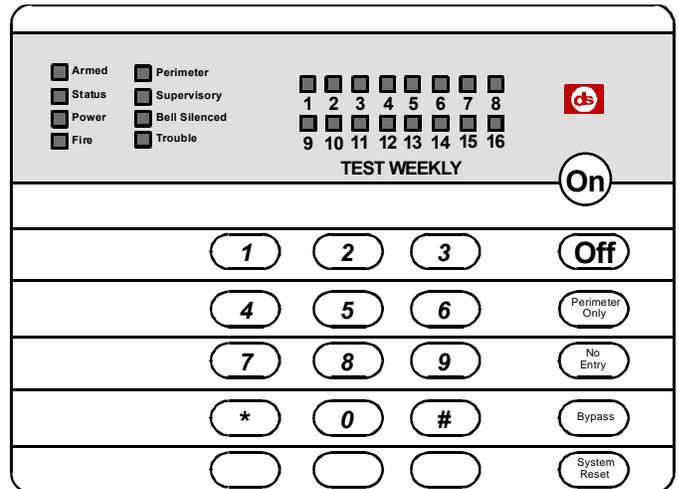
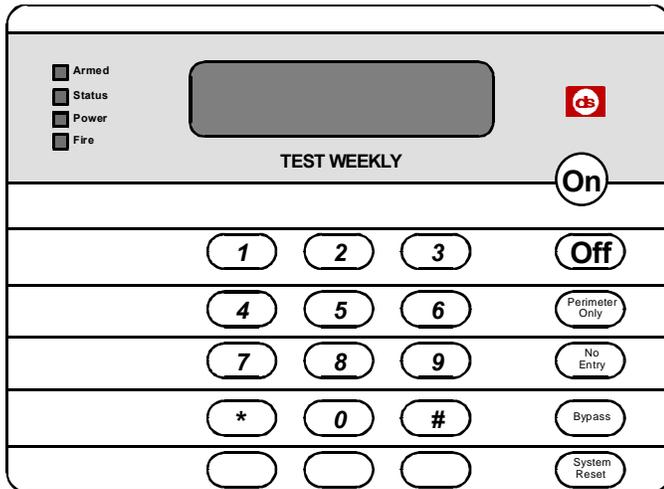


# User's Guide for the DS7240/DS7220 Control/Communicators



## Keypad Quick Reference Guide

### Arming Your System Using the DS7445i or DS7447i

Turn the System All On:	[On] key or [#] + [1]
Turn the System Perimeter Only On:	[Perimeter Only] or [#] + [2]
Turn the System Partial On:	[#] + [3]
Bypassing Zones	Press [Bypass]
Extend Auto On Time	[#] + [5] + [1]
Set Partial On Zones	[#] + [6] + [5]
Turn the System Off:	Enter a valid User PIN

### Function Key Sequences for Other System Features

View Faulted Zones:	[#] + [0]
View Zone Trouble:	[#] + [4] + [8]
Check System Status:	[#] + [4]
View System Trouble:	[#] + [4] + [2]
View Alarm Memory:	[#] + [4] + [0]
View Log:	[#] + [8] + [5]
System Test:	[#] + [4] + [1]
Walk Test:	[#] + [4] + [4]
Change Skeds:	[#] + [5] + [2]
Keypad Adjust:	[#] + [4] + [9]
Turn Chime On/Off:	[#] + [6] + [1]
Select Chime Tone:	[#] + [6] + [2]
Select Chime Zones:	[#] + [6] + [3]
Set Date and Time:	[#] + [4] + [5]
Remote Program:	[#] + [4] + [3]
Reset the System	Press [System Reset]



detection systems

A member of the  
Bosch Group

**MY ALARM COMPANY IS:**

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

THIS SECURITY SYSTEM IS CONNECTED TO TELEPHONE NUMBER:

\_\_\_\_\_

THE SECURITY CONTROL PANEL IS CONNECTED TO THE PHONE JACK LOCATED:

\_\_\_\_\_

TRANSFORMER LOCATION: \_\_\_\_\_

CIRCUIT BREAKER NUMBER: \_\_\_\_\_

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# Part I: Introduction

## 1.0 About This User's Guide

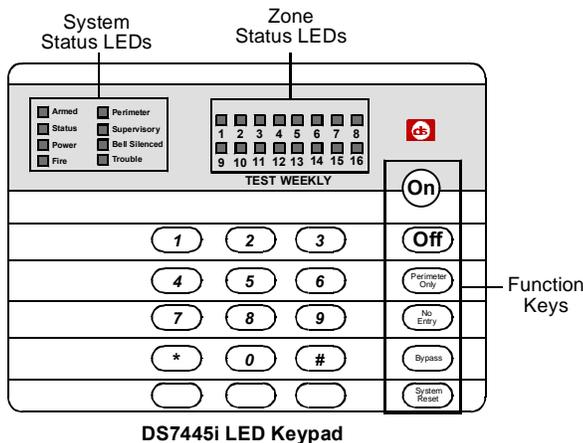
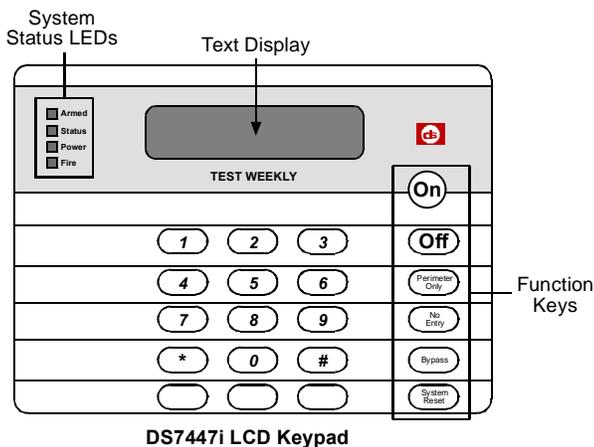
This User's Guide shows you how to use and maintain your security system. It covers basic functions, such as turning the system on and off.

Your Security Company has programmed the functions described in this User's Guide, however not all of them may be enabled in your system.

Certain functions covered may require you to enter your Personal Identification Number (PIN).

Your system helps to secure life, property, and investments against fire, theft and bodily harm. It may consist of one or more keypads, motion sensors (for example, detectors or devices located on doors and windows) and sensing devices designed to detect the presence of smoke or combustion. Each of these devices is connected to a sophisticated control panel with microprocessor, which processes all events registered by the system.

Control of your security system is achieved through the keypad, which offers a variety of basic and advanced features. Its function, versatility, and ease of operation make it ideal for home or office use. The keypad is tailored to meet your individual needs. Moreover, it has been designed with you, the user, in mind.



## 2.0 Security System Basics

### 2.1 What is a Zone?

A **Zone** is a detection device or group of devices connected to your security system. Zones are identified by the area they monitor, such as a front door, bedroom window or hallway.

### 2.2 What is a Faulted Zone?

When a zone (such as a door or window) is closed, it is said to be normal. When the door or window is open, the zone is said to be **faulted**, or not normal. When you turn your system on, you usually want all of the zones in your system to be normal. However, you can turn your system on with faulted zones by using the Bypass Zones function (see page 13).

You can see if there are any faulted zones by entering a valid user PIN followed by the [#] + [0] keys when the system is off.

### 2.3 Are All Zones the Same?

Not all zones are the same. In fact, there are two basic types of zones: **Controlled** and **24-hour**.

#### 2.3.1 Controlled Zones

**Controlled zones** respond to alarm conditions depending upon whether the system is turned on or off. They are programmed to either respond instantly to alarm conditions, or to provide a delay for you to reach the keypad and turn the system off. Various controlled zones may be located throughout your house.

When you turn your system on, you have the option of turning on all controlled zones (All On), or just some of the controlled zones (Perimeter Only or Partial On). See page 5 for more information on "All On", "Perimeter Only" and "Partial On."

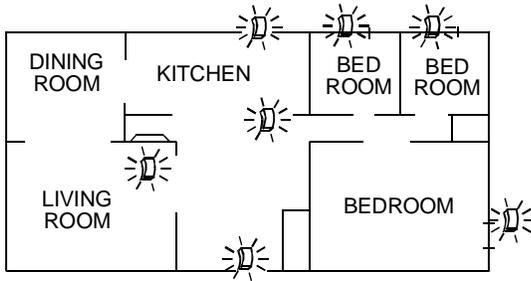
#### 2.3.2 24-hour Zones

**24-hour zones** are always on, even when the system is turned off. There are two types of 24-hour zones, **fire zones** and **non-fire zones**.

- **Fire Zones:** Fire zones only monitor fire detection devices such as smoke detectors. They are always on and cannot be turned off.
- **Non-fire 24-hour Zones:** Non-fire 24-hour zones are always on and cannot be turned off.

## 2.4 All On

When you turn your system All On, you are turning on all controlled zones, both interior (motion detectors) and perimeter (doors and window contacts).



 = Controlled Zone is turned All On.

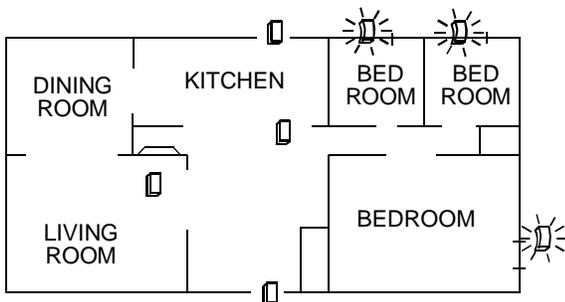
## 2.5 Perimeter Only/Partial On

When you turn your system Perimeter Only or Partial On, you are turning on only a portion of the controlled zones.

Your Security Company determines which zones turn on when the system is turned Perimeter Only on.

You identify which zones turn on when the system is turned Partial On. See pages 10 and 32 for setting Partial On zones.

Perimeter Only and Partial On zones may include only the perimeter (doors and windows) of your system, or the zones on the first floor of a two story house.



 = Controlled Zone turned Perimeter Only/Partial On.

 = Controlled Zone **not** turned Perimeter Only/Partial On.

## 3.0 Keypad Overview

This section provides an overview of the features shared by both the DS7447i LCD (Text) Keypad and the DS7445i LED Keypad.

Keypad function procedures begin on page 8 for the DS7447i and page 30 for the DS7445i.



**The DS7445i LED Keypad can only display Zones 1-16 or Users 1-16. Any functions that require displaying zones or users higher than 16 cannot be performed from this keypad.**

### 3.1 Keypad Keys

The DS7447i Text Keypad and DS7445i LED Keypad both have 21 keys to perform the various functions as described in Table 1:

Keypad Key	Function
1,2,3,4,5,6,7,8,9,0	Use the numeric keys to enter PINs and issue key sequence functions.
#	Use the [#] key in conjunction with the numeric keys to enter key sequence functions. Also displays system status when pressed.
*	Press the [*] key to advance to the next display (when available).
On	Press the [On] key to turn your system All On. See pages 8 and 31 for more details.
Off	If pressed while the system in on, the user is reminded to enter a valid PIN to turn the system off. See pages 8 and 30 for more details. No function for [Off] key when system is off.
Perimeter Only	Press the [Perimeter Only] key to turn your system Perimeter Only on. See pages 9 and 31 for more details.
No Entry	Press the [No Entry] key to turn your system on with no Entry Delay. See pages 11 and 33 for more details.
Bypass	Press the [Bypass] key to bypass one or more zones. See pages 13 and 35 for more details.
System Reset	Press the [System Reset] key to reset the system. See pages 21 and 42 for more details.
Fire	Your Security Company can assign an emergency function (Fire, Emergency or Panic) to these keys. To activate the special function, press the key two times consecutively within two seconds. Your Security Company will label each key to its assigned function.
Emergency	
Panic	

**Table 1: Keypad Key Functions**

### 3.2 Keypad Tones

Both keypads (LCD and LED) emit several distinct tones and turn on lights (LEDs) to alert you of system events. See Table 2 for an explanation of each keypad tone.

Keypad Tone	Description
Fire Alarm	When a fire zone activates, the keypad emits a repeated tone (on for one second, then briefly off). Enter PIN to silence.
Burglary Alarm	When a burglary zone activates while your system is turned on, the keypad emits a continuous tone. The sounder remains on for the duration of the time set by your Security Company. Enter PIN to silence.
Trouble	When a system component is not functioning properly, the keypad emits a repeated tone (on briefly, followed by a pause, followed by on briefly, etc.). Press the [4] key to view the trouble. If the problem is zone-related, enter a valid user PIN and press [8] to view the faulted zone.
Key Press	Pressing any key on the keypad sounds a short beep, indicating that the key press is accepted.
Entry Delay	When you enter the premises through a zone programmed for Entry Delay, the keypad emits an intermittent beep to remind you to turn your system off. If the system is not turned off before the Entry Delay time expires, an alarm event occurs and a report may be sent to your Security Company.
Exit Delay	After you turn your system on, the keypad emits an intermittent beep and counts down the Exit Delay time. If you do not exit before the Exit Delay time expires and an Exit Delay zone is faulted (opening a door specified as an Exit Delay zone), an alarm event begins.
Error	If you press an incorrect key, the keypad emits a tone to indicate an invalid entry. The error tone is the same tone as the Trouble tone, but it is not repeated.
OK	This tone indicates that a keypad entry is accepted (for example, a correct PIN is entered). The keypad emits a single, high-pitched beep for one second.
Chime	The keypad emits a tone to alert you when any Chime zone is faulted. The tone varies in duration depending on the Chime Tone selected. See pages 22 and 43 for more details.

**Table 2: Keypad Tone Descriptions**

### 3.3 Keypad LED Functions

Both keypads have four on-board LEDs that provide visual indications of various system functions. See the following tables for LED function descriptions.

LED	State	Description
Armed	On Steady	System is turned All On or Perimeter Only On with Entry Delay.
	Slow Flash	System is turned All On or Perimeter Only On with <b>no</b> Entry Delay.
Status	On Steady	No controlled zones are faulted.
	Slow Flash	Key sequence function has been entered (for example, [#]+[4]+[1] has been entered to conduct a System Test). PIN entry is required.
	Fast Flash	Entry Delay timer is active.
Power	On Steady	No trouble conditions exist.
	Slow Flash	System Trouble exists. Keypad roaming See "Move to Area" on page 27.
	Fast Flash	System Testing. Last 5 minutes of Walk Test. Another keypad is active.
Fire	Fast Flash	Flashes fast whenever a fire zone is in alarm.

**Table 3: DS7447i On-board LED Functions**

LED	State	Description
Armed	On Steady	System is turned All On or Perimeter Only On with Entry Delay.
	Slow Flash	System is turned All On or Perimeter Only On with <b>no</b> Entry Delay.
Status	On Steady	No controlled zones are faulted.
	Slow Flash	Key sequence function has been entered (for example, [#]+[4]+[1] has been entered to conduct a System Test).
	Fast Flash	PIN entry is required. Entry Delay timer is active.
Power	On Steady	No trouble conditions exist.
	Slow Flash	System Trouble exists. Keypad roaming See "Move to Area" on page 27.
	Fast Flash	System Testing. Last 5 minutes of Walk Test. Another keypad is active.
Fire	Fast Flash	Flashes fast whenever a fire zone is in alarm.
Trouble	On Steady	System Trouble and/or Zone Trouble exists. Off when all trouble conditions are cleared.
Bell Silenced	On Steady	Alarm has been silenced with PIN entry. LED turns off when [#] key is held to clear silenced alarms.
Supervisory	Not used.	
Perimeter	On Steady	System is turned on Perimeter Only with Entry Delay.
	Slow Flash	System is turned on Perimeter Only with <b>no</b> Entry Delay.

**Table 4: DS7445i On-board LED Functions**

### 3.4 Function Key Sequences

There are a number of functions detailed in this User's Guide to carry out various tasks (for example, adding or deleting PINs, setting the date and time or testing the system).

Functions are written out using their keypad key sequences. Many of these functions also have titles. For example, [#] + [4] + [1] is the System Test function. To conduct this function, press the [#] key, followed by the [4] key and then the [1] key.

### 3.5 System Events

Your system responds to four types of alarm events. If more than one event occurs, your system sorts them into one of four groups:

- Fire Alarms (highest priority)
- Burglary Alarms
- Fire Troubles
- Non-Fire Troubles (lowest priority)

Events that are grouped as highest priority are always sent to the Central Station first.

#### 3.5.1 Fire Alarms

Fire alarms are the highest priority events. When a fire zone activates, your keypad emits a Fire Alarm tone. The tone sounds for the length of time programmed by your Security Company. Evacuate all occupants and investigate for smoke or fire. Enter a valid user PIN to silence the alarm.



**Make sure that all occupants know the difference between the Burglary Alarm Tone and the Fire Alarm Tone.**

#### 3.5.2 Burglary Alarms

Burglary alarms are the second priority. When a burglary zone activates, your keypad emits a Burglary Alarm tone. The tone sounds for the length of time set by your Security Company. Enter a valid user PIN to silence the alarm.



**Make sure that all occupants know the difference between the Burglary Alarm Tone and the Fire Alarm Tone.**

The keypad scrolls through each zone alarm. Press the [\*] key to manually advance the list.

#### 3.5.3 Fire Trouble Events

When a fire trouble (such as a loose wire) occurs, your keypad emits a Trouble tone.

The keypad displays the SYSTEM TROUBLE message. See "Check System Troubles" on pages 18 and 40 for more information on determining the nature of the trouble.

#### 3.5.4 Non-Fire Trouble Events

When a trouble event such as a low battery condition occurs, your keypad emits a Trouble tone.

The keypad displays the SYSTEM TROUBLE message. See "Check System Troubles" on pages 18 and 40 for more information on determining the nature of the trouble.

### 3.6 How Your System Reports Alarms

Your security system may be programmed to automatically seize your telephone when sending reports to your Security Company. Once the report is complete, the system returns the telephone to normal operation (check with your Security Company).

Your system makes repeated attempts to send reports to your Security Company. If your system fails to report, the keypad signals a system trouble. See "Check System Troubles" on pages 18 and 40 for more information on determining the nature of the trouble.



