Honeywell

ADEMCO VISTA-48 SERIES

Security Systems

User Guide

K0750ENV1 8/04 Rev. A

Table of Contents

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.

Basic Features

Partitions	• Partitions provide three independent areas of protection, with each partition containing a group of zones that can be armed and disarmed without affecting other zones or users. • Partitioned systems can include a common area, which is an area shared by users of two other partitions (such as a lobby in a building). • Some users may be given the authority to view status and arm/disarm other partitions. • See *Accessing Other Partitions* section for details.
Zones	• Each partition consists of specific protection points known as zones. • When a zone is faulted, its zone number is displayed on the keypad for easy identification.
Keypads	• The system is controlled from the keypad, and the keypad displays system status. • Each keypad is assigned a default partition for display purposes, and will show only that partition's information. • 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. • 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. **Keypad Lockout:** The system may have been programmed to lockout the keypads for 15 minutes if more than 30 keystrokes (within a 15 minute period) are made without a valid user code plus command being entered. The message "Code Sabotage" is displayed during the lockout period.
Voice Keypads	• Voice Keypads (if installed), are functionally the same as other keypads. • Voice announcements of system status (see Before Arming section) • Voice chime, which can alert you to the opening of doors and windows while the system is disarmed (see Voice Chime in Chime mode section) • Message center, which lets you record and playback messages (see Using the Voice Message Center in the *System Overview* section).
Security Codes	• Your installer assigned you a security code at the time of installation. This code is required to perform most system functions. • Each security code can have a different authority level which defines the functions each user can perform. Refer to the Security Code section for details on adding and changing security codes.
Arm/Disarm	• You can arm your system in several different modes, depending on whether you are staying in or leaving the premises. • To arm the system, simply enter your security code followed by the desired arming mode key. • To disarm the system, enter your security code followed by [1] OFF. • Refer to the Arming/Disarming sections for specific arming commands.

Exit/Entry Delays

Exit Delay Part. 1: _____ sec Part. 2: _____ sec Part. 3: _____ sec	• When you arm the system, the system gives you a programmed amount of time to leave through the designated exit door and/or certain other zones (if programmed) without setting off an alarm. • A slow beeping, if programmed, will sound during the exit delay period until the last 10 seconds, which then changes to fast beeping. • If programmed, the keypad displays a countdown of the number of seconds of exit delay remaining. • When exit delay expires, all zones become protected and cause an alarm if opened. • Your system may have been programmed such that exit delay remains in effect until a final zone (e.g. exit door) has been closed for five seconds. Ask your installer.
Exit Delay Restart (if programmed)	• **Press the [∗] key** if armed in STAY mode to restart the exit delay timer. • This gives you time to open the entry/exit door to let someone in after arming STAY. The system automatically re-arms when exit delay expires, which avoids having to disarm the system and then re-arm it again. • When the system is armed AWAY, reopening and closing the entry/exit door before exit delay time expires (e.g., reentering to get a forgotten item) will restart the exit delay time.
Entry Delay	• Gives you time to disarm the system when you re-enter through the designated entrance door. You must disarm the system before the entry delay period ends, or an alarm will occur. • See your installer for your delay times. Partition 1: Delay 1: _____ seconds; Delay 2: _____ seconds Partition 2: Delay 1: _____ seconds; Delay 2: _____ seconds Partition 3: Delay 1: _____ seconds; Delay 2: _____ seconds

Exit Alarms	• If an entry/exit door or interior zone is faulted when the exit delay ends (e.g., exit door left open), the system sounds an alarm and starts the entry delay timer. • Disarming the system before entry delay ends stops the alarm sound . • The message "CANCELED ALARM" or "CA" is displayed on the keypad, along with a zone number indicating the faulted zone. • No message is sent to the Central Monitoring Station. • If you do not disarm the system before the entry delay ends, and an entry/exit door or interior zone is still open, the alarm sound continues and an "exit alarm" message is sent to the Central Monitoring Station. The message ""EXIT ALARM" or "EA" and the faulted zone number is displayed on the keypad. • To stop the alarm, the system must be disarmed (your code plus OFF); to clear the display, enter your code plus OFF a second time. • An “exit alarm” also results if an entry/exit door or interior zone is faulted within two minutes after the end of the exit delay. **To clear an exit alarm:** • Make the open zone intact, then • Enter your code plus [1] OFF to clear the display. Your system may have been programmed for this feature to minimize false alarms sent to the Central Monitoring Station. Ask your installer if "Exit Alarm" is active in your system. If so, check this box: [ ]

Before Arming (Ready [∗] Key)

Not Ready (using [∗] key)	• Before arming the system, you should close or bypass all protected doors, windows and other protection zones. • **Press [∗] to display open zones** (do not enter code first). • To bypass zones, see the Bypassing Zones section below. • Some systems, if programmed, may allow arming even if selected zones in the exit route are faulted. Depending on the programming, these zones, if left faulted when exit delay expires, will either be automatically bypassed or cause an alarm. See your installer.
Voice Status:	• Voice Keypads (if installed), can announce system status and faulted zones (up to 3 zone descriptors) if Voice Status is on. • **To turn Voice Status on/off: [#] + [0] [2] [4]** (also turns on Voice Chime mode; see *Chime mode* section) • **To announce System Status: Press [∗] STATUS key once.** • **To announce faulted zones: Press the [∗] STATUS key a second time** within 5 seconds of the first press
Ready	• All zones are closed or bypassed and you can now arm the system. • Some systems, if programmed, may allow arming even if selected zones in the exit route are faulted. Depending on the programming, these zones, if left faulted when exit delay expires, will either be automatically bypassed or will cause an alarm. See your installer for your system’s programming.

Bypassing Zones

Bypass Notes	• You can bypass zones before arming the system or while the system is already armed. • Your system may have a limit on the total number (1-7) of zones you may bypass (check with your installer). • 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. • 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.
To Bypass Zones	• **Security code + [6] BYPASS + zone numbers** • Use 2-digit zone number(s) for the zone(s) to be bypassed. • Single digit zone numbers must be preceded by a zero (e.g. 05, 06). • When finished, the keypad will momentarily display a "Bypass" message for each bypassed zone number. • Wait for all bypassed zones to be displayed, then arm the system as usual. • When armed, “ZONE BYPASSED” is displayed with the arm message. • To display bypassed zones prior to arming, enter your security code and press the [6] BYPASS key.
Quick Bypass Active? ____	• **Security Code+ [6] BYPASS + [#]** • Wait for all bypassed zones to be displayed, then arm the system. • 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. • 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.

