OPERATING
GUIDE
FOR YOUR
RP1016e KEYPAD

DESIGN PATS. PENDING

NAPCO®

INTRODUCTION

CONGRATULATIONS!

...on your purchase of a Napco security system. 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.

These instructions contain important information about the operation of your system with the RP1016e Keypad. Read them carefully and keep them handy for future reference. Check the Glossary for an explanation of terms that may be unfamiliar to you.

You'll probably find items mentioned here that do not apply to your system. Napco control panels have such a wide variety of features that few security systems, if any, will ever need them all. Your alarm professional has chosen appropriate features for your situation. For example, yours may be part of a larger system that was "partitioned" into two separately-secured yet related multiple-zone areas, with perhaps one or more common zones. Or, it may have been partitioned as one of two independent subsystems, with or without common zones, sharing only a common control panel, alarm sounding device (horn, bell, etc.) and telephone line. Regardless how your system has been configured, rest assured that it has been carefully designed and engineered to the highest industry standards. To assure optimum safety and security, familiarize yourself with this equipment. Check its condition and state of readiness by testing it at least once a week in both the ac/battery and battery-only modes (ask your installer how to make these tests).

The RP1016e has been investigated by UL only with the listed Napco MA1016e for residential applications.

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REMEMBER:

TO SHUT OFF AN ALARM, ENTER YOUR CODE!

FIRE SIGNAL*: _____

BURGLARY SIGNAL*: _____

EXIT DELAY: _____

ENTRY DELAY:_____

FOR SERVICE: _____

CENTRAL STATION: _____

*FIRE HAS PRIORITY OVER BURGLARY

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, thus aborting a report 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. Each of up to four users opening or closing can be identified by his code. (Your alarm specialist may have also programmed your system to automatically send a test signal to the central station every 24 hours.)
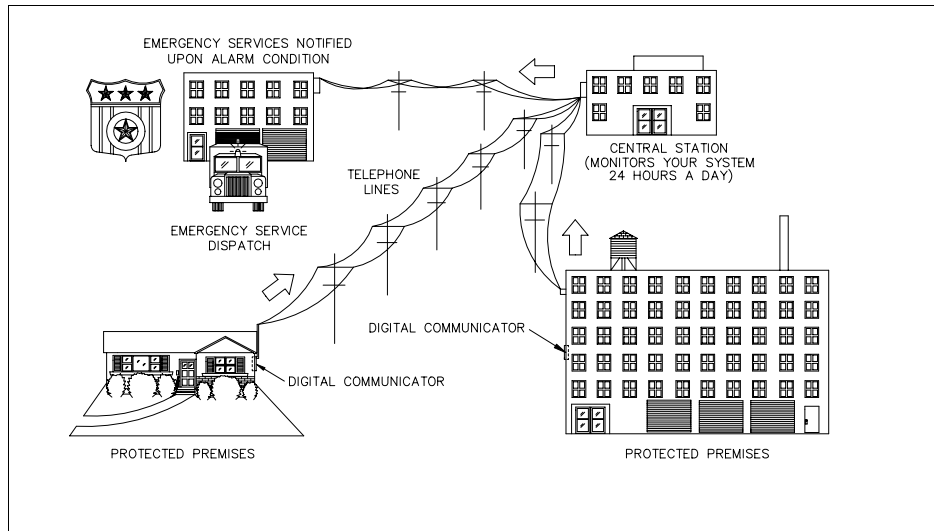
Telephone-Line Test (Programmed Option). To check your telephone connection with the central station hold down Key [6]. After the beep sounds, a pulse tone will be heard from the keypad sounder. If the phone line is good the sound will stop in a few seconds. If not, a continuous tone will sound. The keypad sounder can be silenced by holding down Key [9].

Note: (1) Do not make this test within 10 seconds after disarming. (2) In a partitioned system, this test can only be made at an Area-1 keypad, or at an Area-2 keypad while in the Manager's Mode.

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

EMERGENCY SERVICES NOTIFIED UPON ALARM CONDITION

EMERGENCY SERVICE DISPATCH

TELEPHONE LINES

CENTRAL STATION (MONITORS YOUR SYSTEM 24 HOURS A DAY)

DIGITAL COMMUNICATOR

DIGITAL COMMUNICATOR

PROTECTED PREMISES

PROTECTED PREMISES

GLOSSARY

Note: Not all features are applicable to all systems.

