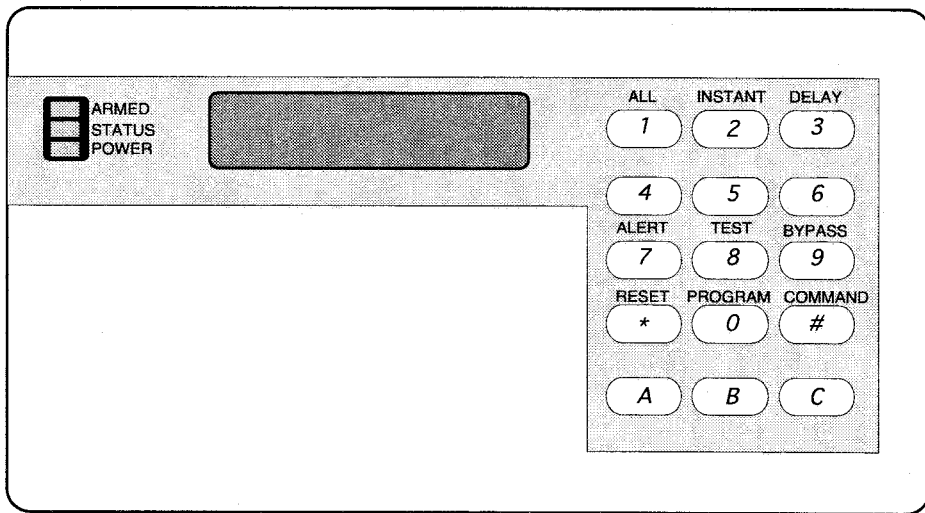


3100 Security System User's Guide

An instruction guide for your alarm system

3100-0050



Alpha "English Display" Keypad

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Day to Day Operations: Understanding the 3100-0050 Keypad

Your system may or may not be monitored by an alarm monitoring service. If it is **not**, it is vital for you understand the following:

- Alarms sound only at your location.
- When an alarm is sounded, no signals are sent out.
- Duress and other silent alarms are disabled.
- Emergency alarms sound only at your location.

This chart will help you understand what each Light function represents.

The 3100-0050 is an alpha-numeric keypad that displays information on various control panel functions.

A built-in sounder is used as an interior warning device and to annunciate keystroke entries.

Light	Off	Flashing	On
Armed (red)	The control panel is disarmed.	An exit delay is in progress or an alarm has occurred.	The control panel is armed, and no alarms have occurred.
Status (green)	One or more points are not ready to arm.	One or more points are bypassed.	All points are ready to arm.
Power (green)	The control panel has lost all power. There is no AC or battery.	Control panel problems exist. See Error Displays on p.23.	The control panel is in normal operation. It is running on AC power with no problems.

Turning ON (arming) your system

This chart explains the five normal ways of arming the system (continued on page 5).

The green Status Light must be on steady and the display must read **READY TO ARM** in order to arm the system with one of these commands. If the green Status Light is not on, or if the display is reading **NOT READY**, then see Force Arming or Point Bypass for other ways to arm the system.

Arming Desired	Enter a PIN followed by:	What will Happen	What to Do
Normal Circumstances No one on premises, re-entry allowed	# 1	<ul style="list-style-type: none">• The red <u>Armed</u> Light will begin to flash.• ARMED will be displayed.• EXIT NOW will be displayed during the exit delay interval and a single beep will sound.• The red <u>Armed</u> Light will turn on steady after the exit delay expires.	Exit during the exit delay interval.
Someone on Premises, no re-entry allowed	# 2	<ul style="list-style-type: none">• The red <u>Armed</u> Light will begin to flash.• PERIMETER INST. will be displayed.• EXIT NOW will be displayed during the exit delay interval and a single beep will sound.• The green <u>Status</u> Light will turn on steady.• Only exterior protection points will be armed.• The red <u>Armed</u> Light will turn on steady after the exit delay expires.	Move freely around the interior.

