Master 2570

Regency 4000

with
Model 4724
Control Expander

User's
Manual

7 Test

Installer Code

Test

Clear Test

mute twice

to get out

chime 40 test

SILENT KNIGHT
SECURITY SYSTEMS

QUALITY POLICY

Quality at Silent Knight is each employee providing customers and co-workers with products and services that meet established requirements on time.

This statement is a formal commitment that represents the practices of every Silent Knight employee.

Kit Vail
President

THE QUALITY EDGE

TO RESET AN ALARM CONDITION, SIMPLY ENTER YOUR ACCESS CODE

Important: Security System products should be tested every week to ensure complete and proper input and output connections.

Limited Warranty

The manufacturer warrants that the products of its manufacture shall be free from defects in materials or workmanship for one year from the date of factory invoice if such goods have been properly installed, are subject to normal use, and have not been modified in any manner whatsoever. Upon return of a defective product to your alarm installer, the manufacturer will, at its sole discretion, either repair or replace, at no cost to the customer, such goods as may be of defective material or workmanship. Customers outside the United States are to return products to their distributor for repair.

THE MANUFACTURER SHALL NOT UNDER ANY CIRCUMSTANCES BE LIABLE FOR ANY INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING FROM LOSS OF PROPERTY OR OTHER DAMAGE OR LOSSES OWING TO THE FAILURE OF THE MANUFACTURERS' PRODUCTS BEYOND THE COST OF REPAIR OR REPLACEMENT OF ANY DEFECTIVE PRODUCTS.

THE MANUFACTURER MAKES NO WARRANTY OF FITNESS OR MERCHANTABILITY AND NO OTHER WARRANTY, ORAL OR WRITTEN, EXPRESS OR IMPLIED, BEYOND THE ONE-YEAR WARRANTY EXPRESSLY SPECIFIED HEREIN.

The Model 4724 Control Expander increases the versatility and ease of operation of the Regency 4000 Security System more than ever before. The 4724 allows the use of up to 144 zones, or sensors, which can be divided into as many as 8 areas, in any combination, that can be armed and disarmed independently from each other.

The 4724 also makes it possible to use X-10 Modules (up to 32) to control lights and appliances from any 4000 system keypad.

Your installer has customized your system to meet your specific needs. To give you even greater flexibility, several options have been designed to be user programmable. Thanks to the advanced technology of the 4724's built-in programmer, you can program the access options you need just by pressing a few buttons on any of the 4000 system's remote LCD (liquid crystal display) keypads.

For example, you can program access codes for up to 255 users, varying the level of access you grant to each user. You can specify days and times during which specific users may or may not be granted access, including certain days programmed as "holidays." A special feature automatically adjusts the time to allow for daylight-saving time, on the date you select.

It is essential that you become familiar with the new features and operation of the 4724, as described in this manual, to ensure optimum system performance and avoid costly false alarms.

The major components of your Regency 4000 Security System with the Model 4724 Control Expander are:

- Sensors

- Control Communication Panel

- Keystations

The system can monitor up to 144 zones, using different types of sensors (door contact switches, motion and smoke detectors, etc.) Everyday system control is accomplished through keystations.

The control communication panel (Model 4720) is the electronic heart of your security system. All sensors and keystations are connected to it to provide system actuation communications. The system has a standby backup battery to prevent system shutdown during power failures. Normally you will not have to open the control panel cabinet once it is installed.

The Regency 4000's keystations are typically installed in the master bedroom and main entries. They allow you to arm and disarm system functions and zones quickly and conveniently, providing an extremely high degree of tamper-proof security.

A. Monitoring Capabilities

The Regency 4000/4724 Security System is active 24 hours a day, monitoring for fire, emergencies, and auxiliary conditions (depending on your needs). The intrusion (burglary) portion of the system must be turned on and off (armed and disarmed) as people come and go.

NOTE: Any time the dialer needs to communicate with the central station (when the (EMER) button has been pressed, for example, or when some other alarm or trouble condition must be reported), it will NOT be possible to use any telephones that are on the same line(s) as the security system. Normally, this condition will last approximately one minute. If the dialer is unable to communicate with the central station, these phones will be unavailable for up to 20 minutes.

Intrusion

It is important that your intrusion system be on at all times your home or business is not occupied, and when occupants of a household are sleeping. The intrusion system can be armed or disarmed from any of the control keystations. In a typical residential situation, the system will be armed at night from the bedroom keystation, and armed again when occupants leave the house in the morning. A typical commercial building will be armed on evenings, weekends and holidays.

One or more doors have been "sensored" to allow entrance and exit alarm delays. This is done to give you an adjustable, preprogrammed amount of time to leave after arming the system, without setting off an alarm. (It is usually 20 to 25 seconds, but check with your installing company to make sure of the exit delay time programmed for you.)

You may have chosen to divide your home or business into a perimeter circuit (all possible doors, windows and any other outside entries) and an interior circuit (rooms or offices inside the building). At

the same time that an armed perimeter circuit provides intrusion protection, disarmed interior rooms allow people to move around inside the building. You can arm and disarm the interior section separately, using the (CHIME/INTERIOR) key (see page 26).

You can also divide the building into different **areas** that can be armed and disarmed separately. For example, you can arm the first floor of your home against intrusion, while leaving the second floor disarmed to allow free movement during the night without setting off alarms.

Fire

If your alarm specialist installed smoke detectors or heat sensing thermostats, you have 24-hour fire protection. This fire protection zone is **always** active, even though your system may be disarmed. If a fire is sensed, your system will sound a local alarm and send a fire alarm signal to your security installer's monitoring office.

Tamper Alarm

Certain components of your security system may be protected against attempts to disable them to prevent the system from operating properly. Items such as outside bell or siren enclosures, the control cabinet and telephone equipment are subject to unauthorized access and tampering. Your system can be designed to monitor and report these conditions to the security company's monitoring station.

Auxiliary Alarm

Your system may be designed to monitor one or more conditions that are not directly related to security, but which do require a prompt response to prevent some other problem or physical damage from occurring. Typical auxiliary alarms could indicate conditions such as furnace failure, freezer failure, water level, equipment failure, etc. Although none of these conditions is a security concern, early detection and appropriate action could save money and/or property. Ask your security company representative for specifics in your particular application.

Gas Alarm

Your system can be designed to monitor for leakage of L.P. (liquified propane) or natural gas.

Emergency

Emergency alarms can be programmed to be sent to service providers such as police via your security company's monitoring office. This type of alarm can also be manually sent simply by pushing the appropriate panic button on a system keystation.

Panic Alarm

A panic alarm is a user activated alarm such as a keystation panic button or a personal wireless panic transmitter. A panic alarm condition would indicate that you are at home and you are manually signalling an emergency condition or break-in attempt.

B. Access Codes

An access code is a confidential number 4 to 6 digits in length. You enter this number into your Regency 4000 System keypads to program, arm, disarm and command all functions of the system. The 4724 supports up to 255 access codes.

As the main user, you can program the secret codes and the functions that each access code can perform. This gives you precise control over the access each user has to the various parts of your home or business, and to the security system itself.

Main User Code

Your main user code, or "code 1", allows you to change other code numbers and reset the time and date displayed on your keystation LCD and printer. You can program other user codes to be able to perform these functions if you wish. The functions of the main user code will not be programmed, because it can already be used to perform all of the functions. The main user code should be written down and stored in a safe, secure place.

WARNING:
Without this number, it is virtually impossible for anyone to reprogram or reset your system.

User Access Codes

Up to 255 user access codes can be provided by your Regency 4000/4724 system (254 if using the high security code). They can be programmed to allow the user to arm and disarm the system, operate the DOOR function, and bypass (deactivate) zones.

If desired, they can be individually programmed with specific time windows appropriate for each employee or user, providing access only when the person needs to be in the building: night shift workers in the PM hours, part-time workers only during the days or hours that they work.

Through programming, you can control whether or not each access code can be used to gain access to an area; bypass (deactivate) intrusion zones; and arm, disarm or program the system. You can also determine whether or not a particular user must enter a "high security" code in addition to the secret code to gain access. You can restrict a user to card access only, or allow access to be gained by entering a code into a keypad.

Secondary Access Codes (CODE 2)

Secondary codes can be assigned to people to whom you want to grant temporary building and ground access when you are away--maids, babysitters, etc. Under normal conditions, people to whom you assign a secondary code can use it for system arming **only**. Their codes will **not** disarm the system. By enabling the CODE 2 function (see page 29), when arming the system before you leave the building, you provide your secondary code holders with the ability to **disarm** the system once. This CODE 2 secondary code disarm capability will last until the system is disarmed by any code (including the secondary code itself). Then the secondary code reverts to the

normal arm-only condition.

CAUTION:
Under regular Regency 4000/4724 programming, all codes are granted disarm capability. However, special secondary code parameters can be reprogrammed by your security system installing company if you need them.

Your security company representative will help you to program the CODE 2 parameters as well as all the code numbers you need initially for each code type (you can change them later as required.) Each may use as few as four digits, to as many as six digits.

High Security Door Access Code

The high security code is an option to create a higher level of security for door access control. When using the high security option, two access codes are required to unlock a protected door: the user code that is unique to each user, and the common high security access code. If desired, high security codes can be activated for only certain doors and/or certain users.

This feature provides extra protection against unauthorized access to areas such as sensitive document storage, government security projects, etc. The high security code is also beneficial in that only one code has to be changed when access requirements change. The high security code is code #255.

PLEASE NOTE:

You can easily change both primary codes and the high security door access code at any Model 4553 or 4433 keypad whenever necessary, if an unauthorized person finds out what a code is, or to deny access to terminated employees.

C. Keystation Models and Descriptions

The keystations are used to program the options and operate most of the functions of your security system. The lists in sections D., E. and F. explain the meaning of each status light, function button and audible alarm. These items are called out in the photos on pages 12-14. Most of the status lights and keypad function buttons can indicate or control more than one condition.

Keep in mind that some of the keystation models do not provide all the functions described. If you are using a keypad that doesn't have a particular function button or status light, skip that particular paragraph.

WITH THE USE OF THE MODEL 4724 CONTROL EXPANDER, any of these keystations may be used in any application, even though they are sometimes identified as "residential" or "commercial" keystations.

Model 4553

Large, full featured master residential keystation with:

- English language liquid crystal display (LCD)
- Intercom-telephone speaker
- CODE 2 (temporary code) option
- 3 panic keys

Model 4533

Medium residential keystation with:

- English language liquid crystal display (LCD)
- Piezoelectric transducer (PZT) beeper
- Code 2 (temporary code) option
- 1 panic key

Model 4433

Full-featured master commercial keystation with:

- English language liquid crystal display (LCD)
- A variety of code options, including (DOOR) button
- System status lights
- Door access control
- Card access interface

Model 4205

Slimline keystation, for inside and outside use. The 4205 is attached to the Model 4420 Card Reader Interface, and can be mounted outdoors to provide arm/disarm and door access functions using access codes.

- Keypad for arming, disarming and door access
- Weather resistant
- Status lights
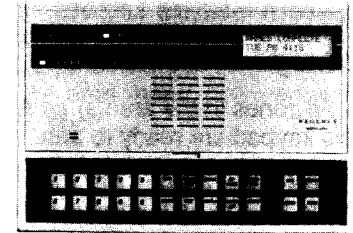
Model 4553 Large Residential Keypad
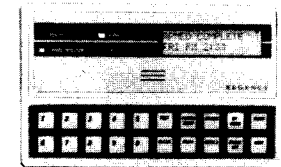
Model 4533 Medium Residential Keypad
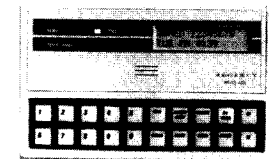
Model 4433 Commercial Keypad
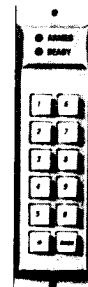
Model 4205 Slimline Keypad

D. System Status Lights

READY Light

ON - All zones in the area(s) controlled by this keypad are ready to arm.

FLASHING - Some of the areas controlled by this keypad have *not ready* zones.

OFF - All areas controlled by this keypad are armed, **OR** none of the areas controlled by this keypad is ready.

ARMED Light

ON - All areas controlled by this keypad are armed.

FLASHING - Some, but not all, of the areas controlled by this keypad are armed.

OFF - None of the areas controlled by this keypad is armed.

DOOR CHIME/INTERIOR Light or DOOR CHIME Light

ON (area[s] armed) - All of the areas controlled by this keypad have **interior** zones enabled (will cause **alarm** if someone enters).

**ON (area[s] disarmed)** - All of the areas controlled by this keypad have **chime** zones enabled (will sound a **chime** if someone enters).

FLASHING (area[s] armed) - Some areas controlled by this keypad have interior zones enabled.

FLASHING (area[s] disarmed) - Some areas controlled by this keypad have chime zones enabled.

OFF (area[s] armed) - None of the areas controlled by this keypad has interior zones enabled.

OFF (area[s] disarmed) - None of the areas controlled by this keypad has chime zones enabled.