**If your telephone service is interrupted, your security system cannot send reports to your Security Company unless it has an alternate means of transmitting them.**

### 3.7 Check System Status (DS7447i Only)

When the system is off, press the [#] key to show the current system status. The following messages may appear:

Message	Description
System OK	Indicates that the system is ready to turn on.
System Trouble! Press 4 to view	Indicates that there is a system trouble. See "Check System Troubles" on page 18 for more information on determining the nature of the trouble.
Zones faulted Press 0 to view	Indicates that the system has faulted zones. See "View Faulted Zones" on page 13 for more information.

**Table 5: DS7447i System Status Messages**

### 3.8 Logging Out of the System

The system remembers PIN entries for approximately 10 seconds after you stop pressing keys. To log out of the system, press the [#] key twice.

"Logged Out" appears on the DS7447i Keypad display.

On the DS7445i Keypad, the Status LED remains on to indicate that you have successfully logged out.

## Part II: Keypad User's Guide

### 4.0 Using the DS7447i LCD (Text) Keypad

#### 4.1 Silence Alarms

##### Description

When an alarm occurs, the alarm tone sounds and the display shows the zone(s) in alarm.



**If you enter your PIN before the abort timer expires, the alarm report is aborted (non-fire alarms only).**

##### Procedure

1. The keypad displays the zone(s) in alarm:

Alarm Zn 4  
Living Room

2. Enter your PIN to silence and turn the system off (if it was turned on). **An alarm report is sent to your Security Company if the alarm is not acknowledged in time.**

The display continues to show the zone(s) that caused the alarm:

Silenced alarms  
listed below

Alarm Zn 8  
Motion Detector

To remove  
silenced alarms

from display,  
hold #

3. Press and hold the [#] key to remove the alarm messages from the keypad display. See "View Alarm Memory" on page 18 to see which zones caused the alarm.

#### 4.2 Keypad Adjust

- I can perform this function.  
 I cannot perform this function.

**Key Sequence: [#] + [4] + [9]**

##### Description

Use this function to adjust the keypad's sounder volume (non-alarm tones) and display brightness.

##### Procedure

1. Enter a valid user PIN.
2. Press [#] + [4] + [9].
3. To adjust the keypad's sounder volume and non-alarm tone volume, press and hold the [\*] key, and then press [1] to increase the volume or [4] to decrease the volume.
4. To adjust the keypad's display brightness, press and hold the [\*] key, and then press [3] to increase the brightness or [6] to decrease the brightness.
5. Press [#] to exit this function when all adjustments have been made.

#### 4.3 Turn the System Off

**Entry Delay Time (to be filled in by your Security Company):**

You have \_\_\_\_\_ seconds to enter the premises and turn the system off.

##### Description

Enter your PIN to turn the security system off. When the system is on, you must enter through a designated Entry door to prevent an alarm. Opening a designated door (for example, Front Door) starts Entry Delay. During Entry Delay time, the keypad emits a double tone to remind you to turn the system off. Enter your PIN before the Entry Delay time expires to turn the system off.



**If you enter through the wrong door or fail to turn the system off before the Entry Delay time expires, you may cause an alarm. If an alarm occurs, silence the alarm by entering your PIN and call your Security Company to let them know that there is no emergency situation.**

##### Procedure

1. When the system is on, the Armed LED is on. Depending on how the system was turned on, the display shows either "All On", "Perimeter On" or "Partial On" across the second line.
2. Enter your PIN to turn the system off. Once the system is off and there are no faulted zones, the keypad displays a status message (as set by your Security Company) across the second line.

Smiths Residence  
OK for All On

#### 4.4 Turn the System All On

**Exit Delay Time (to be filled in by your Security Company):**

You have \_\_\_\_\_ seconds to exit the premises.

**Key Sequence: [On] Key or [#] + [1]**

##### Description

Use this function to turn on the entire system. Once you press the [On] key or enter [#] + [1], the Exit Delay timer starts its countdown.

Exit Delay length is programmed by your Security Company.

When your system is ready to turn All On, it displays "OK for All On." This message means that all zones are normal (for example, no doors or windows are open and no one is standing in front of a motion detector).

Smiths Residence  
OK for All On

If your keypad displays a message that indicates the system is not ready to turn on (for example, "Not Ready"), check all doors and windows to see if any are open, or if someone or something is in front of a motion detector. You may also press [#] + [0] to see the faulted zone.

If all protected doors and windows are closed and no motion detectors are blocked and the keypad still displays "Not Ready," contact your Security Company for assistance.

**Procedure**

In the example below, Exit Delay is 60 seconds.



**Leave before Exit Delay expires. Leaving after Exit Delay expires causes an alarm event.**

1. Make sure that all zones are normal (not faulted). If your system has a faulted zone (door or window open), you can either close it or bypass it. See "Bypass Zones" on page 13.
2. Enter a valid user PIN.
3. Press the [On] key or enter [#] + [1].

Exit Delay time now begins. The Armed LED turns on. **Exit the building now.**

60 seconds to  
All On

Enter your PIN to stop the system from turning on during Exit Delay.

Press the [Bypass] key to bypass zones. You can turn the system All On with No entry by pressing the [No Entry] key. You can also turn the system Perimeter Only On by pressing the [Perimeter Only] key. The system prompts you through this procedure:

To bypass zones  
Press Bypass

For no entry  
Press No Entry

For Perimeter On  
Press Perimeter Only

During the last 10 seconds of Exit Delay, the keypad allows for a "last chance" response to disarm the system. During this time, the keypad emits a double tone every second. The system then turns All On. The Armed LED remains on.

Smiths Residence  
All On

4. To turn the system off, enter a valid PIN.

**4.5 Turn the System On Perimeter Only**

**Exit Delay Time (to be filled in by your Security Company):**

You have \_\_\_\_\_ seconds to exit the premises.

**Key Sequence: [Perimeter Only] Key or [#] + [2]**

**Description**

Perimeter Only turns on only part of your system, leaving the rest of the system turned off.

If your keypad shows "OK for Perimeter" or "OK for All On," this means that all of the zones that turn on for Perimeter Only are normal (for example, all protected doors and windows are closed).

Smiths Residence  
OK for Perimeter

Once you press the [Perimeter Only] key, Exit Delay begins. Use Perimeter Only when you want part of your system turned on. For example, use Perimeter Only if you plan to stay inside the premises and you only want to protect the perimeter doors, or you are leaving and you wish to allow a pet to move freely about inside without causing an alarm.

**Procedure**

1. Make sure that all Perimeter Only zones are normal (not faulted). If your system has faulted zones, return them to normal or bypass them.
2. Enter a valid user PIN.
3. Press the [Perimeter Only] key or enter [#] + [2].

Exit Delay time begins.

The Armed LED turns on. The keypad display scrolls through the following:

60 seconds to  
Perimeter On.

To bypass Zones  
Press Bypass.

For no entry  
Press No Entry.

For All On  
Press On.

48 seconds to  
Perimeter On.

Enter your PIN to stop the system from turning on during Exit Delay. You can turn the system on Perimeter Only with No Entry by pressing the [No Entry] key, or you may bypass zones by pressing the [Bypass] key.

During the last 10 seconds of Exit Delay, the keypad allows for a "last chance" response to disarm the system. During this time, the keypad emits a double tone every second. The system then turns Perimeter Only On. The Armed LED remains on.

4. To turn the system off, enter a valid PIN.

## 4.6 Turn the System Partial On

**Exit Delay Time (to be filled in by your Security Company):**

You have \_\_\_\_\_ seconds to exit the premises.

**Key Sequence: [#] + [3]**

### Description

Partial On turns on the portion of your system designated as Partial, leaving the rest of the system turned off. You can select the zones that turn on for Partial On, whereas your Security Company determines Perimeter Only zones. See "Set Partial On Zones" for more information. Once you have pressed [#] + [3], the Exit Delay countdown begins.

If there are faulted zones, they will appear on the display. If they are Partial On zones, you must either bypass them or return them to normal before turning the system Partial On.

Smiths Residence OK for Part On
------------------------------------

### Procedure

In the following example, 60 seconds is used for Exit Delay. Exit Delay is set by your Security Company and may vary from the example shown below.

1. Make sure that all Partial On zones are normal (not faulted).
2. Enter a valid user PIN.
3. Press [#] + [3] to turn the system Partial On.

The Armed LED turns on. The keypad display scrolls through the following:

60 seconds to Partial On.
To bypass Zones Press Bypass.
For no entry Press No Entry.
For All On Press On.
48 seconds to Partial On.

Enter your PIN to stop the system from turning on during Exit Delay. You can turn the system Partial On with No Entry by pressing the [No Entry] key, or you may bypass zones by pressing the [Bypass] key.

During the last 10 seconds of Exit Delay, the keypad allows for a "last chance" response to disarm the system. During this time, the keypad emits a double tone every second. The system then turns Partial On. The Armed LED remains on.

4. To turn the system off, enter a valid PIN.

## 4.7 Set Partial On Zones

- I can perform this function.
- I cannot perform this function.

**Key Sequence: [#] + [6] + [5]**

### Description

Use this function to program which zones are armed each time you turn the system Partial On. This allows you to turn part of the system on to detect intrusion, while the remaining part of the system allows you to move freely without sounding an alarm.

### Procedure

1. Make sure that the system is turned off (Armed LED is off).
2. Enter a valid user PIN.
3. Press [#] + [6] + [5].

The keypad display scrolls through the following:

Zn 2 Part No Front Door
Press 2 * for Zn 2 Part Yes
Zn 3 Part Yes Hallway
Press 3 * for Zn 3 Part No
To exit Press #.

4. Enter the Zone Number followed by the [\*] key that you want to toggle Yes or No for Partial On operation. Repeat this step until all zones have been programmed Yes or No for Partial On operation.
  - **Yes:** Zone is active, ready to detect intrusion
  - **No:** Zone is not active.
5. Press [#] to exit this function.

## 4.8 Turn the System On with No Entry Delay

### Description

Use this function to turn the system All On, Perimeter Only or Partial On without Entry Delay.



**Turning the system on with No Entry Delay eliminates the Entry Delay time on any Delay zone (for example, the Front Door).**

1. Make sure that all zones are normal (not faulted).
2. Enter a valid user PIN.
3. Turn the system on using one of the following methods:
  - **All On:** Press [On] (or enter [#] + [1])
  - **Perimeter Only:** Press [Perimeter Only] (or enter [#] + [2])
  - **Partial On:** Enter [#] + [3]

The keypad display shows the following for turning the system All On:

60 seconds to All On.
To bypass zones Press Bypass.
For no entry Press No Entry.

The display shows the following for Perimeter Only (display shows "Partial On" on second line if system is turned Partial On):

60 seconds to Perimeter On.
To bypass zones Press Bypass.
For no entry Press No Entry.

4. To turn the system on (All, Perimeter Only or Partial On) with No Entry, press the [No Entry] key.
5. When the system is All On with No Entry, the keypad displays the following:

Smiths Residence All On
On with No Entry

If the system is Perimeter Only On or Partial On with No Entry, the keypad displays the following (if the system is Partial On, the second line will say "Partial On"):

Smiths Residence Perimeter On
On with No Entry

The Armed LED flashes, indicating the system is On with No Entry Delay.



**If a Delay zone is faulted while the system is On with No Entry Delay (for example, the front door is opened), the system immediately initiates an alarm event. Enter your PIN to silence the alarm. See "Silence Alarms" on page 8 for more information.**

6. To turn the system off, enter a valid PIN.

## 4.9 Turn the System On with No Exit Tone

### Description

Use this function to turn the entire system All On, Perimeter Only or Partial On without any Exit tones.



**Turning the system on with no Exit tones eliminates the tone emitted by the keypad intended to alert occupants that the system is about to arm.**

This function is useful if you want to turn the system on, but not disturb the occupants while the system counts down prior to turning on.

### Procedure

1. Make sure that all zones are normal (not faulted).
2. Enter a valid user PIN.
3. Turn the system All On, Perimeter Only or Partial On using the appropriate key sequence. See Table 6.

For example, press and hold the [On] key to turn the system All On. Or press the [#] key and then press and hold the [1] key.

Arming Function	To Silence Exit Tone
All On	Press and hold [On] <b>OR</b> Press [#], then press and hold the [1] key
Perimeter Only	Press and hold [Perimeter Only] <b>OR</b> Press [#], then press and hold the [2] key
Partial On	Press [#], then press and hold the [3] key

**Table 6: No Exit Tone Key Sequences**



**Silencing the Exit tone doubles the Exit Delay time.**

The keypad display shows the following for turning the system All On:

120 seconds to All On.
To bypass zones Press Bypass.
For no entry Press No Entry.

The display shows the following for Perimeter Only (display shows "Partial On" if the system is turned Partial On):

120 seconds to Perimeter On.
To bypass zones Press Bypass.
For no entry Press No Entry.

- To turn the system on (All On, Perimeter Only or Partial On) with no entry delay, press the [No Entry] key. See page 11 for more information.

#### 4.10 Force Arming the System



**Force-arming is not permitted for UL applications.**

- I can perform this function.
- I cannot perform this function.

##### 4.10.1 Force Arming with Normal Exit Delay and Exit Tone

###### Procedure

- Enter a valid user PIN.
- Turn the system on using one of the following methods:
  - **All On:** Press [On] (or enter [#] + [1])
  - **Perimeter Only:** Press [Perimeter Only] (or enter [#] + [2])
  - **Partial On:** Enter [#] + [3]

If a zone is faulted, the keypad displays the following:

Zn 5 faulted, Zone Text
To Bypass Zn 5 Press 5 + *

- Re-enter the sequence from Step 2 that you used to turn the system on (for example, if you press [On] in Step 2, press [On] again). The following message scrolls across the display:

Forced on!
60 seconds to All On.
1 zones are forced on.

The display above uses an Exit Delay time of 60 seconds and only one zone is force armed.

Exit Delay time and the number of zones force-armed may vary.

##### 4.10.2 Force Arming with Doubled Exit Delay and No Exit Tone

- Enter a valid user PIN.
- Turn the system on using one of the following methods:

Arming Function	To Silence Exit Tone
All On	Press and hold [On] <b>OR</b> Press [#], then press and hold the [1] key
Perimeter Only	Press and hold [Perimeter Only] <b>OR</b> Press [#], then press and hold the [2] key
Partial On	Press [#], then press and hold the [3] key

**Table 7: No Exit Tone Key Sequences**

- When the "Zn Faulted" message appears (see display under Step 2 of previous section), re-enter the arming sequence used in Step 2 of this section.

For example, if you turned the system on by pressing and holding the [On] key, press the [On] key again. **Do not press and hold the key.**

The "Forced On!" message appears and the doubled Exit Delay countdown begins. The keypad does not emit an Exit Tone.

The system forces the faulted zones on. As long as they remain faulted they do not provide coverage. If they return to normal before the system is turned off, they provide coverage and are capable of starting alarm events. If a zone becomes faulted after Exit Delay begins, the keypad displays the faulted zone. If the zone remains faulted at the end of Exit Delay, it starts an alarm event.

## 4.11 View Faulted Zones

**Key Sequence:** [\*]

### Description

To correctly turn your system on, all doors and windows must be in the normal (not faulted) condition. See "What is a Faulted Zone?" on page 4 for a definition of a faulted zone.

Use this function to locate faulted zones in your system.

### Procedure

1. Make sure that the system is turned off (Armed LED is off).
2. Press the [\*] key.
3. The keypad scrolls through all the faulted zones:

Zn 2 faulted, Front Door
Zn 7 faulted, Back Door

4. Return the faulted zones to the normal condition (for example, close the front door). See "Bypass Zones."
5. Once the zones return to normal or are bypassed, the system is ready to turn on.

## 4.12 Bypass Zones

I can perform this function.

I cannot perform this function.

**Key Sequence:** [Bypass] key or [#] + [0]

### Description

Use this function to bypass one or more zones before turning the system on. You can access a bypassed zone when the system is turned on without activating an alarm.

For example, your kitchen has just been painted and you want to leave the windows open, but you also want to turn your system on. Bypassing zones allows the system to be on, but prevents it from monitoring undesired areas.

### Procedure

1. Make sure that the system is turned off (Armed LED is off).
2. Enter a valid user PIN.
3. Press the [Bypass] key.

The keypad scrolls all zones that can be bypassed:

Zn 1, Front Door
To bypass Zn 1 Press 1 + *.
Zn 2, Back Door
To bypass Zn 2 Press 2 + *.

4. Enter the Zone Number that you want to bypass followed by the [\*] key.

For example, if you want to bypass Zone 10, enter [1] + [0] + [\*]. Repeat this step to bypass all desired zones.

If a zone is already bypassed, the keypad displays:

Zn 3 Hallway
To unbypass 3 Press 3 + *.

To unbypass a zone, repeat the steps above for the desired zone number.

5. Press [#] to exit this function.

If a zone is faulted, the keypad displays the zone number. If the zone is bypassable, the keypad prompts you to enter the zone number followed by the [\*] key. The display states if the zone can or cannot be bypassed.

## 4.13 Date and Time

- I can perform this function.
- I cannot perform this function.

**Key Sequence:** [#] + [4] + [5]

### Description

Use this function to program the system date and time.

### Procedure

1. Enter a valid user PIN.
2. Enter [#] + [4] + [5].

The keypad displays:

Please enter Date and Time
MM/DD/YY HH:MM 01/01/01 00:01

3. Enter the date using the numeric keys in MM/DD/YY, HH:MM format.

The control panel may be configured to display the date in International format (DD/MM/YY). Check with your Security Company.

__	__	/	__	__	/	__	__	:	__	__
<b>M</b>	<b>M</b>		<b>D</b>	<b>D</b>		<b>Y</b>	<b>Y</b>		<b>H</b>	<b>H</b>
Month of the year			Day of the year			Current year			Hour of the day	Minute of the hour

4. The keypad displays both the date and time you entered before returning to the normal display.



**In the event of a power cycle (power is lost to the system and then restored), the panel takes the last event in the log and uses that as a starting point for the time and date. It then alerts you to enter the current time and date.**

## 4.14 Change PIN

- I can perform this function.
- I cannot perform this function.

**Key Sequence:** [#] + [5] + [5]

### Description

Use this function to change your Personal Identification Number (PIN) at any time. **Only use this feature under the direction of your Security Company.** Write down your old PIN and the new one before you begin.

