

**Security  
System**  

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**User's Guide**



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# Introduction

Security systems help to secure life, property, and investments against fire, theft, and bodily harm. The control center is an advanced digital device that offers a variety of features not available with other systems. Its highly visible, back-lit display and built-in sounder alert you to a number of system events. Stylish design and ease-of-use make it ideal for property protection.

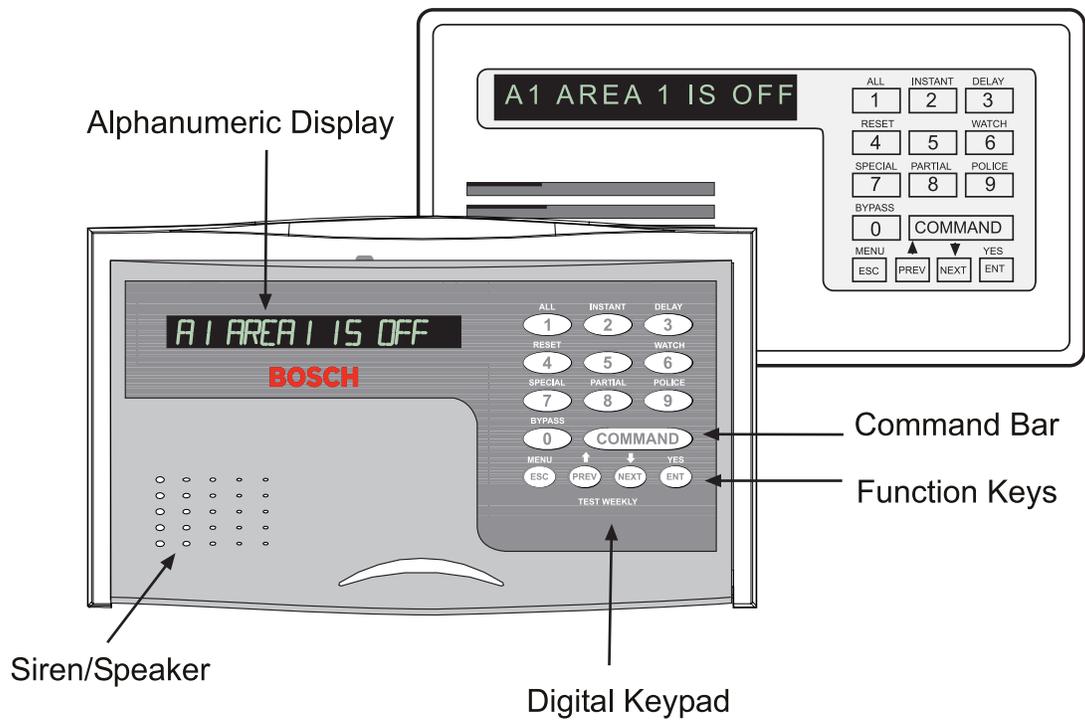
Your security company can program the system to meet your individual needs. Your property is given its own English language description that appears in the display.

## About This Users Guide

This users guide covers basic system commands, such as turning the system on and off. It is designed to be an everyday type of reference for system users. The functions described in this guide are programmed by your security company. Some of them may not be included in your system. Some of the functions covered

may require you to enter your personal passcode.

Throughout this guide the # symbol refers to a variable numerical quantity, such as the number of points to test or exit delay time. Messages that appear in the display appear in this guide in ***CAPITAL, BOLD AND ITALIC***. Keys that are pressed on the keypad appear in **CAPITAL AND BOLD**.



## Using the Command Center

The security system provides quick access to functions by pressing the **COMMAND** bar and one or two additional keys.

Another way to access functions is through the Command Menu. Access the Command Menu by pressing the **MENU** key. Pressing the **PREV** or **NEXT** key allows you to scroll up or down through the list of functions programmed by your security company. Pressing the **ENT** key initiates the function displayed. To exit the Command Menu, press the **ESC** key. Use the Command Menu to locate functions you don't use often or that don't have a command number.

### Command Center Function Keys

The command center has five function keys. These keys are used to control the system.

#### **COMMAND**

Use the **COMMAND** bar in combination with one or two numeric keys to perform a function.

#### **ENT/YES**

The **ENT (Enter)/YES** key has two functions. The first is to complete the entry of your passcode at the command center. Whenever a function requires that you enter your passcode, first press the digits of the code and then press the **ENT** key. The system does not recognize your passcode until you press **ENT**.

The second function of the **ENT/YES** key is to select the menu item displayed. Some menu items require your personal passcode be entered before starting the function. Remember to press **ENT** after entering your passcode.

#### **ESC/MENU**

The **ESC (Escape)/MENU** key has two functions. First, the **ESC/MENU** key is used to enter the Command Menu. Press this key when at idle text to go to the first item in the menu.

Second, pressing **ESC** returns to the idle display.

**PREV** (Previous)

When viewing a list, pressing the **PREV** key takes you back to the previously shown item.

**NEXT**

Press the **NEXT** key to pass over the present item in a menu or list.

## Security System Basics

### What is a Point?

A “point” is a detection device, or group of devices connected to the security system. Points display individually with custom text. The text can describe a single door, motion sensor, smoke detector, or an area such as UPSTAIRS or GARAGE. There are two basic types of points, controlled and 24-hour.

### Controlled Points

Controlled points respond to alarm conditions depending upon whether the system is turned on (armed) or turned off (disarmed). Controlled points are programmed to respond instantly to alarm conditions or to provide a delay for you to reach the command center and disarm the system. The words **A1 #ALARMS** appear before the point text when there is an alarm. There are two types of controlled points, perimeter points and interior points.

### Perimeter Points

These points usually include all exterior doors and windows of the building.

### Interior Points

These points usually include interior forms of burglary detection devices, such as carpet mats, motion sensors, or inside doors, for example.

### **24-Hour Points**

24-hour points are always on, even when the burglary system is disarmed (turned off). There are two types of 24-hour points, fire points and non-fire points.

### **Fire Points**

Fire points exclusively monitor fire detection devices. They are always armed and cannot be disarmed. Fire points can be clearly distinguished from other non-fire points. When there is a fire alarm, the text identifying the point as a fire point is displayed; pressing the **PREV** key causes the summary display, such as **A1 # FIRE ALARM** to appear in the display and pressing **NEXT** displays any other points in alarm. Fire alarms have a unique audible warning signal.

### **Non-Fire Points**

Non-fire points are always armed and cannot be disarmed.

## Custom Display

“At an idle state” means that the system is not currently performing a function entered by a user and there are no active alarms. There are three idle states:

- Turned on (Armed)
- Turned off (Disarmed) with no points faulted (doors or windows open) in the area
- Turned off with faulted points (doors or windows open) in the area

This guide uses the default idle state displays for examples of these idle states. Your security company may program custom text for the idle displays in your system. The custom text and the default text for the three system idle displays follow.

### Custom Displays

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### Default Text / Function

#### **AREA\_IS ON**

Indicates the area is turned on (armed) and ready to detect intruders.

#### **AREA \_ IS OFF**

Indicates the area is turned off (disarmed). 24-hour points remain armed.

#### **AREA \_ NOT READY**

Indicates that the area is turned off, but not ready to arm. Perimeter and/or interior points are faulted (doors or windows open).



## View Faulted or Bypassed Points

To properly arm the system, all the doors and windows in the system must be in the normal (not faulted) condition. Viewing the faulted points helps you find faulted points and correct them so proper arming is possible.

The command center offers two ways of displaying faulted and bypassed point information. The first causes the faulted or bypassed point information to scroll automatically through the display. The second allows you to manually scroll through each individual point description.

### To automatically scroll faulted or bypassed points:

1. Ensure the display shows idle text.
2. Press any number key. If there are faulted points, **AREA 1 ## FAULT** (## = total number of faulted points) is displayed first. This display is followed by the point text descriptions of the faulted points.

If there are bypassed points, **AREA 1 ## BYPAS** (## = total number of bypassed points) is displayed, followed by the point text descriptions of the bypassed points. These displays scroll at the rate of 2 seconds each. If there are no faulted or bypassed points, the displays do not appear. Instead, the display shows **NO FAULTS/BYPAS**.

3. The display returns to idle text after scrolling through the faulted and bypassed point information. Press **ESC** to stop the display from scrolling.

### To manually scroll faulted or bypassed points:

1. Ensure the display shows idle text.
2. Press the **NEXT** key repeatedly to display the faulted and bypassed point information. If there are no faulted or bypassed points the display shows **NO FAULTS/BYPAS**.
3. Return to idle text at any time by pressing **ESC**.

## **Warning Displays and Tones**

The command center emits one of several distinct tones and displays custom text to alert you to system events. Additional bells or sirens may also be connected to the system. Bells or sirens mounted on the exterior of the premises alert neighbors to emergencies and provide an audible guide for police and fire fighters.

## **Command Center Quiets for Keystrokes**

Pressing any key on the keypad lights the keys and quiets any warning tones. If another key is not pressed within 20 seconds, the keypad lights go out and the warning tones resume.

## **Priority of Events**

If more than one event occurs, the system sorts them into one of four groups. The groups (highest priority first) are: Fire Alarms, Burglary Alarms, Fire Troubles, and Non-Fire Troubles.

The group with the highest priority scrolls first. Descriptions of the tones and displays for each group and instructions for silencing the tones are included in the descriptions that follow.

# Alarms

## Fire Alarms

Fire alarms are the highest priority events. When a fire point activates, the control center emits a pulsating high-pitched fire tone. Evacuate all occupants and investigate for smoke or fire. Ensure that all occupants know the difference between the burglary tone and the fire tone. The tone sounds for the time set by your security company.

The display shows the point text of the first point that went into fire alarm. Press the **NEXT** key to manually display additional points (if any) that went into alarm. Events scroll from the oldest to the newest.

## Silencing Fire Alarms

Entering a personal passcode with the proper authority level silences a fire alarm and disarms the system if it is armed. The system now displays **ALARM SILENCED** and then the number of points in alarm (**A1 ## FIRE ALARM**) and the custom text of all the points in alarm, in the order of occurrence. The system can be

programmed so that some fire alarms cannot be silenced until the fire event clears. Entering **COMMAND 4** clears the scrolling point text from the display. The **ALARM SILENCED** message continues to scroll as a reminder that it is still possible to view the text of the points in alarm by using the View Memory function. See **VIEW MEMORY ?** (**COMMAND 40**) for more information. To clear the event memory and remove the **ALARM SILENCED** message from the display, enter a valid passcode and press the **ESC** key, or re-arm the area.

If a fire trouble still exists, the display shows **FIRE TROUBLE**. To remove this display, the fire point(s) must be returned to normal. If you wish to review cleared events, use **COMMAND 4 0**.

## Burglary Alarms

Burglary alarms are the second priority. When a burglary point activates while the system is armed, the command center emits a steady high-pitched burglary tone. The tone sounds for the time set by your security company.

The keypad display shows the number of burglary points activated (**A1 ## ALARMS**) and then custom text for each activated point. Press **NEXT** to manually scroll the list if you wish. Events scroll from the oldest to the newest.

## Silencing Burglary Alarms

Entering a personal passcode with the proper authority level silences a burglary alarm and disarms the system if it is armed. The system now displays **ALARM SILENCED** and then the number of points in alarm (**A1 ## ALARMS**) and the custom text of all the points in alarm, in the order of occurrence. Entering **COMMAND 4** clears the scrolling point text from the

display. The **ALARM SILENCED** message continues to scroll as a reminder that it is still possible to view the text of the points in alarm by using the View Memory function.

See **VIEW MEMORY?** (**COMMAND 4 0**) for more information. To clear the event memory and remove the **ALARM SILENCED** message from the display, enter a valid passcode and press the **ESC** key, or re-arm the area.

## Trouble Events

### Fire Trouble Events

When a fire trouble occurs, the command center emits three warble tones, then a pause (repeatedly).

The system displays the number of fire points with troubles (**A1 ## FIRE TRBLE**) and then custom text for each point.

### Silencing Fire Troubles

Entering a personal passcode with the proper authority level silences a fire trouble and disarms the panel if it is armed. To clear the scrolling trouble message from the display, enter **COMMAND 4**. To review the cleared troubles, enter **COMMAND 4 0**.

### Special Fire Trouble Display

If you silence the command center or clear a trouble for a Fire Point from the display and the fire point remains in trouble, **FIRE TROUBLE** appears in the keypad's display. **FIRE TROUBLE** remains in the

display until the condition causing the trouble is cleared.

**Note:** Some fire points, when tripped, display **FIRE TROUBLE** for a preset amount of time. If no other fire activity is detected, this condition automatically clears. If the condition remains or another fire detector is tripped, a fire alarm occurs.

### Viewing Fire Troubles

After a passcode is entered, the text of the fire point in trouble continues to scroll through the display. Press **NEXT** to scroll displays manually. Events scroll from oldest to newest.

### Non-Fire Trouble Events

When a trouble event such as an AC failure occurs, the command center can be programmed to emit three warble tones, then a pause (repeatedly).

If the system is armed, the display shows the number of non-fire trouble (**A1 ## TROUBLES**) and then custom text for each activated point.

