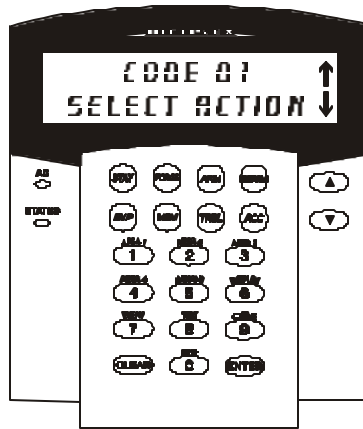


DIGI PLEX™



Digiplex LCD Keypad



DGP-641

User's Manual



P A R A D O X®
SECURITY SYSTEMS

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1.0 INTRODUCTION

Your Security System is an advanced technology security system that will provide you with reliable security protection and powerful features that are easy to use. The elegant and user-friendly LCD Keypad will allow you easy access to your security system's functions and information at the touch of a button. The 32-character LCD screen will display messages and menus to guide you through the system's operations. Your installer can even customize the messages for your home or business.

Since you will communicate your instructions to your system through the keypad, please read this manual carefully and have your installer explain basic system operation.

1.1 LEGEND



Indicates a warning or an important note.



Indicates useful information or tip.

[WORD]

[NUMBER] Indicates information that must be entered on the keypad.

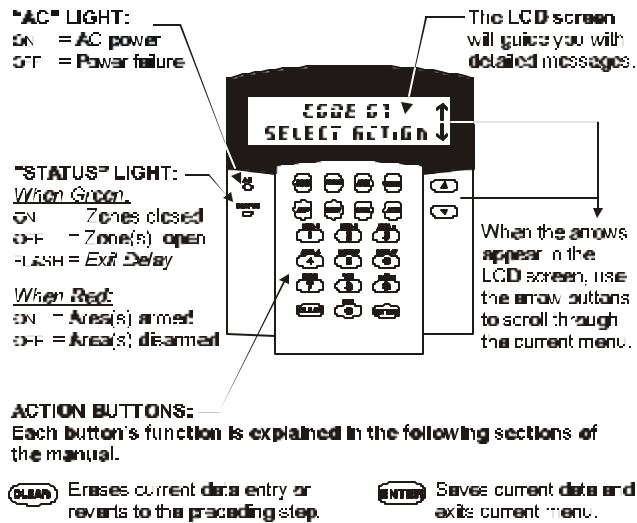
Italics

Indicates references to features, options or sections.

2.0 BASIC OPERATION

Everything you need to know about your security system is clearly displayed on the large LCD screen. The menu and the prompt on the LCD screen provide simple, step-by-step instructions on how to use your system and display what is occurring in your system. The following sections will introduce you to the roles of the buttons, the lights, and messages on your LCD Keypad.

Figure 2-1: Basic Overview



2.1 AUDITORY FEEDBACK (BEEP TONES)

When you enter information on the keypad, the keypad will guide you with beep tones to communicate acceptance or rejection of your entries.

Confirmation Beep: When an operation (i.e. arming/disarming) is successfully entered or when the system switches to a new status/mode, the keypad emits an intermittent beep tone (“BEEP-BEEP-BEEP-BEEP”).

Rejection Beep: When the system reverts to previous status, or when an operation is incorrectly entered, the keypad emits a tone (“BEEEEEEEEEP”).

2.2 KEYPAD INDICATOR LIGHTS

The state of the two colored lights on the keypad (see Figure 2-1 page8) represents a specific condition in your system.

2.3 LCD SCREEN

The LCD (liquid crystal display) is a 32-character screen that communicates messages, instructions, and the status of your system. The backlight, contrast, and scrolling speed are adjustable (see section 7.2). Your installer can customize many of the messages to suit your needs.

2.3.1 Normal Mode

When no actions are being performed on the keypad, the keypad will remain in Normal Mode as shown in Figure 2-2 on page 10 and will automatically display:

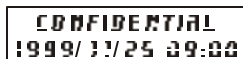
- The current status of the zones for every area the keypad is assigned
- The *Alarm Memory Display* (see section 4.3) if any alarms have occurred
- The *Trouble Display* (see section 6.0) if any troubles are occurring
- The current state of the *Indicator Lights*

Figure 2-2: Normal and Confidential Mode



PARACOX FAMILY
1999/11/25 29:00

In *Normal Mode*, the LCD screen will display "Paracox Family" and the time & date, as well as scroll the system, zone and trouble status for every area to which the keypad is assigned.



CONFIDENTIAL
1999/11/25 29:00

In *Confidential Mode*, the LCD screen will only display "Confidential" and the time & date (as shown). Depending on how your keypad was programmed, *Normal Mode* will only appear once a button is pressed or a *User Access Code* is entered.

2.3.2 Confidential Mode

The installer can program keypads not to display the status of your system automatically by changing the LCD screen to Confidential Mode. In Confidential Mode:

- The zones and status messages will NOT be displayed
- The *Indicator Lights* will not illuminate
- Depending on how your keypad was programmed by the installer, you must either press a button or enter your *User Access Code* to illuminate the *Indicator Lights* and activate *Normal Mode*.

2.4 USER MENU

Once you enter your *User Access Code* and are granted access to the system, the LCD screen will display the *User Menu* as shown in Figure 2-3. From this menu you can access various features and other menus. Depending on the *User Options* programmed on your *User Access Code*, you will have access to some or all of the features and menus in the *User Menu*.




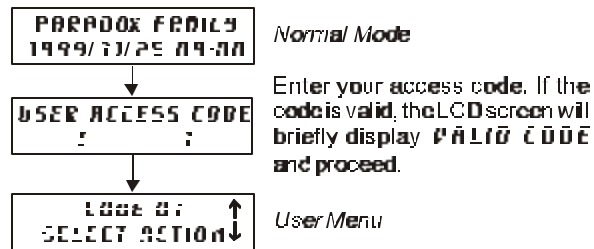

Press the desired *Action Button* (see Figure 2-1, page8), or scroll through the menu by using the  and  buttons on the right of the keypad and press the  button. Once you have completed an action (i.e. arming, disarming, etc.), the LCD screen will return to *Normal Mode*.

Figure 2-3: User Menu



2.4.1 Multiple-action

The Multiple-action feature permits you to complete more than one action after entering the User Menu. If your installer has enabled this feature, the LCD screen will return to the User Menu after each action so you may perform another action without re-entering your *User Access Code*. Press the  button to exit the User Menu.

