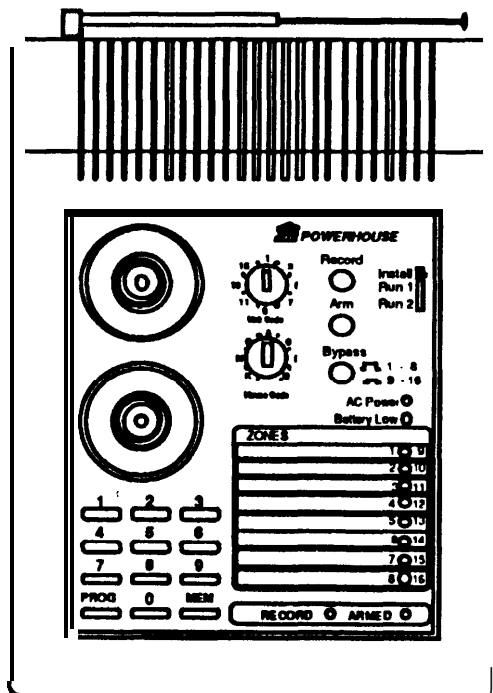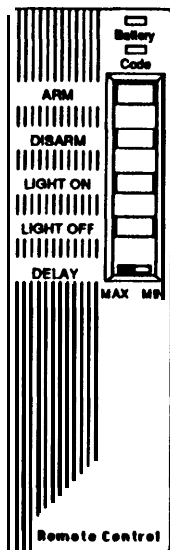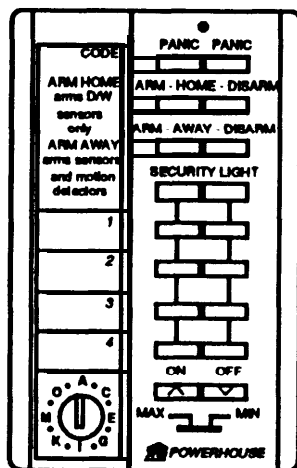## SUPERVISED WIRELESS SECURITY CONSOLE
and accessories (sold separately)

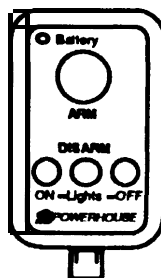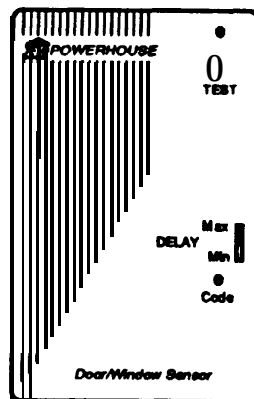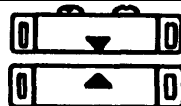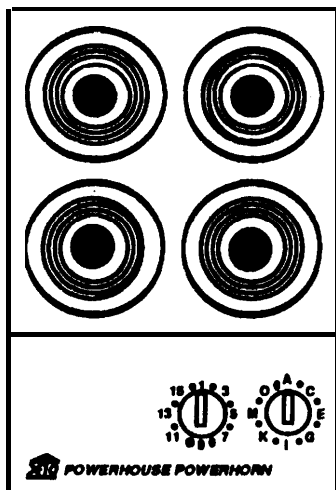PS561 Security Console

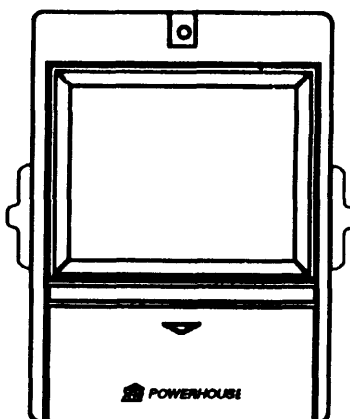HT544 Remote Control
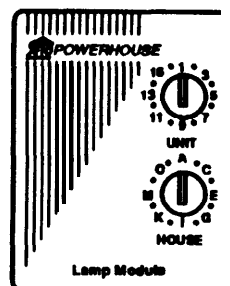
SH624 Remote Control

KF574 Keychain Remote

DW534 Door/Window Sensor

PH508 Remote Siren

SP554 Motion Detector

LM465 Lamp Module

CONTENTS

U.L. AND F.C.C. CAUTIONS

FCC Caution: This equipment generates and uses radio frequency energy, and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for remote control security devices in accordance with the specifications in subpart B of part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in **a** particular installation. If this equipment does cause interference to radio or television reception, which can be determined by unplugging the equipment, the user is encouraged to try to correct the interference by one or more of the following measures.

● Reorient antenna of the radio/TV experiencing interference.
● Relocate the Console with respect to the radio/TV.
● Move the Console away from the radio/IV.
● Plug the Console into an outlet on a different branch circuit from the radio/TV experiencing the interference.

If necessary, the user should consult the dealer or manufacturer for additional suggestions.

Important:
Your Security Console is FCC registered. In order to fully comply with the FCC rules, these instructions should be followed prior to installing and using the product:

1. Connections cannot be made to coin-operated telephones, or to party lines. The KC requires that any umnections to telephone lines are to use standard plugs and adaptors.

2. Notify the telephone company that you will be connecting a Registered unit to the line. Give them the following information regarding the Security Console:

A) FCC Registered Number
   B4SUSA-65898-AL-T
B) Ringer Equivalence
   0.lB.

3. If a problem arises with your telephone service after you have connected the Security Console, disconnect the unit to see if the problem is caused by its use. If the Security Console is at fault, leave it disconnected until it is repaired or replaced. If the telephone company makes a service call to your home and determines that the Security Console has caused the problem, they have the right to charge you for a service call.

Note: The suitability of this product to perform as a burglar alarm system or as an emergency service device has not been evaluated by Underwriters Laboratories Inc.

INTRODUCTION

The PS561 Security Console is part of a Supervised Security System and is used with the following accessories, (sold separately).

- Hand-held Remote Controls and Key-chain Remote Controls for arming and disarming the system and for controlling lights and appliances around the home.

- Door/Window Sensors with magnetic switch and magnet.

- Passive Infrared Motion Detectors.

- Lamp Modules for flashing house lamps.

- Wall Switch Modules for flashing indoor and outdoor lights.

- Remote 110-decibel siren.

You can add Door/Window Sensors to protect up to 16 doors or windows, or add a Motion Detector to protect an area with more than one entry point. When someone opens the door or window, or enters a protected area, the Console sounds its alarm and sends signals over the house wiring to flash lights connected to X-10 Modules It can also trip an additional loud remote siren. The Console dials up to 4 pre-programmed phone numbers and plays back up to 15 seconds of pre-recorded message (in your voice). The person called can then listen in to your home to determine the nature of the problem.

You arm and disarm the system with the Remote Control and you can add up to a total of eight Remote Controls which you can give to other family members. You can also use the Remote Control to control lights and appliances around the home.

Features

Wireless Installation - makes it easy to quickly make a home secure.

Sixteen-Zone System - lets you protect 16 different groups of doors and/or windows in the home.

Remote Arm and Disarm - lets you arm the system, turn on lights, or even sound the alarm from anywhere in or around the **home.**

Expandable Design - lets you add more Door/Window Sensors and Motion Detectors to expand the system's coverage.

Fully Supervised Operation - so the system keeps track of the status of each Door/Window Sensor.

Built-in Voice Dialer - Dials **a** friend or neighbor for help and plays back a stored message (in your voice).

X-10 POWERHOUSE Compatible - so you can add other Remote Controls to the system or even add a timer to make the home look lived-in while nobody is at home.

INSTALLING THE SYSTEM

LOCATING THE CONSOLE

Select a location that is central to the doors and windows you wish to protect so that all Door/Window Sensors and Motion Detectors are within range of the Console. Later, when you are familiar with the operation of the system you should test all the Sensors, Motion Detectors, and Remote Controls from the locations you intend to use them. Also, locate the Console near a phone jack and where it can easily be seen on a day to day basis so that it will be noticed if any of the zone indicators report a problem.

Caution: Do not place the Console where a burglar can easily see it.