INSTANT Light (Model 4553 and 4533 keypads only)

ON - All areas controlled by this keypad have **delayed zones** (zones programmed for time-delayed entries and exits) that are **instant** (the delay time is disabled, so these sensors will activate alarms immediately).

FLASHING - Some of the areas controlled by this keypad have delayed zones that are instant.

OFF - None of the areas controlled by this keypad has delayed zones that are instant.

E. Keypad Function Buttons

Photos of the Models 4553, 4533 and 4433 keypads are shown on pages 12-14. The push buttons that are used for normal operation and programming are listed below. **Not all keypads have all the buttons described.**

(TEST) Button

Used to enter a variety of test and programming commands.

(CLEAR) Button

Used to clear incorrect entries so that the correct command can be entered. In program mode, sets an option to 0 or the first choice. Used to exit the area menu.

(BYPASS) Button

Used to bypass (or deactivate) individual zones (sensors) from system monitoring or control.

(STATUS) Button

Used to display zones that are in a trouble condition (broken wire, low battery, loss of system power, etc.), or cannot be armed because they are in a *not ready* condition (see pages 18 and 23).

(MUTE) Button

Used to silence trouble alert tones or to exit the program mode. Must be pressed twice.

(*) (PANIC) Buttons

Your installer has programmed these two panic buttons to allow you to activate a police, emergency or fire alarm from the keypad. To activate a panic alarm, you must press both (*) buttons at once. The type of panic alarm programmed for each keypad is listed in the system data section in the back of this manual.

(CHIME/INT) or (CHIME) Button

Areas armed - Used to enable and disable the interior zones. If an interior zone is enabled, an alarm will occur if someone enters the zone. (Interior zones are usually **not** disabled in commercial applications.)

Areas disarmed - Used to turn the chime feature on and off. If the chime is on, a bell-like tone will sound whenever anyone enters the zone.

In the program mode, the (CHIME/INT) or (CHIME) button restores the factory default data.

NOTE: With multi-area controlling keystations, the CHIME, INSTANT and CODE 2 functions can be activated only from the area menu (after entering the access code).

(INST) Button

Used to change entry zones from delayed to instant.

(CODE 2) Button

Allows temporary secondary access codes to be used for guests, babysitters, etc. Also used to activate X-10 modules and devices controlled by the Model 4150 Auxiliary Control.

(INTERCOM) Button (4553 and optional 4563 only)

Allows communication with other intercom keypads and/or with an outdoor intercom (see page 30).

(PHONE) Button (4553 and optional 4563 only)

Allows use of the 4553's telephone feature (see page 32).

(FIRE) Button (4553 and optional 4563 only)

Used to activate a fire alarm from the keypad.

(POLICE) Button (4553 and optional 4563 only)

Used to activate a police panic alarm from the keypad.

(EMER) Button

Used to activate an emergency alarm from the keypad.

Model 4553 Large Residential Keypad

System Status Lights | Alarm/Siren Telephone/Intercom Speaker | LCD (Liquid Crystal Display)

ARMED COMPLETE
TUE PM 4:18

Keypad Digit Buttons

Keypad Function Buttons

Model 4533 Medium Residential Keypad

System Status Lights | PZT Beeper | LCD (Liquid Crystal Display)

ARMED COMPLETE
FRI PM 2:34

Keypad Digit Buttons

Keypad Function Buttons

Model 4433 Commercial Keypad

System
Status Lights

PZT
Beeper

LCD
(Liquid Crystal
Display)

Keypad Digit
Buttons
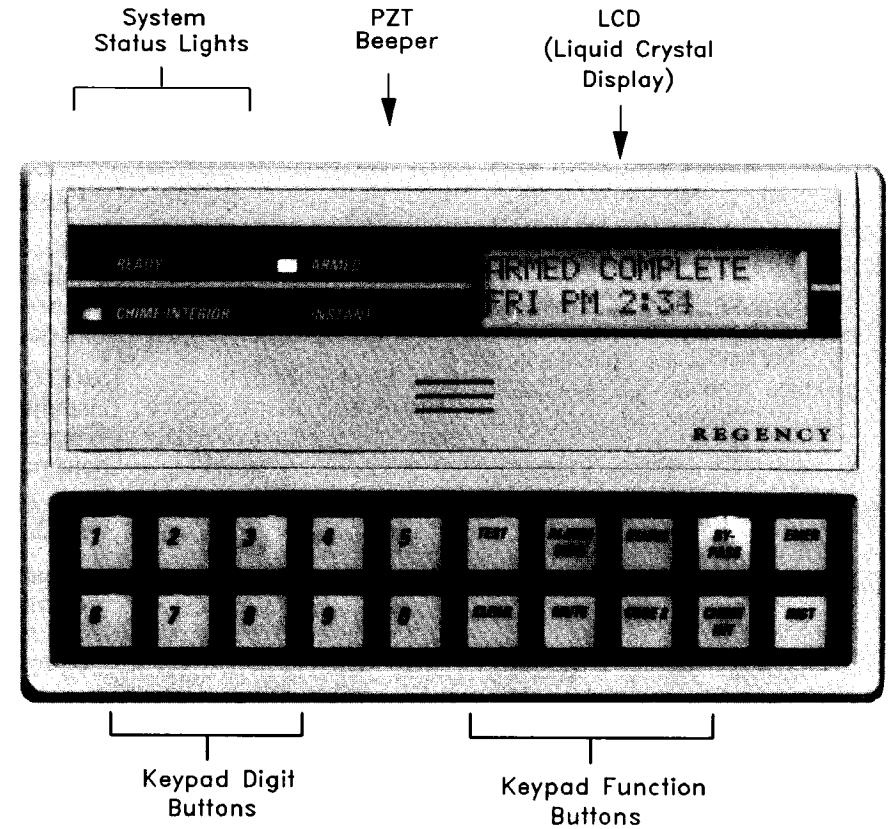
Keypad Function
Buttons
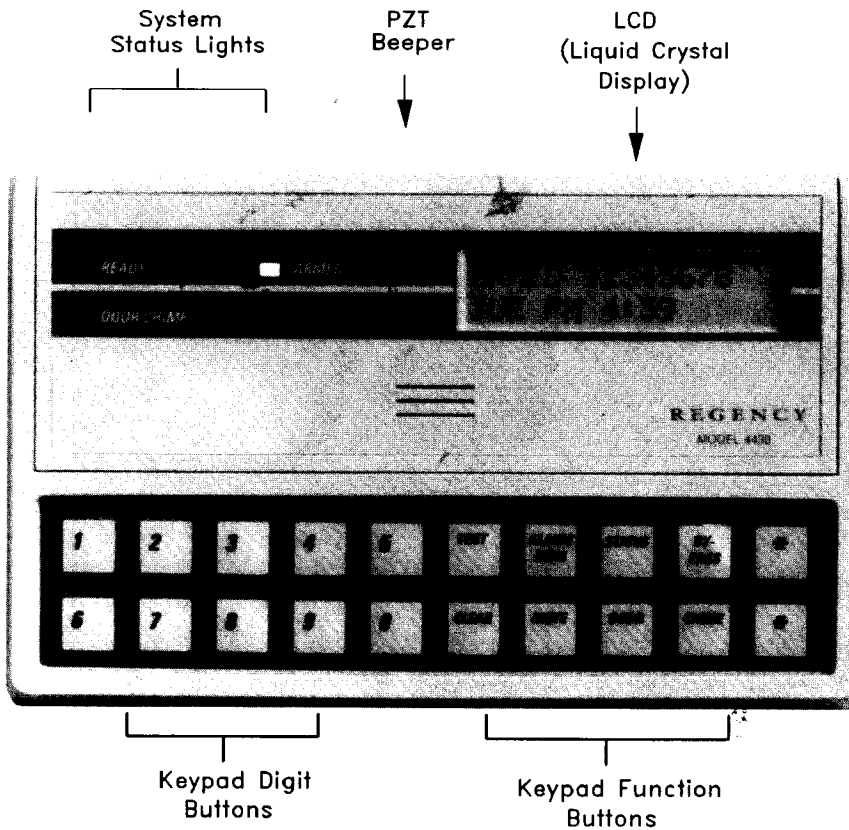
(DOOR) Button

Allows authorized access to specific building areas and equipment, when used with the proper access codes.

Also used to activate X-10 and 4150 Auxiliary Control devices. (Will activate CODE 2 function when in area menu.)

F. LCD Indications

(BYPASSED)

Displayed - One or more zones in the area(s) controlled by this keypad have been bypassed (turned off, so they do not respond to alarm conditions).

NOT Displayed - All zones in the area(s) controlled by this keypad are in their normal "unbypassed" operating condition.

(TROUBLE)

Displayed - A trouble condition (broken wire, low battery, loss of system power, etc.) exists in the area(s) controlled by this keypad.

NOT Displayed - No trouble conditions have been detected in the area(s) controlled by this keypad.

(SILENCED)

Displayed - A trouble alert has been silenced, but the trouble condition still exists in the area(s) controlled by this keypad.

(H MIN TO ARM)

Displayed - The system is preparing to auto-arm the area(s). The arm delay can be extended or stopped after you enter a user code. The keystation beeps every 10 seconds during the arm delay.

(READY)

Displayed - The system is in the AREA ARM menu (see page 21), and all zones in the area shown are ready to be armed.

(NOT READY)

Displayed - The system is in the AREA ARM menu. One or more zones in the area shown to be armed are in a *not ready* condition. For example, a sensored door or window may be open.

(ALARM)

Displayed (AREA ARM menu only) - The area shown is in the alarm condition.

(CODE2)

Displayed (AREA ARM menu only) - Secondary (or temporary) access codes may be used to disarm the system once.

NOT Displayed - Secondary access codes may not be used to disarm the system.

Use the (DOOR) or (CODE2) button to toggle the CODE 2 feature on or off.

(ARMED)

Displayed - The system is in the AREA ARM menu, and the area(s) have been armed.

(FIRE ALARM)

Displayed - One or more zones programmed for fire monitoring are in alarm.

(INTRUSION ALARM)

Displayed - One or more zones programmed for intrusion protection are in alarm.

(TAMPER ALARM)

Displayed - A zone programmed to detect system tampering is in alarm.

(AUXILIARY ALARM)

Displayed - There is a problem or failure with special sensors that may be installed for appliances such as furnaces, freezers.

(PANIC ALARM)

Displayed - The user has activated an alarm to summon the police.

(#SEC TO EXIT)

Displayed (after arming) - Visual countdown of seconds before end of exit delay. If programmed to do so, the keystation beeper will sound once every second until the delay time is up. If user leaves after the delay time expires, an alarm will sound.

(#SEC TO ALARM)

Displayed - Visual countdown of seconds before an alarm will be sounded and sent to the central monitoring station, after an entry delayed door has been opened. A "beep" sounds once every second during this delay time.

G. Audible Alarms

The Model 4553 and (optional) 4563 keypads have built-in speakers to provide audible indications of alarms, troubles, and exit/entry delays. Make sure you learn quickly to recognize each of these warning/indication sounds.

MODEL 4553 KEYPAD

Some of the Model 4553 Keypad speaker warning tones are:

Fire Alarm

A high-volume, high-pitch pulsed tone.

Emergency Alarm

A high-volume, slowly alternating high/low pitch tone.

Intrusion Alarm

A high-volume, alternating high/low pitch constant tone.

Auxiliary Alarm

A high-volume, alternating high/low pitch pulsed tone.

Door Chime

A low-volume, high-to-low pitch tone similar to a doorbell. Sounds once each time a perimeter sensor is opened or closed.

Trouble Alert

A low-volume, high-pitch tone that sounds for one second every few seconds.

MODEL 4433 AND 4533 KEYPADS

PZT BEEPER SOUNDS

Some of the Model 4433 and 4533 PZT warning tones are:

Alarms

The PZT will beep as the LCD display continuously scrolls through zones that are in alarm in the area(s) controlled by that keypad.

Door Chime

The PZT will beep twice each time a door programmed for the chime feature is opened or closed.

Entry Warning

The PZT will beep once every second while the keypad LCD counts down the number of seconds you have to disarm the system to avoid an alarm, after entering the building.

Exit Warning (optional)

The PZT will beep once every second while the keypad LCD counts down the number of seconds you have to leave the building after arming the system, to avoid an alarm.

Trouble

The PZT will beep once every 4 seconds to alert users to a trouble condition in the system (such as a broken wire or loss of power). This tone can be silenced by pressing the (MUTE) button twice.

Arm Delay

The PZT will beep once every 10 seconds until the end of the arm delay time.

SPEAKER AND BELL SOUNDS

One or more high-volume speakers or bells will sound to deter intruders, or alert users to alarm or emergency conditions.

Speaker Sounds

Fire

Pulsing, high-pitched tone.

Panic

Slowly alternating high/low pitch tone

Intrusion/Tamper

Steady, alternating high/low pitch tone.

Auxiliary Warning

Short, alternating high/low pitch pulses.

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Bell Sounds

Fire

Pulsing, on/off bells.

Intrusion/Tamper

Steady bells.

Panic

Steady bells.

Auxiliary

Short bell pulses.