### **Silencing Non-Fire Trouble Events**

Entering a personal passcode with the proper authority level silences a trouble and disarms the panel if it is armed. If you wish to clear the scrolling trouble message from the display, enter COMMAND 4. If you wish to review these cleared troubles, use COMMAND 40.

### **Viewing Non-Fire Trouble Events**

After a passcode is entered, the text of the activated points continues to scroll through the display. Press **NEXT** to scroll displays manually. Events scroll from oldest to newest. Use COMMAND 4 to clear messages from the display.

### **Special System Trouble Display**

**SERV AC FAIL** and **SERV BATT LOW** are examples of system trouble displays. These displays appear on all keypads in the system. All system trouble displays

begin with **SERV**. See *Standard Displays* for a description of each system trouble display. Entering your passcode or a COMMAND 4 silences a system trouble tone, but the **SERV** display does not clear until the faulted condition is corrected.

### **Cleared Events Are Not Lost**

If you clear the alarms and troubles from the display, you can still view all the events that occurred since the last time the system was armed by using COMMAND 40 (View Event Memory).

### **Entry Delay Tone and Display**

When you enter an armed system through a point programmed for entry delay, the command center emits a repeating tweedle tone and displays **DISARM NOW** as a reminder to turn off the security system.

Failure to turn off the security system before the entry delay time expires may sound the burglary tone and could result in an alarm report being sent to the security company.

### **Exit Delay Tone and Display**

After the system is armed, the command center emits a repeating beep tone, displays **EXIT NOW**, and counts down the exit delay time.

### **Keystroke Checking Tones**

#### **Valid Entry**

The command center sounds a muted beep tone when an appropriate key for the function or entry desired is pressed, indicating the keystroke was accepted.

#### **Invalid Entry**

A flat buzz tone sounds when you press a key that doesn't have a function to execute or when the keypad has no information to display.

### **Silencing an Alarm**

The audible alarm sounds for a specific period of time before it automatically shuts off. To silence the siren before the time expires, simply enter your personal passcode and press **ENT**.

### **To SILENCE an alarm:**

- Enter your passcode and press **ENT**.

### **How the System Reports Alarms**

The security system can be programmed to automatically disconnect the telephones when sending reports to the security company. Once the report is completed, the security system returns the telephones to normal operation (check with your security company).

The system makes repeated attempts to send reports to the security company. In the event the security system fails to communicate, the command center buzzes and the keypad displays **SERV COMM FAIL**. Notify your security company of the communications failure.

**Note:** If the telephone service is interrupted, the security system cannot send reports to the security company unless an alternate means of transmitting the reports exists.



## System Commands and Functions

*COMMAND DISABLED* appears in the display for a few moments before the display returns to idle text. If the function is available in the system but your passcode is not authorized to perform the function, then *NOT AUTHORIZED* displays on the Command Center.

Press the **COMMAND** bar and then the one or two digits shown in the table below to perform the function.

<b>Command</b>	<b>Function</b>
CMD 1	Master Arm
CMD 1 1	Master Arm Instant
CMD 2	Perimeter Instant
CMD 3	Perimeter Delay
CMD 4	Silence the Trouble Sounder & Clear Trouble Displays
CMD 4 0	View Memory
CMD 4 4	Walk Test
CMD 4 7	Reset Sensors
CMD 6	Watch Mode
CMD 7	Special Alert
CMD 8	Perimeter Partial
CMD 9	Special Alert



## Arming/Disarming

### Turning the System On (Arming)

The security system can be turned on (armed) in many different ways, depending on the arming command used. The basic arming command arms the entire system. The simplest way to arm the entire system is to enter your passcode or COMMAND 1.

There are several other arming commands to turn the system on. These are described later in this guide.

#### To Arm the Security System:

1. Enter your passcode and press **ENT**.
2. The command center briefly displays **ARMING**, and the exit delay tone begins. After exit delay time expires, the display changes to idle armed text.

### Turning the System Off (Disarming)

The security system is turned off by entering your personal passcode. When the system is turned on, you must enter through a designated entry door to prevent an instant alarm condition. Opening the door starts entry delay time and the Command Center emits a pulsing “beep” tone to remind you to turn the system off. Enter your passcode before the delay time expires and the system turns off.

If you enter through the wrong door or fail to disarm before the entry delay time expires, you cause an alarm. If this happens, silence the alarm (by entering your personal passcode and pressing **ENT**) and call your security company to notify them that it is not an emergency situation.

### To Turn the Security System Off (Disarm):

1. Enter your personal passcode and press **ENT**.
2. You must press the **ENT** key within 8 seconds of entering your passcode, or the passcode entry is invalid. The display returns to idle disarmed text.

### Turning the System On (Arming) With a Duress Passcode

Your passcode may have a special duress feature that is simply your personal passcode with its last digit increased by 1 or 2.

If an intruder demands that you arm or disarm the security system, you can use your duress passcode. The duress passcode arms or disarms the system **and** sends an alarm report to the security company. There is no alarm tone or visual indication at the premises that the report is sent. Check with your security company before attempting to use this feature.

### Turning the System On (Arming) With Doors or Windows Open

If a protected door or window is open, you may have the option of “force arming” with that point faulted. Faulted points (opened doors or windows) that are force armed are not included in the system. The remaining points arm normally.

Force armed points either return to normal operation after you turn off your system or return to normal when the door or window is closed. The system may not offer force arming or it may be restricted to specific points. Contact your security company for more information.

1. Use your passcode or an arming function to start the arming process.
2. The display shows **CHK AREA X**.
3. Press **NEXT** repeatedly to scroll through the point text for each faulted point. **FORCE ARM** displays after the text for the last faulted point. Press the **COMMAND** bar to display **FORCE ARM** before reaching the text for the last point.

4. One of the messages below may display in place of **FORCE ARM**.

**NOT BYPASSABLE**

Indicates the system is programmed not to arm with particular points faulted (doors or windows open).

**TOO MANY BYPASSD**

Indicates that the system's number of allowable bypassed points is reached. The system's maximum number of bypassed and/or force armed points is set by your security company. Verify what number this is.

**TOO MANY FAULTED**

Indicates that more than the number of allowable points are faulted. Bypassed points are counted as faulted. The system's maximum number of bypassed and/or force armed points is set by your security company. Verify what number this is.

**NOT AUTHORIZED**

The passcode entered does not have the authority to force arm.

5. Press **ENT** with **FORCE ARM** displayed to arm the system with the faulted points removed from service.



## MASTER ARM ?

### COMMAND 1

#### Turn the Entire System On With Delays

##### Description

Use this function to turn on the entire system, both perimeter and interior. When you turn the system on, the display shows how many seconds of exit delay time remain to exit the protected area. Leave before the exit delay time expires.

Leaving after exit delay expires causes entry delay to start. It may also cause an alarm on an interior device. Enter your personal passcode to disarm the system.

This function can be used by cleaning or service personnel, or others to turn on the system when they leave.

#### Using Master Arm:

1. The display shows disarmed idle text.
2. Press the **COMMAND** bar. The display shows **SYSTEM COMMAND**.
3. Press the **1** key.

**Note:** If you prefer, you may use the Command Menu in place of steps 2 and 3 to initiate this function. Press the **MENU** key to enter the Command Menu, then press **NEXT** repeatedly until you reach the **MASTER ARM ?** prompt. Press **ENT**. **MASTER ARM ALL ?** displays. Press **ENT**.

4. The display shows **ARMING** for two seconds, then displays **EXIT NOW #** (# = exit delay time remaining). After the exit delay time expires, the display changes to idle armed text.
5. To disarm the security system, enter your personal passcode and press **ENT**.



## *MASTER ARM INST?*

### **COMMAND 1 1**

#### **Turn the Entire System On Without Delays**

##### **Description**

Use this function to turn on the entire system, both perimeter and interior without delays. When entering COMMAND 11, remember that the second 1 must be pressed within 2 seconds after pressing the first 1.

#### **Using Master Arm Inst:**

1. The display shows idle disarmed text.
2. Press the **COMMAND** bar. The display shows **SYSTEM COMMAND**.
3. Press the **1** key. Now press the **1** key again.

**Note:** If you prefer, you may use the Command Menu in place of steps 2 and 3 to initiate this function. Press the **MENU** key to enter the Command Menu, then press **NEXT** repeatedly until you reach the **MASTER ARM INST ?** prompt. Press **ENT**.

4. The display shows **ALL SECURE**.
5. To disarm the security system, enter your personal passcode and press **ENT**.



## *PERIMETR INST ?*

### COMMAND 2

#### Turn On the Perimeter With No Delays

##### Description

Use this function to turn on only the perimeter of the building, leaving the interior of the building disarmed. This function allows no exit or entry delay time through the perimeter, including the designated exit delay door.

This function is useful in residential systems, providing the security of an armed perimeter while allowing residents to move freely throughout the interior of the premises.

It is also useful in commercial systems when working before or after business hours to arm the perimeter. Remember, there are no entry or exit delays when **COMMAND 2** is used. The system must be disarmed (turned off) to enter or exit the premises.

#### Using Perimetr Inst:

1. Interior points are not armed with this command and may remain faulted while arming with **COMMAND 2**.
2. Press the **COMMAND** bar. The display shows **SYSTEM COMMAND**.
3. Press the **2** key.

**Note:** If you prefer, you may use the Command Menu in place of steps 2 and 3 to initiate this function. Press the **MENU** key to enter the Command Menu, then press **NEXT** repeatedly until you reach the *PERIMETR INST ?* prompt. Press **ENT**.

4. The display shows **PERIMETR INSTANT**. After arming the perimeter without delays, you cannot enter or exit the premises without disarming the system. Opening a perimeter door before disarming generates an alarm. If this happens, silence the alarm by turning the system off and

### ***PERIMETR INST ? continued***

call the security company to notify them that it is not an emergency situation.

5. To disarm the security system, enter your personal passcode and press **ENT**.

## *PERIMETR DELAY ?*

### COMMAND 3

#### Turn On the Perimeter With Delays

##### Description

In residential systems, this function allows you to arm only the perimeter and exit through a door programmed for exit delay. The interior of the building remains disarmed. People or pets are free to move throughout the interior of the premises.

This function is also useful in commercial systems when working before or after business hours to arm the perimeter. Other system users can enter through doors programmed for entry delay, which starts the entry delay sounder and countdown.

#### Using Perimetr Delay:

1. Interior points are not armed with this command and may remain faulted while arming with COMMAND 3.
2. Press the **COMMAND** bar. The display shows **SYSTEM COMMAND**.
3. Press the **3** key.

**Note:** The Command Menu may be used in place of steps 2 and 3 to initiate this function. Press the **MENU** key to enter the Command Menu, then press **NEXT** repeatedly until the **PERIMETR DELAY ?** prompt is reached. Press **ENT**.

4. The display shows **EXIT NOW #** (# = exit delay time remaining). After the exit delay expires, **PERIMETR DELAYED** is displayed.
5. To disarm the security system, enter your personal passcode and press **ENT**.



## Silence the Trouble Sounder & Clear Trouble Display

### COMMAND 4

#### Description

Use COMMAND 4 to silence the trouble sounder during system events. This command also clears system messages from the display. The **ALARM SILENCED** display may continue to scroll to remind you that cleared events can be seen with the View Memory function (see *View Memory ?* COMMAND 40).

#### Using COMMAND 4:

1. Press the **COMMAND** bar. The display shows **SYSTEM COMMAND**.
2. Press the **4** key. The Command Center sounder is silenced.



## VIEW MEMORY ?

### COMMAND 4 0

#### View Event Memory

##### Description

Your system stores events that occurred since the last time memory was cleared. Use COMMAND 40 to view Event Memory.

Event Memory allows you or a service technician to review events after they are cleared from the keypad's display. **ALARM SILENCED** may scroll to remind you that events are stored in Event Memory.

Each time you turn the system on, the Event Memory is erased and the **ALARM SILENCED** message is cleared.

##### Using View Memory:

1. Ensure the display shows idle disarmed text.

2. Press the **COMMAND** bar. The display shows **SYSTEM COMMAND**.
3. Press the **4** key, followed by the **0** key.

**Note:** If you prefer, you may use the Command Menu in place of steps 2 and 3 to initiate this function. Press the **MENU** key to enter the Command Menu, then press **NEXT** repeatedly until you reach the **VIEW MEMORY ?** prompt. Press **ENT**.

4. The system displays event summary lines and point text in this order: fire alarm summary line, point text for each fire alarm event; alarm summary line, point text for each alarm event; fire trouble summary line, point text for each fire trouble event; trouble summary line, and point text for each trouble event. Press **NEXT** to scroll through the events. If there are no events to view, **NO EVENTS** displays.
5. Return to idle text at any time by pressing **ESC**.



## WALK TEST ?

### COMMAND 4 4

#### Walk Test

##### Description

Use this function to test command centers, detection devices, and sounders (both interior and exterior) to be certain they function properly. You can review untested points at the command center to help pinpoint any problems.

You cannot arm the system while in the walk test mode, and no alarm reports are sent to the security company unless a 24-hour point is activated (such as fire or panic).