Basic Arming Modes

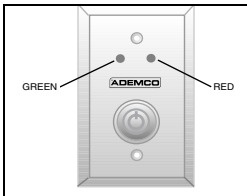
Stay	• **Security code + [3] (STAY)** • Causes: three beeps, armed STAY displayed, ARMED indicator lights • Arms perimeter sensors, but interior sensors are left disarmed. • Use when you want to arm the system with persons staying inside (or if you have pets that are moving throughout the premises). • Alarm sounds if any protected window or non-entry/exit door is opened. • 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 (Internal)	• **Security code + [3] + [3]** • Causes: three beeps, NIGHT-STAY displayed, ARMED indicator lights • Same as Stay mode, plus pre-selected interior sensors, while other interior sensors are left disarmed. • Use Night-Stay (internal) mode to provide increased security while staying inside. • Persons entering later can use an entry/exit door but they must disarm the system **and** 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 zones.
Instant	• **Security code + [7] (INSTANT)** • Causes: three beeps, armed INSTANT displayed, ARMED indicator lights • Arms same as Stay mode but with entry delay off. • Use when staying inside and do not expect anyone to use an entry/exit door. • 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	• **Security code + [2] (AWAY)** • Causes: beeping during exit delay, armed AWAY displayed, ARMED indicator lights • Arms entire system (interior and perimeter). • Use when nobody will be staying inside (including pets). • An alarm sounds if a protected window or any door is opened, or if any movement is detected inside your premises. • When reentering through an entry/exit door, you must disarm the system within the *entry* delay period to avoid sounding an alarm.
Maximum	• **Security code + [4] (MAXIMUM)** • Causes: same as Away mode; arms same as Away mode, but entry delay is off. • Use when arming/disarming is being done from the outside (e.g. RF keyfob)
Step Arming	• **Press designated key A, B, C, or D**, if programmed, once, twice or three times depending on the arming mode desired. Each key press increases the level of security. • First press: arm STAY; second press: arm Night-STAY; third press: arm AWAY
Quick Arm	• **Press [#] + arming command key**, if programmed. • This feature lets you press [#] in place of the security code when arming the system. • The security code must always be used to disarm the system.
Function Key Arming	• **Press and hold the assigned function key for 2 seconds**, if programmed. • You do not need to enter your security code before pressing the arming key. • Arms in designated arming mode. See your installer for the designated functions.

Disarming and Silencing Alarms

Disarming	• **Security code + [1] OFF** • The "READY" indicator lights if all zones are secure • The keypad emits a single tone to confirm that the system is disarmed.
To Silence a Burglary Alarm	• **Security code + [1] OFF** • The "READY" indicator lights if all zones are secure • The keypad emits a single tone to confirm that the system is disarmed.
To Silence a Fire Alarm	• **Simply press the OFF key** • The "READY" indicator lights if all zones are secure • The keypad emits a single tone to confirm that the system is disarmed.
Memory of Alarm	• When an alarm condition occurs, the keypad displays the number(s) of the zone(s) that caused the problem, and displays the type of alarm. • **To Clear Alarm Display: Security code + [1] OFF again** • Note the zone in alarm on the keypad display, and make that zone intact (close door, window, etc.). • The message remains displayed even after disarming the system, but can be cleared with another "disarm" sequence.

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

Using the Keyswitch



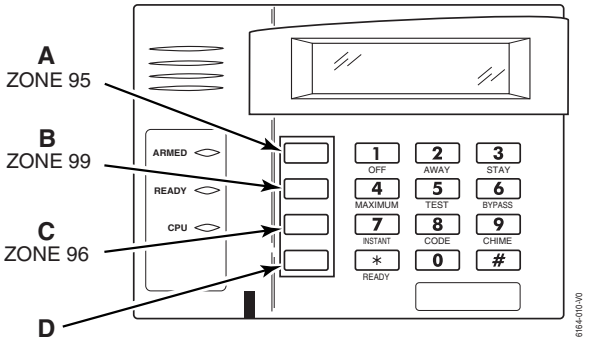
- Your system may be equipped with a keyswitch for arming and disarming.
- **To arm in AWAY mode:** Turn the key to the right for 1/2 second and release. Keypads beep twice and the red indicator lights or flashes.
- **To arm in STAY mode:** Turn the key to the right and hold for more than 1 second, then release. Keypads beep three times and the red indicator lights or flashes.
- **To disarm the system:** Turn the key to the right and release. The red light turns off.

Green Light:	• Lights when the system is **disarmed and ready** to be armed (no open zones). • If the green light is off, the system is not ready (one or more zones are open).
Red Light:	• Lights or flashes when system is armed in AWAY or STAY mode. See your installer for the meanings of the lit red light: • Lit Steady = system armed AWAY or STAY and exit delay has expired • Flashing = system armed STAY and exit delay timer active • Rapid Flashing = an alarm has occurred (memory of alarm)

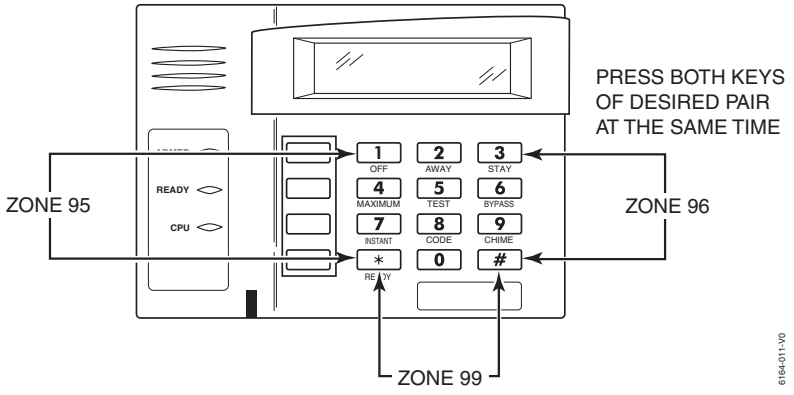
Emergency Alarms (Panic Keys)

Your system maybe programmed to use special keys to manually activate emergency (panic) functions.