USING YOUR REGENCY 4000/4724 SYSTEM

This section is a short operating guide for each of the Regency 4000/4724 Security System functions or capabilities. Go over each with your alarm company representative if you have any questions. Practice them until you feel comfortable with the day-to-day operation of each function.

NOTE: Whenever you enter a code, you have 5 seconds to enter each digit of your code. If you pause between digits and 5 seconds go by, you'll hear a short "beep" and the keypad LCD display will ask you to (TRY AGAIN) . Wait until you remember the whole code, then enter it again. If you make a mistake entering your code, press the (CLEAR) button to try again.

A. Single-Area Access - Arming, Disarming, Resetting Alarms

Arming - Single-Area Access

When leaving your home or business, you will want to arm the intrusion protection of your security system by following the appropriate set of procedures below.

NOTE 1: If the READY light is not lit or the LCD says (NOT READY) when you attempt to arm the system, this usually means that one or more of your building's zones are not prepared for system arming (for example, a door or window is left open). Press the (STATUS) button to display the number and location of the zone that is not ready (for example, (3 BACK DOOR)). When the condition is corrected (e.g., you've closed the back door), the READY light will come on. If you cannot correct the problem, you must bypass it before you arm the system (see page 24).

NOTE 2: If the keypad displays a (TROUBLE) condition when you try to arm the system, check to see whether power has been lost. If any other trouble condition exists, contact your central station for service. DO NOT attempt to arm the system until power is restored or the trouble condition is cleared, because your system will not be fully operational.

NOTE 3: The 4205 keypad does not have a (CHIME/INT) or (INST) button. You can use it to arm the system, but not for instantaneous alarms.

Complete System (Interior and Perimeter)

1) Press the (CHIME/INT) button. The yellow **DOOR CHIME/INTERIOR** light will come on. (This step is optional. The CHIME/INTERIOR feature can be controlled separately from the arming function. See page 26.)

2) Make sure that the green **READY** light is lit on the keypad, and that the **ARMED** light is NOT on.

3) Enter your access code on the keypad. When you finish, the red **ARMED** light will come on, and your system is armed. The green **READY** light will go off.

4) You then have a specified period of time to exit. (You and your alarm company will have determined the exact number of seconds necessary, and written it in the data section at the end of this manual.) The keystation may give you an exit warning tone with "beeps" to count down your exit time for you (optional). You must leave the building and shut the door before the time runs out, or an alarm will go off.

-☀- READY light (green) is on.

● DOOR CHIME/INTERIOR light (yellow) is off.

CHIME INT Press CHIME/INT button (optional).

-☀- DOOR CHIME/INTERIOR light comes on.

□ □ □ □ □ □ Access code

-☀- ARMED light (red) comes on.

● READY light goes off.

· · · · · · · · · · · · · · (Exit delay)

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Perimeter Only

For intrusion protection while you remain at home, you can arm the perimeter section of your system -- outside doors and windows -- and leave the interior disarmed to allow free movement inside your house.

1) Make sure the DOOR CHIME/INTERIOR light is OFF. (If it is lit, press the (CHIME/INT) button.)

2) Enter your access code. The ARMED light will come on and the READY light will go off.
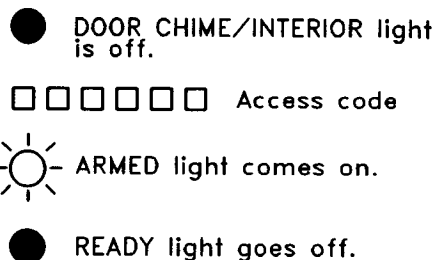
Instantaneous Alarms

At night before retiring, you can set the alarm system from the keypad in your bedroom to alert you instantly to an intrusion anywhere inside your home. No timed entry or exit delays will be granted for anyone entering the house, and no movement will be allowed inside the house.

1) Press the (CHIME/INT) button. The DOOR CHIME/INTERIOR light will come on.

2) Press the (INST) button. The INSTANT light will come on.

3) Key in your access code. The ARMED light will come on and the READY light will go off.
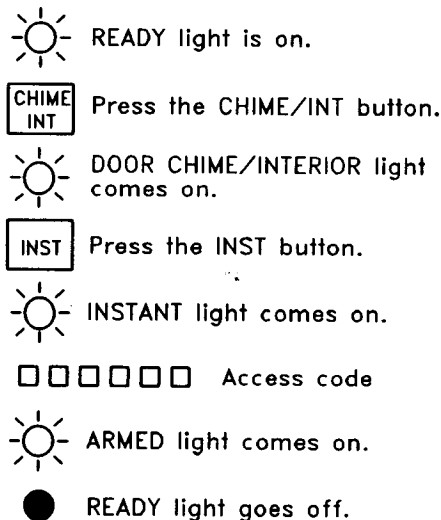
To turn the instant alarm condition OFF when you get up in the morning, simply press the (INST) and (CHIME/INT) buttons again, and your system will only be armed on the perimeter (as long as

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● DOOR CHIME/INTERIOR light is off.

☐ ☐ ☐ ☐ ☐ ☐ Access code

-○- ARMED light comes on.

● READY light goes off.

-○- READY light is on.

[CHIME INT] Press the CHIME/INT button.

-○- DOOR CHIME/INTERIOR light comes on.

[INST] Press the INST button.

-○- INSTANT light comes on.

☐ ☐ ☐ ☐ ☐ ☐ Access code

-○- ARMED light comes on.

● READY light goes off.

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your installer did not select the INTERIOR LOCK WHILE ARMED option during programming).

Disarming - Single-Area Access

When you return and open a door on the delay circuit, an entrance warning tone will sound, and you will have a programmed amount of time to enter and disarm the system. The warning tone will stop as soon as you enter the first digit of your access code, allowing you to hear the "key beeps" as you finish entering the code.

1) Enter your access code. The ARMED light will go off.

2) Press the (CHIME/INT) button to turn off the chime feature. The DOOR CHIME/INTERIOR light will go off.

-○- ARMED light is on.

· · · · · · · · · · · · · · · · · · (Entry warning)
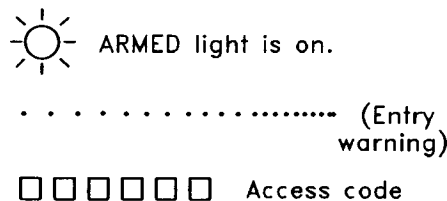
☐ ☐ ☐ ☐ ☐ ☐ Access code

● ARMED and

● INSTANT lights go off

Resetting An Alarm - Single-Area Access

To silence the local keypad sirens after an alarm condition occurs, enter your access code. Secondary users can reset alarms only if the CODE 2 function is enabled (see page 29).

B. Multi-Area Access - Arming, Disarming, Other Functions

In a split arming system, some users and keystations may be granted access to multiple areas. The response of the system is different for these users. When the access code is entered, the display will show the status of the first area that the user has access to.

EXAMPLE: [1: READY]

[AREA NAME]

Then the AREA ARM menu will be displayed. The key prompts repeat continuously on the second line.

[Command?]
[0 to Disarm Grp]
[1 to Toggle Arm]
[2 to Arm Grp]
[3 to Set Delay]
[TEST-Next Area]
[CLEAR-Exit Menu]
[STATUS ETC.]

The table on the next page explains what each button does.

MULTI-AREA COMMAND KEYS (AREA ARM MENU)

BUTTON	FUNCTION
[0]	**Disarms** any areas to which the user has access, and returns to the normal operating display. Also **resets** alarms for any areas in alarm.
[1]	Causes area **status to change** from armed to disarmed and vice versa. Also **resets** alarms for the area shown.
[2]	**Arms** any areas to which the user has access, and return to the normal operating display. (The areas must be *ready* to arm.)
[TEST]	Displays the status of the next area in the user's group of areas. Can be used to examine each area's status until the [CLEAR] button is pressed.
[CODE 2] or [DOOR]	Enables or disables the CODE 2 feature for the area displayed.
[CHIME] or [CHIME/INT]	Turns the area's chime (disarmed) or interior (armed) zones on and off.
[INSTANT]	Enables or disables the entry and exit delays for the area.
[3]	Allows the user to reset the arm delay. After pressing [3], enter the number of minutes desired and press the [TEST] button. [0] will cancel the auto arm.
[STATUS]	Shows any *not ready* zones in the area shown.

IMPORTANT NOTE: When an area system is in alarm, **all** areas that are in alarm must be reset before the alarm tones can be silenced.

C. Viewing Status Information

If the LCD indicates that the system is **NOT READY** to be armed, or that a **TROUBLE** (broken wire, loss of power, etc.) condition exists, you can locate the problem by pressing the [STATUS] button. Trouble condition displays are shown on page 45.

● READY light is off.

[STATUS] Press the STATUS button.

3 BACK DOOR

(Close back door.)

READY light comes on.

The [STATUS] button can also be used in combination with digits to obtain various types of information, as shown below.

[1] [STATUS] displays **all** the zone numbers and names in the areas controlled by this keypad.

[2] [STATUS] displays the keystation number and location.

[4] [STATUS] displays the current version of the 4724 software.

[5] [STATUS] displays the status of the Model 4150 Auxiliary Control sensors and outputs.

D. Bypassing And Unbypassing Zones

The (BYPASS) button is used to disable individual zones with the exception of 24-hour fire and emergency zones.

Bypassing a Zone

1. Enter the number of the zone you want to bypass.

2. Press the (BYPASS) button.

3. If (ENTER CODE) appears on the LCD, enter your access code.

4. (BYPASSED) will appear on the LCD. If you see the word (RESTRICTED) and a warning tone is emitted, you have attempted to bypass a fire or emergency zone. These zones cannot be bypassed.

5. To remind yourself later what zones have been bypassed, press the (BYPASS) button. The LCD will show the number and location of the bypassed zones.

(NOT READY:)
(3 BACK DOOR)

|3| Press # of the zone to bypass.

|BYPASS| Press the BYPASS button.

☐ ☐ ☐ ☐ ☐ ☐ Access code (if needed)

-☼- READY light comes on.

|BYPASS| Press the BYPASS button.

(BYPASSED:)
(3 BACK DOOR)

Unbypassing a Zone

1. Enter the number of the zone you wish to unbypass.

2. Press the (BYPASS) button.

3. Enter your access code if required. The zone is now reactivated.

4. Repeat for all zones you want to unbypass.

(BYPASSED)

|3| Press # of zone to unbypass.

|BYPASS| Press the BYPASS button.

NOTE: *If the zone is in a **not ready** condition and the area is armed, the display will show the message* (RESTRICTED ZONE) *and you will not be able to unbypass the zone, because doing so would cause an alarm.*

E. Clearing Errors

The (CLEAR) button is used to correct command and programming mistakes. For example, if you start to enter your access code as ⑤ ④ ③ ② when the correct code is 5433, push the (CLEAR) button and start over again.

F. Viewing Alarm/Event Memory

The 4724 stores information about up to 500 events such alarm and trouble conditions, tests, and door access granted. There are two ways to recall the memory:

Alarm Memory

The ALARM MEMORY function stores information about all alarms that have occurred since the last time the system was armed. Press the (ALARM MEM) button to view this information. The next time you arm the system, the memory from the previous period will be erased automatically.

Event Memory

To view all the events that have occurred since a particular date, first press ① (ALARM MEM). When prompted to do so, enter the start date (month and day). All alarms that have occurred on or since that date will be displayed.

To view the complete event history (up to the last 500 events), enter ⓪ ⓪ / ⓪ ⓪ as the starting date.

|1| Press digit 1.

|ALARM MEM| Press the ALARM MEM button.

(DATE: 00/00)

☐ ☐ / ☐ ☐   Start date (4 digits)

G. Silencing Trouble Conditions

To silence a trouble condition, press the (MUTE) button **twice**. The LCD will show (SILENCED) instead of (TROUBLE). If a new condition occurs, the (TROUBLE) display and alert tone will be reactivated.

When the mute function is active, your system should not be armed until the problem is repaired (see page 45--Trouble and Error Messages).

(TROUBLE)

| MUTE |

| MUTE |

Press the MUTE button twice.

(SILENCED)

H. Chime/Interior Function

The chime function will cause a chime sound whenever any chime zone sensor (a door, for example) is activated while the system is disarmed. Turn it on and off by pressing the (CHIME) or (CHIME/INT) button.

You can also use this button to disarm the interior part of the building, to provide intrusion protection while allowing free movement inside the home (see page 20, Perimeter Only).

● ARMED light and
● DOOR CHIME or DOOR CHIME/INTERIOR light are off.

| CHIME | Press CHIME or CHIME/INT button.

DOOR CHIME or DOOR CHIME/INTERIOR light comes on.

✹ CHIME ✹

I. Duress Alarm Activation

If an armed intruder forces you to disarm the system, you can transmit a silent DURESS or distress alarm to the central monitoring station by pressing one or two digits that you and your installation company have programmed into the system, before entering your access code. The system lights and alarms will not indicate that a silent duress alarm is being sent.

"Turn off alarm systems"

□ □ Press duress code digits.

□ □ □ □ □ □ Access code

Silent report goes to central station.