Abort Delay. A delay period that allows the control panel to be disarmed, 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.

Battery. Backup power source in the control-panel enclosure to provide protection for at least four hours in the event of a power failure.

Bypass Button (Key [B/A] on keypad). Allows you to manually remove one or more protective zones from the system.

Central Station. Monitors incoming reports from your communicator and notifies the authorities of emergencies (optional).

Chime. A keypad beep alerting that the programmed zone has been opened. Chime Zones will display at the keypad when activated. Also see Never-Arm Zone.

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/enter your premises without setting off an alarm when the system is armed.

Instant Protection. Arming without entry delay while remaining on the premises (Key [4]).

Keypad. Puts control-panel functions at your fingertips. It can be mounted anywhere in your premises.

Manager's Code. In a two-area partitioned system, a special code issued to a user of authority that enables him, from any keypad, to access the alternate area for the purpose of checking and/or changing its status.

Opening. A report sent to the central station when the system is disarmed (optional).

Panic Buttons (optional)**.** Key pairs on the keypad, pressed at the same time to alert the central station of an emergency.

Receiver. An optional wired interface that receives and monitors information from wireless sensors and conveys that information to the control panel. (Also see **Transmitter**.)

Report. A transmission to a central station specifying a change in system status (alarm, trouble, low battery, etc.) (optional).

Ringback. A beep after arming verifying central-station receipt of a closing 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) Chime Zone or Day Zone activated; (d) a fire alarm or fire trouble condition exists; or, after a short delay, (e) the central station has acknowledged arming.

GLOSSARY

System Trouble. A problem (power failure, low battery, etc.) detected in the system and indicated on the keypad by a flashing number displayed with flashing ARMED/ALARM, STATUS, and BYPASS lights.

Transmitter. Any of several wireless detection devices (panic buttons; door/window sensors, smoke detectors, etc.) that send signals to, and are monitored by, a receiver/interface to the control panel. (Applicable only to systems equipped with wireless option.)

Trouble. An open door, window, or other problem on a zone 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 User Codes.

Watch Mode. Turns all Day Zones on or off simultaneously by holding down Key [7] (Optional.)

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

- **Auto-Bypass Zone:** A zone that will automatically be bypassed from the system if in trouble (faulty) when the system is armed. (Not available in UL installations.)
- **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 STATUS 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 Zone:** Provides exit and entry delays to allow time to arm or disarm without causing an alarm.
- **Exit/Entry Follower Zone:** For interior zones. Ignores detection during exit delay; ignores detection during entry delay only if re-entry takes place through the normal exit/entry door.
- **Fire Zone:** A zone that provides audible and visual indication at the keypad in the event of a fire alarm or trouble condition. The Fire Zone is active 24 hours a day.
- **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/A] three times. (Not for UL installations.)
- **Never-Arm Zone:** A zone that will remain disarmed when the rest of the system is armed. If Chime is programmed, the keypad will sound. This feature may be used as a driveway monitor, pool alert, etc.
- **Priority Zone:** A zone that prevents arming if in trouble.
- **Priority Zone with Bypass:** A Priority Zone that can be bypassed by pressing Reset Key [9] then entering your code.
- **Selective-Bypass Zone:** A zone that can be individually bypassed by pressing Key [B/A] followed by the zone number.
- **24-Hour Zone:** A zone that is "armed" at all times to respond to an emergency.

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Number Display

- Flashing Number – indicates which non-24-Hour Zones are in an alarm condition and which Day Zones are in a trouble condition. Options: Zones open (while disarmed); Chime Zones open (if enabled).
- Flashing Number with Flashing ARMED/ALARM, STATUS, and BYPASS lights – System trouble; see **SETTING THE ALARM WHEN LEAVING**.
- Displays "P" (with steady sounder) – indicates a priority condition: an attempt to arm (a) with a Priority Zone in trouble or (b) without resetting a Day Zone or a system trouble indication; enter code again to return to disarmed state.
- Displays "o" – Manager's Mode.

