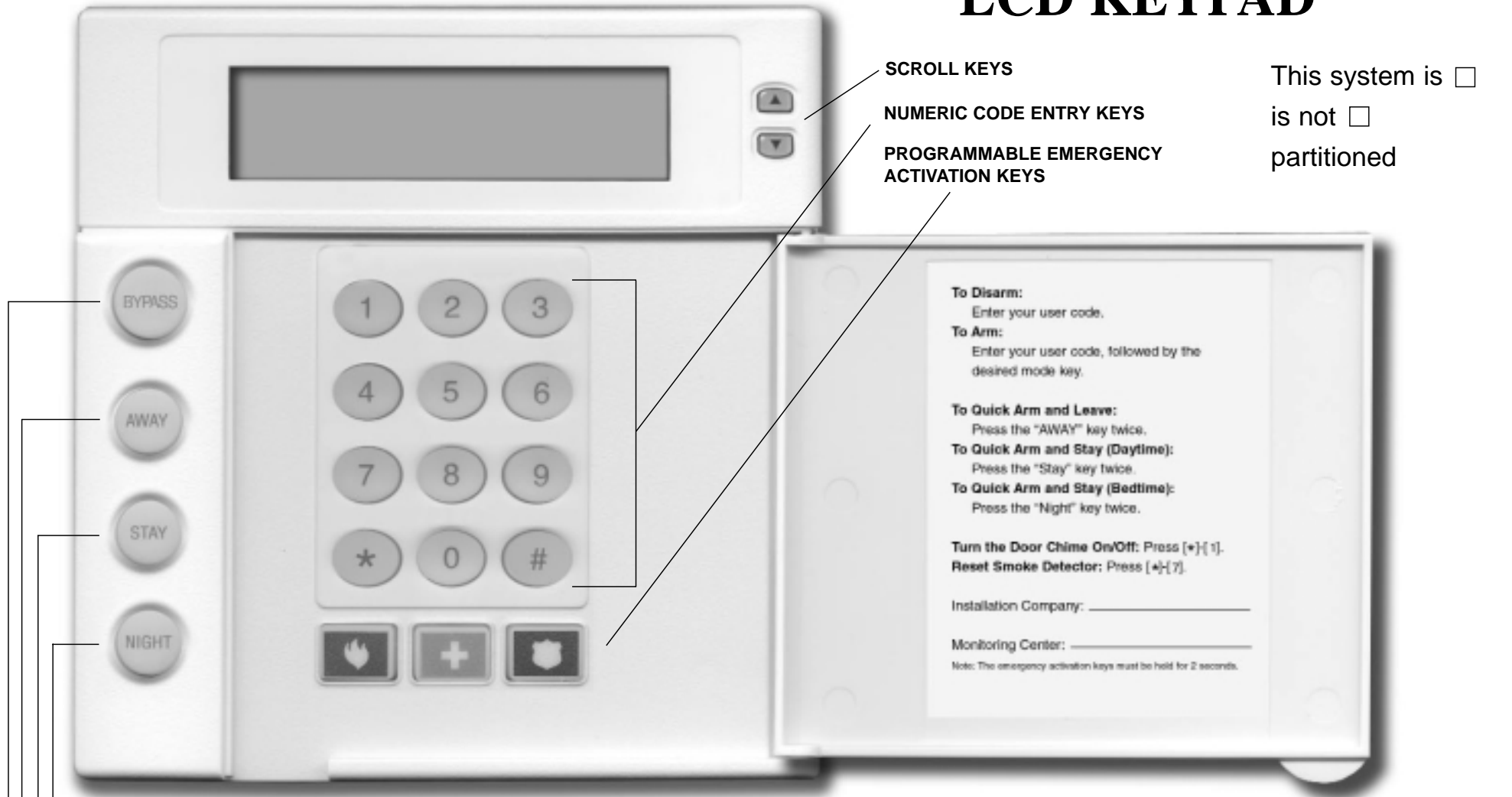




**interlogix** 

# LCD KEYPAD



The **AWAY** key is illuminated when the system is armed in the **AWAY** mode. It is "off" when the system is disarmed. The **AWAY** key will flash when there has been an alarm during the previous arm cycle.

The **BYPASS** key is illuminated when any zone in this keypad's partition is bypassed. If it is "off", no zones are bypassed.

The **NIGHT** key is illuminated when the system is armed in the **NIGHT** mode. It is "off" when the system is disarmed. The **NIGHT** key will flash when there has been an alarm during the previous arm cycle.

The **STAY** key is illuminated when the system is armed in the **STAY** mode. It is "off" when the system is disarmed. The **STAY** key will flash when there has been an alarm during the previous arm cycle.