Arming Desired	Enter a PIN followed by:	What will Happen	What to Do
<p>Someone on Premises, entry allowed</p>	<p># 3</p>	<ul style="list-style-type: none"> • The red <u>Armed</u> Light will begin to flash. • PERIMETER ON will be displayed. • EXIT NOW will be displayed during the exit delay interval and a single beep will sound. • The green <u>Status</u> Light will turn on steady. • Only exterior protection points will be armed. • The red <u>Armed</u> Light will turn on steady after the exit delay expires. 	<p>Move freely around the interior.</p>
<p>Custom Arming (If programed) Ask your installing company to explain this type of arming.</p>	<p># 4</p>	<ul style="list-style-type: none"> • The red <u>Armed</u> Light will begin to flash. • ON PARTIAL will be displayed. • EXIT NOW will be displayed during the exit delay interval and a single beep will sound. • The green <u>Status</u> Light will turn on steady. • The red <u>Armed</u> Light will turn on steady after the exit delay expires. 	<p>Exit during the exit delay interval.</p>
<p>Full Arming, no entry allowed</p>	<p># 5</p>	<ul style="list-style-type: none"> • The red <u>Armed</u> Light will begin to flash. • ARMED INSTANT will be displayed. • EXIT NOW will be displayed during the exit delay interval and a single beep will sound. • The red <u>Armed</u> Light will turn on steady after the exit delay expires. 	<p>Exit during the exit delay interval. Violating points after the delay will cause alarms</p>



Turning OFF (disarming) your system

This chart explains proper procedures for disarming and/or silencing alarms.

Please read the section about Emergency Procedures prior to being confronted with an emergency event.

If you have entered the building through a perimeter door, you may hear a steady pre-alert tone from the keypads. If so, disarm according to the chart below.

WARNING: If the bells and sirens are on and/or the red Armed Light is flashing with the display reading **POINT ALARM**, and/or the keypad is sounding a pulsing tone; then the keypad is signaling that an alarm has occurred. If the alarm has not been previously investigated, do not enter the building unless accompanied by the appropriate Emergency Services' personnel.

Action Desired	Enter	What will Happen
Disarming the System		The red <u>Armed</u> Light will turn off. Pre-alert sounders will silence.
Silencing Alarms		Alarms in progress will silence.

Force Arming your System

This chart explains the procedure for Force Arming your system if one or more points are faulted.

When one or more points are faulted, the system may be Force Armed by bypassing the faulted points. The keypad display will read **NOT READY** when Force Arming is required to arm the system.

Force Arming during an AC power failure: Regular arming of the control panel is not permitted during an AC power failure. Having to Force Arm serves as a warning that the control panel is operating under backup battery.

Bypassing/Force Arming removes some of your building's protection because it excludes the faulted points from arming. Therefore, an intrusion may not be detected or the detection may be delayed. Always attempt to correct any point problems before using these features. If the problem can not be corrected, contact your installing company.

Note: See Point Bypass for an alternate method of arming the system when faults exist.

Arming	Enter a PIN followed by :	What will Happen	What to Do	What will Happen	What to do
Force Arming	<div>#</div> <div>1</div> <div>through</div> <div>5</div> <div>choose one</div>	A five second beep occurs, indicating the control panel has faulted points and needs to be Force Armed, or a three-beep error tone occurs indicating Force Arming has not been accepted or allowed.	<div>Press</div> <div>9</div> <div>during 5 second beep</div>	<ul style="list-style-type: none"> The red <u>Armed</u> Light will flash during the exit delay. The control panel will arm with the faulted points bypassed. 	Exit during the exit delay interval if leaving.

Point Bypass

This chart explains the procedure for Bypassing a faulted point prior to arming the system.

There may be occasions when it is desirable or necessary to temporarily Bypass one or more points prior to arming the system. Bypass commands only work when the control panel is disarmed.

Only one point may be Bypassed each time the command is used. If more than one point requires Bypassing, repeat the command for each point to be Bypassed. **Note:** See Force Arming for another method of Bypassing.

Bypassing Desired	Enter a PIN followed by:	What will Happen	What to Do
Bypass Faulted Points	# 9 0 6 4 Point Number	The <u>Status</u> Light will begin to flash if no other points are violated.	Arm control panel, if desired, (with entered points bypassed).
Read Bypassed Points	# 9	BYPASS will be displayed followed by the point number of any Bypassed points.	
Clear Individual Bypassed Point(s)	# 9 0 6 4 Point Number	Individual point Bypasses will be cleared.	
Clear All Bypasses	# 9 *	All Bypasses will be cleared. The <u>Status</u> Light will return to steady if no other points are violated.	

Chime Mode

This chart explains the procedure for turning ON and turning OFF Chime Mode.

Chime Mode causes the control panel sounders to beep each time a Perimeter or Entry/Exit point is violated while the control panel is off (disarmed). The # 7 command is used to both turn Chime Mode off and on.

Action Desired	Enter a PIN followed by:	What will Happen
Turn ON Chime Mode	# 7	The keypad sounders will beep for two seconds each time a Perimeter or Entry/Exit point is violated. Display will read CHIME MODE ON for 5 seconds.
Turn OFF Chime Mode	# 7	Display will read CHIME MODE OFF for 5 seconds.

Access Control

This chart explains the procedure for activating devices that require an Access Control PIN.

Your system may or may not use a keypad key sequence to activate other electrical devices.