Beginning the walk test activates the burglary bell and sounds the burglary bell at the command center for 2 seconds. The AC is disabled for 4 minutes in order to test the system's battery power. If the battery cannot maintain the system for the 4 minute period, the command center becomes unresponsive. If this

happens, contact your security company. At the end of the 4 minute period, AC is returned to the system and the panel restores. To test individual detection devices, simply activate sensors and open protected doors and windows one-at-a-time. As each detection device is faulted, the Command Center emits a brief tone and the display indicates for 60 seconds that the point has been tested. This verifies that each detection device is working properly.

##### Using Walk Test:

1. Ensure the display shows idle disarmed text.
2. Press the **COMMAND** bar. The display shows **SYSTEM COMMAND**.
3. Press the **4** key, followed by the **4** key.

**Note:** The Command Menu may be used in place of steps 2 and 3 to initiate this function. Press the **MENU** key to enter the Command Menu, then press **NEXT** repeatedly until the **WALK TEST ?** prompt is reached. Press **ENT**.

### **WALK TEST ? continued**

4. The burglary bell sounds for 2 seconds. When the display panel shows **## PTS TO TEST** you can begin. Test each point by first opening and then closing the door or window. Check the display after testing each point. For interior points, walking past the device once is sufficient. If any point does not test correctly, contact the security company for service.
5. During the Walk Test you may want to see the points that remain untested. When point text is displayed, press **ESC**. The display shows **## PTS TO TEST**. Press the **ESC** key. **VIEW UNTESTED ?** is displayed. Press **ENT**. The display shows **## PTS UNTESTED**. Press **NEXT** to see a list of the points that are untested. Move through this list by pressing the **NEXT** key. To resume the Walk Test, press **ESC**. **# PTS UNTESTED** is displayed. Press **ESC**. **## PTS TO TEST** is displayed. Resume testing points. To end the Walk Test, press **ESC** twice.
6. When all points are tested, **0 PTS TO TEST** is displayed. Press **ESC**. The display momentarily shows **ALL PTS TESTED** before returning to idle text.

## RESET SENSORS ?

### COMMAND 4 7

#### Reset Sensors

##### Description

Detection devices, such as smoke detectors and shock sensors, must be reset after being activated. This function momentarily removes power from these sensors to reset them. It also clears point information from the display, leaving the **ALARM SILENCED** message in the display as a reminder that the View Memory function can be used to view the cleared point information. Entering a valid passcode and then pressing the **ESC** key clears the **ALARM SILENCED** message and the event memory. Arming the system also clears the display and the event memory.

##### Using Reset Sensors:

1. Ensure that the display is at idle disarmed text.
2. Press the **COMMAND** bar. The display shows **SYSTEM COMMAND**.

3. Press the **4** key followed by the **7** key.

**Note:** If you prefer, you may use the Command Menu in place of steps 2 and 3 to initiate this function. Press the **MENU** key to enter the Command Menu, then press **NEXT** repeatedly until you reach the **RESET SENSORS ?** prompt. Press **ENT**.

4. The display shows **SENSORS RESETTING** for approximately 3 seconds and then goes blank before returning to idle disarmed text.

If you enter this function and the detector or sensor resets momentarily, but then returns to a faulted condition, the conditions causing the activation may still be present or the detector may be faulty. Check to be certain that there is no smoke, fire, or other danger present.

If you can't reset the detector or sensor contact your security company.



## WATCH MODE ?

### COMMAND 6

#### Watch Mode

##### Description

Watch mode can be used with the security system disarmed to monitor select points. Each time points are faulted (door or window is opened), the command center chimes once and displays the point text for 60 seconds. No alarms are generated by this mode except 24-hour alarms (fire, panic, etc.).

When the command center's keypad lighting is on, the command center does not chime. The keys light for 20 seconds whenever you strike a key.

Use this function in residential systems to monitor entries or exits in your home. In commercial systems it can serve as a door chime to alert you when a customer or delivery person enters your business.

**Note:** Contact your security company to find out which points are watch points and if the system automatically turns the Watch Mode on whenever you disarm.

#### Entering Watch Mode:

1. Ensure the display is at disarmed idle text.
2. Press the **COMMAND** bar. The display shows **SYSTEM COMMAND**.
3. Press the **6** key.

**Note:** The Command Menu can be used in place of steps 2 and 3 to initiate this function. Press the **MENU** key to enter the Command Menu, then press **NEXT** repeatedly until the **WATCH MODE ?** prompt is reached. Press **ENT**.

4. The display briefly shows **WATCH IS NOW ON** before returning to idle disarmed text.

### Exiting Watch Mode:

1. Ensure the keypad is at disarmed idle text.
2. Press the **COMMAND** bar. The display shows **SYSTEM COMMAND**.
3. Press the **6** key.

**Note:** The Command Menu may be used in place of steps 2 and 3 to initiate this function. Press the **MENU** key to enter the Command Menu, then press **NEXT** repeatedly until the **WATCH MODE ?** prompt is reached. Press **ENT**.

4. The display briefly shows **WATCH IS NOW OFF** before returning to idle disarmed text.

## *PERIMETR PART ?*

### **COMMAND 8**

#### **Partially Turn On the Perimeter**

##### **Description**

This function is used to turn on the perimeter of the building while selected portions of the perimeter remain turned off. Perimeter points that are not secure (faulted) when this function is entered are automatically bypassed and are not included in the system. This function does not turn on the interior of the building. Entry/exit delays are provided with this arming command.

Use this function in residential systems to turn on the front of your house while the interior and the rear perimeter doors are left turned off, giving you freedom of movement between the house and patio.

In commercial systems, when you need access to large overhead doors to receive deliveries, using this function

allows you to keep the rest of the building perimeter armed.

#### **Using Perimetr Part:**

1. Ensure that the display shows disarmed idle text. Before using this function, decide which points are to be left turned off. Fault the points (doors and windows) by leaving them open. The points must remain open until after the exit delay time expires.
2. Press the **COMMAND** bar. The display shows **SYSTEM COMMAND**.
3. Press the **8** key.

**Note:** The Command Menu may be used in place of steps 2 and 3 to initiate this function. Press the **MENU** key to enter the Command Menu, then press **NEXT** repeatedly until the **PERIMETR PART ?** prompt is reached. Press **ENT**.

***PERIMETR PART ? continued***

4. The display shows ***EXIT NOW #***. When exit delay time expires and the system turns on, the display shortens to ***PERIMETR PARTIAL***.
5. When performing a COMMAND 8 and no points are faulted or if the points return to normal before the exit delay time expires, the system is turned on as in COMMAND 3.
6. To disarm, enter your personal passcode and press **ENT**.

## Special Alerts

### COMMAND 7 and COMMAND 9

#### **Description**

Commands 7 and 9 can be programmed to respond to several situations that may need immediate attention. These commands may also be used to send a silent alarm to the security company without sounding an alarm signal on the premises. Check with your security company for available options.

### Using COMMAND 7:

1. Press the **COMMAND** bar. The display shows **SYSTEM COMMAND**.
2. Press the **7** key. The COMMAND 7 special alert is programmed to:
  - \_\_\_ notify the alarm company
  - \_\_\_ ring a bell on the premises
  - \_\_\_ display at the command center

Description:

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### Using COMMAND 9:

1. Press the **COMMAND** bar. The display shows **SYSTEM COMMAND**.
2. Press the **9** key. The COMMAND 9 special alert is programmed to:
  - \_\_\_ notify the alarm company
  - \_\_\_ ring a bell on the premises
  - \_\_\_ display at the command center

Description:

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## Security System Limitations

Not even the most advanced security system can guarantee protection against burglary, fire, or environmental threats. All security systems are subject to possible compromise or failure-to-warn for a variety of reasons including, but not limited to, the following:

- If sirens or horns are placed outside the hearing range of people in remote areas of the building or in areas that are frequently closed off, they do not provide the intended protection.
- If intruders gain access through unprotected points of entry, the system does not detect their entrance.
- If intruders have the technical means of bypassing, jamming, or disconnecting all or part of the system, they will not be detected.
- If the AC power supply is OFF and the back-up battery is either missing or dead, sensors do not detect intrusion.
- Smoke detectors cannot detect smoke in chimneys, walls, or roofs, or smoke blocked by

a closed door. They may not detect smoke or fire on a level of the building different from the one they are located on. Smoke detectors may not be able to warn in time about fires started by explosions, improper storage of flammables, overloaded electrical circuits, or other types of hazardous conditions.

- If phone lines are out of service, reports from the security system to the security company cannot be sent. Telephone lines are vulnerable to compromise by several means.

Inadequate maintenance and failure to test are the most common causes of alarm failure. Testing the system once a week is strongly recommended to ensure all system components are working properly.

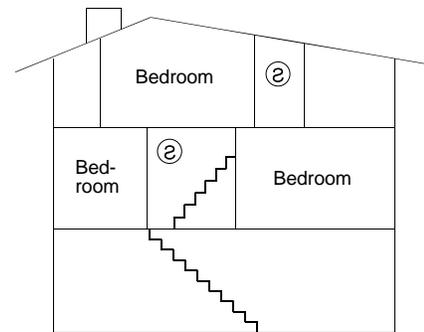
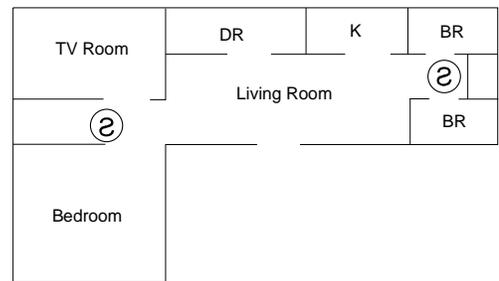
Although having a security system may make you eligible for reduced insurance premiums, the system is no substitute for insurance. Warning devices cannot compensate you for loss of life or property.



## Fire Safety and Evacuation

Residential fire is a leading cause of accidental death. Most fire related deaths occur at night when occupants suffocate in their sleep from smoke and toxic gases, rather than from burns. To help reduce this risk, the following program should be implemented.

1. Minimize fire hazards. Smoking in bed, cleaning with flammable liquids such as gasoline, leaving children home alone, and using unsafe holiday decorations are some of the common causes of household fire.
2. Install a fire alarm system. The primary purpose of this system is to protect lives by giving the earliest possible warning of danger.
3. A smoke detector (indicated in the figures by an inverted “s” in a circle) should be provided to detect smoke in each sleeping area in a home.
4. Practice an escape plan. Because there can be very little time between detection of a fire and the time it becomes deadly, it is important that every member of the family understand how to quickly evacuate according to the plan.

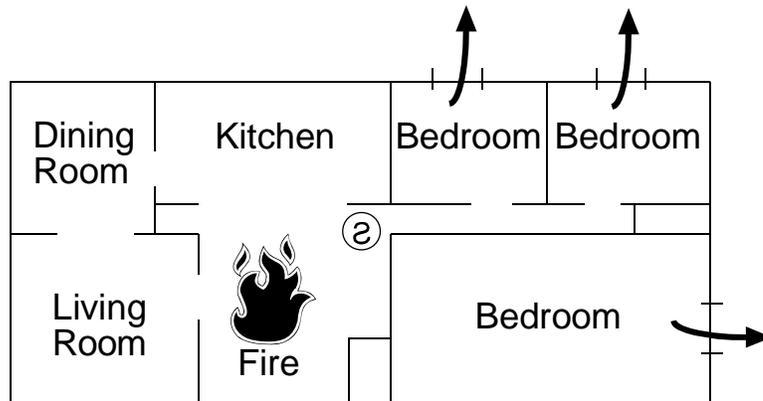


### Fire Safety and Evacuation *continued*

Plan both primary and alternate escape routes. Since stairwells and hallways can be blocked during a fire, exiting through a bedroom window must be a part of the escape plan. If the sleeping area is above the ground floor, install a means of safe descent outside the building if one does not already exist.

All family members should plan to meet at a location away from the house (such as a neighbor's house) so everyone can be accounted for.

If it is determined that the alarm was accidentally sounded, the bell should be silenced, the detectors reset, and the security company notified immediately that there is no emergency situation.



## Standard Displays

The command center uses standard and custom displays to show the status of the security system. Many standard displays are described here. The system may not use all of them. Descriptions of custom text follow.

### **SYSTEM COMMAND**

Displays when you press the **COMMAND** bar. The system is waiting for you to enter a one or two digit number to complete the command.

### **DISARM NOW**

When the system is turned on, entering through a delay door starts entry delay time. The command center emits a tweedle tone and displays **DISARM NOW**. You must turn off the system before entry delay time expires to avoid creating an alarm event.

### **EXIT NOW**

Arming the system starts exit delay time. The command center emits a repeating beep tone and displays **EXIT NOW**.

### **NO AUTHORITY**

The system does not recognize the passcode entered.

### **NOT AUTHORIZED**

The passcode entered does not have the authority to Force Arm.