SETTING UP THE CONSOLE

1. Plug the Console into an AC outlet which is not controlled by a wall switch.
2. Fully extend the RF antenna
3. Plug the included phone cord into the socket on back of Console and plug the other end into an unused telephone jack. If you don't have an unused jack use the included "T" adapter to plug the Console and your telephone into the same jack.
4. Install a 9-volt alkaline battery in the Console's battery compartment.
5. Set the Console's Unit Code dial to the number of the module that you want to turn on and off from the HT544, KF574 or the "security" on and off buttons on the SH624.
6. Set the Console's Housecode dial to the same letter as the modules you want it to control.
7. Set the Console's INSTALL/RUN switch to INSTALL.
8. The switch on the bottom of the Console is set for tone, if you don't have touch-tone service, set it to pulse. (See note below).
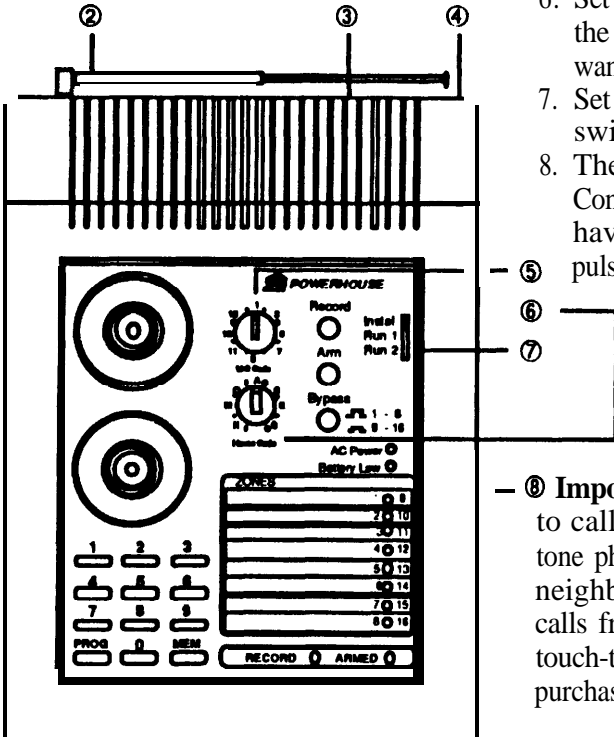
⑧ Important: The Console can be set to call out on either pulse or touch-tone phone systems but if the friend or neighbor who you choose to accept calls from your system does not have touch-tone service, they will need to purchase a touch-tone 'beeper."

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SETTING UP
REMOTE CONTROL(S)

This procedure initializes each Remote Control so that the Console recognizes its commands.

HT544 Remote Control

1. Install a 9V alkaline battery in the HT544's battery compartment.

2. Set the Console to INSTALL.

3. Press [ARM] on the HT544.

   The Console emits a tone. If you do not hear a tone, press the HT544's [CODE] button with a pencil. Then, repeat this step.

4. To set up additional HT544s (up to eight), repeat steps l-3.

Note: when you set the Console back to RUN it plays back the stored message and the BUSY light stays on for 15 seconds.
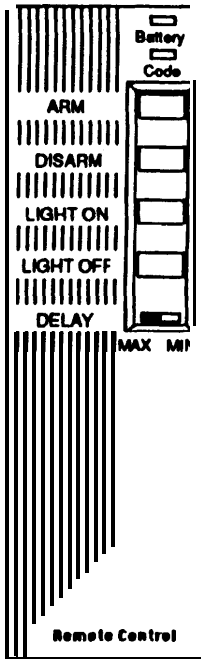
KF574 Key Chain Remote Control

1. Install a 6V alkaline battery inside the KF574. Use Eveready A544, Radio Shack 23-469, or equivalent.

2. Set the Console's slide switch to INSTALL.

3. Press [ARM] on the KF574.

   The Console emits a tone. If you do not hear a tone, press the KF574's [CODE] button with a pencil. Then, repeat this step.

4. To set up additional KF574s (up to eight), repeat steps l-3.

When you set the Console back to RUN it plays back the stored message and the BUSY light stays on for 15 seconds.

Note: you can install any combination of Remote Control types (HT544, KF574 or SH624) up to a total of eight Remote Controls. For example: you could install two HT544s. two SH624s and four KF574s. or any other combination up to a total of eight Remote Controls.

HT544

KF574

SH624 Security/Home Automation
Remote Control

1. Install four AAA alkaline batteries
   in the SH624's battery compart-
   ment.

2. Set the Console's slide switch to
   INSTALL.

3. Press [ARM HOME) or [ARM
   AWAY] on the SH624.

   The Console emits a tone. If you do
   not hear a tone, press the SH624's
   [CODE) button with a pencil.
   Then, repeat this step.

Note: The SH624's [CODE] button is
located underneath its finder label.

4. To set up additional SH624s (up to
   eight), repeat steps l-3.

When you set the Console back to
RUN it plays back the stored message
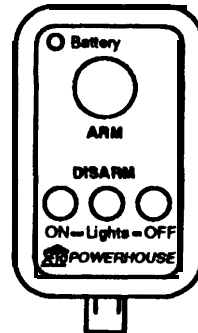and the BUSY light stays on for 15
seconds.

Note: you can install any combination
of Remote Control types (HT544,
KF574 or SH624) up to a total of eight
Remote Controls. For example: you
could install two HT544s, two SH624s
and four KF574s, or any other combi-
nation up to a total of eight Remote
Controls.

[CODE] button under here.
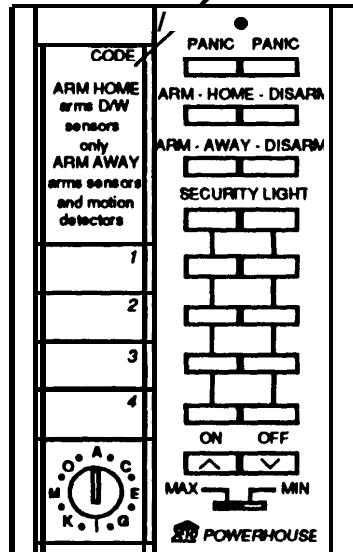
SH624

SETTING UP DOOR/ WINDOW SENSOR(S)

This procedure initializes each Door/ Window Sensor so that the Console recognizes signals from the sensor.

DW534

1. Install a 9-volt alkaline battery in the battery compartment.

2. Set the Console's slide switch to INSTALL.

3. Press [CODE] on the sensor with a pencil.

4. Press [TEST). The Console's next unused zone indicator lights and the Console sounds a tone to indicate that it accepted the sensor.

5. Set the MIN/MAX switch to MIN to protect a window. Set to Max to protect a door.

6. Place one of the enclosed numbered stickers on the sensor to show its zone number.

7. To set up additional sensors, (up to 16) repeat Steps l-6.

When you set the Console back to RUN it plays back the stored message and the BUSY Light stays on for 15 seconds.

Note: You can install any combination of Door/Window Sensors (DW534) and Motion Detectors (SP544) up to a total of sixteen zones. For example: you could install twelve DW534s, and four SP544s, or any other combination up to a total of sixteen zones.

8
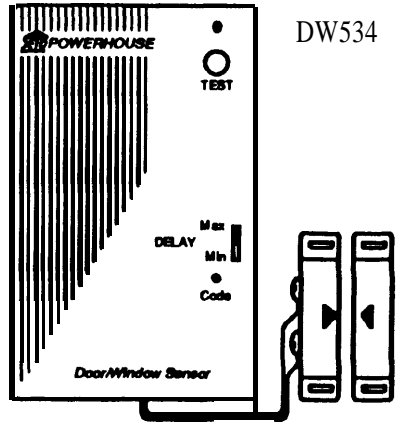
INSTALLING SENSORS

1. Set the switch on the front of the Door/Window Sensor to MIN if you are using it to protect a window or to MAX if you are using it to protect a door.

2. Set the switch inside the Door/Window Sensor's battery compartment to the right - N.C. (Normally Closed). The magnetic switch supplied with the sensor is the N.C. type.