ARMED/ALARM (Red) Light

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

STATUS (Green) Light

- Steady – system disarmed, all non-24-Hour Zones okay.
- Pulses once/second – trouble on a non-24-Hour Zone.
- Flashes (fast) – trouble on Day Zone.
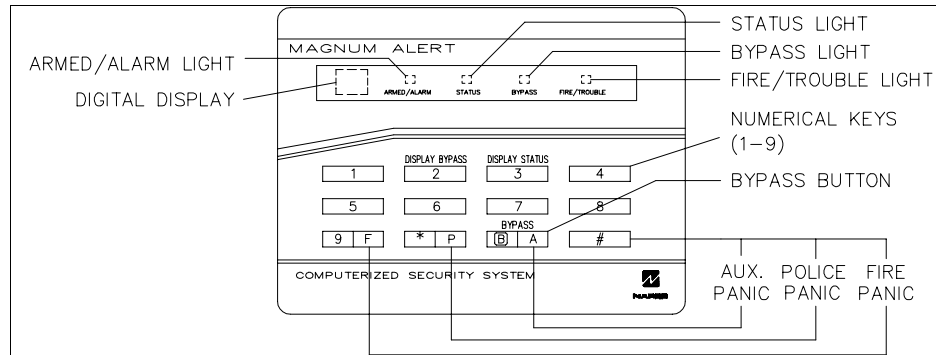
BYPASS (Yellow) Light

- Steady (with red or green light steady or flashing) – one or more zones manually bypassed.

ARMED/ALARM, STATUS, & BYPASS Lights

- Slow Flashing (with number displayed) – System Trouble; see SETTING THE ALARM WHEN LEAVING.
- Rapid Flashing (with pulsing sounder) – User Program Mode; press [B/A] three times to exit.

FIRE/TROUBLE (Red) Light

- Steady – Fire Zone in alarm condition.
- Flashes – Fire Zone in trouble condition.

Keypad Sounder

- Steady Tone (with "P" displayed) – a priority condition exists. Enter code again to silence sounder and return to disarmed state.
- Steady tone (when entering) – entry delay in progress.
- Beep (of programmed duration) – Chime tripped.
- Beep (2 seconds) – system armed with a zone in trouble.
- Pulsing – Day Zone trouble; Fire Zone trouble or alarm.

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

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Note: To access designated "Hold-Down" Function, hold down selected key for about 2 seconds, until the function beep sounds.

Key [1]: BELL/BATTERY TEST
Momentarily sounds the burglar alarm. If no alarm is heard, or if it is weak, call for service. Make this test weekly. (To test, hold down Key [1] until alarm sounds.)

Key [2]: DISPLAY BYPASS
Numerically displays all zones that have been bypassed using Key [B/A]. To check zones bypassed, hold down Key [2] until the function beep sounds, and continue to hold it down until all zones have been displayed.

Key [3]: DISPLAY STATUS
Numerically displays all zones that are in "trouble". To check status, hold down Key [3] until the function beep sounds and all zones have been displayed.

Key [4]: INSTANT PROTECTION
Cancels entry delay when armed (the delay will be restored when you disarm). To cancel entry delay, hold down Key [4] (just before or after arming) until the function beep sounds.

Key [5]: CHIME (Chime Zone(s): _____)
This will enable a feature that sounds a "chime" (beep) at the keypad each time a programmed zone is opened. The Chime Mode functions when the alarm system is disarmed (off), but it will always operate on a Never-Arm Zone (see **GLOSSARY**). To disable the chime feature, hold down Key [5] again (until function beep sounds).

Key [6]: TELCO TEST (From Area 1 Only)
(Optional; Enabled? ☐ YES ☐ NO)
Tests your phone lines (the sounder will start to pulse). If line is good, pulsing will stop: if not, a steady tone will sound. (To test, hold down Key [6] until sounder beeps.) Reset sounder using Key [9]. Call for service, if necessary.

Key [7]: WATCH MODE ON (Optional)
Activates all Day Zones. The Watch Mode will be cancelled when the panel is disarmed.

Key [8]: PROGRAM
(Alarm functions are disabled while in the Program Mode.) Allows you to enter the Program Mode, where you can program up to 15 personal User Codes, including a Service Code (optional). Refer to **SELECTING AND PROGRAMMING YOUR CODES** for more information. (To enter the Program Mode, hold down Key [8] until function beep sounds, then enter your Program Code.)

Key [9]: RESET
Resets any sounder indication, system-trouble indication, Day-Zone indication (may be programmed to reset Day-Zone condition), and Fault-Find Mode; bypasses a Priority Zone with Bypass. After an alarm occurs and the system is disarmed, the numerical display will still indicate which non-24-Hour Zone(s) caused the alarm. Key [9] will clear the display. (To reset any condition, hold down Key [9] until function beep sounds.)

