

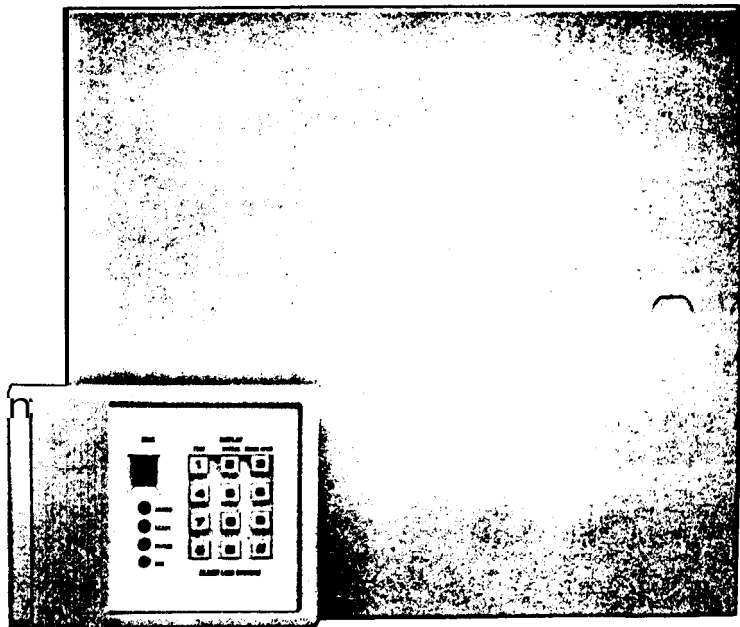
OPERATING GUIDE FOR THE EAGLE 8000 AND EAGLE 8000DL SERIES ALARM CONTROL PANELS

CONGRATULATIONS!

on your purchase of an ALARM LOCK alarm control panel. Your Eagle security system has the comprehensive features and ease of operation consistent with ALARM LOCK's reputation for quality and value.

Your new installation is a sophisticated warning system with many available features. Your alarm specialist will explain your system and show you how it works. Contact him should questions concerning operation arise.

This booklet contains important information about the operation of your system. Read it carefully and keep it handy for future reference. Check the Glossary for an explanation of terms that may be unfamiliar to you.



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ALARM LOCK

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Please read this guide thoroughly to familiarize yourself with your new security system. Check the Glossary on pages 3-4 for any terms that may be unfamiliar to you. Keep this booklet handy for future reference. Note especially the ALARM PLAN on page 14. Your alarm specialist will help you fill it out and explain the various system features and operating procedures.

NOTE:

You'll probably find items mentioned in this booklet which do not apply to your system. Eagle 8000-Series and 8000DL-Series control panels have such a wide variety of features that few, if any, security systems will ever need them all. Your alarm professional has chosen appropriate features for your situation. Ask him about them.

Your system has been carefully designed and engineered to the highest industry standards. To assure optimum safety and security, familiarize yourself with this equipment and periodically check its condition and state of readiness.

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REMEMBER: TO SHUT OFF AN ALARM WHILE ARMED, ENTER YOUR CODE!

SERVICE: _____

CENTRAL STATION: _____

GLOSSARY

- Abort Delay** - A delay period that allows the control panel to be reset, thereby aborting a report to a central station.
- Ambush Code** - A 2-digit code entered when forced to disarm. Sends a silent alarm to the central station.
- Arm** - To turn the system on by entering a User Code at the keypad.
- Arm/Disarm Code** - A personalized code for arming and disarming the system. It may contain up to four digits.
- Battery** - Backup power source in the control-panel enclosure to provide protection in the event of a power failure.
- Bypass Button (Key [B] on keypad)** - Allows you to manually remove one or more protective zones from the system. (Chime Mode and/or Watch Mode may also have been programmed to be enabled with this button).
- Central Station** - Monitors incoming reports and emergency messages from a digital communicator and notifies the proper authorities (optional).
- Chime** - A keypad beep while disarmed alerting that the programmed zone has been opened. Chime Zones may have been programmed to display when activated (option).
- Closing** - A report sent to the central station when the premises is closed (system armed) (optional).
- Communicator** - Reports intrusions and emergencies directly to the central station over telephone lines.
- Control Panel** - The brain of the system, it controls all system functions.
- Disarm** - To turn the system off by entering a User Code at the keypad.
- Exit/Entry Delay** - A programmed time that lets you exit and enter your premises without setting off an alarm after the system is armed.
- Instant Protection** - Arming without entry delay while on the premises using Key [4].
- Keypad** - Puts control-panel functions at your fingertips. It can be mounted anywhere in your premises.
- Opening** - A report sent to the central station when the premises is opened (system disarmed) (optional).
- Panic Buttons** - Keys [*] and [#] on the keypad, pressed at the same time to alert the central station of an emergency.
- Report** - A transmission to a central station specifying a change in the status of the system (alarm, trouble, low battery, etc.) (optional).
- Ringback** - A beep after arming verifying central-station receipt of report.
- Service Code** - A restricted Arm/Disarm Code intended for temporary use.