3. The, sensor and magnetic switch supplied are already connected together. If you need a longer wire, use any suitable wire to connect the magnetic switch to the Door/Window Sensor's two screw terminals.

4. Select a location for the Door/Window Sensor. We recommend that you purchase enough sensors to protect the front and back door and any windows that are obscured from view or easily accessible (including basement windows).

5. Mount the Door/Window Sensor and the magnetic switch in the intended location using the supplied screws or double sided tape.

6. Install the magnet using the supplied screws or double sided tape.

   Note: If you mount the magnetic switches on metal doors or frames you should ensure that they are no more than 3/16" apart. On wooden surfaces they can be up to 3/8" apart.

Do not mount the magnet directly onto a metal surface, use a wood or plastic spacer.

7. Check for proper alignment by opening the door or window. The light on the sensor turns on each time you open the door or win&w.

Repeat Steps 1 to 7 for any additional sensors you wish to install (up to 16).

Typical mounting methods
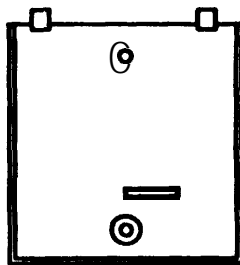
First attach the sensor's back cover to the wall.
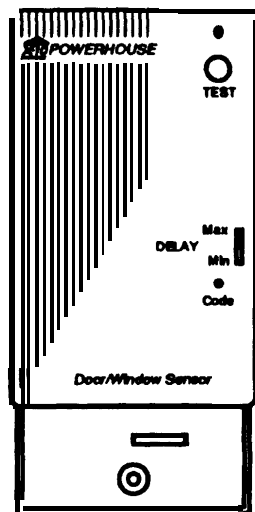
Then slide the sensor onto the cover.
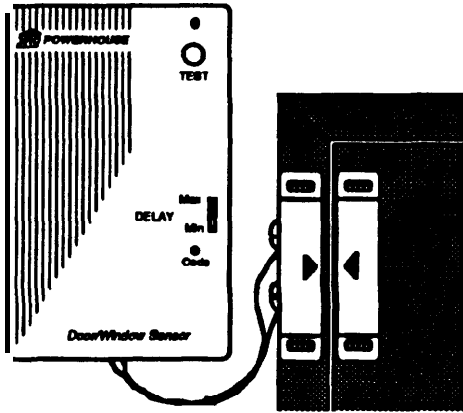
Doors
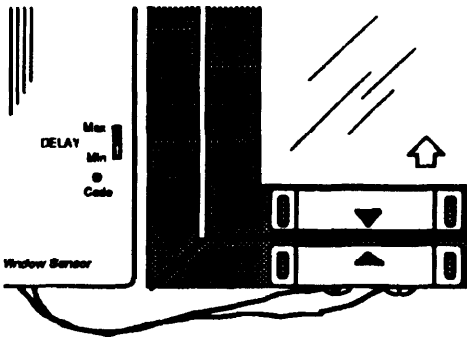
Windows

Note: For sliding windows it is best to mount the magnet and switch at the bottom of the window with the arrows facing each other. This way the magnet will make a "clean break" from the switch when the window is opened. If you want to mount them on the side of the window (so that the magnet "slides past" the switch) you should offset them slightly so that the arrows DO NOT line up, as shown in the diagram to the right.

To protect more than one door or window fkom a single sensor

Use N.C. (Normally Closed) type magnetic switches and Ioop them in series from one door or window to the next (using any suitable wire). Then connect both ends of the loop to the sensor. See below.
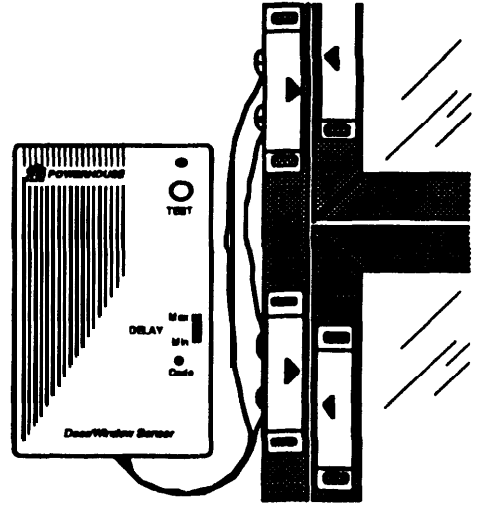

Note: N.C. means Normally Closed. This type of magnetic switch is supplied with the sensors. These switches are normally closed when the door or window is closed, and open when the magnet is moved away. This type of magnetic switch is used so that if the wire between the magnetic switch and the Door/Window Sensor is cut, the alarm trips. If you want to connect more than one magnetic switch to a sensor you will need to connect them in series (not in parallel).

You can use Normally Open (N.O.) magnetic switches if you want to connect them in parallel but the alarm will not trip if someone cuts the wire between the switch and the sensor.

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SETTING UP AND USING MOTION DETECTORS

This procedure initializes each Motion Detector so that the Console recognizes it. You install a Motion Detector just like you install Door/Window Sensors. Each Motion Detector will be assigned to one of the 16 zones.

1. Install a 9-volt alkaline battery in the battery compartment on the front of the Motion Detector.

2. Set the Console's slide switch to INSTALL.

3. Press [CODE] on the back of the Motion Detector with a pencil.

4. Press [TEST] on the back of the Motion Detector. The Console's next unused zone indicator lights and the Console sounds a tone to indicate that the receiver accepted the Motion Detector.

5. Place one of the enclosed numbered stickers on the Motion Detector to show its zone number.

6. To set up additional Motion Detectors, (up to 16 zones) repeat Steps l-5.

7. Set Console to RUN (BUSY light stays on for 15 seconds).

USING THE SP554A.

Set switch on left (looking at back) to (1) to trip alarm if ANY movement is detected (most sensitive). Set switch to (2) to trip alarm if two movements detected or continuous movement detected in a short time (less sensitive to pets).

Using SPS54A with SH624:

Set switch on right to Home/Away. Use the SH624 Remote Control to arm the system in the Away mode (which arms Door/Window Sensors AND SP554As) or in the Home mode (which arms Door/window Sensors only).

Using SPSS4A with HT544/KF574:

Set switch on right to NORMAL and switch on left to (1) or (2) to include SP554A when arming system. Set switch on left to OFF if you don't want it to arm (i.e. when you're at home).

Testing the SPS54A

Place SP554A within 100 feet of Console. Walk past SP554A. Console chimes. Wait 20 seconds before repeating test (the SP554A has a 20-second lock-out to extend battery life). Arm system, walk past SP554A: alarm trips. Press [DISARM] on Remote.