2.5 PARTITIONED SYSTEM

Your installer can design your system to recognize up to four separate protected areas. A separated system is called a Partitioned System, which can be useful in situations where shared security systems are more practical. For example, a company that has both an office area and a warehouse area can arm and disarm each area separately and control the access to each area. Therefore, one person may have access to only one area, whereas another person may have access to all areas. Access to the areas is determined by the *User Access Code*.

2.6 AREA STATUS DISPLAY

In Area Status Display you will be able to see the status of the areas in a *Partitioned System* (see section 2.5) for the area(s) the keypad is assigned. If your LCD screen is in *Confidential Mode* (see section 2.3.2), you must first press a button or enter your *User Access Code* to activate *Normal Mode* depending on how your keypad is programmed.

How do I see the status of the zones?

1) Enter [ACCESS CODE] then press the button corresponding to the area:



= Area 1



= Area 3



= Area 2



= Area 4

2) Press  to exit.

In Area Status Display the following will scroll on the LCD screen:

- “ready” if all zones in the selected area are closed
- “not ready” if zones in the selected area are open
- open zones within that area
- “Trouble(s)” (see section 6.0) if a trouble has occurred
- “Alarms in Memory” (see section 4.3) if an alarm has occurred

3.0 ARMING

When the system is armed, the alarm system will respond to any breach in the zones according to the zone's programming. For example, if someone opens a window that is armed, the alarm system will trigger the alarm and can alert your Security Company.

3.1 EXIT DELAY TIMER

When you arm the system, it will start the Exit Delay Timer to provide you with enough time to exit the protected area before the system is armed. The *Status Light* will flash green while the time elapses.

The timer can be assigned different time limits and the keypad can be programmed to display the time remaining and/or beep while the time elapses on the timer. Discuss these options with your installer.

3.2 REGULAR ARMING





This method is used for the everyday arming of the system. All zones within the protected area must be closed to arm the system. To check the status of the zones in each area, refer to section 2.6 *Area Status Display*.

How do I Regular Arm the system?

- 1) Enter your **[ACCESS CODE]**.

After Confirmation Beep, "Valid Code" should appear.

- 2) Press the  button.

If you have access to more than one area, press the area's number, press the  button for all areas, or use the  and  buttons and press  when the area you want to arm appears.

After the Confirmation Beep, "Regular Arming" should appear on the LCD screen and the exit delay timer will begin the countdown to arming.



If enabled by the installer, the One-Touch Buttons (section 3.6) or a keyswitch (section 3.7) can also be used to arm the area.

3.3 STAY ARMING

Stay Arming will partially arm your system to permit you to remain in the protected area. Based on your instructions, your installer will program specific zones as Stay Zones. These zones will not arm when you Stay Arm. For example, you can arm your doors and windows at home without arming the motion detectors so you will be protected while you sleep. Only *User Access Codes* with the *Stay and Instant Arm* option enabled can Stay Arm the system. Also, see section 3.8 Auto-Arming for another everyday arming option.

3.3.1 Stay Arming with Delay





Stay Arming with Delay functions like Stay Arming except the installer can program armed zones with an *Entry Delay Timer*. If these zones are accidentally triggered, the timer will start to allow you time to disarm the area(s).

How do I Stay Arm?

- 1) Enter your [ACCESS CODE].

After Confirmation Beep, "Valid Code" should appear.

- 2) Press  button.

If you have access to more than one area, press the area's number, press the  button for all areas, or use the  and  buttons and press  when the area you want to Stay Arm appears.

After the Confirmation Beep, "Stay Arming" should appear on the LCD screen and the exit delay timer will begin.



If enabled by the installer, the One-Touch Buttons (section 3.6) or a keyswitch (section 3.7) can be used to arm the area.

3.4 INSTANT ARMING

This feature is similar to *Stay Arming*. Instant Arming will partially arm your system to permit you to remain in the protected area, but all zones, including the entry/exit point, are changed to instant alarm zones. Therefore, if any armed zone is breached, the alarm will instantly be triggered. Only *User Access Codes* with the *Stay and Instant Arm* option enabled will be able to Instant Arm.

3.4.1 Instant Arming with Delay





Instant Arming with Delay functions like Instant Arming except the installer can program certain armed zones within the protected area(s) with an *Entry Delay Timer*. If these zones are accidentally triggered, the timer will start to allow you enough time to disarm the area(s).

How do I Instant Arm?

- 1) Enter your **[ACCESS CODE]**.

After Confirmation Beep, "Valid Code" should appear.

- 2) Press the  button.

If you have access to more than one area, press the area's number, press the  button for all areas, or use the  and  buttons and press  when the area you want to Instant arm appears.

After the Confirmation Beep, "Instant Arming" will appear briefly on LCD screen and the exit delay timer will begin.



If enabled by the installer, the One-Touch Buttons (section 3.6) or a keyswitch (section 3.7) can also be used to arm the area.

3.5 FORCE ARMING

Force Arming allows you to arm your system when specific zones are open. Certain zones can be programmed by the installer to remain unarmed when you initiate Force Arming. Once the open zone is closed, however, the system will then arm it as well. Only *User Access Codes* with the *Force Arm* option





enabled can Force Arm the system. This feature is commonly used when a motion detector is protecting an area that is occupied by a keypad. During Force arming, the motion detector will remain unarmed until you exit the area that it protects. The system will then arm the motion detector.

How do I Force Arm?

- 1) Enter your **[ACCESS CODE]**.

After Confirmation Beep, "Valid Code" should appear.

- 2) Press the  button.

If you have access to more than one area, press the area's number, press the  button for all areas, or use the  and  buttons and press  when the area you want to Force Arm appears.

After the Confirmation Beep, "Force Arming" will appear briefly on LCD screen and the exit delay timer will begin.



If enabled by the installer, the One-Touch Buttons (section 3.6) or a keyswitch (section 3.7) can also be used to arm the area.

3.6 ONE-TOUCH BUTTONS

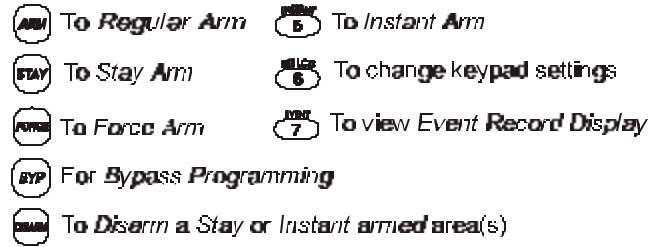
At the touch of a button you can view the *Area Status Display* (see section 2.6) for a *Partitioned System* (see section 2.5).