# LCD KEYPAD

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**THIS MANUAL IS FURNISHED TO HELP YOU UNDERSTAND YOUR SECURITY SYSTEM AND BECOME PROFICIENT IN ITS OPERATION. ALL USERS OF YOUR SECURITY SYSTEM SHOULD READ AND FOLLOW THE INSTRUCTIONS AND PRECAUTIONS IN THIS BOOKLET. FAILURE TO DO SO COULD RESULT IN THE SECURITY SYSTEM NOT WORKING PROPERLY. THIS BOOKLET SHOULD BE KEPT IN AN ACCESSIBLE LOCATION FOR THE LIFE OF THE SECURITY SYSTEM. IF YOU DO NOT UNDERSTAND ANY PART OF THIS MANUAL, YOU SHOULD NOTIFY YOUR INSTALLING COMPANY. READ THE ENTIRE MANUAL AND, IF POSSIBLE, PRACTICE ON THE KEYPAD CONTROL WHILE YOUR PROFESSIONAL INSTALLER IS ON SITE.**

The SECURITY CONTROL can be turned on (ARMED) and off (DISARMED) by entering a 4 or 6 digit code into the Keypad Control, which is similar to a telephone keypad. If your Security Control has been so programmed, you may be able to turn on (ARM) your System by simply double pressing the [AWAY], [STAY], or [NIGHT] key. The system must always be Disarmed using a 4 or 6 digit code. The LCD keypad includes 4 lights and a 32-character liquid crystal display and a built-in electronic sounder. These provide specific information relating to the status of the security system, which is described in the booklet. Understanding what the lights and sounds mean will help you to easily operate your system.

**KEEP IN MIND, THE LEVEL OF SECURITY YOU WILL OBTAIN WITH THIS SYSTEM RELATES SPECIFICALLY WITH TWO MAJOR FACTORS:**

1. The quantity, quality, and placement of security devices attached to this system.
2. The knowledge you have of the security system and how that knowledge is utilized in a weekly test of the complete system.

**YOU SHOULD BE AWARE OF THE FOLLOWING FACTS WHEN PREPARING A SAFETY/SECURITY PLAN FOR YOUR HOME/BUSINESS.**

1. Your security system is an electronic device and is subject to failure or malfunction. Do not rely on it as your single source of security.
2. Your system should be tested weekly.
3. Your system will not work without power.
4. Warning devices will need to be loud enough, wired correctly, and properly placed to provide notification of an alarm event.
5. Smoke and heat detectors may not detect heat and smoke in all situations.
6. Use qualified security professionals to install and maintain your security system.
7. It may be possible to arm the security system without the backup battery connected. Your periodic test should be done with A.C. Power removed to verify the battery is connected and adequately charged.
8. Care should be taken to plug in and restrain the A.C. Transformer after testing.

**PLEASE READ THE FOLLOWING INFORMATION AND INSTRUCTIONS CAREFULLY BEFORE OPERATING YOUR SECURITY CONTROL SYSTEM. IF YOU DO NOT UNDERSTAND ANY PORTION OF THIS MANUAL, OR IF YOU HAVE ANY QUESTIONS ABOUT YOUR SYSTEM, CONTACT THE INSTALLING COMPANY.**

## GLOSSARY OF TERMS

<b>Abort Delay:</b>	An option that allows a delay in reporting to the central station.
<b>Authority Level:</b>	The level of access an individual has when using an alarm panel.
<b>Central Station:</b>	Location where alarm data is sent during an alarm report.
<b>Chime Feature:</b>	An option that allows the keypad to sound a ding-dong whenever an entry/exit door is opened.
<b>Codes:</b>	Can be either User Codes (relating to a person) or Function Codes (a toggle switch to turn specific functions on/off). <b>NOTE: A system may have either 4-digit codes or 6-digit codes, but not a mixture of the two.</b>
<b>Duress Code:</b>	An option that allows a special code to be sent to the central station indicating the alarm system is being operated under duress.
<b>Forced Arming:</b>	An option that allows the system to be turned on (ARMED) with one or more zones open. A system that is ready to be "force armed" will flash the entire message, "System Not Ready, For Help press →" <b>NOTE: Those zones that are not ready will not create an alarm.</b>
<b>Function Code:</b>	A Function Code is either a 4-digit or 6-digit code programmed by the installer to operate a device.
<b>Group Bypass:</b>	An option that allows the user to bypass multiple zones with a single operation.
<b>Instant/Delay:</b>	An option that allows an instant alarm condition for Entry/Exit doors, or grants a delay to allow someone to enter/exit the building without an alarm or before entering a user code to disarm.
<b>Master Code:</b>	A master arm/disarm code that can program other user codes.
<b>Partitioned System:</b>	A system divided into multiple areas in which its own user or users control each area.
<b>Perimeter:</b>	The outer edge of the protected area.

- Quick Arm:** An option that allows you to turn on (ARM) the security system by double pressing either the **[AWAY]**, **[STAY]**, or **[NIGHT]** key on the keypad (for ARMING only) as programmed by the installing company.
- User Code:** A 4-digit or 6-digit entry code used to arm or disarm the system.

## UNDERSTANDING THE LIGHTED KEYS

### AWAY / STAY / NIGHT

The **[AWAY]**, **[STAY]**, **[NIGHT]** keys are illuminated when the system is armed to one of these respective modes. They are all “off” when it is disarmed. The **[AWAY]**, **[STAY]**, **[NIGHT]** keys will flash when there has been an alarm during the previous arm cycle.