The special PIN required to perform this function is known as an Access Control PIN.

This feature can be used in armed or disarmed modes.

The PIN may control devices that activate for a short period of time (e.g. electric locking mechanisms on a door), or devices that stay on until a subsequent re-entry of the Access Control PIN.

In both cases, the entry sequence is the same.

**Momentary Access Control
panel Activation**



The Access device will be
activated for 10 seconds.

Changing the Date

This chart will guide you through the steps necessary to Change the Date displayed at the keypads.

You should write down your entries before you enter the programming mode and have them with you as you begin programming. Make your entries promptly.

If a delay occurs in your entries, the 3-beep error tone occurs and exits you from the programming mode.

Steps to Change the Date	Enter	If Accepted, Display Reads
# 1. Enter Master Code Program Mode.	1234 # 0 Master Code	"0 User Change" "2 Change Date"
# 2. Enter 2.	2	"ENTER Month" (01...12)
# 3. Enter the Month.	01 through 12 (01= Jan / 12 = Dec)	"ENTER Day." (01...31)
# 4. Enter the Day.	01 through 31	"ENTER Year." (XX) End with #
# 5. Enter the Year	The last two digits of the year, followed by #.	"Month, Day, Year" A long beep signifies acceptance.



Changing the Expiration Date (for temporary codes)



This chart will guide you through the steps necessary to Change the Expiration Date for Temporary Codes.

You should write down your entries before you enter the programming mode and have them with you as you begin programming. Make your entries promptly.

If a delay occurs in your entries, the 3-beep error tone occurs and exits you from the programming mode.

Steps to Change the Exp. Date for Temp. Codes	Enter	If Accepted, Display Reads
# 1. Enter Master Code Program Mode.	1234 # 0 Master Code	"0 User Change" "2 Change Date" "3 Change Date of Code Expiration" *
# 2. Enter 3.	3	"ENTER Month" (01...12)
# 3. Enter the expiration Month.	01 through 12 (01 = Jan. 12 = Dec.)	"ENTER Day." (01...31)
# 4. Enter the expiration Day. The temporary code will expire at Midnight on the day selected.	01 through 31	"ENTER Year." (XX) End with #
# 5. Enter the expiration Year.	The last two digits of the year followed by #	"Month, Day, Year" A long beep signifies acceptance.
* = This will display only when in Single Partition Mode		

Changing the Time

This chart will guide you through the steps necessary to change the Time displayed at the keypads. You should write down your entries before you enter the programming mode and have them with you as you begin programming. Make your entries promptly. If a delay occurs in your entries, the 3-beep error tone occurs and exits you from the programming mode.

Steps to Change the Time	Enter	If Accepted, Display Reads
# 1. Enter Master Code Program Mode.	1234 # 0 Master Code	"0 User Change" "2 Change Date" "3 Change Date of Code Expiration" * "6 Change Time"
# 2. Enter 6.	6	"ENTER Day" (01...07)
# 3. Enter the day	1 through 7 (1=Sunday, 7 = Saturday)	"ENTER Time." (0100...1259)
# 4. Enter the Time (Hour and minute)	0100 through 1259	"ENTER AM/PM." (4/6) End with #
# 5. Enter AM or PM.	4 # or 6 # (4=AM, 6=PM)	"Day - Time" A long beep signifies acceptance.

* = This will display only when in Single Partition Mode

Emergency Procedures

Identifying Alarm Sounds

Your alarm system may be programmed for a steady alarm sound or a pulsed alarm sound. It is important to learn the difference between a fire alarm sound and an intrusion alarm sound before you are confronted with an actual emergency.

Silencing Alarms

All alarms can be silenced with any PIN that has disarm privileges. Entering your PIN will silence the alarm and turn off (disarm) the control.

A Cautionary Note

How you respond to an alarm will depend, mostly, on the type and time of the alarm. You should seek the advice of your installing company as they install your system, **not** later (e.g. after an alarm) to develop a response plan.

Above all else, common sense should prevail.

If there is any threat or hint of danger to yourself or others on the premises, such as in the event of a fire alarm, everyone should be instructed to leave the premises immediately. Do not enter the premises unless accompanied by the appropriate Emergency

Services' personnel, or after they have given the OK to enter.

Caution When Entering A Building.

If the bells and sirens are on and/or the red Armed Light is flashing with the display reading **BURG ALARM**, then the keypad is signaling that an alarm has occurred. If the alarm has not been previously investigated, **do not enter the building unless accompanied by the appropriate Emergency Services' personnel.**

Fire Alarms

Fire Alarms are silenced using the same procedure as intrusion alarms: a PIN followed by the command/# key.

