

About The Keypads

General Information

Your keypads allow you to control all system functions. The keypads feature the following:

- A telephone style (digital) keypad
- Liquid Crystal Display (LCD) which shows the nature and location of all occurrences
- Built-in sounder which will sound during alarms and troubles. The sounder also "beeps" during certain system functions and when depressing any of the keys (to acknowledge the key press).
- Backlighting of the LCD display windows. Backlighting turns on when entering the premises through any assigned entry/exit door, or when any key is pressed. This feature is helpful when a keypad is located in a dimly lit area.

IMPORTANT: If the keypad beeps rapidly upon entering the premises, it indicates that an alarm has occurred during your absence and an intruder may still be on the premises. **LEAVE IMMEDIATELY** and **CONTACT THE POLICE** from a nearby safe location.

There are two basic types of keypads which are functionally the same, but they have different types of displays.

Alpha Display 2-line alpha display keypads feature a 2-line, 32-character alphanumeric LCD which can display system messages in friendly English. These keypads can also be programmed with custom zone descriptors.

Fixed-Word Display Fixed-Word display keypads are functionally identical to Alpha display keypads, but the LCD display uses pre-designated words to identify the nature and location of occurrences.



FA260KP FIXED-WORD KEYPAD



FA560KP ALPHA KEYPAD

About The Keypads (Continued)

Fixed-Word Display Keypad

- AWAY:** All burglary zones, interior and perimeter, are armed.
- STAY:** Perimeter burglary zones, such as protected windows and doors, are armed.
- INSTANT:** Entry delay is turned off:
Lit with STAY = Instant mode
Lit with AWAY = Maximum mode
- BYPASS:** This appears when one or more burglary protection zones have been bypassed.
- NOT READY:** Appears when burglary portion of the system is not ready for arming (due to open protection zones). The system is ready to arm when this message disappears and the READY indicator light comes on.
- NO AC:** Appears when AC power has been cut off. System is operating on backup battery power.
- AC:** Appears when AC power is present.
- CHIME:** Appears when the CHIME feature is activated.
- BAT:** Low battery condition in a wireless sensor (if zone number displayed) or low system battery (if no zone number displayed).
- ALARM:** Appears when an intrusion has been detected and the system is armed (also appears during a fire alarm or audible emergency alarm). Accompanied by the protection zone in alarm.
- CHECK:** Appears when a malfunction is discovered in the system at any time or if an open is detected in a FIRE zone at any time or a fault in a DAY/NIGHT burglary zone during a disarmed period. Accompanied by a display of zone number in trouble.
- FIRE:** Appears when a fire alarm is present. Accompanied by a display of the zone in alarm.
A FIRE display also appears when a fire alarm is manually activated, accompanied by a display of emergency key zone number programmed for fire.



TYPICAL FIXED-WORD DISPLAY
(FA260KP shown)