### BYPASS

The **[BYPASS]** key is illuminated when any zone in this keypad’s partition is bypassed. If the **[BYPASS]** key is “off”, no zones are bypassed.

## EMERGENCY ACTIVATION KEYS

**NOTE: You must press and hold these keys for 2 seconds to activate these functions.** Your system may not be programmed for these activations.



**Fire Key** - If programmed, you can activate the Fire alarm by pressing the Emergency Activation **[Fire]** key for two seconds. If your system is connected to a monitoring center, an emergency report could be sent to that center. This key should only be pressed in an emergency situation requiring response by fire department personnel.

**Auxiliary Key** - If programmed, you can activate the auxiliary alarm by pressing the Emergency Activation **[Auxiliary]** key for two seconds. If your system is connected to a monitoring center, an emergency report could be sent to that

center. This key should only be pressed in an emergency situation requiring response by emergency personnel.

**System Not Ready  
For help, press →**

**Police (Panic/Hold-Up) Key** - If programmed, when the Emergency Activation [Police] key is pressed for two seconds, a local audible alarm will sound. If your system is connected to a monitoring center, an emergency report could be transmitted to that center. These keys should only be pressed in an emergency situation requiring immediate response by law enforcement personnel. **NOTE:** Some Panic/Hold-Up alarms are programmed to be silent at the protected site while reporting an alarm to the monitoring center. Check with your installing company to determine how your security system will respond to the Panic/Hold-Up activation.

## KEYPAD FUNCTIONS

### ARMING YOUR SYSTEM IN THE “AWAY” MODE

AWAY is utilized when the user is going away from the premise and wants the interior protected.

1. Close all protected doors and windows.

- The *System Ready* message will be displayed when all protected zones and sensors are secure.

**System Ready  
Type Code to Arm**

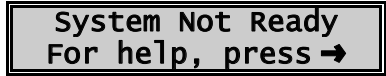
**NOTE: If any zones are bypassed, a sensor in that zone can be violated without affecting the ready status.**

- The security system will not arm if the *System Not Ready* message is displayed. It can be force armed if the entire *System Not Ready* message is flashing. Refer to the following section, "Making Your System Ready to Arm".
- If the "*Service Required*" message is alternately displayed, you may not have AC power. Restore power if possible. If not, contact the installing company.

2. Enter your 4 or 6 digit user code to arm the system.

- The [AWAY] key will illuminate steady. The [STAY] and [NIGHT] keys will flash during the exit delay.
- You may now leave the building.
- The keypad tones will accelerate during the last 10 seconds of the exit

delay. The user may wish to disarm and re-arm the system if more time is needed.



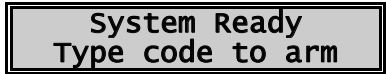
## MAKING YOUR SYSTEM READY TO ARM

If the *System Ready* message is not displayed, a zone is not secure. To identify this zone, press [▲][▼] to the right of the display to browse through the zones that are not normal. If you wish to bypass or unbypass one of these zones, press [BYPASS] while that zone is being displayed. When finished viewing the zones, press [#] to return to the code entry screen.

## ARMING YOUR SYSTEM IN THE "STAY" MODE

STAY is utilized when the user is inside the premise and wants protection around the perimeter.

1. Close all protected doors and windows.



- The *System Ready* message will be displayed when all protected zones and sensors are secure. **NOTE: If any zones are bypassed, a sensor in that zone can be violated without affecting the ready status.**
  - The security system will not arm if the *System Not Ready* message is displayed. It can be force armed if the entire *System Not Ready* message is flashing. Refer to the following section, "Making Your System Ready to Arm".
  - If the *Service Required*' message is alternated displayed, you may not have AC power. Restore power if possible. If not, contact the installing company.
2. Enter your 4 or 6 digit user code. (Optional, if programmed.)
    - If "Auto Bypass" is enabled, all interior zones will be bypassed if you do not leave through a designated entry/exit door. If Auto Bypass is enabled, omit Step 3.
  3. Press [STAY].
    - The [STAY] key will illuminate indicating that all interior zones are bypassed. (All interior devices will bypass automatically, giving the user freedom of movement within the interior area.)



- The **[BYPASS]** key will illuminate if any zone(s) are bypassed. If any zone(s) have been bypassed previously by the user, the light(s) corresponding to the bypassed zone(s) will illuminate, alerting the user that a zone(s) may be unprotected and can be faulted without an alarm.
4. To toggle between the STAY and NIGHT mode, double press the key corresponding to the mode you desire.
  5. To upgrade from the STAY or NIGHT mode to the AWAY mode, double press **[AWAY]**. **Note:** Once the AWAY mode is activated, the system must be disarmed to revert to the STAY or NIGHT mode.
- The LCD display will read "Instant" meaning the entry/exit doors do **NOT** have an entry delay.



## USING THE QUICK ARM

The Quick Arm feature may be used if it is enabled. Quick Arm will allow the user to arm the security system in the AWAY / STAY / NIGHT modes by pressing the corresponding **[AWAY]**, **[STAY]**, **[NIGHT]** key twice. This feature is used for ARMING ONLY, and will not disarm the security system. This is ideal for a maid or baby sitter, etc.