Silent Alarm	• Sends silent alarm signal to monitoring station. • Causes no audible alarm or change in display indicating that a silent alarm has been initiated.
Audible Alarm	• Sends audible alarm signal to monitoring station. • Causes a loud, steady alarm at keypad(s) and at any external sounders that may be connected.
Personal Alarm	• Sends emergency alarm signal to monitoring station. • Causes steady alarm sound at keypad(s), but not at external bells or sirens.
Fire Alarm	• Sends fire alarm signal to monitoring station. • Causes temporal (pulsing) sound at external bells and sirens.
To use an Emergency Key	• Press and hold down for at least 2 seconds whichever lettered key on the keypad has been programmed for the desired emergency function. OR Briefly press both keys of the assigned key pair at the same time • See your installer for the functions that have been programmed for your system.



Lettered Panic Keys



Panic Key Pairs

Chime Mode

Chime mode alerts you to movement within the premises while the system is disarmed.

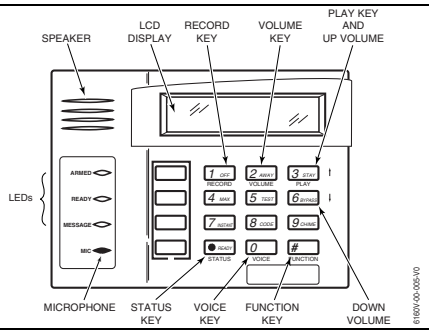
Chime Mode on	• **Security code + [9]** (Chime message appears) • keypads sound three beeps whenever a protected door, window or other specified zone is opened. • Pressing the [*] READY key will display the open protection points.
Chime Mode off	• **Security code + [9] again** (Chime message disappears)
Voice Chime:	• You can set the Voice Touchpads (if installed) to announce faulted (opened) entry/exit or perimeter zones whenever normal Chime mode is on.
Voice Chime on/off	• **[#] + [0] [2] [4]** (normal Chime mode must be on first) • When Voice Chime is on, faulted zones cause a voice status announcement, chime and display. • When off, the sounder still provides chime if normal Chime mode is on.

Using the Voice Message Center

The Voice Keypads feature a voice message center that lets you record and playback one message.

Basic Information

- The message can be up to 2.5-minutes long
- The message remains in the keypad's memory until a new message is recorded.
- The volume control of the message is adjustable.
- Refer to the procedures below when using the Message Center functions.



Message Center Functions

Record a Message	• **[#] FUNCTION + [0] VOICE + [1] RECORD** (red MESSAGE LED lights) • Message remains in memory until a new message is recorded.
End Recording	• **[1] RECORD** (red MESSAGE LED flashes, indicating message waiting)
Play a Message	• **[#] FUNCTION + [0] VOICE + [3] PLAY** • The recorded message plays and the red MESSAGE LED turns off.
Adjust the Volume	• **[#] FUNCTION + [0] VOICE + [2] VOLUME keys**, • then press volume key [3] ↑ (up) or [6] ↓ (down) • Adjusting message volume also adjusts status volume. • Volume cannot be adjusted while playing.

Using Macro Keys

See *Defining Macro Keys* section in the *Advanced System Features* section for details on defining macro keys.

Macro Keys	• The "A", "B", "C" or "D" key may have been pre-programmed as a "macro" key. • Macros can be activated only by users authorized to perform the macro's function.
Using a Macro Key	• **Press and hold the defined Macro key for at least 2 seconds.** The "Enter User Code" prompt appears and remains displayed for up to 10 seconds. • Enter your 4-digit user code. • The programmed macro sequence begins automatically after the user code is entered.

System Devices

Your system may be set up so that it can control certain lights or other electrically operated devices.

About System Devices	• Some devices may be automatically turned on or off by the system. • You may be able to override automatically controlled devices. • Some devices can be manually turned on or off using the commands described below. • See your installer for a list of devices that may be set up for your system.
To Activate Devices	• **Security Code+ [#] + [7] + nn** (nn = 2-digit device number) • Devices associated with that device number activate.
To Deactivate Devices	• **Security Code+ [#] + [8] + nn** (nn = 2-digit device number) • Devices associated with that device number deactivate.

Follow-Me Feature (audio beeps)

About Follow-Me/Beeps	• This feature lets users enter up to three phone numbers (system-wide) that the system will call in the event of an alarm in any partition at the protected premises, thus alerting the user to the alarm. The follow-me feature works as follows: • When an alarm occurs, the system reports the alarm to the central station (and pre-determined pagers, if programmed), then dials the first follow-me phone number. • After dialing, the system waits a short time (about one ring plus any programmed pauses; see "To enter a follow-me number" below for programming pauses) then begins sending message tones (regardless of whether the call is answered). • When answered, the user will hear the message tones (a series of eight tones or "beeps") followed by a pause of about eight seconds, then the tones are repeated. The cycle of tones and pauses continues for about one minute. • **The user should press the [∗] key on the telephone** to acknowledge hearing the tones, then wait for the control to disconnect the line before hanging up. **IMPORTANT:** Press the [∗] during a pause between tone cycles. Otherwise, the control may not "hear" the [∗] key if pressed while the tones are being sent. • If the user does not press the [∗] key, the control hangs up when the 1-minute tone cycle is complete, then dials the second follow-me phone number. The control sends the tones as described above. • If the second number is not acknowledged by the user pressing the [∗] key, the control dials the third number. If the [∗] key is not pressed during the third call, the control redials the first number and the cycle repeats up to six times or until a user presses the [∗] key on the telephone. • If the follow-me number is for a pager, the message displayed on the pager is as follows: **911 P ZZZ** where "P" is the partition number, "ZZZ" is the 3-digit zone number of the zone in alarm.
To enter a follow-me phone number	• **User code + [#] + [6] [1]** • The first follow-me phone number (if one exists) is displayed: *FM Phone No.* *18009216704--_* • To display follow-me phone number 2, press [2]. To display follow-me phone number 3, press [3]. • **To modify the displayed number,** do the following: 1. Press [∗], which clears the number. 2. Enter the desired phone number. To include a 2-second pause in the number, press [#] at the point in the entry the pause is desired (it displays as "–"). Pauses entered at the end of the number will allow dialing but will delay the message tones by the amount of pause programmed. 3. Press [∗] to save the new number. The next follow-me phone number in sequential order (1-2-3-1 etc.) is displayed. Press [∗] to program that number, or press [1], [2], or [3] to select the desired follow-me number to be programmed.