Functions of the Keypads

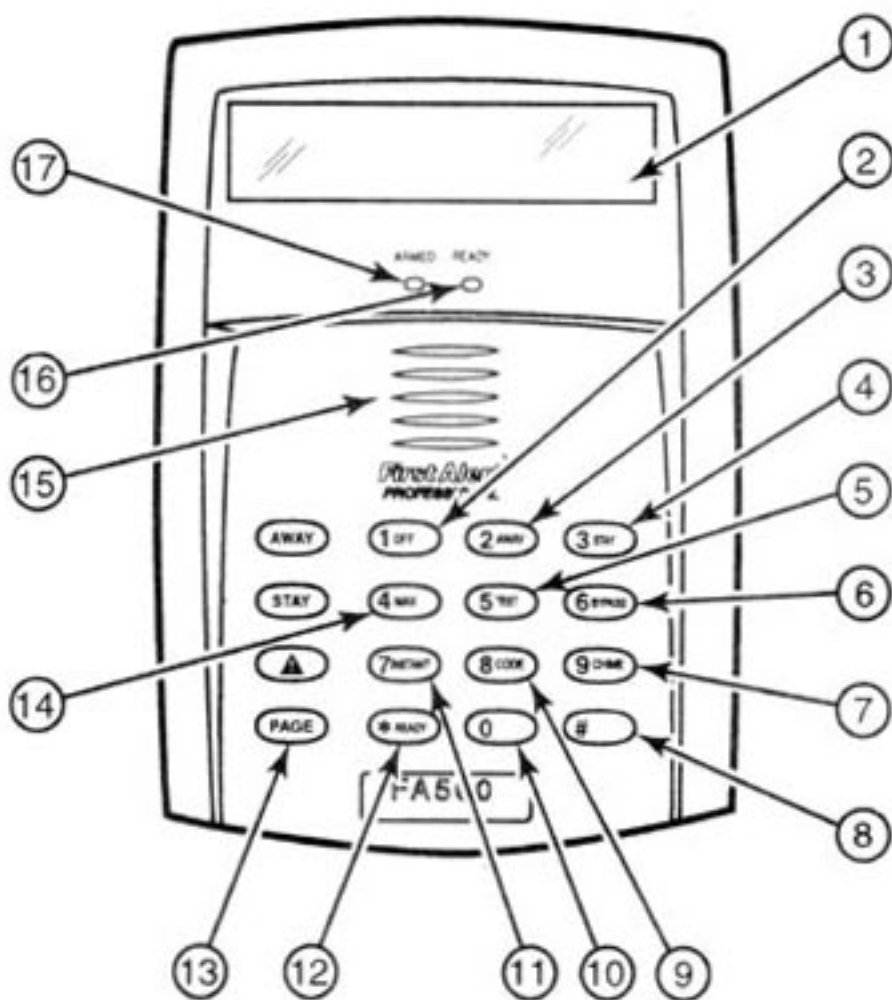
1. DISPLAY WINDOW.

Alpha Display Keypads: 2-line, 32-character Liquid Crystal Display (LCD) keypads that display protection point identification, system status, and messages.

Fixed-Word Display Keypads: Display protection zone ID and system status messages using pre-designated words in the LCD display.

- 1 OFF** Disarms burglary portion of the system, silences alarms and audible trouble indicators, and clears visual display after problem's correction.
- 2 AWAY** Arms the entire burglary system, perimeter and interior.
- 3 STAY** Arms perimeter portion of burglary system only. Interior protection is not armed, allowing movement within premises without causing an alarm.
- 5 TEST** Tests the system and alarm sounder if disarmed. Refer to *Testing The System* section for test procedures.
- 6 BYPASS** Removes individual protection zones from being monitored by the system.
- 9 CHIME** Turns CHIME mode on and off. When on, the opening of windows or doors while the system is disarmed will sound 3 beeps at the keypad(s).
- #** This key can be used for "Quick Arming" of the system without use of a security code (if programmed).
- 8 CODE** Used to assign additional user codes for other users of the system.
- KEYS 0-9:** Used to enter your security code(s) and to perform their associated system functions after the security code has been entered.
- 7 INSTANT** Arms in manner similar to the STAY mode, but without the entry delay feature. Entering via an entry/exit door will cause an alarm.
- * READY** Used to display all open protection zones.
- FUNCTION KEYS:** Keys A, B, C, D may have been programmed for a variety of functions, including panic (emergency) functions. For details, see the *Function Keys* section.
- 4 MAXIMUM** Arms the entire burglary system, perimeter and interior, but without entry delay feature. Entering via an entry/exit door will cause an alarm.
- INTERNAL SOUNDER:** The built-in sounder mimics the alarm sounder during alarms, and will also "beep" during certain system functions.
- READY INDICATOR: (GREEN)** Lit when the system is ready to be armed (no faults present). While the system is disarmed, this indicator will go on and off as protection zones are closed and opened.
- ARMED INDICATOR: (RED)** Lit when the system has been armed.