### Procedure

1. Make sure that your system is off (Armed LED is off).
2. Enter a valid user PIN (this is the PIN you will change).
3. Enter [#] + [5] + [5]. The keypad displays:

Please enter new PIN
-------------------------

4. Enter the new PIN. As you enter the PIN, the keypad displays:

Entering PIN * * * *
-------------------------

5. If you have entered a valid new PIN, the keypad prompts you to enter the new PIN again:

Please enter New PIN again
-------------------------------

6. Enter the new PIN again. As you enter your new PIN, the keypad displays:

Entering PIN * * * *
-------------------------

7. The keypad displays the following to confirm that you have successfully changed your PIN:

PIN changed
-------------

The keypad automatically exits this function.

## 4.15 Change Others' PINs

- I can perform this function.
- I cannot perform this function.

**Keypad Sequence:** [#] + [5] + [6]

### Description

Use this function to change PINs for each user in the system. You cannot use this function to change your own PIN (for example, if you enter the User 1 PIN to access this function, you cannot change the User 1 PIN. Use the "Change PIN" function).

This function requires the appropriate authority level to change PINs. **Only use this feature under the direction of your Security Company.**



**[#]+[5]+[6] is only for changing PINs other than the one used to access this function. For example, if User 1 enters [#]+[5]+[6], he/she cannot modify his/her PIN. Use [#]+[5]+[5] instead.**

### Procedure

1. Make sure that the system is turned off (Armed LED is off).
2. Enter a valid user PIN.
3. Enter [#] + [5] + [6].

The keypad scrolls through the available options. If an option is not selected after the list cycles through once, the keypad automatically exits this function.

4. Press [1] to change PINs. The keypad scrolls all PINs that are available to change.

To change PIN 2 Press 2 *
To change PIN 3 Press 3 *
Push # to exit

**The keypad scrolls through all available user PINs before showing "Push # to exit"**

5. Enter the PIN number (1-32) that you want to change followed by the [\*] key. For example, press [2] + [\*] to change PIN 2. The keypad prompts you to enter the new PIN:

Please enter new PIN 2.
-------------------------



**If the user does not exist in the system as set up by your Security Company, the keypad emits an error tone.**

6. Enter the new PIN with the same number of digits as the old PIN. If the error tone sounds, try a different new PIN.
7. If you have entered a valid new PIN, the keypad prompts you to enter the new PIN again.

Please enter new PIN again.
-----------------------------

8. Enter the new PIN again.

9. The keypad displays the following to confirm the PIN change.

PIN 2 changed.
----------------

10. Repeat Steps 4-9 to change another PIN, or press the [#] key to exit this feature. Pressing [#] again returns the keypad to the normal display.

## 4.16 Change Others, PIN Authority Levels

- I can perform this function.
- I cannot perform this function.

**Key Sequence:** [#] + [5] + [6]

### Description

Use this function to change PIN authority levels for each user in the system. This function requires the appropriate authority level to change PINs.

You cannot change your own PIN authority level.

**Only use this feature under the direction of your Security Company.**

Your Security Company should fill in the following:

- Authority Level 1 includes these functions:

---

- Authority Level 2 includes these functions:

---

- Authority Level 3 includes these functions:

---

- Authority Level 4 includes these functions:

---

### Procedure

1. Make sure that the system is turned off (Armed LED is off).
2. Enter a valid user PIN.
3. Enter [#] + [5] + [6].

The keypad scrolls the following:

Push 1 to change PINs.
Push 2 to change authority level.
Push 3 to change areas assigned.
Push # to exit

- Press the [2] key to change authority levels. The keypad display scrolls:

To change level For PIN 3,
Press 3 *. To change level
For PIN 4, Press 4 *.
Push # to exit

- Enter the PIN number (1-32) that you want to change the authority level for, followed by the [\*] key.

For example, press [3] + [\*] to change the authority level for PIN 3. The keypad display scrolls through the following:

PIN 3 level 2 Enter new level.
Level choices Are 1 to 4.
Push # to exit.



**If the user does not exist in the system as set up by your Security Company, the keypad emits an error tone.**

- Enter the new authority level (1-4) for the PIN that you want to change. Your Security Company determines the authority levels.
- Press the [#] key to exit this feature. Press [#] again to return to the normal display.

#### 4.17 Add a PIN

- I can perform this function.
- I cannot perform this function.

**Key Sequence:** [#] + [5] + [6]

##### Description

Use this function to add new PINs to the system. This function requires the appropriate authority level to add PINs. To add a new PIN to the system, you must assign an area(s) to the new user in addition to using the other PIN features (changing a PIN and changing a PIN authority level) as outlined below.

**Only use this feature under the direction of your Security Company.**

##### Procedure

- Make sure the system is turned off (Armed LED is off).
- Enter a valid user PIN.
- Enter [#] + [5] + [6].

The keypad display scrolls through the following selections:

Push 1 to change PINs.
Push 2 to change authority levels.
Push 3 to change areas assigned.

- Press the [3] key to assign an area(s) to the new user.

Enter the user number (1-32) you wish to assign area(s) to followed by the [\*] key. For example, for User 4, press [4] + [\*]. The keypad toggles between the following displays:

PIN 4 Areas: - - -
Press 1 to 4 to toggle areas.

- Enter the area(s) you want to assign to the new user by pressing the appropriate numeric key(s). For example, if the user is to be assigned to Areas 1 and 2, press the [1] and [2] keys. The keypad displays:

PIN 4 Areas: 1 2 - -
-------------------------

To remove a currently assigned area(s), press the corresponding numeric key(s). For example, if User 4 is assigned to Areas 1 and 2, but should only be assigned to Area 1, press [2] to remove Area 2 from User 4's area assignment.

- Press the [#] key twice to return to the three selections shown in Step 3.
- Press the [1] key to create a PIN for the new user.
- Enter the user number (1-32) followed by the [\*] key. For example, press [4] + [\*] to create a PIN for User 4.
- When the display prompts, "Please enter new PIN," enter the new PIN. If the error tone sounds, try a different new PIN. Enter the new PIN again for verification.
- Press the [#] key twice to return to the three selections shown in Step 3.
- Press the [2] key to assign a PIN authority level to the new user.
- Enter the user number (1-32) followed by the [\*] key. For example, press [4] + [\*] to assign an authority level for User 4.

- Enter an authority level (1-4) by pressing the appropriate numeric key. The keypad displays the following:

PIN 4 level 0.  
Enter new level.

The number following the word "level" on the first line indicates the authority level the user PIN is currently assigned to.

- Press the [#] key twice and follow Steps 4-14 to add additional new users, or press the [#] key until the keypad emits a single beep tone and the display returns to the normal display.



**The new user PIN, area assignment and authority level are automatically logged into the system's programming memory. Make sure that your Security Company's programming records are properly updated.**

#### 4.18 Delete a PIN

- I can perform this function.
- I cannot perform this function.

**Key Sequence: [#] + [5] + [8]**

##### Description

Use this function to delete PINs. This function requires the appropriate authority level to delete PINs. **You cannot delete your own PIN using this function.**

**Only use this feature under the direction of your Security Company.**

##### Procedure

- Make sure that the system is turned off (Armed LED is off).
- Enter a valid user PIN.
- Enter [#] + [5] + [8].

The keypad prompts you to delete a PIN:

*The keypad scrolls through all available user PINs before showing "Push # to exit"*

Delete PIN 1?  
Press 1 \*.

Delete PIN 2?  
Press 2 \*.

Push # to exit

- Enter the user number (1-32) that you want to delete. For example, press [2] + [\*] to delete PIN 2.

PIN 2  
deleted.

Press \* to  
continue.



**If the user does not exist in the system as set up by your Security Company, the keypad emits an error tone.**

- Press the [#] key to exit this function. If no keys are pressed, the keypad automatically returns to the normal display.

#### 4.19 Renew One-Time PINs

- I can perform this function.
- I cannot perform this function.

**Key Sequence: [#] + [5] + [3]**

##### Description

One-time PINs can only be used once to turn the system off. This function allows those with the applicable authority level to renew previous One-Time PINs. Once renewed, the One-Time PIN is again able to turn the system off only once.

##### Procedure

- Make sure that the system is turned off (Armed LED is off).
- Enter a valid user PIN.
- Enter [#] + [5] + [3].

The keypad scrolls through the available One-Time PINs:

To renew all  
One-time PINs

Press 0 \*.

To renew PIN 5  
press 5 \*.

- Press [0] + [\*] if you want to renew all one-time PINs, or enter a user PIN number followed by the [\*] key. For example, if you want to renew PIN 5, enter [5] + [\*].
- If you press the [0] key to renew all one-time PINs, the keypad displays:

All one-time  
PINs renewed.

- If you select a single PIN to renew, (for example, PIN 5), the keypad displays:

One-Time PIN 5  
renewed.

- The keypad then returns to the normal display.

## 4.20 Check System Troubles

**Key Sequence:** [#] + [4]

### Description

Your system emits a trouble tone and displays the System Trouble message to alert you to a system trouble event. Things such as low batteries cause system troubles. Use this function to learn what is causing the trouble and what steps to take to correct it.

### Procedure

1. The system may be on or off when a system trouble occurs. If the system is on, you must turn it off to check the trouble. The keypad displays:

Trouble! Press  
# 4 to view.

2. Enter [#] + [4]. The trouble silences and the keypad scrolls through the list of troubles. Follow the keypad display instructions to see the trouble events:

Zone Trouble!  
Press 8 to view.

Alarm Memory!  
Press 0 to view.

Date/time lost!  
Press 5 to set.

System Trouble!  
Press 2 to view.

To Test System,  
press 1.

To Walk Test,  
press 4.

To reset,  
press 7.

System OK!  
Press #.

The list of keypad displays above represents the variety of System Trouble displays that may occur.

3. Press the [#] key to return the keypad to the normal display.

The Trouble tone continues until the situation is acknowledged by using the procedure detailed above.

If Trouble messages persist, contact your Security Company for assistance.



**The trouble tone for AC Failure events sounds at all keypads in all areas. However, the trouble tone must be silenced in each area (silencing the trouble tone in one area does not silence it in the other areas).**

## 4.21 View Alarm Memory

I can perform this function.

I cannot perform this function.

**Key Sequence:** [#] + [4] + [0]

### Description

After an alarm has been silenced and cleared from the display, you may still review the zones that alarmed.

### Procedure

1. Make sure that the system is turned off (Armed LED is off).
2. Enter a valid user PIN.
3. Enter [#] + [4] + [0].

The keypad displays all zones in alarm memory. In this example, the keypad displays that Zone 5 has alarmed:

Alarm Zn 5  
Bedroom 1 Window

If you enter your PIN before the system reports to your Security Company, the keypad displays:

Abort Zn 5  
Bedroom 1 Window

When the last alarm is shown, the keypad displays:

To clear memory,  
Turn system On.

Clear the memory by turning the system on (arm) and off (disarm).

If no alarm is present, the keypad displays:

No alarms in  
System memory.

The keypad then returns to the normal display.

## 4.22 View System Trouble

**Key Sequence:** [#] + [4] + [2]

### Description

Use this function to view system troubles. For example, a system trouble occurs when the system is running only on the backup battery, there is communications trouble, or it is time for the system to be serviced by your Security Company.

### Procedure

1. Make sure that the system is turned off (Armed LED is off).
2. Enter a valid user PIN.
3. Enter [#] + [4] + [2].

The keypad displays all system trouble events (if any) one at a time. The following are some examples of system troubles:

- If the system has no AC main supply and is only running off of the backup battery, the keypad displays:

System running  
on battery only.

- If the system fails to communicate with the Security Company, the keypad displays:

Comm Fail  
Destination 1

- If the system detects that the telephone line is missing, or there is no dial tone, the keypad displays:

Line 1 trouble.  
Check dial tone.

- If the system has been programmed to be serviced by your Security Company at the service interval, the keypad displays:

Call for Service

- If there are no system troubles, the keypad displays:

There are no  
System troubles.

4. Press the [#] key to return to the normal display.

## 4.23 View Zone Trouble

**Key Sequence:** [#] + [4] + [8]

### Description

Use this function to view which zones (if any) are in trouble.

### Procedure

1. Make sure that the system is turned off (Armed LED is off).
2. Enter a valid user PIN.
3. Enter [#] + [4] + [8].

The keypad scrolls through all zones that are in trouble.



**Investigate the source of the trouble condition. Correct the condition if possible (for example, remove objects blocking a sensor zone) or respond appropriately to the trouble indicated.**

If no zones are in trouble, the keypad displays:

There are no  
zone troubles.

4. Press the [#] key to return to the normal display.

## 4.24 System Test

- I can perform this function.
- I cannot perform this function.

**Key Sequence:** [#] + [4] + [1]

### Description

The System Test function allows you to make sure that your system is operating correctly by testing the system's bell, strobe, battery and phone line. Your Security Company programs which system components are tested (for example, your system may only be programmed to test the battery and the bell).

#### I can test:

- System Bell
- Battery
- System Strobe
- Phone Line



**If any of these components fails to test, contact your Security Company for assistance. Be sure to contact your Security Company before you begin a System Test.**

### Procedure

1. Make sure that the system is turned off (Armed LED is off).
2. Enter a valid user PIN.
3. Enter [#] + [4] + [1].

The system starts to test. The bell output is tested first and should sound for approximately 2 to 3 seconds. The display shows:

Testing Bell.

Listen for bell activation.

The strobe output is tested next. This test resets after approximately 20 minutes, or when the [\*] key is pressed.

Testing Strobe.  
Press \* to end.

Check for strobe activation.

The backup battery is tested next. This test may take up to 4 minutes.

Testing battery.  
May take 4 min.

The keypad displays the results of the battery test:

Battery Test  
Passed.

OR

Battery Test  
Failed!

Please call for  
Service.

Finally, the phone connection is tested. This test may take up to 10 minutes:

Testing Phone.  
May take 10 min.

The keypad displays the results of the phone line test:

Phone Test  
Passed.

OR

Phone Test  
Failed!

Please check for  
dial tone.

4. When the test is complete, the system returns to the normal display.

To stop the test currently in progress and skip to the next test, press the [\*] key. To abort all system tests and return to the normal display, press the [#] key.

## 4.25 Walk Test

- I can perform this function.
- I cannot perform this function.

**Key Sequence: [#] + [4] + [4]**

### Description

Use this function to walk-test detection devices connected to your system. **Perform the Walk Test on a weekly basis.**

Your Security Company configures the types of devices that can be walk-tested.

### Procedure

1. Make sure that the system is turned off (Armed LED is off).
2. Enter a valid user PIN.
3. Enter [#] + [4] + [4]. The system starts the Walk Test.

The keypad scrolls all zones that need to be tested (zones scroll one at a time). To successfully test each zone, you need to trigger the corresponding detection device (open a door, walk in front of a motion detector, etc.).

Zn2 Un-Tested  
Front Door

Zn3 Un-Tested  
Hallway

Zn4 Un-Tested  
Living Room

To stop test  
Press #

You may press the [#] key to stop the Walk Test.



**Test fire detection devices (smoke/heat detectors) weekly as instructed by your Security Company and in accordance with the devices' instructions.**

## 4.26 Reset the System

- I can perform this function.
- I cannot perform this function.

**Keypad Sequence:** [System Reset] or [#] + [4] + [7]

### Description

Use this function to reset the system (including fire zones) after an alarm. Detection devices, such as smoke detectors and shock sensors, must be reset after being activated. Resetting the system takes about 20 seconds.

### Procedure

1. Make sure that the system is off (Armed LED is off).
2. Enter a valid user PIN.
3. Press the [System Reset] key (or enter [#] + [4] + [7]).

The system resets and the keypad displays the following:

A rectangular keypad display showing the text "Resetting. . ." in a simple font.

After the system has reset, the keypad display automatically returns to the normal display.

## 4.27 Turn Chime On/Off

- I can perform this function.
- I cannot perform this function.

**Key Sequence:** [#] + [6] + [1]

### Description

Use the Chime feature to “chime” zones when the system is off. For example, parents with small children may want a tone to sound whenever a door or window is opened as a way of monitoring the location of the children.

Use this function to turn the Chime feature on and off.

Once you have programmed the system with zones to watch and the responses (see “Select Chime Tone” and “Select Chime Zones” on page 22), you need to turn the Chime function on or off.

### Procedure

1. Make sure that the system is turned off (Armed LED is off).
2. Enter a valid user PIN.
3. Enter [#] + [6] + [1].  
The keypad displays the current Chime status (on or off).
4. To turn the Chime feature on, press the [1] key. To turn it off, press the [2] key. To exit this feature, press the [#] key.

## 4.28 Select Chime Tone

- I can perform this function.
- I cannot perform this function.

**Key Sequence:** [#] + [6] + [2]

### Description

The Chime feature gives you the ability to “chime” zones when the system is turned off. The system can be programmed to alert you to opened doors and windows. For example, parents with small children may want a tone to sound whenever a door is opened to monitor the children.

Use this function to set the type of response your system produces when a Chime zone is faulted. If you wish, you may tell your system to display the identity of the zone and sound a short tone whenever certain doors or windows are opened. See “Select Chime Zones” to program which zones in your system are to be chimed.

### Procedure

1. Make sure that your system is off (Armed LED is off).
2. Enter a valid user PIN.
3. Enter [#] + [6] + [2].

The keypad displays the current Chime tone.

4. Select the type of Chime tone (1-4) you want by pressing the appropriate number key.

Chime Tone	Key	Description
Off	[1]	Displays zone identity, but sounds no tone when zones are faulted.
Short Beep	[2]	Displays zone identity and sounds a tone when zones are faulted.
Beep Until Key Press	[3]	Displays zone identity and sounds a tone until [#] is pressed.
Beep Till Closed	[4]	Displays zone identity and sounds a tone until the zone is returned to normal (door or window is closed). Pressing [#] also silences the tone.

**Table 8: Chime Tone Selections**

If you just want to review (not change) the current Chime tone setting, press the [#] key to exit this function.

5. After making your selection, the display confirms the choice you have made.
6. Press the [#] key to exit this feature.

#### 4.29 Select Chime Zones

- I can perform this function.
- I cannot perform this function.

**Key Sequence:** [#] + [6] + [3]

##### Description

Once you decide how your system responds to Chime zones, you need to decide which of the zones in your system are "chimed".

Use this function to tell your system which zones to chime. **You cannot chime 24-hour fire and 24-hour non-fire zones.**

Choosing which zones to chime depends upon your security objective. If you have small children, you may choose to chime zones of entry and exit. Each time a Chime zone is faulted (door or window is opened), the keypad responds as programmed.

