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46-344-B
2/26/93

INSTALLATION MANUAL

HI-TECH HARDWIRE TOUCHPAD w/ALPHA NUMERIC DISPLAY

FCC NOTICE

This device complies with the limits for a Class B computing device pursuant to Subpart J of Part 15 of FCC Rules.

Note: For full operational description of the SX-V, refer to the owner's manual, ITI part no. 46-060 provided with each control panel.

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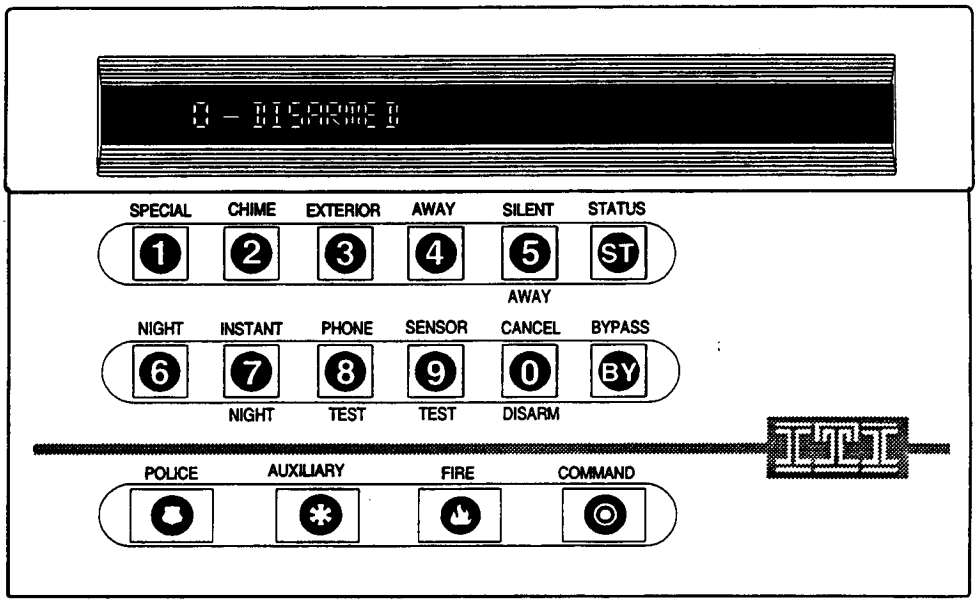
INTRODUCTION

ITI Part No. 60-248

The SX-V Hi-Tech Hardwire Touchpad with Alpha Numeric Display is a full function touchpad, which includes a 16-character Vacuum Fluorescent Alphanumeric Display for visual system status messages. The unit's display can identify a specific programmed location name, which allows the user to easily determine where an Alarm, Trouble, or Open Sensor condition exists. Location names can be selected from a list of preprogrammed words or they can be customized by the installer to suit the customer's needs.



FEATURES

- Display has four brightness levels and a black-out option.
- Touchpad keys illuminate after first key press for easy night viewing.
- Built-in piezo emits Alarm/Status tones.
- 24-hour panic buttons for Police, Auxiliary, and Fire emergencies.
- Unit accepts one hardwire zone input.

PRELIMINARY CONSIDERATIONS

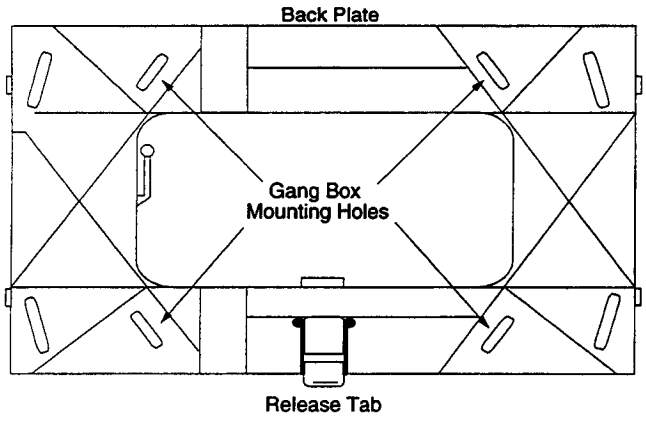
- Total current draw of the Alpha/Numeric Touchpad Display is 100 mA.
- Maximum current draw allowed by the SX-V CPU is 500 mA.
- Mount the unit in an environmentally controlled area (42°F to 95°F).
- Mount the unit near the area where you plan to use the optional hardwire input.
- Use 4-conductor, 22-gauge or greater stranded wire from the display to the SX-V CPU.
- Use 2-conductor, 22-gauge or greater stranded wire for the optional hardwire input.
- Do not exceed 100' of wire length.