Functions of the Keypads (Continued)



FA158C-001/00

(Keypads shown with typical function key labels)

IMPORTANT!

- When entering codes and commands, sequential key depressions must be made within 4-5 seconds of one another. If 4-5 seconds elapse without a key depression, the entry will be aborted and must be repeated from its beginning. Be sure to observe this precaution when performing any of the procedures in this manual.
- If you make a mistake while entering a security code, stop, press the [*] key, and then start over. If you stop in the middle while entering a code, and then immediately start the entry over, an erroneous code might be entered.

Arming the System

Stay Mode: Arms Perimeter Only, Entry Delay On

- Used when you want to arm the system with persons staying inside (or if you have pets that are moving throughout the premises).
- The perimeter sensors are armed, but interior sensors are left disarmed.
- Exit delay begins (you can leave through the entry/exit door, if desired).
- An alarm sounds if any protected window or non-entry/exit door is opened.
- You may otherwise move freely within the premises.
- Persons entering later can enter through an entry/exit door, but they must disarm the system within the *entry* delay period to avoid sounding an alarm.

Night-Stay Mode: Arms Perimeter Only, Plus Selected Zones

- Use Night-Stay mode to provide increased security while staying inside.
- Arms same as Stay mode, but also arms pre-selected interior sensors (programmed by your installer), while other interior sensors are left disarmed.
- Persons entering later can use an entry/exit door **but** must not violate any of the programmed interior zones to avoid sounding an alarm.
- **IMPORTANT:** When Night-Stay mode is on, the selected interior zones are armed and cause an alarm if anyone enters those areas (e.g., waking in the middle of the night). To avoid sounding an alarm, you must disarm the system before any activity takes place in those interior zones.

Instant Mode: Arms Perimeter Only, Entry Delay Off

- Used when staying inside and do not expect anyone to use an entry/exit door.
- Arms same as Stay mode.
- An alarm sounds immediately if any protected perimeter window or any door is opened, including entry/exit doors.
- **IMPORTANT:** Arming in this mode greatly increases the chance of false alarms. Use extreme care in selecting this mode of arming.

Away Mode: Arms Entire System, Entry Delay On

- Used when nobody will be staying inside (including pets).
- The entire system (interior and perimeter) is armed.
- Exit delay begins letting you leave through the entry/exit door.
- An alarm sounds if a protected window or any door is opened, or if any movement is detected inside your premises.
- You can reenter through an entry/exit door, but you must disarm the system within the *entry* delay period to avoid sounding an alarm.

Maximum Mode: Arms Entire System, Entry Delay Off

- Used when leaving the premises for extended periods (e.g., vacation).
- Arms same as Away mode, but entry delay is off.
- An alarm sounds same as Away mode, and sounds upon opening entry/exit doors.

Arming the System

Arming Commands

Before arming, close all perimeter doors and windows and make sure the Ready to Arm message is displayed.

Mode	Press these keys...	Keypad Confirms By...
Stay	security code + [3] (STAY)	<ul style="list-style-type: none">• three beeps• armed STAY message displayed• red ARMED indicator lights
Night-Stay	security code + [3] + [3]	<ul style="list-style-type: none">• three beeps• NIGHT-STAY message displayed• red ARMED indicator lights
Instant	security code + [7] (INSTANT)	<ul style="list-style-type: none">• three beeps• armed STAY message displayed• red ARMED indicator lights Note that entry delay is turned off.
Away	security code + [2] (AWAY)	<ul style="list-style-type: none">• two beeps, or, if programmed, beeping for duration of exit delay• armed AWAY message displayed• red ARMED indicator lights Leave the premises through an entry/exit door during the exit delay period to avoid causing an alarm. The keypad beeps rapidly during the last 5 seconds of the exit delay to warn you that it is ending.
Maximum	security code + [4] (MAXIMUM)	<ul style="list-style-type: none">• same as Away (described above) Note that entry delay is turned off.