Key [B/A]: BYPASS/ALARM HISTORY
Note: Pressed momentarily (less than 2 seconds), followed by zone number, manually bypasses a zone. Refer to **Arming With a Zone in Trouble** for more information.
ALARM HISTORY. Alarm memory will flash the red ARMED/ALARM light and display the zone(s) violated to indicate an alarm condition. The alarm condition is not lost when the system is rearmed; the last alarm will remain in Alarm History until automatically reset by a new alarm condition. To check alarm history, hold down Key [B/A] until the function beep sounds, and continue to hold it down until all information has been displayed.

KEYS [F], [P], or [A]: PANIC BUTTONS (Optional)
Momentarily pressing any one of these keys together with Key [#] will activate a Panic Alarm. See Panic Alarm for more information.

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SELECTING AND PROGRAMMING YOUR CODES

Note: While programming, fire/burglar alarm functions are disabled.

User (Arm/Disarm) Codes

You can choose up to 15 different six-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 at the keypad.

If your installer has partitioned your system into two separate areas, he will also have assigned each user to Area 1 or Area 2 (or both). Ask your installer which users have been assigned to your area.

Service Code

Your alarm specialist may have pro-grammed User 15'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 system. When no longer needed, the code is disabled.

If so programmed, the Service Code is activated by arming with User Code 15 and deactivated by arming with User Code 14. Operation is similar to that of a regular arm/disarm code. When active, it may be used to disarm until User Code 14 is entered once again, whether to arm or disarm.

Manager's Code (User 16)

In a system that has been partitioned into two separate areas, the Manager, in either area, has the ability to access and control the other from the keypad. For example, the Manager, at an Area-2 keypad, can check (and alter, if necessary) the status of Area 1. When the Manager's Code is entered, the keypad will operate as one in the alternate area for up to two minutes, temporarily disabling all other alternate-area keypads; a "o" will appear on the display. In this mode of operation, the Manager can perform virtually any user function to the alternate area. If he re-enters his code prior to the two-minute limit, the keypad will immediately revert to normal operation and restore alternate-area keypads to normal operation as well.

Program the Manager's Code as User 16.

Access Code (User 18)

Access control, if available, is conventionally used to activate a door strike to remotely unlock a door. Program the Access Code as User 18.

SELECTING AND PROGRAMMING YOUR CODES

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 (1,2,3,4,5,6), repetitive numbers (2,2,2,2,2,2), your street or telephone number, birth date, etc., for any user code. A code of at least three digits is required in UL installations.

1. Hold down Key [8] until the function beep sounds. This puts the system into the User Program Mode.

2. Enter your Program Code into the keypad; the first three lights will flash and sounder will pulse. Programming your User Codes is as easy as a, b, c:

a. Press Key [B/A].

b. Enter the user number as a two-digit number "01" through "15". (The "0" Key is represented by the "B/A" Key.) Enter "15" for the Service Code; "16" for the Manager's Code; or "18" for the Access Code.

c. Enter a code of up to six digits (digits 1–9 only; you cannot use a "0" in a User Code).

3. To end the programming mode, press Key [B/A] three times.

Examples: (Remember, use the [B/A] Key for the "0" in the user number, "01", "10", etc..)

- Press [B/A] + [B/A] + [1] + up to six digits (1–9) = User 01's Code
- Press [B/A] + [1] + [B/A] + up to six digits (1–9) = User 2's Code
- Press [B/A] + [1] + [5] + up to six digits (1–9) = Service Code

(Then press Key [B/A] three times to exit.)

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

To erase any code(s), repeat steps 1, 2a, and 2b. For example, to erase User 3, press [B/A] + [B/A] + [3] (do not enter the six-digit code).

IMPORTANT PROGRAMMING NOTES:
- Burglar and fire-alarm functions are disabled while in the User and Dealer Program Modes.
- The following indications are provided in the User Program Mode: (a) rapid flashing of all keypad lights; and (b) pulsing keypad sounder. This is not a normal operating mode. Press Key [B/A] three times to exit.
- The following indications are provided in the Dealer Program Mode (for installer's use only): (a) display of one or more horizontal segments on the digital display and no lights on; or (b) display of center horizontal segment on the digital display with all lights and sounder on; or (c) only BYPASS light on, with or without a number displayed. This is not a normal operating mode. **CALL FOR SERVICE.**

SETTING THE ALARM (ARMING) WHEN LEAVING

Arming Before You Leave

Check the green STATUS light on the keypad. If it is on, enter your code. The red ARMED/ALARM light will come on and the green light will go off. If your system was programmed for an audible test on arming, the alarm will sound briefly shortly after arming. **Note:** It is possible to arm your system with a bad or disconnected battery.