Advanced System Functions

(System Master and Master users only)

Accessing Other Partitions

Partition Basics	• Each keypad is assigned to a partition by your installer and is used to perform functions in that partition and display that partition's system status. • Certain users, if authorized, can "GoTo" another partition from their partition's keypad to perform functions in the other partitions or display another partition's status. See GoTo command below. • Certain users, if authorized, can arm/disarm all partitions with a single command from their home partition. See Multi-Partition Arming below.
Common Area	• Your system may have been set up to use a common area, which is an area shared by users of the other partitions, such as a foyer or lobby. • If a common area is part of the system and one of the partitions is armed, faults occurring in the common area will be displayed on its keypads **and** the disarmed partition's keypads. • The common area will be armed and will sound and report alarms only when **both** the other partitions are armed; if either of the other partitions is disarmed, the common area remains disarmed and ignores faults. • Either partition can arm its system if the common area is faulted, but once armed, the other partition will not be able to arm unless the faulted common area zone is bypassed or the fault is removed. • Either partition can clear and restore the common area after an alarm. • Entry/exit time for the common area is the same as for partition 1.
GoTo Command	• **Security code + [∗] + partition number** (0,1,2, or 3), where: 0 = return to keypad's original partition; 1 = partition 1; 2 = partition 2; 3 = partition 3 • You can only "goto" those partitions that were assigned to you. • Can only be performed using an Alpha keypad. • The keypad remains in the new partition until directed to go to another partition, or until it automatically returns to the original partition (after 2 minutes with no keypad activity).
Multi-Partition Arming	• **Security code + [0] + arming command** (2, 3, 33, 4, 7, or 1), where: 2 = arms all partitions AWAY; 3 = arms all partitions STAY 33 = arms all partitions NIGHT-STAY (INTERNAL) 4 = arms all partitions MAXIMUM; 7 = arms all partitions INSTANT 1 = disarms all partitions • You can use this feature only if you were given that authority. • You must use an Alpha keypad. • The system arms only if all partitions are "ready to arm" (unless the system is programmed to allow arming with faults in certain zones); if any partition is "not ready," the system does not arm at all. • You can use the GoTo command to bypass open zones before arming, if desired. • If any partition is already armed when multi-partition arming is attempted, that partition remains in its existing armed state.

Defining Macro Keys

Macro Key Rules	• Only the system master can define macros. • A macro key is a convenience key that can activate up to 16 keystrokes. • Typical functions include arming sequences, bypassing zones, or turning on/off electrically operated devices. • Up to four macros can be assigned in the system, but only to keys pre-programmed by the installer.

To Define Macro Keys	• **System Master Code + [#] + [6] [6]**
	• Follow the prompts.
	• Enter the macro number (1-4; see installer for appropriate macro number) to be programmed at the "Select Macro?" prompt.
	NOTE: It is not possible to define four different macros for each partition. The four macros that can be defined can be used or not used in **any** partition.
	• If a macro has been previously defined, the keystrokes are shown on the bottom line of the display, otherwise the display is blank.
	To exit this mode (and keep the existing macro definition), press any key except the [∗] key. The system returns to normal mode.
	To define a macro for the selected key, press [∗] and continue with the next prompt.
	Enter the first of the series of desired commands, (do not include your user code), then press/hold the "D" key for at least two seconds to complete the first command. This key terminates each command, and appears as an "F" in the display as shown:
	`MACRO PGM`
	`60203F#701F2F`
	The keypad beeps to acknowledge your input and displays the command you entered (followed by "F").
	• Enter the next command, followed by press/holding the "D" key for at least two seconds. The keypad beeps and displays the keystrokes entered.
	•. Repeat until the all the desired commands have been entered (up to 16 characters including the "F"s). Check your keystrokes before continuing. If you made a mistake, you must start over.
	• To exit, press/hold the "D" key for at least two seconds. The display returns to system status and indicates system is ready.

Schedules

About Schedules	• The system provides up to 24 end-user schedules (programmable by master/installer only), which can control various types of events. • Each schedule causes a defined event to start and stop (when appropriate) at a specified time. • Schedules can be set to automatically repeat at various intervals. • Schedules can be set for random starting, if desired.

Creating Schedules

1. **System Master Code + [#] + [6] [4]**	1 DISARMED READY TO ARM
2. Enter a 2-digit schedule number from 01-24. Press [∗] to continue.	ENTER SCHED NO. 00=QUIT 00
3. Enter the desired 2-digit event number from the following list. 00 = remove the scheduled event 01 = turn a programmed device on or off 02 = set a user access schedule for one or more users) 03 = send "child-not-home" report; see Child Not Home notes below 04 = automatically arm the system in STAY mode at a specified time 05 = automatically arm the system in AWAY mode at a specified time 06 = automatically disarm the system at a specified time 07 = Display the word "REMINDER" at a specified time 08 = Disarm Time Window (system can be disarmed only during this time period; Exception: if a burglary alarm occurs, the system can be disarmed outside the scheduled time window) Press [∗] to continue.	ENTER EVENT
4. For event number "01," enter the 2-digit output number (01-18) associated with this schedule. Otherwise, this prompt is skipped. Press [∗] to continue to the "Start" prompt below.	DEVICE NUMBER XX
5. For event number "02," enter the 1-digit access group number (1-8). Otherwise, this prompt is skipped. Press [∗] to continue to the "Start" prompt below.	GROUP NUMBER X
6. For event numbers "03-07," enter the partition number to be armed or disarmed. Otherwise, this prompt is skipped. 0 = arm all; 1 = partition 1; 2 = partition 2; 3 = partition 3 Press [∗] to continue to the "Start" prompt.	PARTITION X
7. Enter the event's start time and days of week: Hour = 00-23; minute = 00-59 Days = Position the cursor under the desired days using the [∗] key to move forward, then press "1" to select the day(s). Press [∗] to continue.	START SMTWTFS HH:MMAM 1000000
8. For events 04 or 05, enter the desired amount of time, 01-15 minutes, the system should warn of impending arming. The system beeps once every 30 seconds to alert users that arming will soon occur. Otherwise, prompt is skipped. Press [∗] to continue.	WARNING DELAY TIME 00
9. Enter the event's stop time and days of week. Refer to step 7 for available entries. Press [∗] to continue.	STOP SMTWTFS HH:MMAM 1000000
10. Enter the desired repeat option. 0 = no repeat; 1 = repeat schedule weekly 2 = repeat schedule biweekly (every other week) 3 = repeat schedule every third week; 4 = repeat schedule every fourth week e.g., To make a schedule that happens everyday you would select all days with a repeat count of 1. To make a schedule that runs for one week then stops, select everyday with a repeat count of 0.	REPEAT OPTION 0-4 X
11. Select the randomize option, if desired: 0 = no; 1 = yes If selected, the schedule times will vary within 60 minutes of the "hour" time. For example, if a schedule is set to start at 6:15, it will do so the first time 6:15 arrives, but on subsequent days it will start anytime between 6:00 and 6:59 This feature is typically used for lighting control to make an unoccupied facility appear occupied during extended absences. Press [∗] to return to the ENTER SCHED No. prompt.	RANDOMIZE 0=NO 1=YES X

Child-Not-Home Paging	• You can program a schedule that causes a pager report to be sent to Pager 1 phone number if the system is not DISARMED by the scheduled time (see event "03"). The message sent is: 777-7777. For example, a working parent might want a message to be sent to a pager if their child did not arrive home from school and disarm the system by a certain time. **NOTE:** Your installer must program the control for pager reporting before you can use the child-not-home scheduling option (installer must program pager number and report options).

