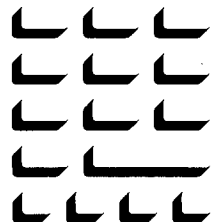


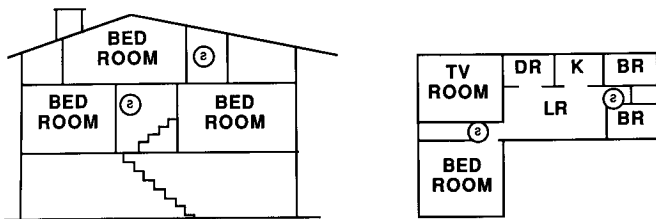
*Security System
User's Guide
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Fire Safety

Residential fire is a leading cause of accidental death. Most fire related deaths occur at night when the occupants suffocate in their sleep from smoke and deadly gases, rather than from burns. To help reduce this risk, the following three-step program should be implemented:

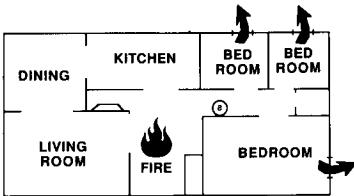
- 1. Minimize fire hazards around the home. Smoking in bed, cleaning with flammable liquids such as gasoline, leaving children home alone, and unsafe holiday decorations are some of the more common causes of household fire.
- 2. Install a fire warning system. The primary purpose of this system is to protect lives, not property, by giving the earliest possible warning of the danger. In the event of a fire, the alarm system will generate a loud intermittent tone distinctly different than a burglar alarm.



In homes with more than one sleeping area, a smoke detector (indicated by an inverted "s" in a circle) should be provided to protect each.

- 3. Plan and practice an escape plan. A fire alarm warning may be wasted unless the family has planned for a quick evacuation. Because there may be very little time between detection of a fire and the time it becomes deadly, it is important that every member of the family understand exactly what to do.

Possible escape routes through open windows marked with arrows.



Primary and alternate escape routes should be established. Since stairwells and hallways may be blocked during a fire, exiting through a bedroom window at night should be an essential part of the escape plan. If the sleeping area is above the ground floor, provide a means for safely descending outside the building if one does not already exist.

As part of this plan, all family members should arrange to meet at a predetermined location away from the house (such as a neighbors), to verify that all are accounted for.

In Case of Fire

- 1. The primary purpose of a fire warning system is to protect lives. In the event of a fire alarm, quickly leave the building and call the fire department from a neighbor's or public telephone.
- 2. If it is determined the alarm was accidentally tripped, the bell should be silenced, the detectors reset and your alarm company notified immediately of the situation.

The D360 Command Center

Your security system helps to secure life, property and investments against fire, theft and bodily harm. The D360 Command Center is an advanced digital arming station that offers a variety of features unavailable with any other system. Function, versatility and ease of operation make the Command Center the ideal system for the home or office.

With custom programming, the D360 Command Center is tailored to meet your individual needs. For easy identification, each area of your property can be given its own zone number which corresponds to the numeric display indicators of the Command Center. The *command* mode allows you to perform a variety of functions easily, in fact, only the touch of two or three keys is required to control almost every feature on the Command Center. Four Function Keys allow common commands to be performed with the touch of just one key.

The Command Center—putting the control of your security system right at your fingertips.