##### Procedure

1. Make sure that the system is off (Armed LED is off).
2. Enter a valid user PIN.
3. Enter [#] + [6] + [3].

The keypad displays all zones that are currently being chimed (Chime On) and those that are not (Chime Off), followed by instructions for changing the current setting.

- Press [0] + [\*] to turn off all zones. Press the appropriate number key (non-24-hour zones) followed by the [\*] key for individual zones.
  - The display scrolls through the remaining zones. You may continue programming as many Chime zones as are available.
4. When you are finished, press the [#] key to exit this function.

#### 4.30 Extend Auto-On Time

- I can perform this function.
- I cannot perform this function.

**Key Sequence:** [#] + [5] + [1]

##### Description

Your Security Company can program your system to turn on automatically. Use this function to delay the Auto-On time by one hour during the Auto-On Pre-Alert time.

##### Procedure

1. Make sure that the system is turned off (Armed LED is off).
2. Enter a valid user PIN.
3. Enter [#] + [5] + [1].

The keypad scrolls through the following displays:

Auto-On Time moved to:
HH:MM MM/DD/YY
To exit, press #.

4. Press the [#] key to exit this function.

#### 4.31 Change Skeds

- I can perform this function.
- I cannot perform this function.

**Key Sequence:** [#] + [5] + [2]

##### Description

Use this function to change the time or date that the Sked automatically turns the system All On, Perimeter On, Partial On, off, or operates an output programmed by your Security Company.

An output can be programmed by your Security Company to turn on lighting, a pool pump, etc.

##### Procedure

1. Make sure that the system is turned off (Armed LED is off).
2. Enter a valid user PIN.
3. Enter [#] + [5] + [2].

The keypad scrolls through the available options:

- Push [1] to change All On Skeds
- Push [2] to change Perimeter On Skeds
- Push [3] to change Partial On Skeds
- Push [4] to change Off Skeds
- Push [5] to change Output On Skeds
- Push [6] to change Output Off Skeds

## Sked All Days Feature



If your Security Company has programmed all days of the week for the Sked you wish to change, you must press the [8] key to remove all days first (A), then press the corresponding number key(s) to add the desired days.

Sk1	A1	1	2	3	4	5	6	7	8
		S	M	T	W	R	F	S	A

The figure above shows an "A" below "8." This indicates that the Sked All Days feature is on, which means that the Sked is now active every day of the week. If you do not want to use this feature, press the [8] key to remove the "A", and then press the appropriate number key(s) to deactivate the Sked for the desired day(s).

For example, if you do not want your Sked to operate on Mondays and Wednesdays, first press the [8] key to turn the All Days feature off. Then press the appropriate keys to add or delete days.

### 4.31.1 All On Skeds

See "Change Skeds" on page 22 for Steps 1-3.

#### Procedure

- The keypad scrolls all Skeds that turn the system All On. Press the number key of the Sked that you want to change followed by the [\*] key.
- Enter the time for the system to automatically turn All On (HH:MM). In this example, program Sked 1 in Area 1 for 10:35 PM.

Sk1	A1	Auto On
		Time 22:35

- The second line displays the days as programmed by your Security Company. Enter the days for the system to automatically turn All On (Sunday = 1 and All Days = 8). In this example, suppose your Security Company programmed the Sked for Monday, Tuesday, Wednesday, Thursday and Friday:

Sk1	A1	1	2	3	4	5	6	7	8
		-	M	T	W	R	F	-	-

You want to add Saturday. To add Saturday, press the [7] key.

Sk1	A1	1	2	3	4	5	6	7	8
		-	M	T	W	R	F	S	-

Now you decide that you do not want this Sked to activate on Monday. To remove Monday, press the [2] key.

Sk1	A1	1	2	3	4	5	6	7	8
		-	-	T	W	R	F	S	-

Press the [#] key when you are done changing the Sked.

### 4.31.2 Perimeter On Skeds

See "Change Skeds" on page 22 for Steps 1-3.

#### Procedure

- The keypad scrolls all Skeds that turn the system Perimeter On. Press the number key of the Sked that you want to change followed by the [\*] key.
- Enter the time for the system to automatically turn Perimeter On (HH:MM). In this example, program Sked 2 in Area 1 for 5:00 PM.

Sk2	A1	Perimeter On
		Time 17:00

- The second line displays the days as programmed by your Security Company. Enter the days for the system to automatically turn on Perimeter Only (Sunday = 1 and All Days = 8). In this example, suppose your Security Company programmed the Sked for Monday, Tuesday, Wednesday, Thursday and Friday:

Sk1	A1	1	2	3	4	5	6	7	8
		-	M	T	W	R	F	-	-

You want to add Saturday. To add Saturday, press the [7] key.

Sk1	A1	1	2	3	4	5	6	7	8
		-	M	T	W	R	F	S	-

Now you decide that you do not want this Sked to activate on Monday. To remove Monday, press the [2] key.

Sk1	A1	1	2	3	4	5	6	7	8
		-	-	T	W	R	F	S	-

Press the [#] key when you are done changing the Sked.

### 4.31.3 Partial On Skeds

See "Change Skeds" on page 22 for Steps 1-3.

#### Procedure

- The keypad scrolls all Skeds that turn the system Partial On. Press the number key of the Sked that you want to change followed by the [\*] key.
- Enter the time for the system to automatically turn Partial On (HH:MM). In this example, program Sked 3 in Area 2 for 7:30 PM.

Sk3 A2 Partial On
Time 19:30

- The second line displays the days as programmed by your Security Company. Enter the days for the system to automatically turn Partial On (Sunday = 1 and All Days = 8). In this example, suppose your Security Company programmed the Sked for Monday, Tuesday, Wednesday, Thursday and Friday:

Sk3	A2	1	2	3	4	5	6	7	8
		-	M	T	W	R	F	-	-

You want to add Saturday. To add Saturday, press the [7] key.

Sk3	A2	1	2	3	4	5	6	7	8
		-	M	T	W	R	F	S	-

Now you decide that you do not want this Sked to activate on Monday. To remove Monday, press the [2] key.

Sk3	A2	1	2	3	4	5	6	7	8
		-	-	T	W	R	F	S	-

Press the [#] key when you are done changing the Sked.

### 4.31.4 Off Skeds

See "Change Skeds" on page 22 for Steps 1-3.

#### Procedure

- The keypad scrolls all Skeds that turn the system off. Press the number key of the Sked that you want to change followed by the [\*] key.
- Enter the time for the system to automatically turn off (HH:MM). In this example, program Sked 4 in Area 2 for 7:00 am.

Sk4 A2 Off
Time 07:00

- The second line displays the days as programmed by your Security Company. Enter the days for the system to automatically turn off (Sunday = 1 and All Days = 8). In this example, suppose your Security Company programmed the Sked for Monday, Tuesday, Wednesday, Thursday and Friday:

Sk4	A2	1	2	3	4	5	6	7	8
		-	M	T	W	R	F	-	-

You want to add Saturday. To add Saturday, press the [7] key.

Sk4	A2	1	2	3	4	5	6	7	8
		-	M	T	W	R	F	S	-

Now you decide that you do not want this Sked to activate on Monday. To remove Monday, press the [2] key.

Sk4	A2	1	2	3	4	5	6	7	8
		-	-	T	W	R	F	S	-

Press the [#] key when you are done changing the Sked.

#### 4.31.5 Output Skeds

See "Change Skeds" on page 22 for Steps 1-3.

This section is intended for turning Sked outputs on and off.

#### Procedure

4. The keypad scrolls all Skeds that turn the outputs on or off. Press the number key of the Sked that you want to change followed by the [\*] key.
5. Enter the time for the system to automatically operate Output 01 (HH:MM). In this example, program Sked 5 in Area 2 to initiate at 12:00 am.

Sk5 A2 Output 1 Time 24:00
-------------------------------

6. The second line displays the days as programmed by your Security Company. Enter the days for the system to automatically turn the output on or off (Sunday = 1 and All Days = 8). In this example, suppose your Security Company programmed the Sked for Monday, Tuesday, Wednesday, Thursday and Friday:

Sk5	A2	1	2	3	4	5	6	7	8
		-	M	T	W	R	F	-	-

You want to add Saturday. To add Saturday, press the [7] key.

Sk5	A2	1	2	3	4	5	6	7	8
		-	M	T	W	R	F	S	-

Now you decide that you do not want this Sked to activate on Monday. To remove Monday, press the [2] key.

Sk5	A2	1	2	3	4	5	6	7	8
		-	-	T	W	R	F	S	-

Press the [#] key when you are done changing the Sked.

#### 4.32 Change Outputs

- I can perform this function.
- I cannot perform this function.

**Keypad Sequence: [#] + [5] + [4]**

#### Description

Use this function to turn on and off the outputs programmed by your Security Company. These outputs can control outside lighting, pool pumps, watering systems, etc.

#### Procedure

1. Make sure that the system is turned off (Armed LED is off).
2. Enter a valid user PIN.
3. Enter [#] + [5] + [4].

The keypad then scrolls through the following:

Turn all Outputs Off? Press 0 *
Output 1 is On To turn Off
Press 1 *

4. Enter [0] + [\*] if you want to turn all outputs off, or press the output number that you want to turn off followed by the [\*] key. For example, if you want to turn Output 1 off, you would press [1] + [\*]. The keypad displays:

Output 1 Is Off To turn on
Press 1 *.

5. Press the [#] key to exit this function.

### 4.33 Remote Program

- I can perform this function.
- I cannot perform this function.

**Key Sequence:** [#] + [4] + [3]

#### Description

Use this function to connect to your Security Company's remote PC computer for programming alterations via the telephone line.

**Only use this function when your Security Company instructs you to.**

#### Procedure

1. Make sure that the system is turned off (Armed LED is off).
2. Enter a valid user PIN.
3. Enter [#] + [4] + [3].

The keypad then displays the following:

```
Remote Program
In progress.
```

If your system is busy and cannot call your Security Company's remote computer, the keypad displays the following:

```
System busy.
Try again later.
```

4. The keypad automatically exits this function when programming is completed.

### 4.34 All Areas Off

- I can perform this function.
- I cannot perform this function.

**Key Sequence:** [#] + [8] + [1]

#### Description

Depending on the areas assigned to your authority level, this function turns off all areas at the same time when the system is split into more than one area.

#### Procedure

1. Enter a valid user PIN.
2. Enter [#] + [8] + [1].

The keypad indicates that all areas are off.

### 4.35 All Areas On

- I can perform this function.
- I cannot perform this function.

**Key Sequence:** [#] + [8] + [0]

#### Description

Depending on the areas assigned to your authority level, this function turns on all areas at the same time when the system is split more than one area.

#### Procedure

1. Enter a valid user PIN.
2. Enter [#] + [8] + [0].

The keypad then displays the following:

```
All Areas All On
Exit Now!
```

If an area has a faulted zone(s) when you try to turn all areas All On, the keypad scrolls through the following:

```
Area 2 not ready
Smiths Residence
```

```
Area 4 not ready
Smiths Residence
```

```
To force area on
Hold On key.
```

```
To stop,
press #.
```

If you hold down the [On] key for two seconds, the system forces all areas to All On. The keypad then displays all areas that have been forced on one at a time:

```
A-2 Forced On
Smiths Residence
```

```
A-4 Forced On
Smiths Residence
```

### 4.36 Move to Area

- I can perform this function.
- I cannot perform this function.

**Key Sequence:** [#] + [5] + [0]

#### Description

Use this function to operate multiple areas from the same keypad when the system is split into more than one area. Before operating another area, move the keypad to the area that you want to operate.

#### Procedure

1. Enter a valid user PIN.
2. Enter [#] + [5] + [0].

The keypad scrolls through the available areas that you can move to.

In this example, you are at the Area 1 Keypad, which prompts you to press the [2] key to go to Area 2 or to press the [3] key to go to Area 3:

To go to Area 2 Smiths Residence
Press 2.
To go to Area 3 Smiths Residence
Press 3.
To exit Press #.

3. Press the [#] key to exit this function.

### 4.37 Auto-Forward On Setup

- I can perform this function.
- I cannot perform this function.

**Key Sequence:** [#] + [8] + [3]

#### Description

To utilize this function, you must have Call Forwarding service from your local telephone company. Using that service, your security system allows you to program the auto-forward on sequence that forwards all incoming calls to the telephone number of your choice when you turn the system All On.

#### Procedure

1. Enter a valid user PIN.
2. Enter [#] + [8] + [3].

The keypad then scrolls through the following:

Auto-Forward On Setup mode.
Enter digits for Auto-Forward On
For 'pause' (P), Press On.
For 'flash' (F), Press Perimeter
A and C keys Move cursor.
To delete a digit, Press B key.
To view and edit Press Bypass.
To stop edit Press Bypass
To exit Hold #.

3. Enter the Auto-Forward On sequence to redirect all incoming calls.
4. Press and hold the [#] key to exit this function.

A typical dialing sequence may be:

- Two-digit telephone company feature code (72\*)
- Pause
- Phone number to forward to (**Example:** 315-555-1212)
- Flash (on-hook, pause, off-hook)
- Terminate (t)

For this sequence, the entry would look like:

7 2 \* p 3 1 5 5 5 1 2 1 2 f t

#### 4.38 Auto-Forward Off Setup

- I can perform this function.
- I cannot perform this function.

**Key Sequence:** [#] + [8] + [4]

##### Description

Use this function to program the Auto-Forward Off sequence that cancels the redirecting of all incoming calls to another telephone number when you turn the system off.

##### Procedure

1. Enter a valid user PIN.
2. Enter [#] + [8] + [4].

The keypad then scrolls through the following:

Auto-Forward Off Setup mode.
Enter digits for Auto-Forward Off
For 'pause' (P), Press On.
For 'flash' (F), Press Perimeter
A and C keys Move cursor.
To delete a digit, Press B key.
To view and edit Press Bypass.
To stop edit Press Bypass
To exit Hold #.

3. Enter the Auto-Forward Off sequence.
4. Press and hold the [#] key to exit this function.

#### 4.39 Auto-Forward On/Off

- I can perform this function.
- I cannot perform this function.

**Key Sequence:** [#] + [8] + [2]

##### Description

Use this function to turn the Auto-Forward feature on or off as necessary.

##### Procedure

1. Enter a valid user PIN.
2. Enter [#] + [8] + [2].

If Auto-Forward is already on, the keypad displays the current status and any available options. To turn Auto-Forward on, press the [1] key. To turn it off, press the [2] key.

3. Press the [#] key to exit this function.

#### 4.40 Remote Arming with Telephone, Area 1

- I can perform this function.
- I cannot perform this function.

##### Description

This function controls the built-in telephone arming feature for Area 1. When enabled, the panel answers the phone on the programmed ring count.

##### Procedure

When the panel answers the phone:

- If the panel is armed All On, Perimeter Only or Partial On, it sounds three beeps and starts the handshake tone for remote programming.
- If the panel is Off, it sounds one short beep, waits approximately 3 seconds, and then starts one long beep. Press and hold the [5] key\* for two seconds immediately **after** the first short arming beep and **before** the long beep begins.
- The panel will arm if it detects a [5] key press from the telephone (All On with Delay, faulted zones are force-armed). The panel waits sounds three beeps (new-armed state) and then hangs up.

\* If arming from a cell phone, quickly press the [5] key three times. If pressing and holding the [5] key for two seconds from a house (landline) phone does not produce a tone long enough to arm Area 1, retry by quickly pressing the [5] key three times.



**Remotely disarming the panel cannot be done with a telephone.**



**This feature is not permitted for UL applications.**

## 4.41 View Log

- I can perform this function.
- I cannot perform this function.

**Key Sequence:** [#] + [8] + [5]

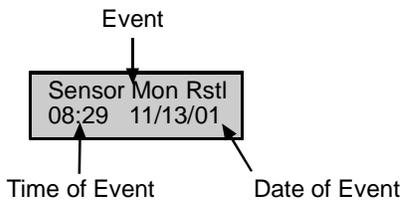
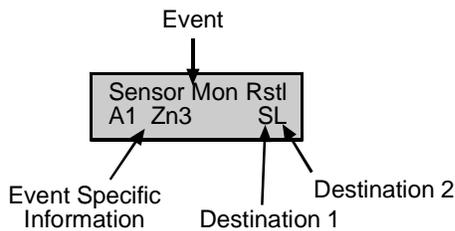
### Description

Use this function to display system events, such as alarm events, turning the system All On, Perimeter On and Partial On and turning the system off. Events are displayed in reverse chronological order.

### Procedure

1. Enter a valid user PIN.
2. Enter [#] + [8] + [5].  
The keypad then displays the event and user information and the date and time of the event.
3. Press the [\*] key to view the next event.
4. Press the [#] key to exit this function.

Below is a sample log event entry as displayed on the keypad:



The first line of the log shows the event description. The second line of the log display alternates between the time and date of the event and the area, zone (device), user and communication information for the event.

The control/communicator displays time in a 24-hour format and the date in MM/DD/YY (or DD/MM/YY, depending on setting) format.

The log displays the following characters to communicate certain information:

Log Display	Description
A#	Area Number
Zn##	Zone Number
Dv##	Device Number
Ln##	Phone Line Number
Mn#	Minutes until Auto Arm Sked
Cd##	User Code Number
Op##	Output Number
Ks##	Keyswitch Number
U##	User Number
##	Communication Status for Routing Destinations 1 & 2
- (dash)	Destination Disabled
A	Aborted
D	Deleted from pending buffer by panel reset
F	Failed
L	Local
P	Pending
S	Sent

**Table 9: Log Display Descriptions**

## 5.0 Using the DS7445i LED Keypad



The DS7445i LED Keypad can only display Zones 1-16 or Users 1-16. Any functions that require displaying zones or users higher than 16 cannot be performed from this keypad.

The DS7445i LED Keypad turns an LED (or series of LEDs) ON or flashes an LED (or series of LEDs) to indicate system events and conditions by.

= LED ON

= LED Flashing

See Table 4 on page 6 for DS7445i LED functions.

## 5.1 Silence Alarms

### Description

When an alarm occurs, the alarm tone sounds and the zone(s) in alarm illuminate on the display (up to Zone 16).