Time and Date Functions

Viewing the Time and Date	• **Master Code+[#] + [6] [3]**, or if programmed, press the designated function key. • The system lets you view its time and date setting. • The display remains on for about 30 seconds.
To Set the Time and Date	• **Master Code+[#] + [6] [3]**, then press [*] while the time/date is displayed. • A cursor appears under the first digit of the hour. **NOTE:** To move cursor ahead, press [*]. To go back, press [#]. • Enter the 2-digit hour setting; enter the 2-digit minute setting. • Enter the last two digits of the current year. • Enter the 2-digit month setting (01-12); enter the 2-digit day setting (01-31). • Press [*] to accept the settings and continue. The Clock Adjustment prompt is displayed. This prompt lets you add or subtract up to 59 seconds per day, if needed, to keep the real-time clock accurate. • Press [0] to add seconds per day, or press [1] to subtract seconds per day. • Enter the desired number of seconds per day (01-59) to add or subtract. • Press [*] to accept the settings and exit. This mode automatically exits after 10 seconds.

Event Log

The system records up to 250 events in a history log, which can be viewed by the master user using an Alpha Display keypad.

To view the Event Log	• **Master Code+ [#] + [6] [0]** • The system displays the most recent event as follows: 001 E441 U001 P1 13:38 21/06/02 Pressing [*] displays previous events (back in time). Pressing [#] displays events forward in time. event number, type of event, identified by its corresponding code, displayed in chronological order, from most recent to oldest. zone or user number (depending on type of event), partition in which event occurred, time and date of the event's occurrence. • When the log is full, the oldest event is replaced by the logging of any new event. • Refer to the Event Log Codes Table below for the meanings of the various codes.
Exit Event Log	• Press any key other than [*] or [#]

Event Log Codes Table

Code	Definition
110	Fire Alarm
121	Duress
122	Alarm, 24-hour Silent
123	Alarm, 24-hour Audible
131	Alarm, Perimeter
132	Alarm, Interior
134	Alarm, Entry/Exit
135	Alarm, Zone Type 5
143	Alarm, Expansion Module
144	Sensor Tamper Alarm
145	ECP Module Cover Tamper Alarm
146	Silent Burglary Alarm
150	Alarm, 24-Hour Auxiliary/Monitor zone
162	Gas Alarm
301	AC Power
302	Low System Battery/Battery Test Fail
305	System Reset (Log only)
321	Siren Supervision Failure
333	Trouble, Expansion Mod. Supervision
341	Trouble, ECP Cover Tamper
344	RF Receiver Jam
351	Telecom Line Fault
353	Alternative Comm. Media Trouble
354	Failure to Communicate (log only)
373	Fire Loop Trouble
374	Exit Error Alarm
380	Trouble Zone Type 5
381	RF Supervision Trouble
382	Supervision Auxiliary Wired Zone (sent after code 333 is sent)
383	RF Sensor Tamper and Double-Balanced Zone Tamper

Code	Definition
384	RF Sensor Low-battery
393	Clean Me (ESL smoke detectors only)
401	Disarmed, Armed AWAY, Armed MAXIMUM
403	Schedule Arm/Disarm AWAY
406	Cancel by User
407	Remote Arm/Disarm (Downloading)
408	Quick Arm AWAY
409	Keyswitch Arm/Disarm AWAY
441	Disarmed/Armed STAY/INSTANT, Quick-Arm STAY/INSTANT
442	Keyswitch Arm/Disarm STAY
461	Wrong Code Entry (keypad lockout activated)
570	Bypass
601	Manually Triggered Dialer Test
602	Periodic Dialer Test
606	Audio Alarm Verification (AAV) to Follow
607	Walk Test Entered/Exited
623	Event Log 80% Full
625	Real-Time Clock was Changed (log only)
627	Program Mode Entry (log only)
628	Program Mode Exit (log only)
750 - 789	Reserved for Configurable Zone Type report codes (check with central station when using these codes)
801	Override Tamper Arming (log only)
802	Override Low Battery Arming (log only)
803	Override AC Loss Arming (log only)
804	Override Supervision Fail Arming (log only)
999	Non-Alarm Zone Type (Zone Type 23) Fault (log only)

Security Codes and Authority Levels

You can assign different security codes for use by other users.

Rules for Assigning Codes

- Only the System and Partition Masters can assign user codes to users and change user partitions.
- 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.

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 to assign a user number (from the partition's pre-assigned user numbers) and a security code.

Authority Levels (define the system functions a particular user can/cannot perform)

Level	Title	Explanation
N/A	System Master (default = 1234)	Reserved for user 02; Can perform all system functions and assign codes in all partitions; can change its own code as follows: **Master code + [8] + 02 + new master code + new master code again**
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	Can do everything a standard user can do, and can assign user codes to users in their partition and can change its own code.

How to Assign User Codes and Attributes

Refer to the User Setup chart at the back of this manual to keep a record of user programming.

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

Add User Code:
System/Partition Master code + [8] + user no. + new user's code

(*Users 03/25/41 are preset to be partition programmers, but can be changed.)*

User 01 = installer
User 02 = master
User 03 = partition 1 master
User 25 = partition 2 master
User 41 = partition 3 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:
System/Partition Master code + [8] + [user no.] + [#] + [1]+ auth. level

Factory Assignments:
users 04-24/26-40/42-49 = 0
users 03/25/41 = 4

Authority Levels (see definitions above):
0 = standard user; 1 = arm only; 2 = guest; 3 = duress; 4 = partition master

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

Factory Assignments: none

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 does not allow these users to control the system outside the scheduled times.