Home/
Away

Normal

1
OFF
2

Slide battery compartment down to open

1
OFF
2

Home/
Away

N
0

4
L

TEST
0

CODE
•

11
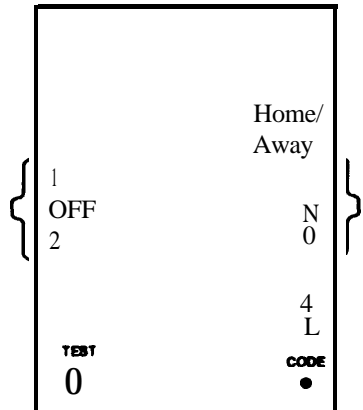
MOTION DETECTOR PLACEMENT

Nominal Zonal Coverage **(Ran View)**

Nominal Zonal Coverage (Side View)
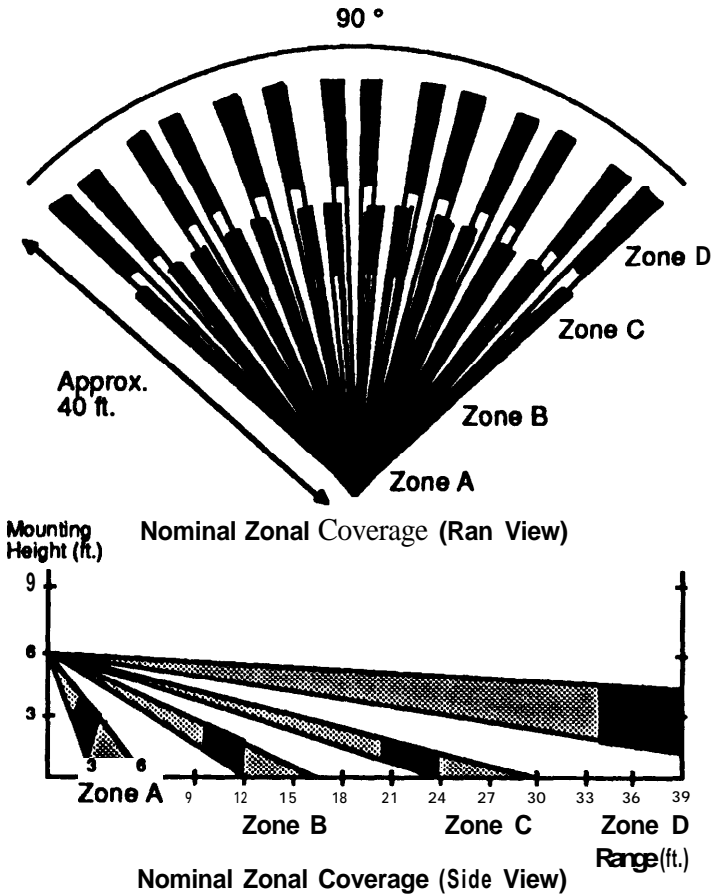
Coverage shown is for PF24 flat lens (supplied).

The SP544A can "see" up to a distance of about 40 feet with a 90 degree field of view. It can be placed up to about 100 feet away from the Console.

AI1 types of motion detectors sense motion by detecting a change in temperature. Therefore, to help prevent false alarms, do not place the SP554A Motion Detector near a heating or air conditioning vent.

You can place the SP554A on a counter top or use the included mounting bracket. The mounting bracket allows the SP554A to be swivelled up and down and from left to right to obtain the desired coverage. For optimum performance the SP544A should be placed at a height of about 6 feet.

For best coverage it should be placed so that an intruder walks across its path rather than towards it.

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SETTING UP
LAMP MODULES

When the alarm trips, lamps connected to Lamp Modules (set to the same Housecode as the Console) flash on and off for the duration of the alarm. After 4 minutes (or when you disarm the alarm) the lamps stop flashing and remain on.

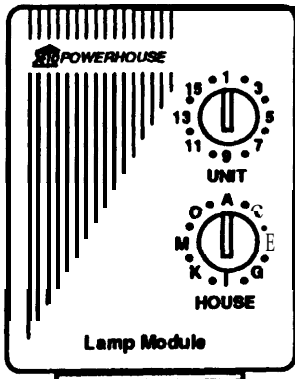If you arm the system to give an exit delay, Lamp Modules set to the same Housecode and Unit Code as the Console turn on during the exit countdown time. You can also control Lamp Modules set to this code from the [LIGHT ON] and [LIGHT OFF] buttons on the HT544 and KF574 Remote Controls, or from the [SECURITY LIGHT] buttons on the SH624 Remote Control.

Choose a lamp you wish to be part of the security system. Make sure the lamp's on/off switch is on and plug the lamp into the Lamp Module, Model No. LM465 (sold separately). Plug the Lamp Module into any convenient outlet. Set the Housecode and Unit Code dials on the Lamp Module to the same letter and number as you set on the Console.

SETTING UP
WALL SWITCH MODULES

When the alarm trips, lights connected to Wall Switch Modules (set to the same Housecode as the Console) flash on and off for the duration of the alarm. After 4 minutes (or when you disarm the alarm) the lights stop flashing and remain on.

If you arm the system to give an exit delay, Wall Switch Modules set to the same Housecode and Unit Code as the Console turn on during the exit countdown time. You can also control Wall Switch Modules set to this code from the [LIGHT ON] and [LIGHT OFF] buttons on the HT544 and KF574 Remote Controls or from the [SECURITY LIGHT] buttons on the SH624 Remote Control.

Choose a light which is presently controlled by a wall switch.

● Turn off the power at the circuit breaker panel or fuse box. Replace the wall switch with Wall Switch Module, Model No. WS467 (sold separately). Set the House and Unit Code on the Wall Switch Module to the same letter and number as the Console.
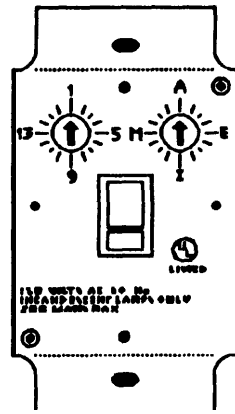
POWERHORN REMOTE SIREN

SETTING UP THE POWERHORN

The **POWERHORN** Remote Powerline siren responds to signals transmitted by the Console (over house wiring).

When the alarm trips, the Console's siren sounds and lights flash. After the lights have flashed on and off about 5 times, the **POWERHORN** trips. It sounds for as long as the system is in alarm and then shuts off about 10 seconds after the alarm resets or is disarmed.

1. Set Housecode and Unit Code dials on **POWERHORN** to same letter and number as the Console.

2. Plug **POWERHORN** into a standard AC outlet (not one controlled by a wall switch).
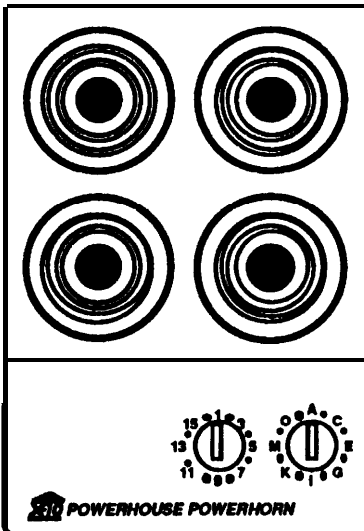
WARNING: The *POWERHORN* is extremely loud! Do not stand near it when you trip the alarm. Prolonged exposure to the 110 decibel output could cause permanent hearing damage.

Using the *POWERHORN* with other X-10 Controllers

In a panic situation, you can trip the **POWERHORN** from other types of Controllers by either of the following methods:

1. Press All Lights On followed by All Units Off repetitively.

2. Press the number corresponding to the Unit Code set on the **POWER-HORN,** then press ON, OFF, ON repetitively.

In both cases the **POWERHORN** will trip after about 5 ON-OFF sequences and will alter its tone for each ON and OFF code. The siren will shut off about 10 seconds after the last key press.

SETTING UP THE TELEPHONE DIALER

Setting Up Phone Numbers

Warning: Only program the Console to call someone with whom you have discussed your Security System and who would expect such a call (such as a friend, relative or neighbor) who can then listen to determine if there is a real problem. The person can then call for assistance to be sent if necessary, or call you back to see if everything is o.k. DO NOT program the Console to call anyone who would not expect the call (the Police for example).

1. Set the Console's INSTALL/RUN switch to INSTALL.
2. Press [PROG] button.
3. Enter the first phone number that you want the Console to call in the event of a problem. e.g 555-1234.
4. Press the [MEM] button.
5. Press [1] to store the phone number in memory location 1.

Press [PROG], enter a second phone number, then press [MEM], [2].

Press [PROG], enter a third phone number, then press [MEM], [3].

Press [PROG], enter a fourth phone number, then press [MEM], [4].

Repeat steps 1 through 5 to change a phone number.

```
    1       2       3
 0       0           0
    4       5       6
 0       0           0
    7     8       9
 0       0           0
 PROG    0     MEM
 0       0           0
```

If you only want to store 1 phone number, "fill up" the memory locations with the same number. i.e.

Memory Location 1 - 555-1234
Memory Location 2 - 555-1234
Memory Location 3 - 555-1234
Memory Location 4 - 555-1234

For 2 phone numbers:

Memory Location 1 - 555-1234
Memory Location 2 - 555-1234
Memory Location 3 - 555-6789
Memory Location 4 - 555-6789

Note: The Console will not work through a switchboard or phone system that requires a delay after the "9" for an outside line.