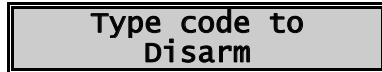
## CHANGING MODES WHILE YOUR SYSTEM IS ARMED (Optional)

Double pressing the **[AWAY]**, **[STAY]**, or **[NIGHT]** key will change to the corresponding mode. Once the AWAY mode is entered, the system must be disarmed to change modes.

## DISARMING YOUR SYSTEM

When you enter the protected area through one of the designated Entry/Exit doors, the keypad control will sound a continuous tone for the duration of the entry delay time, or until you enter a valid code.

1. Enter a valid user code.
2. The currently armed key **[AWAY]**, **[STAY]**, or **[NIGHT]** will go off and the tone will stop. The security system is now DISARMED. If a valid code is not entered before the end of the entry delay, an alarm will occur. **NOTE: If the [AWAY], [STAY], or [NIGHT] keys are all flashing during the entry delay,**



the alarm system has been activated in your absence. Leave the building immediately and call your alarm company and/or the police from a safe location.

### ABORT FEATURE (Optional, if programmed)

- Entering a user code during an alarm report to the central station will stop the communication of all abortable reports. **NOTE: The abort feature must be enabled.**
- Entering a user code after an alarm report to the central station will send an appending report to the central station after the cancel report. **NOTE: The cancel feature must be enabled.**

### BYPASSING ZONES

If you wish to bypass one or more zones, this must be done while the system is in the disarmed state. If the zone is not known, refer to Procedure B.

**Procedure A** If you know the number of the zone to bypass:

1. Press [**BYPASS**].
2. When the LCD prompts for a code (optional, if programmed), enter your user code.
3. The *bypass light* flashes.
4. Enter the zone you wish to bypass. (Example: Press [**6**] for zone 6.)
5. Press [**BYPASS**] again. The zone is now bypassed.
6. Repeat steps 4 and 5 for any other zone(s) that need to be bypassed.
7. Press [**BYPASS**] again OR press [**#**] to exit the Bypass Mode. The *bypass light* will stop flashing upon exiting the Bypass Mode. Pressing [**▲**] or [**▼**] will display all bypassed zones. Press [**#**] to exit this viewing mode.

**Procedure B** If you do not know the number of the zone you wish to bypass:

1. Press [**\***] [**▲**]. The description for zone 1 will be displayed.
2. Press [**▲**] or [**▼**] to browse through the custom descriptions for the zones.
3. To bypass or unbypass a specific zone, press [**BYPASS**] while that zone is displayed.
4. When finished, press [**#**] to return to the code entry screen.

## GROUP BYPASS

1. Press **[BYPASS] [0] [BYPASS]**. All zones that are designated as group bypass zones will be bypassed.
2. Press **[BYPASS]** again to exit group bypassing.

## UNBYPASSING

To manually unby pass zones, perform the bypassing procedure on a zone that is already bypassed. **NOTE:** All zones will automatically be unby passed each time the system is disarmed.

## FUNCTION MENU

The functions listed below are found in the Function Menu.

1. Press **[\*]**. The display will now begin scrolling through a list of functions and the corresponding numbers associated with those functions.
2. Press the number listed on the display in order to access that particular function. **Hint:** If you already know the function numbers simply press **[\*]** followed by the function number.

The following list of menu selections will scroll automatically. **NOTE:** Some of the functions are not listed because they are installer level functions. The next menu item will be displayed each time **[\*]** is pressed. Press **[#]** to exit.

Select an Option  
Press \* for Help

This is a sample of the display. The list below reflects the available functions.

↓=Zone Review	46=Light Control	97=Set Date/Time
0=Set Tone	49=Español	BYPASS=walk Test
1=Chime	5=User PIN	AWAY=Silent Exit
2=Service Check	6=User Authority	
3=Alarm Memory	7=Detector Reset	
44=Test	90=Log Review	
45=Display Test	91=View Settings	

## VIEW ZONE STATUS

1. Press [\*] [▲]. The LCD Screen will display the zone status.
2. Use the up and down scroll keys to browse through the descriptions. The LCD Screen will display the list of all zones in sequential order by zone number.
3. Press [#] to exit.

## SETTING THE KEYPAD TONE

1. Press [\*] [0]. Keypad is now in the “Adjust Tone” mode.
2. Press [▲] to adjust the keypad sounder to higher tones.
3. Press [▼] to adjust the keypad sounder to lower tones.
4. When the desired tone is reached, press [#] to set this tone and exit from the “Adjust Tone” mode.

Raise tone	→
Lower tone	→

## VIEW ALARM MEMORY

1. Press [\*] [3] to display the zone(s) on the keypad that created the last alarm.
2. The LCD Screen will display the zone description for those zones.
3. Press [#] to exit the alarm memory.

Alarm Memory 1
ZONE 1

## TEST FUNCTION (Optional, if programmed)

If programmed, this function will perform a battery test, communicator test, and/or a siren test. No alarms will be sent, and no reports will be sent unless a communicator test is performed, in which case a test signal will be sent.