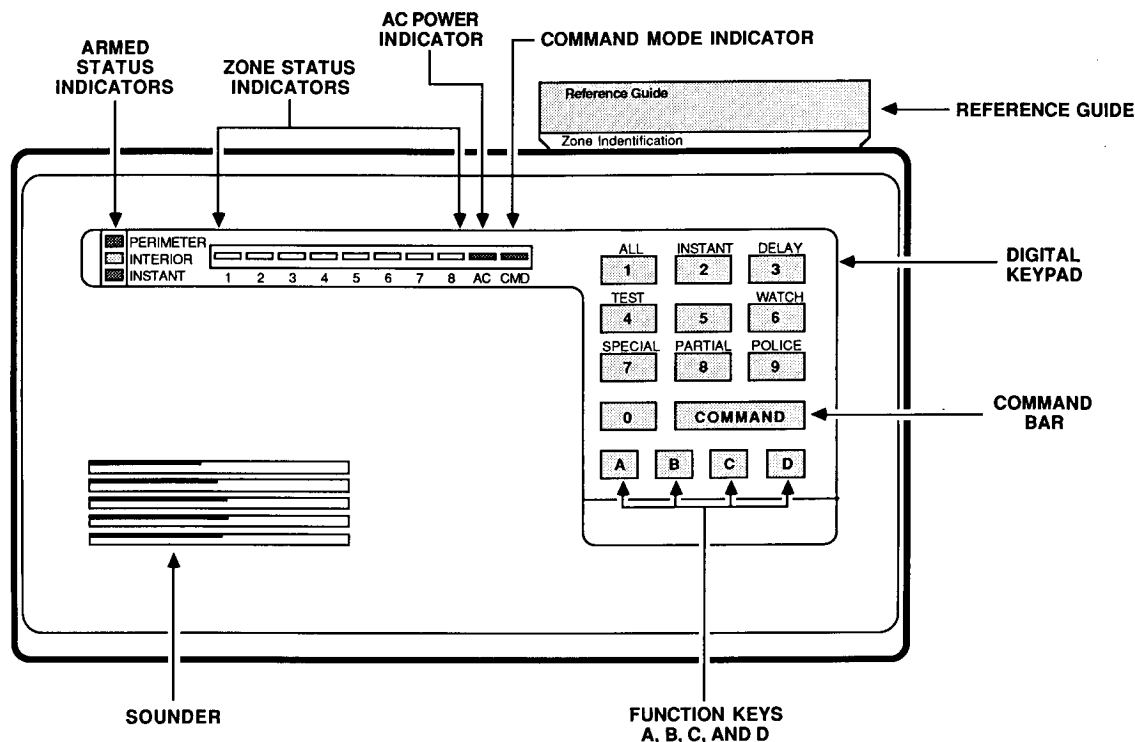
Maintenance and Service

The D360 Command Center requires very little maintenance, however, the system should be tested weekly to insure early detection of a need for service. A test schedule and maintenance program can be arranged with your alarm company. If a change in operation is noticed during normal use or testing call for service as soon as possible. Do not attempt to repair the control panel, arming stations or detectors yourself.

CALL _____ BEFORE TESTING

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D360 Command Center

3

Your Command Center Keypad

The Command Center is an illuminated digital arming station that is the control center of your entire security system. The Command Center does much more than just arm (turn-on) and disarm (turn-off) your security system; several system commands can be controlled by the Command Center. A system status display panel keeps you informed of security conditions, as well as storing alarm information for future reference. A built-in sounder alerts you to different conditions which can require action. The Command Center also includes four function keys which can perform virtually any system *command* (except arming commands) with the touch of one key. It also indicates various security system conditions such as your security system's armed status, protective zone status, power supply status, and Command Mode status.

Armed Status Indicators

Three lights are used to indicate the armed status of your security system. Each of these lights is explained below. During an exit delay period these lights flash off and on slowly. These lights will continue to flash after exit delay time has expired until the closing report has been acknowledged by the Central Station. If the lights continue to flash for an extended period *after* the delay period has expired, a problem with the communication lines may exist.

Perimeter – When this **red** indicator is lit, your perimeter zones are armed. When this indicator is not lit, your perimeter zones are not armed.

Interior – When this **yellow** indicator is lit, your interior zones are armed. When this indicator is not lit, your interior zones are not armed.

Instant – This **red** indicator shows how your system is armed: either instant or delayed. When this indicator is lit, your security system is armed without entry/exit delay time. When the system is armed (PERIMETER or INTERIOR indicators are lit) and INSTANT is not lit, entry/exit delay time is provided.

Zone Status Indicators

Eight zone status indicators on the D360 annunciate the condition of your system's protective zones. Each zone has its own indicator which can show three different zone conditions (listed below in order of priority).

Zone Bypass – When a zone is bypassed (not armed with the rest of the system), its indicator light flashes off and on slowly.

Faulted Zone – A faulted zone is indicated by a steadily lighted zone status indicator.

Zone Alarm Memory – When a Zone has been faulted into alarm, and then restored to normal, its indicator flashes off and on rapidly.

4

The Command Center's display panel indicates if the system is ready to arm or not. If the *zone status indicators* are *not* lit, then the system can be armed by entering your personal passcode or any of the arming commands available to your system.

If *any* of the zone status indicators are lit, then the system has a faulted zone. Correcting the faulted zone will usually mean closing a door or window

AC Power Indicator

When the **red** AC indicator lights steadily, your security system is operating from AC voltage. When the AC indicator is flashing, your security system is operating on back-up battery power.