● Lights and ✹ SIRENS ✹ off.

J. Emergency Alarm Activation

The (FIRE) and (POLICE) buttons on some keypads (e.g., 4553 and optional 4563), the (EMER) and the (✱) buttons on others (e.g., 4533 and 4433, respectively) will generate immediate alarms to the central monitoring station when the appropriate button is pushed and held for one full second.

To reset the system and stop the sounding of the alarm tone after a fire or other emergency is over, simply enter your access code.

| POLICE | OR | FIRE | OR | EMER |

OR

| ✱ | | ✱ | (simultaneously)

✹ ALARM SOUND ✹
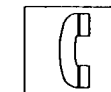
Report sent to central station.

K. X-10 Module Activation

If your system includes a Model 4181 Power Line Interface, you can use X-10 compatible modules to control lights and activate appliances in up to 32 locations in the installation. You can use any 4000 system keypad to control these modules. They can also be programmed by your installer for automatic activátion.

Your installer has assigned a house code, which is a letter, to each module. Each module also has a pair of digits associated with it. This information is shown on the chart on page 56. Work with your installer to which light or appliance will be controlled by each module.

1. Key in the two digits from the chart on page 56.

2. Press the (DOOR) or (CODE 2) button.

3. Press ① to turn the module on, or ◎ to turn the module off.

□ □   Press the number of the output (11 – 42).

| DOOR | OR | CODE 2 | Press the DOOR or CODE 2 button.

① Press the digit 1

to turn the module on.

OR

◎ Press the digit 0

to turn the module off.
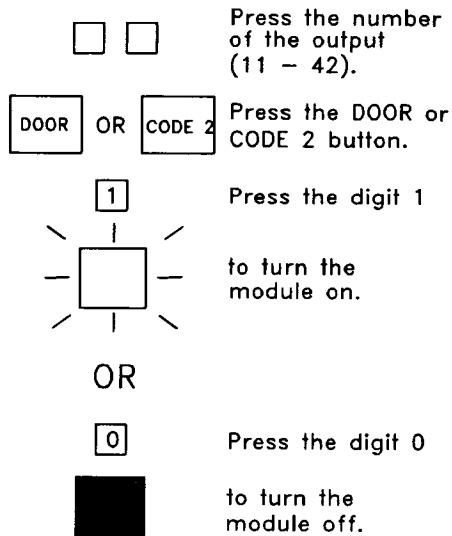
L. CODE 2 Operation

Under normal operating conditions, anyone to whom you assigned a secondary access code can **only** arm the system--**not** disarm it. However, when you enable the CODE 2 function, an authorized person (maid, babysitter, gardener) can arm the system and can also disarm it **once**.

To enable the CODE 2 function, press (CODE 2) followed by your primary access code. The system will be armed, but will allow the secondary codes to **disarm once** as well as arm. The CODE 2 function will automatically stop when anyone disarms the system using either a primary or secondary access code.

NOTE: For multi-area systems, CODE 2 is activated on a per-area basis from within the AREA ARM menu (see page 21).

● ARMED light is off.

Secondary codes:
(■ ■ ■ ■ ■ ■) Arm – YES
Disarm – NO

| CODE 2 | Press the CODE 2 button.

□ □ □ □ □ □   Enter access code.

-○- ARMED light comes on.

Secondary codes:
(■ ■ ■ ■ ■ ■) Arm – YES
Disarm – ONCE

-○- ARMED light is on.

Secondary codes:
(■ ■ ■ ■ ■ ■) Arm – YES
Disarm – ONCE

□ □ □ □ □ □   Enter a primary or
OR   secondary code.
■ ■ ■ ■ ■ ■

● ARMED light goes off.

Secondary codes:
(■ ■ ■ ■ ■ ■) Arm – YES
Disarm – NO
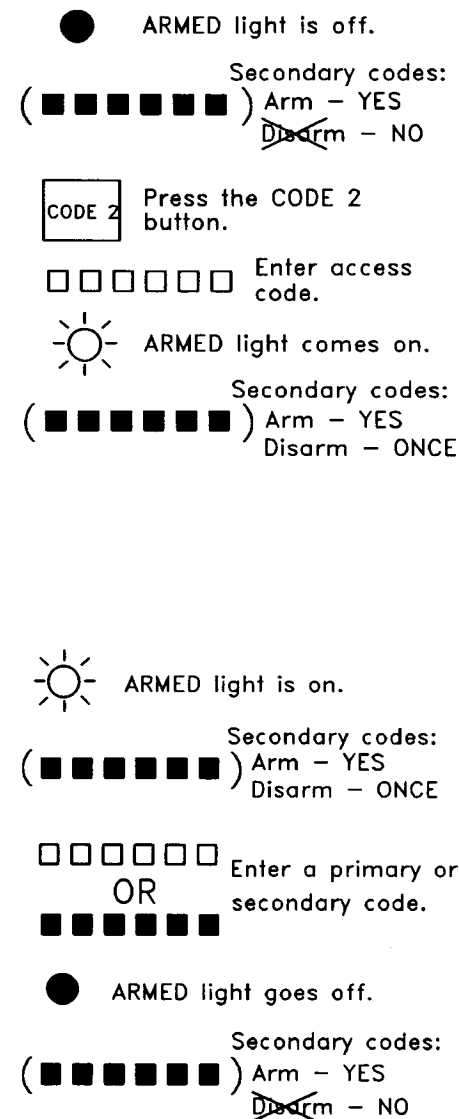
M. Intercom Operation
(Optional - 4553 and 4563 only)

Your Model 4553 (and optional 4563) keystation can function as an intercom, providing the following options:

Two-Way Communications - ALL Intercoms

TURN ON:

| INTER-COM | Press the INTERCOM button. |

Intercom keystation:
 Listen – YES
 Talk – YES
Other stations:
 Listen – YES
 Talk – YES

TURN OFF:

| INTER-COM | Press the INTERCOM button. |

Intercom keystation:
 ~~Listen~~ – NO
 ~~Talk~~ – NO
Other stations:
 ~~Listen~~ – NO
 ~~Talk~~ – NO

Two-Way Communications - ONE Intercom

TURN ON:

| ☐ | Press the number of the keystation you wish to call (1 – 8). |
| INTER-COM | Press the INTERCOM button. |

2-way communication with one keystation is established.

TURN OFF:

| INTER-COM | Press the INTERCOM button. |

2-way communication is deactivated.

Listen-Only Communications - ALL Intercoms

TURN ON:

1	Press digit 1.
0	Press digit 0.
INTER-COM	Press the INTERCOM button.

Intercom keystation:
 Listen – YES
Other stations:
 ~~Listen~~ – NO

TURN OFF:

| INTER-COM | Press the INTERCOM button. |

Intercom keystation:
 ~~Listen~~ – NO
Other stations:
 ~~Listen~~ – NO

Listen-Only Communications - ONE Intercom

TURN ON:

| ☐ ☐ | Press number of key-station you want to listen to, twice. |
| INTER-COM | Press the INTERCOM button. |

Intercom station:
 Listen – YES
Other station:
 ~~Listen~~ – NO

TURN OFF:

| INTER-COM | Press the INTERCOM button again. |

Intercom station:
 ~~Listen~~ – NO
Other station:
 ~~Listen~~ – NO

Preprogrammed Timeout

The timeout option allows you to automatically limit the use of the 4553 keystation intercom or telephone usage to anywhere between 15 and 255 seconds. The keystation intercom (or telephone) will automatically hang up after the programmed time has elapsed, emitting a warning "beep" ten seconds before turning off.

N. Telephone Operation

(Optional - 4553 and 4563 only)

The 4553 keypad (and optional 4563) can also be used as a "hands-free" telephone, providing the following options:

Basic Telephone Operation

To answer the phone:

| PHONE | Press the PHONE button. |

To place a phone call:

| PHONE | Press the PHONE button. |

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Enter digits of phone number
you wish to call
(up to 12 digits).

To hang up:

| PHONE | Press the PHONE button. |

To redial last number called:

| 9 | Press the digit 9. |

| PHONE | Press the PHONE button. |

To "mute" your conversation (place on hold):

TURN ON:
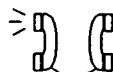
| MUTE | Press the MUTE button. |

Other person can't hear.

\ | /
— BEEP —   Keystation will beep
/ | \   while MUTE is
activated.

TURN OFF:

| MUTE | Press the MUTE button. |
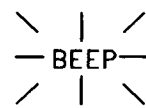
Other person can hear.

To transfer a call to another keystation:

\ | /
— RING —   Incoming call.
/ | \

| PHONE | Answer by pressing the PHONE button. |

| MUTE | Press the MUTE button to put caller on hold. |

\ | /   A short BEEP
— BEEP —   will be heard
/ | \   every 2 seconds
until unmuted.

| ☐ | Press the number of the keystation to which you want to transfer the call. |

| INTER-COM | Press the INTERCOM button and announce call to person at second keystation. |

| PHONE | Person at second keystation presses the PHONE button and transfer is completed. |

Preprogrammed timeout will be the same time period as set for intercom timeout.

Memory Dialing
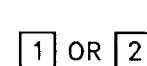
The 4553 keystation telephone has the memory to store two phone numbers up to 12 digits each.

To store a phone number in memory:

| PHONE | Press the PHONE button. |

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
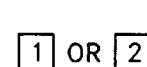
Press the digits of the phone number you wish to store.

| ALARM MEM | Press the ALARM MEM button. |

| 1 OR 2 | Press digit for memory location 1 or 2. |

| PHONE | Press the PHONE button to terminate call. |

To dial a memory phone number:

| 1 OR 2 | Press digit for memory location 1 or 2. |

| PHONE | Press the PHONE button. |

To clear a phone number from memory:

| PHONE | Press the PHONE button. |

| ALARM MEM | Press the ALARM MEM button. |

| 1 OR 2 | Press digit for memory location 1 or 2. |

| PHONE | Press the PHONE button. |

O. Door

The (DOOR) button is used to activate doorstrikes for doors to areas programmed for authorized access only. When you press the (DOOR) button followed by the proper access code, the doorstrike will activate, opening the door.

NOTE: *Your installer may program your system to disarm automatically when door access is granted. All areas assigned to the station and code are disarmed.*

| DOOR | Press the DOOR button. |

ENTER CODE

☐ ☐ ☐ ☐ ☐ ☐ Access code

Doorstrike activated

P. High Security Door Option

If your installer selected the HIGH SECURITY ACCESS option during programming, the procedure below must be followed to gain access. This option may be programmed for specific users and specific doors.

1. Press the (DOOR) button.

2. When **ENTER CODE** appears on the display, key in your access code.

3. When **ENTER CODE B** is displayed, enter the high security code to activate the doorstrike. This is the secret code you programmed as code #255 (see pages 40, 41 and 43).

Q. Auxiliary Door Option

If your system includes a Model 4150 Auxiliary Control, you can turn its outputs on and off from the keystation by the following procedure:

1. Press the number of the output (1 - 8).

2. Press the (DOOR) or (CODE 2) button.

3. Enter your access code if required. The output will turn on if it was off, and vice versa.

| DOOR | Press the DOOR button. |

ENTER CODE

☐ ☐ ☐ ☐ ☐ ☐ Access code

ENTER CODE B

☐ ☐ ☐ ☐ ☐ ☐ High security

Doorstrike activated

| 3 | Press digit (1 – 8) of the output desired. |

| DOOR OR CODE 2 | Press the DOOR or CODE 2 button. |

ENTER CODE

☐ ☐ ☐ ☐ ☐ ☐ Access code

● ● ☼ ● ● ● ●

Specified output is activated.

A. Setting Time and Date

To Set the Time

1. Press the digit ⑨ followed by the ⟨TEST⟩ button, then enter your **main user code**. The display will show

    ⟨**TIME HH:MM**⟩

2. The time setting is 6 digits long:

    First digit: Day of the week

DIGIT	DAY		DIGIT	DAY
0	Sunday		4	Thursday
1	Monday		5	Friday
2	Tuesday		6	Saturday
3	Wednesday			

   Second digit: 0 = AM, 1 = PM

   Digits 3 - 6: actual time in hours and minutes.

   NOTE: The next time you set the date, the day of the week will be set again automatically, overriding these settings.

3. Press the ⟨TEST⟩ button to enter the new time. To clear an incorrect entry, press the ⟨CLEAR⟩ button. To exit the set time mode **without** changing the time (if you have not pressed the ⟨TEST⟩ button), press ⟨MUTE⟩ **twice**.

EXAMPLE:
To reset the time for Tuesday 8:15 AM, enter ⑨ ⟨TEST⟩ , your access code, ② (for Tuesday), ⓪ (for AM), ⓪ ⑧ (8 o'clock), ① ⑤ (minutes), then the ⟨TEST⟩ button. Remember to add a ⓪ before single digit numbers (⓪ ⑧ in this example) when entering the time portion.

⑨	Press the digit 9.
TEST	Press the TEST button.