Sounder - A local warning device at the keypad to alert that (a) entry delay has started; (b) an attempt was made to arm with a zone in trouble; (c) a Chime Zone or Day Zone was activated; (d) a fire alarm or fire trouble condition exists; or (e) the central station has acknowledged arming (optional).

Trouble - An open door, window, or other problem that may prevent arming.

User Program Code - A code (up to 6 digits) required to enter the Program Mode in order to program or change Arm/Disarm Codes.

Watch Mode (option) - Turns all Day Zones on and off simultaneously by pressing Key [B] twice. (Also see **Group Bypass Zones**, below.)

Zones - Independent circuits that protect specific areas of the premises:

- **Auto-Bypass Zone:** A zone that will be automatically bypassed from the protection system if it is in trouble (faulty) when the system is armed.
- **Burglary Zone:** Detects intrusion.
- **Day Zone:** A zone programmed to cause visual and audible indication at the keypad when it is in trouble while disarmed. This feature is generally used to detect a problem, such as a break in a window foil, during the day. If a Day Zone is open, the green READY light will flash, the sounder will pulse, and the numerical display will indicate the zone. Hold down Key [9] to silence the sounder and clear the display. Arm and disarm the panel to re-enable the Day Zone. (This feature may have been programmed so that Key [9] will turn off only the sounder; the display will continue to indicate the open zone until the zone is corrected, at which time the display will be cleared and the Day Zone re-enabled.)
- **Exit/Entry Follower Zone:** Provides exit and entry delay for interior devices. Entry delay only occurs if re-entry takes place through the normal exit/entry door.
- **Group Bypass Zones:** Circuits within the premises, usually including space-protection devices, interior doors, etc. (but not exterior doors or windows) that can all be bypassed simultaneously by pressing Key [B] twice. This feature may have been programmed to include the Chime Mode and/or Watch Mode (optional).
- **Never-Armed Zone:** A zone that will remain disarmed, even when the rest of the system is armed. When tripped, it will display at the keypad when Display Status (Hold-Down Function 3) is selected. If Chime is programmed, the keypad will sound while armed or disarmed. This feature may be used as a driveway monitor, pool alert, etc.
- **Priority Zone:** A zone that prevents arming if in trouble.
- **Selective-Bypass Zone:** A zone that can be individually bypassed using Key [B].
- **24-Hour Zone:** A zone that is armed and ready at all times to respond to an emergency situation.

KEYPAD CONTROLS & INDICATORS

Numerical Display

- Flashes Digits 1-8 - indicates which non-24-Hour Zones are in an alarm condition, and which Day Zones are in a trouble condition. (Option: can also indicate a Chime Zone.)
- Flashes "P" - indicates a priority condition (armed with a Priority Zone in trouble, armed without resetting a Day Zone, or armed without ac power available to the system).

ARMED (Red) Light

- Steady - system is armed.
- Flashes - alarm on a non-24-Hour Zone.
- Flashes (fast) - entry delay cancelled.

READY (Green) Light

- Steady - system disarmed, all non-24-Hour Zones OK.
- Pulses once every second - trouble on any non-24-Hour Zone.
- Flashes (fast) - trouble on Day Zone.

BYPASS (Yellow) Light

Steady - one or more zones manually bypassed (shunted). (Dealer-programmable to display Auto-Bypassed Zones and bypassed Priority Zones as well.)