### **PERIMETR DELAY**

Indicates that the perimeter is armed (turned on) with entry/exit delay time. (See *Turning the System On With Delays.*)

### **PERIMETR INSTANT**

Indicates that the perimeter is armed (turned on) without entry/exit delay time. (See *Turning the System On Without Delays.*)

### **FIRST DISARM**

Indicates that the function requested can only be performed when the area is disarmed. Disarm the area to perform the function.



## System Trouble Displays

If you see any of the system trouble displays shown below, contact your security company to determine whether repairs are needed.

### **CALL FOR SERVICE**

Call your security company. The security system may have failed.

### **SERVIC PANEL**

Indicates a problem with the panel. The panel is not operating. Call your security company for service.

### **SERVIC PARAM**

Indicates a problem with the panel. The panel may not be operating properly. Call your security company for service.

### **SERVIC AC FAIL**

Indicates that AC power to the security system is interrupted. Check the plug-in transformer and circuit breaker. Entering COMMAND 4 silences the trouble buzz. The display clears when AC power returns.

### **SERVIC BATT LOW**

Indicates the security system's battery is low, or temporarily draining faster than the system can charge it. If this display remains or appears frequently, call your security company for service.

### **SERVIC BATT MSING**

Indicates the security system's battery is disconnected or shorted.

### **SERVIC COMM FAIL**

The security system makes repeated attempts to communicate with the security company. In the event the security system fails to communicate, the command center buzzes and displays **SERVIC COMM FAIL**. Notify your security company of the communication trouble.

### **SERVIC KEYPAD**

Indicates that a keypad, other than the one displaying the message, is in a trouble condition. Notify your security company.

**SERVC PH LINE #1 (or 2)**

Indicates telephone line trouble. Call the phone company from another phone to report telephone trouble. This message may not appear in some systems.

**SERVC PRINTER**

Indicates that a local printer is in a trouble condition. Check to be sure the printer is powered on, the paper is correctly inserted, and the printer is selected. Contact your security company if you have questions or the display doesn't clear.

**SERVC PT BUS #**

Displays when a problem occurs with one of the panel's circuits. Call your security company.

**ALARM SILENCED**

This message is added to the scrolling alarm display when alarm sounders are silenced. Enter a valid passcode and press **ESC**, or arm the system to clear this message.

**FIRE BYPASS**

This display indicates that fire points are bypassed.

**24 HOUR BYPASS**

This display indicates that 24-hour points are bypassed.

## Security System Glossary

**Area** - A group of detection devices connected to the security system.

**Arm** - To turn the controlled points (burglar detection devices) on. When an area is armed and a controlled point trips, an alarm occurs or entry delay begins. When an area is disarmed, faulting controlled points does not generate alarms.

**Authority Level** - The security company or security representative assigns an authority level to your passcode. The authority level determines what command center functions you can execute.

**Bypass** - Selectively remove points from the security system. A point may be bypassed in order to arm the perimeter with a window open.

**Central Station** - A facility where trained personnel monitor security systems 24 hours a day. Security systems can be programmed to contact the central station during alarm conditions, enabling central station personnel to dispatch the proper authorities.

**Closing Report** - A report the system can be programmed to send to the central station indicating that an area is armed. Opening and closing reports are commonly used by commercial accounts.

**Command Menu** - A list of functions programmed by the security company. They can perform most command center functions with only two or three keystrokes on the keypad.

**Entry Delay** - A programmed delay of system alarm response allowing an individual to enter an armed area through the correct point and disarm the area. If not disarmed before the delay time expires, the system begins an alarm response which may include reports to the central station.

**Exit Delay** - A programmed delay of system alarm response allowing exit after arming an area. Failure to exit before the delay time expires, causes entry delay to begin. The system must then be disarmed. If not disarmed before the delay time expires, the system begins an alarm response which may include reports to the central station.

**Faulted Point** - A point that is not normal (a door or window is open).

**Force Arm** - To turn on (arm) the security system even though one or more points are faulted. Force arming bypasses the faulted points.

**Idle Text** - The security system displays idle text at keypads when it is not performing a user requested function. Idle text shows the arming status of the system.

**Master Arm** - To turn on (arm) both interior points and perimeter points.

**Menu** - A list of functions executed from a command center.

**Opening Report** - A report the system can be programmed to send to the central station indicating that an area is disarmed. Opening and closing reports are commonly used by commercial accounts.

**Perimeter Arm** - An arming command that arms only the perimeter points.

**Point** - A detection device, or group of devices connected to the security system. Points display individually at the command center with custom text. The text can describe a single door, motion sensor, smoke detector, or an area such as UPSTAIRS or GARAGE.

**Relay** - The system may have relays programmed to provide control of devices such as premises lighting or entry gates. The security company programs relays for automatic control and/or control from the command center.

**Trouble** - A service condition that needs to be corrected, such as a broken wire.



## Maintenance and Service

This security system requires very little maintenance, however, test the system weekly to ensure it is working properly. A test schedule and maintenance program can be arranged. If a change in operation is noticed during normal use or testing, call for service as soon as possible. Do not attempt to repair the control panel, command centers, or detectors yourself.

### How to Clean the Command Center

If the keypad gets dirty, apply a household glass cleaner to a clean cloth or paper towel and wipe the surface. Do not spray any liquid directly onto the command center. It may leak inside the case and damage electrical circuits.

**YOUR ALARM COMPANY IS**

**CALL BEFORE TEST** \_\_\_\_\_

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# **Security System**

**Owner's Manual**



## What You Need to Know

Before using this manual, you should become familiar with the *Security System User's Guide*. The *User's Guide* provides step by step instructions for using command center functions. It also gives definitions of the command center displays and the security system's memory logger event descriptions.

Individual users learn the basic steps needed to operate the security system from the *Security System User's Guide*.

## How to Use This Manual

Use this manual to perform advanced system functions like add and delete user passcodes, reassign authority levels to user passcodes and operate or change programmed scheduled events (Skeds) from the command centers. As you make changes to the system, update the information contained in the tables in this guide to provide an accurate account of the programmed information.

## Your Custom Display

“At an idle state” means that the system is not currently performing a function entered by a user. There are three idle states the system may be in:

- Turned on (Armed)
- Turned off (Disarmed) with no points faulted (doors or windows open) in the area
- Turned off with faulted points (doors or windows open) in the area.

This guide uses the default idle state displays for examples of these idle states. Your security company may have programmed custom text for the idle displays. The *User's Guide* describes the idle displays in your panel.



# Introduction

This document supplements the *Security System User's Guide*. It presents a number of advanced commands for system administrators and others who perform security system management functions. Refer to the *Security System User's Guide* for the basics of system operation, including basic system commands and definitions of terms.

## Basic Commands (User's Guide)

CMD 1 (MASTER ARM)  
CMD 11 (MASTER ARM INSTANT)  
CMD 2 (PERIMETER INSTANT)  
CMD 3 (PERIMETER DELAY)  
CMD 4 (SILENCE TROUBLE SOUNDER)  
CMD 4 0 (VIEW MEMORY)  
CMD 4 4 (WALK TEST)  
CMD 4 7 (RESET SENSORS)  
CMD 6 (WATCH MODE)  
CMD 7 (SPECIAL ALERT)  
CMD 8 (PERIMETER PARTIAL)  
CMD 9 (SPECIAL ALERT)

## Advanced Commands

CMD 0 (BYPASS A POINT)  
CMD 00 (UNBYPASS A POINT)  
CMD 41 (TEST REPORT)  
CMD 42 (STATUS REPORT)  
CMD 43 (REMOTE PROGRAM)  
CMD 45 (CHANGE TIME/DATE)  
CMD 49 (CHANGE DISPLAY)  
CMD 50 (MOVE TO AREA)  
CMD 51 (EXTEND CLOSING)  
CMD 52 (CHANGE SKED)  
CMD 53 (DELETE PASSCODE)  
CMD 54 (CHANGE RELAY)  
CMD 55 (CHANGE PASSCODE)  
CMD 56 (ADD PASSCODE)  
CMD 58 (FIRE TEST)  
PRINT LOG  
VIEW LOG  
VIEW POINT STATUS



## Terms Used in This Manual

Listed below are some of the terms you'll see throughout this manual. Each term is covered in greater detail later in this manual and in the *Security System User's Guide*.

### **Account**

One or more areas reporting under a particular account number.

### **Area**

A group of detection devices connected to your security system.

### **Arm and Disarm**

To switch your burglar detection devices "on" and "off." When the burglar detection device is armed and is tripped, an alarm may be set off. When the burglar detection devices are disarmed, the security system will not detect intruders. Your security system is always "on" to provide 24-hour fire detection and police alert (optional).

### **Authority Levels**

Levels of access authority assigned to passcodes.

### **Command Center**

Arming station used to operate your security system.

### **Command Center Scope**

Determines which areas a particular command center can access.

### **Panel**

The main control unit which is locked in a steel enclosure. It sends data to and receives inputs from the command centers.

### **Relays**

Optional dry contact outputs that respond to system events.

### **Skeds**

Programmed functions your security system automatically performs.

### **User Passcodes**

A three to six digit number entered at a command center to access the system.



# **Advanced Commands**





# BYPASS A POINT? COMMAND 0

## Description

Bypass points that you do not want included in the system. Points that are not included in the system do not detect intruders and cannot send any reports. You can bypass points when an area is disarmed. Bypassing a point reduces the level of security and should be used with discretion. Points remain bypassed until you unbypass them or some points may return when the area is disarmed. See *Unbypassing a Point* (COMMAND 00).

You could use **COMMAND 0** to leave a window open over night without initiating an alarm. Also see *Turning the System On With Doors or Windows Open* in the *Security System User's Guide*.

## Using Bypass a Point

1. Ensure your command center is at disarmed idle text.
2. Press the [COMMAND] bar. The display shows `SYSTEM COMMAND`.
3. Press the [0] key.

**Note:** *If you prefer, you may use the Command Menu in place of steps 2 and 3 to initiate this function. Press the [MENU] key to enter the Command Menu, then press [NEXT] repeatedly until you reach the **BYPASS A POINT ?** prompt. Press [ENT].*

4. The display shows `ENTER PT NUM`.
  - If you know the point number you wish to bypass, enter the number and press [ENT]. A description of the point type is displayed, such as `POINT ## @@@@` (where ## = the point number and @@@@ = point type). Press [ENT] again.
  - If you don't know the number of the point you wish to bypass, you can view the list of devices that can be bypassed by pressing the [NEXT] key without entering any digits when `ENTER PT NUM` is displayed.
  - Continuously pressing [NEXT] scrolls through these devices. When the point text of the point you wish to bypass appears, press [ENT].
5. One of the following messages displays:
  - `PT ## BYPASSED` indicates the point was successfully bypassed.
  - `ALREADY BYPASSED` indicates that the point has already been bypassed.
  - `NOT BYPASSABLE` indicates the system is programmed not to allow that point to be bypassed.
  - `INVALID POINT` indicates that the device is not assigned to the area that you are in.
  - `NO POINTS` indicates that there are no points remaining to be bypassed.
6. You can return to idle text by pressing [ESC].
7. If the bypassed point is a 24-hour point, the message `24 HOUR BYPASS` begins scrolling in the display. If the bypassed point is a fire point, the message `FIRE BYPASS` scrolls in the display.



# UNBYPASS A POINT? COMMAND 00

## Description

Unbypassing a point is a way to return a bypassed point to the security system so that it can once again respond to trouble and alarm conditions.

### Using Unbypass a Point:

1. Ensure your command center is at disarmed idle text.
2. Press the [COMMAND] bar. The display shows SYSTEM COMMAND.
3. Press the [0] key, then press the [0] key again.

**Note:** *If you prefer, you may use the Command Menu in place of steps 2 and 3 to initiate this function. Press the [MENU] key to enter the Command Menu, then press [NEXT] repeatedly until you reach the UNBYPASS A POINT ? prompt. Press [ENT].*

4. The display shows ENTER PT NUM.
  - If you know the point number you wish to unbypass, enter the number and press [ENT]. A description of the point type is displayed, such as POINT ## @@@@ (where ## = the point number and @@@@ = point type). Press [ENT] again.
  - If you don't know the number of the point you wish to unbypass, you can view the list of devices that can be unbypassed by pressing the [NEXT] key without entering any digits when ENTER PT NUM is displayed. Continuously pressing [NEXT] scrolls through these devices. When the point text of the point you wish to unbypass appears, press [ENT].
5. One of the following messages displays:
  - PT ## UNBYPASSED indicates the point is unbypassed.
  - PT NOT BYPASSED indicates that the point had not been bypassed.
  - INVALID POINT indicates that the device is not assigned to the area that you are in.
  - 24-HOUR-FAULTED indicates that the device is a "24-HOUR-DEVICE" and is currently faulted, and must be returned to normal prior to unbypassing.
  - FIRST DISARM indicates the area is currently armed and needs to be disarmed prior to unbypassing the point.
  - NO POINTS indicates that there are no points remaining to be unbypassed.
7. To confirm that the point is back in the system, press a number key at idle disarmed text and view the scrolling list of currently faulted and bypassed points.
8. If the point now displays as faulted it will not completely return to the system until the door or window is shut.
9. If the unbypassed point was the last bypassed 24-hour or fire point, the messages 24 HOUR BYPASS or FIRE BYPASS will automatically clear.