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

Factory Assignments:
Part. 1 = users 03-24
Part. 2 = users 25-40
Part. 3 = users 41-49

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.
Partition Entries: 1 = partition 1; 2 = partition 2; 3 = partition 3

RF User Number:
Master/Part. Prog. Code + [8] + [user no.] + [#] + [4]+ zone no.

Factory Assignments: none

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 the desired function button on the keyfob that will be used by this user. Each button was assigned a unique zone number. See your installer for appropriate zone numbers.

Arm/Disarm Report:
Master/Part. Prog. Code + [8] + [user no.] + [#] + [6] + 0 or 1

You can program a user so that a message is sent to the monitoring station whenever this code is used to arm or disarm the system. 1 = send arm/disarm report; 0 = no arm/disarm reporting for this user

Testing the System (to be conducted weekly)

Test mode allows each protection point to be checked for proper operation. • The keypad sounds a single beep every 40 seconds as a reminder that the system is in the Test mode. • Alarm messages are not sent to your Central Station while Test mode is on.	
1 Disarm the system and close all protected windows, doors, etc.	The READY indicator light should come on if all zones are intact (i.e., all protected windows, doors, etc. are closed.
2. **Security Code+ [5] then [0]** (walk)	Starts Test mode. *The Dial test (option "1") is intended for the installer and should not be used unless directed to do so by your Security System Representative* If, during these tests, a problem is experienced with any protection point (no confirming sounds, no display), call for service immediately.
3. Listen.	The external sounder should sound for 1 second and then turn off. If the sounder does not sound, CALL FOR SERVICE.
4. Fault zones.	Open each protected door and window in turn and listen for three beeps from the keypad. Identification (zone number or zone description) of each faulted protection point should appear on the display. The display clears when the door or window is closed.
5. Walk in front of any interior motion detectors (if used) and listen for three beeps.	The identification of the detector should appear on the display when it is activated. The display clears when no motion is detected. Note that if wireless motion detectors are used, there is a 3-minute delay between activations. This is to conserve battery life.
6. Test all smoke detectors, following the manufacturer's instructions	The identification of each detector should appear on the display when each is activated.
7. Exit test mode: **Security Code+ [1]**	When all protection points have been checked and are intact (closed), there should be no zone identification numbers displayed on the keypad. If the test mode is inadvertently left active, it automatically turns off after 4 hours. During the final five minutes, the keypad emits a double beep every 30 seconds.

Maintaining the System

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 could 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).

Replacing Batteries in Wireless Sensors

Each wireless sensor in your system has a 9-volt or 3-volt battery. The system detects a low battery in wireless sensors, including smoke detectors, the personal emergency transmitter, and the portable wireless keypad and displays a low battery message*. (A low battery in a portable wireless keypad is detected as soon as one of its keys is pressed and is displayed as **00**.). Battery-operated smoke detectors with a low battery also emit a single "chirp" sound approximately once every 20–30 seconds.

Wireless sensors may not have been used in your security system

Alkaline batteries provide a minimum of 1 year of operation, and in most units and applications, provide 2–4 years of service. 3-volt lithium batteries provide up to 4 or more years of operation. Actual battery life will depend on the environment in which the sensor is used, the number of signals that the transmitter in the sensor has had to send, and the specific type of sensor. Factors such as humidity, high or low temperatures or large swings in temperature, may all lead to the reduction of actual battery life in an installation.

IMPORTANT: Use only batteries recommended by your installer as replacement.

* The low battery message comes on as a warning that battery replacement in indicated sensor(s) is due within 30 days. In the meantime, a sensor indicating a low battery condition is still fully operational.

Routine Care

- Treat the components of your security system as you would any other electrical equipment. Open and close sensor-protected doors or windows gently.
- Keep dust from accumulating on the keypad and all protective sensors, particularly on motion sensors and smoke detectors.
- The keypad and sensors should be cleaned carefully with a dry soft cloth. **Do not spray water or any other fluid on the units.**

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.

- **"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: CHECK 70 on Fixed-Word/Icon Display keypads indicates that the wiring connection to the external sounder is faulted (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 preventing the operation of wireless sensors* in the system. See "**Rcvr Jam**" on next page.
- 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 receiving communication from a particular sensor. CALL FOR SERVICE if this occurs.

* Not all systems use wireless sensors.

Other Trouble Displays

Words or letters in parentheses ( ) are those that are displayed on Fixed-Word/Icon Display keypads.

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. Depending on installer programming, a system low battery may prevent arming, or you may need to perform the arming sequence twice to override the condition (see your installer). If this condition persists for more than one day (with AC present), CALL FOR SERVICE.
Tamper + 1 + device number	If programmed, indicates a tamper fault condition (e.g. cover removed) exists at the device shown.
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 indicating that the transmitter is no longer operating.
Rcvr Jam (or **CHECK 90**)	Wireless part of the system is experiencing RF interference which may prevent reception from wireless sensors.**
MODEM COMM (or **CC**)	Indicates that the control is on-line with the Central Monitoring Station's or your installer'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.
AC LOSS (or **NO AC**)	The system is only operating on battery power 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. Depending on installer programming, an AC loss may prevent arming, or you may need to perform the arming sequence twice to override the condition (see your installer). If AC power cannot be restored and a "low system battery" message appears, 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 installed, the back-up communications media portion of your system has failed (e.g. internet, intranet networks, long range radio). CALL FOR SERVICE.
TELCO FAULT (or **CHECK 94**)	The telephone line has a problem. CALL FOR SERVICE.

* 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.

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.

Fire Alarm System (If Installed)

General

Your fire alarm system (if installed) is on 24 hours a day, for continuous protection. In the event of an emergency, the strategically located smoke and heat detectors will sound their alarms and automatically send signals to your system, triggering a loud, interrupted pulsed sound* from the Keypad(s) and any external sounders. A FIRE message will appear at your Keypad and remain on until you silence the alarm (see below for silencing fire alarms).

* Temporal pulse sounding is produced for Fire alarms, as follows:
3 pulses–pause–3 pulses–pause–3 pulses–pause. . . , repeated.

TYPICAL FIRE EMERGENCY DISPLAYS

ALPHA DISPLAY KEYPAD

FIXED-WORD KEYPAD

Silencing Fire Alarms and Clearing Memory of Alarm

1. You can silence the alarm at any time by pressing the **OFF** key (the security code is not needed to silence fire alarms). To clear the display, enter your code and press the **OFF** key again (to clear Memory of Alarm).
2. If the Keypad's FIRE display does not clear after the second OFF sequence, smoke detectors may still be responding to smoke or heat producing objects in their vicinity. Investigate, and should this be the case, eliminate the source of heat or smoke.
3. If this does not remedy the problem, there may still be smoke in the detector. Clear it by fanning the detector for about 30 seconds. When the problem has been corrected, clear the display by entering your code and pressing the **OFF** key.