If you enter your PIN before the abort timer expires, the alarm report is aborted (non-fire alarms only).

### Procedure

1. Enter your PIN to silence an alarm and turn the system off (if it was turned on). An alarm report is sent if the alarm is not acknowledged in time.
2. Press and hold the [#] key to remove the alarms (flashing zone numbers) from the keypad display. See View Alarm Memory™ on page 40 to see which zones caused the alarm.

## 5.2 Keypad Adjust

- I can perform this function.
- I cannot perform this function.

**Key Sequence:** [#] + [4] + [9]

### Description

Use this function to adjust the keypad's sounder volume (non-alarm tones).

1. Enter a valid user PIN.
2. Press [#] + [4] + [9].
3. To adjust the keypad's sounder volume and non-alarm tone volume, press and hold the [\*] key, and then press [1] to increase the volume or [4] to decrease the volume.
4. Press the [#] key to save the setting and exit this function.

## 5.3 Turn the System Off

**Entry Delay Time (to be filled in by your Security Company):**

You have \_\_\_\_\_ seconds to enter the premises and turn the system off.

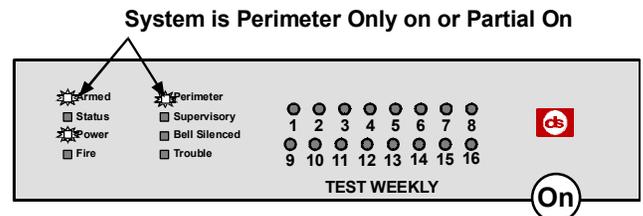
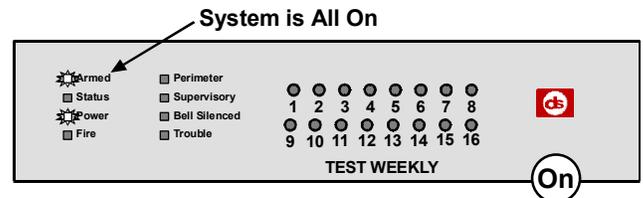
### Description

Turn the security system off by entering your PIN. When the system is on, you must enter through a designated Entry door to prevent an alarm. Opening a designated door starts Entry Delay. During Entry Delay time, the keypad emits a double tone every second to remind you to turn the system off. Enter your PIN before the Entry Delay time expires to turn the system off.

If you enter through the wrong door or fail to turn the system off before the Entry Delay time expires, you may cause an alarm. If an alarm occurs, silence the alarm by entering your PIN and call your Security Company to let them know that it is not an emergency situation.

### Procedure

1. When the system is All On, the keypad's Armed LED is on. If the system is on Perimeter Only or Partial On, the keypad's Perimeter LED is on as well.



2. Enter your PIN to turn the system off. Once the system is off, the keypad turns the Armed LED or Perimeter LED off.

## 5.4 Turn the System All On

- I can perform this function.
- I cannot perform this function.

**Exit Delay Time (to be filled in by your Security Company):**

You have \_\_\_\_\_ seconds to exit the premises before the system turns on.

**Key Sequence: [On] Key or [#] + [1]**

### Description

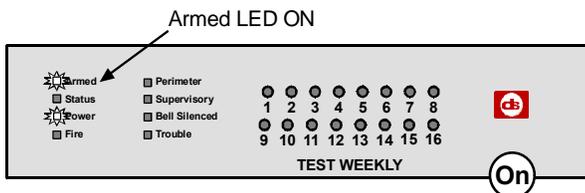
Use this function to turn the entire system on. Once you press the [On] key, the Exit Delay timer starts its countdown. Your Security Company programs the length of Exit Delay to ensure you have adequate time to exit.



**You should leave the premises before the Exit Delay time expires. Leaving after Exit Delay expires starts an alarm event.**

### Procedure

1. Make sure that all zones are normal (not faulted). If your system has a faulted zone, you should return it to normal, or bypass it (see "Bypass Zones" on page 35).
2. Enter a valid user PIN.
3. Press the [On] key (or enter [#] + [1]).
4. Exit Delay now begins. The Armed LED turns on. **You should leave at this time.**



During Exit Delay, you may stop the system from turning on by entering a valid PIN.

If you wish, you can turn the system All On with No Exit Tone by pressing and holding the [1] key (see page 33 for more details), or you may bypass zones by pressing the [Bypass] key.

5. During the last 10 seconds of Exit Delay, the keypad allows for a "last chance" response to disarm the system. During this time, the keypad emits a double tone every second. The system then turns All On.
6. To turn the system off, enter a valid PIN.

## 5.5 Turn the System On Perimeter Only

- I can perform this function.
- I cannot perform this function.

**Exit Delay Time (to be filled in by your Security Company):**

You have \_\_\_\_\_ seconds to exit the premises.

**Key Sequence: [Perimeter Only] Key or [#] + [2]**

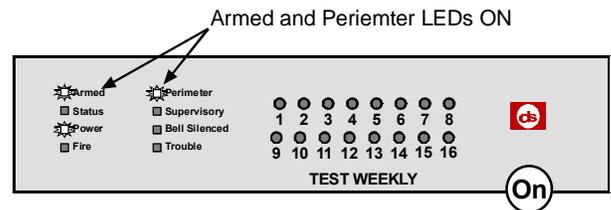
### Description

Perimeter Only turns on part of your system, leaving the rest of the system turned off. Your Security Company determines which zones are Perimeter Only zones.

Once you press the [Perimeter Only] key, the Exit Delay timer begins. You should leave the premises before the Exit time expires. Leaving after Exit Delay expires starts an alarm event.

### Procedure

1. Make sure that zones configured for Perimeter Only are normal (not faulted). If your system has a faulted zone (door or window open), you can either close it or bypass it (see "Bypass Zones" on page 35).
2. Enter a valid user PIN.
3. Press the [Perimeter Only] key (or enter [#] + [2]).
4. The Perimeter and Armed LEDs turn on.



5. During the Exit Delay, you may stop the system from turning on by entering your PIN.
6. During the last 10 seconds of Exit Delay, the keypad allows for a "last chance" response to disarm the system. During this time, the keypad emits a double tone every second. The system then turns on Perimeter Only. The Armed and Perimeter LEDs remain turned on.
7. To turn the system off, enter a valid PIN.

## 5.6 Turn the System Partial On

- I can perform this function.
- I cannot perform this function.

**Exit Delay Time (to be filled in by your Security Company):**

You have \_\_\_\_\_ seconds to exit the premises.

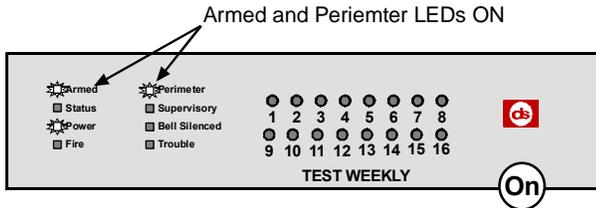
**Key Sequence: [#] + [3]**

### Description

Partial On turns on part of your system designated as Partial On, leaving the rest of the system turned off. You can select the zones that turn on for Partial On (see page "Set Partial On Zones").

### Procedure

1. Make sure that Partial On zones are normal (not faulted). If your system has a faulted zone, you should return it to normal, or bypass it (see "Bypass Zones" on page 35).
2. Enter a valid user PIN.
3. Press [#] + [3] to turn the system Partial On.
4. The Armed and Perimeter LEDs turn on and Exit Delay time starts.



During Exit Delay, you may stop the system from turning on by entering your PIN.

If you wish, you can turn the system Partial On with No Entry by pressing the [No Entry] key.

During the last 10 seconds of Exit Delay, the keypad allows for a "last chance" response to disarm the system. During this time, the keypad emits a double tone every second. The system then turns Part On. The Armed and Perimeter LEDs remain turned on.

5. To turn the system off, enter a valid PIN.

## 5.7 Set Partial On Zones

- I can perform this function.
- I cannot perform this function.

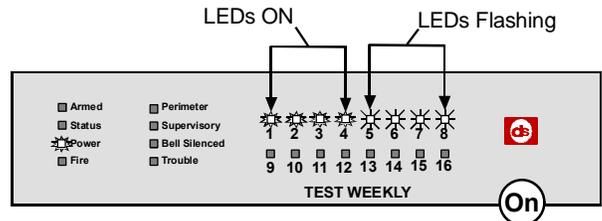
**Key Sequence: [#] + [6] + [5]**

### Description

Use this function to select which zones are armed when you turn the system Partial On. This allows you to turn part of the system on to detect intrusion, while the remaining part of the system allows you to move freely without sounding an alarm.

### Procedure

1. Make sure that the system is turned off (Armed and Perimeter LEDs are off).
2. Enter a valid user PIN.
3. Press [#] + [6] + [5].
4. The keypad indicates which zones are available for selections. Zone LEDs that are on are already selected for Partial On, flashing zone LEDs are available for selection.



5. Enter the Zone Number that you want to activate or deactivate for Partial On followed by the [\*] key. Repeat this step until the LEDs for all of the zones you wish to designate for Partial On operation are on.
6. Press the [#] key to save your selections and exit this function.

## 5.8 Turn the System On with No Entry Delay

### Description

Use this function to turn the system All On, Perimeter Only or Partial On without Entry Delay.



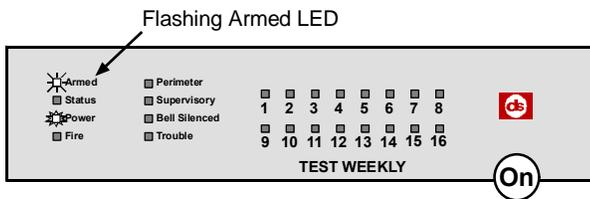
**Turning the system on with No Entry Delay eliminates the Entry Delay time on any Delay zone (for example, the Front Door).**

### Procedure

1. Make sure that all zones are normal (not faulted).
2. Enter a valid user PIN.
3. Turn the system on using one of the following methods:
  - **All On:** Press [On] (or enter [#] + [1])
  - **Perimeter Only:** Press [Perimeter Only] (or enter [#] + [2])
  - **Partial On:** Enter [#] + [3]

The keypad display turns the Armed LED (and the Perimeter LED On if you are turning only the Perimeter On).

4. Press the [No Entry] key to turn the system on with no Entry Delay. The Armed LED flashes indicating that there is no Entry Delay.



**If a Delay zone is faulted while the system is On with No Entry Delay (for example, the front door is opened), the system immediately initiates an alarm event. Enter your PIN to silence the alarm. See “Silence Alarms” on page 30 for more information.**

5. To turn the system off, enter a valid PIN.

## 5.9 Turn the System On with No Exit Tone

### Description

Use this function to turn the system All On, Perimeter Only or Partial On without any Exit tones.



**Turning the system on with no Exit tones eliminates the tone emitted by the keypad intended to alert occupants that the system is about to arm.**

This function is useful when you wish to arm the system, but not disturb the occupants while the system counts down prior to arming.

### Procedure

1. Make sure that all zones are normal (not faulted).
2. Enter a valid user PIN.
3. Turn the system All On, Perimeter Only or Partial On using the appropriate key sequence. See Table 10.

For example, press and hold the [On] key to turn the system All On. Or press the [#] key and then press and hold the [1] key.

Arming Function	To Silence Exit Tone
All On	Press and hold [On] <b>OR</b> Press [#], then press and hold the [1] key
Perimeter Only	Press and hold [Perimeter Only] <b>OR</b> Press [#], then press and hold the [2] key
Partial On	Press [#], then press and hold the [3] key

**Table 10: No Exit Tone Key Sequences**



**Silencing the Exit tone doubles the Exit Delay time.**

4. The Armed LED (and Perimeter LED if turning on Perimeter Only or Partial On) turns On.
5. To turn the system off, enter a valid PIN.

## 5.10 Force Arming the System



Force arming is not permitted for UL applications.

- I can perform this function.
- I cannot perform this function.

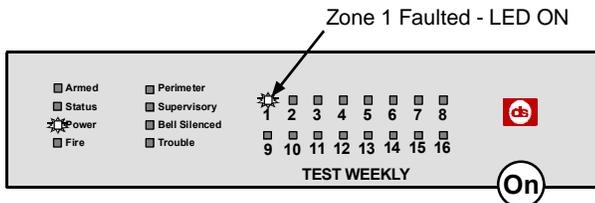
### Description

Force arming provides a method of overriding the safety feature that prevents turning the system on with a faulted zone(s).

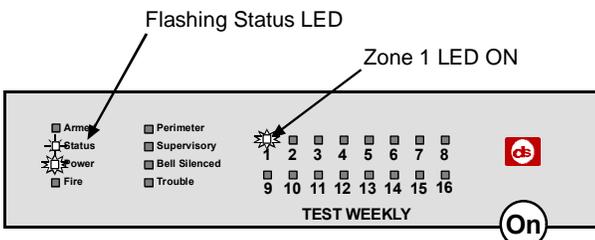
### 5.10.1 Force Arming with Normal Exit Delay and Exit Tone

#### Procedure

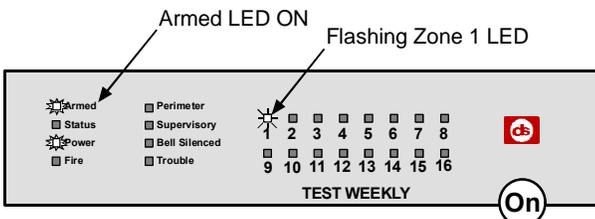
The entire system can be force armed (Force Armed All On), or just the Perimeter can be force armed (Force Arm Perimeter Only). For this procedure, you will force arm your system All On with Zone 1 faulted. Since Zone 1 is faulted, its LED is on.



1. Enter a valid user PIN.
2. Press the [On] key or enter [#] + [1].
3. The Status LED flashes.



4. Press the [On] key again (or enter [#] + [1] again).
5. The Armed LED turns on. The Zone 1 LED now flashes as the Exit Delay countdown begins.



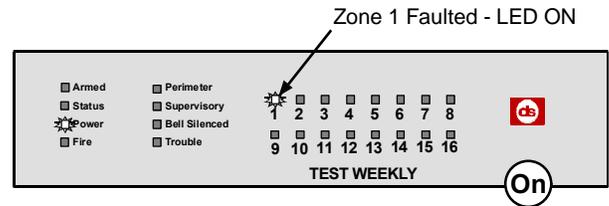
When the Exit Delay countdown ends, the Zone 1 LED turns off, but the Armed LED remains on.

6. To turn the system off, enter a valid PIN.

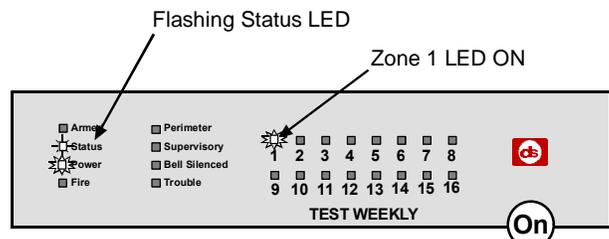
### 5.10.2 Force Arming with Doubled Exit Delay and No Exit Tone

#### Procedure

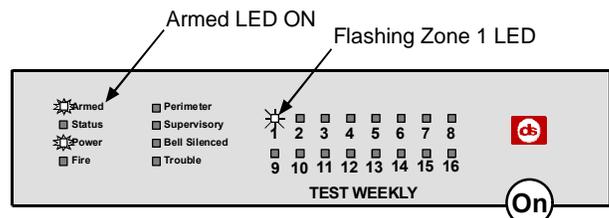
Using the same scenario as before (turning the system All On with Zone 1 faulted), you will now turn your system All On with a doubled Exit Delay and no Exit Tone.



1. Enter a valid user PIN.
2. Press and hold the [On] key (or press the [#] key and then press and hold the [1] key).
3. The Status LED flashes and the Zone 1 LED is on, indicating that Zone 1 is faulted.



4. Press the [On] key again (or enter [#] + [1]) - **do not press and hold**.
5. The Armed LED turns on and Zone 1's LED flashes (indicating it is being bypassed) as the system turns on.



There is no Exit tone and the Exit Delay time is doubled. When Exit Delay expires, Zone 1's LED turns off. The Armed LED stays on.

6. To turn the system off, enter a valid PIN.



**The system 'forces' the faulted zone on. As long as it remains faulted, it does not provide coverage. If it returns to normal before the system is turned off, it provides coverage and is capable of starting an alarm event. If a zone becomes faulted after Exit Delay begins, the keypad displays the faulted zone. If the zone remains faulted at the end of Exit Delay, it starts an alarm event.**

The system can be Perimeter Only-force armed and Partial On-forced armed. To force arm the Perimeter, use the [Perimeter Only] key (or [#] + [2]) in the above procedures. To force arm Partial On zones, use [#] + [3] in the above procedures.

## 5.11 Bypass Zones

- I can perform this function.
- I cannot perform this function.

**Key Sequence:** [Bypass] Key or [#] + [0]

### Description

Use this function to bypass one or more zones before turning the system All On, On Perimeter Only or Partial On. When a zone is bypassed, it can be faulted without starting an alarm event.

**Example:** Your kitchen has just been painted and you want to leave the windows open but still turn on the system. Bypassing zones allows the system to be on but prevents it from monitoring undesired areas.

### Procedure

1. Make that the system is turned off (Armed and Perimeter LEDs are off).
2. Enter a valid user PIN.
3. Press the [Bypass] key.
4. Enter the Zone Number that you want to bypass followed by the [\*] key (for example, if you want to bypass Zone 10, enter [1] + [0] + [\*]). Repeat this step until all zones that must be bypassed have been bypassed.
5. Press the [#] key to exit this function.

## 5.12 Date and Time

- I can perform this function.
- I cannot perform this function.

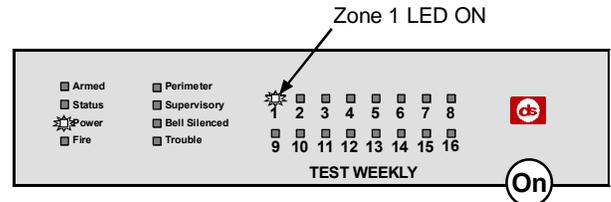
**Key Sequence:** [#] + [4] + [5]

### Description

Use this function to program the system's date and time.