MOUNTING

Gang Box Mounting

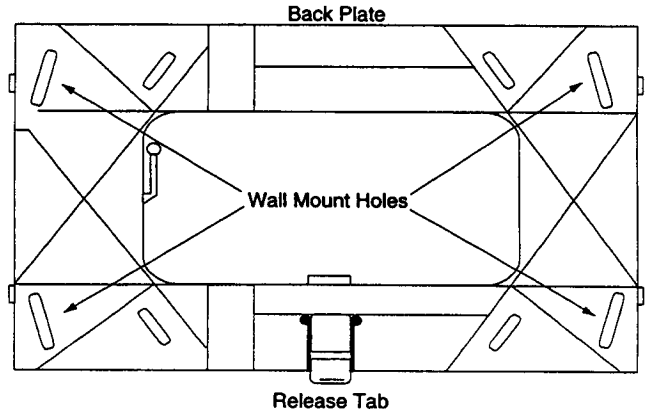
1. Separate the back plate from the display by pressing the release tab and pulling it down.
2. Place the back plate on the gang box so that the four inner slots on the back plate line up with the four outer holes of the gang box.
3. Secure the back plate to the gang box using #6 x 1/2" or #6 x 3/4" panhead screws.

CAUTION! Do not use screws larger than #6 or the display will not seat properly onto the back plate. Also, do not overtighten screws or the back plate may bind and not allow the display to mount properly.



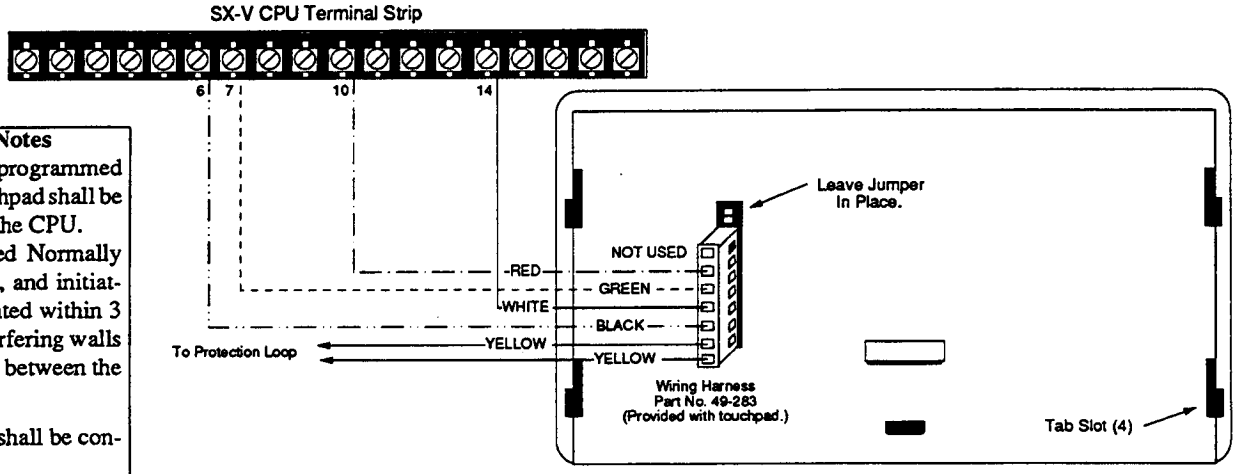
Wall Mounting

1. Separate the back plate from the display by pressing the release tab and pulling it down.
2. Place the back plate at the desired location on the wall and use a pencil to mark the wall mount holes.
3. Insert anchors suitable for #6 screws at the marked locations.
4. Position the back plate so that the wall mount holes line up with the anchors in the wall.
5. Secure the back plate to the wall using #6 x 1/2" or #6 x 3/4" screws. Do not use screws larger than #6 or the display will not seat properly onto the back plate.
6. Cut a hole in the wall along the inner right edge of the mounting plate to pull your cable through for terminations.



1. If the SX-V is powered up, set the protection level to 0 and turn the power switch off.
2. Follow the diagram below for proper termination of the wire harness to the SX-V CPU.
3. Insert the wire harness onto the pins located on the rear of the unit. Make sure the yellow wires are positioned on the two bottom pins.
4. Leave the jumper on the top two pins.
5. Attach the display to the mounted back plate by lining up the wide portion of its four tab slots with the four tabs on the mounting plate. Once aligned, slide the display downward until you hear the release tab "click" into place.

Note: All wiring should be recognized energy-limited cable, 22 AWG minimum.



Protection Loop Notes

If the loop is used and programmed Normally Closed, the touchpad shall be mounted within 3 feet of the CPU.

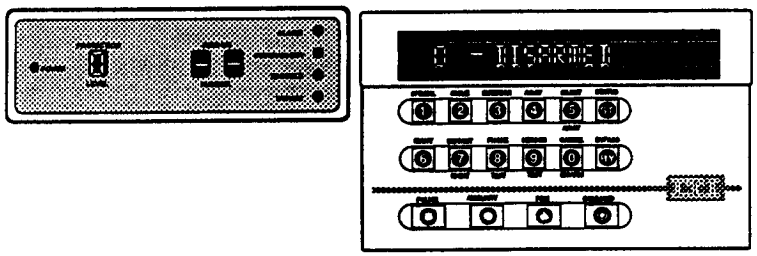
If the loop is programmed Normally Open, the CPU, touchpad, and initiating devices shall be mounted within 3 feet of each other. No interfering walls or barriers shall be present between the devices.

Only U.L. Listed devices shall be connected to the loop.

The loop shall not be used for fire initiating devices.

