

**Honeywell**

**VISTA-128BPT/  
VISTA-250BPT/  
VISTA-128BPTSIA**

**Commercial Burglary  
Partitioned Security System  
With Scheduling**

**User Guide**

# IMPORTANT!

## RECOMMENDATIONS FOR PROPER INTRUSION PROTECTION

For proper intrusion coverage, sensors should be located at every possible point of entry to a home or commercial premises. This would include any skylights that may be present, and the upper windows in a multi-level building.

In addition, we recommend that radio backup be used in a security system so that alarm signals can still be sent to the alarm monitoring station in the event that the telephone lines are out of order (alarm signals are normally sent over the phone lines, if connected to an alarm monitoring station).

## EARLY WARNING FIRE DETECTION

Early warning fire detection is important in a home. Smoke and heat detectors have played a key role in reducing fire deaths in the United States. With regard to the number and placement of smoke/heat detectors, we subscribe to the recommendations contained in the National Fire Protection Association's National Fire Alarm Code (NFPA 72).

## SYSTEM COMPATIBILITY NOTICE

Your Honeywell security system is designed for use with devices manufactured or approved by Honeywell for use with your security system. Your Honeywell security system is not designed for use with any device that may be attached to your security system's keypad or other communicating bus if Honeywell has not approved such device for use with your security system. Use of any such unauthorized device may cause damage or compromise the performance of your security system and affect the validity of your Honeywell limited warranty. When you purchase devices that have been manufactured or approved by Honeywell, you acquire the assurance that these devices have been thoroughly tested to ensure optimum performance when used with your Honeywell security system.

## About This Manual

This manual is a step-by-step guide that will acquaint you with the system's features and benefits. It defines the components and their functions, describes their operation, and provides clear step-by-step instructions for normal and emergency procedures. Keep this manual in a convenient place so that you can refer to it as necessary.

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# Section 1: System Overview

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## General

Your Honeywell security system consists of a main control, at least one keypad, and various sensors strategically positioned throughout the premises. The system offers you three forms of protection: burglary, fire and emergency. The keypad provides full control of system operation.

The system uses microcomputer technology to monitor all protection zones (doors, windows, smoke alarms, etc.) and system status. It provides appropriate information for display on the keypad(s) used with the system, and initiates appropriate alarms. Your system may also have been programmed to automatically transmit alarm or status messages over the phone lines or cellular or IP communicator to a central alarm monitoring station.

This manual is designed to help you become comfortable operating your system. Each function is explained in step-by-step detail. We recommend you read the **SYSTEM OVERVIEW** section to become familiar with the terminology and the basic features of the system.

### NOTES:

- If you have a Graphic/Touch-Screen Keypad connected to your system, refer to the Graphic/Touch-Screen Keypad User Guide for operating instructions.
- All references in this manual for number of zones, number of user codes, number of access cards, and the event log capacity, use the VISTA-250BPT's features.
- The following table lists the differences between the VISTA-128BPT/VISTA-128BPTSIA and the VISTA-250BPT control panels. Additionally, only the VISTA-128BPT/VISTA-128BPTSIA supports the capability to have a device duplicate keypad sounds at a remote location. All other features are identical for both panels.

Feature	VISTA-128BPT/VISTA-128BPTSIA	VISTA-250BPT
Number of Zones	128	250
Number of User Codes	150	250
Number of Access Cards	250	500
Event Log Capacity	512	1000
VistaKey Modules	8	15

## System Overview (cont'd)

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### A Partitioned System

Simply stated, a partitioned system shares one physical alarm system among different users, each with their own requirements. For the most part, you as a user need not know about other users and their structure in the system, but from time to time, you may see display messages that indicate the system is in use by another user. Do not be concerned, this is normal. Refer to the ACCESSING OTHER PARTITIONS section for additional information.

### Zones

Your system's sensing devices have been assigned to various "zones." For example, the sensing device on your Entry/Exit door may have been assigned to zone 001, sensing devices on windows in the master bedroom to zone 002, and so on. These numbers will appear on the display, along with an alpha descriptor for that zone (if programmed), when a fault, alarm or trouble condition occurs.

### Fire Protection

The fire protection portion of your security system (if used) is always on and will sound an alarm if a fire condition is detected. Refer to the FIRE ALARM SYSTEM section for important information concerning fire protection, smoke detectors and planning emergency exit routes from your house.

### Carbon Monoxide Protection

Carbon monoxide (CO) protection is available with your system using the 5800CO Carbon Monoxide Detector. The 5800CO is a 3V battery powered wireless Carbon Monoxide Detector used with wireless alarm systems that support 5800 series devices. Carbon monoxide gas is a highly poisonous gas which is released when fuels are burned. It is invisible, has no smell and is therefore impossible to detect with the human senses. We strongly suggest installing Carbon monoxide protection with your system.

### Alarms

When an alarm occurs, both the keypad and external sounders will sound, and the keypad will display the zone(s) causing the alarm. If your system is connected to a central monitoring station, an alarm message will also be sent. To stop the alarm sounding, simply disarm the system.

The Swinger Suppression feature of your system limits the number of times a non-fire zone locally annunciates and transmits an alarm report to the central station. Ask your installer if this feature has been programmed.

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## System Overview (cont'd)

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### False Alarm Prevention Features

#### Cross Zoning and Swinger Suppression

**Cross Zoning and Swinger Suppression, options can help reduce false alarms.**

- **Cross Zoning:** Requires activation of two zones within a specified time window to activate an alarm.
- **Swinger Suppression:** Limits the number of messages sent for a specific zone in an armed period. Swinger Suppression is by zone and is reset by entering a valid **User Code + Off**.

Ask your installer if your system is programmed for either of these features.

#### Abort Window

An Abort Window feature exists for all non-fire zones. An Abort Window is a programmable time window, which upon disarm (User Code + Off) after all non-fire alarm occurs, will be prevented from reporting if disarmed within said window.

NOTE: Ask your installer if this feature has been programmed.

### Keypad Lockout

- If a user presses 30 numeric keys (0-9) within a window of 15 minutes and no valid command is executed, the system stops processing numeric key presses for a period of 15 minutes.
- During this lockout period, the control responds to any numerical key press with a long beep.
- In a partitioned system, a keypad that logs on to a locked out partition (using the GOTO command) is locked out until the keypad is reconnected to its original partition, or until the locked out partition's lockout period expires, whichever occurs first. NOTE: No keypad activity for two minutes will result in the keypad logging back into its home partition.
- When a 15-minute lockout occurs, a message is recorded in the Event Log (WNG CODE ENT). When the 15-minute lockout window expires a WNG CODE RST message is recorded in the Event Log.

#### Error Message Displayed

The displayed message on the keypad is as follows:

User Code Error Key 0-9 Locked
-----------------------------------

The display is cleared when the lockout period expires, an audible Alarm or the start of an Entry Time beginning.

## System Overview (cont'd)

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### Burglary Protection

The burglary protection portion of your system must be turned on or "armed" before it will sense burglary alarm conditions. Your system provides four modes of burglary protection: **STAY**, **AWAY**, **INSTANT** and **MAXIMUM**, and even allows you to **BYPASS** selected zones of protection while leaving the rest of the system armed. The system also provides a **CHIME** mode, for alerting users to the opening and closing of doors and windows while the system is disarmed. Refer to the other sections of this manual for procedures for using these features.

The following table lists the four different arming modes and the results of each.

Arming Mode	Features For Each Arming Mode		
	Exit Delay	Entry Delay	Perimeter Armed
AWAY	Yes	Yes	Yes
STAY*	Yes	Yes	Yes
INSTANT*	Yes	No	Yes
MAXIMUM	Yes	No	Yes

\* The system provides three different STAY and INSTANT arming modes. See **ARMING IN THE STAY MODES** and **ARMING IN THE INSTANT MODES** sections for details on these modes.

### Memory of Alarm

When an alarm condition occurs, the keypad displays the number(s) of the zone(s) that caused the problem or alarm, and displays the type of alarm (ex. FIRE, ALARM). It remains displayed until it is cleared by disarming the system (see *DISARMING THE SYSTEM* section).

### Speed Key (Macros)

The system can store a string of up to 32 keystrokes, which can be activated anytime by simply pressing the "**A, B, C, or D**" keys. This feature can be used to make it easy to perform multiple functions at once (such as going to another partition to bypass a zone), or it can be used to simplify an everyday, repeated procedure. Refer to the *SPEED KEY* section for procedures for using this feature.

### Using Schedules

Your system may have been programmed with schedules for automatically arming, disarming and activating various devices and/or performing other system functions at predetermined times. Users can modify some of these schedules by manually delaying a closing time, using temporary schedules, or by programming special user schedules. Refer to the *USING SCHEDULES* section at the end of this manual for scheduling related procedures.

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## System Overview (cont'd)

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### Device Timers

The system provides up to 20 "timers" that can be used to control various devices, such as lights or appliances. These timers are similar in concept to the individual appliance timers that might be purchased at a department store. The devices that can be controlled are programmed into the system by the installer. Up to 96 of these devices can be programmed. Refer to the *PROGRAMMING DEVICE TIMERS* section for procedures.

### Accessing another Partition (GOTO Command)

Each keypad is assigned a default partition for display purposes, and will show only that partition's information. But, if the user is authorized, a keypad in one partition can be used to perform system functions in another partition, by using the *GOTO* command.

**NOTE:** Only those partitions authorized and programmed by the installer can be accessed in this manner.

To *GOTO* another partition, enter your **USER CODE + [\*] + PARTITION # (1-8)**. The keypad will remain in the new partition until directed to go to another partition, or until two minutes has elapsed with no keypad activity. Entering your **USER CODE + [\*] + [0]** will return the keypad to its original partition.

### Master Keypad Operation

A "Master" keypad is one on which the status of all eight partitions is displayed simultaneously. A user can get more information about a certain partition by simply entering **[\*] + PARTITION # (1-8)**.

To log on to the "Master" partition (9) using the **GOTO** command, and to perform any functions at a Master keypad, a user must have access to all partitions.

### Self-Help Feature

Abbreviated user's instructions are built into the system that can be easily viewed on the alpha keypad's message display screen. This feature will prove particularly useful if this manual is not conveniently accessible when you need to perform a system procedure with which you are not familiar.

#### Viewing Abbreviated Messages

Simply press and hold down the function key of interest until the description starts to appear (about 5 seconds) and then release it. The system must be "READY TO ARM" to perform this function.

Refer to the *FUNCTIONS OF THE KEYPAD* section for descriptions of each key function.

## Section 2: About The Keypads

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### General

**IMPORTANT!**

If the keypad beeps rapidly upon entering the premises, it indicates that an alarm has occurred during your absence. **LEAVE IMMEDIATELY and CONTACT THE POLICE** from a safe location nearby.

**NOTE** If you have a Touch Screen Keypad connected to your system, refer to the *Touch Screen Keypad User Guide* for operating instructions.

Your keypads allow you to control all system functions. The keypads feature a telephone style (digital) keypad and a Liquid Crystal Display (LCD) that shows the nature and location of all occurrences.

Additional features include:

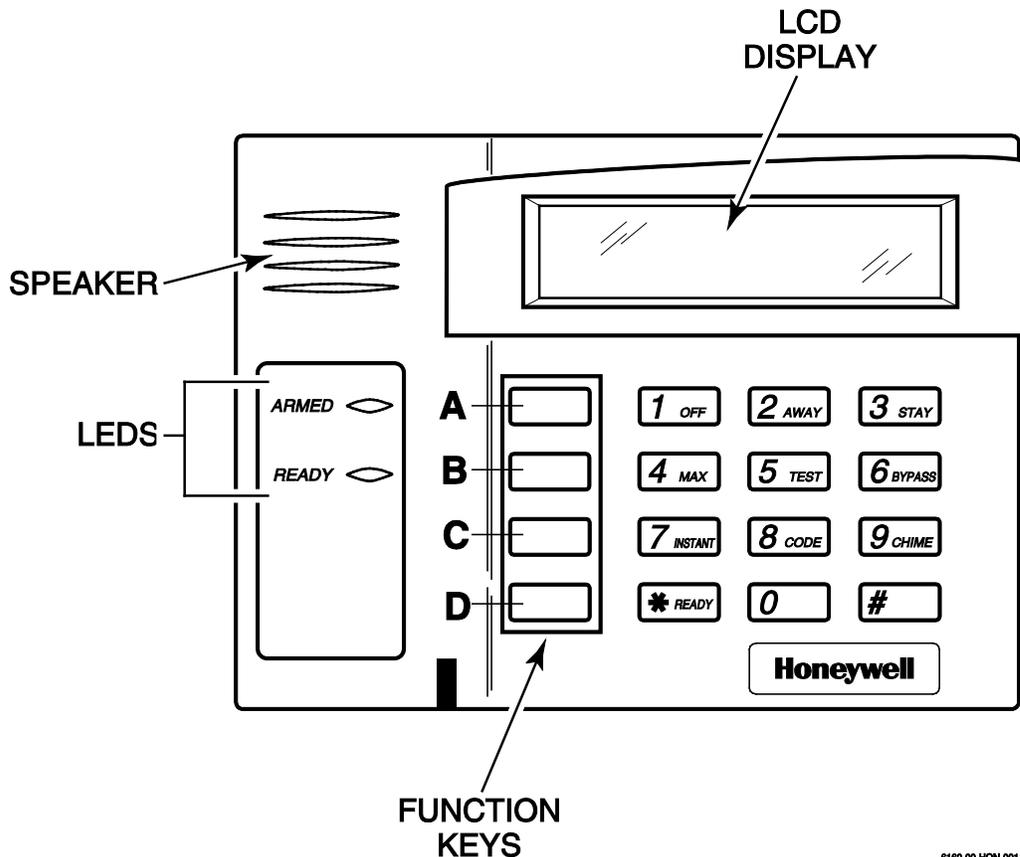
- LCD back lighting is programmable to always stay on or light only when a key is pressed, then turn off a few minutes later.
- Built-in sounder that will sound during alarms and troubles. It will also "beep" during certain system functions, such as during entry/exit delay times, CHIME mode, and when depressing keys to perform system functions (to acknowledge the key press).
- Built-in keypad sounds can be optionally suppressed (so as not to disturb other users of the system). Ask your installer if this has been done.