Quick Arming

If "Quick Arming" was programmed by the installer, the [#] key can be pressed in place of the security code when arming the system. However, **the security code must always be used to disarm the system.**

Function Key Arming

For any arming command, a function key may have also been programmed for your system. If so, you can press and hold the appropriate function key for 2 seconds to arm the system. See your installer for the designated functions (see **Single Button Arming** section).

Refer to the **Accessing Other Partitions** section for information on multi-partition arming (FA168C).

Arming the System

Single Button Arming

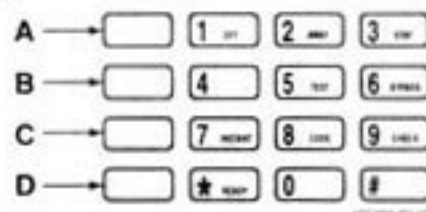
The “A”, “B”, “C”, and/or “D” keys on your keypad may have been programmed for single-button arming. Note that while it will not be necessary to use a security code for arming, a security code must always be used to disarm the system.

If Single-Button Arming is programmed:

- A function key has been assigned to a specific type of arming: STAY mode, Night-STAY mode, AWAY mode, or STEP-ARMING (see Step-Arming paragraph).
- You DO NOT need to enter your user code before pressing the function key (you always need your user code to DISARM the system).

Before arming, close all perimeter doors and windows.

1. Press and hold the assigned function key for 2 seconds (no code is required). Function keys are shown below.



Alpha Display:

DISARMED
READY TO ARM

Fixed-Word Display: READY

2. The keypad begins beeping and displays the armed message. The red ARMED indicator also lights.

Alpha Display:

ARMED***AWAY***
YOU MAY EXIT NOW

Fixed-Word Display: AWAY

Step Arming Feature

Single-Button “Step” arming may have been programmed into one of the lettered keys (A, B, C, or D). Check with your installer to see if this has been done in your system.

If Step-Arming is programmed:

- The assigned key provides a choice of three levels of security.
- The selected key can be pressed once, twice, or three times, increasing the level of security with each press, as follows

Key	First Press	Second Press	Third Press
↓	↓	↓	↓
A, B, C, D	Armed-STAY	Armed Night-STAY (if programmed)	Armed-AWAY

Disarming and Silencing Alarms

Using the [OFF] key

The **OFF** key is used to disarm the system, silence alarm and trouble sounds, and clear alarm memories.

IMPORTANT: If you return and the main burglary sounder is on, DO NOT ENTER, but CONTACT THE POLICE from a nearby safe location.

If you return after an alarm has occurred and the main sounder has shut itself off, **the keypad will beep rapidly upon your entering, indicating that an alarm has occurred during your absence.**

LEAVE AT ONCE, and CONTACT THE POLICE from a nearby safe location.

1. + 1

(Security Code) **OFF**

The "READY" indicator light will be lit if all zones are secure, and the keypad will emit a single tone to confirm that the system is disarmed.

Alpha Display:

DISARMED
READY TO ARM

Fixed-Word Display: **READY**

2. *To Silence a Burglary Alarm and Clear a Memory of Alarm*

Enter your **security code** and press the **OFF** key to silence the alarm (or warning tones of a Memory of Alarm).

Note the zone in alarm on the keypad display, and make that zone intact (close door, window, etc.). Now enter the security code plus **OFF** sequence *again* to clear the keypad's **Memory of Alarm** display.

3. *To Silence a Fire Alarm and Clear Memory of Alarm*

Simply press the **OFF** key to silence the alarm. Then enter the **security code** plus **OFF** sequence to clear the keypad's **Memory of Alarm** display. See the *Fire Alarm System* section.

Bypassing Protection Zones

Using the BYPASS Key

Use this key when you want to arm your system with one or more zones intentionally unprotected.