1. Press [\*] [4] [4]. The test will be performed as programmed.
2. If the siren test is performed, enter a user code to silence the siren.

## DISPLAY TEST FUNCTION

This function will perform a test of the LCD display. No alarms or reports will be sent.

1. Press [\*] [4] [5]. The test will be performed and all of the display pixels and keys will flash until another key is pressed.
2. Press any key to end the test.

## LIGHT CONTROL FOR X-10 DEVICES (Optional, if programmed)

This menu allows you to control up to ten X-10 devices from each keypad.

1. Press [\*] [4] [6]. The screen will prompt you to "Select Light Number 0 - 9".
2. Enter the number of the X-10 device you want to control. The LCD screen will show the light number on the left. On the right side of the display it will prompt you to turn the light (X-10 device) "On" or "Off".
3. Press [▲] to turn the X-10 device "On" or press [▼] to turn the X-10 device "Off".
4. The LCD screen will again prompt you to "Select Light Number 0 - 9".
5. Repeat Steps 2 and 3 until complete.
6. Press [#] to exit from the X-10 menu.

## CHANGE LANGUAGES

This function allows you to switch between the two languages programmed in your keypad. **NOTE:** You must exit any other function mode before attempting to change languages.

1. Press [\*] [4] [9]. The LCD keypad is now toggled to the second language.
2. Repeat Step 1 to revert to the first language.

## CHANGING USER CODES

1. Press [\*] [5]. The LCD Screen will prompt for a code.
2. Enter [master code]. The LCD Screen will prompt for a user number. **NOTE: For partitioned systems, if you are changing the code of another person, you must have access to all partitions, or at least all of the partitions to which the other person has access.**

3. Enter the user code. Depending on the control panel in your system, this will be either a 2-digit or 3-digit number. Remember to enter leading zeros, i.e. [0] [0] [4] for user number 4.
4. The LCD keypad will display the current code for this user. Stars (\*) represent blanks. **NOTE:** To delete a user code, press [\*]-[\*]-[\*]-[\*] for a 4-digit code or [\*]-[\*]-[\*]-[\*]-[\*]-[\*] for a 6-digit code.
5. Enter the new user code for that individual. If you are changing the current code, you may use the up and down scroll keys to select the digit to change and enter the correct number. If it rejects the code because of duplication or such, the sounder will beep 3 times.
6. Return to step 3 if another user code needs to be programmed.
7. To exit Code Programming, press [#] while the LCD screen is prompting for a new user.

### ASSIGNING USER CODE AUTHORITY LEVELS

Assign authority levels to users by following the steps below. Assign user codes before assigning authority levels.

**NOTE: You must have authority to the partition you wish to add or remove from another person's authority.**

1. Press [\*] [6]. The LCD Screen will now prompt for a code.
2. Enter [master code]. The LCD Screen will prompt for a user number.
3. Enter the user code. Depending on the control panel in your system, this will be either a 2-digit or 3-digit number. Remember to enter leading zeros, i.e. [0] [0] [4] for user number 4. The LCD will now prompt you for the attributes in the following chart.

PROMPT	
Outputs used?	← DO NOT CHANGE THIS SEGMENT!
Open / Close Rprt? Bypass enable? Arm / Disarm?	(These are for use by a professional installer.)
Master code? Sched arm only? Arm only? Reserved	0=No 1=Yes Your keypress will apply to the user code you entered in Step 3.
Output 4 ? Output 3 ? Output 2 ? Output 1 ?	If these messages appear on the LCD screen, press [*] until you return to the prompt for the user code or until you exit this adjust mode.

4. **NOTE:** The LCD will now display all of the partitions to which this user has access. If you wish to remove a partition, press the partition number on the keypad, and the display will mark that partition with a (-) hyphen indicating access has been removed. If you wish to re-establish user access to the partition, press the partition number again.
5. Press [\*] to save the data. The LCD will then prompt you for the next user code.
6. If another user code needs to be programmed, return to Step 3. If not, press [#] to exit this feature without saving the data.

### RESET FUNCTION

This function is used to reset Smoke Detectors, Zone Troubles, and Zone Tamperers.

1. Disarm the system if it is not already disarmed.
2. Press [\*] [7]. Resets have now been performed.
3. If the keypad begins beeping, the reset did not execute properly. Enter your code to silence the keypad. Wait a few minutes and repeat step 2 to attempt another reset. If the keypad still beeps after repeated attempts, please contact your installer.

### READING THE EVENT LOG

The control panel has an event log that can be retrieved using a master code. This log contains a listing of the events along with date, time, and partition where the event occurred.

1. To view the log, press [\*] [9] [0]. The LCD screen will prompt you for a code.
2. Enter your master code. The LCD screen will now show the most recent event.
3. To view the events from most recent to the oldest, press [▼].

- To view the events from the oldest to the newest, press [▲]. The display contains the following information.

Event	→	Open 9/25      17:57      75 P3*	←	User or Zone ID	
Date (Month/Day)	→		↗	←	Indicates partition and * indicates an event not reported
				↖	Time shown in 24 hour format

This screen shows an opening of Partition 3 on September 25<sup>th</sup> at 5:27 p.m. by user 75. The \* shows that this event is not programmed to be reported to the central monitoring station. Refer to Appendix A on page 21 for a list of possible log messages.