Programmed CPU

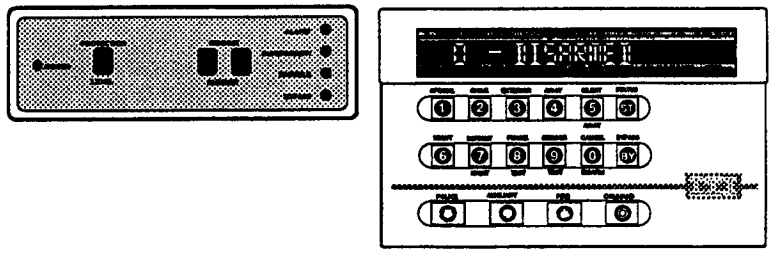
1. Check wiring for proper terminations.
2. Turn the SX-V power switch ON. The CPU display should read as illustrated below.
3. The Alpha/Numeric Display should power up with all segments ON for about 12 seconds. After 12 seconds, the display performs two self-tests.
4. First, the display scrolls the letters of the alphabet starting at the right of the display.
5. After the letter "Z" appears, the display shows the message. KEY TEST - Press any key and the display shows which key was pressed. For example, press ⏻ and the display shows KEY TEST - FIRE . Press each key to verify its operation. After about 5 seconds of no key pressing the display shows TEXT MEMORY OK and then displays as illustrated below.



Unprogrammed CPU

(For U.L. programming requirements) refer to *SX-V Installation Manual*, ITI part no. 46-074.)

1. Check wiring for proper terminations.
2. Turn the SX-V power switch ON.
3. The SX- V CPU performs its RAM Check function. During this time the Alpha/Numeric Display shows all segments ON for about 12 seconds and then go blank.
4. After the SX-V completes its RAM check, the CPU display should read as illustrated below. The touchpad display shows all segments ON, then performs two self-tests.
5. First, the display scrolls the letters of the alphabet starting at the right of the display.
6. After the letter "Z" appears, the display shows the message KEY TEST - . Press any key and the display shows which key was pressed. For example, press ⏻ and the display shows KEY TEST - FIRE . Press each key to verify its operation. After about 5 seconds of no key pressing the display shows TEXT MEMORY OK and displays as illustrated below.



PROGRAMMING

If you have more than one Alpha Numeric Touchpad connected to the CPU, work from one touchpad for all programming. Once you have completed all programming, the information from this touchpad can be downloaded to the others. The download procedure is covered later in this section.

IMPORTANT! If you have more than one touchpad connected to the CPU, you must first program each one with a different Unit I.D. number. See pages 3 and 14 for this procedure. In cases where the Unit I.D. numbers are identical (such as units out of the box from the factory), the procedure may have to be done twice. Failure to change identical Unit I.D. numbers can cause the touchpads to malfunction during normal operation.

1. Turn the CPU Program Switch (#2) ON. The Alpha Numeric display should read as follows: PRESS CPU FF SW

2. Press and hold the CPU Fast Forward Switch until you hear the piezo in the display activate or wait for all programmed sensor numbers to cycle through one time on the CPU display. After all sensors have cycled, the piezo in the Alpha Numeric Display activates. The display should read as follows:
PROGRAM MODE X

("X" is a letter from A-Z indicating touchpad software version.) The Alpha Numeric Touchpad Display can now be used to program the SX-V system features, sensor numbers, and names. The unit's piezo beeps six times every 60 seconds to remind you that the CPU is in the program mode.

Note: The panel's alarm functions are not operational with the CPU/touchpad in the programming mode.