Vent Zones: Your system may have certain windows set as “vent” zones, which are automatically bypassed if left open when arming the system (you do not need to manually bypass them). However, if a vent zone window is closed **after** arming, it becomes protected and will cause an alarm if opened again while the system is armed.

When bypassing zones:

- The system must be disarmed before you can bypass zones.
- Bypassed zones are unprotected and will not cause an alarm if violated.
- The system will not allow fire zones to be bypassed.
- Zones are automatically unbypassed when the system is disarmed.

1. + 6 + zone numbers (see below)

(Security Code) **BYPASS**

Enter the 2-digit zone number(s) for the zone(s) to be bypassed (e.g., 06, 10, 13, etc.). Single digit zone numbers must be preceded by a zero (e.g. 05, 06).

2. When finished, the keypad will momentarily display a "Bypass" message for each bypassed zone number. Wait for all bypassed zones to be displayed.

Arm the system as usual. When armed, the arming message is displayed with “ZONE BYPASSED.”

To display bypassed zones prior to arming, enter your security code and press the [6] BYPASS key.

Alpha Display:

DISARMED - PRESS
* TO SHOW FAULTS

Fixed-Word Display: NOT READY

Alpha Display:

DISARMED BYPASS
READY TO ARM

Fixed-Word Display: BYPASS

ARMED: STAY
ZONE BYPASSED

Typical armed alpha display after bypassing zones.

Bypassing Protection Zones

Quick Bypass

If programmed, "Quick Bypass" allows you to easily bypass all open (faulted) zones without having to enter zone numbers individually. This feature is useful if, for example, you routinely leave certain windows open when arming at night.

1. + 6 + [#]

(Security Code) **BYPASS**

In a few moments, all open zones will be displayed and automatically bypassed. Make sure that only those zones that you wish to leave unprotected are bypassed, and that there are no other zones unintentionally left open.

2. Wait for all bypassed zones to be displayed, then arm the system as desired.

Ask your installer if "Quick Bypass" is active for your system, and if so, check here:

Alpha Display:

DISARMED - PRESS
* TO SHOW FAULTS

Fixed-Word Display: NOT READY

Alpha Display:

DISARMED BYPASS
READY TO ARM

Fixed-Word Display: BYPASS

Chime Mode

CHIME mode alerts you to the opening of a perimeter door or window while the system is disarmed.

When Chime mode is activated:

- Three tones sound at the keypad whenever a perimeter door or window is opened.
- Interior zones do not produce a tone when they are faulted.
- Pressing the **READY** key will display the open protection points.
- Chime mode can be used only while the system is disarmed.

To turn Chime Mode on:

+ 9

(Security Code) **CHIME**

The CHIME message will appear. Perimeter zones will cause a tone when faulted.

Alpha Display:

DISARMED
READY TO ARM

Fixed-Word Display: READY

To turn Chime Mode off:

+ 9 again

(Security Code) **CHIME**

The CHIME message will disappear.

Alpha Display:

DISARMED CHIME
READY TO ARM

Fixed-Word Display: CHIME

Panic Keys

Using Panic Keys

Your system may have been programmed to use special keys to manually activate emergency (panic) functions as follows:

This Function	Sends this signal*	With This Sounding...
Silent Alarm	silent alarm	no audible alarm or any visual display indicating that a silent alarm has been initiated.
Audible Alarm	audible alarm	a loud, steady alarm at keypad(s) and at any external sounders that may be connected.
Personal Alarm	auxiliary alarm	steady alarm sound at keypad(s), but not at external bells or sirens.
Fire Alarm	fire alarm	temporal (pulsing) sound at external bells and sirens.

*All panic functions send signals to the Central Monitoring Station, if connected.

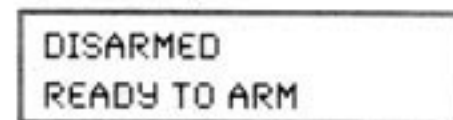
To active a Panic Function:

Press and hold down for at least 2 seconds whichever lettered key on the keypad has been programmed for the desired emergency function.