The Fire Alarm system is **not** reset until alarms at smoke detectors are cleared by using the FIRE RESET command.

The Fire Alarm system will **not** be functional until this procedure has been followed. See "Fire Reset" on page 17.


Turning OFF (disarming) your System under Duress

This chart explains the proper procedure for disarming under Duress.

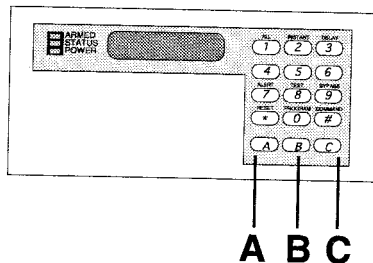
Ask your installer if the Duress feature has been activated.

A Duress code is used when someone demands,
by threatening your life or well-being, that the system be turned off.
When used, the code will both turn off the system and report a silent Duress alarm
if connected to a monitoring service.

Extreme care should be used when entering your PIN to turn off the system,
so a Duress code is not inadvertently entered.

Type of Disarming	Enter	What will Happen
Disarming the System with the Duress code		The system will appear to disarm normally. A Duress code will be sent to your monitoring service.

Emergency Keypad Alarms / Silencing Alarms



The Emergency Alarm Keys [A], [B], and [C] may generate Fire, Supplemental, and Silent alarms if programmed by the installer. Ask your installing company to explain the function of these keys.

When using the Emergency Alarm Keys, they must be pressed for two seconds to generate an alarm.

Use the Disarming Command Sequence to cancel or silence these alarms.

Fire Reset / Fire Trouble

During a fire alarm, exit the premises immediately. When you have determined there is no fire, you must silence the bells/sirens before you can initiate the Fire Reset command.

Before the Fire Reset command is used, determine which smoke detector has alarmed so the monitoring company may verify its operation.

A PIN followed by the command below



will reset any smoke detectors after a fire alarm has occurred.

A Fire Trouble message signifies a problem with the fire system, such as a break in the wiring that monitors smoke detectors.

A Fire Trouble will be indicated by a short beep from the keypad sounders every 10 seconds, accompanied by a message of **FIRE TROUBLE** followed by the points in a trouble condition. Notify your installing company immediately if the Fire Trouble message is displayed.

The Fire Trouble beep can be silenced with any PIN followed by the [Command/#] key. After problems have been remedied, a PIN followed by the [Command/#] key should again be entered to clear the **FIRE TROUBLE** display.

Fire Safety

WARNING: No fire detection device or system should be considered 100 percent fool proof.

This fire alarm system can provide early warning of a developing fire. Such a system, however, does not ensure protection against property damage or loss of life resulting from a fire. Any fire alarm system may fail to warn for any number of reasons (e.g. smoke not reaching a detector that is behind a closed door).

When considering detectors for residential applications, refer to NFPA Standard 72, "The National Fire Alarm Code" This standard is available at a nominal cost from: The National Fire Protection Association, Batterymarch Park, Quincy, MA. 02269.

If Installed in Family Residences

Adherence to the NFPA Standard 72 can lead to reasonable fire safety when the following items are practiced:

- **Minimize hazards:** Avoid the three traditional fire killers: smoking in bed, leaving children home alone, and cleaning with flammable liquids.
- **Providing a fire warning system:** Most fire deaths occur in the home, the majority, during sleeping hours.

The minimum level of protection requires smoke detectors to be installed outside of each separate sleeping area and on each additional story of the dwelling. For added early warning protection, it is recommended that detectors be installed in all separated areas including the basement, bedrooms, dining room, utility room, furnace room, and hallways.

Having and Practicing an Escape Plan

A fire warning may be wasted unless the family has planned in advance for a rapid and safe exit from the building.

- Draw a floor plan of the entire house showing **two** exits from each bedroom and **two** from the house. Since stairwells and hallways may be blocked during a fire, the plan should provide exits from bedroom windows. Make copies of the plan and practice it with all family members.
- Pre-arrange a meeting place **outside and away from** the residence. Once out of the building, all occupants should immediately go to the pre-selected location to be accounted for.

Fire Safety (continued)

- Provide a barricade between family members and fire, smoke, and toxic gases (e.g. close all bedroom doors before retiring).
- Children should be instructed on opening their bedroom windows and exiting safely from the building. If exiting is not possible, they should be taught to stay at the open window and shout for help until it arrives.
- In the event of a fire alarm after retiring, wake the children by shouting to them from behind your closed door. Tell them to keep their doors closed.
- **If the top of your bedroom door is uncomfortably hot, do not open it.** There is most likely fire, intolerable heat, or smoke on the other side. Shout to all family members to keep their bedroom doors closed and to exit the building via alternate routes.
- If the top of the door is not uncomfortably hot, brace the bottom of the door with your foot, and the top with one hand, then open the door about one inch. Be prepared to slam the door shut if there is any pressure against the door or if any hot air rushes in.
- If there is no evidence of excessive heat or pressure, **leave the room and close the door behind you.**

Shout appropriate instructions to all family members and immediately leave the building via the pre-planned routes. If heavy smoke is present, drop to your hands and knees, or crawl to remain below the smoke level.