Command Mode Indicator

When the COMMAND key is pressed the **red** Command Mode indicator lights steadily to show that the system is ready to accept a command. The Command Mode indicator remains lighted for 15 seconds or until the command is completed.

Reference Guide

The pull-up reference guide located on the top of the Command Center is a quick reference guide for zone locations, system trouble lights and also lists all the Commands and their functions.

Digital Keypad

The Command Center has a lighted digital keypad used to enter passcodes and system commands into the security system. The keypad is lit during the entry period, and after you touch a key. As you touch the keys to enter a passcode, the Command Center emits a short beep tone to indicate that your entry is accepted.

When entering a passcode or command at the keypad, each key must be pressed within five seconds of the last key entry. After five seconds have expired from the last key entry, the entire entry is cleared and the passcode must be started over.

Command Bar

The **COMMAND** bar is used to perform standard one- or two-digit COMMAND functions.

NOTE: Some systems require a security passcode be entered before the COMMAND bar can operate.

- ☐ My system requires a security passcode: _____.
- ☐ My system does not require a security passcode.

If the Command bar security code is *six* digits long, the Command Center will automatically go into the "Command mode". If it is less than 6 digits, you must press the Command bar after entering the passcode, in order to enter the Command mode.

Function Keys

The Command Center has four Function Keys (labeled A, B, C, and D). The Function Keys can be used to perform system commands with the touch of one key.

In addition, your alarm technician can program the Function Keys to perform the COMMAND functions with the touch of one key. Each key is listed below with its function.

Function Key	Command Function Performed
Function Key A	_____
Function Key B	_____
Function Key C	_____
Function Key D	_____

If a Command bar security code is required on your Command Center, it must be entered *before* pressing the function key.

Zone Designation

Each area of your property is assigned to a specific zone with a number. A zone can be a single door (like the entrance door) or an entire room or area of your property (like the 2nd floor). Each zone is represented by its zone number on the Command Center display panel. There are three basic types of zones:

- 1. Perimeter:** All exterior doors and windows of the building, forming the outside "wall of protection" around your building.
- 2. Interior:** All interior forms of burglary protection (carpet mats, motion sensors, inside doors, etc.).
- 3. 24 Hour:** A zone that remains armed all the time and is not disarmed from the Command Center (fire, panic, etc.)

Arming (Turning-On) Your Security System

Your security system can be armed in many different ways, depending on the *arming command* used. *Arming commands* are those commands used to arm the system. The most basic arming command is to arm the entire system. This is done by entering your personal passcode or by entering an arming COMMAND.

There are several other variations of arming the system. For example: arm only the perimeter, arm only portions of the perimeter, etc. These arming functions and their respective commands are described later in this guide. Remember:

To ARM your security system:

- Enter your personal passcode.
- or • Enter an arming COMMAND.

Your system may be programmed to send a "closing" report to the Central Station when arming.

- ☐ My system sends a closing report.
- ☐ My system does not send a closing report.

Disarming (Turning-Off) Your Security System

Your security system is disarmed by entering your personal passcode. When your system is armed, you must enter the premises through a designated *entry delay* door to prevent an immediate *instant* alarm condition. Opening the door starts an entry delay time and the Command Center emits an intermittent "beep" tone to remind you to disarm the system. Enter your personal passcode *before* the delay time expires and the system will disarm. If you enter through a wrong door or fail to disarm the system before the entry delay expires, you will generate an immediate alarm. Remember:

To DISARM your security system:

- Enter your personal passcode.

Your system may be programmed to send an "opening" report to the Central Station when disarming.

- ☐ My system sends an opening report.
- ☐ My system does not send an opening report.

7

Silencing a Trouble Buzzer

The audible alarm has a specific period of time it sounds before automatically shutting off. If an alarm occurs and you want to silence it before the time expires, simply enter your personal passcode and the alarm will stop.

To silence your Command Center during a service alert, press

COMMAND 4 .

To silence your security system:

- Enter your personal passcode for audible alarms.
- or • Enter COMMAND 4 for service alerts.

NOTE: Some installations are programmed so that the alarms cannot be silenced until the zone is restored to normal (non-alarm condition).

- ☐ My system can be silenced by entering my personal passcode.
- ☐ My system cannot be silenced unless the zone is returned to normal.

Reporting an Alarm

- ☐ My system reports to a central station.
- ☐ My system does not report to a central station.