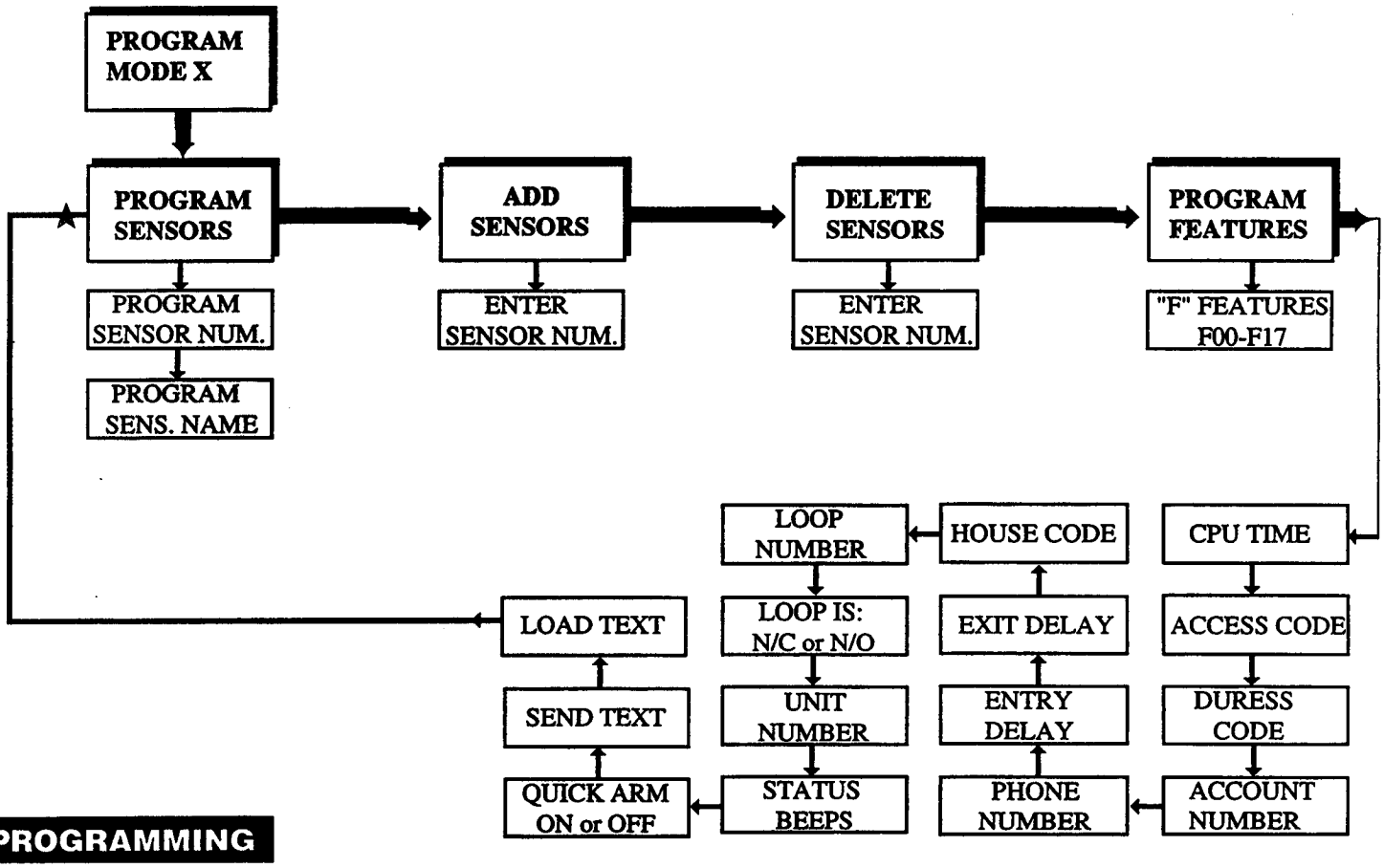
KEY FUNCTIONS for PROGRAMMING

Before proceeding, it is important to know the function of each key when programming. Study the key functions listed below, then examine the flow chart on the next page to familiarize yourself with the sequence in which the programming procedures appear.

- BY — Cycle Forward
- ST — Cycle Backward PRESS
- ◎ — Proceed/Execute
- Abort/Exit
- Delete This Entry and Move Remaining Entries Up One Slot*
- * — Insert This Entry and Move Remaining Entries Down One Slot*
- 0 – 9 — Face Value or Word/Letter Numbers

.* These features used only when programming sensor names.

PROGRAMMING FLOW CHART



As indicated by the flow chart, the first procedure to appear is for sensor programming. Once the sensor number has been entered, the sensor name can be programmed using any of the characters or names described in the chart on the page below.

Each sensor number contains nine word or character locations to program its name. These locations are lettered A through I and require a 2-digit entry (from the chart on the page below) to set the desired words or characters.

The example on the right side of this page shows the procedure for programming sensor 34 as the FRONT DOOR. Notice in this case only locations A and B are used to name the sensor. Spaces are automatically inserted after each word when using 40-99 and do not occupy any locations. This example leaves seven unused locations (C-I) for this sensor's name. Not all locations need to be used.

In most cases the words in the chart (40-99) will be sufficient. Should you need to create a word using individual characters, remember each character (01-39) uses one location. Use the worksheet on page 15 to determine all sensor name programming ahead of time.

Helpful Hint: When using characters (01-39), abbreviate where possible or generalize instead of being specific. For example, if two brothers are sharing a bedroom, it is unlikely you could program both their names to identify the sensor in their room without running out of locations. A good choice would be to create the word BOY'S using locations A-E, then use location F for a Space, location G for the word BEDROOM and location H for the word WINDOW. (See worksheet on page 15 for this example.)

1. Press BY, display reads PROGRAM SENSORS
2. Press ◎, display reads PRG 01 =SENSOR 01
3. Press ST, display reads PRG _ _
4. Enter 3 4, display reads PRG 34 _
5. Press ◎, display reads 000 _
6. Enter 6 2 display reads B 62 =FRON _
7. Press ◎, display reads 000 _
8. Enter 5 3, display reads B 53 =DOR _
9. Press 🔥, display reads 034 =FRONT DOOR
10. Press ◎, display reads 034 =DONE

To review the programming, press 🔥.

To continue programming sensors press 🔥 again and repeat the procedure above beginning at step 2.

If you enter a wrong number at steps 5 or 7, simply re-enter the desired number.

This procedure assumes the sensor number being programmed does not already exist in the SX-V CPU memory. Therefore, both the CPU and the display are programmed simultaneously.