### The Alpha Keypad

Alpha keypads feature a 2-line, 32 character alphanumeric LCD that can display system messages in user-friendly English. Abbreviated user's instructions can also be displayed (see *Self Help* paragraph in the *SYSTEM OVERVIEW* section). These keypads can also be programmed with custom zone descriptors.

## Section 3: Functions of the Keypads

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### IMPORTANT!

When using the keypad to enter codes and commands, sequential key depressions must be made within 3 seconds of one another. If 3 seconds elapses without a key depression, the entry is aborted and must be repeated from its beginning.

In addition, if the user enters more than 30 numeric keys (0-9) within a 15-minute window and a valid command is not executed, the system stops processing additional numeric key presses for 15 minutes. Any numerical key press during the lockout generates a long beep. This is a programmable option that must be configured by the installation company.

## Functions of the Keypad (cont'd)

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**ALPHA DISPLAY WINDOW** is a 2-line, 32-character Liquid Crystal Display (LCD) that displays protection point identification and system status, messages, and user instructions.

### 1 OFF

Disarms the burglary portion of the system, silences alarms and audible trouble indicators, and clears visual alarm trouble after the problem has been corrected.

### 2 AWAY

Completely arms both perimeter and interior burglary protection by sensing an intruder's movements through protected interior areas as well as guarding protected doors, windows, etc. Late arrivals can enter through an entry delay zone without causing an alarm if the system is disarmed before the entry delay time expires.

### 3 STAY

Arms the perimeter burglary protection, guarding protected doors, windows and other perimeter protection points, and sounds an alarm if one is opened. Also allows automatic bypassing of certain areas which permits movement within your house without causing an alarm. Late arrivals can enter through an entry delay zone without causing an alarm if the system is disarmed before the entry delay time expires. See *ARMING PERIMETER ONLY* for a full explanation of the STAY key.

### 4 MAX

Arms in manner similar to AWAY mode, but eliminates the entry delay period, thus providing maximum protection. An alarm will occur immediately upon opening any protection point, including entry delay zones.

### 5 TEST

Tests the system and alarm sounder if disarmed.

Removes individual protection zones from being monitored by the system. Displays previously bypassed protection zones.

### 7 INSTANT

Arms in manner similar to STAY mode, but turns off the entry delay period, offering greater security while inside and not expecting any late arrivals. An alarm will occur immediately upon opening any perimeter protection point, including entry delay zones.

### 8 CODE

Allows the entry of additional user codes that can be given to other users of the system.

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## Functions of the Keypad (cont'd)

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### **9 CHIME**

Turns on & off the CHIME mode. When on, any entry through a protected delay or perimeter zone while the system is disarmed will cause a tone to sound at the Keypad(s).

### **\* READY**

When depressed prior to arming the system, the keypad will display all open protection zones within the keypad's home partition. This key is also used to display all zone descriptors that have been programmed for your system, by holding the key down for at least 5 seconds.

### **#**

Permits ARMING of the system without use of a security code ("Quick Arm", if programmed).

### **KEYS 0-9**

Used to enter your individual security access code(s).

### **LED READY INDICATOR**

(GREEN) Lit indicates system is ready to be armed, while unlit indicates system not ready.

### **LED ARMED INDICATOR**

(RED) Lit when the system has been armed (STAY, AWAY, INSTANT or MAXIMUM).

### **SPEAKER**

Source of audible internal warning and confirmation sounds, as well as alarms (see "Summary of Audible Notifications").

### **FUNCTION KEYS**

These keys can be used for Speedkey (macros) functions or panic keys. Refer to the *SPEEDKEY (MACROS)* and *PANIC KEYS* sections for descriptions of these functions.

# Section 4: Entry/Exit Delays

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## General Information

Your system has installer-programmed time delays, known as **Exit Delay** and **Entry Delay**.

### Exit Delay

Whenever you arm your system (Away, Stay, Instant, or Maximum), an **exit delay** gives you time to leave through the designated exit door without setting off an alarm.

**NOTE:** Exit delay begins immediately after entering any arming command, and applies to all modes of arming protection. If programmed, a slow beeping will sound throughout the exit delay period.

### Entry Delay

An **entry delay** gives you time to disarm the system when you reenter through the designated entrance door.

### NOTES

- The system must be disarmed before the entry delay period ends, or an alarm will occur.
- The keypad will beep during the entry delay period, reminding you to disarm the system.
- You can also arm the system with no entry delay at all by using either INSTANT or MAXIMUM arming modes. These modes provide greater security while on the premises or while away for extended periods of time. See your installer for your delay times.

### Defaults and Requirements

As a requirement of SIA-CP-01, **Entry Delay** is 30 seconds and **Exit Delay** is 60 seconds.

### Exit Delay Reset

As a requirement of SIA-CP-01, an **Exit Delay Reset** is designed to allow a user to re-enter the premises to retrieve a forgotten item without triggering an alarm. This feature may only be activated **once** after arming.

If enabled, when the panel is armed, the normal exit delay begins. After the user exits, closes the door and then re-enters the premises, the exit delay time is reset to the programmed value.

### Burglar Alarm Communication Delay

As a requirement of SIA-CP-01, there is a communicator delay of 30 seconds in this control panel. This delay will prevent a report to the central station if the control panel is disarmed within 30 seconds after an intrusion alarm is triggered. This delay can be removed, or it can be increased up to 45 seconds at the option of the user by consulting with the Installer. Note that fire-type alarms are normally reported without delay.

# Section 5: Security Codes and Authority Levels

## General Information

At the time of installation, you were assigned a personal four-digit security code, known only to you and yours, assigned to one of six authority levels. The security code must be entered when arming and disarming the system. The authority level defines the system functions that you can perform.

- As an additional safety feature, other users that do not have a need to know your code can be assigned different codes, and each user can be given a different authority level.
- Users are identified by three digit "user numbers", which are assigned when assigning a user's security code.
- All codes can be used interchangeably when performing system functions within the limits of each code's authority level (a system armed with one user's code can be disarmed by another user's code), with the **exception of the Operator Level C** code. See *AUTHORITY LEVELS* on the following page for details regarding authority levels.

## Duress Code

This feature is intended for use if you are forced to disarm or arm the system under threat. When used, the system will act normally, but can silently notify the central station of your situation, if that service has been provided. The duress code is pre-assigned by the installer during installation (authority level six).

**Important!** This code is useful only when the system is connected to a central station.

## Quick Arming

Note that if "Quick Arming" was programmed by the installer, the  key can be pressed in place of the security code when arming the system. The security code must **always** be used to disarm the system, however.

## Installer Code Lockout

If the Installer Code Lockout option has been enabled, the installer may only enter the program mode for a period of 24 hours following the installation. Once the 24-hour period has expired the installer can only enter the program mode if the Master user enables access by entering **Master User + #65**. This opens another 24-hour window in which the installer may enter program mode.

# Security Codes and Authority Levels (cont'd)

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## Authority Levels

Authority levels define the system functions a particular user can perform. Depending on the authority assigned to you, there are certain system functions you may be prohibited from performing.

In summary, there are six authority levels, each having certain system restrictions as shown below.

- Level 1 Master:** Can perform all system functions in assigned partitions, and can add, delete or change Manager and all Operator level users, as well as change its own code. However, the Master Code cannot assign a user to the Master authority level. **Master codes only are added by the Installer.**
- Level 2 Manager:** Can perform system functions in assigned partitions, and can add, delete or change Operator level users three, four, or five.  
**NOTE:** The manager authority level does not have the ability to assign any user an authority of one (master) or two (manager).
- Level 3 Operator A:** Can perform Arming, Disarming, and Bypassing in assigned partitions, but cannot add or delete other users.  
**NOTE:** Can be assigned to any user number 003-150.
- Level 4 Operator B:** Same as Operator A, except Operator B cannot bypass zones.  
**NOTE:** Can be assigned to any user number 003-150.
- Level 5 Operator C:** Can arm the system in assigned partitions, but cannot disarm the system **unless** the system was armed with this code. This code is typically assigned to someone who has a need to arm/disarm the system only at certain times (such as a baby-sitter).
- Level 6 Duress:** Can arm and disarm the system, but also sends a silent panic alarm to the central station, if that service is connected.

To view your authority level and system capabilities:

1. Enter your User Code + [\*] + [\*].
2. The keypad will display the partition(s) that you are authorized to operate, and your user number and authority level in each partition.

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## Security Codes and Authority Levels (cont'd)

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### Authority Levels and Changes

- A user may not delete or change the user code of the *SAME* or *HIGHER* authority than which he is assigned.
- A user may only *ADD* users to a *LOWER* authority level.
- A user may assign access codes only to those partitions to which the user adding the code has access. (Ex. a user with access to only partition 1 cannot assign codes in partition 2.)
- The only way to assign a user's authority level is by using the "Add a User" procedure. **To change a user's authority level, that user must first be deleted, and then added again.**
- A user can only be *DELETED* or *CHANGED* from within the partition he is assigned.
- User numbers must be entered as 3-digit entries. Single digit user numbers must be preceded by a "00" (example, 003, 004, etc.). Security codes are entered as 4-digit numbers.
- Before assigning a security code, be sure it does not conflict with any *DURESS* code.

**NOTE:** When adding, changing or deleting users, all other alpha keypads in that partition will display "User Edit Mode – Please Stand By", and *key depressions (except Panic) at those keypads will be ignored*. Panic key depressions will cause an alarm and terminate user entry.

### To Exit User Edit Mode

You can exit any of the user edit modes described on the following pages at any time by doing the following:

1. Press either  or  or don't press any key for 10 seconds.
2. System returns to normal mode.

## Security Codes and Authority Levels (cont'd)

---

### To Add a User

**IMPORTANT!**

Temporary users should not be shown how to use any system function they do not need to know (e.g. bypassing protection zones).

1. Enter Master or Manager code +  key.  
CODE
2. Enter the new user's 3-digit User Number (002-250).
3. Enter 4-digit security code for that user.

Assuming you want to program user 003 as 5678 using the master code of 1234, the syntax reads as follows:

1234 +  + 003 + 5678  
CODE

Once entered the following prompts will appear.

ADD NEW USER?  
0 = NO , 1 = YES

Enter 1 to add a new user code.  
**NOTE:** Entering 0 will change the existing user's code to the code entered in step 3. See *Changing A User's Code* section.

USER NUMBER = 003  
ENTER AUTH. LEVEL

Enter the authority level, 1-6, for this user within this partition.  
1 = Master      2 = Manager      3 = Operator A  
4 = Operator B   5 = Operator C   6 = Duress code

Group BYPASSING?  
0 = NO , 1 = YES

Enter 1 (YES) to allow this user to perform group bypasses.  
Enter 0 (NO) this user will not be able to perform group bypasses.

Access Group?  
Enter 0-8

If Access Schedules have been programmed, this prompt appears. Enter the user's access group number (1-8) if this user should have limited access to the system.  
Enter 0 if no access group should be assigned.

RF BUTTON ?  
0 = NO , 1 = YES

This prompt will appear if a 5800 series wireless key transmitter has been supplied and has not yet been assigned to a user.  
Press 1 if a button transmitter will be assigned to this user.  
Otherwise press 0.

**NOTE:** This requires the three-digit zone number for the wireless key provided by the installer.

ENTER BUTTON ZN #  
(001-250)

If assigning a wireless key button, this prompt will appear. (Note each wireless key button is assigned to zone.) Enter the button's zone number.

**NOTE:** This requires the three-digit zone number for the wireless key provided by the installer.

---

## Security Codes and Authority Levels (cont'd)

---

MULTI-ACCESS ?  
0 = NO , 1 = YES

If a user have access to other partitions, the keypad will prompt for ability of this new user to access (GOTO) those partitions.

Press **0 (NO)**, the system activates this user code and exits "Add a User" mode.

**1 (YES)**, the keypad prompts for the Global Arm option for this user.

---

GLOBAL ARM ?  
0 = NO , 1 = YES

Press **1 (YES)** if this user will be allowed to try to arm more than one partition at the same time.

Press **0** if this user will arm only their assigned partition.

---

PART.2 - SHOP?  
0 = NO , 1 = YES

The keypad now prompts for the user's access to the next partition (see GOTO command).

If yes, the system will automatically assign a user number for use in that partition and will prompt for authority level and global arm options for this user within the partition (see previous steps).

---

Part. 1 A0\* WHSE  
User 003 Auth=3G.

When all partitions have been displayed, the keypad will scroll through the partition(s) to which access has been assigned, and displays the user number, authority level and global arm option for each.

### NOTES

- The "G" after the authority level indicates that the Global Arm feature is active for this user in the displayed partition.
- The "\*" indicates the partition from which this user can be changed or deleted. The "." at the end of the second line indicates that this user sends open/close reports.
- If the Master or Manager have Open/close reporting enabled, Open/Close is automatically active for any users added by you.

## Security Codes and Authority Levels (cont'd)

---

### To Change a User's Code

1. Enter Master or Manager Code and press the  key + user number to be changed.  
CODE
2. Enter the new code for that user.

Assuming you want to reprogram user 003 from 5678 to 6789 using the master code of 1234, the syntax reads as follows:

1234 +  + 003 + 6789  
CODE

Once entered the following prompts will appear.

ADD NEW USER?  
0 = NO , 1 = YES

The system recognizes that the user number is already in use and will prompt whether or not this is a new user.

Enter 0 to change the existing user's code.

---

USER 002 CHANGED  
SUCCESSFULLY

The system will confirm that the change is allowed based on authorization level, and if so, will put the new code into effect.

**NOTE:** If changing one's own code, the system will prompt for the new code to be re-entered. This prevents accidentally changing one's own code.