Your security system automatically disconnects your telephone from its line when transmitting reports to the Central Station. This prevents alarm signals from being interrupted during transmission. Once the report has been completed the telephone line is restored to normal service.

NOTE: If damage occurs to the telephone line and your telephone service is interrupted, reports will **not** be transmitted to the Central Station unless an alternate means of transmitting signals is installed in your system.

8

D360 Warning Signals

The D360 Command Center contains a built-in sounder used as an interior warning device. An additional bell or siren may also be mounted on the exterior of your premises to alert your neighbors of an emergency and to give the police an audible reference to help them locate the alarm. Several different warning signals can be emitted from the Command Center to alert you when an event occurs (not all signals will be heard outside). Some of these tones are optional and can be selected by your alarm technician.

1. **Fire Signal:** When a fire zone is faulted the Command Center emits a *pulsing, high-pitched tone*, if you report to a Central Station, an alarm is sent and the exterior fire alarm bell also sounds. If your security system *does not* report to a Central Station, only your exterior fire bell will sound.
2. **Entrance Warning:** The Command Center emits a *soft intermittent beep tone* during the entry delay period to remind you to disarm your security system. If the security system is not disarmed before the entry delay expires, an alarm signal *may* be sent to the Central Station and the alarm audible sounds. When keys are pressed, the warning tone stops for a few seconds.

3. **Watch Tone:** When the Perimeter Watch Mode is activated, the Command Center emits a *brief tone* to alert you when any perimeter zone is faulted. The tone sounds only when the door or window is opened. It does not sound again for that zone until the door or window is first closed and then reopened.
4. **Keystroke Entry:** Pressing any key on the Command Center sounds a *short beep tone*, indicating that the entry is accepted.
5. **Service/Trouble Tone:** Some zones may be programmed to sound a trouble tone when they are faulted and the zone indicator light will announce which zone is faulted. Also, when a system trouble event occurs, such as a service alert, the *continous buzz* can be heard. To silence the service tone, enter **COMMAND** **4** or enter your personal passcode at the Command Center.

9

Arm Your Entire System with Delays

- ☐ I have this feature.
☐ I do not have this feature.

COMMAND 1 is used to arm the entire system, both perimeter and interior zones. Once you have entered COMMAND 1, the exit delay time starts. You now have a predetermined amount of time to exit the protected area before the system arms. During the exit period you may move through motion detectors or any protected area on your way to the exit door without causing an alarm. Enter your personal passcode to cancel COMMAND 1.

NOTE: If you leave the building *after* the exit time expires, you may begin the entry delay, or initiate an alarm. If this happens, disarm your system by entering your personal passcode. If your system reports to a Central Station, you may need to call them if an alarm occurs.

Application

COMMAND 1 is useful in applications where you want your cleaning service, a serviceman or anyone to arm your system when they leave, but you don't want them to have the code to disarm the system. COMMAND 1 arms the system, but it will *not* disarm the system.

COMMAND

1

To use COMMAND 1:

1. Ensure that all zones are secure. All of the Zone Status indicator lights on the Command Center should be off.
2. Press the **COMMAND** bar. The Command Mode indicator light comes on.
3. Press the **1** key. The PERIMETER and INTERIOR indicator lights begin to flash on and off. This indicates that the system has begun exit delay time.
4. To disarm your security system, enter your personal passcode before the delay time expires.

10

Arm the Perimeter without Delays

- ☐ I have this feature.
- ☐ I do not have this feature.

COMMAND 2 is used to arm only the perimeter of your building, leaving the interior of the building disarmed. This command allows no exit or entry delay time through the perimeter, including the designated delay door. **Although this command does not send a "Closing Report" to the Central Station, it will still send an alarm if a perimeter zone is faulted.** Enter your personal passcode to cancel COMMAND 2.

Application

This arming command is useful in residential systems at night when everyone is home and ready to retire for the evening.

In commercial installations, this arming command is useful when you are working late and you want the perimeter of the building armed until you are ready to leave.

COMMAND

2

To use COMMAND 2:

1. Ensure all perimeter zones are secure. (Interior zones are not armed with this command and may remain faulted while arming with COMMAND 2.)
2. Press the **COMMAND** bar. The Command Mode indicator light comes on.
3. Press the **2** key. The PERIMETER and INSTANT indicator lights come on. This indicates that the perimeter zones are armed without entry/exit delay time.
4. To disarm your security system, enter your personal passcode.