OR

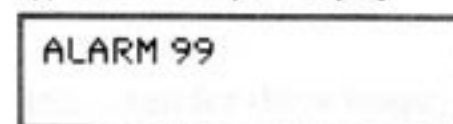
Press both keys of the assigned key pair at the same time.

Alpha Display:

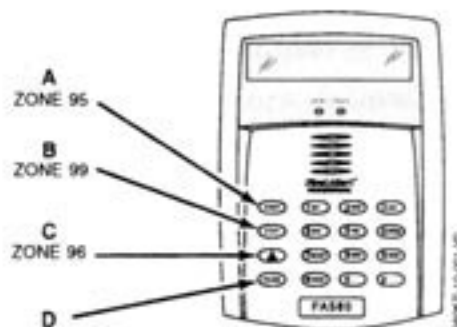


Fixed-Word Display: READY

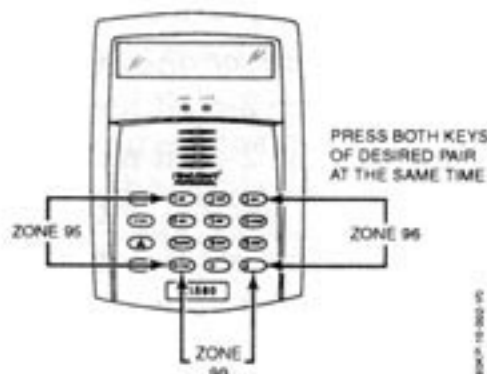
Typical Panic Alpha Display:



Fixed-Word Display: 99 and ALARM



Lettered Panic Keys



Panic Key Pairs

See your installer and use the chart provided in the **Features Programmed in Your System** section to note the functions that have been programmed for your system.

Security Codes & Authority Levels

About Security Codes

Your installer assigned a master code that is used to perform all system functions. In addition, you can assign different security codes for use by other users (FA168C provides 46 additional codes; FA148CP provides 30 additional codes).

- Only the System Master and Partition Master can assign user codes to users.
- Users are identified by 2-digit user numbers and are pre-assigned to either partition 1 or partition 2 (FA168C).
- Only the Installer or System Master can change user partitions.
- In addition to a security code, each user is assigned various system attributes.
- User codes can be used interchangeably within a partition when performing system functions (a system armed with one user's code can be disarmed by another user's code), with the exception of the guest code described below.
- User code programming involves these steps:
 1. Choose a user number from the set of users assigned to the partition in which the user will be operating, and assign a 4-digit security code.
 2. Assign an authority level to that user.
 3. Assign other attributes as necessary (see attributes on the next page).

NOTE: The factory settings are designed to meet most normal user situations. Therefore, the only step you usually need to do when adding users is assign a user number (from the partition's pre-assigned user numbers) and a security code.

Authority Level Definitions

Authority levels define the system functions a particular user can/cannot perform.

Level	Title	Explanation
N/A	System Master	Reserved for user 02; Can perform all system functions and assign codes in both partitions; can change its own code as follows: <code>Master code + [8] + 02 + new master code + new master code again</code>
0	Standard User	Can only perform security functions in assigned partition. Cannot perform other system functions.
1	Arm Only	Can only arm the system. Cannot disarm or do other functions.
2	Guest	Can arm the system in assigned partitions, but cannot disarm the system unless the system was armed with this code. This code is typically assigned to someone (e.g., babysitter or cleaner) who has a need to arm/disarm the system only at certain times. The user of this code should not use the "Quick Arming" feature.
3	Duress Code	Intended for use when you are forced to disarm or arm the system under threat. When used, the system will act normally, but can silently notify the Central Monitoring Station of your situation, if that service has been provided.
4	Partition Master	(FA168C) Can do everything a standard user can do, and can assign user codes to users in their partition.

Security Codes & Authority Levels (Cont.)