### Procedure

1. Enter a valid user PIN.
2. Press [#] + [4] + [5].
3. The keypad turns the Zone 1 LED on.



4. Enter the date and time using the MM/DD/YY, HH:MM format.

The control panel may be configured to display the date in International format (DD/MM/YY). Check with your Security Company.

_	_	/	_	_	/	_	_	:	_	_
<b>M</b>	<b>M</b>		<b>D</b>	<b>D</b>		<b>Y</b>	<b>Y</b>		<b>H</b>	<b>M</b>
Month of the year			Day of the month			Current Year			Hour of the day	Minute of the hour

The keypad turns on Zone LEDs 1-6 (each LED represents a digit to be entered) for the date and Zone LEDs 1-4 for the time.

The time should be entered in 24-hour format (for example, 8: 00 PM = 20:00).

5. After you enter the date and time, the keypad sounds a long beep and automatically exits the Date/Time function.



**In the event of a power cycle (power is lost to the system and then restored), the panel takes the last event in the log and uses that as a starting point for the time and date. It then alerts you to enter the current time and date.**

### 5.13 Change PIN

- I can perform this function.
- I cannot perform this function.

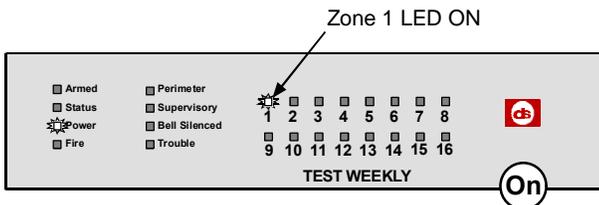
**Key Sequence:** [#] + [5] + [5]

#### Description

Use this function to change your Personal Identification Number (PIN) at any time. **Only use this feature under the direction of your Security Company.** Write down your old PIN and the new one before you begin.

#### Procedure

1. Make sure that your system is turned Off (Armed LED is off).
2. Enter a valid user PIN (this is the PIN you will change).
3. Enter [#] + [5] + [5].
4. Enter your current PIN. The keypad turns on the Zone LED that corresponds with your user number (1-16). For example, if your user number is 1, the "1" LED turns ON.



5. Enter a new PIN with the same number of digits as your old PIN. If the error tone sounds (four quick beeps), try a different new PIN.
6. Enter your new PIN again. The keypad sounds the OK tone (one high-pitched beep) and exits this function. You have successfully changed your PIN.

### 5.14 Change Others' PINs

- I can perform this function.
- I cannot perform this function.

**Key Sequence:** [#] + [5] + [6]

#### Description

Use this function to change PINs for each user in the system. You cannot use this function to change your own PIN (for example, if you enter the User 1 PIN to access this function, you cannot change the User 1 PIN. Use the "Change PIN" function).

This function requires the appropriate authority level to change PINs. **Only use this feature under the direction of your Security Company.**

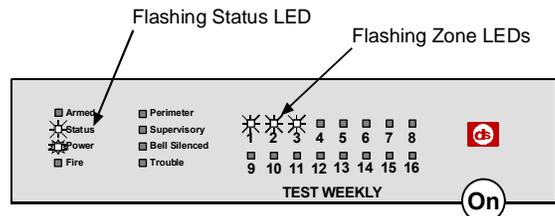


**[#]+[5]+[6] is only for changing PINs other than the one used to access this function. For example, if User 1 enters [#]+[5]+[6], he/she cannot modify his/her PIN. Use [#]+[5]+[5] instead.**

#### Procedure

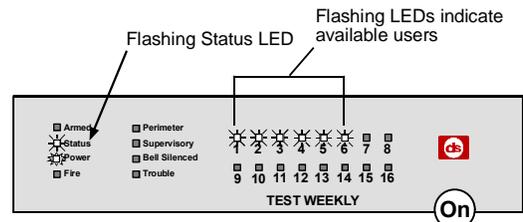
1. Make sure that the system is turned Off (Armed LED is off).
2. Enter a valid user PIN.
3. Enter [#] + [5] + [6].

Zone LEDs 1, 2 and 3 flash (Status LED continues to flash).

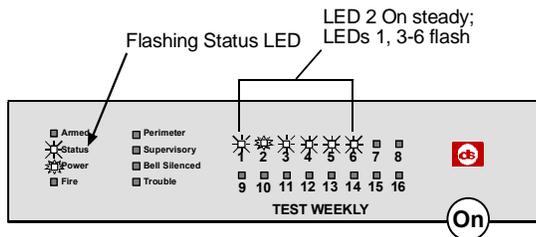


The flashing Zone LEDs represent the selections you may make by pressing the corresponding number key.

- 1: To change PINs, press [1].
  - 2: To change PIN authority levels, press [2].
  - 3: To assign an area to a PIN, press [3].
4. Press [1] to change PINs. The available user numbers now flash (the example below shows user numbers 1-6 as available users). The Status LED continues to flash.



5. Enter the user number whose PIN you want to change followed by the [\*] key. For example, press [2] + [\*] to change the PIN for User 2. The "2" LED now stays on steady while the other LEDs (including the Status LED) flash.



**If the user does not exist in the system as set up by your Security Company, the keypad emits an error tone.**

- Enter a new PIN with the same number of digits as the old PIN. If the error tone sounds (four quick beeps), try a different new PIN.
- Enter the new PIN again for verification.

The available user numbers (including the one just changed) flash. This indicates that you have successfully changed the intended user's PIN.

Repeat Steps 5 and 6 to change another PIN, or press the [#] key twice to exit this function.

### 5.15 Change Others' PIN Authority Levels

- I can perform this function.
- I cannot perform this function.

**Key Sequence: [#] + [5] + [6]**

#### Description

Use this function to change PIN authority levels for each user in the system. This function requires the appropriate authority level to change PINs.

You cannot change your own PIN authority level.

**Only use this feature under the direction of your Security Company.**

Your Security Company should fill in the following:

- Authority Level 1 includes these functions:

---

- Authority Level 2 includes these functions:

---

- Authority Level 3 includes these functions:

---

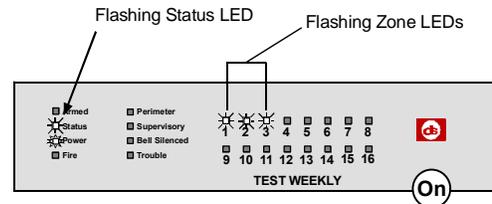
- Authority Level 4 includes these functions:

---

#### Procedure

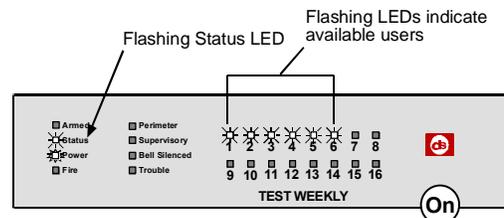
- Make sure that the system is turned off (Armed LED is off).
- Enter a valid user PIN.
- Enter [#] + [5] + [6].

Zone LEDs 1, 2 and 3 flash (Status LED continues to flash).

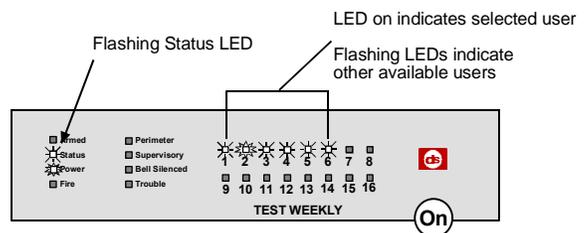


The flashing Zone LEDs represent the selections you may make by pressing the corresponding number key.

- **1:** To change PINs, press [1].
  - **2:** To change PIN authority levels, press [2].
  - **3:** To assign an area to a PIN, press [3].
- Press [2] to change PIN authority levels. The available user numbers now flash (the example below shows user numbers 1-6 as available users). The Status LED continues to flash.



- Enter the user number whose PIN authority level you want to change followed by the [\*] key. For example, press [2] + [\*] to change the PIN for User 2. The "2" LED now stays on steady while the other LEDs (including the Status LED) flash.



**If the user does not exist in the system as set up by your Security Company, the keypad emits an error tone.**

- Enter the new authority level (1-4) followed by the [#] key.

The available user numbers (including the one just changed) flash. This indicates that you have successfully changed the intended user's PIN authority level.

Repeat Steps 5 and 6 to change another PIN authority level, or press the [#] key twice to exit this function.

## 5.16 Add a PIN

- I can perform this function.
- I cannot perform this function.

**Key Sequence:** [#] + [5] + [6]

### Description

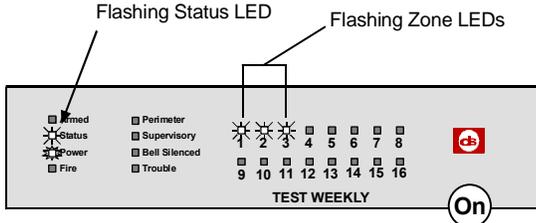
Use this function to add new PINs to the system. This function requires the appropriate authority level to add PINs. To add a new PIN to the system, you must assign an area(s) to the new user in addition to using the other PIN features (changing a PIN and changing a PIN authority level) as outlined below.

**Only use this feature under the direction of your Security Company.**

### Procedure

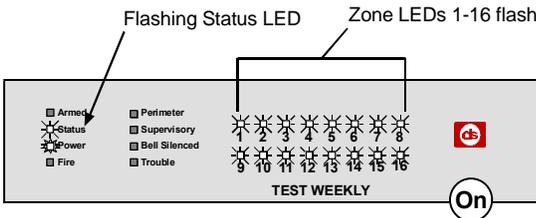
1. Make sure the system is turned Off (Armed LED is off).
2. Enter a valid user PIN.
3. Enter [#] + [5] + [6].

Zone LEDs 1, 2 and 3 flash (Status LED continues to flash).

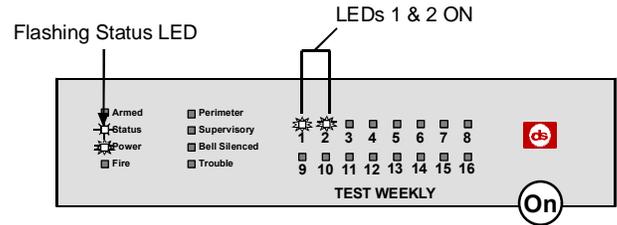


The flashing Zone LEDs represent the selections you may make by pressing the corresponding number key.

- 1: To change PINs, press [1].
  - 2: To change PIN authority levels, press [2].
  - 3: To assign an area to a PIN, press [3].
4. Press [3] to assign an area(s) to the new user. Zone LEDs 1-16 flash (Status LED continues to flash).



5. Enter the user number you want to add followed by the [\*] key. For example, to add User 7, press [7] + [\*].
6. Enter the area(s) you want to assign to the new user by pressing the appropriate numeric key(s) followed by the [#] key. For example, if User 7 is to be assigned to Areas 1 and 2, press the [1] and [2] keys. The corresponding LEDs turn on.



7. Press the [#] key to enter your area assignment(s) into the system. The Zone LEDs flash.

To remove an area currently assigned to a user, press the corresponding numeric key. The appropriate LED turns off. For example, if User 7 is assigned to Areas 1 and 2, but should only be assigned to Area 1, press the [2] key to remove Area 2 from User 7's area assignment.

8. Press the [#] key to return to the three selections (Zone LEDs 1-3 flash).
9. Press [1] to assign a new PIN. Enter the user number followed by the [\*] key. For example, enter [7] + [\*] to create the PIN for User 7.
10. Enter the new PIN. If the error tone sounds (four quick beeps), try a different new PIN.
11. Enter the new PIN again for verification.
12. Press the [#] key twice to return to the three selections (Zone LEDs 1-3 flash).
13. Press [2] to assign a PIN authority level to the new user.
14. Enter the user number followed by the [\*] key. For example, press [7] + [\*] for User 7.
15. Enter the authority level (1-4). Press the [#] key to enter the assignment into the system.
16. Press the [#] key twice. The keypad emits the OK tone (one single high-pitched tone). The Status LED turns off. This indicates that the new user has successfully been added and that the keypad has exited this function.



**The new user PIN, area assignment and authority level are automatically logged into the system's programming memory. Make sure that your Security Company's programming records are properly updated.**

## 5.17 Delete a PIN

- I can perform this function.
- I cannot perform this function.

**Key Sequence:** [#] + [5] + [8]

### Description

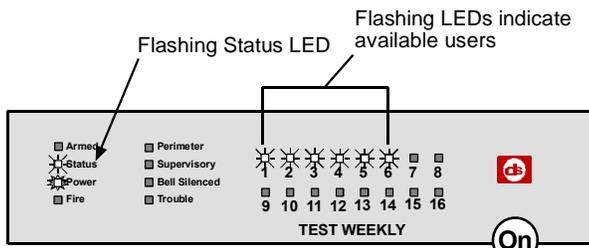
Use this function to delete PINs. This function requires the appropriate authority level to delete PINs. **You cannot delete your own PIN using this function.**

**Only use this feature under the direction of your Security Company.**

### Procedure

1. Make sure that your system is turned Off (Armed LED is off).
2. Enter a valid PIN.
3. Enter [#] + [5] + [8].

The available user numbers now flash (the example below shows user numbers 1-6 as available users). The Status LED continues to flash.



4. Enter the user number you want to delete followed by the [\*] key. For example, if you want to delete User 6, press [6] + [\*]. **You cannot delete yourself as a user.**



**If the user does not exist in the system as set up by your Security Company, the keypad emits an error tone.**

5. Repeat Step 4 to delete additional PINs or press the [#] key to exit this function.

## 5.18 Renew One-Time PINs

- I can perform this function.
- I cannot perform this function.

**Key Sequence:** [#] + [5] + [3]

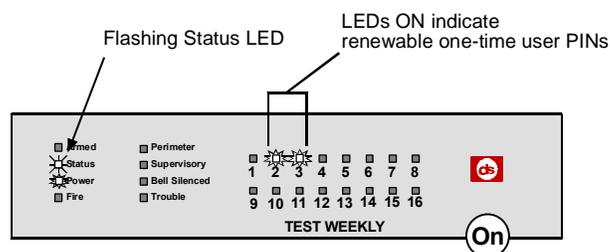
### Description

One-time PINs can only be used once to turn the system off. This function allows those with the applicable authority level to renew previous One-Time PINs. Once renewed, the One-Time PIN is again able to turn the system off only once.

### Procedure

1. Make sure that your system is turned off (Armed LED is off).
2. Enter a valid user PIN.
3. Enter [#] + [5] + [3].

Zone LEDs that turn on indicate the one-time user PINs that can be renewed.



4. Press [0] + [\*] if you want to renew all one-time PINs, or enter a user PIN number followed by the [\*] key. For example, if you want to renew PIN 2, enter [2] + [\*].

If you renew all one-time user PINs, the keypad automatically exits this function. If you renew only selected PINs, press [#] to exit.

## 5.19 Check System Troubles

**Key Sequence:** [#] + [4]

### Description

Your system emits a trouble tone to alert you to a system trouble event. Things such as low batteries cause system troubles. Use this function to learn what is causing the trouble and what steps to take to correct it.

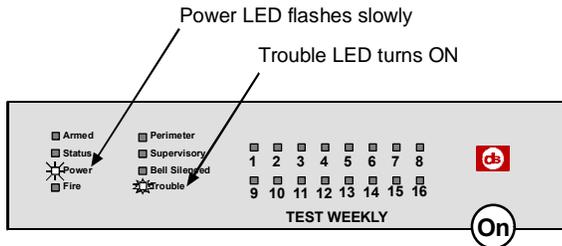
The system may be on or off when a system trouble occurs. If the system is on, you must turn it off to check the trouble.



**The trouble tone for AC Failure events sounds at all keypads in all areas. However, the trouble tone must be silenced in each area (silencing the trouble tone in one area does not silence it in the other areas).**

### Procedure

1. When a system trouble occurs, the Power LED flashes slowly, the Trouble LED turns on and the keypad sounds the trouble tone (if programmed). Enter [#] + [4] to silence the trouble tone and view the specific trouble.



2. The keypad displays system troubles by turning on assigned Zone LEDs. See Table 11 to determine which system trouble has occurred based on the LED that has turned on.

Zone LED	Description
1	<b>Weekly Test Due:</b> This prompts you to conduct your weekly system test. See "System Test" on page 41.
2	<b>System Trouble:</b> Press [2] to determine the specific trouble. See "View System Trouble" on page 40.
3	<b>Remote Program Session Active:</b> Your Security Company is currently connected to your system via the telephone line.
5	<b>Date and Time Lost:</b> Press [5] to set the date and time.
6	<b>Running on Battery Only:</b> The power to your system has been disconnected or has failed.
8	<b>Zone Trouble:</b> Press [8] to determine which zone trouble occurring. See "View Zone Trouble" on page 41.
10	<b>Alarm Memory:</b> Press [0] to view previous alarms that occurred.

**Table 11: Checking System Troubles**

3. Press the [#] key to exit this function.  
If Trouble messages persist, contact your Security Company for assistance.

## 5.20 View Alarm Memory

- I can perform this function.
- I cannot perform this function.

**Key Sequence:** [#] + [4] + [0]

### Description

After an alarm has been silenced and cleared from the display, you may still review the zones that had been in alarm.

### Procedure

1. Make sure that the system is turned off (Armed LED is off).
2. Enter a valid user PIN.
3. Enter [#] + [4] + [0].

The keypad displays all zones that are in alarm memory.

- If the zone LED is flashing fast, the zone is currently in alarm, or was in alarm.
- If the zone LED is flashing slowly, the alarm was aborted. No reports for the alarm event were sent to the Security Company.

## 5.21 View System Trouble

- I can perform this function.
- I cannot perform this function.

**Key Sequence:** [#] + [4] + [2]

### Description

Use this function to view system trouble events. A system trouble condition may occur if there is a communications trouble, or if it is time for the system to be serviced by your Security Company.

### Procedure

1. Make sure that the system is turned off (Armed LED is off).
2. Enter a valid user PIN.
3. Enter [#] + [4] + [2].

The keypad displays current system trouble events by turning on or flashing the zone LEDs.