Press and hold:



Your installer can also program your system to respond to certain features with just a touch of a button. You will then have access to the following features without using your *User Access Code* by pressing and holding the desired button.

Press and hold:



For more information on these features, please refer to their sections.

3.7 KEYSWITCH ARMING

Your installer can add a keyswitch to arm and disarm your system. The keyswitch can be programmed to *Regular*, *Stay*, *Force*, or *Instant Arm*, and *Disarm* a specific area. The keyswitch will also be programmed by the installer to function as a Maintained or Momentary keyswitch.

3.7.1 Maintained Keyswitch

To arm the system, place in the "on" position.

To disarm the system, place in the "off" position.

3.7.2 Momentary Keyswitch

To arm the system, place in the "on" position briefly then place it back in the "off" position. Repeating this process will disarm the system.

3.8 AUTO-ARMING

Your installer can program your system to allow you to arm your system automatically if specific conditions occur.


3.8.1 Timed Auto-Arming


If enabled, you can set the time that an area will arm itself automatically.




How do I set the Auto-Arming timer?

1) Enter your [ACCESS CODE].


After Confirmation Beep, "Valid Code" should appear.

2) Press the  button.

3) Press the  button.

If you have access to more than one area, press the area's number or use the  and  buttons and press the  button when the area you want to program appears on screen.

4) Enter the [TIME] you want the area to be armed according to the 24-hour clock (i.e. 9 a.m. is 09:00 and 9 p.m. is 21:00).

5) Press the  button to save and exit.

3.8.2 No Movement Auto-Arming

Your system can be programmed to send a report to the Security Company and/or arm the system if there is no activity in the area during a specified period of time. Speak to your installer about this feature.

3.9 BYPASS PROGRAMMING

The installer can program certain zones with the bypass option so you can program the system to bypass certain zones when you arm the protected area. When a zone is bypassed, it will remain unarmed once the system is armed. This option may be useful, for example, when renovating part of the protected area.

Bypassed zone(s) will be kept in memory until the area is armed. Once the area is disarmed, the system will unbypass the zones.

To bypass a zone:






- The zone must have the Bypass option programmed by the installer.
- Your *User Access Code* must be programmed to enable the Bypass option.
- Your *User Access Code* must have access to the zone's *Area Assignment*.



Fire Zones cannot be bypassed.

3.9.1 Zone Bypass




How do I bypass a zone?

- 1) Enter your [ACCESS CODE].
After Confirmation Beep, "Valid Code" should appear.
- 2) Press the  button.
- 3) Enter the zone number or use the  and  buttons and press  once the zone you want to bypass appears.
If "zone bypassed" does not appear on the screen and the keypad emits the Rejection Beep, the zone may not have the bypass feature enabled.
- 4) Press the  button to exit.

3.9.2 Bypass Recall





Bypass Recall reinstates all the zones that were bypassed the last time the system was armed.

How do I activate Bypass Recall?

- 1) Enter your [ACCESS CODE].
After Confirmation Beep, "Valid Code" should appear.
- 2) Press the  button.
- 3) Press the  button.
Zones bypassed during the last time the system was armed are bypassed.
- 4) Press the  button to exit.



If you have a *Partitioned System*, only the zones in the area(s) assigned to your *User Access Code* will be affected.

Use the  and  buttons if you want to verify which zones were bypassed the last time the system was armed after you press the  button (Step 3). "Bypassed" or "Zone Normal" will appear below the zones. If you want to unby pass a zone or vice versa, press the  button.

4.0 DISARMING

When the system is disarmed, the alarm system deactivates the zones so the alarm will not be triggered if zones are breached. Any user can disarm the system unless their code has been assigned the *Arm Only* option.

4.1 ENTRY DELAY TIMER

Your installer will program designated entry points (i.e. the front door) with an entry delay. This delay will allow you enough time to enter your code to disarm the system before the alarm is triggered.

4.2 DISARMING AN ARMED SYSTEM

You can only disarm the area to which your *User Access Code* is assigned. *User Access Codes* with the *Arm Only* option cannot disarm area(s).

How do I disarm the system?



If you are disarming a *Stay* or *Instant Armed* area, go to step 2.

1) Enter through a designated entry.

The keypad will beep and begin the Entry Delay Timer.

2) Enter your **[ACCESS CODE]**.

3) Press the  button.

If you have access to more than one area, press the area's number, press the  button for all areas, or scroll and press  when the area you want to disarm appears.

After Confirmation Beep, "Success Disarm" should appear on LCD screen.



If enabled by the installer, a One-Touch Button (section 3.6) or a keyswitch (section 3.7) can also be used to disarm the area.

How do I disarm an accidentally triggered system?

1) Enter your **[ACCESS CODE]**.

2) Call your Security Company quickly to advise them of the false alarm.

4.3 ALARM MEMORY DISPLAY



Your system will record all the alarms that occurred during the last armed period. If an alarm was triggered, the keypad will display "Alarms in Memory".



In case of a burglar alarm, leave the premises and call your Security Company from a safe place.

How do I view the list of the alarms that occurred?

When an alarm has occurred, the LCD screen will display "Alarms in Memory [MEM] to View".

- 1) Press the  button.
Each zone whose alarm was triggered will appear below "Alarm in:".
- 2) Press the  button to exit the Alarm Memory Display.



The zones in alarm will remain in the Alarm Memory until the next time that area is armed.

5.0 ACCESS CODES

Access Codes allow access the system. These codes can be programmed to permit access to all or some features and areas. The installer will program User Access Codes to be four digits, six digits, or variable from one to six digits in length. Each digit can be any value between zero and nine. If the installer programmed your system to accept a variable code length, you may have to press the **ENTER** button after entering their User Access Code. Only the System Master Code cannot be less than 4 digits.

5.1 KEYPAD LOCK-OUT

If a consecutive number of invalid codes are entered on the keypad, the installer can program the system to lock-out access from the keypad for a specified period of time.




5.2 ERASING ACCESS CODES

To delete existing Access Codes, follow the directions in Figure 5-2 on page30, but press the **CLEAR** button in Steps 5, 6, and 7. Once the information is erased, press the **ENTER** button to save and exit.