Storing a Voice Message

1. Plug the included earphone into the jack on the side of the Console
2. Set the Console to INSTALL.
3. Press the [RECORD] button. The RECORD light turns on.
4. Speak clearly into the microphone on the front of the Console. You can record up to 15 seconds of speech. For example: ***"This is Mrs. Smith. There's a strange noise in my house. Please press 0 to listen."*** After 15 seconds the RECORD light turns off.
5. Set the Console to RUN. The Console plays back your message through the earphone so you can hear what it sounds like (it sounds better over the phone line).
6. If you want to hear the message again, set the Console to INSTALL then back to RUN.

Repeat l-6 to change the message.

USING THE SYSTEM

CONSOLE ZONE INDICATORS

The Console displays the status of the first eight zones. These indicators can display four states, as follows:

Steady on — means that particular door or window is open.

Steady off — means that particular door or window is closed.

Slow Flashing — means that particular Door/Window Sensor is reporting a problem.

Fast Flashing — means that a particular Door/Window Sensor reported a problem and the fault was bypassed, or the door/window is open and has been bypassed.

All Door/Window Sensors and Motion Detectors report in to the Console about every 90 minutes. If the Console does not receive a signal from the sensor within 4 hours, it reports a problem with that sensor by slowly flashing the appropriate zone indicator. If you try to arm the system while a zone indicator is flashing, the Console sounds a repetitive trouble alarm. Either press [DISARM], correct the problem and press [ARM] again, or press [BYPASS] while the trouble alarm is sounding, then press [ARM]. The zone(s) with a problem will not be armed and the zone indicator(s) will flash rapidly. AI1 other zones will arm.

If you bypass an open window and arm the system, and later close the window, that zone will now be armed.

ARMING AND DISARMING THE SYSTEM

When you arm the system in the RUN 1 or RUN 2 mode, and open a door or window, the following happens:

- A loud (95 decibel) siren sounds for 4 minutes.

- Lights connected to Lamp Modules and Wall Switch Modules (set to the same Housecode as the Console) flash on and off.

- The automatic dialer dials the first phone number stored and plays back your message.

When armed, RUN 1 and RUN 2 modes are the same, opening a door or window trips the alarm. When the system is in RUN 2 mode and not armed, the Console sounds a pleasant chime when you open a door or window. In RUN 1 there are no chimes.

Instant Mode

Note: The Key Chain Remote Control (KF574) always arms the system in the INSTANT mode.

1. If using the I-IT544 or SH624, set its Delay switch to MIN.

2. Press [ARM]. The Console emits two tones and the ARMED indicator turns on.

   Open a door or window, the alarm instantly trips, the siren sounds, lights connected to Lamp and Wall Switch Modules (set to the same Housecode as the Console) flash on and off, and the dialer dials out.

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3. Press [DISARM] to stop the siren. The lights remain on.

4. Press [LIGHT OFF] on the Remote Control to turn off lights connected to modules which you set to the same Housecode and Unit Code as the Console.

Delay Mode
(HT544 and SH624 only)

1. Set the Delay switch on the HT544 or SH624 Remote Control to MAX.

2. Press [ARM] on the Remote Control. Lamps connected to modules set to the same Housecode and Unit Code as the Console turn on. The Console chimes for approximately 1 minute while you leave the house. You then hear a beep signifying that the system is armed, and the lamp(s) turn off.

   Open a door (that has its sensor set to MAX). The Console gives a pre-alarm beep, and lamps connected to modules set to the same Housecode and Unit Code as the Console turn on. After a delay of approximately 30 seconds the alarm sounds, lamps connected to Lamp and Wall Switch Modules (set to same Housecode as the Console) flash, and the automatic dialer dials out.

3. Press [DISARM] to stop the siren. The lights remain on.

Note: Delayed arm/alarm only affects sensors set to MAX. If you open a window (with its sensor set to MIN) the alarm trips instantly even if the system is armed for delayed alarm.

ARM HOME/ARM AWAY
(SH624 only)

The SH624 Remote Control lets you arm the system with or without Motion Detectors armed

If you press [ARM AWAY] on the SH624 Remote Control, all Door/Window Sensors AND Motion Detectors will be armed.

If you press [ARM HOME] on the SH624 Remote Control, ONLY Door/Window Sensors will be armed. The SP554A Motion Detectors will not be armed. This lets you arm the system at night without accidentally tripping the system yourself when you move around the house.

Note: this feature requires the SP554A Motion Detector. It will not work with the older SP554. If you use the older SP554, the [ARM HOME] button will work like the [ARM AWAY] button. I.E. both the [ARM HOME] and [ARM AWAY] buttons will arm Door/Window Sensors AND SP554 Motion Detectors.

If using the older SP554 you can choose to set it to MIN or MAX (with or without entry/exit delay). If using the newer SP554A it will always be in the MIN (instant alarm) mode.

The MIN/MAX switch on the SH624 lets you set it to arm the system with or without an exit/entry delay. When set to MIN everything in the system will arm and trip instantly. When set to MAX, SP544s (not SP554As) and DW534s set to MAX will have a 1 minute exit and a 30 sec. entry delay.

ARMING WITHOUT THE REMOTE CONTROL

You can arm the system without using a Remote Control by pressing the ARM button on the Console. Arming this way will ALWAYS arm the system in the Delay Mode.

SOUNDING THE PANIC ALARM

HT544 and KF574 Remote Controls

Pressing ARM and DISARM (at the same time) trips the alarm, even if the system is not armed, but it doesn't dial out unless you arm the system first.

SH624 Remote Control

Pressing (PANIC] trips the alarm, even if the system is not armed, but it doesn't dial out unless you arm the system first.

TROUBLE ALARM

If you hear a repetitive trouble alarm when you try to arm the system, there is a problem and the system does not arm. You can:

- **Correct the problem -** First press [DISARM] to stop the trouble alarm. Then, correct the problem. Then, arm the system again.

- **Ignore the problem** - While the trouble alarm is sounding, press [BYPASS]. The indicator(s) for the problem zone(s) flash rapidly. Press [ARM] to arm the system. The problem zone(s) is/are not be protected but all other zones arm.

TO SEE THE STATUS OF ZONES 9-16

If there is a problem with zones 9 -16, you do not see a flashing zone light but will hear the trouble alarm if you try to arm the system. Press and hold [BYPASS]. This bypasses the problem and lets you see which zone is reporting the problem. If you do not want to bypass the problem, correct the problem then arm the system again.

AFTER AN ALARM

When you disarm the system after an intrusion (or 4 minutes after the alarm trips) the siren turns off and the lights which were flashing remain on (to let you know there has been an intrusion). The ARMED indicator flashes and the zone indicator for the violated zone is on. Press LIGHT ON] or [LIGHT OFF] on the Remote Control to turn off the zone indicator and the flashing ARMED indicator. Press [LIGHT OFF] to turn off X-10 Modules set to the same Housecode AND Unit Code as the Console.

TESTING THE DIALER

Once you have installed the Sensors and Remote Controls, and entered the phone numbers and the voice message, the Console is ready to use.

To test the voice message:

First test the message without connecting the Console to the phone line. Disconnect it if it's already connected.

Set Console to RUN. The Console plays back your message through the plug-in earphone and the RECORD light stays on for 15 seconds. To hear the message again, set the Console to INSTALL, then back to RUN. Unplug the earphone when finished.

You must test the dialer for each phone number stored:

Make sure the phone numbers have been entered into the Console as per the instructions on page 15,

Make sure Console is connected to the phone line.

Call your friend or neighbor to let them know you are going to test the system.

Place the Console in the RUN mode. Press [ARM] on the Remote Control.

Open an armed door or window or trip a Motion Detector. The Console sounds its alarm, flashes house lights and calls the first phone number.