Leave immediately through the exit/entry door before your exit time runs out. If you wait too long, the keypad sounder will warn that your exit time has elapsed and 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.

SYSTEM TROUBLES

Check your keypad before you attempt to arm. A number flashing together with the ARMED/ALARM, STATUS and BYPASS lights will alert you of a problem in the system, as indicated below. If you must arm in this condition, hold down Key [9] until the function beep sounds to temporarily reset the keypad, then test the system by holding down Key [1]. If the alarm sounds, arm the system, however be sure to have the problem corrected as soon as possible. If the alarm does not sound or is weak call your alarm specialist.

"1" – POWER FAILURE. Check if there has been a general power outage. Also check that the control-panel power transformer is plugged in.

"2" – LOW BATTERY. Hold down Key [9] to clear the display, then hold down Key [1] to intiate a Bell/Battery Test. If the LOW BATTERY display returns, the battery may need replacement. Call for service.

"3" – FAILURE TO COMMUNICATE. (Displayed with steady sounder.) Hold down Key [9] to reset the keypad, then hold down Key [6] to test the phone lines. If the indication returns, call for service. (A successful communication will clear the system trouble indication.) **Note:** In partitioned UL commercial burglar alarm installations, a Failure to Communicate system trouble will be indicated by Zone No._____ (Area 2). With the panel disarmed, the STATUS light will be flashing and the keypad sounder will be pulsing. With the panel armed, the ARMED/ALARM light will be flashing and the zone number will be displayed.

"4" — TRANSMITTER SUPERVISORY. For wireless systems only; call for service.

"5" — TRANSMITTER BATTERY. For wireless systems only; call for service.

"6" — RECEIVER TROUBLE. For wireless systems only; call for service.

"7" — DOWNLOAD FAILURE. For installer's use only; call for service.

"8" — TELEPHONE LINE FAILURE. Check for dial tone. System trouble will clear upon restoral of telephone service.

SETTING THE ALARM (ARMING) WHEN LEAVING

Arming with a Zone in Trouble

A flashing green STATUS light indicates that at least one zone is in trouble, that is, the zone is in an "open" or "shorted" condition. (Your system may have been programmed to display these zones automatically.) If a Day Zone is in trouble, the zone will also display numerically and the sounder will be pulsing. Similarly, open Chime Zones may have been programmed to display (optional). Any zone (1–14) in "trouble" can be displayed numerically by holding down Key [3] until the function beep sounds. 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 arming and disarming or, if so programmed, by holding down Key [9] until the beep sounds. (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 (see page 15). If Auto-Bypass was programmed for the zone in trouble (not available in UL installations), 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 removed from the system and cannot cause an alarm.

If the zone is programmed for Selective Bypass, pressing Key [B/A] and then the number of the zone will manually bypass that zone. The zone number must be entered as a two-digit number, "01" through "14", however, because there is no "0", Key [B/A] is used to represent a "0". **Caution:** Temporary users should never be shown how to bypass a zone.

Group-Bypass Zones are a group of zones that can all be manually bypassed simultaneously by simply pressing Key [B/A] **three times** (not available in UL installations). 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) a system trouble exists. If you attempt to arm, the sounder will come on and a "P" will be displayed. Enter your code again to return to the disarmed state.

The "P" must be cleared by fixing or bypassing the zone in trouble or by clearing the system trouble display.

- Priority Zones must be corrected before the system can be armed.

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

- A system trouble indication may be temporarily reset by holding down Key [9] to check status and permit arming. However, the indication will return unless the system trouble is corrected.

Note:
Test your system weekly. If the alarm does not sound, or is weak, call for service.

In commercial burglar-alarm installations:
If a ringback signal is not received at closing (shortly after arming), call for service.

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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 entry period. Disarm the panel quickly using your code.

Note: If you enter the wrong code, you must wait at least 3 seconds before trying again.

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

If, upon entering, the red ARMED/ALARM light is flashing, an alarm has occurred; leave the premises and call authorities from a neighbor's telephone.

