that you are in, or the number that was entered was not a valid point in the system.

**No Additional Points** indicates that there are no points remaining to be unbyypassed. (The display will exit the function and return to idle text.)

6. You can return to idle text by pressing **<Exit**.



# Appendix

---

## Security System Limitations

Not even the most advanced security system can guarantee protection against burglary, fire, or environmental threats. All security systems are subject to possible compromise or failure-to-warn for a variety of reasons including, but not limited to, the following:

- If sirens or horns are placed outside the hearing range of people in remote areas of the building or in areas that are frequently closed off, they do not provide the intended protection.
- If intruders gain access through unprotected points of entry, the system will not detect their entrance.
- If intruders have the technical means of bypassing, jamming, or disconnecting all or part of the system, they will not be detected.
- If the AC power supply is OFF and the back-up battery is either missing or dead, sensors will not detect intrusion nor the fire points detect the presence of smoke.
- Smoke detectors cannot detect smoke in chimneys, walls, or roofs, or smoke blocked by a closed door. They may not detect smoke or fire on a level of the building different from the one on which they are located. Smoke detectors may not be able to warn in time about fires started by explosions, improper storage of flammables, overloaded electrical circuits, or other types of hazardous conditions.
- If phone lines are out of service, reports from the security system to the security company cannot be sent. Telephone lines are vulnerable to compromise by several means.

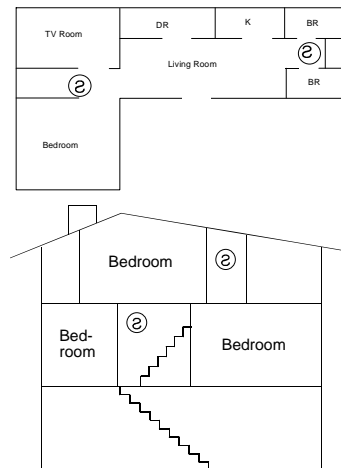
Inadequate maintenance and failure to test are the most common causes of alarm failure. It is strongly recommended that you test your system once a week to be sure that all system components are working properly.

*Note: Although having a security system may make you eligible for reduced insurance premiums, the system is no substitute for insurance. Warning devices cannot compensate you for loss of life or property.*

## Fire Safety and Evacuation

Residential fire is a leading cause of accidental death. Most fire related deaths occur at night when occupants suffocate in their sleep from smoke and toxic gases, rather than from burns. To help reduce this risk, the following program should be implemented.

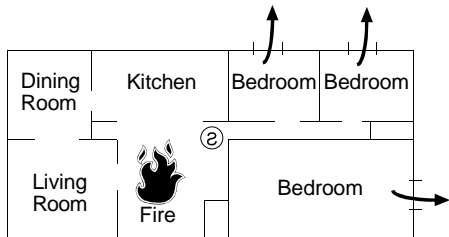
1. Minimize fire hazards. Smoking in bed, cleaning with flammable liquids such as gasoline, leaving children home alone, and using unsafe holiday decorations are some of the common causes of household fire.
2. Install a fire alarm system. The primary purpose of this system is to give the earliest possible warning of danger.
3. A smoke detector (indicated in the figure by an inverted “s” in a circle) should be provided to protect each sleeping area in a home.



*Appendix*  
*Fire Safety and Evacuation*

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4. Practice an escape plan. Because there may be very little time between detection of a fire and the time it becomes deadly, it is important that every member of the family understand how to quickly evacuate according to the plan.
5. Plan both primary and alternate escape routes. Since stairwells and hallways may be blocked during a fire, exiting through a bedroom window must be a part of the escape plan. If the sleeping area is above the ground floor, install a means of safely descending outside the building if one does not already exist.



6. As a part of this plan, all family members should arrange to meet at a location away from the house (such as a neighbor's house) so you will know that everyone is accounted for.
7. If it is determined that the alarm was accidentally sounded, the bell should be silenced, the detectors reset, and your security company notified immediately that there is no emergency situation.

## Standard Displays

Your command center uses standard and custom displays to show the status of the security system. Many standard displays are described below. Your system may not use all of them. Descriptions of your custom text follow.