5.3 SYSTEM MASTER CODE (Default 123456)

The System Master Code will give you access to all the features available on your system as well as the ability to add, modify, or delete any User Access Codes. We suggest that you change this code to prevent others from accessing and changing your options without authorization.

How do I change the System Master Code?

- 1) Enter the current **[SYSTEM MASTER CODE]**.
After Confirmation Beep, "Valid Code" should appear.
- 2) Press the  button.
- 3) Press the  button.
"User code [] Enter a number" should appear on LCD screen.
- 4) Enter the numbers **[0]** and **[1]**.
- 5) Enter a **[NEW CODE]**.
- 6) Press the  button to exit.

5.4 USER ACCESS CODES

Your system supports up to 95 User Access Codes. Codes are given a User Number between 02 and 96 (User Number 01 is the System Master Code). User Access Codes can be programmed with various options that will allow you to control the access to your system. The *System Master Code* and codes with the *Master* feature can program User Access Codes with their User Options and Area Assignment.

If the keypad emits a Rejection Beep once you have completed all the steps, you may have chosen an existing User Code or the Master code used to modify or create the code does not have access to the User Options or Area Assignment programmed.

You grant users access to the features or areas by turning ON or OFF the number corresponding to the option or area. The option is considered ON when the number appears within the brackets. You turn options ON and OFF by pressing the number buttons on the keypad (see example Figure 5-1).

Figure 5-1: Example of Activating Options






| | |
|---|--|
|  | All options are OFF. The user does not have access to the options. Press the  button. |
|  | Option 4 is ON. The user now has access to option 4. Press the  button again. |
|  | Option 4 is now OFF. The user no longer has access to option 4. |

Figure 5-2: Programming User Access Codes

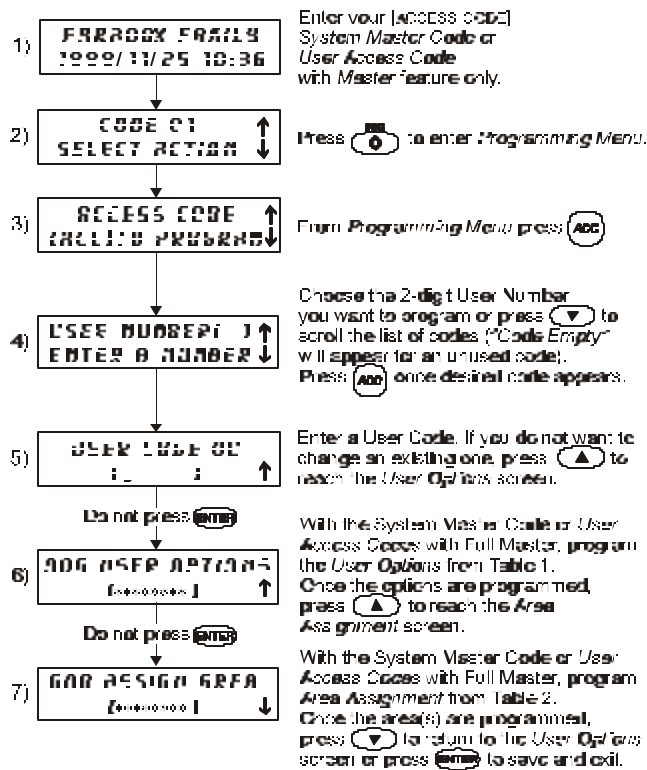












Table 1: User Options

Options on the User Access Codes that activate access to features.

| Press option on/off | Option Description |
|---|--|
|  off  off | Master feature disabled. |
|  on  off | Master feature enabled. Modifies User Code only. |
|  on  on | Full Master feature enabled. Create or modify other User Codes, User Options, and Area Assignment according to its own User Options and Area Assignment. |
|  off | Duress feature disabled. |
|  on | Duress feature enabled. Can arm, disarm, and send a silent alarm to the Security Company. For use when someone forces you to arm or disarm areas. |
|  off | Bypass feature disabled. |
|  on | Bypass feature enabled. Can deactivate zones using the Bypass feature |













| Press option on/off | Option Description |
|---|--|
|  off | Arm Only feature disabled. |
|  on | Arm Only feature enabled. Can arm assigned areas, but CANNOT disarm. |
|  off | Stay & Instant Arm feature disabled. |
|  on | Stay & Instant Arm feature enabled. Can Stay or Instant Arm the system |
|  off | Force Arm feature disabled. |
|  on | Force Arm feature enabled. Can Force Arm the system. |
|  off | User Access Code obeys the keypad's area assignment in a Partitioned System. When you enter your User Access Code, the keypad will permit access only to areas it controls. |
|  on | Keypad obeys the User Access Code's area assignment. The keypad will permit access to all the areas assigned to the User Access Code regardless which areas the keypad controls. |

Table 2: Area Assignment

In a *Partitioned System* the system can be divided into four distinct protected areas. Programming access to a specific area or areas is called Area Assignment. User Access Codes are only able to perform actions (arming, disarming, etc.) in the area(s) the code is assigned.

| Press button on/off | Area Assignment |
|--|---|
|  on | Access to Area 1 |
|  on | Access to Area 2 |
|  on | Access to Area 3 |
|  on | Access to Area 4 |
| All four buttons off | Controls PGMs only (if PGMs are programmed by the installer). |



When the area's number is OFF, the User Access Code does not have access to that protected area.

6.0 TROUBLE DISPLAY




If your system is tampered with or experiences problems, the Trouble Display will appear on the LCD screen. Most of the trouble conditions can be programmed by your installer to be reported directly to your Security Company. A keypad will only display troubles that occur in the area(s) to which it has been assigned.

Potential troubles have been sorted into eight groups. The messages that the LCD screen will display after experiencing the trouble are listed below with a brief explanation of the cause.



We strongly suggest that you inform your Security Company of the trouble and allow them to service your system.

How do I view the Trouble Display?

- 1) When in *Normal Mode* (see section 2.3.1) and “*Trouble(s) [TRBL] to View*” appears on the LCD screen.
- 2) Press the  button.
The Group heading will appear with the particular trouble causing the problem. The Troubles by Group are listed below.
- 3) Use the  and  buttons to view the specific trouble.

If your keypad is in *Confidential Mode* (see section 2.3.2) “*Troubles [TRBL] to View*” will not appear on the LCD screen until you enter your *User Access Code* or press a button, depending on how your keypad was programmed.