If there has been an alarm on a non-24-Hour Zone, the ARMED/ALARM light will be flashing and the zone number will be displayed, even after you disarm (alarm memory). To reset the display, note the zone number, then hold down Key [9].

Note: If a system trouble had occurred, a system-trouble display (flashing number/flashing lights; see page 10) would replace the alarm-memory display after disarming. Hold down Key [9] to reset the keypad, then hold down Key [B/A] to recall alarm history.

If an alarm occurred on a 24-Hour Zone, there will be no indication at the keypad, however an alarm will be recorded in Alarm History (see Key [B/A]: Bypass/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 disarms the panel and activates the Ambush feature, which will send a silent alarm to a central station. (Ambush is an optional feature.)

Note:
To silence an alarm, enter your code. If your system was partitioned into two areas, you may be able to silence an alarm initiated from the alternate area (without disarming that area). Check with your alarm specialist.

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, they may be 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 armed and keep your perimeter zones (windows, doors, etc.) active.

Press the bypass button (Key [B/A]), then the number of the zone you wish to bypass. The zone number must be entered as a two-digit number, "01" through "14". However, because there is no zero, Key [B/A] is used to represent a "0" when selecting zones, thus Zone "01" is entered as [B/A], [1]; Zone "10" is entered as [1], [B/A]. Check the green light to be sure that no zones are in trouble, then enter your arming code to arm. (To verify which zones have been bypassed, hold down Key [2].)Check the green STATUS light to be sure that no zone is in trouble, then enter your arming code to arm.

Bypassing Interior Zones

Your installer 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/A] three times. 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/ALARM 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.) To review which zones have been bypassed, hold down Key [2] until all bypassed zones have been displayed.
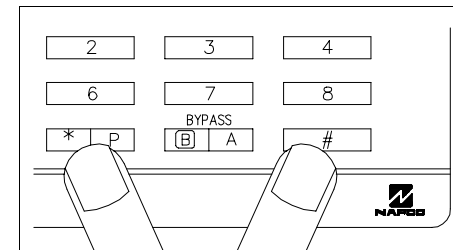
Arming with Instant Protection

Holding down Key [4] (until beep sounds) just before or after arming will cancel the entry delay on the exit/entry zones. The red ARMED/ALARM light will flash rapidly to indicate this condition. After exit time has elapsed, if someone enters through an Exit/Entry Zone, an alarm will sound immediately.

Panic Alarm

(Fire Panic Enabled? ☐ YES ☐ NO)
(Police Panic Enabled? ☐ YES ☐ NO)
(Auxiliary Panic Enabled? ☐ YES ☐ NO)

- To activate a Fire Panic alarm, press Keys [9/F] and [#] at the same time.
- To activate a Police Panic alarm, simultane-

ously press Keys [*/P] and [#].

These features may have been programmed to send an alarm to a central station, activate an audible alarm, or both.

- To activate an Auxiliary Panic alarm, press Keys [B/A] and [#] simultaneously.

This feature is usually a report-only panic. When activated, the keypad will start to pulse and continue until acknowledged by the central station,at which time the sounder will silence.

Note: To silence the sounder before the central-station ringback, arm and disarm the panel.

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FIRE PROTECTION

The following information is applicable only where local ordinance permits use of your alarm control panel for fire detection. Refer to the instructions furnished with the control panel for important information on how to prepare an evacuation plan.

Controlling Your Fire Circuit

If your system includes smoke detectors or heat-sensing thermostats, you have 24-hour fire protection. The 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 red FIRE/TROUBLE 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 red FIRE/TROUBLE light will flash and the sounder will pulse after a 10-second delay. To silence the sounder, hold down Key [9]. The light will continue to flash to indicate the trouble. After the trouble is repaired, hold down Key [9] again until the beep sounds; the keypad will reset after a brief delay and the light will go off.

Resetting After an Alarm

The fire alarm may be reset by holding down Key [9] for 2 seconds, then arming and disarming or, if so programmed, by waiting for it to automatically shut off. The sounder and the FIRE/TROUBLE light will stay on. Hold down Key [9] to silence the sounder. The red 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 FIRE/TROUBLE light will remain on. Hold down Key [9] every 30 seconds or so until the condition has cleared and the light goes off.

Escape Planning

For escape planning, refer to Napco User's Guide OI146, provided with your control panel.