Smoke Detector Reset

Depending on the type of smoke detectors in your system, it may be necessary to "reset" the smoke detectors after a fire alarm has been turned off. Check with your installer. This "reset" is accomplished at a keypad, as follows:
Enter User Code, then press the [**1**] key (does not apply to an “arm only” user).

Manually Initiating a Fire Alarm

1. Should you become aware of a fire emergency before your smoke or heat detectors sense the problem, go to your nearest keypad and manually initiate an alarm by pressing the panic key assigned for FIRE emergency for 2 seconds. If a key pair has been assigned for fire, press both keys at the same time.
2. Evacuate all occupants from the premises.
3. If flames and/or smoke are present, leave the premises and notify your local Fire Brigade immediately.
4. If no flames or smoke are apparent, investigate the cause of the alarm. The zone number(s) of the zone(s) in an alarm condition will be displayed at the keypad.

Using the Panic Key(s) Assigned for FIRE Emergency

A key or key pair may have been assigned for manually initiating a FIRE alarm. See the *Panic Keys* section for key assignments.
For convenience, indicate the key or key pair assigned for fire below.

Individual Keys

A B C

☐ ☐ ☐ Press the individual key assigned for fire for 2 seconds.

OR

Key Pairs

☐ [**1 OFF**] and [***READY**]

☐ [***READY**] and [**#**]

☐ [**3 STAY**] and [**#**]

Press the key pair assigned for fire at the same time.

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 (Internal), 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 or briefly press assigned key pair.	See the *Panic Keys* section for emergency functions programmed for your system. Note: Keys “A”, “B”, and “C” may have been programmed for other functions.
Chime Mode	*To turn ON or OFF:* Enter code. Press CHIME key.	The keypad will sound if selected doors or windows are violated while system is disarmed and chime mode is ON.
Test Mode	*To turn ON:* Enter code. Press TEST + [0]. *To turn OFF:* Enter code. Press OFF key.	Tests alarm sounder and allows sensors to be tested.
Phone Access if applicable	Consult *Phone Access User's Guide* that accompanies the Phone Module.	Permits system access remotely, via multifrequency phone.

System Features

Features	Comments
Exit Delay (seconds)	Part. 1: Part. 2: Part. 3:
Entry Delay 1 (seconds)	Part. 1: Part. 2: Part. 3:
Entry Delay 2 (seconds)	Part. 1: Part. 2: Part. 3:
Night-Stay (internal) Zones	Zones:
Quick Arm	yes no
Quick Bypass	yes no
Follow-Me	yes no users:
Keyswitch Arming (circle type of LED lighting)	Arm AWAY: steady flash Arm STAY: steady flash

Function Keys

Option	Function	A			B			C			D			Comments
		P1	P2	P3	P1	P2	P3	P1	P2	P3	P1	P2	P3	
02	Time Display													
03	Arm AWAY													
04	Arm STAY													
05	Arm NIGHT-STAY													
06	Step Arming													
07	Device Activation													Device:
08	Comm. Test													
09	Macro Key 1†													
10	Macro Key 2†													
11	Macro Key 3†													
12	Macro Key 4†													
00	Emergency Keys:	zone 95			zone 99			zone 96			paging			
	Personal Emergency										n/a			
	Silent Alarm										n/a			
	Audible Alarm										n/a			
	Fire										n/a			

Emergency Keys:
A = paired keys [1] / [∗] (zone 95); B = paired keys [∗] / [#] (zone 99); C = paired keys [3] / [#] (zone 96)
† There are only four macros system-wide.

List of Output Devices

Device	Description	Schedule No.	Function Key
01			
02			
03			
04			
05			
06			
07			
08			
09			
10			
11			
12			
13			
14			
15			
16			
17			
18			

User Setup

The following chart will help keep track of system users. Copies should be distributed to the partition 1 and partition 2 (if applicable) masters for their records.

To program a user attribute: Enter system/partition master code + [8] + user no. + "#" command listed in column heading…

User No.	User Name	User's Part(s).† (system master only) [#] [3] +[0] + part(s) + [#]	Security Code enter new code	Auth. Level [#] [1] + level	Access Group [#] [2] + group	RF Zone Number [#] [4] + zone no.
01	installer	(all)		installer		
02	system master	(all)		master		
03	partition 1 master	(1)		(4)		
04		(1)		(0)		
05		(1)		(0)		
06		(1)		(0)		
07		(1)		(0)		
08		(1)		(0)		
09		(1)		(0)		
10		(1)		(0)		
11		(1)		(0)		
12		(1)		(0)		
13		(1)		(0)		
14		(1)		(0)		
15		(1)		(0)		
16		(1)		(0)		
17		(1)		(0)		
18		(1)		(0)		
19		(1)		(0)		
20		(1)		(0)		
21		(1)		(0)		
22		(1)		(0)		
23		(1)		(0)		
24		(1)		(0)		
25	partition 2 master	(2)		(4)		
26		(2)		(0)		
27		(2)		(0)		
28		(2)		(0)		
29		(2)		(0)		
30		(2)		(0)		
31		(2)		(0)		
32		(2)		(0)		
33		(2)		(0)		
34		(2)		(0)		
35		(2)		(0)		
36		(2)		(0)		
37		(2)		(0)		
38		(2)		(0)		
39		(2)		(0)		
40		(2)		(0)		
41	partition 3 master	(3)		(4)		
42		(3)		(0)		
43		(3)		(0)		
44		(3)		(0)		
45		(3)		(0)		
46		(3)		(0)		
47		(3)		(0)		
48		(3)		(0)		
49		(3)		(0)		

Authority Levels:
0 = standard user
1 = arm only
2 = guest
3 = duress
4 = partition master

Partitions:
0 = clears partition assignments
1 = partition 1
2 = partition 2
3 = partition 3

Schedules: master code + [#] + [6] [4].