11

Arm the Perimeter with Delays

- ☐ I have this feature.
- ☐ I do not have this feature.

COMMAND 3 is used to arm only the perimeter of your building, leaving the interior of the building disarmed. Once you have entered COMMAND 3, the exit delay time starts. You now have a predetermined amount of time to leave before the perimeter arms. **Although this command does not send a "Closing Report" to the Central Station, it will still send an alarm if a perimeter zone is faulted.** Enter your personal passcode to cancel COMMAND 3.

Application

This arming command is useful in residential systems when you are leaving, but members of your family, a babysitter or a pet are still inside the house.

For commercial systems, use this command to re-arm your system when you are on the premises but not yet open for business.

COMMAND

3

To use COMMAND 3:

1. Ensure all perimeter zones are secure. (Interior zones are not armed with this command and may remain faulted while arming with COMMAND 3.)
2. Press the **COMMAND** bar. The Command Mode indicator light comes on.
3. Press the **3** key. The PERIMETER indicator light flashes. This indicates that the system has begun exit delay time. When the delay time expires, the light remains steady.
4. To disarm your security system, enter your personal passcode.

12

Reset Trouble Sounder

Reset Alarm Memory Display

COMMAND 4 performs two functions for your security system. Use this command to silence your Command Center sounders during service alert, and to reset the Command Center alarm memory.

Transmit Test Report

- ☐ I have this feature.
- ☐ I do not have this feature.

Testing the communication link between your security system and the Central Station is an important part in maintaining high level security for your property. The Command Center minimizes the time and trouble of testing by allowing you to send a special test signal just by pressing three keys. Arming the system is not necessary.

Always call the Central Station before transmitting a test report.

Transmit System Status Report

- ☐ I have this feature.
- ☐ I do not have this feature.

COMMAND 42 allows you to send a report to the Central Station indicating the current condition of your security system. This report tells the Central Station if your system is armed or disarmed, reports the condition of primary (AC) power and secondary (battery) power and indicates the condition of the protective zones (whether a zone is normal, in alarm or in trouble).

Always call the Central Station before beginning a Status Report.

COMMAND

4

To use COMMAND 4:

1. Ensure that your security system is disarmed.
2. Press the **COMMAND** bar. The Command Mode indicator light comes on.
3. Press the **4** key. The Command Center sounder is silenced, and any flashing Zone Status indicator lights are turned off if the zone is normal.

COMMAND

4

1

To use COMMAND 41:

1. Ensure that your security system is disarmed.
2. Press the **COMMAND** bar. The Command Mode indicator light comes on.
3. Press and release the **4** key. Now press and release the **1** key. The Command Center sounder is silenced, and any flashing Zone Status indicator lights are turned off.
4. Your Central Station will notify you if there were any problems with the test.

13

COMMAND

4

2

To use COMMAND 42:

1. Ensure that your security system is disarmed.
2. Press the **COMMAND** bar. The Command Mode indicator light comes on.
3. Press and release the **4** key. Now press and release the **2** key.
4. Your Central Station will notify you if there were any problems with the report.

Enable Remote Account Management

- ☐ I have this feature.
- ☐ I do not have this feature.

Your security system has the ability to be managed remotely from the Central Station without having a serviceperson on the protected premises. By using COMMAND 43 you can enable remote account management from the Central Station. Remote account management conducted from the Central Station is done with the aid of a specially equipped computer.

Typical remote account management changes may include: personal passcode(s), entry/exit delay times, add or delete system arming commands, etc. Before using COMMAND 43 follow the instructions below.

To use COMMAND 43:

1. Ensure that your security system is disarmed.
2. Call the Central Station using this phone number _____. This number is designated for the Remote Account Manager. You must make the call using the telephone located _____.

Local System Test

- ☐ I have this feature.
- ☐ I do not have this feature.

It is easy for you to test your security system without sending reports to the Central Station. This *local system test* is performed only when the security system is disarmed. To ensure that your security system is operating properly, test your system regularly.

COMMAND 44 is used to test your security system. This command tests your Command Center, the system's sounders (both interior and exterior), and the system's detection devices. No alarm reports are sent to the Central Station unless a 24-hour zone is faulted. (*Contact your Central Station before you test your fire protection system because an alarm report may be transmitted.*)

To test individual detection devices, simply activate sensors and open protected doors and windows one-at-a-time. As detection devices are faulted, the Command Center display panel indicates the faulted zone. This verifies that the detection device is working properly.