---

## Security Codes and Authority Levels (cont'd)

---

### To Delete a User

1. Enter Master or Manager Code and press the 8 key + user number to be deleted.
2. Enter Master or Manager Code first entered.

Assuming you want to delete user 003 using the master code of 1234, the syntax reads as follows:

1234 + 8 + 003 + 1234  
          CODE

Once entered the following prompts will appear.

OK TO DELETE  
0 = NO , 1 = YES

The system will recognize that the User number is already in use and will prompt to confirm that it should be deleted.  
Press 0 (NO) or 1 (YES).

---

USER CODE  
DELETED

If yes, that user's code will be removed from all partitions to which it was assigned, and all authorization levels and other information about that user will be deleted.

**NOTE:** A User's security code cannot be deleted by oneself.

**Important!**

Note that a user can only be deleted from the partition in which it was first assigned, and can only be deleted by a user with a higher authority level.

## Section 6: Accessing Other Partitions

---

### To Access another Partition (GOTO)

Each keypad is assigned a default partition for display purposes, and will show only that partition's information. But, if the user is authorized, a keypad in one partition can be used to perform system functions in other partitions by using the **GOTO** command.

**NOTE:** Only those partitions authorized and programmed by the installer can be accessed in this manner.

To GOTO another partition:

1. Enter your security code, then press  + partition number (0-8).
2. Entering partition number 0 will return the keypad to its original partition.

Assuming you want to log onto partition 3 using the master code of 1234, the syntax reads as follows:

1234 +  + 2  
READY

LOG-ON TO AAAA  
PART. X COMPLETE

The keypad will remain in the new partition until directed to go to another partition, or until 2 minutes has elapsed with no keypad activity.

AAAA = Alpha descriptor programmed by the installer.

X = Partition Number

## Section 7: Global Arming

---

The Global Arming option may be assigned for use by some users. If Global Arming was enabled for use with your security code, a keypad prompt (message) shown below appears after pressing one of the arming function keys (STAY, INSTANT, AWAY, MAXIMUM, OFF).

ARM P12345678 HIT 0-8 XXX--X--
-----------------------------------

The prompt displays all the partitions. The user may only arm/disarm the partitions they are assigned access to.

To select the partition(s) that are to be armed (or disarmed), enter the desired number 1-8. An "X" will appear under that partition. Entering a partition's number again will delete the "X" and that partition will not arm when this prompt is exited.

**NOTE:** Pressing 0 will turn all partitions the user is assigned access to On/Off.

When completed, press \* to exit. All the partitions with the "X" will then arm/disarm.

### Global Arming Notes

#### Global Arm

When performing a **Global Arm**, if there are faults in any of the selected partitions, the system will enter a *Summary Mode*. Faulted zones in all the selected partitions will be displayed. These faults must be corrected or bypassed. This Summary Mode will end in approximately 120 seconds if no keys are pressed.

#### Global Disarm

When performing a **Global Disarm**, if any of the selected partitions has a condition which would cause the keypad to beep (e.g., alarm memory or a trouble condition), the system enters a *Summary Mode* and displays the condition.

**NOTE:** This Summary Mode will end in approximately 120 seconds if no keys are pressed.

# Section 8: Master Keypad

---

## Operation

A Master keypad is one that reflects the status of the entire system (Partitions 1-8) on its display. This is useful because it eliminates the need for a building, campus, etc. security officer the process of logging on to various partitions from one partition's keypad to find out where an alarm, trouble, etc. has occurred.

A description of a typical display follows:

SYSTEM	1	2	3	4	5	6	7	8
STATUS	R	R	N	N	A	T	*	B

The status of each partition is directly below the partition number on the display. Possible status indications include:

<b>A</b> = Armed Away	<b>N</b> = Not Ready	<b>P</b> = AC Power Failure
<b>S</b> = Armed Stay	<b>B</b> = Bypassed/Ready	<b>L</b> = Low System Battery
<b>M</b> = Armed Maximum	<b>*</b> = Alarm	<b>C</b> = Comm Fail
<b>I</b> = Armed Instant	<b>T</b> = Trouble	
<b>R</b> = Ready	<b>F</b> = Fire Alarm	

To obtain more information regarding a particular partition, enter [\*] + [Partition No.] (i.e., \*4). This will allow viewing *only* of that partition.

In order to affect that partition, the user must log on with a code that has access to that partition.

Also, in order for a user of any partition to log onto the "Master" partition (Partition 9) to view the status of *all* partitions, and to perform any functions at the Master keypad, that user must have access to all partitions. Otherwise, access will be denied.

## Master Keypad (cont'd)

---

The following is an example of what would be displayed for a fault condition on Zone 002 (Loading Dock Window) on Partition 1 (Warehouse) when logging on from a keypad on Partition 9:

WHSE DISARMED HIT * FOR FAULTS
-----------------------------------

This is the normal display that appears at Partition 1's keypad(s). Pressing \* will display:

FAULT 002 LOADING DOCK WINDOW
----------------------------------

Additional zone faults will be displayed one at a time. To display a new partition's status, press \* + [Partition No.] (no user code required). This will display the status of the new partition.

- The "Armed" LED on a Master keypad will be lit only if *all* partitions have been armed successfully.
- The "Ready" LED will be lit only if *all* partitions are "ready to arm."

The sounder on a Master keypad will reflect the sound of the most critical condition on all of the partitions. The priority of the sounds is as follows:

1. Pulsing fire alarm sounds
2. Steady burglar alarm sounds
3. Trouble sounds

The sounder may be silenced by pressing any key on the Master keypad.

# Section 9: Common Lobby

---

## Operation

When an installation consists of a partition that is shared by users of another partition(s) in a building, the shared partition may be assigned as a “*Common Lobby*” partition for the system.

An example of this might be in a medical building where there are two doctors and a common entrance area. This option employs logic for automatic arming and disarming of the common lobby.

Partitions may be set to affect and/or attempt to arm the common lobby. This will affect the way the lobby will react when arming or disarming activity occurs in another partition.

### Affecting the Lobby (Disarming)

Partitions that **affect** the lobby will cause the following to occur:

- When the first partition that affects the lobby is disarmed, the lobby will also be disarmed.
- The common lobby cannot be armed unless every partition selected to affects the lobby is armed.
- Arming the last partition that affects the lobby **will not** automatically attempt to arm the lobby.
- When the first partition that affects the lobby is disarmed, the lobby will also be disarmed.

### Arming the Lobby

Partitions set to **Arm** the lobby will cause the following to occur:

- The common lobby cannot be armed unless every partition selected to affects the lobby is armed.
- Arming the last partition programmed to arm the lobby will automatically attempt to arm the lobby.

**NOTE:** If any faults exist in the lobby partition, or another partition that affects the lobby is disarmed, the lobby cannot be armed, and the message “*UNABLE TO ARM LOBBY PARTITION*” will be displayed.

The following chart summarizes how the common lobby partition will operate:

Partition Affects Lobby	Partition Arms Lobby	Disarms When Partition Disarms	Attempts to Arm When Partition Arms	Can Be Armed if Other Partitions Disarmed
NO	NO	NO	NO	YES
YES	NO	YES	NO	NO
YES	YES	YES	YES	NO
NO	YES	---ENTRY NOT ALLOWED---		

---

## Common Lobby (cont'd)

---

### How User Codes Affect the Common Lobby

#### Codes with “Global” Arming

If your code is given “global arming” when it is defined, the system displays a prompt that allows you to pick and choose the partitions to be armed or disarmed. This eliminates the “automatic” operation of the lobby.

**NOTE:** Keep in mind, however, that if attempting to arm all the partitions you have access to, and another affecting partition is disarmed, (one you do not have access to) you will not be able to arm the lobby, and the message “UNABLE TO ARM LOBBY PARTITON” will be displayed.

#### Codes with “Non-Global” Arming

If arming with a non-global code, the lobby partition operation will be automatic, as described in the previous table.

#### Other Methods of Arming/Disarming

When arming or disarming a partition that affects and/or arms the common lobby in one of the following manners, lobby logic remains active:

- Quick-Arm
- Keyswitch
- Wireless Key (keychain remote)
- Wireless Keypad

# Section 10: Checking For Open Zones

---

## Using the \* READY Key

Before arming your system, all protected doors, windows and other protection zones must be closed or bypassed (see *BYPASSING* section). Otherwise the keypad will display a "Not Ready" message. Using the **READY** key will display all zones that are faulted, making it easier to secure any open zones.

### Showing Faulted Zones

1. 

DISARMED - PRESS * TO SHOW FAULTS
--------------------------------------

**NOTE:** Some keypads light a green LED when the system is ready. If not lit, the system is not ready to be armed.

2. Do **not** enter security code, but simply **Press**

*
---

**READY**

3. 

FAULT 005 FRONT UPSTAIRS BEDROOM
-------------------------------------

 Typical fault display

4. 

****DISARMED**** READY TO ARM
----------------------------------

 Secure or bypass the zones displayed before arming the system.  
The "Ready" message will be displayed when all protection zones have been either closed or bypassed.

**NOTE:** All or part of this message *may* be replaced by a customized message programmed by the installer. Bear this in mind whenever the instructions indicate that the "DISARMED" or "READY" message will be displayed.

# Section 11: Displaying All Zone Descriptors

---

## Using the READY Key

The Alpha Keypads can also display all the zone descriptors that are programmed in your system. The abbreviated instructions for the **READY** key will appear first, followed by the zone descriptors. Displaying all descriptors is useful when you need to know the zone number of a particular zone, as when bypassing zones.

The "Disarmed-Ready to arm" message must be displayed before zone descriptors can be displayed.

### Displaying Descriptors

Press the  key and hold down for at least 5 seconds.  
**READY**

# Section 12: Bypassing Protection Zones

---

## Using the 6 BYPASS Key

This key is used to arm your system with one or more zones intentionally unprotected.

- Bypassed zones are unprotected and will not cause an alarm when violated while your system is armed.
- All bypasses are removed when an OFF sequence (security code plus OFF) is performed.

**NOTE:** The system will not allow fire or emergency zones to be bypassed.

### To Bypass

1. Enter your Security Code + 6  
BYPASS
2. Enter zone number(s) for the zones to be bypassed (e.g., 001, 002, 003, etc.).

**Important!**  
All single-digit numbers must be preceded by "00" (for example, enter 001 for zone 1).

3. Press [\*] + [\*].

4. 

BYPASS 007 FRONT  
UPSTAIRS BEDROOM

  
Typical bypass message

When finished, the keypad will display the word BYPASS along with each bypassed zone number. Wait for these zones to be displayed before arming. Arming the system before bypassed zones are displayed eliminates all bypasses.

5. 

DISARMED BYPASS  
READY TO ARM

Arm the system as usual when the keypad displays "ready" to arm message.

---

## Bypassing Protection Zones (cont'd)

---

### Quick Bypass

Your system allows you to easily bypass all open (faulted) zones without having to enter zone numbers individually.

**NOTE:** All bypasses are removed when an OFF sequence (security code plus OFF) is performed.

### Quick Bypassing

1. Enter your **Security Code** + 6 + #  
BYPASS

---

2. BYPASS 007 FRONT  
UPSTAIRS BEDROOM In a few moments, all open zones will be displayed along with the word BYPASS. Wait for these zones to be displayed before arming. Arming the system before bypassed zones are displayed eliminates all bypasses.  
Typical bypass message

---

3. DISARMED BYPASS  
READY TO ARM Arm the system as usual when the keypad displays the "ready" to arm message. Bypassed zones are unprotected and will not cause an alarm when violated while your system is armed.

### Viewing Bypassed Zones

The system allows you to view bypassed zones that are presently bypassed regardless of the status of the partition (armed, disarmed, etc.). To view bypassed zones.

1. Enter your security code + # + 84.

---

2. All zones presently bypassed are automatically scrolled for display.

# Bypassing Protection Zones (cont'd)

---

## Group Bypass

Your system allows you to easily bypass a group of zones without having to enter zone numbers individually. The system provides up to 15 groups. There is no limit to the number of zones that may be assigned to any one group.

Check with your installer for a list of zones assigned to the group(s).

### NOTES

All bypasses are removed when an OFF sequence (security code plus OFF) is performed, except if it is programmed otherwise (see "Zones Remaining Bypassed After Disarm" section).

Users must be assigned the following attributes to perform the group bypass function:

- Enabled for group bypassing
- Access to the partition(s) containing the zones being bypassed
- Global arming capability if the zones in the group are in multiple partitions.

## Bypassing Groups

1. Enter your **User Code** + 6 + \* then enter the group number (01-15).  
**BYPASS    READY**

2. BYPASS 007 FRONT  
UPSTAIRS BEDROOM  
Typical bypass message  
In a few moments, all the zones in the group will be displayed along with the word BYPASS. Wait for these zones to be displayed before arming. Arming the system before bypassed zones are displayed eliminates all bypasses.

3. DISARMED BYPASS  
READY TO ARM  
Arm the system as usual when the keypad displays the "ready" to arm message. Bypassed zones are unprotected and will not cause an alarm when violated while your system is armed.

---

## Bypassing Protection Zones (cont'd)

---

### Zones Remaining Bypassed After Disarming

The system provides an option to allow all manually bypassed zones to remain bypassed upon disarming (security code + OFF) of the partition. Check with your installer to see if this option has been enabled.

#### NOTES

For each partition in which the option is enabled, the security code + OFF will no longer unby-pass zones.

- To unby-pass ALL zones you must **enter your security code + # + 64**.
- To unby-pass zones INDIVIDUALLY, you must enter your security code + 6 + zone number.
- Any zone that was automatically bypassed by the system will be unby-passed upon disarming the system (e.g. STAY mode, Auto-STAY, etc.).
- Vent zones and zones bypassed by a programmed Auto-Bypass schedule (Time Driven Event) are considered "manual bypasses" and will not be unby-passed upon disarming the system.