### ADJUSTING THE VIEW / BRIGHTNESS OF THE LCD

- Enter [\*] [9] [1]. The LCD will prompt for a code.
- Enter [master code]. The LCD will prompt you to raise or lower the view.
- Use [▲] [▼] to raise or lower the viewing angle of the text.
- Press [\*] to advance to the Brightness option. The LCD will prompt you to brighten or dim the LCD lighting. Use [▲] [▼] to adjust to desired brightness.
- Press [#] to exit.

### SETTING THE SYSTEM CLOCK

- Enter [\*] [9] [7]. The LCD Screen will prompt for a code.
- Enter [master code]. The time and date will be displayed with the current hour flashing.
- Use [▲] [▼] to select the proper hour.
- Press [\*] to move to the minutes, day of week, date, month, and year.
- Repeat Steps 3 and 4 until the entire time and date are set.



## USING THE DOOR CHIME FEATURE

The door chime is turned on or off by pressing [\*] [1]. Each time [\*] [1] is pressed it will toggle the chime feature on/off and produce a momentary ding-dong sound.

## PARTITIONED SYSTEMS OPERATION

This system is  is not  partitioned.

If your system is multi-partitioned and the keypad resides in one partition, your keypad will provide the status of the zones in your partition by using the screen messages described earlier in this manual. The Master Mode of operation allows you to temporarily access any partition (providing your code is authorized) within the system and to perform functions in other partitions. Read this entire manual to understand the various messages displayed on your keypad screen.

## INDICATORS IN THE PARTITIONING MASTER MODE

- **[BYPASS]** will illuminate if ANY area has a zone bypassed.
- **[AWAY]** will illuminate steady if ALL partitions are armed and at least one of those partitions are in the AWAY mode.
- **[STAY]** will illuminate steady if ALL partitions are armed and at least one of those partitions are in the STAY mode.
- **[NIGHT]** will illuminate steady if ALL partitions are armed and at least one of those partitions are in the NIGHT mode.
- **[AWAY], [STAY], [NIGHT]** will all flash if an alarm has occurred in any partition OR if a partition is in an exit delay with one or more other partitions disarmed.
- **SYSTEM READY** message will display on the LCD screen if ALL partitions are ready to be armed.
- **SOUNDER** will sound if ANY area has the sounder on. This includes Entry delay, Exit delay, Chime, and Alarm.

## DISPLAYS IN THE PARTITIONING MASTER MODE

### ARMED and READY STATUS

The LCD screen will display the Armed and Ready status of ALL eight (8) partitions if any or all of the areas is armed or not ready.

Ready	12345678
Armed	1234-678

This display is reflecting all 8 areas are Ready, and Area 5 is disarmed. **NOTE:** If a number is flashing on the Armed line, that area is armed *Instant*. If a number is flashing on the Ready line, that area is ready to be *Force Armed*.

System Ready Type code to arm
----------------------------------

If ALL areas are disarmed and ready to arm, this display will appear on the LCD screen.

### ARMING AND DISARMING MULTIPLE PARTITIONS

To arm/disarm multiple partitions, enter a code that has arm/disarm authority for ALL of the partitions to be armed/disarmed. The following display will appear on the LCD screen.

12-45-78	Disarm	→
--3 67-	Arm	→

The numbers on the **top line** represent the disarmed areas to which this code has access. The numbers on the **bottom line** represent the areas that are armed. Refer to the following table for possible conditions.

LCD DISPLAY FOR AREA TOP LINE OVER BOTTOM LINE	CONDITION
Blank Blank	Area Not used or Authorized
Dash (-) Dash (-)	Area Not Ready
Flashing Area # Dash (-)	Area Ready to Force Arm
Dash (-) Flashing Area #	Area Armed Instant
Area # Dash (-)	Area Disarmed & Ready to Arm
Dash (-) Area #	Area is Armed

- To disarm *all* of these areas, press [▲].
- To arm *all* of these areas, press [▼].
- To toggle a single area between the armed and disarmed conditions, press [\*] [Area number]. For example: If Area 4 is armed, [\*] [4] will disarm Area 4. If Area 4 is disarmed, [\*] [4] will arm it.
- Press [AWAY], [STAY], or [NIGHT] once to arm all authorized partitions into the corresponding mode.
- To control the individual areas, refer to the following section.

### **OPERATING INDIVIDUAL AREAS IN THE MULTI-PARTITION MODE**

Enter a code that is a valid arm/disarm code for the area you wish to operate. The following display will appear on the LCD screen.



Only the areas authorized by this code will appear.

To toggle between the armed and disarmed states of an individual area, press [\*] [Area number].

To operate an individual area, enter the number of the partition you wish to operate. The LCD keypad will now operate as a single area keypad. All keys and functions entered will affect this individual partition only. The lights and display represent the status of that partition only. The word "System" will be replaced with the word "Area #". The following is an example of this feature. To exit this screen, press [#].



Area 5 is selected and Area 5 is ready to arm. To exit the individual partition mode, enter [#] [#].