How to Assign User Codes and Attributes

The following lists the various command strings for adding user codes and attributes.

Refer to the User Setup chart at the back of this manual for factory assignments of user attributes and to keep a record of user programming.

NOTE: Partition Master codes (FA168C only) apply only to those user numbers previously assigned (by the system master/installer) to the partition master's partition.

Add User Code:

(Users 03/33 are preset to partition programmers, but can be changed.)

System/Partition Master code + [8] + user no. + new user's code

User 01 = installer User 03 = partition 1 master

User 02 = master User 33 = partition 2 master

The Keypad beeps once to confirm that new user was added.

Delete User Code:

System/Partition Master code + [8] + [user no.] + [#] [0]

The user code and all attributes* programmed for this user number, including any associated RF keys, are erased from the system.

(*except assigned partition)

Authority Level:

Factory Assignments:
users 04-32/34-49 = 0
users 03/33 = 4

System/Partition Master code + [8] + [user no.] + [#] [1] + auth. level

Authority Levels (see definitions on previous page):

0 = standard user 3 = duress

1 = arm only 4 = partition master (FA168C only)

2 = guest

Access Group:

Factory Assignments: none

System/Partition Master Code + [8] + [user no.] + [#] [2] + group (1-8)

You can assign users to a group, then set an access schedule that defines the times this group of users can operate the system. The system ignores these users outside the scheduled times.

User's Partition:

(FA168C only)
Factory Assignments:
Part. 1 = users 03-32
Part. 2 = users 33-49

System Master Code + [8] + [user no.] + [#] [3] + [0] + partition(s) + [#]

This command assigns the partitions the user can access. If more than one, enter partition numbers sequentially, then press [#] to end.

E.g., master code + [8] + [user no.] + [#] [3] + [0] + [1] [2] + [#] gives the user access to partitions 1 and 2 and the common partition.

Partition Entries: 1 = partition 1 and common

2 = partition 2 and common

3 = common partition only

RF User Number:

Factory Assignments: none

Master/Part. Prog. Code + [8] + [user no.] + [#] [4] + zone no.

Use this command to assign a wireless button device (keyfob) to this user (keyfob must be enrolled in system first; see installer).

Zone number: enter the zone number assigned to a button on the keyfob that will be used for arming/disarming by this user.

Pager On/Off:

Factory Assignments:
users 01-04 = 0 (off)
users 05-49 = 1 (on)

Master/Part. Prog. Code + [8] + [user no.] + [#] [5] + 0 or 1

You can program a user so that a message is sent to a pager whenever this code is used to arm or disarm the system.

Paging On/Off: 1 = allow paging; 0 = no paging for this user

Trouble Conditions

"Check" and "Battery" Displays

The word **CHECK** on the keypad's display, accompanied by a "beeping" at the keypad, indicates a trouble condition in the system.

To silence the beeping for these conditions, press any key.

1. **A display of "CHECK" and one or more zone numbers** indicates that a problem exists with the displayed zone(s) and requires your attention. Determine if the zone(s) displayed are intact and make them so if they are not. If the problem has been corrected, the display can be cleared if you enter the OFF sequence (security code plus OFF key) twice. If the display persists, **CALL FOR SERVICE**.

Note: A display of **CHECK 70** on Alpha Display keypads indicates that the wiring connection to the external sounder is at fault (opened or shorted), and you should **CALL FOR SERVICE**. See "BELL FAILURE" on next page. A display of **CHECK 90** indicates that RF interference may be impeding the operation of wireless sensors* in the system. See "**Rcvr Jam**" on next page.

2. **If there are wireless sensors* in your system**, the **CHECK** condition may also be caused by some change in the environment that prevents the wireless receiver from hearing a particular sensor. **CALL FOR SERVICE** if this occurs.

* Not all systems use wireless sensors.

IF YOU CANNOT CORRECT A "CHECK" DISPLAY, CALL FOR SERVICE.