Zone LED #	LED Function	Description
1	On	Telephone Line Fail
	Flashing Slow	Comm Fail, Destination 1
	Flashing Fast	Comm Fail, Destination 2
2	On	Alternate Comm Trouble
3	On	Installer Switch Closed
	Flashing Fast	Installer Switch is open & either User 1 PIN or Installer PIN (or both) are at default settings
4	On	Backup Battery Low
	Flashing Slow	Backup Battery Missing
5	On	Bell Supervision Fail
6	On	RF Receiver Jammed
	Flashing Slow	RF Receiver Trouble
7	On	Data Bus Device Missing
	Flashing Slow	Data Bus Tamper
	Flashing Fast	Data Bus Device Trouble/Reset
8	On	System Fault
	Flashing Slow	System Interval
	Flashing Fast	Ground Fault Condition

**Table 12: Viewing System Troubles**

- Press the [#] key twice to exit the View System Trouble function.

## 5.22 View Zone Trouble

- I can perform this function.
- I cannot perform this function.

**Key Sequence:** [#] + [4] + [8]

### Description

Use this function to view which zones (if any) are in trouble.

### Procedure

- Make sure that the system is turned off (Armed LED is off).
- Enter a valid user PIN.
- Enter [#] + [4] + [8].

The keypad then displays all zones that are in trouble (if any) by turning on their respective LEDs.

The DS7445i LED Keypad can only show Zones 1-16.

See Table 13 for LED Zone Trouble displays.

Zone	Trouble Condition
Off	No Zone Trouble
On	Wiring Fault
Flashing Slow	RF Sensor Low Battery
Flashing Fast	RF Sensor Missing

**Table 13: Viewing Zone Troubles**

- Press the [#] key twice to exit this function.

## 5.23 System Test

- I can perform this function.
- I cannot perform this function.

**Key Sequence:** [#] + [4] + [1]

### Description

The System Test function allows you to make sure that your system is operating correctly by testing the system's bell, strobe, battery and phone line. Your Security Company programs which system components are tested (for example, your system may only be programmed to test the battery and the bell).

### I can test:

- System Bell       Battery
- System Strobe     Phone Line

If any of these components fails to test, contact your Security Company for assistance. Be sure to contact your Security Company before you begin the system test.

### Procedure

- Make sure the system is off (Armed LED is off).
- Enter a valid user PIN.
- Enter [#] + [4] + [1].

The system starts the test. As each test is underway, the corresponding zone LED turns on.

Zone LED #	System Test Component
1	Bell
2	Strobe (may take up to 20 minutes)*
3	Backup Battery (may take up to 4 minutes)*
4	Phone Line (may take up to 10 minutes)*

**Table 14: System Test LED Indications**

\* To skip to the next test, press the [\*] key.



**When testing the bell and strobe, check for bell/strobe activation. The LED testing status does not indicate bell/strobe test failure (LED does not flash fast upon test failure).**

As the system tests each component, the corresponding LED displays the stage of each test.

Zone LED	Testing Status
Flash Slow	Testing Segment Underway
Flash Fast	Testing Segment Failed
On	Testing Segment Complete

**Table 15: System Test Status**

- When the system test is complete, the keypad automatically exits this function.

To stop the test currently in progress and skip to the next test, press the [\*] key. To abort all tests, press the [#] key.

## 5.24 Walk Test

- I can perform this function.
- I cannot perform this function.

**Key Sequence:** [#] + [4] + [4]

### Description

Use this function to walk-test detection devices connected to your system. Perform the Walk Test on a weekly basis. Your Security Company configures the types of devices that can be walk-tested.

### Procedure

1. Make sure that the system is turned off (Armed LED is off).
2. Enter a valid user PIN.
3. Enter [#] + [4] + [4]. The keypad emits a single tone.
4. To test each zone, trigger the corresponding detection device (open a door, walk in front of a motion detector, etc.) until all zones have been tested. When a zone is tested, the keypad emits a single one-second tone and the corresponding zone LED turns on. When the tested zone is restored, the keypad emits a second single one-second tone and the corresponding zone LED turns off.
5. To exit the Walk Test function, press the [#] key. The Status LED flashes rapidly. Walk Test is over when the Status LED stops flashing.



**Test fire detection devices (smoke/heat detectors) weekly as instructed by your Security Company and in accordance with the devices' instructions.**

## 5.25 Reset the System

- I can perform this function.
- I cannot perform this function.

**Key Sequence:** [System Reset] or [#] + [4] + [7]

### Description

Use this function to reset the system (including fire zones) after an alarm. Detection devices, such as smoke detectors and shock sensors, must be reset after being activated. Resetting the system takes about 20 seconds.

If zones do not reset, contact your Security Company for help.

### Procedure

1. Make sure that the system is turned off (Alarm LED is off).
2. Enter a valid user PIN.
3. Press the [System Reset] key or enter [#] + [4] + [7].  
The system now resets. After the system resets, the keypad automatically exits this function.

## 5.26 Turn Chime On/Off

- I can perform this function.
- I cannot perform this function.

**Key Sequence:** [#] + [6] + [1]

### Description

Use the Chime feature to “chime” zones when the system is off. For example, parents with small children may want a tone to sound whenever a door or window is opened as a way of monitoring the location of the children.

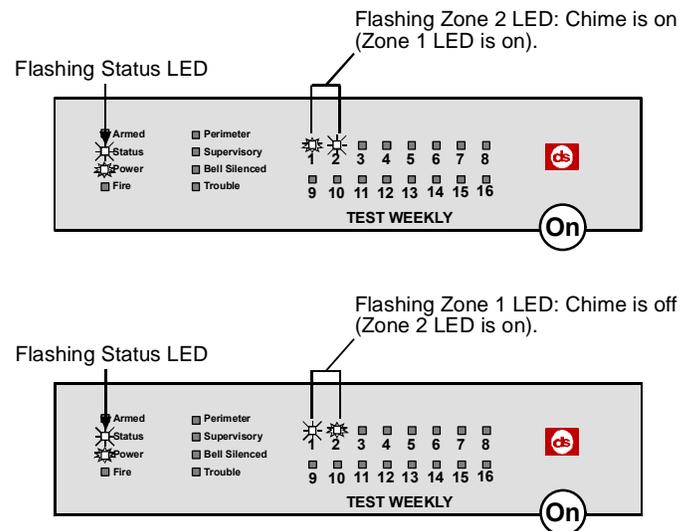
Use this function to turn the Chime feature on and off. Once you have programmed the system with zones to watch and the responses (see “Select Chime Tone” on page 43 and “Select Chime Zones” on page 43), you need to turn the Chime function on or off.

### Procedure

1. Make sure that the system is turned off (Armed LED is off).
2. Enter a valid user PIN.
3. Enter [#] + [6] + [1].

The keypad beeps for one second to indicate that the Chime feature is now on or off, depending on the applied setting.

- If Chime is **on**, the Zone 2 LED flashes (press [2] to turn off).
- If Chime is **off**, the Zone 1 LED flashes (press [1] to turn on).



## 5.27 Select Chime Tone

- I can perform this function.
- I cannot perform this function.

**Key Sequence:** [#] + [6] + [2]

### Description

The Chime feature gives you the ability to “chime” zones when the system is turned off. The system can be programmed to alert you to opened doors and windows. For example, parents with small children may want a tone to sound whenever a door is opened to monitor the children.

Use this function to set the type of response your system produces when a Chime zone is faulted. See “Select Chime Zones” to program which zones in your system are to be chimed.

### Procedure

1. Make sure that the system is turned off (Armed LED is off).
2. Enter a valid user PIN.
3. Enter [#] + [6] + [2].

Zone LEDs 1-4 represent the four Chime Tone selections.

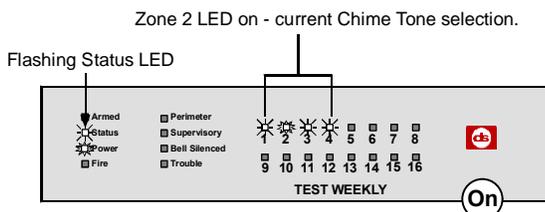
Zone LED #	Chime Tone
1	No Tone
2	Short Beep
3	Beep Until Key Press
4	Beep Until Closed

**Table 16: Chime Tone Selections**

Chime Tone	Description
No Tone	Displays zone(s), but no tone when zone(s) is faulted.
Short Beep	Displays zone(s) and sounds a short tone when zone(s) is faulted.
Beep Until Key Press	Displays zone(s) and sounds a tone until the [#] key is pressed.
Beep Until Closed	Displays zone(s) and sounds a tone until the zone(s) is returned to normal (door or window is closed). Pressing [#] also silences the tone.

**Table 17: Chime Tone Descriptions**

The keypad displays the current selection by turning its corresponding LED on and flashes the other choices. For example, the default Chime Tone setting is Short Beep. Therefore, the Zone 2 LED will turn on while the other three LEDs flash.



4. Select the type of watch tone you want by pressing the corresponding numeric key followed by the [#] key. The keypad emits a single tone and exits this function.
5. If you wish to only review the current setting, press the [#] key to exit this function.

## 5.28 Select Chime Zones

- I can perform this function.
- I cannot perform this function.

**Key Sequence:** [#] + [6] + [3]

### Description

Once you decide how your system responds to Chime zones, you need to decide which of the zones in your system are “chimed”.

Use this function to tell your system which zones to chime. **You cannot chime 24-hour fire and 24-hour non-fire zones.**

Choosing which zones to chime depends upon your security objective. If you have small children, you may choose to chime zones of entry and exit. Each time a Chime zone is faulted (door or window is opened), the keypad responds as programmed.

### Procedure

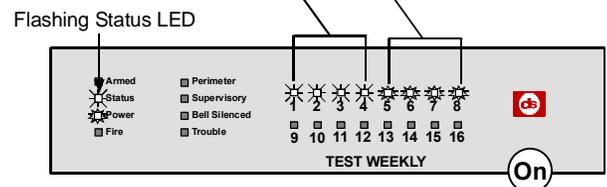
1. Make sure that the system is turned off (Armed LED is off).
2. Enter a valid user PIN.
3. Enter [#] + [6] + [3].

The keypad displays all zones that are currently being chimed (Chime On).

- **Zone LED On:** Indicates zone(s) is already being chimed.
- **Zone LED Flashing:** Indicates zone(s) is available to be chimed.

**LEDs On:** Zones already being chimed.

**LEDs Flashing:** Zones may be chimed.



4. To select a zone to be chimed, enter the zone number followed by the [\*] key (for example, if you want Zone 1 to be chimed, press [1] + [\*]).
5. Repeat Step 5 to select all the zones you want chimed.
6. To turn the Chime Mode off for a zone, enter the zone number followed by the [\*] key (for example, if you do not want Zone 5 to be chimed, press [5] + [\*]).
7. Press the [#] key to exit this function.

### 5.29 Extend Auto On Time

- I can perform this function.
- I cannot perform this function.

**Key Sequence:** [#] + [5] + [1]

#### Description

Your Security Company can program your system to turn on automatically. Use this function to delay the Auto-On time by one hour during the Auto-On Pre-Alert time.

#### Procedure

1. Make sure that the system is turned off (Armed LED is off).
2. Enter a valid user PIN.
3. Enter [#] + [5] + [1].

The keypad sounds a valid tone when the Auto-On time adjustment is made. The keypad then automatically exits this function.

### 5.30 All Areas On

- I can perform this function.
- I cannot perform this function.

**Key Sequence:** [#] + [8] + [0]

#### Description

Depending on the areas assigned to your authority level, this function turns on all areas at the same time when the system is split into more than one area.

#### Procedure

1. Enter a valid user PIN.
2. Enter [#] + [8] + [0].

If your PIN is valid, the Armed LED turns on and Exit Delay begins.

- If an alarm occurs when you try to turn all areas All On, the keypad emits an alarm tone.
- If an area has a faulted zone(s) when you try to turn all areas All On, the appropriate Zone LED(s) turn on (Zones 1-16).

### 5.31 All Areas Off

- I can perform this function.
- I cannot perform this function.

**Key Sequence:** [#] + [8] + [1]

#### Description

Depending on the areas assigned to your authority level, this function turns off all areas at the same time when the system is split into more than one area.

#### Procedure

1. Enter a valid user PIN.
2. Enter [#] + [8] + [1].

The keypad turns off all areas at the same time.

### 5.32 Auto Forward On/Off

- I can perform this function.
- I cannot perform this function.

**Key Sequence:** [#] + [8] + [2]

#### Description

Use this function to turn the Auto-Forward feature on or off as necessary.

#### Procedure

1. Enter a valid user PIN.
2. Enter [#] + [8] + [2].

The keypad sounds the OK tone.

3. Press the [1] key to turn Auto-Forward on, or press the [2] key to turn Auto-Forward off.
  - **Zone 1 LED On:** Auto-Forward is on (Zone 2 LED flashes).
  - **Zone 2 LED On:** Auto-Forward is off (Zone 1 LED flashes).
4. Press the [#] key to exit this function.

### 5.33 Remote Arming with Telephone, Area 1

- I can perform this function.
- I cannot perform this function.

#### Description

This function controls the built-in telephone arming feature for Area 1. When enabled, the panel answers the phone on the programmed ring count.

#### Procedure

When the panel answers the phone:

- If the panel is All On, Perimeter Only or Partial On, it sounds three beeps and starts the handshake tone for remote programming.
- If the panel is Off, it sounds one short beep, waits approximately 3 seconds, and then starts one long beep. Press and hold the [5] key\* for two seconds immediately **after** the first short arming beep and **before** the long beep begins.
- The panel will arm if it detects a [5] key press from the telephone (All On with Delay, faulted zones are force-armed). The panel sounds three beeps (new-armed state) and then hangs up.

\* If arming from a cell phone, quickly press the [5] key three times. If pressing and holding the [5] key for two seconds from a house (landline) phone does not produce a tone long enough to arm Area 1, retry by quickly pressing the [5] key three times.

### 5.34 Remote Program

- I can perform this function.
- I cannot perform this function.

**Key Sequence: [#] + [4] + [3]**

#### Description

Use this function to connect to your Security Company's remote PC computer for programming alterations via the telephone line.

**Only use this function when your Security Company instructs you to.**

#### Procedure

1. Make sure that the system is turned off (Armed LED is off).
2. Enter a valid user PIN.
3. Enter [#] + [4] + [3].

The keypad emits a single beep, indicating that the remote programming session has begun. When the session is completed, the keypad automatically exits this function.



**Remotely disarming the panel cannot be done with a telephone.**



**This feature is not permitted for UL applications.**

## Part III: Reference Materials

### 6.0 Basic Pager Reports

A pager's display can show up to four fields of information in the order as shown below:

(Account Number) – (Event Number) – (Area Number) – (Zone/User Number)

- **Account Number:** 4-digit account number. If the account number is greater than 4 digits, the first four digits are sent.
- **Event Number:** Panel event numbers. See "Panel Event Descriptions" on page 47 for information on panel events.
- **Area Number:** Area number that the faulted zone is assigned to.
- **Zone/User Number:** Zone number assigned to the faulted zone. This field can also show a User ID number.

Depending on its configuration, your pager can display any combination of the four fields shown in the order above with or without field separators. For example:

- **Account Number:** 1234
- **Event Number:** 08
- **Area Number:** 02
- **Zone Faulted:** 21

A pager display configured to show all four fields with separators using the sample information from above would look like this: 1234-08-02-21.

A pager display configured to show all four fields without separators using the sample information from above would look like this: 1234080221.

Contact your Security Company to modify pager display configuration.

- User IDs 1-32 are reserved for system users.
- User ID 252 is reserved for Sked operation.
- User ID 253 is reserved for remote telephone communication.
- User ID 254 is reserved for remote programming communication.
- User ID 255 is reserved for keyswitch operation.

## 7.0 Panel Event Descriptions

The following table lists the events generated by the control/communicator. Use this table for Basic Pager format and event descriptions stored in the history log.

Event #	Event	Description	Event #	Event	Description
01	AC Fail	AC power to panel is interrupted.	21	Auto On Extended	Auto On Sked delayed 1 hour by user. Report follows Open/Close routing.
02	AC Restore	AC power to panel is restored.	22	Battery Low	Panel backup battery is low.
03	Alarm, Tamper	Alarm from detection device(s) that has been tampered with.	23	Battery Missing	Panel backup battery is missing. Very low, shorted or open batteries are reported as missing.
04	Alarm, Emergency	Alarm from emergency detection device(s), or ABC key programmed for emergency response.	24	Rstrl Batt Low	Battery restoral from low battery.
05	Alarm, Panic	Alarm from panic/emergency detection device(s).	25	Rstrl Batt Missing	Battery restoral from missing battery.
06	Alarm, Invisible	Alarm from detection device(s) that does not appear at keypad during alarm or trouble conditions.	26	Bypass, Fire User	Selective bypass of fire detection device(s) by user.
07	Alarm, 24-hr Burg	Alarm from burglary detection device(s) that are on 24 hours a day.	27	Bypass, Fire, RPS	Selective bypass of fire detection device(s) by DS-RPS.
08	Alarm, Cntrl, Dly	Alarm from detection device(s) with Entry/Exit delays.	28	Bypass, Ctrl, User	Selective bypass of controlled detection device(s) by user.
09	Alarm, Cntrl	Alarm from detection device(s) such as keyswitches, motion detectors (followers) or devices that initiate an alarm immediately (do not follow any Entry/Exit delays).	29	Bypass, Ctrl, RPS	Selective bypass of controlled detection device(s) by DS-RPS.
10	Cross, Tamper	Tamper alarm from detection device(s) with Cross Zone option selected.	30	Bypass, 24hr, User	Selective bypass of 24-hr non-fire detection device(s) by user.
11	Cross, Emergency	Emergency alarm from detection device(s) with Cross Zone option selected.	31	Bypass, 24hr, RPS	Selective bypass of controlled detection device(s) by DS-RPS.
12	Cross, Panic	Panic alarm from detection device(s) with Cross Zone option selected.	32	Bypass, Forced Zn	Detection device(s) force armed at force arming.
13	Cross, Invisible	Panic alarm from invisible detection device(s) with Cross Zone option selected.	33	Bypass, Swinger	Zone swinger bypassed.
14	Cross, 24hr Burg	Burglary alarm from detection device(s) with Cross Zone option selected.	34	UnBypass, Fire, Usr	User cleared bypass (unbypass) of fire detection device(s).
15	Cross, Cntrl, Dly	Alarm from Entry/Exit detection device(s) with Cross Zone option selected.	35	UnBypass, Ctrl, Usr	User cleared bypass (unbypass) of controlled detection device(s).
16	Cross, Cntrl	Alarm from Keyswitch, Follower or Instant detection device(s) with Cross Zone option selected.	36	UnBypass, 24hr, Usr	User cleared bypass (unbypass) of 24-hr detection device(s).
17	Cross, Unverified	A fault on one non-fire zone type with Cross Zone option selected. This is not an alarm event.	37	Call for Service	Report sent automatically at Call for Service Interval. It does not indicate a trouble condition.
18	Alarm Exit Error	Detection device(s) faulted at end of Exit Delay.	38	Cancel Alarm	User acknowledged active alarm before Bell Time expired for non-fire detection device(s).
19	Alrm Recent Clse	Alarm event within two minutes of closing.	39	Cancel Fire	User acknowledged active alarm before Bell Time expired for fire detection device(s).
20	Alrm Recent Clse	Alarm event within two minutes of closing.	40	Checksum Fail	Checksum on panel's parameters failed. Contact Security Company to verify panel program.