6.0.1 Group 1: System

AC Failure

The control panel has detected a power failure. This means that your system is running on the back-up battery. This trouble can be programmed not to appear on the LCD screen when it occurs. The *AC Light* on your keypad will be turned off during a power failure. If this trouble occurs when your establishment is not experiencing a power failure, call your Security Company for repairs.

Battery Trouble

The back-up battery is disconnected, needs to be recharged, or replaced.

AUX Current Limit

Devices connected to the control panel have exceeded current limits. The Auxiliary Output will shutdown until the trouble has been rectified.

Bell Current Limit

The bell or siren connected to the control panel has exceeded current limits. The Bell/Siren Output will be shutdown until the trouble is rectified.

Bell Absent

The control panel has detected that the bell or siren is not connected.

ROM check Error

The control panel registers a memory error.

6.0.2 Group 2: Communicator

TLM (Telephone Line Monitor)

The control panel is unable to access the telephone line.

Fail to Communicate 1

Fail to Communicate 2

Fail to Communicate 3

Fail to Communicate 4

The control panel has tried all assigned telephone numbers and has failed to communicate with the Security Company.

Fail to Communicate PC

The control panel is unable to communicate with the Security Company's diagnostic software.

6.0.3 Group 3: Modules Trouble

Module Tamper

The control panel registers that someone has triggered the tamper switch on a module.

ROM Check Error

The control panel registers a memory error in a module.

TLM Trouble

A module is unable to access the telephone line.

Fail to Communicate

A module has failed to communicate with the Security Company.

Printer Trouble

The control panel registers a problem with the printer. Check printer for problems (paper jam, no paper, no power, etc.) before calling installer.

AC Failure

Module power failure.

Battery Failure

Module's battery is disconnected, needs to be recharged, or replaced.

Supply Output

Module has exceeded current limits.

6.0.4 Group 4: Bus Troubles**Missing Keypad**

A keypad is no longer communicating with the control panel.

Missing Module

A device no longer communicating with the control panel.

Safety Mismatch

A locked module is installed on the bus and its locking code does not match that of the control panel. System cannot be armed.

General Failure

No communication between devices and the control panel.

Bus Overload

Too many devices are connected on the Bus.

Bus Communication Error

The Bus is having difficulty communicating with the devices and the control panel.

6.0.5 Group 5: Zone Tamper

The zone or zones that were tampered with will be displayed on the LCD screen.


6.0.6 Group 6: Zone Low Battery

If a wireless device's battery needs to be replaced, the zone that it is assigned to will be displayed on the LCD screen. Also, the light on the device will flash to indicate this trouble.


6.0.7 Group 7: Zone Fault

A wireless device is no longer communicating with its receiver or a Fire Loop connection trouble is occurring.




6.0.8 Group 8: Clock Loss

The time and date have been reset to the default. This is the only trouble that we recommend that you correct. "Clock Loss [8] to Set" will appear on the LCD screen after you press the  button.



To correct the date and time from *Normal Mode*, enter your [ACCESS CODE], press the  button, then follow the instructions below.

How do I reset the time and date?

- 1) Press the  button.
- 2) To change the time, place the underline under the desired number by using the  button and enter the hour and minutes according to the 24-hour clock (i.e. 9pm is 21:00).
- 3) To change the date, place the underline under the desired number and enter the correct date according to year/month/day.
- 4) Press the  button to exit.

6.1 EVENT RECORD DISPLAY

The Event Record Display will record the user-initiated actions that occurred in your system as well as any alarms or troubles. For example, when a valid code is entered, the *User Access Code* and the action taken (arm, disarm, etc.) is recorded.

You have the choice to view the events in all the areas assigned to your *User Access Code* or by individual area. In either case the most recent event is displayed first (see Figure 6-1).




You will only be able to view the events that occurred in the areas assigned to your *User Access Code*.


How do I view the Event Record?


1) Enter your [ACCESS CODE].


2) Press the  button.


3) To view events:


Press the  button for all areas

Press the  button for only the First Area

Press the  button for only the Second Area

Press the  button for only the Third Area

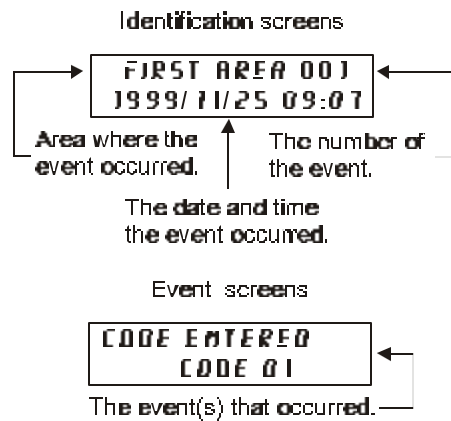
Press the  button for only the Fourth Area

4) Use the  button to view subsequent events.

5) Press the  button to exit.

Once you have entered the Event Record Display, you can change the order that the Event Record screens (see Figure 6-1) appear by pressing the **7** button. If you already know the number of the event you want to view, press the **MEM** button and then enter the event's number.

Figure 6-1: Event Record screens



Messages like "First Area" and "Code 01" shown in Figure 6-1 are pre-programmed messages that your installer may have customized to suit your system. For example, "First Area" could be replaced by "Warehouse". The *Number of the Event* may cut off the last few letters of these custom messages. For example, "Warehouse" may appear as "Wareh001".

7.0 ADDITIONAL FEATURES

7.1 PROGRAMMABLE OUTPUTS (PGMs)

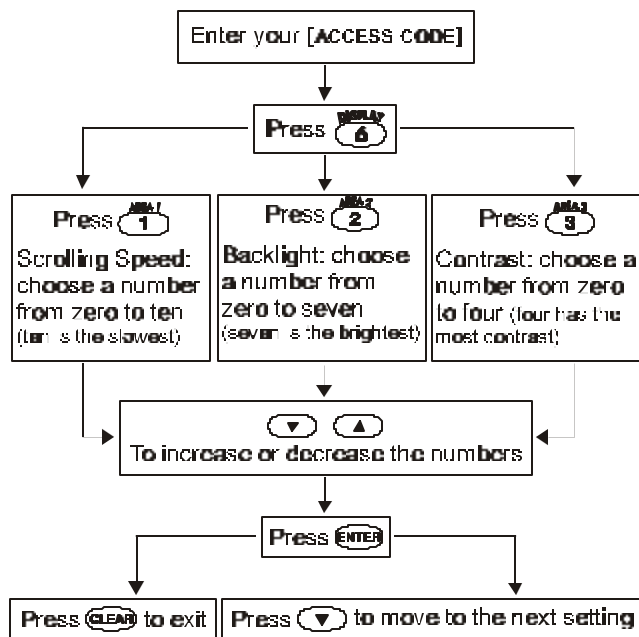
Your system includes five programmable outputs (PGMs) that can be programmed by your installer. A PGM triggers when a predetermined event or series of events occurs in your system. The PGMs can be programmed to reset smoke alarms, turn on light switches, open or close garage doors and much more. Ask your installer about this useful feature.