# Section 13: Arming Stay with Entry Delay

---

## Using the 3 STAY key

Use this key when you are staying home, but might expect someone to use the entrance door later.

### Operation

Armed Stay consists of the following attributes:

- System protects all exterior zones such as doors and windows
- System does **NOT** protect interior zones such as motion detectors allowing you to move freely through the premise
- Arming Stay **always** has an exit (giving you time to leave) and entry delay (giving you time to enter. If you enter the zone through a zone marked as an entry point you must disarm before the entry time period expires before an alarm occurs. If you enter through a non-entry protected zone an alarm will occur.

### Stay Modes

The system provides three STAY modes conveniently labeled Stay Mode 1, 2, and 3.

- When activated, STAY modes 1 and 2 automatically bypass specific zones assigned by your installer to each of the STAY modes
- If there are only Stay 1 zones, entering Code + 3 STAY will automatically arm in Stay Mode 1
- If at least one zone assigned to Stay Mode 2, you **MUST** choose to arm in mode 1, 2, or 3 (see below), else the panel will not arm
- If Code + 3 STAY is entered Stay Mode 1 prevails (even if there are Stay Mode 2 zones).

---

## Arming STAY with Entry Delay (Cont'd)

---

### Arming STAY

Check with your installer for a list of the zones that are bypassed during each STAY mode. Before arming close all perimeter windows and doors (see *CHECKING FOR OPEN ZONES* section).

1. Enter your **User Code** +  $\boxed{3}$  +  $\boxed{1}$  for STAY Mode 1,  $\boxed{3}$  +  $\boxed{2}$  for STAY Mode 2, or  
or  $\boxed{3}$  +  $\boxed{3}$  for STAY Mode 3  
STAY                      STAY                      STAY

2. 

ARMED ***STAY 1* ZONE BYPASSED
-----------------------------------

 The keypad beeps three times, displays the armed message, and indicates which STAY mode (1, 2 or 3).  
**Note:** "ZONE BYPASSED" in this display simply indicates that some zones of protection are not armed when using STAY mode.

### Auto-STAY Arming

Auto-stay allows the system to automatically bypass certain zones if upon arming none of the entry/exit zones are faulted during the exit delay time (no one exits the premises). The system provides an option to set each burglary zone for Auto-stay.

All zones enabled for auto-stay except for perimeter and day/night types of zones, have exit delay time when the partition is armed.

Check with your installer for the zones assigned for Auto-STAY.

#### NOTES:

- Auto-STAY applies to all four arming modes (AWAY, STAY, INSTANT and MAXIMUM).
- Arming the partition AWAY via an RF transmitter overrides the Auto-stay feature (partition will not bypass zones programmed for auto-stay).

# Section 14: Arming Stay with NO Entry Delay

---

## Using the 7 INSTANT Key

**Important!**

If you are using a Graphic/Touch-Screen Keypad, **NIGHT** mode is the same as INSTANT.

Use this key when you are staying home and do not expect anyone to use the entrance door.

### Operation

When armed in INSTANT mode, the system will sound an alarm if a protected door or window is opened, but you may otherwise move freely throughout the premises. The alarm will also sound immediately if anyone opens the entrance door.

### Instant Modes

The system provides three INSTANT modes; INSTANT modes 1, 2 and 3.

- INSTANT modes 1 and 2, when activated, automatically bypass specific zones assigned by your installer to each of the INSTANT modes.
- INSTANT mode 3, when activated, automatically bypasses all zones assigned to INSTANT modes 1 AND 2.

Check with your installer for a list of the zones that are bypassed during each INSTANT mode.

### Arming INSTANT

Before arming close all perimeter windows and doors before arming (see *CHECKING FOR OPEN ZONES* section)

1. Enter your User Code + 7<sub>INSTANT</sub> + 1 for INSTANT Mode 1, 7<sub>INSTANT</sub> + 2 for INSTANT Mode 2, or 7<sub>INSTANT</sub> + 3 for INSTANT Mode 3
2. ARMED \*\*\*STAY 1\*  
ZONE BYPASSED The keypad beeps three times, displays the armed message, and indicates which INSTANT mode (1, 2 or 3).  
Note: "ZONE BYPASSED" in this display simply indicates that some zones of protection are not armed when using INSTANT mode.

**NOTE:** If none of the zones in a partition are assigned to INSTANT mode 2, then when the user enters User Code + 7<sub>INSTANT</sub>, all zones assigned to INSTANT mode 1 are automatically bypassed.

# Section 15: Arming All Protection (with Entry Delay)

---

## (with Entry Delay)

### Using the 2 AWAY Key

Use this key when no one will be staying on the premises.

#### Operation

When armed in AWAY mode, the system will sound an alarm if a protected door or window is opened, or if any movement is detected inside the premises.

- You may leave through the entrance door during the exit delay period without causing an alarm
- You may also re-enter through the entrance door, but must disarm the system within the entry delay period or an alarm will occur

#### Arming Away

Close all perimeter windows and doors before arming (see *CHECKING FOR OPEN ZONES* section).

1. Enter your User Code + 2  
AWAY

- 
2. ARMED \*\*AWAY\*\*  
YOU MAY EXIT NOW The keypad will beep twice and will display the armed message.

**NOTE:** The "YOU MAY EXIT NOW" portion of the message disappears when exit delay expires.

# Section 16: Arming All Protection (No Entry Delay)

---

## Using the 4 MAXIMUM Key

Use this key when the premises will be vacant for extended periods of time such as close of business for holidays, etc. or when no one will be moving through protected interior areas.

### Operation

When armed in MAXIMUM mode, the system will sound an alarm if a protected door or window is opened, or if any movement is detected inside the premises.

You may leave through the entrance door during the exit delay period without causing an alarm, but an alarm will be sounded as soon as someone re-enters.

### Arming MAXIMUM

Close all perimeter windows and doors before arming (see *CHECKING FOR OPEN ZONES* section).

1. Enter your User Code + 4  
MAX

- 
2. ARMED \*MAXIMUM\*  
YOU MAY EXIT NOW

The keypad will beep twice and will display the armed message.

**NOTE:** The "YOU MAY EXIT NOW" portion of the message disappears when exit delay expires.

## Section 17:Quick Exit

---

### Using the + Keys

The Quick Exit feature allows you to exit the armed partition without having to disarm and then rearm the partition.

#### Arming with Quick Exit

Enter your **User Code** +  +

---

The system will sound the exit beeps, if enabled, and will give you the programmed exit delay time to leave the premises.

# Section 18: Disarming and Silencing Alarms

.....

## Using the 1 OFF Key

The **OFF** key is used to disarm the system and to silence alarm and trouble sounds. See "SUMMARY OF AUDIBLE NOTIFICATION" section for information which will help you to distinguish between FIRE and BURGLARY alarm sounds.

**IMPORTANT!**

If you return and the main burglary sounder is on, **DO NOT** enter the premises, but call the police from a nearby safe location. If you return after an alarm has occurred and the main sounder has shut itself off, the keypad will beep rapidly upon entering, indicating that an alarm has occurred during your absence. **LEAVE IMMEDIATELY** and **CONTACT THE POLICE** from a nearby safe location.

### Disarming the System

To disarm the system and silence burglary or fire alarms:

1. Enter your User Code + 1  
OFF

---

2. \*\*\*\*DISARMED\*\*\*\*  
READY TO ARM      The Ready message displays (if no alarms have occurred while armed) and the keypad beeps once to confirm that the system is disarmed.

**IMPORTANT!**

It is not necessary to press the "OFF" key on the keypad to disarm the system when it is in entry delay or alarm. **Entering a valid user code alone causes the system to disarm.** Unless specified, all other operations require pressing the "OFF" key. This is a SIA CP-01 requirement.

If an invalid code is entered to silence an alarm condition, the keypad stops beeping for 10-15 seconds. If a valid code is not entered during the 10-15 seconds, the keypad resumes beeping.

### Memory of Alarm

The keypad displays the zone number and type of alarm for any zone that has an alarm condition. These messages will remain displayed until cleared by a user. If an alarm has occurred, note the zone number displayed on the keypad and repeat step 1 above to clear the "Memory of Alarm" and restore the Ready message display. If the Ready message does not display, go to the displayed zone and remedy the fault (close windows, etc.). If the fault cannot be remedied, notify the alarm agency.

**If the system was armed when the alarm occurred, repeat step 1 twice: once to disarm the system, a second time to clear the display.**

## Section 19: Using the Keyswitch

.....

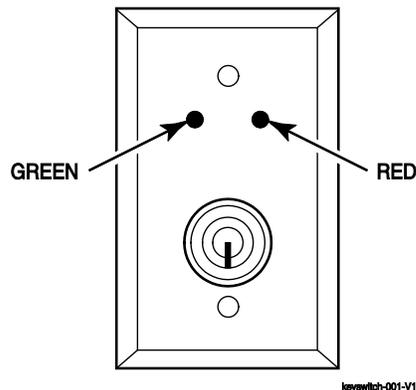
### General

Your system may be equipped with a keyswitch for use when arming and disarming a partition. A red and green light on the keyswitch plate indicate the status of your system as follows:

- Green Light:** Lights when the system is **disarmed and ready** to be armed (no open zones). If the system is disarmed and the green light is off, it indicates the system is not ready (one or more zones are open).
- Red Light:** Lights when system is armed or memory of alarm exists.

### Messages

- Lit Steady:** Partition is **armed in AWAY** mode.
- Slow Flashing:** Partition is **armed in STAY** mode.
- Rapid Flashing:** Memory of alarm, indicating an alarm has occurred.



### Arming

- Arming AWAY:** Turn the key to the right for 1 second and release. Keypads will beep twice and the red light will stay on steady.
- Arming STAY:** Turn the key to the right and hold for longer than 10 seconds, then release. Keypads will beep three times and the red light will flash slowly.

### Disarming

Turn the key to the right and release. If an alarm has occurred, the red light will be flashing rapidly (memory of alarm).

## Section 20:Chime Mode

---

### Using the **9** Key

Your system can be set to alert you when a perimeter zone, such as a door or window, is opened while it is disarmed by using CHIME mode. When activated, three tones will sound at the Keypad whenever a protected perimeter door or window is opened, and the Not Ready message will be displayed.

Pressing the **\*** key will display the open protection points.  
READY

**NOTE** Chime mode can be activated only when the system is disarmed.

### Enabling the Chime

Press your **User Code** + **9**  
CHIME

---

CHIME MODE ON

The CHIME MODE ON message will appear for about 2 seconds then disappear. To display this message again (to determine whether chime mode is on or off), simply press and hold down the **CHIME** key for 5 seconds.

### Disabling the Chime

Press your **User Code** + **9**  
CHIME

---

CHIME MODE OFF

The CHIME MODE OFF message will appear for about 2 seconds then disappears. To display this message again (to determine whether chime mode is on or off), simply press and hold down the **CHIME** key for 5 seconds.

# Section 21: Viewing Alarm Company Messages

---

## General Information

Users of the system may periodically receive messages on their display screens from their monitoring agency or installer. When a message is waiting to be viewed, the message shown below will appear.

MESSAGE. PRESS 0  
FOR 5 SECS.

1. Press and hold down  key for 5 seconds.

---

2. The message could take up to four screens to display all the information available.

**NOTE:** Any message sent by the central station downloader may be viewed at any partition's keypad.

# Section 22: Panic Keys

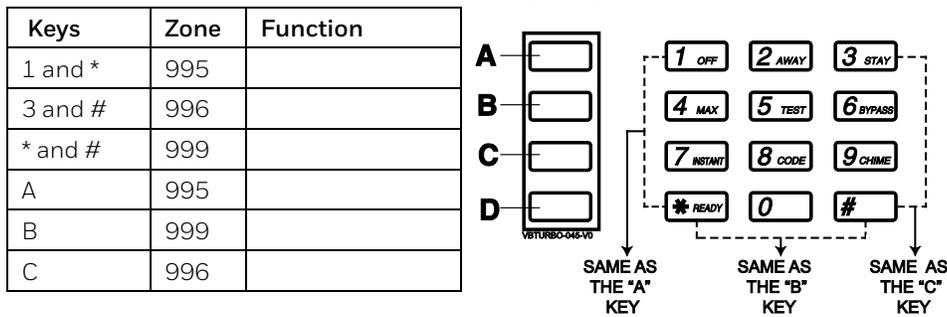
(Manually Activation Silent and/or Audible Alarms)

## Using Panic Keys

Your system may have been programmed to use special key combinations to manually activate panic functions. The functions that might be programmed are Silent Emergency, Audible Emergency, Personal Emergency, and Fire. See your installer for the function(s) that may have been programmed for your system.

### Activate Panic Functions

(Your installer should note which function(s) is active in your system.)



To use a paired key panic function, simply press both keys of the assigned pair at the same time.

If your keypad(s) have lettered keys for panic functions, press the designated key and hold down for at least 2 seconds to activate the panic function.

**SIA Installations:** Lettered keys not for use in CP-01 installations.

### Silent Emergency

Sends a silent alarm signal to the central station, but there will be no audible alarms or visual displays.

### Audible Emergency

Sends an emergency message to the central station (if connected) and will sound a loud, steady alarm at your keypad **and** at any external sounders that may be connected (**ALARM** plus a zone number would also be displayed).

A personal emergency alarm sends an emergency message to the central station (if connected) and will sound at Keypads, but not at external bells or sirens. (**ALARM** plus a zone number would also be displayed.)

### Fire Alarm

Sends a fire alarm message to the central station and will uniquely sound external bells and sirens (**FIRE** plus a zone number would also be displayed).

# Section 23: Speed Key (Macros)

## General Information

The "A", "B", "C" and/or "D" keys can be used to activate a string of commands up to 32 keystrokes each. These commands are known as a macro and are stored in the system's memory. Typical Speed Key functions include:

- Arming sequences that involve first bypassing certain zones before arming
- Seldom used but repeatable sequences
- Relay activation sequences

**NOTE:** If a speedkey function includes an arming sequence and the user executing it has global arming, all partitions the user can global arm will arm.