AUX / FIRE TROUBLE (Bottom Red) Light

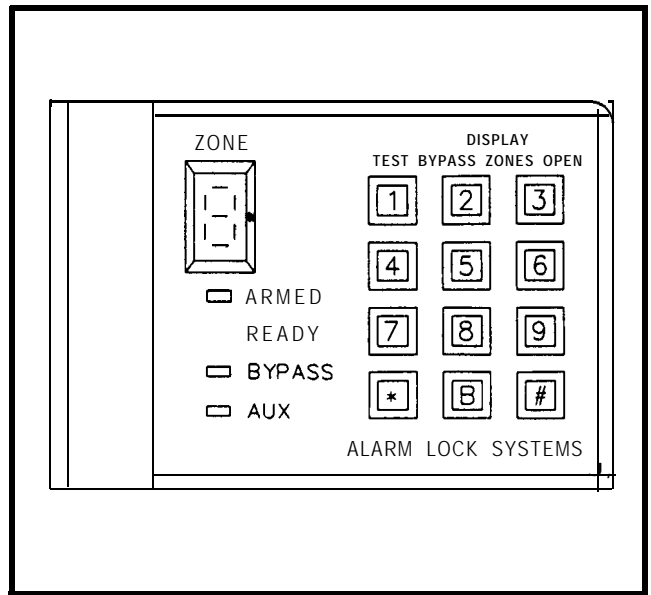
Steady - Aux / Fire Zone in alarm condition.

Flashes - Aux / Fire Zone in trouble condition.

Keypad Sounder

- Steady Tone - a priority condition exists.
- Steady Tone (when entering) - entry delay in progress.
- Beep (programmed duration) - "Chime" feature activated.
- Beep (2 seconds) - system armed with a zone in trouble.
- Pulsing - Day Zone or Fire Zone in trouble.

(To stop sounder "Trouble" warnings, hold down Key [9] for 2 seconds.)



HOLD-DOWN FUNCTIONS

NOTE: To perform designated “Hold-Down” Functions, Keys [1]- [9] and [B] must be held down for 2 seconds (until sounder beeps).

Key [1] : TEST

Momentarily sounds the burglar alarm. If no alarm is heard, or if it is weak, the battery may need replacing. Make this test weekly. (To perform this function, hold down Key [1] until sounder beeps.)

Key [2]: DISPLAY BYPASS

Numerically displays zones (1 through 8) that have been bypassed using Key [B]. To perform this function, hold down Key [2] until sounder beeps, and continue to hold it down until all zones have been displayed.

Key [3]: DISPLAY ZONES OPEN

Numerically displays zones (1 through 8) that are in “trouble”. To perform this function, hold down Key [3] until sounder beeps, and continue to hold it down until all zones have been displayed.

Key [4]: INSTANT PROTECTION

Cancels entry delay period when arming. The delay is restored after you disarm the system. To perform this function, hold down Key [4] until sounder beeps.

Key [5]: Chime

This will enable a feature that sounds a “chime” (beep) at the keypad each time a programmed zone is opened. (This feature may have been programmed to display the zone number as well until the zone is closed.) The Chime Mode functions when the alarm system is disarmed (off), but it will *always* operate on a Never-Armed Zone (see GLOSSARY). To disable the chime feature, hold down Key [5] again (until sounder beeps). (Also see **Bypassing Interior Zones** on page 10.)

Key [6]: COMMUNICATOR CONFIDENCE TEST

(Applicable only to systems programmed to report to a central station.)

Pressing the key tests your phone lines (the sounder will start to pulse). If the line is good, the pulsing will stop: if not, a steady tone will sound. (To perform this function, hold down Key [6] until sounder beeps.) Reset the sounder using Key [9].

Key [7]: FAULT FIND

For installer’s use only. (Arming the panel will cancel the Fault-Find Mode.)

Key [8]: PROGRAM

Allows you to enter the Program Mode. In this mode, you can program up to 5 personalized User Codes, including a Service Code (optional). Refer to “SELECTING AND PROGRAMMING YOUR CODES” on page 7 for more information. (To perform this function, hold down Key [8] until sounder beeps.)

Key [9]: RESET

Resets any sounder indication, ac power-loss indication, Day-Zone indication, Fault-Find Mode, or may be programmed to reset the Fire Zone. After an alarm occurs and the system is disarmed, the numerical display will still indicate which non-24-Hour Zone(s) caused the alarm. Use Key [9] to clear the display. (To perform this function, hold down Key [9] until sounder beeps.)

Key [B]: BYPASS/ALARM HISTORY

NOTE: Pressed momentarily, manually bypasss (bypasses) a zone or zones. Refer to Arming **With A Zone In Trouble** (page 8) for more information.