### **SILENCING ALARMS IN THE MULTI-PARTITION MODE**

If the keypad is sounding an alarm or the siren is running, it can be silenced by entering a code with the authority for the area(s) that are in alarm. **NOTE:** The [BYPASS], [AWAY], [STAY] and [NIGHT] keys will only work if an individual partition is selected.

## KEYPAD CONTROL TONES (BEEPS)

**A sounder is built into the keypad and may sound for any of the following reasons:**

- Beeps for all keypresses.
- Sounds a continuous tone during the Entry delay time.
- Pulses when a day zone is violated while the system is disarmed.
- Pulses when a FIRE zone has a trouble condition.
- Pulses when the armed status changes and the AC power is off.
- Beeps 3 times for trying to arm with the “*System Ready*” message off, if “force arming” has not been selected.
- Beeps 1 second for the ‘CHIME’ feature.
- Beeps 1 second at the end of the exit delay.
- Beeps to indicate telephone line fault if selected.
- Beeps rapidly to alert you that there are only ten seconds remaining in the exit delay.
- Beeps 3 times every minute indicating a low battery or missing transmitter is detected (if wireless device is in system). Entering code will suppress the sounder for 12 hours.

Entering a valid code will silence the keypad sounder when it is pulsing. The arm/disarm state of your system will not change when entering a code to silence a pulsing keypad sounder. Please contact your installer if a trouble condition exists.

## SERVICE DISPLAY

### Service Required Type \*2 for help

The "Service Required" message will be displayed periodically if the security system requires service.

Call your service provider promptly if this message is observed. If you see this display, press [\*] [2]. One or more of the following fault messages will be displayed. Use the scroll keys [▲] [▼] to browse through them. To exit the service messages, press [#] [#].

### Control Box tamper

(Optional) The Box Tamper circuit has activated.

### Control Fail to Comm.

The control attempted to communicate a message to the Central Station, but was unsuccessful.

### Control Ground fault

A short to ground has been detected on a control circuit.

### Control Loss of time

Your system has lost total power and needs the clock reset.

### Control Low Battery

The standby battery is low.

### Control Over-current

A short circuit of a control's power supply has occurred.

### Control Phone trouble

The phone line connected to the control is not operating properly.

### Control Power trouble

The main power to your system is not on.

<b>Control Siren trouble</b>	Open circuit has occurred on the bell or siren circuit.
<b>Expansion Aux. comm. fail</b>	An auxiliary reporting device has failed to communicate.
<b>Expansion Box tamper</b>	A box containing an expansion device has been opened.
<b>Expansion Low Battery</b>	An expansion power supply has a low battery.
<b>Expansion Over-current</b>	A short circuit of an expansion devices' power supply has occurred.
<b>Expansion Power trouble</b>	The main power to an expansion power supply is not on.
<b>Expansion Power trouble</b>	The main power to an expansion power supply is not on.
<b>Expansion RF Jammed</b>	A radio receiver is being jammed. (Not applicable to all controls.)
<b>Expansion Trouble</b>	An expansion device or keypad is not reporting to the control panel.
<b>Zone Lost, Press *</b>	A wireless or multiplexed zone device is not reporting to the control. Press [*] to identify the zone.

<b>Zone Low Batt, Press *</b>	A wireless device has a low battery. Press [*] to identify the zone.
<b>Zone Tamper, Press *</b>	A zone is tampered. Press [*] to identify the tampered zone.
<b>Zone Trouble, Press *</b>	A zone is experiencing some form of trouble (probably wiring). Press [*] to identify the zone.

## APPENDIX A - EVENT LOG

*(NOTE: Your system may not have all of the features listed in this table.)*

DISPLAY		DESCRIPTION
<b>TXlobat</b>	Transmitter Low Battery	The transmitter has a low battery.
<b>ZN Lost</b>	Zone Lost	A wireless or multiplexed zone device is not reporting to the control.
<b>Duress</b>	Duress	The control has been armed or disarmed with a Duress code.
<b>Man Fire</b>	Manual Fire	Keypad "Fire" has been activated.
<b>Aux 2</b>	Auxiliary 2	Keypad "Medical" has been activated.
<b>Panic</b>	Panic	Keypad "Panic" has been activated.
<b>KP Tamper</b>	Keypad Tamper	The keypad tamper has been activated.
<b>BoxTamp</b>	Box Tamper	The box tamper circuit has been activated.
<b>AC Fail</b>	AC Fail	AC failure has been detected.
<b>OverCur</b>	Over Current	A short circuit of a power supply has occurred.
<b>Srn Tamp</b>	Siren Tamper	A siren or speaker tamper has been detected.
<b>Tel Fit</b>	Telephone Fault	A telephone fault or tamper has been detected.
<b>Exp Trb</b>	Expansion Trouble	An expansion device or keypad is not reporting to the control.