COMMAND

4**3**

3. Identify yourself and your premises (account number, name, address, etc.) and advise the operator of the services you wish to have performed.
4. When the operator directs you, enter COMMAND 43 at your Command Center keypad:

Press the **COMMAND** bar. The Command Mode indicator light comes on.
5. Now press the **4** key, then the **3** key. The telephone line that the call was made from is not active when remote account management is in progress. You may hang up the telephone.
6. When remote account management is completed, your telephone line is restored to normal service.

15

COMMAND

4**4**

To use COMMAND 44:

1. Ensure that the security system is disarmed.
2. Press the **COMMAND** bar. The Command Mode indicator light comes on.
3. Press the **4** key then the **4** again. Audible devices (both interior and exterior) sound. To silence the audible warning, press any numeric key on the Command Center keypad.
4. After silencing the audible devices, you may test detection devices. Open a door or a window, or activate a motion sensor and the Command Center will display and audibly indicate the zone which you have faulted. This verifies that individual devices are working properly.
5. To end the Local System Test simply press any numeric key on the Command Center keypad.

16

Reset Detectors

- ☐ I have this feature.
- ☐ I do not have this feature.

By using COMMAND 47, you are able to reset faulted detection devices from your Command Center. Devices might include smoke detectors, shock sensors or a variety of other detection devices. Ask your alarm technician which detection zones you may reset from the Command Center by entering COMMAND 47.

NOTE: If you enter COMMAND 47 and the detector resets momentarily, but then returns to a faulted condition, the detector may be faulty or still in an alarm mode. Contact your alarm company and describe the problem in detail.

COMMAND

4

7

To use COMMAND 47:

1. Ensure security system is disarmed.
2. Press the **COMMAND** bar. The Command Mode indicator light comes on.
3. Press and release the **4** key, then press the **7** key.

17

Personal Passcode Change

- ☐ I have this feature.
- ☐ I do not have this feature.

This COMMAND feature lets you conveniently change your personal passcode at any time, without assistance from your alarm company. It is recommended that you write down your old passcode and the new one before you begin.

Notes Before Beginning:

- If the old passcode has 5 digits, then the new passcode must begin with the same first digit of the old passcode.
- If the old passcode has 6 digits, then the new passcode must begin with the same first *two* digits of the old passcode. For example, if the old passcode is 924651, then the new passcode must start with the digits "92."
- The new passcode must have the same number of digits as the old passcode (5 or 6 digits). For example, if the old passcode has 5 digits, then the new passcode must have 5 digits.
- Care should be given when entering a passcode containing the same digit in consecutive positions within the new passcode (i.e., "33" in 433678). When entering this type of passcode, it is easy to make mistakes.
- The last digit of the new passcode can NOT be a "0" if your system is programmed for duress.

COMMAND

5

5

To use COMMAND 55:

1. Ensure that your security system is disarmed.
2. Press the **COMMAND** bar. The Command Mode indicator light comes on.
3. Press the **5** key then the **5** key again. Your security system is now in the passcode change mode.
4. Enter the old passcode (the passcode to be changed).
5. Enter the new passcode.
6. Enter the new passcode again.
7. Test the new passcode by using it to arm and disarm the system. Do not use any of the Command Center arming commands to arm the system until you are certain that the new passcode is working.

18

Perimeter Watch Mode

- ☐ I have this feature.
- ☐ I do not have this feature.

COMMAND 6 is used to monitor the perimeter of your building when the system is disarmed. This is called the Perimeter Watch Mode. When in this mode, the Command Center emits a short tone to alert you of entry or exit through the perimeter of your building. No alarms are generated by this mode except 24-hour alarms (fire, panic, etc.). There is no tone for interior movement.

Application

This command is useful in a residential system when you want to monitor entrances or exits in your home.

In commercial installations, the Perimeter Watch Mode can be used as a door chime to alert you when a customer or delivery person has entered your business.

Special Alert

- ☐ I have this feature.
- ☐ I do not have this feature.

This command is a manually operated and initiated alarm command. COMMAND 7 can be programmed to respond to a choice of numerous situations that may need immediate attention. This *command* may also be used to send a silent alarm to the Central Station without sounding an alarm signal on the premises. Check with your alarm company for the options they offer.

NOTE: If the control panel cannot get through to the Central Station, an alarm will sound on the premises.