ALARM HISTORY. This will flash the red ARMED light to indicate the last alarm condition. The numerical display will indicate the zones violated. History is not lost when the system is rearmed; the previous alarm history will remain in alarm memory until automatically reset by a new alarm condition. To perform this function, hold down Key [B] until the sounder beeps, then continue to hold it down until all information has been displayed.

KEYS [*] and [#]: PANIC BUTTONS

Momentarily pressing these keys will activate the Panic Zone. Refer to Panic Zone on page 10 for more information.

SELECTING ANDPROGRAMMINGYOUR CODES

User (Arm/Disarm) Codes

You can choose up to 5 different four-digit codes that will allow you to arm and disarm your system. Any of these codes can easily be changed or removed should it become necessary in the future to deny a user access to the premises. Your security system cannot be disarmed by unauthorized persons. It will respond only when a code of your choosing is entered through the keypad.

Service Code

Your alarm specialist may have programmed User 5's code as a Service Code, a temporary code intended for occasional use only, thus allowing guests, babysitters, service employees, etc. limited access to the control pane!. When no longer needed, the code is disabled.

The Service Code is controlled by User 1. Whenever User 1 enters his code, the Service Code is disabled. To enable, merely arm using the Service Code. (The Service Code can always be used to arm and, in fact, can be programmed as an arm-only code by your alarm specialist.)

Operation is similar to that of a regular Arm/Disarm Code. When active, it may be used to disarm, unless the panel was armed by User 1.

Selecting Your Codes

After your alarm specialist installs your system, he will give you a "User Program Code" and show you how to program your User Codes. For optimum security, do not select obvious combinations, such as consecutive numbers, your street or telephone number, birth date, etc., for your personal code.

1. Hold down Key [8] until the sounder beeps. This puts the system into its User Program mode.

2. Enter your Program Code into the keypad; the top three lights will flash and sounder will pulse. Program up to 5 codes as follows:
 - a. Press Key [B].
 - b. Enter the user number (1-S). (Enter "5" for the Service Code.)
 - c. Enter a four-digit code number (digits 1-9; there is no zero).

Examples:

Press [B] + [1] + four digits = User 1 's Code

[B] + [5] + four digits = User 5's Code (or Service Code)

You do not have to assign all five codes. Use as many as you need and change them as often as you feel necessary.

To erase any code(s), repeat steps 1, 2a, and 2b. For example, to erase User 3, enter [B] + [3].

3. To end the programming mode, press Key [B] *twice*.

SETTING THE ALARM (ARMING) WHEN LEAVING

Checking AC Power

If the top three lights on the keypad are blinking slowly, you have lost ac power. Check if there has been a general power outage, or if the control-panel power transformer is disconnected. If you must operate without ac power, hold down Key [9] until a beep sounds to stop the lights from blinking, then test your system by holding down Key [1]. If the alarm doesn't sound, or is weak, replace battery. Always test your system weekly.

Arming Before You Leave

Check the green READY light on the keypad. If it is on, enter your code. The red ARMED light will come on and the green light will go off. If your system was programmed for an automatic audible test on arming, the alarm will sound briefly shortly after arming.

Leave immediately through the exit/entry door before your exit delay time runs out. If you wait too long, the keypad sounder will warn that the entry delay has started. To avoid causing an alarm, quickly return to the keypad and enter your code to reset the control panel. You may then arm the system again.

Arming With A Zone In Trouble

A flashing green READY light indicates that at least one non-24- Hour Zone is in trouble, that is, the zone is in an "open" or "shorted" condition. If a Day Zone is open, the zone will also display numerically and the sounder will be pulsing. Any zone (1 through 8) in a troubled condition can be displayed numerically by holding down Key [3] until the sounder beeps. Try to fix the zone by closing windows or doors that may be open. If a Day Zone is in trouble, reset the Day-Zone indication by holding down Key [9] until the sounder beeps. (Reset the Day Zone by correcting the condition, then arming and disarming.) If no zones are in trouble, the green light will come on, indicating that the system is ready to be armed.

If a zone cannot be fixed immediately, it may still be possible to arm without the protection of that zone. Check your alarm plan. If Auto-Bypass was programmed for the zone in trouble, simply arm your system. A short beep will sound at the keypad, indicating that a zone has been auto-bypassed, that is, it has been bypassed and cannot cause an alarm. (The BYPASS light may have been programmed to come on.)