## Defining a Macro

To program a macro, enter your **User Code + # + [D]**. The following appears:

```
ENTER SPEED KEY #
01-32 00=QUIT 01
```

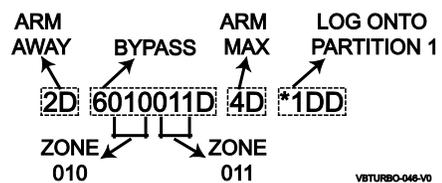
1. Enter the desired 2-digit Speed Key number (01-32) and press [\*].
2. Enter up to 32 keystrokes. A Speed Key sequence can include different commands. Press the "D" key to separate different commands

For example, you may want to perform the following sequence:

GOTO partition 2 .....Enter \*2  
Bypass zones 10 & 11 .....Press bypass [6], then the zone numbers 010 & 011  
Arm in maximum mode .....Press maximum [4] key  
Return to partition 1 .....Enter \*1

3. Program the Speed Key sequence (using the example above):

**NOTE:** The "D" key is pressed after each command. Doing so ends the command and starts a new one where control automatically reenters the user code for you.



4. Press "D" twice to complete the entry and exit.

**NOTE:** When defining Speed Key sequences, do not use the # key to represent Quick Arming. The system uses the code entered in response to the prompt to initiate commands in a Speed Key sequence, so the quick arm key is unnecessary. The system interprets the use of the # key in a Speed Key sequence as its designated function only.

## Speed Key (Macros) (cont'd)

---

### Executing

To execute a Speed Key sequence, do the following:

- If a lettered key, A-B-C has been assigned as a Speed Key, press and hold down the appropriate key (about 2 seconds).
- If a user code is required for any part of the Speed Key sequence, the following prompt appears. Otherwise, the Speed Key sequence automatically begins.

### Automatic Macros

1. Press and hold the desired speed key (“A”, “B”, or “C”).

**NOTE:** The “D” speed key does not support automatic macros, the macro must be manually chosen (See below).

---

2. If a user code is required for any part of the speed key sequence, the following prompt appears. Otherwise, the Speed Key sequence automatically begins.

Enter your user code.

ENTER USER CODE ****
-------------------------

### Manual Macros

To manually activate a macro **NOT** assigned to the “A”, “B”, or “C” keys:

1. Press and hold down the [D] key for 2 seconds until the following prompt appears:
2. Press and hold the “D” speed key for two seconds.
3. The following screen appears:

ENTER MACRO# 01-32    00 = Quit
------------------------------------

4. Select the desired macro number and press [\*].
5. Enter your user code.  
The selected speed key sequence begins.

# Section 24: Access Door Control

---

## General Information

Your system may be set up such that a locked access door (such as in a lobby) can be unlocked momentarily or for a specific period of time, using a keypad command. Ask your installer if this has been done in our system.

## Executing

There are several entries that can be entered at the keypad to activate this command:

1. Enter your security code + [0].  
The door will unlock for 2 seconds.

---

2. Enter your security code + [#] + 73, or security code + [#] + 74 + access point.  
The door will unlock for a specific period of time.

---

3. Enter your security code [#] + 75 + access point + function.

---

4. The functions available are available.  
**Grant** ..... will temporarily unlock a door to allow an access.  
**Protect** ..... will cause a door to unlock only when a valid access is received.  
**Bypass** ..... will cause a door to be permanently unlocked to allow continuous access.

---

5. Access control functions may also be executed use your security code + [#] + 77. See *Using #77 Instant Activation Mode* later in this manual.

# Section 25:Using #70 Relay Menu Mode

---

## General Information

Your system may be set up so that certain lights or other devices can be turned on or off by using the #70 command from a keypad. Ask your installer if this has been done in your system.

### To activate relays from a keypad

Follow the keypad prompts described below.

1. Enter 4-digit Security Code +  +70 and enter the desired output.

**NOTE:** If the screen below is display, then the output is not programmed or the wrong output was selected.

2. 

Enter Device #
00=Quit      01

  
Press the [\*] key.

Enter Device #
NOT IN SYSTEM   01

3. The keypad displays the current status of the device.

01 DEVICE IS OFF
HIT 0 = OFF, 1 = ON 0

4. Follow the instructions on the keypad.

01 DEVICE IS ON
HIT THE '*' KEY

5. The keypad returns to the device entry screen

ENTER DEVICE #
ZONE 601      01

## Section 26:Using Schedules

---

### Delaying the Closing Time

Your system's programmed schedules may automatically arm the system at a predetermined time. In the event a user must stay on the premises later than usual, users with master or manager authority levels can manually delay the automatic arming (closing) time up to 2 hours.

#### To delay the closing time

1. Enter your security code (master or manager authority levels only) +  + 82.
- 

2. A menu prompt will be displayed, asking for the number of hours of delay.

CLOSING DELAY?  
KEY 0-2 HOURS

Enter the desired number of hours of delay, 1 or 2. The system automatically exits this mode after entry.

**NOTE:** The delay is from the scheduled closing time, not from the time the command is entered.

**IMPORTANT:** The selected delay cannot be **reduced** once it is set. A 1 hour delay can be **increased** to 2 hours, though.

3. The system will automatically send a message to the central station informing them that the programmed schedule has been changed.

## Using Schedules (cont'd)

---

### Temporary Open/Close Schedules

Temporary schedules allow you to override the normal schedules programmed by the installer. Temporary schedules can be in effect for up to one week, and take effect as soon as they are programmed.

They are comprised of an arming (closing) time window and a disarming (opening) time window. A time window is simply a defined period of time, at the end of which arming or disarming will occur.

Before programming, use a worksheet similar to the one below to plan your schedule. This will make it easier when actually programming the schedule.

	Time Windows							
	1	2	3	4	5	6	7	8
<b>Disarm Window</b>								
Start Time HH:MM								
Stop Time HH:MM								
<b>Arm Window</b>								
Start Time HH:MM								
Stop Time HH:MM								

---

## Using Schedules (cont'd)

---

### Programming Temporary Schedules

Temporary schedules only affect the partition from which it is entered. Temporary schedules can be reused at later dates simply by scrolling (by pressing #) to the DAYS? prompt (described below) and activating the appropriate days. This should be considered when defining daily time windows.

**NOTE:** Only users with authority level of manager or higher can program temporary schedules.

1. Enter your security code (master or manager authority levels only).

---

2. Press the  key, followed by **81**.

---

3. The following prompts appear:

MON DISARM WIND. 07:45AM 08:45AM
-------------------------------------

MON ARM WIND. 07:45AM 08:45AM
----------------------------------

1. Enter the desired hour for Monday's time window.
2. Press \* to move to minutes and enter the desired value.
3. Press \* to move to AM/PM. The indication is changed by hitting any key (0-9) while the cursor is under the letter A/P position.

**NOTE:** Repeat for the stop time entry.

4. Press the \* key to move to the arming window for Monday.

<b>NOTE:</b> Press # to move to the next screen display without making changes.
---

---

After the windows for that day have been completed, the system will prompt for disarm and arm time windows for the next day. Repeat the procedure for all days of the week (Monday through Sunday).

When all of the days have been completed, the system will ask which days are to be activated.

DAYS? MTWTFSS HIT 0-7 X X
------------------------------

This is the prompt that triggers (activates) the temporary schedule, and allows the temporary schedule to be customized to a particular week's needs.

- To select the days which are to be activated, enter the desired number 1-7 (Monday = 1). An "X" will appear under that day, indicating the previously entered schedule for that day is active.
- Entering a day's number again will deactivate that day. Pressing 0 will turn all days on/off.

The temporary schedule will only be in effect for the days which have the letter x underneath them. As the week progresses, the days are reset to the inactive state.

When completed, **press \* to exit** the temporary schedule entry mode.

---

# Section 27: Programming Device Timers

.....

## General Information

Device timers consist of an ON time & an OFF time, along with selected days of the week in which they are active.

- There are up to 20 usable timers that can be used to control relay outputs.
- Your installer will have programmed the appropriate devices into the system (up to 96 devices).
- Each timer controls a single device (designated as an output number) that you select.
- For example, timer 1 might be set to turn the porch lights on at 7:00pm and turn them off at 11:00pm.
- Timer 2 might turn on the air conditioner Monday-Friday at 4:30pm to cool the premises before you arrive at 5:00pm, and turn it off at 10:00pm when you are retiring for the night.
- If desired, different timers can control the same device.
- For example, timer 2 could be used Monday-Friday as in the previous example, and timer 3 could be set to turn the air conditioner on and off at different times Saturday and Sunday.

To enter the device timer menu mode:

Enter your Security Code + **#** + 83.

```
OUTPUT TIMER # ?  
01-20,00=QUIT 01
```

Up to 20 timers can be programmed. Each timer is identified by a number 1-20. Enter the desired timer number to be programmed (1-20).

Press \* to accept entry.

```
06 07:00P 11:45P  
PORCH LITE 04
```

If that timer number has already been programmed, a summary screen will appear.

In this example:

06 = Timer #  
04 = Output Device # affected by this timer  
PORCH LITE = Output Descriptor for Device 4  
07:00PM = Start Time;  
11:45PM = Stop Time

**NOTE:** See your installer for device numbers.

Press [\*] to continue.

```
00 ENTER OUTPUT#  
00
```

Enter the desired output device number (1-96). As the number is entered, the device's description will appear.

To delete a previously programmed timer, enter 00 as the output number.

---

## Programming Device Timers (cont'd)

---

00 ON TIME ?  
00:00 PM

1. Enter the time you want the device turned ON using 00:01 - 11:59 format.
2. Press the [\*] key to move to the AM/PM field. Press any key 0-9 to change the AM/PM indication.

**NOTE:** Enter 00:00 if this timer is not being used (no ON time is required).

---

00 OFF TIME ?  
00:00 PM

1. Enter the time you want the device turned OFF using 00:01 - 11:59 format.
2. Press the [\*] key to move to the AM/PM field. Press any key 0-9 to change the AM/PM indication.

**NOTE:** Enter 00:00 if this timer is not being used (no OFF time is required).

---

00 DAYS? MTWTFSS  
HIT 0-7 X X

1. Select the days on which the device is to be activated by entering 1-7 (Monday = 1).
2. An "X" will appear under that day, indicating the output for that day is active.
3. Entering a day's number again will deactivate that day. Pressing 0 will turn all days on/off.

The outputs will only be in effect for the days that have the letter x underneath them. As the week progresses, the days are reset to the inactive state, unless the permanent option is selected (next screen prompt). When completed, press [\*] to continue.

---

00 PERMANENT ?  
0 = NO, 1 = YES 0

Answering 1 (YES) means the system executes this timer continuously.

Answering 0 (NO) means the system executes each day's output only once.

## Programming Device Timers (cont'd)

---

### Randomize Output Device Times

Devices in your system may be set for a random schedule, whereby they will turn on and off at different times each day. This is useful when going on vacation (residential) or closing for a holiday (commercial) and you desire the turning on and off of the lights to give the appearance of someone being home. Your installer sets these devices for a random schedule. You can initiate a random schedule by either of the following methods:

1. Enter your Security Code +  + 41.

This will randomize, up to 30 minutes, the activation time of all devices, programmed for randomization, assigned to the partition the sequence is entered in. Enter the sequence again to turn off the random schedule.

2. Enter your Security Code +  + 42.

This is the same as the method above, except the randomization occurs only on devices with activation times within 6 PM and 5 AM. Enter the same sequence again to turn off the random schedule.

# Section 28: Using #77 Instant Activation Mode



The #77 Instant Activation Mode is used to activate outputs, bypass zones, etc. immediately upon exiting the #77 Mode. The actions that may be activated are relay commands, arm/disarm commands, zone bypassing commands, and open/close access conditions.

## Relay Commands

Action Code		Action Specifier
01	Relay On	Relay #
02	Relay Off	Relay #
03	Relay Close for 2 seconds	Relay #
04	Relay Close XX minutes *	Relay #
05	Relay Close YY seconds *	Relay #
06	Relay Group On	Relay Group #
07	Relay Group Off	Relay Group #
08	Relay Group Close for 2 seconds	Relay Group #
09	Relay Group Close XX minutes *	Relay Group #
10	Relay Group Close YY seconds *	Relay Group #

\* Check with your installer for the amount of time.

## Arm/Disarm Commands

Activation times 1 (Beginning), 2 (End), 3 (During) are the only valid choices for automatic arming and disarming functions.

"During" can be used to arm or disarm the control for a specific time only. For example, if "during" is selected with Arm-STAY, the system will automatically Arm-STAY at the beginning of the window and automatically disarm at the end of the window.

Action Code		Action Specifier
20	Arm-STAY	Partition(s)
21	Arm AWAY	Partition(s)
22	Disarm	Partition(s)
23	Force Arm STAY (Auto-bypass faulted zns)	Partition(s)
24	Force Arm AWAY (Auto-bypass faulted zns)	Partition(s)
25	Arm INSTANT	Partition(s)
26	Arm MAXIMUM	Partition(s)

## Using #77 Instant Activation Mode (cont'd)

---

### Bypass Commands

Activation times **1 (Beginning)**, **2 (End)**, **3 (During)** are the only valid choices for bypass commands. If **3 (During)** is selected for auto-bypassing, the system bypasses the zone(s) specified on a particular zone list at the beginning of the window and unbypasses them at the end of the window. If it is selected for auto unbypassing, the system removes the bypass at the beginning of the window and restores the bypass at the end of the window.

Action Code	Action Specifier
30 Auto bypass - Zone list	Zone list #
31 Auto unbypass - Zone list	Zone list #

### Open/Close Windows

Activation time **3 (During)** is the only valid choice for these commands.