⟨**9 ENTER CODE**⟩

☐ ☐ ☐ ☐ ☐ ☐ Access code

⟨**TIME HH:MM**⟩

②		⓪		⓪	⑧	:	①		⑤

DAY   AM/PM   HOUR   MINUTE

TEST	Press the TEST button.

⟨**TUES AM 8:15**⟩

To Set the Date

1. After you set the time, you will be asked to set the date. ⟨**DATE?**⟩ will appear on the LCD, along with the current date, in the format ⟨**MM/DD/YY**⟩. If you want to set the date without first setting the time, press ⑧ ⟨TEST⟩

2. The date setting is 6 digits long:

    First pair of digits: Month

    Second pair of digits: Day

    Third pair of digits: Year

    Always remember to enter leading zeros for single-digit months, days, hours and minutes.

2. Press the ⟨TEST⟩ button. The system will set the day of the week automatically.

EXAMPLE:
To set the date of March 25, 1990:

⟨**DATE MM/DD/YY**⟩

⓪	③	/	②	⑤	/	⑨	⓪

MONTH   DATE   YEAR

TEST	Press the TEST button.

B. Using the Built-In Programmer

The 4724's built-in programmer can be accessed from any 4000 series keypad that has an LCD. Photos of the Model 4553, 4533 and 4433 keypads are shown on pages 12-14.

Entering the Program Mode

NOTE: To change secret code numbers without changing other access options, do NOT enter the program mode as described below. See page 43 for instructions.

Before you begin programming, be sure all areas are **disarmed**.

To enter the program mode, press ①① ⟨TEST⟩, followed by a main user code. Codes for which the PROGRAM option has been enabled may be used to gain access to four of the program areas (time windows, access code options, holidays, and daylight-saving time adjustment dates).

①	①	Press 11.
TEST		Press the TEST button.

☐ ☐ ☐ ☐ ☐ ☐ Access code

When the program mode is active, the display lists the available menus one by

one. The menus are:

0 - Time windows
1 - Access
2 - Holidays
3 - DST dates

To access one of the menus, press the appropriate number followed by the (TEST) button. To exit the current menu, press the (MUTE) button. To leave the program mode at any time, press (MUTE) once or twice, until you no longer see the scrolling key prompts.

Stepping Through the Program

Pressing the (TEST) button lets you view the current option settings in a menu. The top line of the display shows the option description and the current setting. The bottom line shows prompts for the keys you can use at that step of the program. If you want to skip past items in a menu, press (TEST) repeatedly until you come to the item you wish to program.

EXAMPLE: **TEST - ENTER**

means you use the (TEST) button as you would use the (← Enter) key on a computer--to enter data into the program.

Some of the menus (**ACCESS**, for example) repeat options for many numbered items. The first step in the menu allows you to choose which numbered item you wish to program. When you have finished programming the options for that item, the menu advances to the next numbered item.

Programming the Options

For some options, the available choices are numbered, and appear on the bottom line of the display. To choose a new option setting, press the number shown by the desired choice. The second line of the keypad display will show the new choice.

For options that you either select or do not select, press (0) for NO and (1) for YES.

Press the (TEST) button. The display will advance to the next option.

Correcting Errors

To correct an error you made if you have **NOT** yet touched the (TEST) button, press the (CLEAR) key. The LCD will show 0 or the first choice. Key in the correct data, then press the (TEST) button.

If you begin to program the wrong option and you have not pressed (TEST) yet, press the (CHIME) button. This will cancel the new data and restore the default (factory programmed) data. Press (TEST) to advance to the next option.

If you want to change an option after you have pressed (TEST), you must press (MUTE) and re-enter the menu, then press (TEST) repeatedly until the item appears.

C. Programming Specific Functions

Time Windows (menu (0))

The 4724 provides 32 time windows (time periods), each specified by days of the week and a starting and ending time. During these time periods, events such as arming, disarming and user access can occur. Arming and disarming can be enabled by a programmed combination of the 32 time windows.

For auto-arming, there is a programmable delay period during which the user may extend the delay or cancel the auto-arm. During the delay, the time remaining will be displayed at the keypads along with an audible warning.

In menu 0, you'll specify these time periods. For example, you may want to define the time period 8 AM - 5 PM, Monday through Friday, which you will later assign to all users as a time during which they can gain access to the building (menu 1, Access). Before you begin programming, turn to page 63 and write down the time windows you wish to program.

NOTE: Time window groupings have been prearranged by your installer. You can change the individual time periods using menu 0, or change access code assignments using menu 1. Consult your installer to change window groups.

1. If you are not already in the program mode, go into it by pressing (1)(1)(TEST), followed by a valid access code.

2. Enter the Time Windows menu by pressing (0)(TEST).

3. The display will show **NUMBER: #0**. Select the time window you wish to program. Press (TEST).

4. **START #0:00:00**
Key in the start time in military time, then press (TEST).

5. **END #0:00:00**
Key in the end time, then press (TEST).

6. **DAYS#0:SMTWTFSH**
Select the days you want to assign to the first time window, by pressing the appropriate digit. Table 1 shows which digit represents each day. If you change your mind after selecting a day, press the digit again to toggle the selection off. Up to 16 days can be programmed as holidays (menu 2, Holidays).

TABLE 1: ASSIGNING DAYS

DIGIT	DAY
0	Sunday
1	Monday
2	Tuesday
3	Wednesday
4	Thursday
5	Friday
6	Saturday
7	Holiday

7. After you have selected all the days for the first time window, press the (TEST) button.

8. **NUMBER: #1**
(displayed if the first time window you programmed was 0). Press (TEST). Continue programming the starting

times, ending times and days for the time windows you wish to program. Up to 32 time windows can be programmed. If you want to skip past time windows you have programmed previously, and do not wish to change, press (TEST) repeatedly until you reach the time window you want to program.

Access (menu ①)

In this menu, you'll select the functions that you want each user (other than the main user) to be able to perform.

Before you begin programming the access options, read through this section to familiarize yourself with the various options, then turn to page 64 in this manual and write down the user name and the areas and options to be programmed for each access code #.

1. Enter the program mode if you are not already in it. Then press ①(TEST) to go into the Access menu.

2. The display will show

   (NUMBER: #2). The options you are about to program all apply to user code #2. Press the (TEST) button.

   NOTE: Code #2 refers to one of the regular user codes (code #1 is the main user code). It does not refer to the "CODE 2 feature" or "secondary codes" discussed in step 10. Code #2, like code #3, code #4, etc., can be either a primary or a secondary code, depending on how you program it in step 10.

These numbers (code #2, code #3, etc.) are used to identify the various codes. They are not the same as the secret codes, which have 4 - 6 digits. Secret codes are programmed in the next step, or in the ⑦ (TEST) menu (see page 43).

3. (CODE#2:_ _ _ _ _)

   Enter the secret code digits for access code #2.

4. (ARS#2:12345678)

   In this step, you will decide which areas access code #2 will be able to gain access to. An area is a part of the building that is controlled separately from other parts of the building.

   Use the digits ① through ⑧ to select areas 1 through 8. If you change your mind after selecting a digit, press the key again to toggle it off. After you have selected the areas, press the (TEST) button.

5. (DOOR#2:YES/NO)

   Press ① for YES or ⓪ for NO. If you select this option, it will be possible for this code to gain door access to the areas selected in the previous step.

6. (BYPASS#2:YES/NO)

   If this option is selected, this user will be able to enable or disable individual intrusion zones. Twenty-four hour fire and emergency zones cannot be bypassed. Press ① for YES or ⓪ for NO, then press the (TEST) button.

   NOTE: Bypassing a zone leaves that zone unprotected.

7. (ARM#2:YES/NO)

   If you select this option, code #2 will be able to arm the system when leaving and locking up the home or business. Press ① for YES or ⓪ for NO, then press the (TEST) button.

8. (DISARM#2:YES/NO)

   If you select this option, code #2 will be able to disarm the system when returning to the home or business. Press ① for YES or ⓪ for NO, then press the (TEST) button.

9. (PROGRAM#2:YES/NO)

   This option determines whether or not it will be possible for code #2 to program the options described in this manual. Press ① for YES or ⓪ for NO, then press the (TEST) button.

   CAUTION: Selecting YES allows the user to change other users' secret codes. Give this option only to people whom you wish to have access to the programming menus.

10. (CODE 2#2:YES/NO)

    This option allows secondary users, such as maids, babysitters or guests, to arm the system. If you have activated the CODE 2 function (by pressing the (CODE 2) button and entering your main user's code at one of the keypads), each secondary user can also disarm the system once. Press ① for YES or ⓪ for NO, then press the (TEST) button. See page 29 for CODE 2 operation.

NOTE: CODE 2 is the name of an access code function, and has no relation to access code #2 (see step 2). Any access code except code #1 (main user code) can be programmed with the CODE 2 function.

11. (HIGH SEC#2:YES/NO)

    Users whose codes are programmed as "high security," must enter both their secret code and the high security code to gain access to any doors. Code #255 is the code you will program as the high security code (see pages 40 and 43 for instructions on programming secret codes). Press ① for YES or ⓪ for NO, then press the (TEST) button.

12. (CARD ONL#2:YES/NO)

    If code #2 is programmed as "card only," the user can gain access only with the card, not by entering the code on the keypad. Press ① for YES or ⓪ for NO, then press the (TEST) button.

13. (WIN GRP#2:0)

    Select the window group during which code #2 can be used. Press (TEST) to enter the data into the system.

    If you want a code to be usable all the time, select window group 32. If you want to make it impossible to use a particular code (for example, because the card has been lost), select window group 33.

14. (NUMBER: #3)

Repeat steps 2 through 13 for each access code that will be used (through #255). If you want to skip any codes, enter the number of the next code desired.

NOTE: If any codes are selected as HIGH SEC:YES, then code #255 must be programmed for HIGH SEC:YES also. If high security codes are not used, then code 255 may be used as a normal access code.

Holidays (menu ②)

Up to 16 calendar days can be designated as "holidays." Certain time windows may be set to be enabled on holidays. For example, a business owner might allow only a few specific users to gain entrance on holidays.

1. Enter the program mode if you are not already in it. Then press ②(TEST) to go into the Holidays menu.

2. (DATE#1:01/01)

Key in the month and day of the first holiday. Use leading zeros when entering single-digit data. Press the (TEST) button.

3. (DATE#2:00/00)

Continue programming the remaining holidays.

NOTE: To disable holidays, press (CLEAR) or key in ⓪ ⓪ / ⓪ ⓪

DST dates (menu ③)

This menu lets you program the dates on which the time will be adjusted one hour forward for daylight-saving time, and one hour back for standard time.

1. Enter the program mode if you are not already in it. Then press ③(TEST) to go into the DST dates menu.

2. (FWD DATE:00/00)

Key in the date on which you want the system to set the clock forward one hour for daylight-saving time (in the spring). Press the (TEST) button.

3. (BACK DATE:00/00)

Key in the date on which you want the system to set the clock back one hour for standard time (in the fall). Press the (TEST) button.

NOTE: To disable DST dates, press (CLEAR) or key in ⓪ ⓪ / ⓪ ⓪

D. Programming Secret Codes

In addition to programming step 3, mentioned on page 40, you can also use the ⑦ (TEST) menu to program secret codes. In this menu, users who have access to programming capability can change their own secret codes, or the secret codes for any higher code. For example, code #5 can program new secret codes for codes #5, #6, #7, and so on.

1. To begin programming secret codes, key in ⑦ (TEST), and then your main user code (code 1).

NOTE: If you were previously in some other menu, press (MUTE) (MUTE) before you enter the ⑦ (TEST) menu.

⑦	Press the digit 7.
TEST	Press the TEST button.

□ □ □ □ □ □   Access code

2. The LCD will show (CODE:2). Key in the code number (e.g., code #2, code #3, code #4, etc.) for which you want to program a secret code.

3. The display will show the code number and the most recently programmed secret code. For example, if you wanted to program a new secret code for code #6, for which the secret code of 6666 had previously been programmed, the display would show: (CODE#6:   6666). Press

(CLEAR), then key in the new secret code. It must be 4 - 6 digits in length. Press the (TEST) button.

NOTE: Do NOT enter leading zeros for codes shorter than 6 digits. The code 005555 is a 6-digit code, and is NOT the same code as the 4-digit code 5555.

4. To skip to a different code, press (CHIME), followed by the code number (e.g., code #2, code #3, code #4, etc.) of the code you want to program. Press the (TEST) button. The new code number will appear on the display, along with the previously programmed secret code (for example, (CODE#7:   7777)). If no secret code has been programmed, the code number will be shown without a secret code (for example, (CODE#9:   )).

5. If you are using a high security code (see page 35), the secret code you program for code #255 will be the high security code. After you press (TEST), the program will return to the first code. To exit the program, press (MUTE) (MUTE).

IMPORTANT: Weekly tests are recommended to insure proper system operation. Discuss testing with your security company installer to develop the optimum schedule and procedures that will be right for you.

To test overall system operation:

1. Call and warn your security company's central station that you plan to run a system test.

2. Be sure the system is disarmed.

3. Press [TEST] followed by your access code.

If all systems are operating properly, all the keystation's lights will flash, your alarm will sound for a few seconds, and a dialer test will be transmitted to the central station. There are a variety of central station response procedures. Your security company will let you know what response to expect from a test.