Installation Considerations

Proper location of detection devices is one of the most critical factors in a fire alarm system. The following are some general considerations:

- Smoke detectors should **not** be installed in "dead air" spaces or close to ventilating or airconditioning outlets because smoke may be circulated away from the detector. Locations near air inlets should be favored. Avoid areas subject to normal smoke concentrations such as kitchens, or near fireplaces.
- Do not install smoke detectors where normal area temperatures are above 100°F (38°C) or below 32°F (0°C). Areas of high humidity and dust concentrations should be avoided.
- The edge of ceiling mounted detectors should be no closer than 4"(10 cm) from any wall. Place the top edge of wall mounted detectors between 4 and 12" (10 to 30 cm) from the ceiling.

Personal Identification Numbers

General Information

When programming Personal Identification Numbers, it is helpful to know the following terms:

- **PIN:** Personal Identification Number. This is the code individuals must enter at the keypad in order to gain access to the system.
- **Man Number:** This is the number that identifies each individual using the system.
- **Authority Level:** This number determines which functions each user will be able to perform on the system.

Your system has 60 PINs, each being four digits long. **Each Man Number can have only one PIN.** Attempting to assign the same PIN to two different Man Numbers will result in the three-beep error tone, and the entry will not be made.

Man Number 01 is designated as a Master Code and it requires an authority level of 0 (see page 19 for more information on Authority Levels). The Master Code can be used to add, delete, read back, or change other PINs.

Man Number 01 is shipped from the factory with the PIN of 1 2 3 4. This PIN for Man Number 01 should be changed to one of your personal preference. Man Number 01 must be programmed as your Master Code.

PINs should never be programmed with common sequences such as 1 2 3 4, 1 1 1 1, or, 2 4 6 8.

Removing a PIN

To disable (remove) a PIN, enter: Your Master Code - [Command/#] - [Program/0] - [Program/0] - the PIN to be cancelled - and then [Command/#] again.

Note: PIN 01 can not be cancelled in this manner.

Personal Identification Numbers (continued)

This chart will guide you through the steps necessary to change a PIN. You should write down your entries before you enter the programming mode and have them with you as you begin programming. Make your entries promptly. If a delay occurs in your entries, the 3-beep error tone occurs and exits you from the programming mode.

Steps to Change a PIN	Enter	If Accepted, Display Reads
# 1. Enter the Programming Mode.	1234 # 0 Master Code	"0 User Change"
# 2. Enter 0.	0	"ENTER MAN No." (001..0XX)
# 3. Enter the Man Number.	001 through 060	"ENTER Authority Level" Level (0-6)
# 4. Enter the Authority Level.	0 through 6	"ENTER Area(s) or # for all"
# 5. Enter the Area(s) (partition(s)) this user has access to.	1, 2, 3, and/or 4 then #	"ENTER Next Area, End with #"
# 6. Enter the PIN.	Any 4 digits	"ENTER CODE"
# 7. Enter the PIN again followed by the # key.	PIN #	"Verify Code End with #" Long beep sounds signifying acceptance of the new code.

Personal Identification Numbers (continued)

PIN Authority Levels

0 = Master code:

This code can enter all commands, change PINs, change time and date, bypass, arm and disarm, and view history. PIN1 must be a master code and must have authority 0. Any or all PINs may be master codes.

1 = Unlimited Code:

This code can enter all commands, bypass, arm and disarm. Can not change PINs.

2 = General Code:

This code can bypass, arm and disarm. It can not change PINs, enter Command 7, or any of the Command 8 functions.

3 = Arm Only Code:

This code can arm the system with command 1 arming only. It can not perform any other functions, including disarming.

4 = Temporary Code:

This code is valid only for a specified time. It can arm and disarm the system, but can not perform any other functions. Available in Single Partition Mode only and from a Master Keypad only.

5 = Duress Code:

When the system is disarmed using a duress code, a silent report is sent to the central station. Duress codes are intended to be used when the user is forced to disarm the system.

6 = Access Code:

When a PIN with Access Code authority is entered, any output programmed for Access Output will pulse on for 10 seconds (works when the system is armed or disarmed).

Error Displays

This chart explains the procedure for reading Error messages.