No.	Event (see list below)	Device No. for "01" events: (see device list below)	AccessGroup for "02" events: enter 1-8	Partition for "04-06" events: enter 1, 2, or 3	Start Time/ Day	Stop Time/ Day	Repeat (1-4)	Random (yes/no)
01								
02								
03								
04								
05								
06								
07								
08								
09								
10								
11								
12								
13								
14								
15								
16								
17								
18								
19								
20								
21								
22								
23								
24								

Events: 00 = remove event; 01 = device on/off; 02 = user access; 03 = child not home report; 04 = STAY arm; 05 = AWAY arm; 06 = auto disarm; 07 = display "reminder"; 08 = disarm time window

Repeat Options: 0 = none; 1 = repeat weekly; 2 = repeat every other week; 3 = repeat every third week; 4 = repeat every fourth week

– NOTES –

– NOTES –

– NOTES –

WARNING! THE LIMITATIONS OF THIS ALARM SYSTEM

While this system is an advanced design security system, it does not offer guaranteed protection against burglary or other emergency. Any alarm system, whether commercial or residential, is subject to compromise or failure to warn for a variety of reasons. For example:

- Intruders may gain access through unprotected openings or have the technical sophistication to bypass an alarm sensor or disconnect an alarm warning device.
- Intrusion detectors (e.g. passive infrared detectors), smoke detectors, and many other sensing devices will not work without power. Battery operated devices will not work without batteries, with dead batteries, or if the batteries are not put in properly. Devices powered solely by AC will not work if their AC power supply is cut off for any reason, however briefly.
- Signals sent by wireless transmitters may be blocked or reflected by metal before they reach the alarm receiver. Even if the signal path has been recently checked during a weekly test, blockage can occur if a metal object is moved into the path.
- A user may not be able to reach a panic or emergency button quickly enough.
- While smoke detectors have played a key role in reducing residential fire deaths, they may not activate or provide early warning for a variety of reasons in as many as 35% of all fires. Some of the reasons smoke detectors used in conjunction with this System may not work are as follows. Smoke detectors may have been improperly installed and positioned. Smoke detectors may not sense fires that start where smoke cannot reach the detectors, such as in chimneys, in walls, or roofs, or on the other side of closed doors. Smoke detectors also may not sense a fire on another level of a residence or building. A second floor detector, for example, may not sense a first floor or basement fire. Moreover, smoke detectors have sensing limitations. No smoke detector can sense every kind of fire every time. In general, detectors may not always warn about fires caused by carelessness and safety hazards like smoking in bed, violent explosions, escaping gas, improper storage of flammable materials, overloaded electrical circuits, children playing with matches, or arson. Depending upon the nature of the fire and/or the locations of the smoke detectors, the detector, even if it operates as anticipated, may not provide sufficient warning to allow all occupants to escape in time to prevent injury or death.
- Passive Infrared Motion Detectors can only detect intrusion within the designed ranges as diagrammed in their installation manual. Passive Infrared Detectors do not provide volumetric area protection. They do create multiple beams of protection, and intrusion can only be detected in unobstructed areas covered by those beams. They cannot detect motion or intrusion that takes place behind walls, ceilings, floors, closed doors, glass partitions, glass doors, or windows.

  Mechanical tampering, masking, painting or spraying of any material on the mirrors, windows or any part of the optical system can reduce their detection ability. Passive Infrared Detectors sense changes in temperature; however, as the ambient temperature of protected area approaches the temperature range of 32° to 40°C, the detection performance can decrease.
- Alarm warning devices such as sirens, bells or horns may not alert people or wake up sleepers if they are located on the other side of closed or partly open doors. If warning devices sound on a different level of the residence from the bedrooms, then they are less likely to waken or alert people inside the bedrooms. Even persons who are awake may not hear the warning if the alarm is muffled from a stereo, radio, air conditioner or other appliance, or by passing traffic. Finally, alarm warning devices, however loud, may not warn hearing-impaired people or waken deep sleepers.
- Telephone lines needed to transmit alarm signals from a premises to a central monitoring station may be out of service or temporarily out of service. Telephone lines are also subject to compromise by sophisticated intruders.
- Even if the system responds to the emergency as intended, however, occupants may have insufficient time to protect themselves from the emergency situation. In the case of a monitored alarm system, authorities may not respond appropriately.
- This equipment, like other electrical devices, is subject to component failure. Even though this equipment is designed to last as long as 10 years, the electronic components could fail at any time.

The most common cause of an alarm system not functioning when an intrusion or fire occurs is inadequate maintenance. This alarm system should be tested weekly to make sure all sensors and transmitters are working properly.

Installing an alarm system may make one eligible for lower insurance rates, but an alarm system is not a substitute for insurance. Homeowners, property owners and renters should continue to act prudently in protecting themselves and continue to insure their lives and property.

We continue to develop new and improved protection devices. Users of alarm systems owe it to themselves and their loved ones to learn about these developments.

ONE YEAR LIMITED WARRANTY

Honeywell International Inc., acting through its Security & Custom Electronics business ("Seller"), 165 Eileen Way, Syosset, New York 11791, warrants its security equipment (the "product") to be free from defects in materials and workmanship for one year from date of original purchase, under normal use and service. Seller's obligation is limited to repairing or replacing, at its option, free of charge for parts, labor, or transportation, any product proven to be defective in materials or workmanship under normal use and service. Seller shall have no obligation under this warranty or otherwise if the product is altered or improperly repaired or serviced by anyone other than the Seller. In case of defect, contact the security professional who installed and maintains your security equipment or the Seller for product repair.

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Seller does not represent that the product may not be compromised or circumvented; that the product will prevent any personal injury or property loss by burglary, robbery, fire or otherwise; or that the product will in all cases provide adequate warning or protection. Buyer understands that a properly installed and maintained alarm may only reduce the risk of a burglary, robbery, fire or other events occurring without providing an alarm, but it is not insurance or a guarantee that such will not occur or that there will be no personal injury or property loss as a result. CONSEQUENTLY, SELLER SHALL HAVE NO LIABILITY FOR ANY PERSONAL INJURY, PROPERTY DAMAGE OR OTHER LOSS BASED ON A CLAIM THE PRODUCT FAILED TO GIVE WARNING. HOWEVER, IF SELLER IS HELD LIABLE, WHETHER DIRECTLY OR INDIRECTLY, FOR ANY LOSS OR DAMAGE ARISING UNDER THIS LIMITED WARRANTY OR OTHERWISE, REGARDLESS OF CAUSE OR ORIGIN, SELLER'S MAXIMUM LIABILITY SHALL NOT IN ANY CASE EXCEED THE PURCHASE PRICE OF THE PRODUCT, WHICH SHALL BE THE COMPLETE AND EXCLUSIVE REMEDY AGAINST SELLER. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. No increase or alteration, written or verbal, to this warranty is authorized.

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