### \*System Command\*

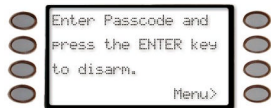
Displays when you press the *COMMAND* key. The system is waiting for you to enter a one or two digit number to complete the command.



### Entry Delay display

When the system is turned on, entering through a delay door starts entry delay time. The command center emits a tweedle tone and displays the following:

Enter passcode and press the ENTER key to disarm



followed by Area # Name  
Text is in entry delay.



You must turn off the system before entry delay time expires to avoid creating an alarm event.

### Exit Delay display

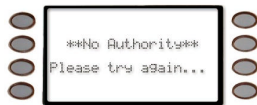
Arming your system starts exit delay time. The command center emits a repeating beep tone and displays the following

Exit now! # seconds remaining (# = the number of seconds left in exit delay).



### \*No Authority\*

The system does not recognize the passcode entered and displays \*No Authority\*.



### NOT AUTHORIZED

The passcode entered does not have the authority to perform the function requested and displays NOT AUTHORIZED.



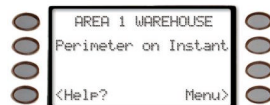
### Perimeter On Delayed

Indicates that the perimeter is armed (turned on) with entry/exit delay time and displays Perimeter On Delayed.  
(See *Command 3*)



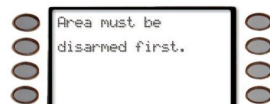
### Perimeter On Instant

Indicates that the perimeter is armed (turned on) without entry/exit delay time and displays Perimeter On Instant.  
(See *Command 2*)



### Area must be disarmed first

This display indicates that the function requested can only be performed when the area is disarmed.



Disarm the area first to perform the function.

## System Trouble Displays

If you see any of the system trouble displays shown below, contact your security company to determine whether repairs are needed.

**Note:** *The Silence> soft key is only displayed if a trouble tone was sent along with the trouble display.*

### Call for Service

Call your security company for service.



### Service Panel

Indicates a problem with the panel. The panel is not operating. Call your security company for service.



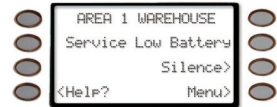
### Service Parameter

Indicates a problem with the panel. Your panel may not be operating properly. Call your security company for service.



### Service Low Battery

Indicates the security system's battery is low, or temporarily draining faster than the system can charge it.

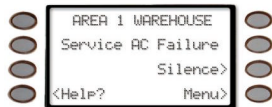


If this display remains or appears frequently, call your security company for service. Entering **COMMAND 4** or pressing the **Silence>** soft key silences the trouble buzz.

**Note:** Entering COMMAND 4 or pressing the Silence> soft key silences the trouble buzz.

### Service AC Failure

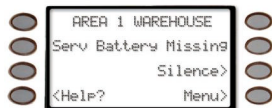
Indicates that AC power to the security system is interrupted. Check the plug-in transformer and circuit breaker.



The display clears when AC power returns.

### Serv Battery Missing

Indicates the security system's battery is disconnected or shorted.

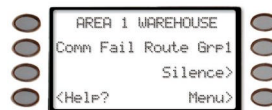


### Comm Fail Route Grp1 (2-4)

Your security system makes repeated attempts to communicate with the security company.

In the event your security system fails to communicate, the command center buzzes

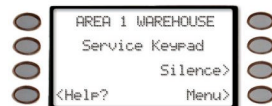
and displays  
**Comm Fail Route Grp1**  
(Route Group number can be from 1 to 4)



Notify your security company of the communication trouble.

### Service Keypad

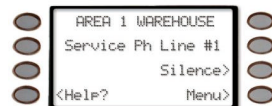
Indicates that a command center, other than the one displaying the message, is in a trouble condition.



Notify your security company.

### Service Phone Line #1 (or #2)

Indicates telephone line trouble. Call your phone company from another phone to report telephone trouble.



This message may not appear in some systems.



### Service Printer

Indicates that a local printer (if installed) at your premises is in a trouble condition.



Check to be sure the printer is powered on, the paper is correctly inserted, and the printer is selected. Contact your security company if you have questions or the display doesn't clear. Your system may not include a local printer. Printer number could also be 18 or 19.