Control panel problems are indicated by a flashing green Power Light and a display reading CONTROL TROUBLE, ENTER #87. Error messages may only be read while disarmed. Contact your installing co. if the problems persist.

1. **AC Power Failure:** There is a power failure and the Control panel is running on backup battery.
2. **Battery Trouble:** If the system has just been through a power failure, wait at least two hours for the battery to recharge, then enter #85 to perform a battery test.
3. **Communicator Err:** The communicator failed to communicate with the central station.
4. **System Fault:** Internal error in the Control panel's circuitry or optional circuitry. These Faults are designated as follows:
RAM Fault, ROM Fault, EEPROM Fault,
Ground Fault, 2Ph/Bell Fault = Loss of Comm. to DS7420, Line 1 Fault = DS7420 Phone line 1 Fault, Line 2 Fault = DS7420 Phone line 2 Fault, Bell Fault = DS7420 Bell Circuit Fault, Aux. Relay Fault = DS7420 aux. relay Fault, and Oct. Relay Fault = Loss of Comm. to DS7488
5. **Keypad Fault:** One of the keypads is not responding.
6. **Multiplex Bus:** The Multiplex Bus is defective or has been shorted.
7. **Aux Power Fault:** The Aux. power has been shorted.
8. **Pt. Trouble:** One or more points not responding.

Action Desired	Enter PIN follwed by:
Read the Error Message when the green <u>Power</u> Light is flashing	# 8 7
Clear the Error Display Caution: Clear the error display only on the advice of your installing company or if you are certain the problem has been remedied.	# 8 7 *

Testing your System

This chart explains the procedure for performing a Point Test.

The Point Test is used to confirm that detectors will report alarms to the keypad.

Point Test works on all burglary points, except 24 hour points and fire points.

While the keypad is in Point Test, no control panel alarms will activate an alarm, except 24 hour point alarms and fire alarms.

These will override the Point Test function.

Type of Test	Enter a PIN followed by:	What will Happen	What to Do
Point Test	# 8 1	TEST POINT will display followed by the point number of any points that have not been tested. NOW TESTING will display followed by the point number of any points that are violated.	Test each detector one at a time as instructed by the installing company. To exit the Point Test mode, enter your PIN followed by #.

Note: This test can not be performed from a Master Keypad.

Testing your System (continued)

This chart explains the procedure for performing a Battery Test.

If a power failure occurs, your control panel has a built-in battery that will continue to power the control panel for many hours. The control panel automatically recharges the battery when power is restored.

In addition to an automatic battery test performed every 24 hours, the battery may also be tested manually. This test also uses the battery to manually activate all the system sounders for 2 seconds. If the battery voltage is low, a battery fault will occur (see Error Display).

Type of Test	Enter a PIN followed by:	What will Happen	What to Do
Local Battery/Sounder Test *	# 8 5	<ul style="list-style-type: none">• All Lights will come on steady.• The keypad sounder and all alarm sounding devices will operate for 2 seconds.	If test fails, the control panel will indicate a Control Problem. See Error displays.
Battery Test	# 8 7 *	<ul style="list-style-type: none">• The control panel will report a Low Battery or a Low Battery Restoral.	If power in your building has been off recently, wait 2 hours for the battery to recharge and then try again.

* = Note: If this test is performed from a Master Keypad, you must be in Single partition Mode.

Testing your System (continued)

This chart explains the procedure for performing a Communicator Test.

This test is available only if your system transmits alarms and system information to a monitoring service, and has been programmed by the security installing company to permit communicator tests.

A long beep will initially sound to acknowledge the start of the test. If the test is successful, the sounder will again issue one long beep. If the test fails, the keypad sounder will turn ON continuously. To silence the sounder, enter you PIN followed by the command key or press the reset * key.

Type of Test	Enter a PIN followed by:	What will Happen	What to Do
Communicator Test	# 8 2	<ul style="list-style-type: none">• A long beep will sound.• A "Test" report is sent to the monitoring service.	<p>If test fails, the keypad sounder will sound continuously. To silence the sounder, enter your PIN followed by the command key or the reset * key.</p> <p>Note: This test may take several minutes to complete because the control will try 10 attempts before it fails this test.</p>

Event History Readback

This chart explains the procedure for performing an Event History Readback.

The History Buffer stores the last 400 events in memory.

Type of Test	Enter a PIN followed by:	What will Happen	What to Do
Event History Readback	# 8 9	The last event to take place will be displayed.	Scroll through the events by using the [9], [6], and # keys. To exit from the Event History Mode, press the reset(*) key.

Note: If this test is performed from a Master Keypad, you must be in Single Partition Mode.