7.2 KEYPAD SETTINGS

You can modify the keypad settings to suit your needs (see Figure 7-1).

- 1) Scrolling Speed is how long the messages stay on the screen before moving to the next message.
- 2) Backlight refers to the illumination behind the buttons and LCD screen.
- 3) Contrast refers to how dark or pale characters on the screen will appear.





Figure 7-1: Modifying LCD screen settings



7.3 SET TIME & DATE

If the wrong time and /or date are displayed on the *Normal Mode* screen, you can reset them.

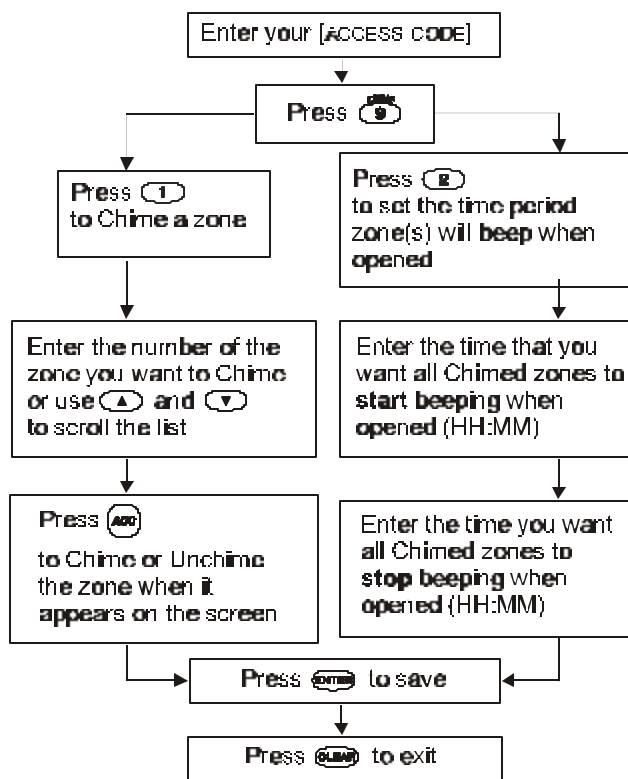
How do I reset the time and date?

- 1) Enter your [ACCESS CODE] and press the  button
- 2) Press the  button.
- 3) To change the time, place the underline under the number you want to change by using the  button and enter the hour and minutes according to a 24-hour clock (i.e. 9 a.m. is 09:00 and 9 p.m. is 21:00).
- 4) To change the date, place the underline under the number you want to change and enter the correct date according to year/month/day.
- 5) Press the  button to exit.

7.4 PROGRAMMING CHIME ZONES

You can program the keypads to emit a rapid, intermittent beep whenever designated zones are opened or only when opened between certain hours. These zones are referred to as Chime Zones. Your installer can program your Chimed zones to also beep upon closure.



Figure 7-2: Programming Chime Zones





7.5 PANIC ALARMS

Your system can be programmed to send an alarm to your Security Company to request help from the police, a medical facility, the fire department, or anyone you wish when you press a pre-determined combination of buttons. Ask your installer about programming these features in your system.



Emergency Panic

Press & hold the  and  buttons simultaneously for two seconds to generate an alarm. The alarm can be programmed by the installer to be either silent or audible according to your preference.

Auxiliary Panic

Press & hold the  and  buttons simultaneously for two seconds to generate an alarm. The alarm can be programmed by the installer to be either silent or audible according to your preference.






Fire Panic

Press & hold the  and  buttons simultaneously for two seconds to generate an alarm. The alarm can be programmed by the installer to be either silent or audible according to your preference.

7.6 QUICK FUNCTION BUTTONS

You will only need to use the Quick Function Buttons upon your installer or Security Company's request. Only the *System Master Code* or *User Access Codes* with the *Master* feature enabled will be able to access these functions.

How do I access the Quick Function Buttons?

- 1) Enter your [ACCESS CODE]
- 2) Press the  button.
- 3) Press one of the following for the system to:
 -  button: **send** a test report to the Security Company
 -  button: **call** the diagnostic software.
 -  button: **answer** the diagnostic software.
 -  button: **cancel** communication with the diagnostic software .

7.7 ACCESS CONTROL

The Access Control feature is an option that can be used with the Alarm system. This feature will allow you to monitor and control the access to designated doors. If Access Control is enabled in your system, refer to the *Access Control User's Manual* for more details.

8.0 FIRE AND BURGLAR ALARMS

8.1 STANDARD FIRE ZONE

During a fire alarm, the bell/siren emits an intermittent sound (BEEP-BEEP-BEEP) until silenced or reset. If the zone is a Standard Fire Zone, the system can immediately send an alert to your Security Company.

How do I disarm a false alarm?

- 1) Enter your [ACCESS CODE] on the keypad.
- 2) Call your Security Company quickly to advise them of the false alarm.



The Fire Zone may reset itself once the problem has cleared. If it does not, simultaneously press and hold the **CLEAR** and **ENTER** buttons for two seconds.



8.2 DELAYED FIRE ZONE

During a fire alarm, the bell/siren will emit an intermittent sound (BEEP-BEEP-BEEP) until silenced or reset. If the zone is a Delayed Fire Zone, there is an automatic delay before the system contacts the Security Company (see Figure 8-1). This will prevent unnecessary reporting of false alarms.



If you are unable to cancel the fire alarm, the system will send an alert. Call your Security Company to advise them of the false alarm.

What do I do if the fire alarm is accidentally triggered?

- 1) Press the  button within 30 seconds of the alarm.
- 2) Clear the problem from the area.
- 3) If problem remains after 90 seconds, the alarm will sound again. Press  again.
The system will delay reporting the alert for another 30 seconds.