Character	Entry	Character	Entry
Null	00	(Space)	27
A	01	' (Apostrophe)	28
B	02	- (Dash)	29
C	03	0	30
D	04	1	31
E	05	2	32
F	06	3	33
G	07	4	34
H	08	5	35
I	09	6	36
J	10	7	37
K	11	8	38
L	12	9	39
M	13		
N	14		
O	15		
P	16		
Q	17		
R	18		
S	19		
T	20		
U	21		
V	22		
W	23		
X	24		
Y	25		
Z	26		

Word	Entry	Word	Entry
AREA	40	LEVEL	70
ATTIC	41	LIBRARY	71
BASEMENT	42	LIVING	72
BATHROOM	43	MAIN	73
BEDROOM	44	MAT	74
BOTTOM	45	MEDICAL	75
BREEZEWAY	46	MOTION	76
CABINET	47	NORTH	77
CARPET	48	OFFICE	78
CLOSET	49	PANIC	79
DEN	50	PATIO	80
DESK	51	POLICE	81
DINING	52	POOL	82
DOOR	53	PORCH	83
DRAWER	54	REAR	84
EAST	55	ROOM	85
ENTRY	56	SAFE	86
FAMILY	57	SCREEN	87
FIRE	58	SECOND	88
FIRST	59	SENSOR	89
FLOOR	60	SHOCK	90
FREEZE	61	SIDE	91
FRONT	62	SLIDING	92
GALLERY	63	SMOKE	93
GARAGE	64	SOUND	94
GUN	65	SOUTH	95
HALL	66	STAIRS	96
HEAT	67	TOP	97
KITCHEN	68	WEST	98
LAUNDRY	69	WINDOW	99

CHANGES TO REVISION E

Only the word list changes in software revision E. Revision E deletes the word GUN and adds the word MASTER to the word list. As a result, word entry numbers 65 through 73 do not have the same word assignment as in previous software versions. Refer to the following table for a comparison:

REVISION E		PREVIOUS REVISIONS	
Word	**Entry**	**Word**	**Entry**
HALL	65	GUN	65
HEAT	66	HALL	66
KITCHEN	67	HEAT	67
LAUNDRY	68	KITCHEN	68
LEVEL	69	LAUNDRY	69
LIBRARY	70	LEVEL	70
LIVING	71	LIBRARY	71
MAIN	72	LIVING	72
MASTER	73	MAIN	73

You can use a revision E Touchpad with a Touchpads of a previous software revisions. However, because the word entry numbers 65 to 73 are different, check the word text on the revision E Touchpad after performing a Send Text/Load Text. For example, if you send text from a revision D Touchpad to a revision E Touchpad, the text of the revision D Touchpad for a sensor appears as GUN CABINET, but that same text on the revision E Touchpad reads HALL CABINET.

Identifying the Different Software Versions

1. Turn the CPU Program Switch (#2) ON. The Alpha Numeric display should read as follows: PRESS CPU FF SW
2. Press and hold the CPU Fast Forward Switch until you hear the piezo in the display activate or wait for all programmed sensor numbers to cycle through one time on the CPU display. After all sensors have cycled, the piezo in the Alpha Numeric Display activates. The display reads as follows:
   PROGRAM MODE X. The "X" indicates the software revision of the touchpad.

Character	Entry	Character	Entry
Null	00	(Space)	27
A	01	' (Apostrophe)	28
B	02	- (Dash)	29
C	03	0	30
D	04	1	31
E	05	2	32
F	06	3	33
G	08	4	34
I	09	5	35
J	10	6	36
K	11	7	37
L	12	8	38
M	13	9	39
N	14		
O	15		
P	16		
Q	17		
R	18		
S	19		
T	20		
U	21		
V	22		
W	23		
X	24		
Y	25		
Z	26		

Word	Entry	Word	Entry
AREA	40	LIBRARY	70
ATTIC	41	LIVING	71
BASEMENT	42	MAIN	72
BATHROOM	43	MASTER	73
BEDROOM	45	MAT	74
BOTTOM	45	MEDICAL	75
BREEZEWAY	46	MOTION	76
CABINET	47	NORTH	77
CARPET	48	OFFICE	78
CLOSET	49	PANIC	79
DEN	50	PATIO	80
DESK	51	POLICE	81
DINING	52	POOL	82
DOOR	53	PORCH	83
DRAWER	54	REAR	84
EAST	55	ROOM	85
ENTRY	56	SAFE	86
FAMILY	57	SCREEN	87
FIRE	58	SECOND	88
FIRST	59	SENSOR	89
FLOOR	60	SHOCK	90
FREEZE	61	SIDE	91
FRONT	62	SLIDING	92
GALLERY	63	SMOKE	93
GARAGE	64	SOUND	94
HALL	65	SOUTH	95
HEAT	66	STAIRS	96
KITCHEN	67	TOP	97
LAUNDRY	68	WEST	98
LEVEL	69	WINDOW	99

CHANGE / EDIT A SENSOR NAME

Use this procedure to change or edit a sensor's name, which is already programmed.

1. Press BY or ST until display reads
2. Press ◎, display reads
3. Press ST, display reads
4. Enter 3 4, display reads
5. Press ◎, display reads
6. Enter 8 4 display reads
7. Press 🔥, display reads

Since the sensor number already existed in both the CPU and touchpad memory, the display will not prompt you to add the sensor.

DELETE SENSORS

This procedure deletes the sensor number from the SX-V CPU and deletes the sensor number and name from the Alpha Numeric Display's memory.