To begin scrolling back through the events, press the # key. The # key will scroll you back through the history line by line. The [9] key will scroll you back in reverse chronological order by event. A [6] will scroll you back up through the events (toward the most recent) by event. Once going in this direction, the # key will scroll you through line by line.

Each event consists of two or three lines or display screens. The first line/screen will be the event title and user. The second line/screen will be the date of the event or the change being made. If there is a third line/screen, it will be the date of the change.

To exit the Event History Mode, press the reset(*) key or wait 20 seconds and the keypad will exit automatically.

The Master Keypad

Your system may include a Master Keypad.

A Master Keypad is a keypad that gives access to all the partitions a user has access to. This is different from a normal keypad, in that normal keypads only have access to the single partition they are assigned to. Commands entered at the Master Keypad will be carried out for all the partitions the user has access to. If this type of programming is not desirable, the Master Keypad can also be used to control each partition individually; this is called Single Partition Mode. Single Partition Mode allows a user to control any or all of the partitions they have access to on an individual (one by one) format (see page 32 for more information on Single partition Mode).

Displays at the Master Keypad (also see page 29)

Master Keypad displays will differ slightly from normal keypads.

The Master Keypad display will show the Status of each partition, followed by the partition number.

For example, if all partitions are armed, the display will read:

Armed
partition 1234

If only partitions 1 and 3 are armed, the display will read:

Armed
partition 1 3

Displays for partitions that are Ready to Arm and Not Ready will display in the same manner.

Master Keypad Displays

This chart will help you understand what each Light function of the Master Keypad represents.

Light	Off	Flashing	On
Armed (red)	All partitions are disarmed.	One or more partitions are armed, or an alarm has occurred.	All partitions are armed, and no alarms have occurred.
Status (green)	Not ready to arm.	One or more points are bypassed.	All partitions are ready to arm.
Power (green)	Control panel has lost all power; no AC or battery.	Control panel problems exist. See Error Displays on page 23.	Normal Operation. The control panel is running on AC power with no problems.

Arming from the Master Keypad

This chart will help you to Arm from the Master Keypad.

Arming from the Master Keypad

**Arming all the
Partitions you have
access to.**

If all your Partitions are Disarmed.

Enter your PIN followed by the # 1, 2,
3, 4, or 5 Arming sequence.

**If some of your Partitions are
already Armed.**

See, Arming only some of your
Partitions

**Arming only some of
your Partitions**

If all or some your Partitions are Disarmed.

Enter your PIN followed by # #. The Status of the first Partition you have access to will be displayed. If you wish to Arm this Partition, enter an Arming sequence. To move to the next partition you have access to, press # #. Any Partition that you don't want to Arm, just press # # to move to your next Partition.

Disarming from the Master Keypad

This chart will help you to Disarm from the Master Keypad.

Disarming from the Master Keypad

**Disarming all the
Partitions you have
access to.**

If all your Partitions are Armed.

Enter your PIN followed by the #.

**If some of your Partitions are
already Disarmed.**

See, Disarming only some of your
Partitions

**Disarming only some
of your Partitions**

If all or some your Partitions are Armed.

Enter your PIN followed by # #. The Status of the first Partition you have access to will be displayed. If you wish to Disarm this Partition, enter your PIN again followed by #. To move to the next partition you have access to, press # #. Any Partition that you don't want to Disarm, just press # # to move to your next Partition. You must always enter your PIN number in order to disarm.

Single Partition Mode

Single Partition Mode is used to control individual partitions with the Master Keypad.

To enter the Single Partition Mode, enter your PIN, then press the command key twice. This will call up the first partition you have access to. Enter the command sequence you wish for this partition. You do not need to use your PIN again to arm this partition or to bypass points. You do need to use your PIN to disarm this partition. To move on to the next partition you have access to, press the command key twice.

To exit the Single Partition Mode, hold the reset (*) key down for 2 seconds. The system will automatically drop out of Single Partition Mode after 40 seconds of no keypad entries.

Glossary

Access Control Code

An Access Control Code is a special code used to activate electric door locks or other mechanisms connected to the control panel that require this code to turn them on or off.

Armed/Disarmed

Arming the system (burglar points) means to turn it on. Disarming the system means to turn it off. Remember, fire protection (if installed) is always Armed/on.

Central Station/Monitor Service

A Central Station/Monitoring Service is a facility used to continuously monitor phone signals from your system. Trained personnel there dispatch proper authorities as necessary.

Common Area

A Common Area is an area that is connected to another partition or all the partitions. It may be used as a common entry way to separate partitions. A Master Keypad would normally be found in the Common Area. A Common Area is only armed when all the partitions it is connected to are armed. It is disarmed when at least one of the partitions it is connected to is disarmed.