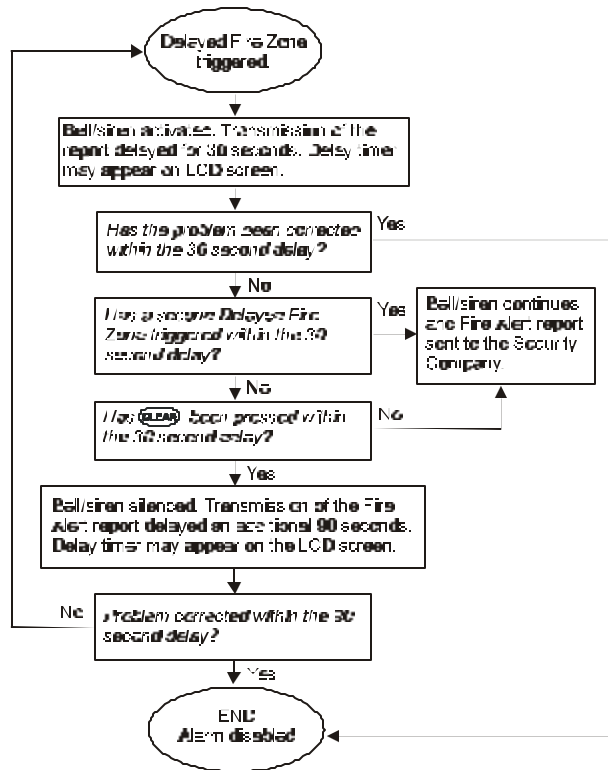
The Fire Zone may reset itself once the smoke has cleared. If it does not, simultaneously press and hold the  and  buttons for two seconds or speak to your installer.

Figure 8-1: Delayed Fire Zone



8.3 FIRE SAFETY TIPS

How should you prepare in case of a fire in your home or business?

- 1) Remind everyone to escape first, then call for help.
- 2) Develop a fire escape plan and designate a meeting place outside.
- 3) Practice the escape plan frequently.
- 4) Plan two ways to escape from every room, if possible.
- 5) Practice feeling the way out with eyes closed.
- 6) Tell everyone **never** to stand up during a fire, always crawl under the smoke and keep mouths covered.
- 7) Instruct everyone never to return to a burning building for any reason; it may cost them their life.
- 8) Check smoke alarms regularly; working smoke alarms dramatically increase everyone's chances of surviving a fire.

8.4 MINIMIZING HOME FIRE HAZARDS

How can you avoid the three most common causes of fires at home?

- 1) Never leave cooking food unattended. It's also the leading cause of fire injuries. Cooking fires often result from unattended cooking and human error, rather than mechanical failure.
- 2) Stay alert when smoking. Careless smoking is the leading cause of fire deaths. Smoke detectors and smolder-resistant bedding and upholstered furniture are significant fire deterrents.
- 3) Maintain your heating system. Heating is the second leading cause of residential fires. However, heating fires are a larger problem in single family homes than in apartments. Unlike apartments, the heating systems in single family homes are often not professionally maintained.

8.5 HOME FIRE WARNING SYSTEM

Household fires are especially dangerous at night. Fires produce smoke and deadly gases that can overcome occupants while they sleep. To warn against fire, smoke detectors should be installed outside each separate sleeping area in the immediate vicinity of the bedrooms and on each additional story of the family living unit, including basements.

8.6 BURGLAR ALARM

If your armed system is breached, the burglar alarm devices specific to your system will be triggered. If your keypad is in *Normal Mode*:

- The *Status Light* may flash red
- “*In Alarm*” will appear on LCD screen.
- Bell or siren may be activated



In case of a burglar alarm, leave the premises and call the police station from a safe place.

9.0 TESTING AND MAINTENANCE

9.1 BURGLAR ALARM TESTING

Two people are needed to complete this test. One person will watch the LCD screen on the keypad while the other person walks around the protected area and open the zones (i.e. open the doors and window that are protected, walk in the path of the motion detectors, etc.). The LCD screen will display the opened zones. If a zone does not register, contact your installer. Your installer will provide details on the best way to test your system.

9.2 FIRE ALARM TESTING

Do NOT use an open flame or burning materials to test your fire detection devices. Your installer will provide details on the best way to test your system.


9.3 SYSTEM MAINTENANCE

Under normal use your system requires no maintenance other than regular testing. We recommend that your installer change the battery every three years.

9.4 SYSTEM TEST

Speak to your installer before conducting a system test since the system must be programmed to respond to the test instructions. It is normally recommended that you conduct the system test once a week, but contact your installer for instructions concerning your particular system.

How do I conduct the system test?

- 1) Call Security Company to advise them that you are testing the system.
- 2) Enter your **[ACCESS CODE]**.
- 3) Press the  button.

The system will test all its connections and can send a report to your Security Company. If the system detects a problem, the *Trouble Display* will show on the LCD screen (see section 6.0). Call your installer for repairs.

10.0 SYSTEM CHECKLIST

Important: Keep this information in a secure location.

10.1 ZONE DESCRIPTION

Is this a Partitioned System? Yes No

Area 1 = _____

Area 2 = _____

Area 3 = _____

Area 4 = _____

Place a ✓ indicate the options and area(s) enabled for that zone (if any).

| Zone # and Description | Area | | | | Byp | Stay | Force | 24Hr/ Fire | Entry Delay |
|------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|----------------|
| | 1 | 2 | 3 | 4 | | | | | |
| 01: _____ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | _____ |
| 02: _____ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | _____ |
| 03: _____ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | _____ |
| 04: _____ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | _____ |
| 05: _____ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | _____ |
| 06: _____ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | _____ |
| 07: _____ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | _____ |
| 08: _____ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | _____ |

| Zone # and Description | Area | | | | Byp | Stay | Force | 24Hr/ Fire | Entry Delay |
|---------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|----------------|
| | 1 | 2 | 3 | 4 | | | | | |
| 09: _____ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | ____ |
| 10: _____ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | ____ |
| 11: _____ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | ____ |
| 12: _____ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | ____ |
| 13: _____ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | ____ |
| 14: _____ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | ____ |
| 15: _____ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | ____ |
| 16: _____ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | ____ |
| 17: _____ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | ____ |
| 18: _____ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | ____ |
| 19: _____ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | ____ |
| 20: _____ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | ____ |
| 21: _____ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | ____ |
| 22: _____ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | ____ |
| 23: _____ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | ____ |
| 24: _____ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | ____ |
| 25: _____ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | ____ |
| 26: _____ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | ____ |
| 27: _____ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | ____ |
| 28: _____ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | ____ |

| Zone # and Description | Area | | | | Byp | Stay | Force | 24Hr/ Fire | Entry Delay |
|---------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|----------------|
| | 1 | 2 | 3 | 4 | | | | | |
| 29: _____ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | ____ |
| 30: _____ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | ____ |
| 31: _____ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | ____ |
| 32: _____ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | ____ |
| 33: _____ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | ____ |
| 34: _____ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | ____ |
| 35: _____ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | ____ |
| 36: _____ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | ____ |
| 37: _____ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | ____ |
| 38: _____ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | ____ |
| 39: _____ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | ____ |
| 40: _____ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | ____ |
| 41: _____ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | ____ |
| 42: _____ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | ____ |
| 43: _____ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | ____ |
| 44: _____ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | ____ |
| 45: _____ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | ____ |
| 46: _____ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | ____ |
| 47: _____ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | ____ |
| 48: _____ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | ____ |

Exit Delay:

Area 1 is _____ seconds.

