



**Test System Weekly**  
**See Watch ~Test**

**Part**      **Points**

1.

\_\_\_\_\_

2.

\_\_\_\_\_

3.

\_\_\_\_\_

4.

\_\_\_\_\_



5.

\_\_\_\_\_



6.

\_\_\_\_\_

7.

\_\_\_\_\_

8.

\_\_\_\_\_





#### Turn System Off

Enter your passcode to turn the system off and silence alarms.

#### Turn System All On

Press **9**.

Exit Delay begins.

If **Error Tone** sounds, see *Bypass Points* on the card below.

#### Turn System Part On

Press **0**.

Exit Delay begins.

If **Error Tone** sounds, see *Bypass Points* on the card below.

#### Turn System All On, No Delay

Press **9 9**.

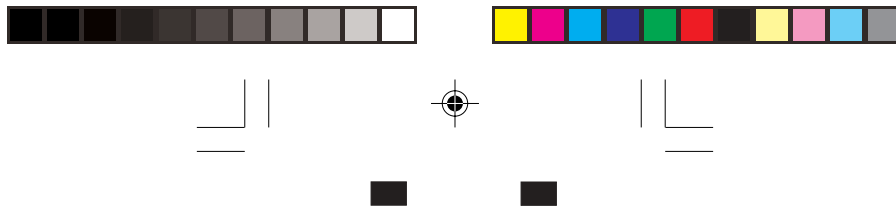
Use No Delay when you're staying home. If **Error Tone** sounds, see *Bypass Points* on the card below.

#### Turn System Part On, No Delay

Press **0 0**.

Use No Delay when you're staying home. If **Error Tone** sounds, see *Bypass Points* on the card below.





### Bypass Points

An open door or window is an example of a faulted point. Use Bypass to turn the system on with a faulted point.

1. Press **9** or **0**

To turn the system **All** or **Part** on. The lights for faulted points blink. The lights for other points are on *solid*. The exit tone begins if there are no faulted points.

2. Press the key for the point you want to bypass. For example, if you want to bypass point 5, press the 5 key. The point light goes off. The exit tone starts when all faulted points are bypassed. If you bypass a point in error, press **Clear** and start over at *step 1*.

3. Exit now or turn the system on with No Delay by pressing **9** or **0** a second time. The **All** or **Part** light blinks showing points are bypassed.

4. Turning the system off clears all bypassed points.

**On~Off**





### To Silence an Alarm, Enter Your Passcode

When there is an alarm, the **OK** and point lights (1 to 8) flash. The alarm tone sounds. If you enter your passcode *before* the system dials your alarm company, the alarm is cancelled. The **OK** light stops flashing.

### OK Light Flashing?

An alarm has been sent to your alarm company. Use *View Alarm Memory* to see which point caused the alarm. Use *Reset System* to reset the **OK** light.

### View Alarm Memory

Press **4** to enter *Check System* mode. Hold **6** to view alarm memory. Press **Clear** to leave *Check System*.

### Reset System

Press **3** and enter your **passcode** to reset the system, including fire points. The reset takes about 20 seconds. The **All**, **Part**, and point lights go off during the reset.

If points do not reset, the **OK** light blinks. Call your alarm company for help.





### If You Lose Track

If you are unsure about the status of your system, do the following:

- Check the **On** light. If it's lit, your system is on. *Step Outside* is the only function you can perform when the system is on.
- If the system is off, press **Clear** twice to exit any function and start over.

### Step Outside

Pressing **Clear** bypasses your entrance doors and sounds the exit tone, when your system is *On with No Delay*. You can exit and reenter without turning your system off. After you reenter, press **Clear** to return the system to full protection and silence the tone.



### Alarm Silence~Reset





### System Tones

**Trouble Tone** – A warble tone that is on briefly, then followed by a pause, followed by the warble tone (repeatedly).

**Error Tone** – The same warble tone as the Trouble Tone, but it is not repeated.

**Fire Alarm Tone** – A warble tone that is on for 1 second, then briefly off (repeatedly).

**Burglary Alarm Tone** – A constant warble tone.



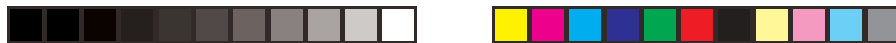
### To Silence the TroubleTone, Press Clear

The trouble tone sounds and the OK light blinks when there is a system trouble. System troubles are caused by such things as low batteries or faulted detection devices.

The OK light stops blinking when all troubles are cleared. Use *Check System* to identify trouble conditions.

**If the OK light is off, your system is not operational. Call your alarm company.**





### Check System

Press **4** then:

#### Trouble - Fire Point ▶

Hold **1** to view points

On = Trbl, Blink = Bypass

#### Trouble - Non-Fire Point ▶

Hold **2** to view points

On = Trbl, Blink = Bypass

#### Power Trouble ▶

Power to system is off.

Operating on battery.

#### Communication Fail ▶

Check telephone line.



#### Service Required ▶

Call your alarm company.



#### Alarm Memory ▶

Hold **6** to view points

Flash = Alarm

On = Cancelled Alarm

Turning the system on resets  
alarm memory.