# SEND REPORT? COMMANDS 41 & 42

## Description

This function tests the communication link between your security system and your security company. It is an important part of maintaining a high level of security for your property.

Two types of test reports may be sent. The first type of report is a simple test report COMMAND 41. The second type of report is a status report COMMAND 42. This status report indicates the current condition of your system.

## Using Send Report:

1. Always call your security company before sending a test report.
2. Ensure your command center is at idle text.
3. Press the [COMMAND] bar. The display shows SYSTEM COMMAND.
4. Press the [4] key, then press the [1] key.

*Note: If you prefer, you may use the Command Menu in place of steps 3 and 4 to initiate this function. Press the [MENU] key to enter the Command Menu, then press [NEXT] repeatedly until you reach the SENT REPORT ? prompt. Press [ENT].*

5. TEST REPORT? displays.
  - If you wish to send a test report, press [ENT].
  - If you wish to send a status report, press [NEXT] to display STATUS REPORT ?. Press [ENT].
6. The command center displays SENDING REPORT until the report is transmitted to the security company. When the transmission is complete the command center displays REPORT SENT for 5 seconds and then returns to idle text.
7. If [ESC] is entered the display will return to idle text. If the test (or status) report doesn't successfully transmit to the central station, the command center will display COMM FAIL after numerous unsuccessful attempts.



# REMOTE PROGRAM? COMMAND 43

## Description

Your security company can remotely program your security system using the telephone line your panel is connected to. Typical remote programming functions include: changing personal 7, passcodes, changing entry/exit delays, resetting the system clock/calendar, and adding/deleting system arming commands.

Your security company may ask you to follow the steps below to begin a remote programming session. The time it takes to program the panel is dependent on the number of changes made to the program.

You'll notice that two sets of **procedures** are presented. Which one you use will depend upon whether your system has a pre-programmed telephone number in its memory.

- My system has a phone number.
- My system does not have a phone number.

### For systems without a phone number:

1. Ensure your security system is at idle text.
2. Call this phone number:\_\_\_\_\_. This number is designated for the Remote Account Manager. You must make the call using the telephone located at \_\_\_\_\_.
3. Identify yourself and your premises (account number, name, address, etc.) and advise the operator of the services you wish to have performed.
4. When the operator directs you, enter **COMMAND 43** at your command center. Press the [COMMAND] bar. The display shows **SYSTEM COMMAND**. Now press the [4] key, then press the [3] key. Do not hang up the telephone.

*Note: If you prefer, you may use the Command Menu in place of steps 3 and 4 to initiate this function. Press the [MENU] key to enter the Command Menu, then press [NEXT] repeatedly until you reach the **REMOTE PROGRAM?** prompt. Press [ENT].*

5. The display shows **RAM CONNECTING**.
6. The security system will now disconnect telephones sharing its telephone line during the remote programming session. Hang up the telephone now.
7. The display changes to **SYSTEM PROGRAM**.
8. At the conclusion of the programming session your system sends a report to the security company and then returns your telephone to normal service and your display to idle text.

### For systems with a phone number:

1. Ensure your security system is at idle text.
2. Call this phone number:\_\_\_\_\_. This number is designated for the Remote Account Manager.
3. Identify yourself and your premises (account number, name, address, etc.) and advise the operator of the services you wish to have performed.

4. When the operator directs you, enter **COMMAND 43** at your command center. Press the [COMMAND] bar. The display shows **SYSTEM COMMAND**. Now press the [4 ] key, then press the [3] key. Do not hang up the telephone.

*Note: If you prefer, you may use the Command Menu in place of steps 3 and 4 to initiate this function. Press the [MENU] key to enter the Command Menu, then press [NEXT] repeatedly until you reach the **REMOTE PROGRAM ?** prompt. Press [ENT].*

5. The display shows **CALL RAM ?** **Note:** The central station may direct you to press [NEXT]. When you do this, **ANSWER NOW** displays. Press [ENT] and the system will behave as described in steps 5 - 8 above.
  - If you want your system to call the RAM, press [ENT] when the display shows **CALL RAM ?** The display shows **CALLING RAM** momentarily as the panel dials the RAM phone number in its memory. The display changes to **SYSTEM PROGRAM** when it has connected to RAM.
6. At the conclusion of the programming session your system sends a report to the security company and then returns your telephone to normal service and your display to idle text.

## Change Time/Date **COMMAND 45**

The time and date in your system must be correct for scheduled events to occur at the correct times. Check the time at least once a month to ensure accuracy. Use this function to set both the time and date. The system uses a 12-hour AM/PM format.

1. Ensure that your command center is at idle text.
2. Press the [COMMAND] bar. The display shows SYSTEM COMMAND.
3. Press the [4] key, followed by the [5] key.

**Note:** *If you prefer, you may use the Command Menu in place of steps 2 and 3 to initiate this function. Press the [MENU] key to enter the Command Menu, then press [NEXT] repeatedly until you reach the CHG TIME/DATE ? prompt. Press [ENT].*

4. The display shows ENT TIME. Enter the correct time and press [ENT].
5. AM ? displays.
  - If you wish to choose AM, press [ENT].
  - If you wish to choose PM, press [NEXT ]to display PM ?. Press [ENT].
6. The display shows ENT DATE. Enter the correct date and press [ENT].
7. The new time and date appear in the display.
8. To return to idle text, press [ESC].



## Change Display **COMMAND 49**

This function presents three options. One is to dim the display, one to brighten the display, and one to continuously show the time and date in the display.

### Bright/Dim

You can change your command center's display to make it bright or dim. When the display is dim, the tones are softer than those when the display is bright. Use this option for command centers in bedrooms where a brighter display and louder tones could interfere with sleep.

If you dim the command center display and an alarm or trouble condition arises, the display automatically brightens and the volume increases. The display returns to dim lighting when you clear the alarm or trouble condition.

### Continuous Time/Date

Use this function to replace the disarmed idle text with a continuous time and date display.

Use this function to prevent passersby from knowing the status of your system.

Any time your command center has an event to display, the time and date display are automatically removed. To return the time and date display, you must perform this function again.

1. Ensure that your command center is at idle text.
2. Press the [COMMAND] bar. The display shows `SYSTEM COMMAND`.
3. Press the [4] key, followed by the [9] key.

**Note:** *If you prefer, you may use the Command Menu in place of steps 2 and 3 to initiate this function. Press the [MENU] key to enter the Command Menu, then press [NEXT] repeatedly until you reach the `CHG DISPLAY ?` prompt. Press [ENT].*

4. The display shows `BRIGHT DISPLAY ?`. Press [ENT] to brighten the display.
5. If you wish to dim the display or continuously show the date and time, press [NEXT].
6. The display shows `DIM DISPLAY ?`. Press [ENT] to dim the display.
7. If you wish to continuously show the time and date, press [NEXT]. **Note:** If your system is turned on (armed), you cannot display the time.
8. `TIME DISPLAY ?` displays. Press [ENT] to continuously show the date and time.
9. Pressing [ESC] with the time and date showing returns the display to idle text.



## Extend Closing COMMAND 51

Your system may be programmed to expect you to arm within a scheduled closing window, which is a duration of time that is programmed by your alarm company. Your system may also be programmed to automatically arm at the end of the window.

COMMAND 51 lets you extend the scheduled closing window time either prior to the closing window time or during the closing window time. Use this function when you expect to stay past the scheduled end of the closing window. The length of time prior to the start of the closing window in which you are allowed to extend the closing window is set by your alarm company. AREA X INACTIVE displays during the time when the command center won't allow the window to be extended.

At the beginning of the closing window, the command center beeps and displays PLEASE CLOSE NOW to remind you to arm your system. It remains in the display until you arm, the close window ends, or you extend closing. Alarm or trouble messages replace this message in the event of an alarm or trouble condition. If the alarm or trouble condition clears before the end of the close window PLEASE CLOSE NOW returns to the command center display.

Pressing the [ESC] key will silence the beep and clear the message for 10 minutes. If you have not armed or extended closing, the PLEASE CLOSE NOW and beep will reappear after 10 minutes. The length of time for the closing window is set by your alarm company. To extend the window, enter the new time at which you would like the reminder tone to begin. This time will be the new beginning of the closing window. The time length of the closing window is programmed by your security company and remains fixed.

When you hear the warning you can:

- Leave before the end of the closing window by pressing [ESC] to silence the signal, arming the system, and leaving.
- Stay past the scheduled end of the closing window, by using COMMAND 51 to extend the closing window.

**Note:** *The amount of time available to close is not effected by extending the closing window. For example, if your closing window starts at 4:00 p.m. and stops at 4:30 p.m. and you extend closing to 5:00 p.m., the closing window will now be between 5:00 and 5:30 p.m.*

1. Ensure that your command center is at disarmed idle text.
2. Press the [COMMAND] bar. The display shows SYSTEM COMMAND.
3. Press the [5] key, followed by the [1] key.

**Note:** *If you prefer, you may use the Command Menu in place of steps 2 and 3 to initiate this function. Press the [MENU] key to enter the Command Menu, then press [NEXT] repeatedly until you reach the EXTEND CLOSING ? prompt. Press [ENT].*

4. The display shows CLOSE BY ##:## (##:## = scheduled start of the closing window). Enter the time you want the window to start and press [ENT].

**Note:** *The window time cannot be extended across the midnight boundary.*

5. AM ? displays.
  - If you wish to choose AM, press [ENT].
  - If you wish to choose PM, press [NEXT] to display PM ? Press [ENT].
6. The new “close by” time displays. Press [ENT] to confirm and set the new time. The time is shown momentarily before the display returns to idle text.

# CHG SKEDS ? COMMAND 52

## Description

A Sked is a function programmed to be performed automatically at a scheduled time by your security system. You can change the scheduled time for some functions, disable the Sked and thus prevent it from automatically happening or restart a previously disabled Sked. Contact your security representative to determine what Skeds may be programmed for your system.

## Using Chg Skeds:

To change a Sked's time, enable a Sked, or disable a Sked, follow the procedure below to first select the Sked from a list of Skeds programmed for your system.

1. Ensure your command center is at idle text.
2. Press the [COMMAND] bar. The display shows SYSTEM COMMAND.
3. Press the [5] key, then press the [2] key.

**Note:** *If you prefer, you may use the Command Menu in place of steps 2 and 3 to initiate this function. Press the [MENU] key to enter the Command Menu, then press [NEXT] repeatedly until you reach the CHG SKEDS ? prompt. Press [ENT].*

4. The number of the first Sked programmed into your system is displayed, plus either its time or an indication that it is disabled. Press [NEXT] to scroll through the list of Sked numbers to find the one you wish to change.
  - When an X appears in the Sked display, it is an indication that "Except on Holidays" is enabled, S ## X ##:##AM.
  - When an \* appears in the Sked display, it is an indication that the Sked has or will happen today, S ## \* X ##:##AM.
  - To change the state of the displayed Sked from enabled or disabled:
    1. With the selected Sked displayed, press [ENT].
    2. If the Sked is currently enabled, DISABLE ? is displayed. Press [ENT]. The Sked displays showing it is disabled.
    3. If the Sked is currently disabled, ENABLE ? is displayed. Press [ENT]. The display shows XOH ON ? You can toggle between this display and XOH OFF ? by pressing [NEXT]. To enable the Sked on holidays, press [ENT] with XOH OFF ? displayed. To disable the Sked on holidays, press [ENT] with XOH ON ? displayed.
      - Enter the desired time and press [ENT].
      - AM ? displays. To choose AM, press [ENT]. To choose PM, press [NEXT] to display PM ?, then press [ENT].
      - The display shows the Sked with its new time.
    4. Press [ESC] to return to idle text.



## DEL PASSCODES ? COMMAND 53

### Description

Use this function to delete a personal passcode from your system without assistance from your security company. You need to know the user number for the passcode you want to delete.

The two digit user numbers identify users in reports transmitted from your system.

### Using Del Passcodes:

1. Ensure your command center is at idle text.
2. Press the [COMMAND] bar. The display shows SYSTEM COMMAND.
3. Press the [5] key, then press the [3] key.

*Note: If you prefer, you may use the Command Menu in place of steps 2 and 3 to initiate this function. Press the [MENU] key to enter the Command Menu, then press [NEXT] repeatedly until you reach the DEL PASSCODES ? prompt. Press [ENT].*

4. The command center displays ENTER USER NUM. Enter the two-digit user number, not the passcode. Press [ENT].
  - If you enter a user number not programmed into the system, NOT IN USE displays. Check the user number and enter again.
5. DELETE USER ## ? displays. Press [ENT] to delete the passcode for this user.
6. The command center briefly displays PASSCODE DELETED and then returns to idle disarmed text.



## CHG RELAYS? COMMAND 54

### Description

Your security company programs relays for automatic control and/or control from your command center of devices such as premises lighting or entry gates. Contact them for further information regarding the use of relays in your security system.

### Using COMMAND 54:

1. Ensure your command center is at idle text.
2. Press the [COMMAND] bar. The display shows SYSTEM COMMAND.
3. Press the [5] key, then press the [4] key.