Pressing the BY or ST buttons while in this mode cycles all sensors that *are initialized.* Step 2 always displays the *lowest sensor number that is programmed.*

1. Press BY or ST until the display reads
2. Press ◎, display reads
3. Press ST, display reads
3. Enter 4 0, display reads
4. Press ◎, display reads

ADD SENSORS

This procedure is ideal for programming sensor numbers with preprogrammed names that *cannot be changed.* These sensor numbers are: 00-01, 77, 80-87, and 90-97. The name of the sensor number automatically appears in the display after entering the sensor number in step 4.

Pressing the BY or ST buttons while in this mode cycles all sensors that are *not initialized.* Step 2 always displays the *lowest sensor number not programmed.*

1. Press BY or ST until display reads
2. Press ◎, display reads
3. Press ST, display reads
4. Enter 8 4, display reads
5. Press ◎, display reads

PROGRAMMING NOTES

- Each time the CPU Program Switch is turned ON, the touchpad is forced to "learn" the sensor numbers and features already programmed into the CPU memory. The more sensors and features that are programmed, the longer the learning process. Pressing the CPU Fast Forward Switch accelerates the "learning" process, but is not necessary.
- When programming sensor names, notice that all locations (A-I) default to 00. Enter 00 whenever you want to delete a character or word from the sensor's name.
- Remember to add spaces (27) where necessary when programming individual characters (01-39) to create custom words. Each programmed space uses one location (A-I).
- Spaces are automatically inserted (after the word) when programming words (40-99) and do not use up any locations.
- Sensor numbers that are deleted using the Alpha Numeric Touchpad *will not keep their sensor name* when added back into the CPU memory.
- Sensor numbers that are deleted using a Wireless Touchpad *will keep their sensor name* if added back to the CPU memory. When adding the sensor back into memory, use the ADD SENSORS procedure if using the Alpha Numeric Touchpad or re-initialize the sensor number using a Wireless Touchpad.
- To disable the optional Hardwire Loop (page 13) enter 00.

PROGRAMMING CPU OPTIONS

Press BY or ST until the display read [PROGRAM FEATURES]. The CPU Options will appear in the sequence shown below.

If you don't need to program or change an option, press BY to cycle forward to the next option.

DISPLAY READS	PRESS	DISPLAY READS	ENTER	PRESS	DISPLAY READS	PRESS	PRESS
[PROGRAM FEATURES]	◎	[ENTER CPU OPT]	00-17	◎	[FEATURE 00 ON]	🔥	BY To Continue
[CPU TIME 0000]	◎	[SET TIME ____]	0000-2359	◎	[SET TIME DONE]	🔥 To Review	BY To Continue
[ACCESS CODE]	◎	[ENTER CODE ____]	Any 4 Digits	◎	[ENTER CODE DONE]	🔥	BY To Continue
[ACCESS CODE]	◎	[ENTER CODE __]	Any 2 Digits	◎	[ENTER CODE DONE]	🔥	BY To Continue
[ACCOUNT NUMBER]	◎	[ENTER NUM_____]	Any 5 Digits	◎	[ENTER NUM DONE]	🔥	BY To Continue
[PHONE NUMBER]	◎	[PHON_______]	7 to 11 Digits	◎	[PHON DONE]	🔥	BY To Continue
[ENTRY DELAY]	◎	[ENTRY DELAY __]	04-60 Seconds	◎	[ENTRY DELAY DONE]	🔥	BY To Continue
[EXIT DELAY]	◎	[EXIT DELAY __]	04-60 Seconds	◎	[EXIT DELAY DONE]	🔥	BY To Continue

DISPLAY READS	PRESS	DISPLAY READS	ENTER	PRESS	DISPLAY READS	PRESS	PRESS
[MOUSE CODE 000]	◎	[ENTER CODE ___]	001-254	◎	[PRESS CPU OPT 00] [MOUSE CODE DONE]	🔥 To Review	BY To Continue
[LOOP DISABLED]	◎	[ENTER NUM __]	02-76	◎	[ENTER NUM DONE]	🔥 To Review	BY To Continue
[LOOP IS NC]	◎	[LOOP IS NO]		Press ◎ for desired switch state, then			BY To Continue
[UNIT NUMBER]	◎	[ENTER UNIT _]	0-7	◎	[ENTER UNIT DONE]	🔥 To Review	BY To Continue
[STATUS BEEPS OF]	◎	[STATUS BEEPS ON]		Press ◎ for desired setting, then			BY To Continue
[QUICK ARM ON]	◎	[QUICK ARM OFF]		Press ◎ for desired setting, then			BY To Continue

[SEND TEXT] This feature sends all sensor message text from the programmed Alpha Numeric Touchpad to any others connected to the CPU. Perform the following procedure.

1. Press ◎, display reads [SEND] then [SEND RDY]
2. Press BY or ST on all *unprogrammed touchpads* until they read [SEND TEXT]
3. Press ◎ on all *unprogrammed touchpads*. The displays should read [SEND] then [SEND 02]
5. Press ◎ on the *programmed touchpad*. The display cycles all sensors beginning at 02 and ending at 76.

   The unprogrammed displays cycle all sensors beginning at 02 and ending at 76.

   When all information is sent, the programmed display will read [SEND DONE] and the other displays should read [SEND DONE]. If any display indicates errors, repeat steps 1-5. If any display still indicates errors, contact ITI Technical Services at 1-800-777-2624.