Action Code	Action Specifier
40 Enable Opening Window by partition	Partition(s)
41 Enable Closing Window by partition	Partition(s)
42 Enable Access Window for access group	Access Group

### Access Control Commands

Action Code	Action Specifier
55 Access Point Grant	Access Point #
56 Access Point Grant with Override	Access Point #
57 Access Point Protect	Access Point #
58 Access Point Bypass	Access Point #
59 Access Point Lock	Access Point #
60 Access Point Exit	Access Point #
61 Access Point Group Grant	Group #
62 Access Point Group Grant with Override	Group #
63 Access Point Group Protect	Group #
64 Access Point Group Bypass	Group #
66 Access Point Group Exit	Group #
67 Access Point Partition Grant	Partition #
68 Access Point Partition Grant with Override	Partition #
69 Access Point Protect by Partition	Partition #
70 Access Point Bypass by Partition	Partition #
71 Access Point Lock by Partition	Partition #
72 Access Point Exit by Partition	Partition #
73 Access Point Trigger On	Trigger #
74 Access Point Trigger Off	Trigger #

## Using #77 Instant Activation Mode (cont'd)

---

### Additional Commands

Action Code		Action Specifier
77	Access Point Group Enable	Group #
78	Access Point Group Disable	Group #

### To enter the Instant Activation Mode:

Enter your Security Code +  + 77.

ACTION ?

1. Enter the code for the desired action  
The action codes are the events that are to take place when either the system exits the #77 Mode or the scheduled time is reached, depending on the action selected.
2. Press [\*] to continue.
3. Enter the action specifier  
This defines what the action will affect (relay, relay group, partition, zone list, user group). The action specifier screen prompt varies, depending on the type of action selected.  
As an example, if you selected "Auto Bypass" (Action 30) as the action, the action specifier prompt would be:

ZONE LIST ?

---

ARE YOU SURE ?  
1 = YES 0 = NO      0

Enter **1** (YES) or **0** (NO).  
Press [\*] to continue.

---

QUIT MENU MODE?  
1 = YES    0 = NO    0

Enter **1** (YES) or **0** (NO).  
Press [\*] to continue.

# Section 29: Event Log Procedures

---

## General Information

The system has the ability to record various events in a history log wherein each event is recorded in one of five categories (listed below), with the time and date of its occurrence.

- Logs up to 1000 events with the oldest event being replaced by the logging of any new event after the log is full.
- Using an alpha keypad, the Event Log can be viewed one category at a time, or can display all events, regardless of category (**ALL EVENT LOG**).
- The system also allows selection of completed log, or only those events occurring since the last installer service (**RECENT**).
- Events in the other partitions can be viewed by users authorized to access those partitions  
**NOTE:** Events are displayed in chronological order, from most recent to oldest.

## To Display the Event Log

1. Enter your Security Code +  + 6 + 0

**NOTE:** The entered secured code has to be a master or manager authority level.

---

2. Select the display mode and press the desired option

ENTER 0 = RECENT 1 = COMPLETE DUMP
---------------------------------------

**RECENT** ..... Displays only those events occurring since last Event Log Clear command was executed.

**COMPLETE** ..... Displays complete event log (up to 1000 events)

---

3. Select the partition, 0-8

SCAN LOG BY PART 0 = NO 1-8 = PARTITION #
--

Enter the partition number for the partition whose events are to be displayed.

**NOTE:** Entering 0 (NO) displays all partitions' events.

---

## Event Log Procedures (cont'd)

---

4. Scroll through the categories.

Use the [3] & [1] keys (for next and previous categories respectively) to display the categories of events.

Press [8] to select a category and display the first event. Press [8] again for each subsequent event.

**Example:** Shows burglary alarm occurred in zone 3 (C003) of partition 1 (P1), at 12:02AM on January 1.

P1 01/01 12:02AM BURGLARY C003
-----------------------------------

Typical Event Log Display

After the last event has been displayed, the END OF EVENT LOG message appears for a few seconds, then the system automatically displays the RECENT/COMPLETE mode select screen again (see step 2).

---

5. To EXIT the Event Log Press [\*] at any time.

ALARM EVENT LOG TYPE CCC UUU
---------------------------------

### ALARM EVENT LOG

Displays time and date for zones that has either caused an alarm or has been restored in the selected partition.

### CHECK EVENT LOG

Displays time and date for zones that has caused a trouble or supervisory condition in the selected partition.

### BYPASS EVENT LOG

Displays time and date for zones that has been bypassed in the partition.

### OPEN EVENT LOG

Displays time, date and user number or 6-character descriptor for the user, if programmed, for each arming and disarming of the system for the partition selected.

### SYSTEM EVENT LOG

Displays time and date for system problems, such as AC Loss, low battery, etc., regardless of partition.

### ALL EVENT LOG

Displays all categories of events in chronological order.

---

6. See your Installer for additional information concerning the event log.
-

## Section 30: Setting the Time and Date

---

1. Enter **Installer or Master Code** + **#** + **63**. Typical display shows:

TIME/DATE	THU
12:01AM	12/17/2016

- The day of the week is automatically calculated based on the date entered.
- Time and date entries are made by simply entering the appropriate hour, minute, month, day and year.

Press [\*] to move the cursor to the right of the display, to the next position.

Press [#] to move the cursor to the left of the display, to the previous position.

- 
2. Enter the hour. Then press [\*] to move to the “minutes” field.
- 
3. Enter the minutes. Press [\*] to move to the AM/PM position.
- 
4. Press any key 0-9 to change AM to PM, or PM to AM. Press [\*] to move cursor to the “month” field position.
- 
5. Enter the month using a 2-digit entry. Press [\*] to move cursor to the “day” field position.
- 
6. Enter the day using a 2-digit entry. Press [\*] to move cursor to the “year” field position.
- 
7. Press [\*] to exit the real-time clock edit mode.

# Section 31: Testing the System

---

(To Be Conducted Weekly)

## Using the 5 TEST Key

The **TEST** key puts your system into Test mode, which allows each protection point to be checked for proper operation.

1. Disarm the system and close all protected windows, doors, etc. READY should be displayed.

---

2. Enter your security code and press the 5 key.  
TEST

---

3. The external sounder should sound for 3 seconds and then turn off. If the sounder does not sound, it may be due to dialer communication activity.

Wait a few minutes and try again. If the sounder still does not sound, **CALL FOR SERVICE IMMEDIATELY.**

**NOTE:** This command will cause the panel to look for the battery and if seen, activates the alarm output (siren) for 3 seconds, and will clear a low battery if it is a successful test.

The Keypad Displays:

BURG WALK TEST  
IN PROGRESS

- The test includes all Fire, Burglary and Panic zones.
- Each time a protection zone is faulted (opened), the keypad should beep three times. If the sounder does not sound, **CALL FOR SERVICE IMMEDIATELY.**
- In the case of wireless transmitters, sensitivity of the wireless receiver will be reduced by 50% for the **Go/No Go** test.

**NOTE:** If two wireless receivers exist, the system beeps 1 time for receiver # 1, 2 times for receiver # 2, and 3 times if both receivers received the signal.)

- The keypad displays the zone number and alpha descriptor while a door or window remains open or while a detector remains activated.

## Testing the System (cont'd)

---

To end this test, enter any security code and press OFF.

- The system automatically exits the Test mode if there is no activity (no doors or windows are opened and closed, no motion detectors are activated, etc.) for 30 minutes.
- The system beeps the keypad(s) twice every 5 seconds during the last 5 minutes as a warning that it is about to exit the Test mode and return to normal operation.

All zone types will cause keypad to beep

### NOTES

1. When panel is in Test mode wireless keys will not arm or disarm system. When a button is pressed it shows a fault of the zone assigned to the wireless key. Because the wireless key does not send a zone restore (unlike opening a door, then closing it (which is the restore)), because the wireless key does not send a zone restore. Note the fault does not clear until exiting Test mode.
2. If the sounder does not sound, this may be an indication that the backup battery is discharged or missing, and should be showing a low battery on the keypad.
3. Test mode is active only for the partition at which Test mode is entered. Other partitions are still operative and will cause the external sounder and communicator to activate if an alarm condition occurs.
4. Panel will go into test mode if zones are faulted, *but does not go into test mode if zones are bypassed or in trouble.*

## Testing Your System

1. Open and close each protected door and window in turn and listen for three beeps. Each faulted protection point should appear on the display.

---
2. Walk in front of any motion detectors (if used) and listen for three beeps as movement is detected (wireless motion detectors have a 3-1/2 minute lockout between trips). Each detector's should appear on the display when it is activated.

---
3. Follow the manufacturer's instructions to test all smoke detectors to ensure that all are functioning properly. Each detector should appear on the display when activated.

---
4. When all protection points have been checked, there should be no zone identification numbers displayed. If a problem is experienced with any protection point (no confirming sounds, no display), **CALL FOR SERVICE IMMEDIATELY.**

---
5. Turn off Test mode by entering the security code + the OFF key.

# Section 32: Fire Alarm System

## General

Your fire alarm system (if installed) is on 24 hours a day, providing continuous protection. In the event of an emergency, the smoke and heat detectors automatically send signals to your Control, triggering a loud interrupting sound from the keypad and the optional exterior sounders. FIRE appears at your keypad and remains on until you silence the alarm.

### NOTES

- All smoke detectors must be tested monthly by pressing the **TEST** button located on the detector. Be aware that your keypad(s) and local siren(s) will activate (enter your **4-digit code + [Off]** to silence).

#### **Important!**

If your system is monitored by a central station you must first call the central station to advise them that a test is in progress.

- If the TEST button does not cause the detector to activate it must be replaced immediately.
- Ask your installer if your system is programmed for fire alarm verification, which can help reduce false alarms from smoke detectors.

## In Case of Fire Alarm

Should you become aware of a fire emergency before your detectors sense the problem, go to your nearest keypad and manually initiate an alarm by pressing the panic key assigned as FIRE emergency (if programmed by the installer) and hold down for at least 2 seconds.

#### **Important!**

Evacuate all occupants from the premises.

If flames and/or smoke are present, leave the premises and notify your local Fire Department immediately.

If no flames or smoke are apparent, investigate the cause of the alarm. The descriptor of the zone(s) in alarm appears at the keypad.

## Silencing a Fire Alarm

Silence the alarm by entering your code and pressing **OFF**. To clear the display, enter your code and press the **OFF** key again.

If the keypad does not indicate a **READY** condition after the second **OFF** sequence, press the **READY key** to display the faulted zone(s). Be sure to check that smoke detectors are not responding to smoke or heat producing objects in their vicinity. Should this be the case, eliminate the source of heat or smoke.

If this does not remedy the problem, there may still be smoke in the detector. Clear it by fanning the detector for about 30 seconds.

You can clear the display by entering your **Security Code + the OFF**.

# Section 33: Trouble Conditions

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## Typical Trouble Displays

The word **CHECK** or **TRBL** on the Keypad's display, accompanied by a rapid "beeping" at the Keypad, indicates that there is a trouble condition in the system.

To silence the beeping sound for trouble conditions, press any key.

- A display of "CHECK" or "TRBL" accompanied by a display of "CALL SERVICE" indicates that a problem exists with the system that eliminates some of the protection. **CALL FOR SERVICE IMMEDIATELY.**
- A display of "CHECK" or "TRBL" accompanied by one or more zone descriptors indicates that a problem exists with those zone(s)\*. First, determine if the zone(s) displayed are intact and make them so if they are not. If the problem has been corrected, the display of the zone descriptor(s) and "CHECK" or "TRBL" should disappear. If not, key an OFF sequence (**Security Code + Off**) to clear the display. If the display persists, **CALL FOR SERVICE IMMEDIATELY.**
- A display of "CHECK" or "TRBL" accompanied by a numeric display of "6XX," where XX = 01-32, indicates a trouble on a supervised relay (corresponding relay number 01-32).
- A display of "CHECK" or "TRBL" accompanied by a numeric display of "8XX," where XX = 00-30, indicates a trouble on a peripheral device (connected to the panel's keypad terminals) of a corresponding device address (00-30).
- A display of "CHECK" or "TRBL" accompanied by a numeric display of "9XX," where XX = 00-99, indicates a system trouble exists (RF Receivers, Bell output, etc.). These zones are as follows:

970..... Bell Supervision

988..... 2<sup>nd</sup> RF Receiver – not receiving signals

990..... 1<sup>st</sup> RF Receiver – not receiving signals

997..... Polling Loop Short

- A display of "COMM. FAILURE" at the Keypad indicates that a failure has occurred in the communication portion of your system. **CALL FOR SERVICE IMMEDIATELY.**
- A display of "Phone Line Cut" accompanied by rapid beeping at the Keypad indicates that a failure has occurred in the telephone line. **CALL FOR SERVICE IMMEDIATELY.**
- A display of "SYSTEM LO BAT", accompanied by a once per minute "beeping" at the Keypad indicates that a low system battery condition exists. **CALL FOR SERVICE IMMEDIATELY.**
- A display of "LO BAT" and a zone descriptor, accompanied by a once per minute "beeping" at the Keypad indicates that a low battery condition exists in the wireless transmitter displayed. **CALL FOR SERVICE IMMEDIATELY.**
- A display of "MODEM COMM" indicates that the control is on-line with the central station's remote computer. The control will not operate while on-line.

## Trouble Conditions (cont'd)

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### Power Failure

If the **POWER** indicator is off, operating power for the system has stopped and is inoperative. **CALL FOR SERVICE IMMEDIATELY.**

If the **POWER** indicator is on, but the message "**AC LOSS**" is displayed, the Keypad is operating on battery power only. If only some lights are out on the premises, check circuit breakers and fuses and reset or replace as necessary. **CALL FOR SERVICE IMMEDIATELY** if AC power cannot be restored.

### SERVICING INFORMATION

Your local Honeywell dealer is the person best qualified to service your alarm system. Arranging some kind of regular service program with him is advisable.