*Note:* If you prefer, you may use the Command Menu in place of steps 2 and 3 to initiate this function. Press the [MENU] key to enter the Command Menu, then press [NEXT] repeatedly until you reach the CHG RELAYS ? prompt. Press [ENT].

4. When ENTER RELAY displays enter the relay number of the relay you wish to operate, and press [ENT].
5. If the relay is currently off, the display shows RELAY X ON ?. If you want to turn this relay turned on, press [ENT]. If you want it to remain off, press [NEXT]. The display shows RELAY X IS OFF. Press [ENT].
  - If the relay is currently on, the display shows RELAY X OFF ?. If you want to turn this relay turned off, press [ENT]. If you want it to remain on, press [NEXT]. The display shows RELAY X IS ON. Press [ENT].
6. The display shows ENTER RELAY. If you wish to change another relay, enter its number and press [ENT].
7. You can return to idle text by pressing [ESC].



# CHG PASSCODES ? COMMAND 55

## Description

Use this function to change your personal passcode without assistance from the security company.

## Using Chg Passcodes

Before you begin:

- Choose a new passcode three to six digits long. If you choose a passcode with the same digit in consecutive order (for example “33” in 334697), take care when entering it.
- To avoid conflicting with other passcodes and duress codes, your system does not let you change to passcodes that are within plus or minus 2 of an existing passcode. For example, if 1234 were an existing code, your system would not let you change your code to 1232, 1233, 1235, or 1236.
  1. Ensure your command center is at idle text.
  2. Press the [COMMAND] bar. The display shows SYSTEM COMMAND.
  3. Press the [5] key, then press the [5] key.

**Note:** *If you prefer, you may use the Command Menu in place of steps 2 and 3 to initiate this function. Press the [MENU] key to enter the Command Menu, then press [NEXT] repeatedly until you reach the CHG PASSCODES ? prompt. Press [ENT].*

4. The command center displays ENTER PASSCODE. Enter your current passcode. Press [ENT].
5. ENTER NEW CODE displays. Enter your new passcode and press [ENT].
  - If the passcode is already in use, your command center emits a buzz indicating that the passcode is invalid. Choose another passcode.
6. ENTER NEW AGAIN is displayed. Enter your new passcode again.
7. Press [ENT] again. If you do not reenter the same new passcode, the display shows NOT CHANGED and returns to idle text.
8. The command center briefly displays PASSCODE CHANGED and then returns to idle disarmed text.



# ADD PASSCODES? COMMAND 56

## Description

Use this function to add a passcode to your system without assistance from your security company. You need to know which user numbers are available, the authority level you want to assign to the new passcode and the areas in which it will be valid before you add it.

The two digit user numbers identify users in reports transmitted from your system. The authority level determines what system functions the passcode can access. The area number identifies which parts of your security system the passcode will have access to. Contact your security company if you don't know what user numbers, authority levels, or areas are available. See the *Appendix* for further information on adding passcodes.

## Using COMMAND 56:

Before you begin:

- Do not try to add passcodes without knowing the available user numbers. These are two digit numbers, not to be confused with passcodes, that identify users at your security company.
- Choose a new passcode three to six digits long. If you choose a passcode with the same digit in consecutive order (for example "33" in 334697), take care when entering it.
- To avoid conflicting with other passcodes and duress codes, your system does not let you change to passcodes that are within plus or minus 2 of an existing passcode. For example, if 1234 were an existing code, your system would not let you change your code to 1232, 1233, 1235, or 1236.
- Choose an authority level for each area. Leaving the authority level for an area blank by pressing [ENT] without making an entry, denies the passcode access to that area.
  1. Ensure your command center is at idle text.
  2. Press the [COMMAND] bar. The display shows SYSTEM COMMAND.
  3. Press the [5] key, then press the [6] key.

**Note:** *If you prefer, you may use the Command Menu in place of steps 2 and 3 to initiate this function. Press the [MENU] key to enter the Command Menu, then press [NEXT] repeatedly until you reach the ADD PASSCODES ? prompt. Press [ENT].*

4. The command center displays ENTER USER NUM. Enter the two-digit user number (not the passcode). Press [ENT].
  - If you enter a user number already in use, USER IN USE displays. Choose another user number and try again.
5. ENTER NEW CODE displays. Enter the new passcode and press [ENT].
  - If the passcode is already in use, the command center displays PASSCODE IN USE. Choose another passcode.
  - If the passcode is not in use, the command center displays USER ## @@@@ (## = user number, @@@@ = new passcode).
6. If the information is correct, press [ENT]. If the information is incorrect, press [ESC].

7. VALID AREA1? displays. Press [YES] if you want the passcode to be valid in area 1. Press [NEXT] if not.
  - Enter the authority level for this passcode in area 1. You may assign an authority level of 1 to 15. Press [ENT]. Press [NEXT] if you don't want this passcode to have authority in area 1.
  - VALID AREA 2 ? displays. Press [YES] if you want the passcode to be valid in area 2. Enter an authority level for this area and press [ENT]. Press [NEXT] if you don't want the passcode to have any authority in this area. Repeat this procedure for areas 3 to 8.
8. The command center briefly displays PASSCODE ADDED and then returns to idle text.

# FIRE TEST? COMMAND 58

## Description

Use this function to test fire points and other 24-hour points to be certain they function properly. You can review both the tested and untested points at your command center to help pinpoint any problems.

Upon initiation, the fire test will test the fire bell pattern on the bell output and ring the command center fire bell for 2 seconds. The AC will be disabled for 4 minutes in order to test the system's battery power. If the battery cannot maintain the system for the 4 minute period, the command center will appear to go dead. If this happens, contact your security company. At the end of the 4 minute period, AC is returned to the system and the panel restores. A message will be sent to your security company upon initiation and completion of the Fire Test. **During the Fire Test, no 24-hour alarms will be sent to your security company.**

If there is no activity on the system for 20 minutes, the system will automatically exit from the Fire Test.

## Using COMMAND 58:

1. Ensure your command center is at disarmed idle text.
2. Press the [COMMAND] bar. The display shows SYSTEM COMMAND.
3. Press the [5] key, then press the [8] key.

*Note:* If you prefer, you may use the Command Menu in place of steps 2 and 3 to initiate this function. Press the [MENU] key to enter the Command Menu, then press [NEXT] repeatedly until you reach the FIRE TEST? prompt. Press [ENT].

4. The display shows ## PTS TO TEST.
5. One-at-a-time, activate the detection devices to fault each point.
6. As you fault each point, your command center will display the point text for 60 seconds and ring the fire sounders for 2 seconds. This verifies that the detection device is working properly. Your system automatically resets smoke detectors.
  - When a resettable point (such as a smoke detector) is faulted, the display shows SENSOR RESETTING for 5 seconds. During this time power is removed from smoke power relays.
  - Faulting a point more than once does not increment the test count. However, the command center emits a brief tone and displays the point text each time you fault the point allowing you to test multiple devices assigned to one point.
7. When all 24-hour points have been tested, 0 PTS TO TEST is displayed. Press [ESC]. The display momentarily shows ALL PTS TESTED before returning to idle text.
8. During the Fire Test you may want to see the points that remain untested. When point text is displayed, press [ESC]. The display shows ## PTS TO TEST. Press the [ESC] key. VIEW UNTESTED ? is displayed. Press [ENT]. ## PTS UNTESTED is displayed. Press [NEXT] to see a list of the points that have not yet been tested. Move through this list by pressing the NEXT key. To resume the Fire Test, press [ESC]. ## PTS UNTESTED is displayed. Press [ESC]. ## PTS TO TEST is displayed. Resume testing points. To end the Fire Test, press [ESC] twice.



# VIEW LOG ?

## Description

Use this function to review events in your system at your command center. Reviewing past events may help you identify problems. Viewing events does not require any additional equipment since the information is displayed at your command center. Events are stored in the panel's memory in order of occurrence and tagged with the date and time.

## Using View Log:

1. Ensure your command center is at idle text.
2. Press [9] and then [9] again and then [ENT].
3. VIEW LOG ? displays. Press [ENT].

**Note:** *If you prefer, you may use the Command Menu in place of steps 2 and 3 to initiate this function. Press the [MENU] key to enter the Command Menu, then press [NEXT] repeatedly until you reach the VIEW LOG ? prompt. Press [ENT].*

4. ENTER START DATE displays.
  - To view part of the log, enter the date (month and day, MMDD) at which you wish to start the review. Press [ENT].
  - To view the entire log from the newest event, press [ENT] without entering a start date. The date and time of the event will display. Press [NEXT] to view the description of the prior event, or press [PREV] to view the description of the prior event. Press [PREV] again to view the date and time of the previous event.
  - Continue to press [PREV] to view event descriptions and the date and time of each event.

**Note:** *When using the [NEXT] key to view the log, the date and time of the event are displayed first, followed by the description of the event. An event description may take up 2 displays.*

5. Continue pressing [NEXT] to view the rest of the log. When you reach the end of the log, END OF LOG displays.
6. Press [ESC] to return to idle text.



# **PRINT LOG ?**

## **Description**

The Print Log function lets you print the events stored in your security system's log. You can choose to print the entire log or set a start date and print the events recorded from that date up to today.

Your system must include a printer interface and a printer to perform this function.

## **Using Print Log**

1. Ensure your command center is at idle text.
2. Press [9] and then [9] again and then [ENT].

*Note:* If you prefer, you may use the Command Menu in place of steps 2 and 3 to initiate this function. Press the [MENU] key to enter the Command Menu, then press [NEXT] repeatedly until you reach the **PRINT LOG ?** prompt. Press [ENT].

3. **VIEW LOG ?** displays.
  - Press [NEXT] until **PRINT LOG ?** scrolls into the display.
4. Press [ENT].
5. **ENTER START DATE** displays.
  - To print part of the log, enter the date (month and day, MMDD) at which you wish to start the review. Press [ENT].
  - To print the entire log, press [ENT] without entering a start date.
6. **PRINTING EVENTS** displays during printing. Each event appears in a line that includes the date and time, area and type of event. See your printer interface user's guide for more information.



## Log Event Definitions

**AC FAIL:** AC power to the panel interrupted.

**AC RSTOR:** AC power to the panel restored.

**ALARM:** Alarm at point in area specified.

**AUTO:** Event Modifier for **BYPASS** event. Indicates 4 alarms or troubles in one clock hour caused automatic (swinger) bypass.

**BAD CALL:** System tried to call Remote Account Manager and failed.

**BATT LOW:** Panel battery is below 11.7 VDC.

**BATT MISS:** Panel battery disconnected or discharged.

**BATT RSTOR:** Panel battery recharged.

**BUS RSTOR:** Data Expansion Loop for off-board points restored.

**BUS TRBLE:** Data Expansion Loop for off-board points faulted.

**BYPASS:** Point bypassed. An event modifier showing how the point was bypassed follows this event in the log.

**CANCEL:** User canceled an alarm from the area specified.

**CKSUM FAIL:** Panel programming corrupted. Call for service.

**CLOSE:** User armed area. An event modifier showing the previous armed state follows this event in the log. If a close window is in effect, a second event modifier shows if the arming (close) was outside of the close window.

**CODE CHG:** Passcode changed for user number shown.

**CODE DEL:** Passcode deleted for user number shown.

**CODE TMPR:** User made six failed attempts to enter a passcode at a command center.

**COMMAND:** Event modifier for **BYPASS**, **RELAY SET**, and **RELY RESET** events. Indicates function initiated from a command center.

**COMM FAIL:** Panel could not communicate using phone line reported.

**COMM RSTOR:** The communication problem with the phone line indicated resolved.

**DATE CHG:** User changed panel's date and/or time.

**DURESS:** User initiated from command center special alarm in the area specified.

**EARLY:** Event modifier for arming (close) and disarming (open) events. Indicates the open or close event occurred before the beginning of an open or close window.

**EXTRA PT:** Incorrectly programmed point connected to system.

**F PERM DLY:** User force armed area specified with delay. An event modifier showing the previous armed state follows this event in the log. If a close window is in effect, a second event modifier shows if the arming (close) was outside of the close window.

**F PERM INS:** User force armed area perimeter with no delay time. An event modifier showing the previous armed state follows this event in the log. If a close window is in effect, a second event modifier shows if the arming (close) was outside of the close window.

**FAIL CLOSE:** Area not armed before end of close window.

**FAIL OPEN:** Area not disarmed before end of open window.

**FIRE ALARM:** Fire alarm at point in area specified.

**FIRE END:** Fire Walk Test ended.

**FIRE RSTOR:** Fire alarm at point specified restored.

**FIRE TRBLE:** Trouble condition at point specified.

**FIRE START:** Fire Walk Test started.

**FORCE ARMD:** Beginning of force arm report. Indicates area was force armed, bypass armed, or force/bypass armed. This event followed by events showing the points force armed and/or bypassed, and by a **FORCE CLSE** event showing the end of the forced armed report.

**FORCE CLSE:** Indicates end of forced armed report. Followed by an event modifier showing the previous armed state.

**FORCE PT:** Event modifier showing user force armed with point specified faulted.

**LATE:** Event modifier for arming (close) and disarming (open) events. Indicates the open or close event occurred after the end of an open or close window.