If the zone is programmed for Selective Bypass, pressing Key [B], and then the number of the zone (1 through 8) will manually bypass that zone. Group-Bypass Zones are a group of zones that can all be manually bypassed simultaneously by simply pressing the Key [B] key *twice*. Hold down Key [2] to numerically display Selective- or Group-Bypassed Zones.

You will not be able to arm your system if (a) a zone selected as a Priority Zone is in trouble; (b) a Day-Zone numerical display indication is still flashing; or (c) the top three keypad lights are flashing due to an ac power failure. If you attempt to arm, the sounder will come on and a "P" will be displayed. Enter your code again, and reset the digital display memory or ac-failure indication by holding down Key [9] (remember to test your system!).

Zones selected for **Priority with Bypass** may be bypassed by holding down Reset Key [9] before arming. Be sure to have all zones in trouble fixed quickly.

TURNING OFF THE ALARM (DISARMING) WHEN RETURNING

Disarming When You Return

When you enter through the exit/entry door, the sounder will come on for the entire entry period. If, upon entering, the red ARMED light is flashing, leave the premises and call authorities from a neighbor's telephone. Disarm the panel quickly using your Arm/Disarm Code.

NOTE: If you enter the wrong code, you must wait at least 2 seconds before trying again.

If there has been an alarm on a non-24-Hour Zone, the ARMED light will be flashing and the zone number will be displayed, even after you disarm. If you wish to reset the display, hold down Key [9].

When the system is disarmed, the red ARMED light will go off and the green light will come on (or flash if a zone is in trouble).

If an alarm occurred on a 24-Hour Zone, there will be no indication at the keypad, however an alarm condition will be recorded by Alarm History (see Key [B]: Alarm History).

Ambush Code

If an intruder forces you to disarm your system, enter your programmed one- or two-digit Ambush Code **before** your Arm/Disarm Code. This activates the Ambush Zone, which will send a silent alarm to a central station. (This is an optional feature.)

PROTECTING YOURSELF WHILE ON THE PREMISES

Arming With Zones Bypassed

Your alarm specialist may have programmed one or more zones for Selective Bypass, that is, removable from the system. Since a bypassed zone cannot cause an alarm, you may wish to use this feature to turn off the interior areas while arming, and keep your perimeter zones (windows, doors, etc.) active.

To arm, check the green light to be sure that no zone is in trouble. Press the bypass button (Key [B]), and then the number of the zone (1 through 8) you wish to bypass. To verify which zones have been bypassed, hold down Key [2] until all zones have been displayed.

Bypassing Interior Zones

Your alarm specialist may have also selected all interior zones to be Group Bypass Zones. Bypass these zones all at the same time by simply pressing Key [B] *twice*. The yellow BYPASS light will come on whenever you bypass one or more zones. Enter your code to arm remaining zones; the green light will go off and the red ARMED light will come on. The yellow light will go off the next time you disarm, indicating that the bypassed zones are no longer bypassed. (The BYPASS light does not come on when zones are auto-bypassed (unless programmed otherwise by your alarm specialist.)

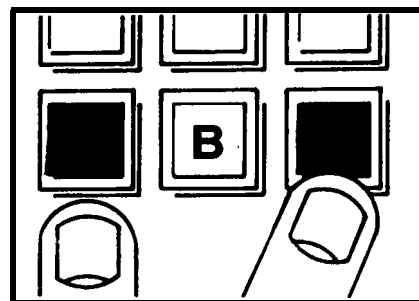
NOTE: The Chime Mode may have been programmed to be enabled when group bypassing interior zones so that perimeter Chime Zones will automatically sound at the keypad when activated. Similarly, the Watch Mode (see **GLOSSARY**) may be enabled by group bypassing.

Arming With Instant Protection

Holding down Key [4] (until beep sounds) will cancel the entry delay on the exit/entry zones when arming. The red ARMED light will flash rapidly to indicate this condition. If someone enters through an Exit/Entry Zone, an alarm will sound immediately.

Panic Zone

To activate the Panic Zone, press Keys [*] and [#] at the same time. The Panic Zone can be programmed to send a silent alarm to a central station, activate an audible alarm, or both.



CENTRAL-STATION MONITORING

Your alarm specialist may have programmed your system to be monitored by a central station. The built-in digital communicator can transmit emergency signals and status reports to the central station 24 hours a day.

COMMUNICATOR FEATURES

Abort Delay. Note which of your zones have abort delay, a delay that allows you time to reset the system before it communicates to the central station.