Shortly after it dials the number, the Console starts to play its message so if the person it calls doesn't answer quickly, they may miss the first part of the message. However, the Console plays the message 3 times so the per-

son will always hear the complete message. If the phone hasn't been answered by the time the Console has played the message three times, or if the call is answered by an answering machine and the Console therefore doesn't receive a touch-tone response, the Console dials the next number stored (up to 4 phone numbers).

The message should include a statement asking the listener to press 0 on their touch-tone phone. If the listener presses 0, the sounder stops and they will be able to listen-in (for 75 seconds). To test this, you can speak, then call them back to ask them what you said. Note, you should wait 75 seconds before calling them because the Console keeps the phone line tied up for this period of time. (Or you can unplug the Console from the phone line before calling them back, but remember to reconnect after).

75 seconds after the listener presses 0, the sounder resumes and stops after 4 minutes unless you press [DISARM] on the Remote Control to stop the alarm and reset the Console.

Important: The Console can be set to call out on either pulse or touch-tone phone systems but if the friend or neighbor who you choose to accept calls from your system does not have touch-tone service and a phone which can generate touch-tone codes, they MUST purchase a touch-tone "beeper."

# TURNING LIGHTS ON AND OFF REMOTELY

HT544/KF574 Remote Control

Press [LIGHT ON] or [LIGHT OFF] on the Remote Control to turn on or off lights connected to X-10 Modules which you set to the same Housecode AND Unit Code as the Console.

Note: This button is not an ALL lights on button. It only turns on modules set to the same Housecode AND Unit Code as the Console.

RT504 Remote Control

The RT504 provides independent control of up to 16 modules which you set to different Unit Codes. It transmits signals to the supervised security system's Console which then re-transmits the signals to other modules over your house wiring. You can even dim and brighten lights connected to Lamp Modules and Wall Switch Modules.

The RT504 does not require any "installation." Just fit four AAA alkaline batteries in its battery compartment and set its Housecode dial to match the Console - it's ready to use.
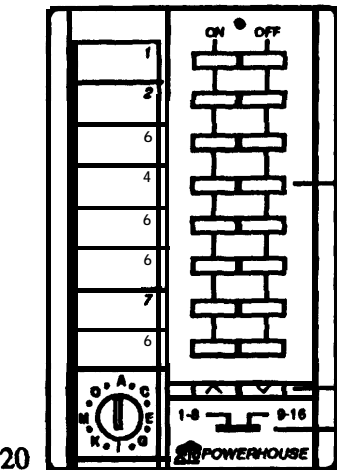
RT504

Press to turn **modules** ON and OFF.

Then press to dim or brighten light.

Select to control modules set to Unit Codes l-8 or 9-16.

Note: If you already own the RC5000 wireless transmitter and transceiver (RT504 + RR501). set the RR501 and the PS561 to the same Housecode.

SH624 Remote Control

The SH624 Remote Control combines the features of the HT544 and the RT504. It allows you to Arm and disarm the system in HOME and AWAY modes (see page 17 for details). It has SECURITY LIGHT ON and OFF buttons which work like the [LIGHT ON] and [LIGHT OFF] buttons on the HT544 and KF574. It also lets you control up to four additional X-10 Modules and dim and brighten lights tool
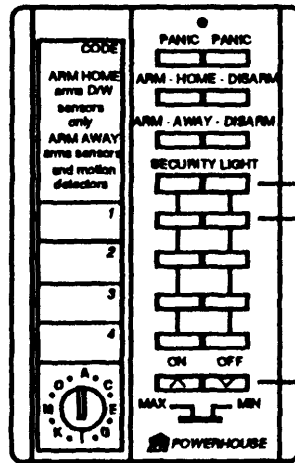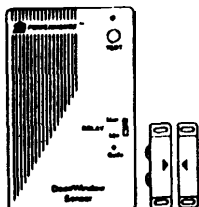

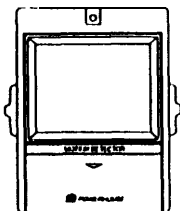controls modules set to same House Code and Unit Code as console

Controls modules set to same House Code as Console and unit codes 14

Dims and brightens lights

SH624

Door/Window Sensor (DW534)

Up to 16 Door/Window Sensors can be installed and you can connect more than one door or window to a sensor. Sensors report-in to the Console to let it know everything is o.k.

Motion Detector (SP554A)

Installs like a Door/Window Sensor and acts as one of the 16 zones. Protects an area where entry might be through more than one door or window. Works with HOME/AWAY feature of SH624 Remote Control.

Remote Control (HT544)

Arms and disarms the system with a single button. Also controls lights (or appliances) connected to X-10 Modules. Has Panic feature. Has MIN/MAX delay switch for INSTANT/DELAYED ARM (exit/entry delay).
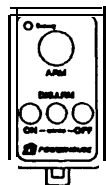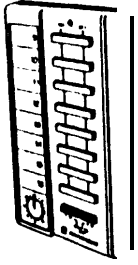
Keychain Remote Control (KF574)

Arms and disarms the system with a single button. Also controls lights (or appliances) connected to X-10 Modules. Has Panic feature. Works in INSTANT ARM mode only.
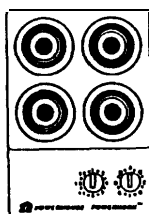
POWERHORN" Power Line Siren (PH508)

Responds to signals from the Console, over house wiring. Gives a 110 decibel siren at a remote location.

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Sixteen Plus"" Remote (RT504)

Controls up to 16 modules from inside or outside your home - even from your car as you enter your driveway. Can also dim and brighten lights connected to Lamp Modules and Wall Switch Modules. Requires BR521, ND65 1, BC531, PS561, or RR501 to operate.
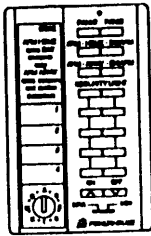
Security/Home Automation Remote Control (SH624)

Combines the features of the HT544 and the RT504. Lets you arm the system in the HOME or AWAY mode (when used with SP554A Motion Detectors). Control up to 5 X-10 Modules. Dims and brightens lights too!
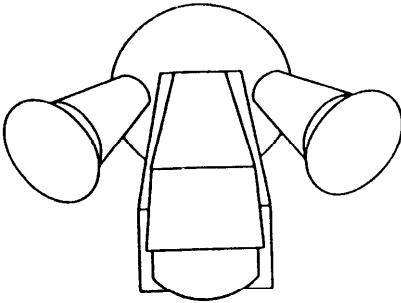
Dual Floodlight Outdoor Motion Detector (PR511)

Turns floodlights on when motion is detected or when it gets dark. Turns on up to four X-10 Modules when motion is detected. Turns on up to 4 modules at dusk and turns them off again at dawn. (Does not **trip** security system but can control the same lights).
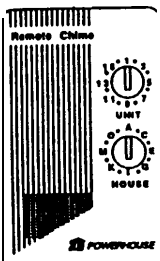
Remote Controlled Chime (SC546)

Works with the PR511 to give a pleasant chime when someone approaches your home. Also works with other X- 10 controllers.
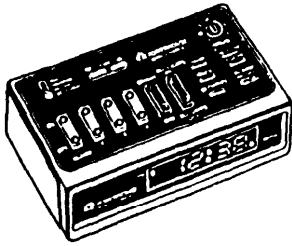
Mini Timer (MT522)

Instantly controls up to eight X-10 modules and programs up to four modules to turn on and off at specific times. Can turn lights on at random times for added security. Dims lights too!

Computer Interface (CP290)

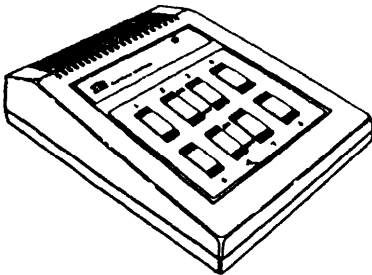Set up from an IBM, Mac, Apple IIe/IIc or Commodore 64/128 computer and then disconnected. It doesn't tie the computer up. Controls up to 256 Modules. 7 day timer can be set for 128 timed events. Software included.
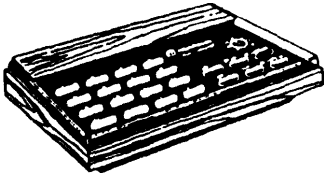
Maxi Controller (SC503)

Controls up to 16 modules from anywhere in the house. Has All Lights On button and dims lights too!
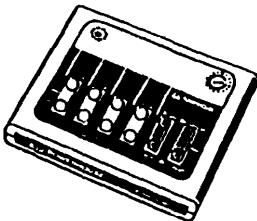
Mini Controller (MC460)

Compact unit allows you to control up to eight modules from anywhere in the house. Has All Lights On button and dims lights too!