DISPLAY		DESCRIPTION
<b>Log Full</b>	Log Full	The event log is full. Old events will be pushed out as new ones enter the log.
<b>Open</b>	Open	Reports user number, date, time and partition of opening.
<b>Close</b>	Close	Reports user number, date, time and partition of closing.
<b>Exit Err</b>	Exit Error	Entry/Exit zone was faulted at the instant the exit delay expired.
<b>Rec Close</b>	Recent Close	An alarm occurred within 5 minutes after the control was armed.
<b>Autotest</b>	Auto Test	Sending a communicator test at a specified interval.
<b>Start Prog</b>	Start Programming	Local programming is started.
<b>End Prog</b>	End Programming	Local programming is ended.
<b>Start Dnld</b>	Start Download	Download session is started.
<b>End Dnld</b>	End Download	Download session is ended.
<b>Cancel</b>	Cancel	System is disarmed and the Cancel button was pressed within 5 minutes of an alarm.
<b>Gnd Flt</b>	Ground Fault	A short to ground has been detected.
<b>Man Test</b>	Manual Test	Bell and/or communicator test while system is in disarmed condition.
<b>Re-exit</b>	Re-Exit	The exit delay has been re-started without disarming the system.
<b>Output Trip</b>	Output Trip	A trip has occurred on an expander auxiliary output.
<b>Data Lost</b>	Data Lost	Communication of a signal has failed (log only event).
<b>Walk-test</b>	Walk-Test	A zone "Walk-Test" mode has been activated.
<b>End Test</b>	End Test	Test has been ended.
<b>Cross-Trip</b>	Cross Trip	The first zone of a cross zone has been tripped (log only).
<b>Expansion Event</b>	Expansion Event	An expansion module created an undefined event.
<b>Partial Arm</b>	Partial Arm	Reports a closing in the <i>stay</i> mode.



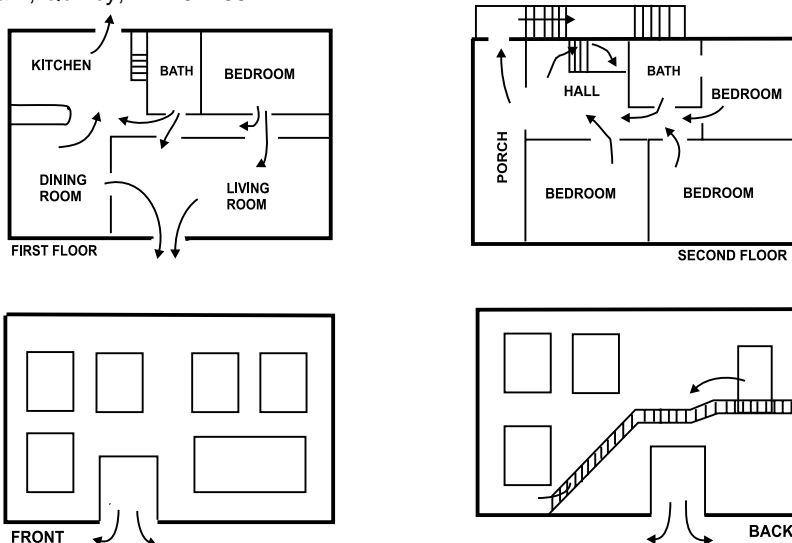
DISPLAY		DESCRIPTION
<b>Listen In</b>	Listen In	A listen in function has been activated.
<b>Service Start</b>	Service Start	Technician is on site.
<b>Service End</b>	Service End	Technician is off site.
<b>Code Entry</b>	Code Entry	A code has been entered.
<b>First Open</b>	First Open	Reports when the first partition is disarmed.
<b>Last Close</b>	Last Close	Reports when the last partition is armed.
<b>Sprnklr</b>	Sprinkler	Instant sprinkler supervisory report
<b>Clock Set</b>	Clock Set	Clock has been reset.
<b>RF Jammed</b>	RF Jammed	A wireless expansion module is jammed
<b>CleanMe</b>	CleanMe	A smoke detector requires cleaning.

## EMERGENCY EVACUATION PLANS

An emergency evacuation plan should be established for an actual fire alarm condition. For example, the following steps are recommended by the National Fire Protection Association and can be used as a guide in establishing an evacuation plan for your building.

Draw up a floor plan of your home. Show windows, doors, stairs, and rooftops that can be used for escape. Indicate each occupant's escape routes. Always keep these routes free from obstruction. Determine two means of escape from each room. One will be the normal exit from the building. The other may be a window that opens easily. An escape ladder may have to be located near the window if there is a long drop to the ground below. Set a meeting place outdoors for a headcount of the building occupants. Practice escape procedures. In a home, sleep with bedroom door closed; this will increase your escape time. If you suspect fire, test the door for heat. If you think it is safe, brace your shoulder against the door and open it cautiously. Be ready to slam the door if smoke or heat rush in. Practice escaping to the outdoors and meeting in an assigned spot. Call the Fire Department from a neighbor's phone.

NOTE: After the installation of your Security System has been completed, notify your local Fire and Police Departments to give them your name and address for their records. Early warning fire detection is best achieved by the installation of fire detection equipment in all rooms. This equipment should be installed in accordance with the National Fire Protection Association's Standard 72. For additional information write the National Fire Protection Association, Batterymarch Park, Quincy, MA 02269.





**Caddx Controls, Inc.**

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