ALARM PLAN			
ZONE	AREA PROTECTED	ZONE FEATURES	CONTACTS
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			
14			

NAPCO LIMITED WARRANTY

NAPCO SECURITY SYSTEMS, INC. (NAPCO) warrants its products to be free from manufacturing defects in materials and workmanship for fifteen months following the date of manufacture. NAPCO will, within said period, at its option, repair or replace any product failing to operate correctly without charge to the original purchaser or user.

This warranty shall not apply to any equipment, or any part thereof, which has been repaired by others, improperly installed, improperly used, abused, altered, damaged, subjected to acts of God, or on which any serial numbers have been altered, defaced or removed. Seller will not be responsible for any dismantling or reinstallation charges.

In case of defect, contact the security professional who installed and maintains your security system. NAPCO shall have no obligation under this warranty, or otherwise, if the product has been repaired by others, improperly installed, improperly used, abused, altered, damaged, subjected to accident, nuisance, flood, fire or acts of God, or on which any serial numbers have been altered, defaced or removed. NAPCO will not be responsible for any dismantling, reassembly or reinstallation charges.

In order to exercise the warranty, the product must be returned by the user or purchaser, shipping costs prepaid and insured to NAPCO. After repair or replacement, NAPCO assumes the cost of returning products under warranty.

There are no warranties, express or implied, which extend beyond the description on the face hereof. There is no express or implied warranty of merchantability or a warranty of fitness for a particular purpose. Additionally, this warranty is in lieu of all other obligations or liabilities on the part of NAPCO.

Any action for breach of warranty, including but not limited to any implied warranty of merchantability, must be brought within the six months following the end of the warranty period. In no case shall NAPCO be liable to anyone for any consequential or incidental damages for breach of this or any other warranty, express or implied, even if the loss or damage is caused by the seller's own negligence or fault.

This warranty contains the entire warranty. It is the sole warranty and any prior agreements or representations, whether oral or written, are either merged herein or are expressly cancelled. NAPCO neither assumes, nor authorizes any other person purporting to act on its behalf to modify, to change, or to assume for it, any other warranty or liability concerning its products.

In no event shall NAPCO be liable for an amount in excess of NAPCO's original selling price of the product, for any loss or damage, whether direct, indirect, incidental, consequential, or otherwise arising out of any failure of the product. Seller's warranty, as hereinabove set forth, shall not be enlarged, diminished or affected by and no obligation or liability shall arise or grow out of Seller's rendering of technical advice or service in connection with Buyer's order of the goods furnished hereunder.

NAPCO RECOMMENDS THAT THE ENTIRE SYSTEM BE COMPLETELY TESTED WEEKLY.

Warning: Despite frequent testing, and due to, but not limited to, any or all of the following; criminal tampering, electrical or communications disruption, it is possible for the system to fail to perform as expected. NAPCO does not represent that the product/system may not be compromised or circumvented; or that the product or system will prevent any personal injury or property loss by burglary, robbery, fire or otherwise; nor that the product or system will in all cases provide adequate warning or protection. A properly installed and maintained alarm may only reduce risk of burglary, robbery, fire or otherwise but it is not insurance or a guarantee that these events will not occur. CONSEQUENTLY, SELLER SHALL HAVE NO LIABILITY FOR ANY PERSONAL INJURY, PROPERTY DAMAGE, OR OTHER LOSS BASED ON A CLAIM THE PRODUCT FAILED TO GIVE WARNING. Therefore, the installer should in turn advise the consumer to take any and all precautions for his or her safety including, but not limited to, fleeing the premises and calling police or fire department, in order to mitigate the possibilities of harm and/or damage.

NAPCO is not an insurer of either the property or safety of the user's family or employees, and limits its liability for any loss or damage including incidental or consequential damages to NAPCO's original selling price of the product regardless of the cause of such loss or damage. If the user wishes to protect itself to a greater extent, NAPCO will, at user's sole cost and expense, obtain an insurance policy to protect the user, supplemental to user's own policy, at a premium to be determined by NAPCO's insurer upon written notice from user by Certified Mail, Return Receipt Requested, to NAPCO's home office address, and upon payment of the annual premium cost by user.

Some states do not allow limitations on how long an implied Warranty lasts or do not allow the exclusion or limitation of incidental or consequential damages, or differentiate in their treatment of limitations of liability for ordinary or gross negligence, so the above limitations or exclusions may not apply to you. This Warranty gives you specific legal rights and you may also have other rights which vary from state to state.