<b>Your local Honeywell dealer:</b>	_____
<b>Name:</b>	_____
<b>Address:</b>	_____
<b>Phone:</b>	_____

# Section 34: Recommendations for Proper Protection

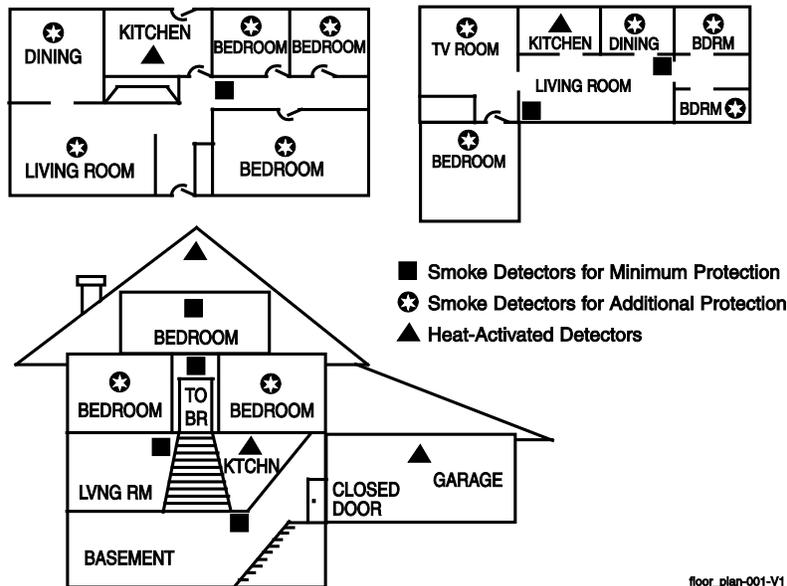
The following recommendations for the location of fire and burglary detection devices help provide proper coverage for the protected premises.

## Recommendations for Smoke and Heat Detectors

With regard to the number and placement of smoke/heat detectors, we subscribe to the recommendations contained in the National Fire Protection Association's (NFPA) Standard #72 noted below.

Early warning fire detection is best achieved by the installation of fire detection equipment in all rooms and areas of the household as follows: For minimum protection a smoke detector should be installed outside of each separate sleeping area, and on each additional floor of a multi-floor family living unit, including basements. The installation of smoke detectors in kitchens, attics (finished or unfinished), or in garages is not normally recommended.

For additional protection the NFPA recommends that you install heat or smoke detectors in the living room, dining room, bedroom(s), kitchen, hallway(s), attic, furnace room, utility and storage rooms, basements and attached garages.



## Recommendations for Proper Protection (cont'd)

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In addition, we recommend the following:

- Install a smoke detector inside every bedroom where a smoker sleeps.
- Install a smoke detector inside bedrooms where electrical appliances (such as portable heaters, air conditioners or humidifiers) are used.
- Install a smoke detector inside every bedroom where someone sleeps with the door partly or completely closed. Smoke could be blocked by the closed door. Also, an alarm in the hallway outside may not wake up the sleeper if the door is closed.
- Install a smoke detector at both ends of a hallway if the hallway is more than 40 feet (12 meters) long.
- Install smoke detectors in any room where an alarm control is located, or in any room where alarm control connections to an AC source or phone lines are made. If detectors are not so located, a fire within the room could prevent the control from reporting a fire or an intrusion.

## Section 35: Emergency Evacuation

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Establish and regularly practice a plan of escape in the event of fire. The following steps are recommended by the National Fire Protection Association:

1. Position your detector or your interior and/or exterior sounders so that they can be heard by all occupants.
2. Determine two means of escape from each room. One path of escape should lead to the door that permits normal exit from the building. The other may be a window, should your path be impassable. Station an escape ladder at such windows if there is a long drop to the ground.
3. Sketch a floor plan of the building. Show windows, doors, stairs and rooftops that can be used to escape. Indicate escape routes for each room. Keep these routes free from obstruction and post copies of the escape routes in every room.
4. Assure that all bedroom doors are shut while you are asleep. This will prevent deadly smoke from entering while you escape.
5. Try the door. If the door is hot, check your alternate escape route. If the door is cool, open it cautiously. Be prepared to slam the door if smoke or heat rushes in.
6. Where smoke is present, crawl on the ground; do not walk upright. Smoke rises and may overcome you. Clearer air is near the floor.
7. Escape quickly; don't panic.
8. Establish a common meeting place outdoors, away from your house, where everyone can meet and then take steps to contact the authorities and account for those missing. Choose someone to assure that nobody returns to the house — many die going back.

## Section 36: Maintaining Your System

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### Taking Care of Your System

The components of your security system are designed to be as free of maintenance as possible. However, there are some things you can do to make sure that your system is in reliable working condition.

1. Test your system weekly.
2. Test the system after any alarm occurs (see *TESTING THE SYSTEM*).

### Replacing Batteries in Wireless Sensors

Wireless sensors may not have been used in your security system

Each wireless sensor in your system has a 9-volt or 3-volt battery. The system detects a low battery in any wireless sensor, including smoke detectors, the optional personal emergency transmitter, and the optional portable wireless key. (A low battery in a portable wireless keypad is detected as soon as one of its keys is pressed, and the keypad will display **00**.)

Alkaline batteries provide a minimum of 1 year of operation, and in most units and applications, provide 2–4 years of service. Actual battery life will depend on the environment in which the sensor is used, the number of signals that the transmitter in the sensor has had to send, and the specific type of sensor. Factors such as humidity, high or low temperatures or large swings in temperature, may all lead to the reduction of actual battery life in an installation.

If you have a low battery in a wireless sensor, a **low battery** message is displayed on the keypad.

In addition, a battery-operated smoke detector with a low battery also emits a single "chirp" sound once approximately every 20-30 seconds, identifying itself as the smoke detector with the weak battery. If you do not replace a smoke detector's low battery, the smoke detector may sound continuously, as if there were a fire alarm.

**NOTE:** The low battery message comes on as a warning that battery replacement in indicated sensor(s) is due within 30 days. In the meantime, the sensor(s) causing the low battery indication is still fully operational.

**IMPORTANT!**

Use only batteries recommended by your installer as replacement.

## Maintaining Your System (cont'd)

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### Silencing Low Battery Warning Tones at the Keypad

The keypad's warning tones can be silenced by performing an OFF sequence (code plus OFF key), but the Keypad's low battery message display will remain on as a reminder that you have a low battery condition in one or more of your sensors. When you replace the weak battery with a fresh one, the sensor will send a "good battery" signal to the control as soon as the sensor is activated (opening/closing of door, window, etc.), causing the low battery display to turn off. If the sensor is not activated, the display will automatically clear within approximately 1 hour.

### Routine Care

- Treat the components of your security system as you would any other electrical equipment. Do not slam sensor-protected doors or windows.
- Keep dust from accumulating on the keypad and all protective sensors, particularly on motion sensors and smoke detectors.
- The keypad and sensors should be cleaned carefully with a dry soft cloth. *Do not spray water or any other fluid on the units.*

## Section 37: Quick Guide to System Functions

Function	Procedure	Comments
Check Zones	Press [*].	To view faulted zones when is system not ready
Display All Descriptors	Press and hold [*] for 5 seconds.	Displays all alpha descriptors programmed by installer.
Arm System	<ol style="list-style-type: none"> <li>1. Enter code.</li> <li>2. Press arming key desired (AWAY, STAY, INSTANT, MAXIMUM).</li> </ol>	<p>Arms system in mode selected.</p> <p><b>NOTE:</b> After pressing the STAY or INSTANT arming key, enter 1, 2 or 3 to arm in the desired STAY or INSTANT mode.</p>
Disarm System	Enter code. Press OFF [1].	Disarms system and silences alarms.
Bypass Zones	<ol style="list-style-type: none"> <li>1. Enter code. Press BYPASS [6].</li> <li>2. Enter zone numbers to be bypassed (use 3-digit entries).</li> </ol>	Bypassed zones are unprotected and will not cause an alarm if violated.
Quick Bypass	<ol style="list-style-type: none"> <li>1. Enter code. Press BYPASS [6].</li> <li>2. Press [#].</li> </ol>	Bypasses all faulted zones automatically.
Group Bypass	<ol style="list-style-type: none"> <li>1. Enter code. Press BYPASS [6].</li> <li>2. Press [*]. Enter Group Number (01-15)</li> </ol>	Bypasses all zones assigned to the group.
Chime Mode	Enter code. Press CHIME [9].	Keypad will sound if doors or windows are violated while system disarmed.
Test Mode	Enter code. Press TEST [5]	Activates alarm sounder and allows sensors to be tested.
View Messages	Press and hold [0] for at least 5 seconds.	Message from central station will appear.
View User Capabilities	Enter user's code. Press [*] + [*].	Displays partitions & authority levels assigned to the user.
GOTO Partition	<ol style="list-style-type: none"> <li>1. Enter security code. Press [*].</li> <li>2. Enter partition number (1-8).</li> <li>3. 0 returns to default partition.</li> </ol>	Allows a user at one keypad to perform functions in another partition, if that user is authorized to do so.
Self-Help	Press and hold any function key for at least 5 seconds.	Will display abbreviated instructions for the key pressed.
Add a User	<ol style="list-style-type: none"> <li>1. Enter master/manager code.</li> <li>2. Press CODE [8].</li> <li>3. Enter new user's user number.</li> <li>4. Enter code for that user.</li> <li>5. Enter authority for that user in this partition (1-5).</li> <li>6. Follow prompts, 1=Yes, 0=No.</li> </ol>	Master & Manager level users can add users to the system, each with its own code and authority level.

## Quick Guide to System Functions (cont'd)

Change a User's Code	<ol style="list-style-type: none"> <li>1. Enter master/manager code.</li> <li>2. Press CODE [8].</li> <li>3. Enter user's 3-digit number.</li> <li>4. Enter new code for that user.</li> <li>5. Press 0 (No) at prompt.</li> </ol>	Master & Manager level users can change their own or other users' codes.
Delete a User	<ol style="list-style-type: none"> <li>1. Enter master/manager code.</li> <li>2. Press CODE [8].</li> <li>3. Enter user no. to be deleted.</li> <li>4. Enter master/manager code.</li> <li>5. Press 1 (Yes) at prompt.</li> </ol>	<p>Master &amp; Manager level users can delete users.</p> <p>A user can only be deleted by a user with higher authority level.</p>
Real-Time Clock	Enter Master code. Press <input type="text" value="#"/> + [63].	Press [*] or [#] to move cursor. Enter time and date accordingly. Press any key (0-9) for AM/PM.
Control Output Device	Enter security code. Press <input type="text" value="#"/> Enter 71 or 72.	Activate output device as programmed.
	Enter security code. Press <input type="text" value="#"/> Enter 70.	Activate output device manually
Randomize Output Device	Enter security code. Press <input type="text" value="#"/> Enter 77.	Activate output device or system event instantly
	Enter security code. Press <input type="text" value="#"/> Enter 41	Randomize output devices set for random schedules
	Enter security code. Press <input type="text" value="#"/> Enter 42.	Randomize output devices set for random schedules with activation times between 6 PM and 5 AM
Access Control	Enter 0.	Exit multi-partition multi-panel mode and multi-panel view mode.
	Enter security code. Enter 0.	Activate access relay for current partition.
	Enter security code Press [#]. Enter 73.	Request to enter or exit at a console.
	Enter security code Press [#]. Enter 74. Enter access point number.	Request to enter or exit at an access point.
	Enter security code. Press <input type="text" value="#"/> Enter 75. Enter access point number. Enter state (1-3)	Change the access point state.

## Section 38: Summary of Audible Notification

(Alpha Display Keypads)

SOUND	CAUSE	DISPLAY
LOUD, INTERRUPTED* Keypad & External	FIRE ALARM	<b>FIRE</b> is displayed; descriptor of zone in alarm is displayed.
LOUD, CONTINUOUS* Keypad & External	BURGLARY/AUDIBLE EMERGENCY ALARM	<b>ALARM</b> is displayed; descriptor of zone in alarm is also displayed.
ONE SHORT BEEP (not repeated) Keypad only	a. SYSTEM DISARM b. SYSTEM ARMING ATTEMPT WITH AN OPEN ZONE. c. BYPASS VERIFY	a. DISARMED/READY TO ARM is displayed. b. The number and descriptor of the open protection zone is displayed. c. Numbers and descriptors of the bypassed protection zones are displayed (One beep is heard for each zone displayed). Subsequently, the following is displayed: <div style="border: 1px solid black; padding: 5px; display: inline-block; text-align: center;"> <b>DISARMED BYPASS</b>  <b>Ready to Arm</b> </div>
ONE SHORT BEEP (once every 15 sec.) Keypad only	SYSTEM IS IN TEST MODE	Opened Zone identifications will appear.
TWO SHORT BEEPS (once every 5 sec.) Keypad only	SYSTEM IS ABOUT TO AUTOMATICALLY EXIT TEST MODE	Opened Zone identifications will appear.
ONE BEEP (every 60 sec.) Keypad only	LOW BATTERY AT A TRANSMITTER	<b>LO BAT</b> displayed with description of transmitter.
TWO SHORT BEEPS Keypad only	ARM AWAY OR MAXIMUM	<b>ARMED AWAY</b> or <b>ARMED MAXIMUM</b> is displayed. Red ARMED indicator is lit.
THREE SHORT BEEPS Keypad only	a. ARM STAY OR INSTANT b. ZONE OPENED WHILE SYSTEM IS IN CHIME MODE. c. ENTRY WARNING**	a. ARMED STAY ZONE BYPASSED or ARMED INSTANT ZONE BYPASSED is displayed. Red ARMED indicator is lit. b. <b>CHIME</b> displayed, descriptor of open protection zone will be displayed if the [Q] key is pressed. c. DISARM SYSTEM OR ALARM WILL OCCUR is displayed.