**LOG FULL:** Panel log is full. New event overwrite oldest event.

**LOG THRES:** Panel log reached programmed threshold (Log % Full).

**MISS ALARM:** Point in area specified missing. Area armed.

**MISS FIRE:** Fire point specified missing.

**MISS TRBLE:** Point in area specified missing. Area disarmed.

**NEW TIME:** Event modifier for XTN event. Shows the new time for end of close window.

**OPEN:** User disarmed area. An event modifier showing the previous armed state follows this event in the log. If an open window is in effect, a second event modifier shows if the disarming (open) was outside of the open window.

**PARAM CHG:** Panel programming changed.

**PERM DLY:** User armed the perimeter of the specified area with entry delay time. An event modifier showing the previous armed state follows this event in the log. If a close window is in effect, a second event modifier shows if the arming (close) was outside of the close window.

**PERM INS:** User armed the perimeter of the specified area with no delay time. An event modifier showing the previous armed state follows this event in the log. If a close window is in effect, a second event modifier shows if the arming (close) was outside of the close window.

**PHONE FAIL:** Panel detected phone line specified as faulted.

**PHONERSTOR:** Phone line specified detected as restored from faulted condition.

**PROG:** Event modifier for **BYPASS**, **RELAY SET**, and **RELY RESET** events. Indicates function initiated from local programmer.

**PROG BAD:** Attempt to access panel with a local programmer failed.

**PROG OK:** Panel successfully programmed by a local programmer.

**PT CLOSE:** User armed point specified.

**PT OPEN:** User disarmed point specified.

**PT STATUS:** Status report for point specified.

**PT TESTED:** This point walk tested.

**PREV STATE:** Event modifier for arming and disarming events. Shows the previous arming state of the area. The number before **PREV STATE** in the command center display defines the previous state as follows:

- 1 = Area previously master armed.
- 2 = Area previously perimeter instant armed.
- 3 = Area previously perimeter delay armed.
- 4 = Area previously disarmed.

**PWR RESET:** Power was reset at specified time.

**RAM FAIL:** RAM programming session terminated abnormally or RAM using incorrect passcode and/or lock code.

**RAM OK RAM:** programming session terminated normally.

**REBOOT:** Panel reset.

**RELAY SET:** Relay set (activated). An event modifier showing how the relay was set follows this event in the log.

**RELY RESET:** Relay reset (deactivated). An event modifier showing how the relay was reset follows this event in the log.

**REMO:** Event modifier for **BYPASS**, **RELAY SET**, and **RELY RESET** events. Indicates function initiated from RAM (Remote Account Manager).

**REMO RESET:** Panel reset from RAM (Remote Account Manager).

**RESTORAL:** Restoral at device in area specified.

**SDI FAIL:** SDI device specified is not working. 1 - 8 supervised command centers, 017, 018, 019 = printers.

**SDI RESTOR:** The problem with SDI device specified resolved.

**SENSOR:** Event modifier for SENS RESET event. Shows the relay number activated for reset.

**SENS RESET:** User reset area sensor in area specified. An event modifier showing the relay number activated for reset follows this event.

**SKD CHG:** User changed time for Sked specified to be executed.

**SKD XEQ:** Sked executed.

**SKED:** Event modifier for **BYPASS**, **RELAY SET**, and **RELY RESET** events. Indicates function initiated by a SKED (scheduled event).

**STAT RPT:** Status report sent.

**TEST RPT:** Test report sent.

**TIME CHG:** User changed panel's time.

**TROUBLE:** Trouble condition at point specified.

**USER CMD 7:** User initiated special alarm in the area specified.

**USER CMD 9:** User initiated special alarm in the area specified.

**WALK END:** Walk test in area specified completed.

**WALK STRT:** Walk test initiated in specified area.

**WATCH:** Area placed in watch mode.

**WATCHDOG:** Panel's normal CPU operation interrupted and restarted. Call for service if event occurs regularly or frequently.

**XTN CLOSE:** User extended area's close window. An event modifier showing the new time the close window ends follows this event in the log.

# **Working With Multiple Areas From a Single Command Center**





## Working with Multiple Areas from a Single Command Center

Each of the functions described in the preceding section on Advanced Commands is presented as though your system includes only one area. If your system includes more than one area, it can be set up one of two ways by the installing company: (1) Each command center will only have access to the local area to which it is assigned, or (2) Each command center may access either some or all areas beyond the one to which it is assigned. This factor is referred to hereafter as command center scope.

If your command center allows access to areas other than the local area (that is to say, has scope in other areas), then the command center will limit your access to those areas within the command center scope and for which your personal passcode has authority.

Given that you have access to areas beyond the local area, the means of accessing the various system functions depends upon the specific function.

For some functions, the command center allows you to select the area (or point) in which to perform the function. These “selectable” functions are: *DISARM ?*, *BYPASS A POINT?*, *UNBYPASS A POINT?* and *MASTER ARM AREA ?*.

Another group of functions may automatically work in all areas in which you have passcode authority and which are within the scope of the command center. These are: Turning On Multiple Areas with a Passcode, Turning Off Multiple Areas with a Passcode, *DISARM ALL ?*, *MASTER ARM ALL?*, *VIEW MEMORY?*, *WALK TEST?*, *RESET SENSORS ?*, *ADD PASSCODES ?*, *FIRE TEST?*, *VIEW POINT STATUS?* and *VIEW AREA STATUS?*.

Some functions may be area-specific. To perform these functions, you may first use the *MOVE TO AREA ?* function (COMMAND 50) to gain access to the desired area. Once in the desired area you can perform the functions you wish. Area-specific functions include: *PERIMETR INST?*, *PERIMETR DELAY ?*, *PERIMETR PART ?*, *EXTEND CLOSING ?*, *WATCH MODE ?*, *COMMAND 7 ?*, *COMMAND 9 ?* and *CHG DISPLAY ?*.

A last group of functions don't relate to specific areas and are thus system-wide. These are: *SEND REPORT?*, *REMOTE PROG ?*, *CHG TIME/DATE ?*, *CHG SKEDS ?*, *DEL PASSCODES ?*, *CHG RELAYS ?*, *CHG PASSCODES ?*, *PRINT LOG ?* and *VIEW LOG?*.



## View Area Status

Use this function when you need to know the status (whether armed or disarmed) of areas other than the one you're in.

1. Ensure that your command center is at idle text.
2. Press the [ESC]/[MENU] keys to enter the command menu. Press [NEXT] until the VIEW AREA STATUS function is displayed.
3. Press [ENT]. The first display shows the status of the first area within your command center's scope.
4. Press [NEXT] to see the status of each of the areas within your command center's scope.
5. Press [ESC] to return to your current area's idle text.

## View Point Status

- Use this function to identify the number or location of each point in an area, and to show the current condition of any point you select. This function is useful as an aid in servicing the system.

1. Ensure that your command center is at idle text.
2. Press the [ESC]/[MENU] keys to enter the command menu. Press [NEXT] until the VIEW PT STATUS function is displayed.
3. Press [ENT]. The display shows AREA X ## (where X ## = the area number and the number of points to view).
4. Press [ENT]. The display shows PT ## XXXXX (where XXXXX = the type of point). Press [ENT] again to see the current condition of the point. The display will show one of the following:
  - PT###-SHORT-HW which indicates that a hard wire (HW) point is shorted.
  - PT###-OPEN-HW which indicates that a HW point is open.
  - PT###-NORML-HW which indicates that a HW point is normal.
  - PT###-MISNG-HW which indicates that a HW point is missing.
5. Continue to press [ENT] to see the type and condition of each point in the area.

**Note:** You will notice that the text for COMMAND 7 and COMMAND 9 is followed by a "MISNG" condition on Points 72 and 136. Points 72 and 136 serve dual purposes. They are used for COMMAND 7 and COMMAND 9, and they are also used to supervise the data expansion bus. When you see that Points 72 and 136 are missing, do not be alarmed. When these points are missing, the point bus is normal.

6. Press [ESC] to return to your current area's idle text.



## Move to Area `COMMAND 50`

With this function you can perform tasks in an area other than the one you're in without having to physically go to that area. Your access to other areas is limited by the scope of the command center and your authority level. For example, if your passcode gives you authority to all 8 areas, but the command center you're working with is limited in scope to areas 1 and 2, then you will only be able to move to either area 1 or area 2.

Upon moving to another area, the range of tasks you may perform depends upon the command center you're working with. Once you've performed a task (such as Turning the Area On), the command center reverts back to its programmed area after 10 seconds. Thus only one task can be performed in another area at a time.

1. Ensure that your command center is at idle text.
2. Press the `[COMMAND]` bar. The display shows `SYSTEM COMMAND`.
3. Press the `[5]` key, followed by the `[0]` key. The display shows `ENTER AREA`. Enter the area number you wish to move to. Press `[ENT]`.
4. `AREA X MOVE` displays briefly, and then the text of the area you've moved to is displayed. You are now able to perform tasks in this area. The number of areas to which you can move will be limited by the scope of the command center. If you try to move to an area for which the command center does not have scope, `NO AUTHORITY` is displayed.
5. When you have completed all tasks in the area you've moved to, simply allow the command center to time-out and revert to the area from which you started or enter the Move to Area function again.



# Turning the System On

## Turning On Multiple Areas with a Passcode

You can use your personal passcode to turn on both perimeter and interior points in all areas where your passcode has authority. If there are areas already turned on, this function turns on all areas that are off without changing the status of the areas that are already on.

1. Enter your passcode and press [ENT].
2. The command center displays `ARMING 12345678`, indicating that all areas are being turned on. The actual number of areas you may turn on is limited by command center scope and/or your authority level. For example, if you have authority to arm all 8 areas but the scope of the command center you're using is limited to areas 1, 2, and 5, then you will only be able to turn on areas 1, 2, and 5.
3. If a point is faulted (door or window open for example), `CHK AREA #` displays. Try one of the following:
  - Close doors and/or windows and repeat step 1.
  - Bypass the faulted points (if your system and authority level allow) and repeat step 1.
  - Force arm the areas with faulted points, if your system and authority level allow. Remember that points that are force armed are not protected.
4. After arming your system, leave the building through a door programmed with exit delay time. Your command center emits an intermittent beep tone and counts down the exit delay in the display.
  - If you open a door after exit delay time expires, entry delay time begins. Turn the system off to avoid an alarm event.

## Turning On Multiple Areas with Master Arm All

You can use this Command Menu function to turn on both perimeter and interior points in all areas where your passcode has authority. If there are areas already turned on, this function turns on all areas that are off without changing the status of the areas that are already on. This function works the same as entering your passcode to arm, but allows the Master Arm All feature to be included in the Command Menu.

1. Press the [ESC]/[MENU] keys to enter the Command Menu.
2. Press the [NEXT] key until the `MASTER ARM ?` function is displayed.
3. Press [ENT]. The display shows `MASTER ARM ALL ?`
4. Press [ENT]. The command center displays `ARMING 12345678`, indicating that all areas are being turned on. The actual number of areas you may turn on is limited by command center scope and/or your authority level. For example, if you have authority to arm all 8 areas but the scope of the command center you're using is limited to areas 1, 2, and 5, then you will only be able to turn on areas 1, 2, and 5.
5. If a point is faulted (door or window open for example), `CHK AREA #` displays. Try one of the following:
  - Close doors and/or windows and repeat step 1.
  - Bypass the faulted points (if your system and authority level allow) and repeat step 1.
  - Force arm the areas with faulted points, if your system and authority level allow. Remember that points that are force armed are not protected.

6. After arming your system, leave the building through a door programmed with exit delay time. Your command center emits an intermittent beep tone and counts down the exit delay in the display.
  - If you open a door after exit delay time expires, entry delay time begins. Turn the system off to avoid an alarm event.

## Turning On Selected Areas

You can use this Command Menu function to turn on both perimeter and interior points in some or all of the areas where your passcode has authority. If there are areas already turned on, this function turns on all areas that are off without changing the status of the areas that are already on.

1. Press the [ESC]/[MENU] keys to enter the Command Menu.
2. Press the [NEXT] key until the MASTER ARM ? function is displayed. Press [ENT].
3. The display shows MASTER ARM ALL ? Press [NEXT]. The display shows ARM AREA X ?, which is the first area you have authority to arm.
4. Pressing the [NEXT] key allows you to scroll any other areas you have the authority to arm into the display.
5. When the display shows the area you wish to arm, press [ENT].
6. Your system may require a passcode before allowing you to access this function. ENTER PASSCODE appears in the display. Enter your passcode and press [ENT].
7. After turning on other areas, the command center's display returns to the disarmed idle text for the area you are in. If you wish to turn on that area enter your personal passcode and press [ENT].

## Faulted Points in Other Areas

If there is a faulted point in an area you select (other than the one you are in), CHK AREA appears for 3 seconds and then the display returns to the area disarmed idle text. Try one of the following:

- Clear faulted points (close doors and/or windows) and return to step 1.
- Bypass faulted points (if your system and/or authority allows) and return to step 1.
- Force arm (if your system and/or authority allows). See *Turning the System On With Doors or Windows Open* in the *Security System User's Guide*.