Custom Arming

Custom Arming is a type of arming that uses the [#4] sequence. It is only a valid sequence if programmed by the installing company. It is a specific type of arming designed for your individual installation needs. Ask your installing

company to explain Custom Arming further.

Disarming Command Sequence

The Disarming Command Sequence is the sequence of keys you press at the keypad to disarm the system and/or silence alarms. It consists of your PIN followed by the command (#) button.

Entry Delay

An Entry delay is a predetermined amount of time that allows entry into an armed area.

Exit Delay

An Exit Delay is a predetermined amount of time that allows you to exit an area just after you have armed it.

Glossary (continued)

Faulted Point

A Faulted Point is a point that is not ready to arm (e.g an open door or window). It may also be described as being violated.

Force Arming

Force Arming is a way of arming the system by bypassing points that are not ready to arm. This reduces the level of security and should be avoided.

Installing Company

The Installing Company is the company that physically installed the system. It may or may not be the same company who monitors the system.

Local System

A Local System is a system that has a control panel that is **not** programmed to call a monitoring

service. It will sound only local (on sight) bells or sirens when an intrusion or fire alarm is detected.

Monitored System

A Monitored System is a system that uses phone lines to notify a monitoring service of programmed abnormal events such as burglar or fire alarms.

Partition

A Partition exists when the system is divided up into 2, 3, or 4 areas or Partitions. Keypads within a Partition can interact with only that Partition.

Partitioning

Partitioning is to divide the system into 2, 3, or 4 areas/partitions. This allows the system to act as 2, 3, or 4

separate systems.

Point

A Point is an input to the control panel. There are eight hard-wired points on the control panel, and additional points may be added. A point is usually some type of detection device whether it be designed for burglar or fire.

Point Bypassing

Point Bypassing is a way of arming the system by deliberately eliminating points to be armed.

Point Function

A Point Function is the description of how a point behaves in the system. Point Functions usually define how a point will respond when armed or when it detects an alarm.

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Quick Reference Guide

The system should be tested weekly to ensure it is functioning properly. If problems are detected in testing or changes are noticed in normal operation, call your installing company for service. The manufacturer recommends replacing the system battery every 3 to 5 years.

Monitoring Service Phone No. _____ and System No. _____

Installing Company Phone No. _____

Point	Protection	Point	Protection	Point	Protection	Point	Protection	Point	Protection
1	_____	14	_____	27	_____	40	_____	53	_____
2	_____	15	_____	28	_____	41	_____	54	_____
3	_____	16	_____	29	_____	42	_____	55	_____
4	_____	17	_____	30	_____	43	_____	56	_____
5	_____	18	_____	31	_____	44	_____	57	_____
6	_____	19	_____	32	_____	45	_____	58	_____
7	_____	20	_____	33	_____	46	_____	59	_____
8	_____	21	_____	34	_____	47	_____	60	_____
9	_____	22	_____	35	_____	48	_____	61	_____
10	_____	23	_____	36	_____	49	_____	62	_____
11	_____	24	_____	37	_____	50	_____	63	_____
12	_____	25	_____	38	_____	51	_____	64	_____
13	_____	26	_____	39	_____	52	_____		

System Features Reference Guide

Audible Alarm Signalling Device Sounds

Intrusion ☐ Pulse ☐ Continuous
Fire ☐ Pulse ☐ Continuous

Keypad Supplemental Alarm [B] Key

☐ Continuous ☐ Silent

This system has the Duress Alarm feature.

☐ Yes ☐ No

This system has the communicator test feature.

☐ Yes ☐ No

Turning On (arming) Your System

Turn on all protection PIN + COMMAND 1

Occupied no re-entry allowed PIN + COMMAND 2

Occupied entry allowed PIN + COMMAND 3

Turn on all protection,
no entry allowed PIN + COMMAND 5

Custom Arming

PIN + COMMAND 4 for _____

Force Arming

Enter arming command 1 thru 5 followed by the 9 key.

Max. number of points that can be forced armed _____

Point Bypass

COMMAND 9 followed by the Point number.

Turning Off (disarming) Your System

Enter your PIN followed by COMMAND

Partitioning

☐ Partitioning enabled

☐ Partitioning **not** enabled

☐ Number of Partitions

Commands for Other System Features

Chime Mode COMMAND 7

Point Test COMMAND 8 1

Battery Test COMMAND 8 5

Communicator Test COMMAND 8 2

Error Display COMMAND 8 7

Error Display Reset COMMAND 8 7 *

Fire Reset COMMAND 8 0

Event History Readback COMMAND 8 9

Access Control

Enter your **Access Code PIN**
followed by COMMAND.