PROGRAMMING WORKSHEET

SENSOR #	SENSOR NAME	CHARACTER/WORD ENTRIES
		B O Y ' S
		A B C D E F G H I
		A B C D E F G H I
		A B C D E F G H I
		A B C D E F G H I
		A B C D E F G H I
		A B C D E F G H I
		A B C D E F G H I
		A B C D E F G H I
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		A B C D E F G H I

MAKE COPIES OF THIS PAGE IF YOU NEED MORE SPACE

PREPROGRAMMED SENSOR NAMES

The following list shows the sensor numbers with names that *cannot be changed or edited.* The names appear with the sensor number on the display as shown below.

00 BUDDY REPORT
01 SENSOR IN RANGE
77 TOUCHPAD TAMPER
80 FIRE ALARM
81 POLICE ALARM
82 AUXILIARY ALARM
83 PHONE TEST
84 OPENING REPORT
85 CLOSING REPORT
86 DURESS
87 FORCED ARMED
90 AC FAILURE
91 LOW CPU BATTERY
92 CPU TAMPER
93 AUTO PHONE TEST
94 RECEIVER TROUBLE
95 CPU BACK IN SERVICE
96 FAILURE TO COMMUNICATE
97 NO PHONE LINE

PROTECTION LEVELS

LEVEL 0 - CANCEL/DISARM
24 hour and sensors 12-17, 20-27 ON, all other sensors off.

LEVEL 1 - SPECIAL
Same as level 0, plus sensors 30-33 ON.

LEVEL 2 - CHIME
Same as level 1, plus sensors 34-57 chime when opened.

LEVEL 3 - EXTERIOR
24 hour and sensors 12-17, 20-27, 30-33 and 40-57 ON.

LEVEL 4 - AWAY
Same as level 3, plus 60-76 ON.

LEVEL 5 - SILENT AWAY
Same as level 4, except no Burglary siren sounds.

LEVEL 6 - NIGHT
Same as Level 4 except 64-65 & 73-74 OFF.

LEVEL 7 - INSTANT NIGHT
Same as level 6, except NO DELAY on 34-37.

LEVEL 8 - PHONE TEST
Tests communication from SX-V CPU to Central Station.

LEVEL 9 - SENSOR TEST
Tests communication from sensors to SX-V CPU.

NOTE: Regrouped sensor numbers will not arm or disarm according to the above information. Refer to your *SX-V Installation Manual* (part no. 46-074) regarding regrouped sensors.

OPTIONAL FEATURE NUMBERS

All optional features power up OFF and must be programmed ON to activate the desired feature (see page 13). Refer to your *SX-V Installation Manual* (part no. 46-074) for a complete description of each feature.

F00 EXIT DELAY SOUNDS
F01 TAMPER POLARITY
F02 EXTERIOR SIREN DELAY
F03 DIGITAL COMMUNICATOR
F04 LOW BATTERY REPORTS
F05 SUPERVISORY REPORTS
F06 DIALER ABORT
F07 OPEN SENSOR DISPLAY
F10 SIGNAL STRENGTH INDICATOR
F11 INTERIOR SIREN SOUND
F12 RESTORAL REPORTING
F13 NOT USED
F14 HOURLY PHONE TEST
F15 SENSOR TAMPER
F16 TROUBLE BEEPS
F17 DIRECT BYPASS TOGGLE

SYSTEM STATUS

The Protection Level number on the display flashes to indicate one or more of the following conditions exist:

ALARM CONDITION	BYPASSED SENSOR
ALARM IN MEMORY	TROUBLE
OPEN SENSOR*	SUPERVISORY

The built-in piezo emits the following tones when the system is armed or disarmed:

1 BEEP - Level 1
2 BEEPS - Level 2
3 BEEPS - Level 3
4 BEEPS - Level 4
5 BEEPS - Level 5
1 LONG, 1 SHORT BEEP - Level 6
1 LONG, 2 SHORT BEEPS - Level 7
1 LONG, 3 SHORT BEEPS - Level 8
1 LONG, 4 SHORT BEEPS - Level 9
1 LONG BEEP - Level 0

Press ST once to read condition messages. Press ST twice to read Alarm Memory messages and to hear current Protection Level *beeps.*

If the system is in an alarm condition, pressing ST once displays the number and name of those sensors in alarm only.

* Open sensors display only if F07 is ON.

ACCESS CODE ARMING / DISARMING

The 4-digit access code allows the user to arm the system to any protection level. The Alpha Numeric Display shows the protection level number and name after successful arming.

After successfully arming to levels 3-7, the Alpha Numeric Touchpad briefly displays an exit message and then show the protection level name. For example, arming to level 4 will look like this:

Enter 4-digit Access Code + 4.

Display reads [redacted] then [redacted]

Successful arming to level 7 will look like this:

Enter 4-digit Access Code + 7.

Display reads [redacted] then [redacted]

To disarm the system:

Enter 4-digit Access Code + 0.

Display reads [redacted]

QUICK ARM

If the Quick Arm option is enabled (page 13), the COMMAND button allows any user to arm the system in the following manner:

FROM: Level 0 to Levels 1-7
Level 1 to Levels 2-7
Level 2 to Levels 3-7

The COMMAND button cannot be used to lower the protection level or to perform a phone or sensor test.