## Turn the Entire System On Without Delays

You can use this Command Menu function to turn on the entire system, both perimeter and interior, without delays. You may use this function in all of the areas or some of the areas where your passcode has authority. If there are areas already turned on, this function turns on all areas that are off without changing the status of the areas that are already on.

1. Press the [ESC]/[MENU] keys to enter the Command Menu.
2. Press the [NEXT] key until the MASTER ARM INST ? function is displayed. Press [ENT]. Your system may require a passcode before allowing you to access this function. ENTER PASSCODE appears in the display. Enter your passcode and press [ENT].
3. The display shows ARM INSTANT ALL? Press [ENT]. The command center displays the armed idle text for the area you are in. The actual number of areas you may turn on is limited by command center scope and/or your authority level. For example, if you have authority to arm all 8 areas but the scope of the command center you're using is limited to areas 1, 2, and 5, then you will only be able to turn on areas 1, 2, and 5.
4. To arm selected areas instantly, press [NEXT] at the MASTER ARM INST ? prompt. Continue to press [NEXT] until you find the area you wish to arm. Press [ENT].



# Turning the System Off

## Turning Off Multiple Areas with a Passcode

This function is useful for turning off multiple areas with a few keystrokes. It is quicker than disarming several areas independently. Your passcode must have the proper authority level for each area.

When an area is turned on (armed), you must enter a door programmed for entry delay time. Opening the door, starts the entry delay time. Failing to turn the system off before the entry delay time expires or entering through a door not programmed for entry delay time, causes an alarm.

If this happens, silence the alarm by entering your personal passcode and pressing [ENT]. Call your security company to let them know that it is not an emergency situation.

## Turning Off Multiple Areas with Disarm All

This function turns off multiple areas with a few keystrokes. It is quicker than disarming several areas independently. Your passcode must have the proper authority level for each area. This function works the same as entering your passcode to disarm, but allows the Disarm All feature to be included in the Command Menu.

When an area is turned on (armed), you must enter a door programmed for entry delay time. Opening the door, starts the entry delay time. Failing to turn the system off before the entry delay time expires or entering through a door not programmed for entry delay time, causes an alarm.

If this happens, silence the alarm by entering your personal passcode and pressing [ENT]. Call your security company to let them know that it is not an emergency situation.

1. Press the [ESC]/[MENU] keys to enter the Command Menu.
2. Press the [NEXT] key until the DISARM ? function is displayed. Press [ENT]. Your system may require a passcode before allowing you to execute the Disarm All function. ENTER PASSCODE appears in the display. Enter your passcode and press [ENT].
3. DISARM ALL ? is displayed. Press [ENT] to disarm all areas. The command center displays DISARM 12345678, indicating that all areas are being turned off. The actual number of areas you may turn off is limited by command center scope and/or your authority level. For example, if you have authority to disarm all 8 areas but the scope of the command center you're using is limited to areas 1, 2, and 5, then you will only be able to turn off areas 1, 2, and 5.

## Turning Off Selected Areas

- If your passcode has the proper authority level this function allows you to turn off areas other than the one you are in.
  1. With idle text displayed, press the [ESC]/[MENU] keys. Press [NEXT] until the DISARM ? function is displayed.
  2. Press [ENT]. Your system may require a passcode before allowing you to access this function. ENTER PASSCODE appears in the display. Enter your passcode and press [ENT].
  3. The display shows DISARM ALL? Press [NEXT].
  4. The display shows DISARM AREA X ? If you want to disarm this area, press [ENT].
  5. Pressing the [NEXT] key scrolls the remaining areas you have the authority to turn off into the display. When the display shows an area you wish to turn off, press [ENT].
  6. After turning off other areas, the command center's display returns to the idle text for the area you are in.

# Appendix





## Supplementary Information for Adding Passcodes

Use the information contained in this Supplement to help you add user passcodes.

### User Authority Levels

Your security company uses the information contained on this page to establish authority levels for system users. For each of the 1- 15 authority levels, each command center function is either enabled (E), disabled (blank), or Passcode enabled (P). A function that is enabled (E) is available to all users. A function that is passcode enabled (P) is only available to users assigned an authority level that includes that function. If you do not want a particular command included in a given authority level, leave it blank.

If you are having trouble understanding the concept of authority levels, try this simple exercise. Refer to the column titled E/P on the next page. Notice that your security technician has marked some of the cells in this column with the letter “E”, others the letter “P”, while others are left blank. An “E” indicates that this function is enabled for all authority levels. A “P” indicates that the function is passcode protected. Look across the same row, and notice that some of the cells in the authority level area have the letter “E”. For each authority level in which an “E” appears, this function is enabled (with a passcode required). A blank cell in the E/P column means that this function is unavailable for any authority level.

Under the heading Authority Level, you’ll see columns 1-15, representing the 15 authority levels. Now look at the column labeled 1. Following down this column, you’ll see that some cells are blank while some contain the letter “E”, which stands for enabled. Wherever there is an “E”, it means that that function is available to users with an authority level of 1.

### User Access Windows

Use the information on this page to describe access windows for users. An access window is a period of time that is defined in which a user has access to the security system. If the user attempts to use the system during a time period that falls outside the assigned access window, access will be denied.

### Passcode Worksheet

The passcode worksheet presents the information discussed above onto one page, and also includes the user’s ID number, assigned passcode, and his or her name. Think of the passcode worksheet as the page that “puts it all together.”

An important piece of information included in the passcode worksheet is the listing of areas to which the user has access, along with the authority level assignment for each of those areas.







## User Access Windows

Sked #	User Window #	Day of Week	Access Window		Xept Holiday	Holiday
			Start	Stop		
50	1	SMTWTFS	_:_	_:_	Yes / <b>No</b>	1 2 3 4
51	2	SMTWTFS	_:_	_:_	Yes / <b>No</b>	1 2 3 4
52	3	SMTWTFS	_:_	_:_	Yes / <b>No</b>	1 2 3 4
53	4	SMTWTFS	_:_	_:_	Yes / <b>No</b>	1 2 3 4
54	5	SMTWTFS	_:_	_:_	Yes / <b>No</b>	1 2 3 4
55	6	SMTWTFS	_:_	_:_	Yes / <b>No</b>	1 2 3 4
56	7	SMTWTFS	_:_	_:_	Yes / <b>No</b>	1 2 3 4
57	8	SMTWTFS	_:_	_:_	Yes / <b>No</b>	1 2 3 4
58	9	SMTWTFS	_:_	_:_	Yes / <b>No</b>	1 2 3 4
59	10	SMTWTFS	_:_	_:_	Yes / <b>No</b>	1 2 3 4
60	11	SMTWTFS	_:_	_:_	Yes / <b>No</b>	1 2 3 4
61	12	SMTWTFS	_:_	_:_	Yes / <b>No</b>	1 2 3 4
62	13	SMTWTFS	_:_	_:_	Yes / <b>No</b>	1 2 3 4
63	14	SMTWTFS	_:_	_:_	Yes / <b>No</b>	1 2 3 4
64	15	SMTWTFS	_:_	_:_	Yes / <b>No</b>	1 2 3 4

DOW Only	Yes	Yes	No	No
DOW Except Holiday	Yes	Yes	Yes	Yes
DOW Plus Holiday	Yes	Yes	No	Yes
Holiday Only	No	Yes	No	Yes

All windows start at midnight.

User access windows are not available on some control models.



# Passcode Worksheet

Duress			Selections: 1 or 2								User Name	
User Flag	User	Passcode	User Window	Area Authority								
				1	2	3	4	5	6	7	8	
000	00	-----	--	<u>15</u>	<u>15</u>	<u>15</u>	<u>15</u>	<u>15</u>	<u>15</u>	<u>15</u>	<u>15</u>	Service Passcode
001	01	-----	--									
002	02	-----	--									
003	03	-----	--									
004	04	-----	--									
005	05	-----	--									
601	06	-----	--									
602	07	-----	--									
603	08	-----	--									
604	09	-----	--									
605	10	-----	--									
606	11	-----	--									
607	12	-----	--									
608	13	-----	--									
701	14	-----	--									
702	15	-----	--									
703	16	-----	--									
704	17	-----	--									
705	18	-----	--									
706	19	-----	--									
707	20	-----	--									
708	21	-----	--									
801	22	-----	--									
802	23	-----	--									
803	24	-----	--									
804	25	-----	--									
805	26	-----	--									
806	27	-----	--									
807	28	-----	--									
808	29	-----	--									
B01	30	-----	--									
B02	31	-----	--									
B03	32	-----	--									
B04	33	-----	--									
B05	34	-----	--									
B06	35	-----	--									
B07	36	-----	--									
B08	37	-----	--									
C01	38	-----	--									
C02	39	-----	--									
C03	40	-----	--									
C04	41	-----	--									
C05	42	-----	--									
C06	43	-----	--									
C07	44	-----	--									
C08	45	-----	--									
D01	46	-----	--									
D02	47	-----	--									
D03	48	-----	--									
D04	49	-----	--									

User windows are not available on some control models.



## Passcode Worksheet Cont.

User Flag	User	Passcode	User Window	Area Authority								User Name		
				1	2	3	4	5	6	7	8			
D05	50	-----	---	-	-	-	-	-	-	-	-	-	-	-
D06	51	-----	---	-	-	-	-	-	-	-	-	-	-	-
D07	52	-----	---	-	-	-	-	-	-	-	-	-	-	-
D08	53	-----	---	-	-	-	-	-	-	-	-	-	-	-
E01	54	-----	---	-	-	-	-	-	-	-	-	-	-	-
E02	55	-----	---	-	-	-	-	-	-	-	-	-	-	-
E03	56	-----	---	-	-	-	-	-	-	-	-	-	-	-
E04	57	-----	---	-	-	-	-	-	-	-	-	-	-	-
E05	58	-----	---	-	-	-	-	-	-	-	-	-	-	-
E06	59	-----	---	-	-	-	-	-	-	-	-	-	-	-
E07	60	-----	---	-	-	-	-	-	-	-	-	-	-	-
E08	61	-----	---	-	-	-	-	-	-	-	-	-	-	-
F01	62	-----	---	-	-	-	-	-	-	-	-	-	-	-
F02	63	-----	---	-	-	-	-	-	-	-	-	-	-	-
F03	64	-----	---	-	-	-	-	-	-	-	-	-	-	-
F04	65	-----	---	-	-	-	-	-	-	-	-	-	-	-
F05	66	-----	---	-	-	-	-	-	-	-	-	-	-	-
F06	67	-----	---	-	-	-	-	-	-	-	-	-	-	-
F07	68	-----	---	-	-	-	-	-	-	-	-	-	-	-
F08	69	-----	---	-	-	-	-	-	-	-	-	-	-	-
000	70	-----	---	-	-	-	-	-	-	-	-	-	-	-
000	71	-----	---	-	-	-	-	-	-	-	-	-	-	-
000	72	-----	---	-	-	-	-	-	-	-	-	-	-	-
000	73	-----	---	-	-	-	-	-	-	-	-	-	-	-
000	74	-----	---	-	-	-	-	-	-	-	-	-	-	-
000	75	-----	---	-	-	-	-	-	-	-	-	-	-	-

000	76	-----	---	-	-	-	-	-	-	-	-	-	-	-
000	77	-----	---	-	-	-	-	-	-	-	-	-	-	-
000	78	-----	---	-	-	-	-	-	-	-	-	-	-	-
000	79	-----	---	-	-	-	-	-	-	-	-	-	-	-
000	80	-----	---	-	-	-	-	-	-	-	-	-	-	-
000	81	-----	---	-	-	-	-	-	-	-	-	-	-	-
000	82	-----	---	-	-	-	-	-	-	-	-	-	-	-
000	83	-----	---	-	-	-	-	-	-	-	-	-	-	-
000	84	-----	---	-	-	-	-	-	-	-	-	-	-	-
000	85	-----	---	-	-	-	-	-	-	-	-	-	-	-
000	86	-----	---	-	-	-	-	-	-	-	-	-	-	-
000	87	-----	---	-	-	-	-	-	-	-	-	-	-	-
000	88	-----	---	-	-	-	-	-	-	-	-	-	-	-
000	89	-----	---	-	-	-	-	-	-	-	-	-	-	-
000	90	-----	---	-	-	-	-	-	-	-	-	-	-	-
000	91	-----	---	-	-	-	-	-	-	-	-	-	-	-
000	92	-----	---	-	-	-	-	-	-	-	-	-	-	-
000	93	-----	---	-	-	-	-	-	-	-	-	-	-	-
000	94	-----	---	-	-	-	-	-	-	-	-	-	-	-
000	95	-----	---	-	-	-	-	-	-	-	-	-	-	-
000	96	-----	---	-	-	-	-	-	-	-	-	-	-	-
000	97	-----	---	-	-	-	-	-	-	-	-	-	-	-
000	98	-----	---	-	-	-	-	-	-	-	-	-	-	-
000	99	-----	---	-	-	-	-	-	-	-	-	-	-	-

User numbers 76-99 are not available on some control models.