COMMAND

6

To use COMMAND 6:

1. Ensure your security system is disarmed.
2. Press the **COMMAND** bar. The Command Mode indicator light comes on.
3. Press the **6** key. The system is now in the Perimeter Watch Mode.
4. To exit the Perimeter Watch Mode, press **COMMAND**, then **6** or arm the system.

19

COMMAND

7

To use COMMAND 7:

1. Press the **COMMAND** bar. The Command Mode indicator light comes on.
2. Press the **7** key.
3. This COMMAND is used for the purpose of:

☐ My system *will* create an audible alarm when using this COMMAND.
☐ My system *will not* create an audible alarm when using this COMMAND.

20

Partially Arm the Perimeter

- ☐ I have this feature.
- ☐ I do not have this feature.

COMMAND 8 is used to arm the perimeter of your building while selected portions of the perimeter remain unarmed. Perimeter zones that are not secure (faulted) when COMMAND 8 is entered, are automatically bypassed and are not included in the system. COMMAND 8 does not arm the interior of your building. Exit delays are provided with this arming command. **Although this command does not send a "Closing Report" to the Central Station, it will still send an alarm if a perimeter zone is faulted.**

NOTE: Zones that have been bypassed (not armed with the system) cannot be armed again until the system has been disarmed, the zones returned to normal, and the system is armed again. Enter your personal passcode to cancel COMMAND 8.

Application

Use this arming command in residential systems to arm the front of your house while the interior and the rear perimeter doors are left unarmed, giving you freedom of movement between the house and patio.

In commercial systems, when you need access to the large overhead doors to receive deliveries, using COMMAND 8 will allow you to keep the rest of your building armed.

Police Alert

- ☐ I have this feature.
- ☐ I do not have this feature.

By using COMMAND 9, you immediately send an emergency signal to the Central Station to summon the police. It can be programmed to sound an alarm on the premises if desired.

NOTE: If the control panel cannot get through to the Central Station, an alarm will sound on the premises.

Duress Passcode

- ☐ I have this feature.
- ☐ I do not have this feature.

A *duress* passcode is used to send a silent, invisible alarm signal to the Central Station simply by increasing the last digit of the passcode by one. For example, if the standard passcode is 12345, the duress passcode is 12346.

NOTE: If the control panel cannot get through to the Central Station, an alarm will sound on the premises.

COMMAND

8

To use COMMAND 8:

1. Before arming with COMMAND 8, decide which zones are to be left disarmed. Fault the zones by leaving a door or window open. The zone(s) *must* remain open until *after* the exit delay time expires.
2. Press the **COMMAND** bar. The Command Mode indicator light comes on.
3. Press the **8** key. The PERIMETER indicator light begins to flash. This indicates that the system has begun exit delay time. When the exit delay has expired, the PERIMETER indicator is continuously lit.
4. When performing a COMMAND 8, and no zones are faulted, or the zones return to normal before the exit delay time expires, the system is armed as in COMMAND 3.

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COMMAND

9

To use COMMAND 9:

1. Press the **COMMAND** bar. The Command Mode indicator light comes on.
 2. Press the **9** key.
- ☐ My system *will* create an audible alarm when using this COMMAND.
- ☐ My system *will not* create an audible alarm when using this COMMAND.

The duress passcode arms or disarms the security system just like your personal passcode; however, as the system is armed or disarmed an alarm signal is transmitted to the Central Station.

Application

The duress passcode is used when someone threatens you and demands you to disarm your security system. By disarming (or arming) with a duress passcode, the Central Station is alerted of an alarm situation and can respond accordingly.

22

Selective Zone Shunting

- ☐ I have this feature.
- ☐ I do not have this feature.
- ☐ Selective Zone Shunting **will** be reported to the Central Station.
- ☐ Selective Zone Shunting **will not** be reported to the Central Station.

The Command Center makes it easy for you to have complete control of your security system. By using Selective Zone Shunting you have the ability to bypass zones you do not wish to arm, directly from the Command Center. If you don't want a particular zone to arm, simply push the same numbered key as that zone and it will not arm with the rest of the system.

Application

In a large office building or warehouse, Selective Zone Shunting enables you to arm only those areas that need to be kept secure. Areas where personnel are working can be kept disarmed until they are finished and the areas vacated. To arm all zones, simply disarm the unit and rearm using COMMAND 1 or your personal passcode.