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SUNDOWNER™ (SD533)
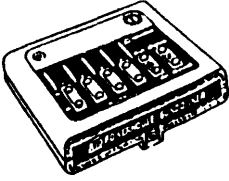
Turns on up to 4 modules at dusk and turns them off again at dawn. Also has all the features of the Mini Controller (MC460).

Telephone Responder (TR551)
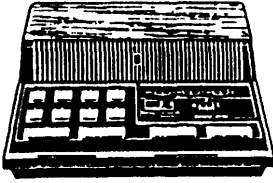
Plugs into a regular phone jack and controls up to 10 X-10 modules from any touch-tone phone in the world. Can also flash lights when the phone rings.

Thermostat Set-Back (TH2807)
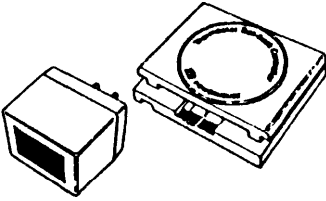
Mounts under an existing thermostat and plugs into an Appliance Module. Sets-back heating or air conditioning by about 5.10 or 15 degrees.

Lamp Module (LM465)
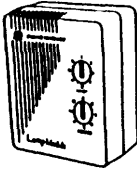
Can be turned on and offand even dimmed from X-10 controllers. Rated for 300W. Incandescent lamps only.

Appliance Module (AM486, 2 pin) (AM466, 3 pin grounded)

For turning on an air conditioner, television, stereo, and so on. Rated at 15A resistive (for coffee pots etc.), l/3 HP for motors, 500W for lamps.
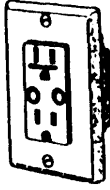
Split Receptacle Module (SR227)

Replaces your existing outlet and works like an Appliance Module. Rated at 15 Amps unrestricted. Top outlet is controlled, bottom one is a regular outlet.

Wall Switch Module (WS467)

Replaces your existing wall switch and installs like a dimmer. Rated at 500W max. 60W min. incandescent lamps only.
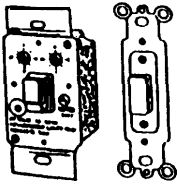
3 - Way Wall Switch (WS4777)

For controlling a light which is presently controlled by two switches. Rated at 500W max. 60W min. incandescent lamps only.
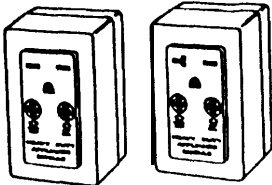
Heavy Duty Appliance Modules (HD243 — 220V, 15A) (HD245 — 220V, 20A)

For controlling 220V room air conditioners, water heaters etc. For single phase a split phase ll0/220V wiring only (not suitable for 3 phase wiring).
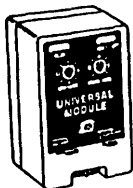
Universal Module (UM506)

Momentary or sustained dry contact closure to control low voltage items such as sprinkler systems etc. Also contains a beeper to use as an annunciator. Works with X-10 Controllers and Timers (not BR521, ND651, BC531, and PS561).

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CARE AND MAINTENANCE

Your supervised security system is an example of superior design and craftsmanship. The following suggestions will help you care for your security system so you can enjoy it for years.

Handle your supervised security system gently and carefully. Dropping it can damage circuit boards and cases and can cause the unit to work improperly.

Wipe the supervised security system components with 'a dampened cloth occasionally to keep them clean. Do not use harsh chemicals, cleaning solvents, or strong detergents to clean the supervised security system.

Use and store the supervised security system only in normal temperature environments. Extreme temperatures can shorten the life of electronic devices and distort or melt plastic parts.

Modifying or tampering with your security system's internal components can cause a malfunction and might invalidate its warranty.

REPLACING BATTERIES

REMOTE CONTROL

For HT544 use 9V alkaline battery.

For KF574 use 6V Eveready A544, Radio Shack 23-469, or equivalent.

For SH624 use four AAA alkaline batteries.

After replacing batteries, the following steps are necessary to determine that the Console still recognizes the Remote Control.

1. Place the INSTALL/RUN switch on the Console to RUN 2.

2. Press [ARM] on the Remote Control. If the system arms, the Console recognized the Remote Control and no further action is necessary.

If the system did not arm:

1. Place the INSTALL/RUN switch on the Console to INSTALL.

2. Press [ARM] on the Remote Control. The Remote Control transmits a random code to the Console. The Console acknowledges this with a beep and logs in the Remote Control. If you do not hear a beep, press [CODE] with a pencil and then press [ARM].

RTS04

The RT504 uses four AAA alkaline batteries but it does not require any installation. Just set its Housecode dial to match the Console and it's ready to use.

DOOR/WINDOW SENSORS

If any of the Console's zone indicators flash slowly, the Door/Window Sensor for that zone has not reported in during the last 4 hours. This is most likely caused by a dead battery in the Door/Window Sensor.

After replacing the battery in the Door/Window Sensor, the following steps are necessary to determine that the Console still recognizes the sensor.

1. Place the INSTALL/RUN switch on the Console to RUN 2.

2. Press [TEST] on the sensor. If the Console chimes, it recognized the sensor and no further action is necessary.

If you did not hear a chime when you pressed [TEST]:

1. Place the INSTALL/RUN switch on the Console to INSTALL.

2. Press [TEST]. The Door/Window Sensor transmits a code to the Console. The Console acknowledges this with a beep and logs in the code.

The Door/Window Sensor will normally be logged into the SAME zone number as it was before you replaced the battery. However, if you replace the battery in the Door/Window Sensor when its zone light was NOT flashing, the Door/Window Sensor is logged into the next sequential zone (instead of the same zone as it was).

To avoid this, remove the old battery and wait at least 4 hours before install-

ing the new battery. This ensures that the sensor is logged into its original zone number.

MOTION DETECTORS

If any of the Console's zone indicators flash slowly, the Motion Detector for that zone has not reported in during the last 4 hours. This is most likely caused by a dead battery in the Motion Detector.

After replacing the battery in the Motion Detector, the following steps are necessary to determine that the Console still recognizes the Motion Detector.

1. Place the INSTALL/RUN switch on the Console to RUN 2.

2. Press [TEST] on the Motion Detector. If the Console chimes, it recognized the Motion Detector and no further action is necessary.

If you did not hear a chime when you pressed [TEST]:

1. Place the INSTALL/RUN switch on the Console to INSTALL.

2. Press [TEST] on the Motion Detector. The Motion Detector transmits a code to the Console. The Console acknowledges this with a beep and logs in the code.

CONSOLE

If you unplug the Console and replace the battery, you lose all memory of the installed Door/Window Sensors, Motion Detectors and Remote Controls. You then have to set the INSTALL/RUN switch on the Console to INSTALL and reinstall all the Door/Window Sensors, Motion Detectors and Remote Controls.

To avoid this, replace the battery without unplugging the Console. You do not lose any stored codes and do not have to re-install your system.

A 9V alkaline battery will provide at least 12 hours of back-up. You should replace the battery at least once a year.

TROUBLESHOOTING

If the system does not arm:

- Check that the selector switch on the Console is in the RUN 1 or RUN 2 position.

- Check that the battery indicator on the Remote Control turns on when you press [ARM]. Replace the battery and re-install the Remote Control if necessary.

If **a zone indicator flashes slowly:**

One of the sensors/motion detectors has not reported in, in the past 4 hours.

Check that the battery in the sensor/motion detector is good.