Area 2 is _____ seconds.

Area 3 is _____ seconds.

Area 4 is _____ seconds.

The entry delays appear in the *Zone Description* table.

10.2 ACCESS CODES

For security reasons, write only the user's name and not his or her access code. Place a ✓ in the squares to identify which options are enabled.



If your system has the Access Control feature enabled, do not complete this table. Use the Access Code table in the Access Control User's Manual.

4-Digit Codes 6-Digit Codes 1 to 6 Digit Codes

| User # & Name | Master | Full Master | Duress Byp | | Arm Only | Stay | Force | Keypad obeys code | Area | | | |
|--------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|------|-----|---|---|
| | | | [1] | [2] | | | | | [3] | [4] | 1 | 2 |
| | | [1] [2] | [3] | [4] | [5] | [6] | [7] | [8] | 1 | 2 | 3 | 4 |
| System Master Code | | ✓ | | ✓ | | ✓ | ✓ | ✓ | 1 | 2 | 3 | 4 |
| 02: _____ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | | | | |
| 03: _____ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | | | | |
| 04: _____ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | | | | |
| 05: _____ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | | | | |
| 06: _____ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | | | | |

| User # & Name | Master | Full Master | Duress Byp | | Arm Only | Stay | Force | Keypad obeys code | Area | | | |
|------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|------|---|---|---|
| | [1] | [1] [2] | [3] | [4] | [5] | [6] | [7] | [8] | 1 | 2 | 3 | 4 |
| 07: _____ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | | | | |
| 08: _____ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | | | | |
| 09: _____ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | | | | |
| 10: _____ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | | | | |
| 11: _____ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | | | | |
| 12: _____ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | | | | |
| 13: _____ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | | | | |
| 14: _____ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | | | | |
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| 16: _____ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | | | | |
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| 18: _____ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | | | | |
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| User # & Name | Master | Full Master | | Duress Byp | | Arm Only | Stay | Force | Keypad obeys code | Area | | | |
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| | | [1] | [1] [2] | [3] | [4] | [5] | [6] | [7] | | [8] | 1 | 2 | 3 |
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| User # & Name | Master | Full Master | Duress Byp | | Arm Only | Stay | Force | Keypad obeys code | Area | | | | | | | | | | |
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| | | | [1] | [2] | | | | | [3] | [4] | [5] | [6] | [7] | [8] | 1 | 2 | 3 | 4 | |
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| User # & Name | Master | Full Master | | Duress Byp | | Arm Only | Stay | Force | Keypad obeys code | Area | | | | | | | | | |
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| | | [1] | [2] | [3] | [4] | | | | | [5] | [6] | [7] | [8] | 1 | 2 | 3 | 4 | | |
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| | | | [1] | [2] | | | | | [3] | [4] | [5] | [6] | [7] | [8] | 1 | 2 | 3 | 4 | |
| 79: _____ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| 80: _____ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| 81: _____ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| 82: _____ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| 83: _____ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| 84: _____ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| 85: _____ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| 86: _____ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| 87: _____ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| 88: _____ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| 89: _____ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| 90: _____ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| 91: _____ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| 92: _____ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| 93: _____ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| 94: _____ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| 95: _____ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| 96: _____ | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

10.3 SPECIAL BUTTONS AND FEATURES







One-Touch Buttons:

Place a ✓ if the One-Touch Button is activated.

- | | |
|--|---|
| <input type="checkbox"/>  Stay Arm | <input type="checkbox"/>  Bypass Programming |
| <input type="checkbox"/>  Force Arm | <input type="checkbox"/>  Instant Arm |
| <input type="checkbox"/>  Regular Arm | <input checked="" type="checkbox"/>  Keypad Settings |
| <input type="checkbox"/>  Disarm Stay/Instant Arm | <input type="checkbox"/>  Event Record Display |

Panic Alarms:

Place a ✓ if the Panic Button is activated and if alarm is silent or audible.

- | | | |
|---|---------------------------------|----------------------------------|
| <input type="checkbox"/>  &  Emergency or _____ | <input type="checkbox"/> Silent | <input type="checkbox"/> Audible |
| <input type="checkbox"/>  &  Auxiliary or _____ | <input type="checkbox"/> Silent | <input type="checkbox"/> Audible |
| <input type="checkbox"/>  &  Fire or _____ | <input type="checkbox"/> Silent | <input type="checkbox"/> Audible |

PGMs:

| PGM | When this occurs: | This is activated: |
|-----|-------------------|--------------------|
| 1 | _____ | _____ |
| 2 | _____ | _____ |
| 3 | _____ | _____ |
| 4 | _____ | _____ |
| 5 | _____ | _____ |

10.4 OTHER INFORMATION

Installed By: _____ Date: _____

Service provided by: _____ Tel: _____

Monitoring Station: _____ Tel: _____

Your account number is: _____

Alarm transformer location: _____ on circuit #: _____

Location of Telephone Connections: _____

Warranty

The Seller warrants its products to be free from defects in materials and workmanship under normal use for a period of one year (except as indicated otherwise). Except as specifically stated herein, all express or implied warranties whatsoever, statutory or otherwise, including without limitation, any implied warranty of merchantability and fitness for a particular purpose, are expressly excluded. Because Seller does not install or connect the products and because the products may be used in conjunction with products not manufactured by Seller, Seller cannot guarantee the performance of the security system. Seller obligation and liability under this warranty is expressly limited to repairing or replacing, at Seller's option, any product not meeting the specifications. In no event shall the Seller be liable to the buyer or any other person for any loss or damages whether direct or indirect or consequential or incidental, including without limitation, any damages for lost profits, stolen goods, or claims by any other party caused by defective goods or otherwise arising from the improper, incorrect or otherwise faulty installation or use of the merchandise sold.

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