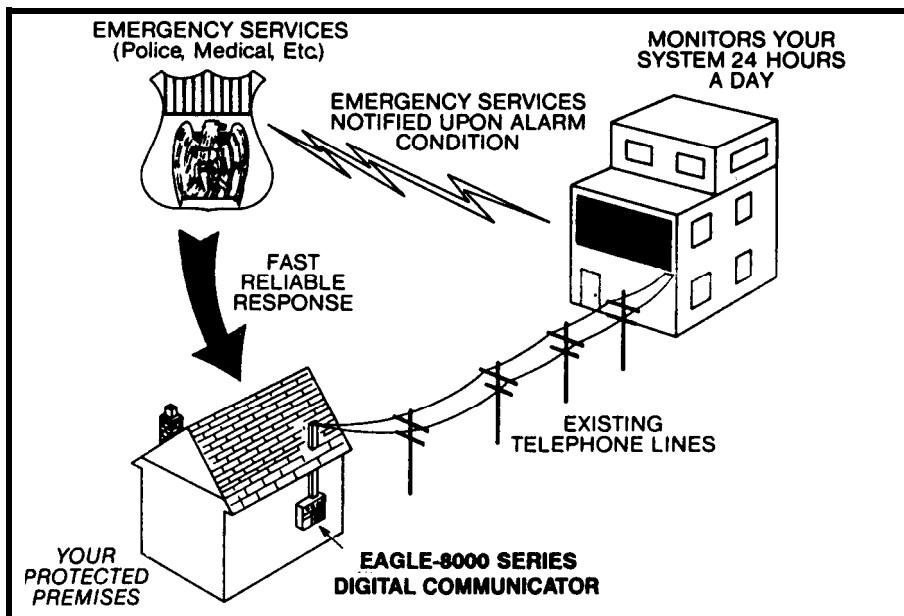
- Regular Burglary (Non-24-Hour) Zone reports are aborted by disarming within the delay period.
- 24-Hour Zones and zones programmed to report restores must be repaired first, then the panel armed and disarmed, all within the delay period.

Opening and Closing Reporting. Notifies the central station every time the system is disarmed and armed. Up to 4 different users can each be identified.

Telephone-Line Test. To check your telephone connection with the central station hold down Key [6]. After the beep sounds, a pulse tone will be heard from the keypad sounder. If the phone line is good the sound will silence in a few seconds. If not, a continuous tone will sound. The keypad sounder can be silenced by pressing Key [9].

Your alarm specialist may have also programmed your system to automatically send a test signal to the central station every 24 hours.

Central-Station Ringback The central station will acknowledge arming of the system by ringing back with a short beep from the keypad sounder.



FIRE PROTECTION

The following information is applicable only where local ordinance permits use of your alarm control panel for fire detection.

Controlling Your Fire Circuit

If your alarm specialist installed smoke detectors or heat sensing thermostats, you have 24-hour fire protection. Your control panel will constantly monitor this zone for any alarm or trouble condition.

Fire-Zone Alarm

An alarm on the Fire Zone will cause the bottom red light to come on and the sounder to pulse. The fire alarm will sound, overriding any other alarm.

Fire-Zone Trouble

If there is trouble on the fire circuit, the bottom red AUX / FIRE / TROUBLE light will flash and the sounder will pulse after a 10-second delay. To silence the sounder, press Key [9]. The light will continue to flash to indicate the trouble. After the trouble is repaired, press Key [9] again to turn off the light.

Resetting After An Alarm

The fire alarm may be reset by arming, and then disarming; or (if so programmed) by waiting for it to automatically shut off. The sounder and the AUX / FIRE / TROUBLE light will stay on. Press Key [9] to silence the sounder. The red AUX / FIRE / TROUBLE light should go off in about 30 seconds. If smoke has not cleared from a smoke detector, or a thermostat has not cooled, the red AUX / FIRE / TROUBLE light will remain on. Press Key [9] every 30 seconds until the condition has cleared and the light goes off.

NOTE: If the sounder is on due to a fire or fire-trouble condition, you will not be able to arm the burglar alarm until you silence the sounder by holding down Key [9] until the beep sounds.

Would You Like More Safety Information?

For information on home fire detection, burn safety, and home fire safety, contact the National Fire Protection Association, Public Affairs Dept. 054, Batterymarch Plaza, Quincy, MA 02269.