

Quick Guide to Basic System Functions

FUNCTION	PROCEDURE	COMMENTS
Check Zones	Press READY key.	View faulted zones when system not ready.
Arm System	Enter code. Press arming key desired: (AWAY, STAY, NIGHT-STAY, MAXIMUM, INSTANT)	Arms system in mode selected.
Quick Arm (if programmed)	Press #. Press arming key desired: (AWAY, STAY, MAXIMUM, INSTANT)	Arms system in mode selected, quickly and without use of a code.
Bypass Zone(s)	Enter code. Press BYPASS [6] key. Enter zone number(s) to be bypassed (use 2-digit entries).	Bypassed zones are unprotected and will not cause an alarm if violated.
Quick Bypass (if programmed)	Enter code. Press BYPASS [6] key + [#].	Bypasses all faulted zones automatically.
Silence Sounders Burglary: Fire: "Check":	Enter code. Press OFF [1] key. Press OFF [1] key. Press any key.	Also disarms system. Memory of alarm remains until cleared. Memory of Alarm remains until cleared. Determine cause.
Disarm System	Enter code. Press OFF [1] key. (OFF need not be pressed if entry delay or an alarm is active)	Also silences sounders. Memory of alarm remains until cleared.
Clear Alarm Memory	After disarming, enter code again. Press OFF [1] key again.	Keypad beeps rapidly on entry if alarm has occurred while absent. Alarm display will remain upon disarming until cleared.
Duress (if active and connected to Central Station)	Arm or disarm "normally," but use your 4-digit Duress code to do so.	Performs desired action and sends silent alarm to Central Station.
Panic Alarms (as programmed)	Press key [A], [B], or [C] for at least 2 seconds, or key pairs 1 + *, * + #, or 3 + # respectively.	See the <i>Panic Keys</i> section for emergency functions programmed for your system. Note: Keys "A", "B", and "C" may have been programmed for other functions.
Chime Mode	<i>To turn ON or OFF:</i> Enter code. Press CHIME key.	The keypad will sound if doors or windows are violated while system is disarmed and chime mode is ON.
Test Mode	<i>To turn ON:</i> Enter code. Press TEST key, then [0]. <i>To turn OFF:</i> Enter code. Press OFF key.	Tests alarm sounder and allows sensors to be tested.
Phone Access if applicable	Consult <i>Phone Access User's Guide</i> that accompanies the Phone Module.	Permits system access remotely, via Touch-tone phone.

Summary of Audible/Visual Notifications

Fixed-Word Display Keypads

SOUND	CAUSE	DISPLAY
LOUD, INTERRUPTED* Keypad & Ext.	FIRE ALARM	FIRE is displayed; zone number of zone in alarm is displayed. If a fire alarm is manually activated, zone number 95 will be displayed.
LOUD, CONTINUOUS* Keypad & Ext.	BURGLARY/AUDIBLE EMERGENCY ALARM	ALARM is displayed. Zone number of zone in alarm is also displayed.
ONE SHORT BEEP (not repeated) Keypad only	a. SYSTEM DISARM b. SYSTEM ARMING ATTEMPT WITH AN OPEN ZONE. c. BYPASS VERIFY	a. READY indicator light comes on. b. Number of the open protection zone displayed. c. Zone numbers of the bypassed protection zones are displayed (one beep is heard for each zone displayed). Subsequently, BYPASS is displayed.
ONE SHORT BEEP (once every 40 secs) Keypad only	a. SYSTEM IS IN TEST MODE b. LOW BATTERY AT A TRANSMITTER c. SYSTEM WILL AUTOARM WITHIN 10 MINUTES	a. Opened zone numbers will appear. b. BAT displayed with zone number of transmitter. c. No special display.
TWO SHORT BEEPS Keypad only	ARM AWAY or MAXIMUM	AWAY is displayed. Red ARMED indicator is lit.
THREE SHORT BEEPS Keypad only	a. ARM STAY, NIGHT-STAY, INSTANT b. ZONE OPENED WITH SYSTEM IN CHIME MODE.	a. STAY or INSTANT is displayed. Red ARMED indicator is lit. b. CHIME displayed; zone number of open protection zone will be displayed if the [*] key is pressed.
RAPID BEEPING Keypad only	a. TROUBLE b. MEMORY OF ALARM c. SYSTEM LOW BATTERY d. EXT. SOUNDER WIRING FAIL e. LAST 10 SEC of EXIT DELAY	a. CHECK displayed. Zone number of troubled protection zone is displayed. b. FIRE or ALARM is displayed; zone number of zone in alarm is displayed c. BAT displayed with no zone ID number. d. CHECK 70 is displayed. e. No special display.
SLOW BEEPING Keypad only	a. EXIT DELAY WARNING b. ENTRY DELAY WARNING	a. AWAY is displayed. b. Exceeding the entry delay time without disarming causes alarm.

* If a bell is used as external sounder, fire alarm is *pulsed ring*; burglary/audible emergency is *steady ring*.