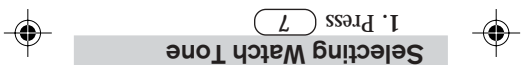
### Check System



**Watch**

When your system is off, it "watches" points you select. For example, you can set your system to blink the point light and sound a tone when a door opens.

**Selecting Watch Tone**



1. Press **7**

2. Enter your passcode.  
(Owner type required)

3. Press:

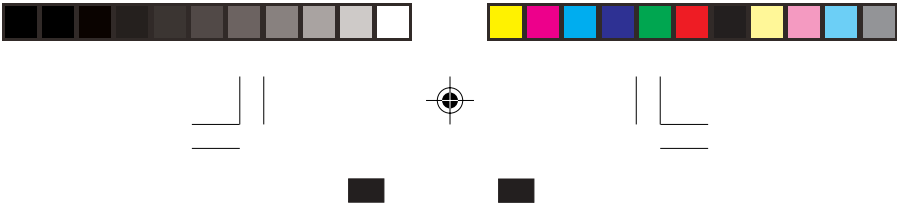
**1** To blink point light, no tone.

**2** Blink point light, short tone.

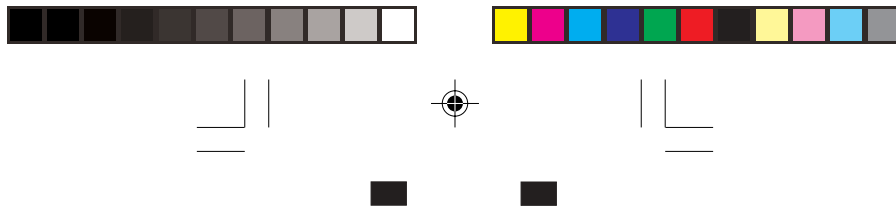
**3** Blink point light, tone until Clear Key is pressed.

**4** Blink point light, tone until point clears (door closes). Pressing Clear Key also silences tone.

4. Press **Clear** after selecting watch tone.







### Selecting Watch Points

To select points to watch:

1. Press **8**
2. Lights come on to indicate watched points.  
*You cannot "watch" fire points.* They are always on.
3. Enter your passcode.  
(Owner type required)
4. Press **1** to **8** to select and deselect points.  
Key 1 for Point 1 and so on.  
To select or deselect all points, press **9**.
5. Press **Clear** after selecting points.

### System Test

Press **1** and then enter your passcode to conduct a system test. Be sure to contact your alarm company before you begin.

### Watch~Test





### Change Passcode

1. Press **5** If you hear the error tone your system doesn't have the Change Passcode feature.
2. Enter your passcode. The light showing your code number (1 to 8) turns on, and the Part light begins flashing.
3. Enter a new passcode *with the same number of digits as your old code*. If the error tone sounds, start over. Try a different new passcode.
4. Enter your new passcode again. The OK tone sounds and the system leaves passcode change mode. If the error tone sounds, start over.

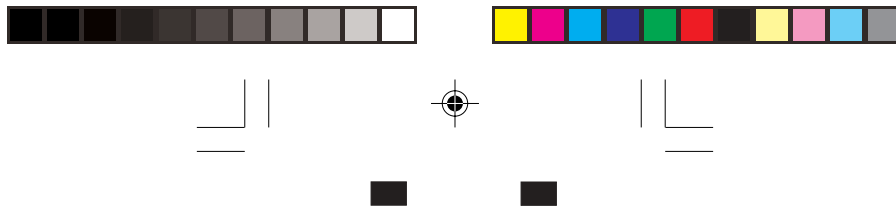


### Show Users

The Show User mode shows each user's code type on lights 1 to 8. User 1 is light 1 and so on.

1. Press **6** to Show Code type.  
**Flash** - Owner  
**Blink** - User  
**On** - One-Time  
**Off** - Disabled
2. Press **Clear** to leave Show User.





### Keypad Indicators

#### On

Lights when system is All or Part On.

#### No Delay

Lights when the system is All or Part On without entry or exit delay.

#### 1 to 8

Point lights show the status of each point.

On Steady: Point "On"

Blink: Point faulted. (Door or window open.)

Flash: Alarm.

#### All

Lights with the "On" light when the system is All On.

When the system is off, "All" lights when all points are ready. (No doors or windows open.)

#### Part

Lights with the "On" light when the system is Part On.

When the system is off, lights when "Part" points are ready.

#### OK

Blink: see Check System

Flash: see Alarm

Silence~Reset

### Change Passcode





## Glossary

**Bypass** - To selectively remove points from the security system temporarily.

**Entry Delay** - The time you have to enter the building and turn your system off. The system emits a tone during entry delay.

The delay for your system is \_\_\_\_

**Exit Delay** - The time you have to leave the building after you've turned your system on. The system emits a tone during exit delay.

The delay for your system is \_\_\_\_

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

**Flashing Light** - A rapidly blinking light.

**No Delay** - Turning the system on without entry or exit delay.

**Point** - A detection device, or group of devices connected to your security system.

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

**Blinking Light** - A slowly blinking light.



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