TYPICAL "CHECK" DISPLAYS



FIXED-WORD DISPLAY KEYPAD



ALPHA DISPLAY KEYPAD

Trouble Conditions (Continued)

Words or letters in parentheses () are those that are displayed on Alpha Display keypads.

Other Trouble Displays

* Any "beeping" that accompanies a trouble display can be stopped by depressing any key on the keypad or by entering an OFF sequence (code + OFF)

** Not all systems use wireless sensors.

COMM. FAILURE (or **FC**)

Indicates that a failure has occurred in the telephone communication portion of your system.
CALL FOR SERVICE.

SYSTEM LO BAT (or **BAT** with no zone No.)

Indicates that a low system battery condition exists. Display is accompanied by "beeping"* at the keypad. If this condition persists for more than one day (with AC present), **CALL FOR SERVICE.**

LO BAT + zone descriptor (or **BAT** with zone No.)

Indicates that there is a low battery condition in the wireless transmitter** number displayed (00 is RF keypad). Accompanied by a single "beep"* (once every 40 seconds) at the keypad. Either replace the battery yourself, or **CALL FOR SERVICE.** If the battery is not replaced within 30 days, a **CHECK** display may occur.

Rcvr Jam (or **CHECK 90**)

Wireless part of the system is experiencing RF interference which may impede reception from wireless sensors.**

MODEM COMM (or **CC**)

Indicates that the control is on-line with the Central Monitoring Station's remote computer. The control will not operate while on-line. Wait a few minutes — the display should disappear.

BELL FAILURE (or **CHECK 70**)

Indicates that the wiring connection to the external sounder is at fault (open or shorted). Accompanied by "beeping" at the keypad. **CALL FOR SERVICE.**

Trouble Conditions (Continued)

Other Trouble Displays (Continued)

AC LOSS (or NO AC)

The system is operating on battery power only due to an AC power failure. If only some lights are out on the premises, check circuit breakers and fuses and reset or replace as necessary. If AC power cannot be restored and a "low system battery" message appears (see previous page), **CALL FOR SERVICE.**

Busy-Standby (or dI)

If this message remains displayed for more than 1 minute, system is disabled. **CALL FOR SERVICE.**

OPEN CIRCUIT (or OC)

The keypad is not receiving signals from the control. **CALL FOR SERVICE.**

Long Rng Trbl (or bF)

If part of your system, back-up Long Range Radio communication has failed. **CALL FOR SERVICE.**

TELCO FAULT (or CHECK 94)

The telephone line has a problem. **CALL FOR SERVICE.**

Total Power Failure If there is no keypad display at all, and the **READY** indicator is not lit, operating power (from AC and back-up battery) for the system has stopped and the system is inoperative. **CALL FOR SERVICE.**

In The Event Of Telephone Operational Problems

In the event of telephone operational problems, disconnect the control from the phone line by removing the plug from the phone wall jack. We recommend that your installer demonstrate this disconnection on installation of the system. Do not attempt to disconnect the phone connection inside the control. Doing so will result in the loss of your phone lines. If the regular phones work correctly after the control has been disconnected from the phone wall jack, the control has a problem and you should immediately call for service. If upon disconnection of the control, there is still a problem on the phone line, notify the Telephone Company that they have a problem and request prompt phone repair service. The user may not under any circumstances attempt any service or repairs to the security system. Repairs must be made only by authorized service (see the **LIMITED WARRANTY** statement for information on how to obtain service).

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 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 key + [#].	Bypasses all faulted zones automatically.
Silence Sounders Burglary: Fire: "Check":	Enter code. Press OFF key. Press OFF 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 key.	Also silences sounders. Memory of alarm remains until cleared.
Clear Alarm Memory	After disarming, enter code again. Press OFF 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.	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. <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	a. Opened zone numbers will appear b. BAT displayed with zone number of transmitter.
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, OR 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	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.
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*.