Once in level 3, the COMMAND button does not allow the user to arm to a higher level.

Only the access code can be used to change the protection level once the system is armed to level 3 or higher.

Open or protesting sensors *cannot be bypassed* when arming with the COMMAND button (see Sensor Protest on page 20).

With the system in level 0, use the COMMAND button to arm the system to any level from 1-7. For example, to arm the system to level 4:

Enter ◎ + 4

Display reads [redacted] then [redacted]

SENSOR PROTEST

A protest condition is intended to alert the user of a sensor which is not in a normal state, such as Open, Trouble, or Supervisory. Sensors in any of these states during an arming attempt (using the access code) protest the arming command.

During a protest condition, the piezo in the Alpha Numeric Touchpad emits six rapid beeps continuously and the display alternates flashing the current protection level and the protest condition.

Pressing ST once displays the state of the senor, the sensor number, and its name. The user then has two options to consider:

1. Change the protesting sensors to their normal state and re-arm.
2. Bypass the protesting sensors.

Bypass means to leave a sensor in a nonprotection mode while other parts of the system are still armed. Any bypassed sensor can be activated without triggering an alarm condition. There are two methods in which to Bypass sensors described at right.

Indirect Bypassing allows the user to bypass only those sensor numbers from 34-57 that protest upon an arming attempt. After pressing STATUS to determine the state of protesting sensors, the user must wait for the touchpad to return to the *main protest display* before a successful Indirect Bypass attempt (#2 at right).

Direct Bypassing allows the user to bypass a sensor after the system is armed.

BYPASSING SENSORS

Indirect Bypass (Bypass Protesting Sensors 34-57 Only)

Example: Open sensor 40 - Bedroom Window.

1. With the system in level 0, enter Access Code + 6
2. Display reads [redacted] then [redacted]
3. Press BY.
4. Display reads [redacted] then [redacted]
5. Press ST. Display scrolls the bypassed sensor number and name. The Protection Level number flashes to indicate there is a bypassed sensor.

Direct Bypass (Bypass A Sensor After Arming)

Example: All sensors closed.

1. With the system in level 0, enter Access Code + 6
2. Display reads [redacted] then [redacted]
3. Enter Access Code + BY. Display reads [redacted]
4. Enter 4 0
5. Display reads [redacted] then [redacted]
6. Display returns to [redacted] The Protection Level number flashes to indicate there is a bypassed sensor.

TOUCHPAD PANICS

Each touchpad panic is active 24 hours. Press and hold each panic for about one second to trip the appropriate alarm condition.

Press and hold . Built-in piezo emits six rapid beeps, then slow ON OFF ON OFF siren sounds with Interior and Exterior sirens. Display reads POLICE ALARM.

To cancel alarm, enter Access Code + 0.

Press and hold . Built in piezo emits 6 rapid beeps, then fast ON OFF ON OFF siren sounds with Interior sirens only. Display reads AUXILIARY ALARM

To cancel alarm, enter Access Code + 0.

Press and hold . Built-in piezo emits 6 rapid beeps, then a STEADY tone with Interior and Exterior sirens. Display reads FIRE ALARM

To cancel alarm, enter Access Code + 0.

SENSOR TEST

1. With the system in level 0, enter Access Code + 9
2. Display reads 0- SENSOR TEST
3. As each sensor is tripped, the built-in piezo beeps once and the display scrolls the sensor number and its name.
4. After the CPU has responded to all sensors (including touchpad panics) the display will read 0 SENSOR TEST OK
5. Enter Access Code + 0. Display reads 0 DISARMED

To perform a Signal Strength Sensor Test, you must first program feature F10 into the SX-V CPU and then enter level 9.

Remember, once the Protection Level is changed after a Signal Strength Sensor Test, feature F10 is automatically deleted from the CPU memory.

PHONE TEST

1. With the system in level 0, enter Access Code + 8
2. Display reads 0 PHONE TEST
3. Between 1-2 minutes the display should read 0 DISARMED

If the display shows 96 - FAILURE TO COMMUNICATE or 97 - NO PHONE LINE, refer to your *SX-V Installation Manual* (part no. 46-074) for troubleshooting the problem.

NOTE: After a level 8 Phone Test, the Quick Arm feature is temporarily disabled. You must use the access code with your first command after completion of a Phone Test. This will allow the Quick Arm feature to function normally.

OPERATION NOTES

DISPLAY

- The COMMAND button also acts as a dimmer control for the display. Press and hold the COMMAND button, the display then dims from 100% to 75%, 50%, 25% or blackout. Once you see the desired level, quickly release the COMMAND button.

  Once a dim level is set, pressing any button illuminates the display to full brightness. After 15 seconds of no touchpad activity, the display returns to the set dimmed level.

- If an alarm condition occurs while the display is dimmed, it automatically returns to the full brightness level and stays there until the user disarms the system and there is 15 seconds of no touchpad activity.

- The Entry Delay time and level 9 Sensor Test also forces the display to full brightness. After disarming and no touchpad activity for 15 seconds, the display returns to the set dimmed level.

BUTTONS

- The buttons on the touchpad are backlit for easy night viewing. After 15 seconds with no touchpad activity, this lighting goes out. Pressing any key lights the buttons.