NOTE: *The test described above will not test the sensors and detection devices that activate alarms.*

Be sure to test smoke and other fire detectors regularly, following the procedures provided by the detector manufacturers. Regular tests ensure that they are all working properly.

Testing required for UL Commercial Fire (NFPA 71 Regulations)

This test must be performed with AC power disconnected. The purpose of this procedure is to ensure that battery malfunctions will be discovered during the test.

Disconnect the AC power transformer by unscrewing the mounting screws that hold the cover in place. After that, AC power is disconnected from the unit by removing the transformer from the wall receptacle.

Once the overall system test has been completed, as described above, reconnect AC power by plugging the transformer into its receptacle. Then replace the transformer cover and mounting screws.

NOTE: *While the system transformer is unplugged, the display may read* [TROUBLE - AC] *Press the* [MUTE] *button twice. The LCD will show* [SILENCED]

Phone and warn your monitoring station about your test.

-○- READY light on

● ARMED light off

□ Press the TEST button.

□ □ □ □ □ □ Access code

● -○- ● -○- ✳ALARM✳ SOUND
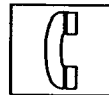
Dialer test reported to central station.

A. Trouble & Error Messages

The Regency 4000 Security System with the 4724 Control Expander is designed to provide you with many years of reliable, trouble-free protection, but unforeseen problems may occur. For most problems with a component or zone in your system, a low-volume, high-pitch tone will sound and your keystation will display [TROUBLE] . After you press [STATUS] the LCD will display one of the following indications along with the number of its zone, if appropriate:

Contact your security company immediately for repairs whenever any of these conditions are indicated. The loss of normal "house power" will also turn off the power light on your master 4720 control panel.

[BATTERY] Indicates a low-battery condition in the control panel or that the battery is disconnected.

[AC] Indicates a loss of AC power to the system.

[LINE 1] Indicates that phone line #1 is bad or needs service.

[LINE 2] If your system is using two phone lines, indicates that phone line #2 is faulty.

[DEVICE 0] Indicates a problem with the 4720 control panel communicator.

[DEVICE 1] Indicates a problem with the printer.

[DEVICE 2 OR 3] Indicates problems with zone expanders.

[DEVICE 4] Indicates a problem with the intercom/telephone module.

[DEVICE 5] Indicates a problem with the auxiliary control module.

[DEVICE 7] Indicates a problem with the EEPROM memory.

[KEYSTATION 1-15] Indicates a problem with a particular keystation unit.

[1-144 LOCATION] Indicates a problem with a particular zone and its location.

[FAILED] Indicates that communication to the central station is not working.

[DATA LOST] Indicates that communication has failed and an event was not reported to the central station.

[PAPER] Indicates that the printer needs a replacement roll of paper (if you have an on-site printer).

Contact your installation company immediately for repairs whenever any of these conditions is indicated. The loss of

normal building power will also turn off the power light on your master 4720 control panel.

NOTE: If the station ever displays ⌈**DEFAULT ALL?**⌋ shut down the system and call your installation company. This message indicates failure of critical system components.

AC POWER FAILURE

During brief power outages in your home or building, your security system will function normally using the rechargeable battery installed in the master control panel. When power returns, these batteries will automatically recharge themselves.

ERRORS

⌈**TRY AGAIN**⌋ This message means either an invalid code was used, or that the system did not understand the command. Perhaps you pressed the wrong digit or waited too long between digits. Start over again.

⌈**RESTRICTED CODE**⌋ Indicates that the code entered may not be used either at that particular keypad, or to operate a particular function.

⌈**RESTRICTED ZONE**⌋ Indicates that a particular zone cannot be bypassed or turned off.

⌈**RESTRICTED DOOR**⌋ Indicates that the code entered may not be used to open that particular door.

⌈**NOT READY**⌋ Indicates that arming was attempted with zones in a *not ready* condition.

B. What Happens When An Alarm Occurs

IMPORTANT: If you enter your home or building and find an alarm light flashing or an alarm message on the LCD, LEAVE IMMEDIATELY and call your central station or the police.

If your 4000/4724 security system goes into alarm, three things will happen:

1. A loud audible warning will be heard from all system bells or speakers (the sound will vary depending on the type of alarm (see page 16).

2. Each keystation display will indicate the type of alarm: Fire, Emergency, Panic, Intrusion, Tamper, Auxiliary, and its zone number and location.

3. Your security dealer's central monitoring station will be dialed automatically, and the nature and lo-

cation of the alarm will be reported. The central station, in turn, will dispatch the proper authorities to your home or building.

NOTE: If the violated zone has been programmed as a Silent Alarm zone, the audible warning and displayed messages (#1 and #2) will NOT occur. The alarm condition WILL be reported to the central station (#3).

☀ ALARM ☀
⌈**INTRUSION ALARM:**⌋
⌈**3 BACK DOOR**⌋

C. In Case of Accidental Activation...

In the event that your security system is activated accidentally, don't panic. It's important to abort or disarm the alarm as soon as possible, by entering your access code on the nearest keypad.

If your system is programmed for delayed reporting and you disarm your system before reporting begins, an alarm will not be transmitted to your dealer's central station. Consult your security company for any further instructions.

NOTE: When in doubt, assume that the alarm that is occurring is real.

☀ ALARM ☀

☐ ☐ ☐ ☐ ☐ ☐   Access code

HOUSEHOLD EVACUATION PLAN

It is vital for every household or business to develop and rehearse an evacuation plan in case of fire.

Fire is the third major cause of accidental death, due to the fact that in as little as one or two minutes from its start, a fire can be deadly. It is important that you draw up and regularly practice a household fire evacuation plan and procedure to insure rapid escapes:

• Draw up a floor plan of your home or business clearly showing at least two exits from each room. Since most fire deaths in a home occur while a family is sleeping, pay particular attention to bedrooms. Make sure each family member knows the location of the exit nearest to his or her bedroom. Also make sure that each worker knows where the nearest exit is from his or her workplace.

• Make sure family members or workers are familiar with your system's audible alarm signals, and can recognize them quickly.

  FIRE ALARM - A high-volume, high-pitched intermittent tone.

  INTRUSION ALARM - A high-volume, alternating high/low pitch constant tone.

• Instruct family members or workers to feel closed doors BEFORE opening them. If the door is warm, **DO NOT OPEN IT**--Use an alternate escape route, such as through a bedroom window.

- Thick smoke usually accompanies a fire. When moving through smoke, stay as close to the ground as possible, crawling if necessary. It would be a good idea to keep a flashlight in a certain place in each room for emergencies.

- Make sure all family members or workers realize that personal belongings can be replaced, BUT PEOPLE CAN'T. Warn the family to get out of the house as soon as a fire is detected. Do **NOT** stop to pack or look for belongings for any reason. And under no condition should anyone return after escaping from a burning building.

- A good evacuation plan should outline a certain meeting place outside of the building. If this is done, all family members can be accounted for, found and helped as soon as possible if medical assistance is required.

- Once all family members have safely evacuated, the fire department should be notified from a nearby phone. Do **NOT** stop inside a burning house to call the fire department.

- Once a fire evacuation plan is drawn up and discussed carefully with the family, it should actually be rehearsed and practiced periodically, so that every family member knows exactly what to do if a fire occurs.
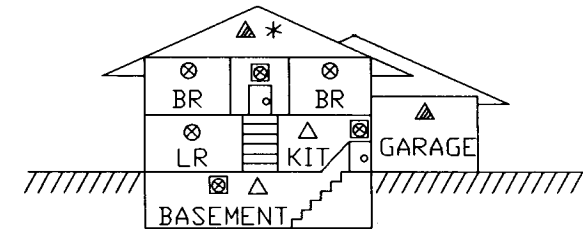
⊠ SMOKE DETECTORS TO MEET MINIMUM STANDARD

⊗ SMOKE DETECTORS FOR ADDITIONAL PROTECTION

△ 135° F HEAT-ACTIVATED DETECTORS

▲ 190° F HEAT-ACTIVATED DETECTORS

✳ BELL LOCATION

RESIDENTIAL INSTALLATION
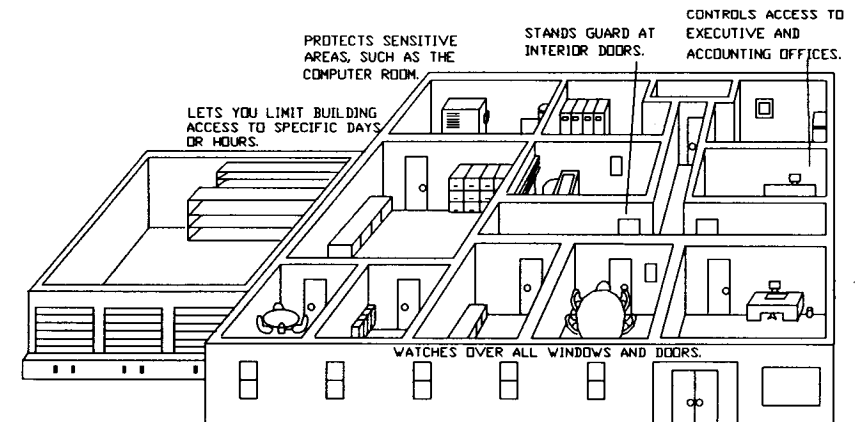
COMMERCIAL INSTALLATION

The Regency 4000 Security System with the 4724 Control Expander offers a number of optional accessories. Work with your system installer. If your particular system application requires weather-resistant keypads for outside use, you may want to consider the Model 4205 Weather Resistant Keypad (see page 9).

4181 Power Line Interface (not shown)

Allows you to activate X-10 modules that control lights and appliances in up to 32 locations around the installation.

4150 Auxiliary Control Module

The 4150 can be used to perform a variety of tasks either automatically or by keypad command. There are 8 separate outputs that can activate automatically using programmable time windows. EX.: Lights can be turned on and off to a daily or weekly sequence. Loading dock doors can be opened or closed from a keystation. The 4150 can also monitor several environmental conditions such as temperature, humidity, air flow and fluid level, and activate an output or report the limit condition to the alarm company central station. Ask your security company representative for further details.

Model 5260 Printer Interface

The 5260 lets you connect a standard computer printer or monitor to your security system, to maintain a running printed or displayed report of all system activity. This includes arming and disarming by user access code, alarms, restores, trouble conditions, and door access activity by user access code. Each report is printed or displayed in plain English along with the date and time of the occurrence.

Model 4150 Auxiliary Control Module
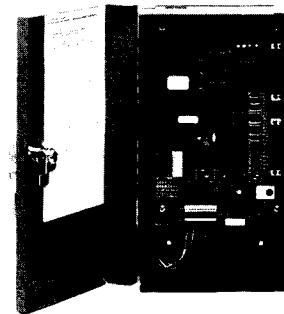
Model 5260 Printer Interface

1502 Hand-Held Transmitter

A hand-held radio frequency transmitter that can be used for personal protection.
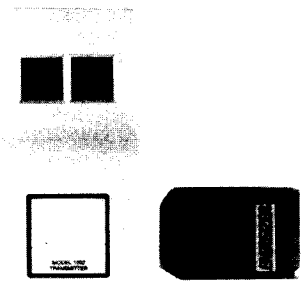
Model 1502 Hand-Held RF Transmitter

4143 Intercom System

Allows two-way voice communication at up to 8 locations using the 4553 or 4563 keypads or the 4143 slave intercom station.
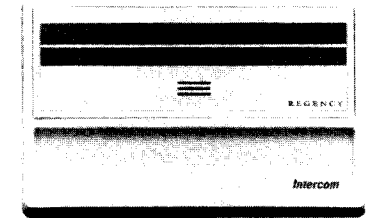
Model 4143 Intercom Keypad
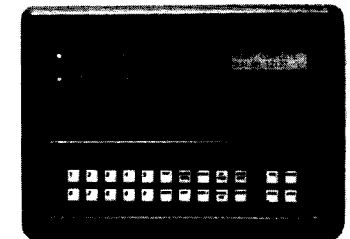
4563 Wood Frame Keypad

Wood frame version of the 4553 full-featured master residential keypad. Natural walnut frame with black plexiglass faceplate and LCD; includes intercom and telephone feature.

Model 4563 Wood Frame Keypad

Card Reader Door Access

NOTE: *The Regency 4000 System is **not** UL Listed for door access control.*

With the Access 4300 System, you can have the ability to unlock doors to certain areas using encoded cards instead of an access code or a key. The 4000/4724 system can track door access activity so you have a record of employee use of the system.

Once the system has been installed and programmed, using it is as simple as sliding the coded plastic card through the 4300 Card Swipe Reader or holding the card within 6 inches of the Model 4310 or 4312 Proximity Reader. (The proximity readers are not shown.) If the card is valid, the normally red LED will turn **green** after a one-second delay, and access will be granted. If the LED does not change, access has been denied.