**Table 18: Panel Event Descriptions**

Event #	Event	Description	Event #	Event	Description
41	ChckSum Fail, Dbus	Checksum on Data Bus device parameters failed. Contact Security Company.	61	Frc, All, -Dly, Usr	System forced All On with no delay (instant) by user.
42	Cls, All, +Dly, Skd	System turned All On with Entry Delay by Sked.	62	Frc, Prt, +Dly, Skd	System forced Perimeter On with Entry Delay by Sked.
43	Cls, All, +Dly, KS	System turned All On with Entry Delay by keyswitch.	63	Frc, Prt, +Dly, KS	System forced Perimeter On with Entry Delay by keyswitch.
44	Cls, All, +Dly, RPS	System turned All On with Entry Delay by DS-RPS.	64	Frc, Prt, +Dly, RPS	System forced Perimeter On with Entry Delay by DS-RPS.
45	Cls, All, +Dly, Tel	System turned All On with Entry Delay by telephone.	65	Frc, Prt, +Dly, Usr	System forced Perimeter On with Entry Delay by user.
46	Cls, All, +Dly, Usr	System turned All On with Entry Delay by user.	66	Frc, Prt, -Dly, RPS	System forced Perimeter On with no delay (instant) by DS-RPS.
47	Cls, All, -Dly, RPS	System turned All On with no delay (instant) by DS-RPS.	67	Frc, Prt, -Dly, Usr	System forced Perimeter On with no delay (instant) by user.
48	Cls, All, -Dly, Usr	System turned All On with no delay (instant) by user.	68	Reserved.	
49	Cls, Prt, +Dly, Skd	System turned Perimeter On with Entry Delay by Sked.	69	CommFail	Report failed to reach routing destination.
50	Cls, Prt, +Dly, KS	System turned Perimeter On with Entry Delay by keyswitch.	70	Comm Fail, AltComm	Report failed to reach routing destination configured for Alternate Communication.
51	Cls, Prt, +Dly, RPS	System turned Perimeter On with Entry Delay by DS-RPS.	71	Comm Restoral	After communication fail, report sent successfully to routing destination.
52	Cls, Prt, +Dly, Usr	System turned Perimeter On with Entry Delay by user.	72	Comm Rstl, AltComm	After communication fail, report sent successfully to routing destination configured for Alternate Communication.
53	Cls, Prt, -Dly, RPS	System turned Perimeter On with no delay (instant) by DS-RPS.	73	Date/Time Change	Date/Time in panel changed.
54	Cls, Prt, -Dly, Usr	System turned Perimeter On with no delay (instant) by user.	74	Duress	User entered Duress PIN or pressed Panic key sequence on RF keyfob.
55	Frc, All, +Dly, Skd	System forced All On with Entry Delay by Sked.	75	Fire, Alarm	Alarm event on fire detection device(s).
56	Frc, All, +Dly, KS	System forced All On with Entry Delay by keyswitch.	76	Fire, Cross	Verified alarm event on fire detection device(s) with Cross Zone option.
57	Frc, All, +Dly, RPS	System forced All On with Entry Delay by DS-RPS.	77	Fire, Unverified	Unverified alarm event on fire detection device(s) with Cross Zone option.
58	Frc, All, +Dly, Tel	System forced All On with Entry Delay by telephone.	78	Fire, Missing	Fire detection device(s) assigned to zone expander (wired or RF) not responding to panel's status poll.
59	Frc, All, +Dly, Usr	System forced All On with Entry Delay by user.	79	Fire, Alrm, Rstl	Restoral from alarm, fire detection device(s).
60	Frc, All, -Dly, RPS	System forced All On with no delay (instant) by DS-RPS.	80	Fire, Trouble	Trouble condition on fire detection device(s).

**Table 18 (cont.): Panel Event Descriptions**

Event #	Event	Description
81	Fire, Trbl, Rstl	Restoral from Trouble, fire detection device(s).
82	Instl Mode, Start	Installer PIN entered. Installer Mode accessed.
83	Instl Mode, End	Installer Mode exited.
84	Log Overflow	Panel log overflow condition. Oldest events being overwritten.
85	Log Threshold	Panel log reached threshold. Contact Security Company.
86	AltCom Low Signl	Low signal strength detected on alternate communication device.
87	Missing, Alarm	Zone assigned to zone expander (wired or RF) not responding to panel's status poll while system is armed.
88	Missing, Trouble	Zone assigned to zone expander (wired or RF) not responding to panel's status poll while system is disarmed.
89	Open, Skd	Opening by Sked.
90	Open, RPS	Opening by DS-RPS.
91	Open, User	Opening by user, ID reported.
92	Open, KS	Opening by keyswitch.
93	Open, Skd, Alarm	Opening after alarm event by Sked.
94	Open, RPS, Alarm	Opening after alarm event by DS-RPS.
95	Open, Usr, Alarm	Opening after alarm event by user, ID reported.
96	Open, KS, Alarm	Opening after alarm event by keyswitch.
97	Reserved.	
98	Params Changed	Panel parameters changed.
99	Phone Line Fail	Phone line voltage falls below threshold for 40 seconds.
100	Phone Line Rstl	After Phone Line Fail event, phone line voltage detected above threshold for 40 seconds.

Event #	Event	Description
101	Bad Call to RPS	Panel attempted to call DS-RPS, but was unsuccessful.
102	RPS Access Fail	DS-RPS attempted to connect to panel, but was unsuccessful.
103	RPS Access OK	DS-RPS successfully connected to and disconnected from panel.
104	Re-boot, Panel	Normal start-up or reset with Installer Switch.
105	Re-Boot, Dbus	Unexpected reset (reboot) from Data Bus device.
106	Output Reset, Usr	Relay reset by user.
107	Output Reset, Skd	Relay reset by Sked.
108	Output Reset, RPS	Relay reset by DS-RPS.
109	Output Set, Usr	Relay set by user.
110	Output Set, Skd	Relay set by Sked.
111	Output Set, RPS	Relay set by DS-RPS.
112	Rstrl, Tamper	Restoral from alarm, Tamper zone type.
113	Rstrl, Emergency	Restoral from alarm, Emergency zone type.
114	Rstrl, Panic	Restoral from alarm, Panic zone type.
115	Rstrl, Invisible	Restoral from alarm, Invisible zone type.
116	Rstrl, 24-hr Burg	Restoral from alarm, 24-hr Burglary zone type.
117	Rstrl, Cntrl, Dly	Restoral from alarm, Controlled zone type.
118	Rstrl, Cntrl, Dly	Restoral from alarm, Controlled zone type.
119	Rcvr Jam	Jammed condition detected on premises RF Receiver.
120	Rcvr Jam Rstl	Jammed condition detected on premises RF Receiver cleared.

**Table 18 (cont.): Panel Event Descriptions**

Event #	Event	Description
121	RF Battery Low	Low Battery detected on premises RF Transmitter.
122	RF Battery Rstl	Low Battery detected on premises RF Transmitter cleared.
123	RF Tamper Trbl	Premises RF Transmitter Tamper trouble.
124	RF Tamper Rstl	Premises RF Transmitter Tamper restoral.
125	DBus Missing	Data Bus device not responding to polling.
126	DBus Missing, Rstl	Data Bus device declared as missing now responding to polling.
127	DBus Tamper	Tamper on Data Bus Device detected.
128	DBus Tamper, Rstl	Data Bus Device Tamper restored.
129	DBus Trouble	Trouble detected on Data Bus device.
130	DBus Trouble, Rstl	Data Bus device trouble condition cleared.
131	DBus Overcurrent	Over current condition detected on Data Bus device.
132	DBus OverCur, Rstl	Over current condition on Data Bus device restored.
133	Sensor Mon Trbl	Sensor trouble detected.
134	Sensor Mon Rstl	Sensor trouble condition restored.
135	Sensor Reset	User entered System Reset function ([#]+[4]+[7]).
136	System Inactive	System was not armed in Inactive Interval. System Reset function or arming system resets this trouble.
137	Test, OK	No system troubles at automatic test report time.
138	Test, Off-Normal	System trouble present at test time.
139	Trbl, Tamper	Trouble condition on Tamper or Voice Active detection device(s).
140	Trbl, Emergency	Trouble condition on Emergency detection device(s).

Event #	Event	Description
141	Trbl, Panic	Trouble condition on Panic detection device(s).
142	Trbl, Invisible	Trouble condition on Invisible detection device(s).
143	Trbl, 24-hr Burg	Trouble condition on 24-hr Burglary detection device(s).
144	Trbl, Cntrl, Dly	Trouble condition on Delay detection device(s).
145	Trbl, Cntrl	Trouble condition on Keypad, Follower and Instant detection device(s).
146	Rstl, Trbl, Tmpr	Restoral from trouble condition on Tamper or Voice Active detection device(s).
147	Rstl, Trbl, Emerg	Restoral from trouble condition on Emergency detection device(s).
148	Rstl, Trbl, Panic	Restoral from trouble condition on Panic detection device(s).
149	Rstl, Trbl, Invis	Restoral from trouble condition on Invisible detection device(s).
150	Rstl, Trbl, 24-hr	Restoral from trouble condition on 24-hr Burglary detection device(s).
151	Rstl, Trbl, Dly	Restoral from trouble condition on Delay detection device(s).
152	Rstl, Trbl, Cntrl	Restoral from trouble condition on Keypad, Follower and Instant detection device(s).
153	User Code Area Set	User Code "added" by assigning area.
154	User Code Change	User Code changed.
155	User Code Delete	User Code deleted.
156	User Code Tamper	Invalid User Code entered at keypad exceeded User Tamper Retry Count.
157	User Level Set	User Level set.
158	Walk Test Start	Walk Test started with [#]+[4]+[4].
159	Walk Test End	Walk Test ended by user or timed out.
160	Siren Trouble	Trouble condition detected on Programmable Output 2 configured as supervised siren output.

**Table 18 (cont.): Panel Event Descriptions**

Event #	Event	Description
161	Siren Restoral	Trouble condition on supervised siren output cleared.
162	Grnd Fault	Ground fault detected on panel's sensor loops, Data Bus or Aux power outputs.
163	Grnd Fault, Rstl	Ground fault condition cleared.
164	First Open	Panel is configured for multiple area first to open, last to close functionality. First area has opened.
165	Last Close	Panel is configured for multiple area first to open, last to close functionality. Last area has closed.
166	AltComm Cond	Trouble detected on Alternate Communication network.
167	AltComm Fail	Network failure detected on Alternate Communication network.
168	AltComm Rstl	Network failure detected on Alternate Communication network.
169	Reserved.	181
170	Reserved.	182
171	Reserved.	183
172	Reserved.	184

Event #	Event	Description
173	Rstrl, Swinger	Restoral from Swinger Bypass.
174	Rstrl, Fire, Miss	Restoral from Missing, Fire zones. Local event, no report sent.
175	Rstrl, Alarm, Miss	Local event, no report sent.
176	Rstrl, Trble, Miss	Restoral from Missing, Non-fire zones. Local event, no report sent.
177	Rstl, Low Signl	Restoral from Alternate Communication Low Signal Strength event.
178	UnBypass, Fire, RPS	Bypass on Fire zone type cleared using DS-RPS (un-bypass).
179	UnBypass, Ctrl, RPS	Bypass on Controlled zone type cleared using DS-RPS (un-bypass).
180	UnBypass, 24hr, RPS	Bypass on 24-hour zone type cleared using DS-RPS (un-bypass).
	RF Battery Low	Low battery condition on RF Keyfob.
	RF Battery Rstl	Low battery condition on RF Keyfob restored.
	Trbl, Default PIN	Installer or User PINs have not been changed from default.
	Rstl, Default PIN	Installer or User default PINs have been changed/removed.

**Table 18 (cont.): Panel Event Descriptions**

## **8.0 Security System Limitations**

Not even the most advanced security system can guarantee coverage 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:

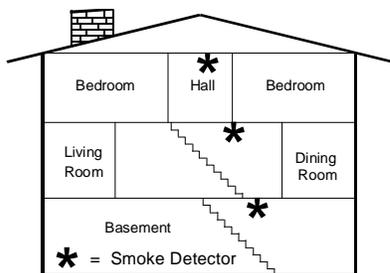
- If sirens or horns are placed outside the hearing range of people in remote areas of the building or in areas that are frequently closed off, they do not provide the intended protection.
- If intruders gain access through unprotected zones of entry, the system will not detect their entrance.
- If intruders 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 will 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 on which they are located. 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. It is strongly recommended that you test your system once a week to be sure that 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.

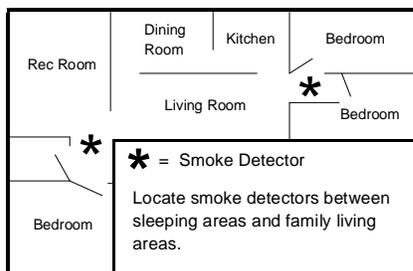
## 9.0 Fire Safety and Evacuation

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 alert people by giving the earliest possible warning of danger.
3. A smoke detector should be provided to cover each sleeping area in a home.
4. Practice an escape plan. Because there may 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.
5. Have a primary and alternate escape route. Since stairwells and hallways may 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 safely descending outside the building if one does not already exist.
6. As a part of this plan, all family members should arrange to meet at a location away from the house (such as a neighbor's house) so you will know that everyone is accounted for.
7. If it is determined that the alarm was accidentally sounded, the bell should be silenced, the detectors reset, and your Security Company notified immediately that there is no emergency situation.



A smoke detector should be located on each story including basements, but excluding crawl spaces and unfinished attics.



## 10.0 Maintenance and Service

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

See page 2 for Security Company, contact and installation information.

## 11.0 Power Failure

If the keypad indicates a power failure, and you have power in the rest of your premises, there may be a problem with the electrical transformer or circuit breaker supplying power to your security control panel. First, check to be sure that the transformer is securely plugged into the electrical outlet. If it appears to be damaged in any way, do not attempt to repair it. Call your Security Company for service.

See page 2 for transformer location.

If the transformer is plugged in, check the circuit breaker supplying power to the outlet. If the breaker is tripped, check the appliances on the circuit for signs of electrical problems. Make sure someone has not intentionally turned the breaker off. When all is clear, reset the breaker.

See page 2 for the circuit breaker number.

## 12.0 How to Clean the Keypad

If your 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 keypad. It could run inside the case and damage electrical circuits.

## **13.0 Glossary**

<b>24-hour Zone</b>	Zones that are always on even when the system is turned off. Two types: Fire zones and Non-fire 24-hour zones.
<b>All On</b>	To turn on all of the zones in the system.
<b>Burglary Alarm Tone</b>	A constant tone.
<b>Bypass</b>	To selectively remove zones temporarily from the system.
<b>Central Station</b>	A facility where trained personnel monitor your security system 24 hours a day. Your security system may be programmed to contact the Central Station during alarm conditions, enabling Central Station personnel to dispatch the proper authorities.
<b>Controlled Zone</b>	Zone that reports alarm conditions only when the system is turned on.
<b>DS-RPS</b>	DS-RPS ( <b>R</b> emote <b>P</b> rogramming <b>S</b> oftware) is a Windows®-based account management and panel programming utility designed to remotely set up and program specific control panels.
<b>Entry Delay</b>	A programmed delay of the system alarm responses that allow you to enter the building through the entry door to turn your system off. An alarm response begins if you do not turn the system off before Entry Delay expires. Your Security Company programs the Entry Delay time.
<b>Error Tone</b>	The same tone as the Trouble tone, but not repeated.
<b>Exit Delay</b>	A programmed delay of the system alarm responses that allow you to exit after turning the system on. An alarm response begins if you exit the building after Exit Delay expires. Your Security Company programs the Exit Delay time.
<b>Faulted Zone</b>	A zone that is not normal. For example, an open door or window.
<b>Fire Alarm Tone</b>	A tone that is on for one second, then briefly off (repeatedly).
<b>Force Arming</b>	A method of overriding the safety feature that prevents arming with a faulted circuit on a control/communicator.
<b>Hold</b>	An instruction to press and hold a key to perform a function.
<b>Instant Alarm</b>	A zone type that initiates an alarm immediately when faulted. This zone type does not follow any Entry/Exit delay time.
<b>Keyswitch</b>	A switch activated by a key.
<b>No Entry</b>	Turning the system on without Entry delay.
<b>Off Display</b>	The display that appears when the system is turned off and no keys are pressed.
<b>Partial On</b>	To turn on part of the zones in the system. Partial On zones are determined by the user.
<b>Perimeter Only</b>	To turn on part of the zones in the system. Perimeter Only zones are determined by the Security Company.
<b>Personal Identification Number (PIN)</b>	A unique number that is assigned to each user that identifies him/her to the system. This number is assigned an authority level that allows the user to carry out system functions such as turning the system on and off.
<b>Press/Push</b>	These are used interchangeably instructing you to push down and then release a key.
<b>Restoral Report</b>	A signal transmitted upon the removal of a trouble or alarm condition from an alarm circuit.
<b>Sked</b>	A scheduling parameter that allows a selected event to happen at a specific time.
<b>Trouble</b>	A service condition that needs to be corrected, such as a broken wire.
<b>Trouble Tone</b>	A tone that is on briefly, followed by a pause, on briefly (repeatedly).
<b>Zone</b>	A detection device or group of devices connected to your security system.

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