## Summary of Audible Notification (cont'd)

<b>RAPID BEEPING</b> Keypad only	a. TROUBLE b. AC POWER LOSS ALERT*** c. MEMORY OF ALARM	a. <b>CHECK</b> displayed. Descriptor of troubled protection zone is displayed. b. <b>AC LOSS</b> displayed (may alternate with other displays that may be present). c. <b>FIRE</b> or <b>ALARM</b> is displayed; descriptor of zone in alarm is displayed.
<b>SLOW BEEPING</b> Keypad only	a. ENTRY DELAY WARNING** b. EXIT DELAY WARNING (if programmed)	a. <b>DISARM SYSTEM OR ALARM WILL OCCUR</b> is displayed. Exceeding the delay time without disarming causes alarm. b. ARMED AWAY or ARMED MAXIMUM is displayed along with You May Exit Now

- \* If bell is used as external sounder, fire alarm is pulsed ring; burglary/audible emergency is steady ring.
- \*\* Entry warning may consist of three short beeps or slow continuous beeping, as programmed by your installer.
- \*\*\* Loss of system battery power is not indicated or annunciated by the keypad (warnings are for loss of AC power only).

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### **FEDERAL COMMUNICATIONS COMMISSION STATEMENTS**

The user shall not make any changes or modifications to the equipment unless authorized by the Installation Instructions or User's Manual. Unauthorized changes or modifications could void the user's authority to operate the equipment.

#### **FCC CLASS B STATEMENT**

This equipment has been tested to FCC requirements and has been found acceptable for use. The FCC requires the following statement for your information:

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 a Class B computing device in accordance with the specifications in 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 turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- If using an indoor antenna, have a quality outdoor antenna installed.
- Reorient the receiving antenna until interference is reduced or eliminated.
- Move the radio or television receiver away from the receiver/control.
- Move the antenna leads away from any wire runs to the receiver/control.
- Plug the receiver/control into a different outlet so that it and the radio or television receiver are on different branch circuits.
- Consult the dealer or an experienced radio/TV technician for help.

#### **INDUSTRY CANADA CLASS B STATEMENT**

This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.

#### **FCC/IC STATEMENT**

This device complies with Part 15 of the FCC Rules, and Industry Canada's license-exempt RSSs. Operation is subject to the following two conditions: (1) This device may not cause harmful interference (2) This device must accept any interference received, including interference that may cause undesired operation.

Cet appareil est conforme à la partie 15 des règles de la FCC & de RSS 210 des Industries Canada. Son fonctionnement est soumis aux conditions suivantes: (1) Cet appareil ne doit pas causer d'interférences nuisibles. (2) Cet appareil doit accepter toute interference reçue y compris les interferences causant une reception indésirable.

### **IN THE EVENT OF TELEPHONE OPERATIONAL PROBLEMS**

In the event of telephone operational problems, disconnect the control from the phone line by removing the plug from the phone wall jack. We recommend that your installer demonstrate this disconnection on installation of the system. Do not attempt to disconnect the phone connection inside the control. Doing so will result in the loss of your phone lines. If the regular phones work correctly after the control has been disconnected from the phone wall jack, the control has a problem and you should immediately call for service. If upon disconnection of the control, there is still a problem on the phone line, notify the Telephone Company that they have a problem and request prompt phone repair service. The user may not under any circumstances attempt any service or repairs to the security system. Repairs must be made only by authorized service (see the LIMITED WARRANTY statement for information on how to obtain service).

**“FEDERAL COMMUNICATIONS COMMISSION (FCC) Part 68 NOTICE**

This equipment complies with Part 68 of the FCC rules. On the front cover of this equipment is a label that contains, among other information, the FCC registration number and ringer equivalence number (REN) for this equipment. If requested, this information must be provided to the telephone company.

This equipment uses the following jacks:

An RJ31X is used to connect this equipment to the telephone network.

The REN is used to determine the quantity of devices which may be connected to the telephone line. Excessive RENs on the telephone line may result in the devices not ringing in response to an incoming call. In most, but not all areas, the sum of the RENs should not exceed five (5.0). To be certain of the number of devices that may be connected to the line, as determined by the total RENs, contact the telephone company to determine the maximum REN for the calling area.

If this equipment causes harm to the telephone network, the telephone company will notify you in advance that temporary discontinuance of service may be required. If advance notice is not practical, the telephone company will notify the customer as soon as possible. Also, you will be advised of your right to file a complaint with the FCC if you believe necessary.

The telephone company may make changes in its facilities, equipment, operations, or procedures that could affect the operation of the equipment. If this happens, the telephone company will provide advance notice in order for you to make the necessary modifications in order to maintain uninterrupted service.

If trouble is experienced with this equipment, please contact the manufacturer for repair and warranty information. If the trouble is causing harm to the telephone network, the telephone company may request you remove the equipment from the network until the problem is resolved.

There are no user serviceable components in this product, and all necessary repairs must be made by the manufacturer. Other repair methods may invalidate the FCC registration on this product.

This equipment cannot be used on telephone company-provided coin service. Connection to Party Line Service is subject to state tariffs.

This equipment is hearing-aid compatible.

When programming or making test calls to an emergency number, briefly explain to the dispatcher the reason for the call. Perform such activities in the off-peak hours; such as early morning or late evening.

**Ringer Equivalence Number Notice:**

The Ringer Equivalence Number (REN) assigned to each terminal device provides an indication of the maximum number of terminals allowed to be connected to a telephone interface. The termination on an interface may consist of any combination of devices subject only to the requirement that the sum of the Ringer Equivalence Numbers of all the devices does not exceed five.

**AVIS :** L'indice d'équivalence de la sonnerie (IES) assigné à chaque dispositif terminal indique le nombre maximal de terminaux qui peuvent être raccordés à une interface. La terminaison d'une interface téléphonique peut consister en une combinaison de quelques dispositifs, à la seule condition que la somme d'indices d'équivalence de la sonnerie de tous les dispositifs n'excède pas cinq.

## **WARNING!**

### **THE LIMITATIONS OF THIS ALARM SYSTEM**

While this system is an advanced design security system, it does not offer guaranteed protection against burglary or fire or other emergency. Any alarm system, whether commercial or residential, is subject to compromise or failure to warn for a variety of reasons. For example:

- Intruders may gain access through unprotected openings or have the technical sophistication to bypass an alarm sensor or disconnect an alarm warning device.
- Intrusion detectors (e.g. passive infrared detectors), smoke detectors, and many other sensing devices will not work without power. Battery operated devices will not work without batteries, with dead batteries, or if the batteries are not put in properly. Devices powered solely by AC will not work if their AC power supply is cut off for any reason, however briefly.
- Signals sent by wireless transmitters may be blocked or reflected by metal before they reach the alarm receiver. Even if the signal path has been recently checked during a weekly test, blockage can occur if a metal object is moved into the path.
- A user may not be able to reach a panic or emergency button quickly enough.
- While smoke detectors have played a key role in reducing residential fire deaths in the United States, they may not activate or provide early warning for a variety of reasons in as many as 35% of all fires, according to data published by the Federal Emergency Management Agency. Some of the reasons smoke detectors used in conjunction with this System may not work are as follows. Smoke detectors may have been improperly installed and positioned. Smoke detectors may not sense fires that start where smoke cannot reach the detectors, such as in chimneys, in walls, or roofs, or on the other side of closed doors. Smoke detectors also may not sense a fire on another level of a residence or building. A second floor detector, for example, may not sense a first floor or basement fire. Moreover, smoke detectors have sensing limitations. No smoke detector can sense every kind of fire every time. In general, detectors may not always warn about fires caused by carelessness and safety hazards like smoking in bed, violent explosions, escaping gas, improper storage of flammable materials, overloaded electrical circuits, children playing with matches, or arson. Depending upon the nature of the fire and/or the locations of the smoke detectors, the detector, even if it operates as anticipated, may not provide sufficient warning to allow all occupants to escape in time to prevent injury or death.
- Passive Infrared Motion Detectors can only detect intrusion within the designed ranges as diagrammed in their installation manual. Passive Infrared Detectors do not provide volumetric area protection. They do create multiple beams of protection, and intrusion can only be detected in unobstructed areas covered by those beams. They cannot detect motion or intrusion that takes place behind walls, ceilings, floors, closed doors, glass partitions, glass doors, or windows. Mechanical tampering, masking, painting or spraying of any material on the mirrors, windows or any part of the optical system can reduce their detection ability. Passive Infrared Detectors sense changes in temperature; however, as the ambient temperature of protected area approaches the temperature range of 90° to 105°F, the detection performance can decrease.
- Alarm warning devices such as sirens, bells or horns may not alert people or wake up sleepers if they are located on the other side of closed or partly open doors. If warning devices sound on a different level of the residence from the bedrooms, then they are less likely to waken or alert people inside the bedrooms. Even persons who are awake may not hear the warning if the alarm is muffled from a stereo, radio, air conditioner or other appliance, or by passing traffic. Finally, alarm warning devices, however loud, may not warn hearing-impaired people or waken deep sleepers.
- Telephone lines needed to transmit alarm signals from a premises to a central monitoring station may be out of service or temporarily out of service. Telephone lines are also subject to compromise by sophisticated intruders.
- Even if the system responds to the emergency as intended, however, occupants may have insufficient time to protect themselves from the emergency situation. In the case of a monitored alarm system, authorities may not respond appropriately.
- This equipment, like other electrical devices, is subject to component failure. Even though this equipment is designed to last as long as 10 years, the electronic components could fail at any time.

The most common cause of an alarm system not functioning when an intrusion or fire occurs is inadequate maintenance. This alarm system should be tested weekly to make sure all sensors and transmitters are working properly.

Installing an alarm system may make one eligible for lower insurance rates, but an alarm system is not a substitute for insurance. Homeowners, property owners and renters should continue to act prudently in protecting themselves and continue to insure their lives and property.

We continue to develop new and improved protection devices. Users of alarm systems owe it to themselves and their loved ones to learn about these developments.

## **TWO YEAR LIMITED WARRANTY**

Honeywell International Inc., acting through its Security & Communications business ("Seller"), 2 Corporate Center Drive, Melville, New York 11747 warrants its products to be free from defects in materials and workmanship under normal use and service, normal wear and tear excepted, for 24 months from the manufacture date code; provided, however, that in the event the Buyer presents a proper invoice relating to the purchased product and such invoice bears a date later than the manufacture date, then Seller may at its discretion, reflect the warranty period as commencing at invoice date. Except as required by law, this Limited Warranty is only made to Buyer and may not be transferred to any third party. During the applicable warranty period, Seller will repair or replace, at its sole option and as the exclusive remedy hereunder, free of charge, any defective products.

Seller shall have no obligation under this Limited Warranty or otherwise if the product:

- (i) is improperly installed, applied or maintained;
- (ii) installed outside of stated operating parameters, altered or improperly serviced or repaired by anyone other than the Seller/Seller's Authorized Service/Repair Center;
- (iii) damage is caused by outside natural occurrences, such as lightning, power surges, fire, floods, acts of nature, or the like; or
- (iv) defects result from unauthorized modification, misuse, vandalism, alterations of serial numbers, other causes unrelated to defective materials or workmanship, or failures related to batteries of any type used in connection with the products sold hereunder.

### **Exceptions to Warranty With Respect to Honeywell Products listed below:**

Hardwire Contacts and PIRs – Seller warrants parts for hardwire contacts and PIRs in accordance with the terms of the above limited warranty for a period of five (5) years from the manufacture date code.

### **EXCLUSION OF WARRANTIES, LIMITATION OF LIABILITY**

THERE ARE NO WARRANTIES OR CONDITIONS, EXPRESS OR IMPLIED, OF MERCHANTABILITY, OR FITNESS FOR A PARTICULAR PURPOSE OR OTHERWISE, WHICH EXTEND BEYOND THE DESCRIPTION ON THE FACE HEREOF. TO THE FULLEST EXTENT PERMITTED BY LAW, IN NO CASE SHALL SELLER BE LIABLE TO ANYONE FOR ANY (i) CONSEQUENTIAL, INCIDENTAL, INDIRECT, SPECIAL, OR PUNITIVE DAMAGES ARISING OUT OF OR RELATING IN ANY WAY TO THE PRODUCT AND/OR FOR BREACH OF THIS OR ANY OTHER WARRANTY OR CONDITION, EXPRESS OR IMPLIED, OR UPON ANY OTHER BASIS OF LIABILITY WHATSOEVER, EVEN IF THE LOSS OR DAMAGE IS CAUSED BY SELLER'S OWN NEGLIGENCE OR FAULT AND EVEN IF SELLER HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH LOSSES OR DAMAGES. Any product description (whether in writing or made orally by Seller or Seller's agents), specifications, samples, models, bulletin, drawings, diagrams, engineering sheets or similar materials used in connection with the Buyer's order are for the sole purpose of identifying the Seller's products and shall not be construed as an express warranty or condition. Any suggestions by Seller or Seller's agents regarding use, applications, or suitability of the products shall not be construed as an express warranty or condition unless confirmed to be such in writing by Seller. Seller does not represent that the products it sells may not be compromised or circumvented; that the products will prevent any personal injury or property loss by burglary, robbery, fire or otherwise, or that the products will in all cases provide adequate warning or protection. Buyer understands that a properly installed and maintained alarm may only reduce the risk of a burglary, robbery or fire without warning, but it is not insurance or a guarantee that such will not occur or will not cause or lead to personal injury or property loss. CONSEQUENTLY, SELLER SHALL HAVE NO LIABILITY FOR ANY PERSONAL INJURY, PROPERTY DAMAGE OR OTHER LOSS BASED ON ANY CLAIM AT ALL INCLUDING A CLAIM THE PRODUCT FAILED TO GIVE WARNING. However, if Seller is held liable whether directly or indirectly for any loss or damage with respect to the products it sells, regardless of cause or origin, its maximum liability shall not in any case exceed the purchase price of the product, which shall be fixed as liquidated damages and not as a penalty, and shall be the complete and exclusive remedy against the Seller. Should your product become defective during the warranty, please contact your installer to facilitate repair or replacement with Seller pursuant to the terms hereof. Seller reserves the right to replace any defective product under warranty with new, refurbished, or remanufactured product.









# Honeywell

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