If you need to arm the system and want to ignore a sensor/motion detector which is not functioning:

1. Press [ARM] on the Remote Control. You hear a repetitive trouble alarm to alert you that there is a problem.

2. While the trouble alarm is sounding, press [BYPASS] on the Console. The zone indicator flashes rapidly.

   Then press [ARM] on the Remote Control. The problem zone is not protected but all the other zones are armed.

Note: If you Bypass an open window and arm the system (as described above) and then later close the window, that zone will now arm and its indicator will stop flashing.

If a zone indicator flashes rapidly:

You pressed the Bypass button to arm the system while a sensor/motion detector was reporting a problem. Determine the cause of the problem with the sensor/motion detector to arm that zone.

If you hear a repetitive trouble alarm when you try to arm the system, and it does not arm:

Check the zone indicators. If a door or window is open, its zone indictor is on. If there is a problem with a Sensor or Motion Detector, its zone indicator flashes slowly. Either:

- Press [DISARM]. Check that each Door/Window Sensor is working properly and that you have not left a door or window open. Then arm the system. Or:

- While the trouble alarm is sounding, press [BYPASS] to over-ride the problem zone (its zone indicator then flashes rapidly). Then arm the system.

If the alarm trips when you enter the house before you have time to disarm it:

Arm the system in the delay mode.

To do this: Set the MIN/MAX switch on the entry door sensor to MAX. Set the MIN/MAX switch on the Remote Control to MAX (HT544 and SH624 only) and then, press [ARM].

If you cannot turn lights on or off from the [Light On] or [Light Off] buttons on the Remote Control:

● Be sure you set the Housecode and Unit Code on the module(s) to the same letter and number as the Console.

● Be sure the light you are trying to control has its on/off switch in the on position. Be sure bulb is good.

● Plug the module into another outlet near the Console.

● Check that the battery indicator on the Remote Control comes on when you press a button. Replace the battery and re-install the Remote Control if necessary.

● If you have more than one Console (so you can store up to 8 different phone numbers), be sure to set both to the same Housecode and Unit Code.

WARNING: You can only use two Consoles if each one has its own separate phone line and each one is set up to call different phone numbers.

If you open a door or window and the alarm does not trip:

● Check that the system is armed.

● Be sure the INSTALL/RUN switch on the Console is in the RUN 1 or RUN 2 position.

● Check to see if the alarm trips when you press [TEST] on the Door/Window Sensor.

● If the alarm does not trip when you press [TEST], check that the indicator on the sensor comes on when you press [TEST].

If the indicator does not come on, replace the battery and re-install the sensor if necessary.

If the alarm trips from the [TEST] button but does not trip when you open the door or window:

● Check that the magnet and switch are properly aligned.

● Check the connections to the magnetic switch's terminals.

● Check that the switch inside the battery compartment on the Door/Window Sensor is set correctly (N.O. or N.C.) depending on which type of magnetic switches you are using (N.C. type supplied with the sensors).

● Check that the magnet is not mounted directly on a metal surface (use a plastic or wood spacer).

● Check that the magnet and switch are not too far apart (3/8" apart maximum on wooden surfaces, 3/16" apart maximum on metal surfaces).

If appliances turn off during an alarm:

The system flashes lights by repetitively transmitting All Lights On — All Units Off. Therefore any appliances (connected to Appliance Modules) which were on at the time of the alarm, turn off from the All Units Off code, and stay off.

If you do not want this to happen, set the Appliance Module(s) to a different Housecode from the one you set on the Console.

If you do not hear a beep from the Console when you press [ARM] to install a Remote Control:

Check to see if you can arm the system when the Console is in the RUN mode. If you can, the Remote Control is already installed and no further action is necessary. If not:

1. Check that the Console is set to the INSTALL mode.
2. Press [CODE] on the Remote Control with a pencil, then press [ARM] again.

If you do not hear a beep from the Console when you press [TEST] to install a Door/Window Sensor or Motion Detector:

With the Console in the RUN mode, check that it chimes when you press [TEST] on the sensor/motion detector. If it does, the sensor/motion detector is already installed and no further action is necessary. If not:

1. Check that the Console is set to the INSTALL mode.
2. Press [CODE] on the sensor/motion detector with a pencil, then press [TEST] again.

Note: Doing this when the sensor/ motion detector is already installed, installs it AGAIN into the next zone.

If the battery indicator on the Console is on.

Replace Console's battery. A 9V alkaline battery provides approximately 12 hours of back-up. Replace battery at least once a year.

If a zone indicator is off when a door/window is open or on when a door/window is closed.

Check position of N.0/N.C. switch inside sensor's battery compartment. It should be set to N.C. for type of switches supplied.

There is a slight chance that your system might have received a signal from a neighbor's system. Remove the battery from the sensor for that zone for at least 4 hours. Then re-install the sensor. To do this, press CODE with the point of a pencil, then press TEST.

If you lose your Remote Control:

Re-install your complete system to prevent someone else from using the lost Remote Control.

If the system arms or disarms by itself:

A neighbor may have a compatible system. Re-install the complete system so that it chooses different RF codes.

If red light on remote control stays on during installation:

Press [CODE] then press [ARM]. If it still stays on, remove the battery, wait a few seconds, then replace the battery. Press [CODE] then press [ARM] again.

If red light on sensor/motion detector stays on during installation:

Press [CODE] then press [TEST]. If it still stays on, remove the battery, wait a few seconds, then replace the battery. Press [CODE] then press [TEST] again.

If the "ARMED" indicator is flashing:

This indicates that there has been an intrusion. Also, if a zone indicator is on, this indicates which zone was violated. To turn the zone indicator off, and stop the armed indicator from flashing, press the [LIGHT ON] or [LIGHT OFF] button on the remote control. If a zone indicator is not on, the violated zone will have been one of the second eight zones. Press (BYPASS] to see which zone was tripped.

If the *POWERHORN* does not trip when the alarm trips:

Note: The *POWERHORN* will not start to sound until the lights (connected to Lamp Modules and Wall Switch Modules) have flashed on and off about 5 times.

- Be sure you set the Housecode on the *POWERHORN* to the same letter as the Console.

- Plug the *POWERHORN* into another outlet near the Console.

If the motion detector causes "false alarms":

- All brands of motion detectors sense motion by detecting a change in temperature, therefore do not place the motion near any sources of heat such as over an air conditioning or heating vent.

- Do not place in a direct source of bright light' such as sunlight..

If the Console doesn't dial out:

- Check that you have programmed in a phone number (see page 15).

If the Console doesn't play back any message when the phone is answered:

- Check that you have programmed in a message (see page 15).

If the Motion Detectors arm when you press ARM HOME on the SH624 Remote Control.

- Check that you are using the newer version Motion Detector (SP554A). The older version (SP554) wilt not work with the ARM HOME/ARM AWAY feature of the SH624.

If the Console appears to be "locked-up"

- If the BUSY light is on, you may have just switched the Console from INSTALL to RUN. The Console will then play back the 15 seconds of pre-recorded message. If you don't have the earpiece connected you might think that the Console is locked-up. Just wait for 15 seconds and the BUSY light will go out'

- If the BUSY light is not on but the Console appears to be locked-up you might have just tested the system. When the Console dials out,

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and someone answers the phone and presses any key, the Console is put into the listen mode for 75 seconds. If you immediately call the person back or if they call you, your phone will be busy because the Console remains in the listen mode for 75 seconds, during which time it keeps the phone line busy and may "appear" to be locked up. Just wait for 75 seconds and the Console with be operational again and the phone line will be free.

INTERCOM SYSTEMS

Intercom systems which send voice signals over existing electrical wiring may interfere with the ability to control modules from your supervised security system when the intercom is in use. If the intercom system has its own separate wiring it will not cause a problem.

Note 1: The supervised security system does NOT work with the PR511 Outdoor Motion Detector. The PR511 will control the same lights that the security system controls, but the PR511 will NOT trip the alarm.

Note 2: The ARM button on the Console arms the system in the Delay model only. Use the HT544, KF574 or SH624 Remote Control if you want to arm the system in the instant mode.