Many types of doors, gates and locks can be controlled with the card readers, including regular doors, elevator doors and loading dock doors. In addition, working in conjunction with the 4205 Weather Resistant Keypad, card readers can also be used to activate relays for auxiliary equipment such as lights, additional doors or heating systems.

The 4300 Card Swipe Reader and the 4312 Proximity Reader can be used indoors or outdoors. The 4310 is a low-cost Proximity Reader designed specifically for **indoor** applications. The 4300, 4310 and 4312 card readers, like standard Regency 4000 keypads, can be programmed so that they can be used only at certain times of the day. Door access use can be recorded and monitored by the central station.

Special Card Access Features

Your installer may program your system to allow simultaneous access and disarm when someone uses a card to gain door access.

Selected keystations or cards can also be programmed to arm and disarm **instead** of granting door access.

4420 Card Reader Interface

Used to provide door access control using either the Model 4205 keypad or the 4300 card reader.

Model 4300 Card Reader
(4300, 4310, 4312 NOT UL Listed)
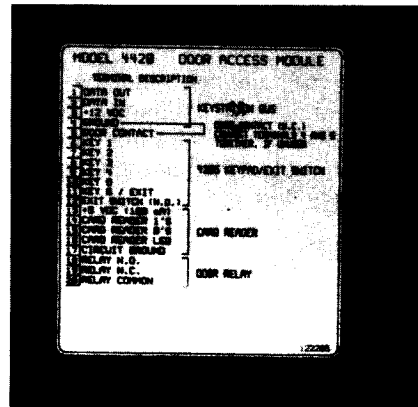
Model 4420 Card Reader Interface
(NOT UL Listed)

For Standard 4000 System
with 4724 Control Expander

Press	To Perform Function
(STATUS)	View NOT READY and TROUBLE status.
(1) (STATUS)	View zone numbers and names in areas controlled by the keypad.
(2) (STATUS)	View keystation number and location.
(4) (STATUS)	View the 4724 software version.
(5) (STATUS)	View status of auxiliary control sensors and outputs.
(ALARM MEM)	View alarm memory.
(1) (ALARM MEM)	View history of alarms since a specified date.
(MUTE) (MUTE)	Silence troubles and exit the program mode.
(BYPASS)	View bypassed zones.
Zone number (BYPASS) Access code	Bypass/unbypass a zone.
(CHIME) or (CHIME/INT)	Turn chime and interior on and off.
Access code	Arm/disarm/reset alarms.
(TEST) Access code	Test sirens and communication.
(7) (TEST) Main User code	Program access codes.
(8) (TEST)	Program the date.
(9) (TEST) Main User code	Set day and time (EXAMPLE: Tuesday, PM, 8:15 - 2 1 0 8 1 5)
(1) (1) (TEST) Main User code	User programmable operations.

For Split Area Arming Control:

Press	To Perform Function
Primary access code	Activate the display of your area(s).
Followed by:	
(TEST)	Skip to your next area.
(1)	Arm/disarm the area being displayed or reset alarm.
(2)	Arm all of your areas.
(0)	Disarm all of your areas or reset alarm.
(3)	Set arm delay.
(CLEAR)	Release display for other users.
(CHIME) or (CHIME/INT)	Turn on/off chime in area.
(INST)	Turn on/off entry/exit delay
(CODE 2) or (DOOR)	Turn on/off CODE 2 feature
(STATUS)	View *not ready* zones in area.

YOUR REGENCY 4000/4724 SYSTEM DATA

KEEP THE FOLLOWING INFORMATION CONFIDENTIAL AND STORED IN A SAFE PLACE

Pages 54 through 61 are to be completed by your installer.

Pages 62 through 80 are to be completed by you, the user, before you begin programming.

System installed by: (company)_____

Name of alarm company representative:_____

For service
call:_____and/or_____

Before testing
call:_____and/or_____

Your account number is:_____

Number of seconds programmed for entry delay:_____seconds

exit delay:_____seconds

Your main access code (code #1) is:_____

Your high security door access code (code #255) is:_____

Your duress code prefix digits are: ___ ___

Your system is custom programmed for the following special features:

____ Delayed reporting   ____ Area Arming

____ Emergency alarm   ____ Card Access Control

____ Fire and Smoke Detection   ____ On-Site Printer

____ Auxiliary Alarm for: ____ X-10 Modules

_____   _____

_____   _____

_____   _____

_____   _____

KEYSTATION PANIC BUTTONS
(to be completed by Installer)

Your system keypad locations and panic alarms ([✳] - 4433 and 4533 keystations) are shown below. Your installer has selected POLICE, EMERGENCY or FIRE for each keystation (see page 11). To trigger an alarm, you must press both [✳] buttons at the same time.

1. _____   9. _____

2. _____   10. _____

3. _____   11. _____

4. _____   12. _____

5. _____   13. _____

6. _____   14. _____

7. _____   15. _____

8. _____

X-10 Compatible Module Data

Work with your installer to determine which X-10 compatible module will activate each light or appliance (see page 28). For example, if you wanted the front door light to be activated by pressing ①① your installer would configure the system so that FRONT DOOR LIGHT was unit 1 in the first house code. The installer would then write "FRONT DOOR LIGHT" in the first column, and the appropriate house code letter in the second-to-the-last column.

TO ACTIVATE (LIGHT OR APPLIANCE)	PRESS			FOR INSTALLER'S REFERENCE (Do NOT press these digits.)	
	NUMBER	NUMBER		House Code	Unit
	1	1	\		1
	1	2	|		2
	1	3	|		3
	1	4	|		4
	1	5	|		5
	1	6	|		6
	1	7	|		7
	1	8	| (DOOR)		8
	1	9	| OR		9
	2	0	| (CODE 2)		10
	2	1	|		11
	2	2	|		12
	2	3	|		13
	2	4	|		14
	2	5	|		15
	2	6	/		16
—	—	—		House Code	Unit
	2	7	\		1
	2	8	|		2
	2	9	|		3
	3	0	|		4
	3	1	|		5
	3	2	|		6
	3	3	|		7
	3	4	| (DOOR)		8
	3	5	| OR		9
	3	6	| (CODE 2)		10
	3	7	|		11
	3	8	|		12
	3	9	|		13
	4	0	|		14
	4	1	|		15
	4	2	/		16

ZONE INFORMATION
(completed by installer)

144 separate zones (sensors) are possible with your Regency 4000 system with the 4724 Control Expander. For each zone in the system, your installer will list the type, location and area. For example, zone **3** might be a **FIRE** type zone, located in the **STORAGE ROOM**, in an area designated as the **SALES OFFICE**.

Zone #	Type	Location	Area
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			
14			
15			
16			
17			
18			
19			
20			
21			
22			
23			
24			
25			
26			
27			
28			

Zone #	Type	Location	Area
29			
30			
31			
32			
33			
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Zone #	Type	Location	Area
57			
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59			
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84			
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Zone #	Type	Location	Area
90			
91			
92			
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Zone #	Type	Location	Area
123			
124			
125			
126			
127			
128			
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133			
134			
135			
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WINDOW GROUPS (completed by installer)

The chart below shows which time windows your installer has assigned to each window group. You, the end user, can program the starting and ending times for each individual time window. See pages 39 and 62 for explanations of time windows and window groups, and time window programming instructions.

WINDOW GROUP	WINDOWS																
0	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
2	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
3	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
4	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
5	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
6	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
7	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
8	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
9	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
10	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
11	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
12	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
13	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
14	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
15	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
16	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
17	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
18	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
19	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
20	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
21	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
22	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
23	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
24	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
25	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
26	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
27	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
28	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
29	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
30	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
31	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

WINDOWS															WINDOW GROUP
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	0
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	1
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	2
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	3
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	4
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	5
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	6
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	7
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	8
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	9
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	10
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	11
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	12
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	13
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	14
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	15
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	16
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	17
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	18
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	19
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	20
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	21
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	22
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	23
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	24
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	25
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	26
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	27
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	28
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	29
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	30
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	31

USER
PROGRAMMABLE
OPTIONS

The following pages are provided for you to keep a record of the various options you have programmed. Be sure to complete them before you begin programming.

TIME WINDOWS (MENU 0)

Write the starting and ending times for each time window. Circle the days of the week that the time window will be in effect (H = holiday).

WINDOW #	START	END	DAYS
0			S M T W TH F S H
1			S M T W TH F S H
2			S M T W TH F S H
3			S M T W TH F S H
4			S M T W TH F S H
5			S M T W TH F S H
6			S M T W TH F S H
7			S M T W TH F S H
8			S M T W TH F S H
9			S M T W TH F S H
10			S M T W TH F S H
11			S M T W TH F S H
12			S M T W TH F S H
13			S M T W TH F S H
14			S M T W TH F S H
15			S M T W TH F S H
16			S M T W TH F S H
17			S M T W TH F S H
18			S M T W TH F S H
19			S M T W TH F S H
20			S M T W TH F S H
21			S M T W TH F S H
22			S M T W TH F S H
23			S M T W TH F S H
24			S M T W TH F S H
25			S M T W TH F S H
26			S M T W TH F S H
27			S M T W TH F S H
28			S M T W TH F S H
29			S M T W TH F S H
30			S M T W TH F S H
31			S M T W TH F S H

ACCESS OPTIONS (MENU 1)

For each code, write in the user name, secret code, the areas to which the user has access, and the window group that specifies times during which the code can be used. Note that each "page" of this chart actually extends across two pages.

Code #	Secret Code	To Whom Assigned	Options		Options								Code #
2	------		AREAS ____	DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____	2
3	------		AREAS ____	DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____	3
4	------		AREAS ____	DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____	4
5	------		AREAS ____	DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____	5
6	------		AREAS ____	DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____	6
7	------		AREAS ____	DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____	7
8	------		AREAS ____	DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____	8
9	------		AREAS ____	DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____	9
10	------		AREAS ____	DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____	10
11	------		AREAS ____	DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____	11
12	------		AREAS ____	DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____	12
13	------		AREAS ____	DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____	13
14	------		AREAS ____	DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____	14
15	------		AREAS ____	DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____	15
16	------		AREAS ____	DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____	16
17	------		AREAS ____	DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____	17
18	------		AREAS ____	DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____	18
19	------		AREAS ____	DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____	19
20	------		AREAS ____	DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____	20
21	------		AREAS ____	DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____	21
22	------		AREAS ____	DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____	22
23	------		AREAS ____	DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____	23
24	------		AREAS ____	DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____	24
25	------		AREAS ____	DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____	25
26	------		AREAS ____	DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____	26
27	------		AREAS ____	DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____	27
28	------		AREAS ____	DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____	28
29	------		AREAS ____	DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____	29
30	------		AREAS ____	DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____	30
31	------		AREAS ____	DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____	31
32	------		AREAS ____	DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____	32

Code #	Secret Code	To Whom Assigned	AREAS	DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP	Code #
33	— — — — — —		AREAS ____	DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____	33
34	— — — — — —		AREAS ____	DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____	34
35	— — — — — —		AREAS ____	DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____	35
36	— — — — — —		AREAS ____	DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____	36
37	— — — — — —		AREAS ____	DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____	37
38	— — — — — —		AREAS ____	DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____	38
39	— — — — — —		AREAS ____	DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____	39
40	— — — — — —		AREAS ____	DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____	40
41	— — — — — —		AREAS ____	DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____	41
42	— — — — — —		AREAS ____	DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____	42
43	— — — — — —		AREAS ____	DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____	43
44	— — — — — —		AREAS ____	DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____	44
45	— — — — — —		AREAS ____	DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____	45
46	— — — — ⸺		AREAS ____	DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____	46
47	— — — — — —		AREAS ____	DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____	47
48	— — — — — —		AREAS ____	DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____	48
49	— — — — — —		AREAS ____	DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____	49
50	— — — — — —		AREAS ____	DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____	50
51	— — — — — —		AREAS ____	DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____	51
52	— — — — — —		AREAS ____	DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____	52
53	— — — — — —		AREAS ____	DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____	53
54	— — — — — —		AREAS ____	DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____	54
55	— — — — — —		AREAS ____	DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____	55
56	— — — — — —		AREAS ____	DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____	56
57	— — — — — —		AREAS ____	DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____	57
58	— — — — — —		AREAS ____	DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____	58
59	— — — — — —		AREAS ____	DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____	59
60	— — — — — —		AREAS ____	DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____	60
61	— — — — — —		AREAS ____	DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____	61
62	— — — — — —		AREAS ____	DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____	62
63	— — — — — —		AREAS ____	DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____	63
64	— — — — — —		AREAS ____	DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____	64