### Service D9210

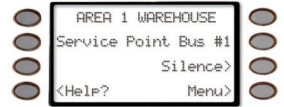
Indicates that one of the D9210 Access Control Modules (possible of 8 total) connected to the panel has encountered a problem.



Contact your security company.

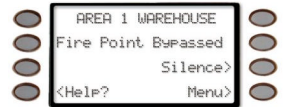
### Service Point Bus 1 (or 2)

Displays when a problem has occurred with one of the panel's circuits. Call your security company.



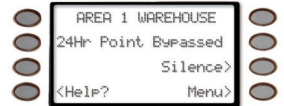
### Fire Point Bypass

This display indicates that fire points have been bypassed.



### 24 Hour Bypass

This display indicates that 24-hour points have been bypassed.





## Security System Glossary

<b>Area</b>	A group of detection devices connected to your security system.	<b>Central Station</b>	A facility where trained personnel monitor your security system 24 hours a day. Your security system may be programmed to contact the central station during alarm conditions, enabling central station personnel to dispatch the proper authorities.
<b>Arm</b>	To turn your controlled points (burglar detection devices) on. When an area is armed and a controlled point trips, an alarm occurs or entry delay begins. When an area is disarmed, faulting controlled points does not generate alarms.	<b>Closing Report</b>	A report your system can be programmed to send to the central station indicating that an area has been armed. Opening and closing reports are commonly used by commercial accounts.
<b>Authority Level</b>	Your security company or security representative assigns an authority level to your passcode. The authority level determines which command center functions you can execute.	<b>Command Menu</b>	A list of functions programmed by your security company. They can perform most command center functions with only two or three keystrokes.
<b>Bypass</b>	Selectively remove points from the security system. You might bypass a point in order to arm the perimeter with a window open.		

<b>Entry Delay</b>	A programmed delay of system alarm response that allows you to enter an armed area through the correct point and disarm the area. If you don't disarm before the delay time expires, the system begins an alarm response which may include reports to the central station.
<b>Exit Delay</b>	A programmed delay of system alarm response that allows you to exit after arming an area. If you exit after the delay time expires, an alarm is triggered. You must disarm the system. If you don't disarm before the delay time expires, the system may begin an alarm response (depending on if any interior points were armed) that may include reports to the central station.
<b>Faulted Point</b>	A point that is not normal (a door or window is open).

<b>Force Arm</b>	To turn on (arm) the security system even though one or more points are faulted. Force arming bypasses the faulted points.
<b>Idle Text</b>	The security system displays idle text at command centers when it is not performing a user requested function. Idle text shows the arming status of the system.
<b>Master Arm</b>	To turn on (arm) both interior points and perimeter points.
<b>Menu</b>	A list of functions you execute from a command center.
<b>Opening Report</b>	A report your system can be programmed to send to the central station indicating that an area has been disarmed. Opening and closing reports are commonly used by commercial accounts.
<b>Perimeter Arm</b>	An arming command that arms only the perimeter points.

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<b>Point</b>	A detection device, or group of devices connected to your security system. Points display individually at the command center with custom text. The text can describe a single door, motion sensor, smoke detector, or an area such as UPSTAIRS or GARAGE.
<b>Relay</b>	Your system may have relays programmed to provide control of devices, such as premises lighting or entry gates. Your security company programs relays for automatic control and/or control from your command center.
<b>Trouble</b>	A service condition that needs to be corrected, such as a broken wire.

## **Maintenance and Service**

This security system requires very little maintenance; however, you should test the system weekly to ensure it is working properly. A test schedule and maintenance program can be arranged. If you notice a change in operation during normal use or testing, call for service as soon as possible. Do not attempt to repair the control panel, command centers, or detectors yourself.

## **How to Clean the Command Center**

If your command center gets dirty, apply a household glass cleaner to a clean cloth or paper towel and wipe the surface. Do not spray any liquid directly onto the command center. It could run inside the case and damage electrical circuits.

## **Your Alarm Company**

Name:

Call This  
Number Before  
Testing

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