To use Selective Zone Shunting:

1. Ensure that all zones are secure.
2. Start the system exit delay by entering your personal passcode or an *arming command* which provides exit delays. The PERIMETER and INTERIOR lights flash, indicating the start of the exit delay time.
3. While the system is in the exit delay mode, press the **COMMAND** bar. The system is now in the Selective Zone Arming mode. (Priority and 24 hour zones cannot be bypassed.)

CAUTION: You are in the exit delay mode and only have a limited amount of time in which to complete this operation.

4. To *prevent* a zone from being armed, press the key that corresponds with the number of that zone. For example, to prevent zone 4 from being armed, simply press the **4** key. After the **4** key is pressed, the indicator light for zone 4 is illuminated indicating the zone is shunted.

During the exit time, if a bypassed zone is to be armed with the rest of the system, press the key that corresponds to the zone, the indication light for that zone will go off.

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Force Arming the System

- ☐ I have this feature.
- ☐ I do not have this feature.
- ☐ Force Arming **will** be reported to the Central Station.
- ☐ Force Arming **will not** be reported to the Central Station.

Under normal conditions your Command Center cannot be master armed while there is a faulted zone. Force arming allows you to arm the system with any zone faulted other than priority zones. (Priority zones are zones that must be normal when the system is armed.) Force arming arms only those zones that are ready to arm; any zone faulted at arming time is bypassed (not armed).

When force arming, a trouble report may be sent to the Central Station indicating that the system was force armed and which zone was faulted. A closing report may also be sent by those systems that are programmed for opening and closing reports.

Force arming can be programmed to apply to most arming commands as well as your personal passcode. Your alarm technician will check the boxes below to indicate which arming *commands* can force arm your system.

- ☐ I can force arm with my personal passcode.
- ☐ I can force arm with COMMAND _____, _____, _____

To arm with zones faulted:

1. Enter your personal passcode or any arming command desired. The Command Center emits a "beep" tone with each keytouch indicating a zone is faulted.
2. Hold the last digit of the passcode for approximately five to ten seconds. When the Arm Status indicators (PERIMETER or INTERIOR, depending on arming command used) begin to light, the system has been force armed.

The display panel indicates the zones which have been bypassed. (Indicator lights for bypassed zones blink on and off slowly.)

NOTE: If the fault is restored (returned to normal) while arming, the zone will be armed. If the fault is restored after arming, swinger shunt determines whether or not the zone will become armed with the rest of the system.

- ☐ A faulted zone **will** be armed with the rest of the system if restored.
- ☐ A faulted zone **will not** be armed with the rest of the system if restored and will not be armed until I disarm the security system and re-enter a master arming command.
- ☐ I am allowed to have a maximum of _____ zones faulted when force arming.

Security System Glossary

As security system technology has evolved, a special jargon has developed. Some terms widely used within the industry are these:

Arm and Disarm—Your security system is always on allowing 24 hour fire detection and police alert (optional). Entering your personal passcode into the Command Center *arms* or *disarms* your "burglar" protection.

Bypass—The process of deliberately not including certain zones of protection when arming the security system.

Central Station—A facility where trained personnel monitor your security system 24 hours a day. Your security system may contact Central Station personnel to dispatch the proper authorities.

Closing Report—A signal to the Central Station indicating that the system has just been armed. This report is normally used by commercial accounts to indicate that the business is now closed.

Command Center—Command centers display system status, sound warnings with a buzzer or siren, and may also control many other functions of a security system including Arming and Disarming.

Entry Delay—A predetermined amount of time provided by the security system so you can enter an armed building through a delay door. Once the delay door is opened, the entry delay time begins. If the security system is not disarmed before the delay time expires, the system goes into alarm.

Exit Delay—A predetermined amount of time provided by the security system so you can leave the armed building through a delay door. Once the system is armed, the exit time begins. You must exit the building before the exit delay time expires.

Faulted Zone—If a zone is not normal (a door or window is open), that zone is considered "faulted."

Force Arm—A zone that is faulted can be left out of the security system when *force arming*. Force arming reduces the level of security and should be used with discretion.

Master Arm—An arming *command* that arms *all* of the detection system, including both interior and perimeter zones.

Opening Report—A signal to the Central Station indicating that the system has been disarmed. Commercial accounts may use these reports to indicate that the business is open.

Perimeter Arm—An arming *command* that arms only the perimeter of your building.

Shunt—See "Bypass".

Zone—Each area of your building is assigned to a specific zone. A zone can be a single door or an entire room or area of your building (like the 2nd floor). Most zones are either Perimeter Zones, Interior Zones or Fire (24 hour) Zones.