Code #	Secret Code	To Whom Assigned	Options	
65	— — — — — —		AREAS _____	DOOR
66	— — — — — —		AREAS _____	DOOR
67	— — — — — —		AREAS _____	DOOR
68	— — — — — —		AREAS _____	DOOR
69	— — — — — —		AREAS _____	DOOR
70	— — — — — —		AREAS _____	DOOR
71	— — — — — —		AREAS _____	DOOR
72	— — — — — —		AREAS _____	DOOR
73	— — — — — —		AREAS _____	DOOR
74	— — — — — —		AREAS _____	DOOR
75	— — — — — —		AREAS _____	DOOR
76	— — — — — —		AREAS _____	DOOR
77	— — — — — —		AREAS _____	DOOR
78	— — — — — —		AREAS _____	DOOR
79	— — — — — —		AREAS _____	DOOR
80	— — — — — —		AREAS _____	DOOR
81	— — — — — —		AREAS _____	DOOR
82	— — — — — —		AREAS _____	DOOR
83	— — — — — —		AREAS _____	DOOR
84	— — — — — —		AREAS _____	DOOR
85	— — — — — —		AREAS _____	DOOR
86	— — — — — —		AREAS _____	DOOR
87	— — — — — —		AREAS _____	DOOR
88	— — — — — —		AREAS _____	DOOR
89	— — — — — —		AREAS _____	DOOR
90	— — — — — —		AREAS _____	DOOR
91	— — — — — —		AREAS _____	DOOR
92	— — — — — —		AREAS _____	DOOR
93	— — — — — —		AREAS _____	DOOR
94	— — — — — —		AREAS _____	DOOR
95	— — — — — —		AREAS _____	DOOR
96	— — — — — —		AREAS _____	DOOR

Options

BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP	Code #
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	65
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	66
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	67
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	68
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	69
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	70
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	71
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	72
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	73
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	74
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	75
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	76
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	77
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	78
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	79
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	80
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	81
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	82
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	83
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	84
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	85
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	86
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	87
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	88
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	89
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	90
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	91
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	92
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	93
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	94
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	95
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	96

Code #	Secret Code	To Whom Assigned	Options										Code #
97	_ _ _ _ _ _		AREAS ____ DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____		97
98	_ _ _ _ _ _		AREAS ____ DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____		98
99	_ _ _ _ _ _		AREAS ____ DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____		99
100	_ _ _ _ _ _		AREAS ____ DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____		100
101	_ _ _ _ _ _		AREAS ____ DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____		101
102	_ _ _ _ _ _		AREAS ____ DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____		102
103	_ _ _ _ _ _		AREAS ____ DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____		103
104	_ _ _ _ _ _		AREAS ____ DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____		104
105	_ _ _ _ _ _		AREAS ____ DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____		105
106	_ _ _ _ _ _		AREAS ____ DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____		106
107	_ _ _ _ _ _		AREAS ____ DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____		107
108	_ _ _ _ _ _		AREAS ____ DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____		108
109	_ _ _ _ _ _		AREAS ____ DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____		109
110	_ _ _ _ _ _		AREAS ____ DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____		110
111	_ _ _ _ _ _		AREAS ____ DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____		111
112	_ _ _ _ _ _		AREAS ____ DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____		112
113	_ _ _ _ _ _		AREAS ____ DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____		113
114	_ _ _ _ _ _		AREAS ____ DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____		114
115	_ _ _ _ _ _		AREAS ____ DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____		115
116	_ _ _ _ _ _		AREAS ____ DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____		116
117	_ _ _ _ _ _		AREAS ____ DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____		117
118	_ _ _ _ _ _		AREAS ____ DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____		118
119	_ _ _ _ _ _		AREAS ____ DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____		119
120	_ _ _ _ _ _		AREAS ____ DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____		120
121	_ _ _ _ _ _		AREAS ____ DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____		121
122	_ _ _ _ _ _		AREAS ____ DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____		122
123	_ _ _ _ _ _		AREAS ____ DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____		123
124	_ _ _ _ _ _		AREAS ____ DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____		124
125	_ _ _ _ _ _		AREAS ____ DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____		125
126	_ _ _ _ _ _		AREAS ____ DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____		126
127	_ _ _ _ _ _		AREAS ____ DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____		127
128	_ _ _ _ _ _		AREAS ____ DOOR	BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP____		128

Code #	Secret Code	To Whom Assigned	Options	
129	— — — — — —		AREAS _____	DOOR
130	— — — — — —		AREAS _____	DOOR
131	— — — — — —		AREAS _____	DOOR
132	— — — — — —		AREAS _____	DOOR
133	— — — — — —		AREAS _____	DOOR
134	— — — — — —		AREAS _____	DOOR
135	— — — — — —		AREAS _____	DOOR
136	— — — — — —		AREAS _____	DOOR
137	— — — — — —		AREAS _____	DOOR
138	— — — — — —		AREAS _____	DOOR
139	— — — — — —		AREAS _____	DOOR
140	— — — — — —		AREAS _____	DOOR
141	— — — — — —		AREAS _____	DOOR
142	— — — — — —		AREAS _____	DOOR
143	— — — — — —		AREAS _____	DOOR
144	— — — — — —		AREAS _____	DOOR
145	— — — — — —		AREAS _____	DOOR
146	— — — — — —		AREAS _____	DOOR
147	— — — — — —		AREAS _____	DOOR
148	— — — — — —		AREAS _____	DOOR
149	— — — — — —		AREAS _____	DOOR
150	— — — — — —		AREAS _____	DOOR
151	— — — — — —		AREAS _____	DOOR
152	— — — — — —		AREAS _____	DOOR
153	— — — — — —		AREAS _____	DOOR
154	— — — — — —		AREAS _____	DOOR
155	— — — — — —		AREAS _____	DOOR
156	— — — — — —		AREAS _____	DOOR
157	— — — — — —		AREAS _____	DOOR
158	— — — — — —		AREAS _____	DOOR
159	— — — — — —		AREAS _____	DOOR
160	— — — — — —		AREAS _____	DOOR

			Options					Code #
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	129
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	130
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	131
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	132
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	133
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	134
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	135
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	136
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	137
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	138
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	139
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	140
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	141
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	142
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	143
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	144
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	145
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	146
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	147
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	148
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	149
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	150
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	151
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	152
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	153
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	154
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	155
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	156
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	157
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	158
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	159
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	160

Code #	Secret Code	To Whom Assigned	Options	
161	_ _ _ _ _ _		AREAS _____	DOOR
162	_ _ _ _ _ _		AREAS _____	DOOR
163	_ _ _ _ _ _		AREAS _____	DOOR
164	_ _ _ _ _ _		AREAS _____	DOOR
165	_ _ _ _ _ _		AREAS _____	DOOR
166	_ _ _ _ _ _		AREAS _____	DOOR
167	_ _ _ _ _ _		AREAS _____	DOOR
168	_ _ _ _ _ _		AREAS _____	DOOR
169	_ _ _ _ _ _		AREAS _____	DOOR
170	_ _ _ _ _ _		AREAS _____	DOOR
171	_ _ _ _ _ _		AREAS _____	DOOR
172	_ _ _ _ _ _		AREAS _____	DOOR
173	_ _ _ _ _ _		AREAS _____	DOOR
174	_ _ _ _ _ _		AREAS _____	DOOR
175	_ _ _ _ _ _		AREAS _____	DOOR
176	_ _ _ _ _ _		AREAS _____	DOOR
177	_ _ _ _ _ _		AREAS _____	DOOR
178	_ _ _ _ _ _		AREAS _____	DOOR
179	_ _ _ _ _ _		AREAS _____	DOOR
180	_ _ _ _ _ _		AREAS _____	DOOR
181	_ _ _ _ _ _		AREAS _____	DOOR
182	_ _ _ _ _ _		AREAS _____	DOOR
183	_ _ _ _ _ _		AREAS _____	DOOR
184	_ _ _ _ _ _		AREAS _____	DOOR
185	_ _ _ _ _ _		AREAS _____	DOOR
186	_ _ _ _ _ _		AREAS _____	DOOR
187	_ _ _ _ _ _		AREAS _____	DOOR
188	_ _ _ _ _ _		AREAS _____	DOOR
189	_ _ _ _ _ _		AREAS _____	DOOR
190	_ _ _ _ _ _		AREAS _____	DOOR
191	_ _ _ _ _ _		AREAS _____	DOOR
192	_ _ _ _ _ _		AREAS _____	DOOR

(#193-224 continued on page 76)

Options								Code #
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	161
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	162
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	163
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	164
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	165
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	166
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	167
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	168
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	169
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	170
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	171
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	172
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	173
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	174
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	175
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	176
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	177
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	178
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	179
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	180
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	181
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	182
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	183
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	184
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	185
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	186
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	187
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	188
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	189
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	190
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	191
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	192

(#193-224 continued on page 77)

Code #	Secret Code	To Whom Assigned	Options	
193	— — — — — —		AREAS _____	DOOR
194	— — — — — —		AREAS _____	DOOR
195	— — — — — —		AREAS _____	DOOR
196	— — — — — —		AREAS _____	DOOR
197	— — — — — —		AREAS _____	DOOR
198	— — — — — —		AREAS _____	DOOR
199	— — — — — —		AREAS _____	DOOR
200	— — — — — —		AREAS _____	DOOR
201	— — — — — —		AREAS _____	DOOR
202	— — — — — —		AREAS _____	DOOR
203	— — — — — —		AREAS _____	DOOR
204	— — — — — —		AREAS _____	DOOR
205	— — — — — —		AREAS _____	DOOR
206	— — — — — —		AREAS _____	DOOR
207	— — — — — —		AREAS _____	DOOR
208	— — — — — —		AREAS _____	DOOR
209	— — — — — —		AREAS _____	DOOR
210	— — — — — —		AREAS _____	DOOR
211	— — — — — —		AREAS _____	DOOR
212	— — — — — —		AREAS _____	DOOR
213	— — — — — —		AREAS _____	DOOR
214	— — — — — —		AREAS _____	DOOR
215	— — — — — —		AREAS _____	DOOR
216	— — — — — —		AREAS _____	DOOR
217	— — — — — —		AREAS _____	DOOR
218	— — — — — —		AREAS _____	DOOR
219	— — — — — —		AREAS _____	DOOR
220	— — — — — —		AREAS _____	DOOR
221	— — — — — —		AREAS _____	DOOR
222	— — — — — —		AREAS _____	DOOR
223	— — — — — —		AREAS _____	DOOR
224	— — — — — —		AREAS _____	DOOR

Options   **Code #**

							Options		Code #
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____		193
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____		194
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____		195
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____		196
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____		197
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____		198
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____		199
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____		200
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____		201
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____		202
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____		203
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____		204
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____		205
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____		206
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____		207
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____		208
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____		209
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____		210
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____		211
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____		212
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____		213
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____		214
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____		215
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____		216
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____		217
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____		218
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____		219
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____		220
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____		221
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____		222
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____		223
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____		224

Code #	Secret Code	To Whom Assigned	Options	
225	_ _ _ _ _ _		AREAS _____	DOOR
226	_ _ _ _ _ _		AREAS _____	DOOR
227	_ _ _ _ _ _		AREAS _____	DOOR
228	_ _ _ _ _ _		AREAS _____	DOOR
229	_ _ _ _ _ _		AREAS _____	DOOR
230	_ _ _ _ _ _		AREAS _____	DOOR
231	_ _ _ _ _ _		AREAS _____	DOOR
232	_ _ _ _ _ _		AREAS _____	DOOR
233	_ _ _ _ _ _		AREAS _____	DOOR
234	_ _ _ _ _ _		AREAS _____	DOOR
235	_ _ _ _ _ _		AREAS _____	DOOR
236	_ _ _ _ _ _		AREAS _____	DOOR
237	_ _ _ _ _ _		AREAS _____	DOOR
238	_ _ _ _ _ _		AREAS _____	DOOR
239	_ _ _ _ _ _		AREAS _____	DOOR
240	_ _ _ _ _ _		AREAS _____	DOOR
241	_ _ _ _ _ _		AREAS _____	DOOR
242	_ _ _ _ _ _		AREAS _____	DOOR
243	_ _ _ _ _ _		AREAS _____	DOOR
244	_ _ _ _ _ _		AREAS _____	DOOR
245	_ _ _ _ _ _		AREAS _____	DOOR
246	_ _ _ _ _ _		AREAS _____	DOOR
247	_ _ _ _ _ _		AREAS _____	DOOR
248	_ _ _ _ _ _		AREAS _____	DOOR
249	_ _ _ _ _ _		AREAS _____	DOOR
250	_ _ _ _ _ _		AREAS _____	DOOR
251	_ _ _ _ _ _		AREAS _____	DOOR
252	_ _ _ _ _ _		AREAS _____	DOOR
253	_ _ _ _ _ _		AREAS _____	DOOR
254	_ _ _ _ _ _		AREAS _____	DOOR
255	_ _ _ _ _ _		AREAS _____	DOOR

Options								Code #
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	225
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	226
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	227
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	228
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	229
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	230
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	231
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	232
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	233
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	234
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	235
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	236
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	237
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	238
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	239
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	240
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	241
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	242
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	243
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	244
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	245
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	246
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	247
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	248
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	249
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	250
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	251
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	252
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	253
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	254
BYPASS	ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP_____	255

HOLIDAYS (MENU 2)

HOLIDAY #	DATE
1	/
2	/
3	/
4	/
5	/
6	/
7	/
8	/

HOLIDAY #	DATE
9	/
10	/
11	/
12	/
13	/
14	/
15	/
16	/

DST DATES (MENU 3)
(Daylight Savings Time)

FORWARD DATE	/
BACK DATE	/