DS7400XiV4-EXP

Security Systems

EN

User Guide

Security System

BOSCH

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1.0 System Overview

A security system usually consists of:

- **A Control Panel**: The control panel is the center of your intrusion/fire alarm system. It supports vital functions such as receiving trouble and alarm signals from detectors, sounding of bells, sirens, or both, and communicating with your alarm monitoring company.
- **Keypads**: The keypad is where you interact with the system. The keypad allows you to initiate commands, such as arming and disarming, and displays critical information about the operation of your alarm system. Your system can have one or more wired and wireless keypads.
- **Protected Zones**: Your security system can contain protected windows and doors (perimeter zones), and various internal sensors. Your system separates perimeter zones from interior protection zones. Specific protection devices might include:
  - **Glass Breakage sensors**: Devices that detect the sound of breaking glass.
  - **Interior Motion sensors**: Electronic sensors (for example, passive infrared) that detect movement within an interior zone.
  - **Magnetic Contacts**: Switches used to detect the opening of doors or windows.
  - **Smoke Detectors**: Devices that detect products of combustion.

This system includes a telephone line seizure feature. The system can be programmed to report system events to a central monitoring station. Unless your system is set up to communicate with the central station over a network, you cannot use your phone when the system communicates with the central station. In the unlikely event that the central station cannot receive the report, your phone could be unavailable for up to 20 minutes while the system tries to communicate with the station.0

If your system is **not** monitored by an alarm monitoring service, you must understand:

- alarms sound only at your location
- no signals are sent when an alarm occurs
- duress and other silent alarms are disabled
- emergency alarms sound only at your location

2.0 Conventions Used in This Guide

2.1 Tips, Notes, Cautions, and Warnings

This User's Guide presents helpful tips and notes on the use of your security system. They are indicated by:

Warnings of the possibility of injury to the user or physical damage to the equipment.

Cautions about possible physical damage to the equipment.

Important information to aid you in the effective use of your security system.

2.2 Typographical Conventions

Special type styles are used to help you identify the objects being described in this User's Guide.

Boldface Text emphasizes important words or phrases. For example: An alarm **will** occur upon entry emphasizes that there will be an alarm if anyone enters that zone.

Italicized Text is used for references to other parts of this manual. For example: Refer to *Error Displays* means that you should look in the section of this manual titled Error Displays.

[Text in Brackets] indicates the button or key to press when entering a command sequence from a keypad. For example: [System Reset] refers to the button labeled System Reset on your text or LED keypad.

"Text in Quotes" indicates what is shown on the text keypad's alphanumeric display. For example: "Ready to Arm" is the standard message shown on the text keypad's alphanumeric display when a zone is ready to be armed.

3.0 Understanding Areas (Partitions)

Your alarm system might be partitioned.

A **partitioned** system is a system that is divided into two to eight areas that you can arm and disarm independently. Each keypad and keyfob can be assigned to arm and disarm individual areas or the entire system. Only your installing company can change the areas that a keypad or keyfob controls.

If a keypad is set to arm and disarm the entire system, you can assign user codes (PINs) to arm and disarm individual areas. Refer to *Section 8.0 Personal Identification Numbers* (PINs) on *page 23* for more information.

The following applies in a partitioned system:

- User PIN numbers are always required to perform operations in a partitioned system.
- If the user PIN has authority in only one area, using that PIN on any keypad performs arming and disarming commands only for the area in which the user has authority.
- If the user PIN has authority in more than one area, the user can arm or disarm those areas by entering the commands from any keypad.
- Only users with access to all areas attached to a common zone can arm that common zone.
- If the user PIN has authority in more than one area, the user can arm or disarm the **first area only** by entering the PIN number, [##], and the arming/disarming command, the **second area only** by entering the PIN number, [####], and the arming/disarming command, and so on.
- If **custom arming** (PIN [#][4]) is used in a Partitioned system, the following apply:
  - Users with access to all areas can custom arm all zones.
  - Users with access to all areas cannot custom arm a single area.
  - Users with access to one area can custom arm any zones in that area, but cannot arm common zones or zones in other areas.
- LCD (Text) keypads alternately display (about every 2 seconds) the current status of each area.
- LED keypads alternately display (about every 2 seconds) the current status of each area using the LEDs.

Refer to *Section 4.0 Understanding the Text and LED Keypads* on *page 5* for details.

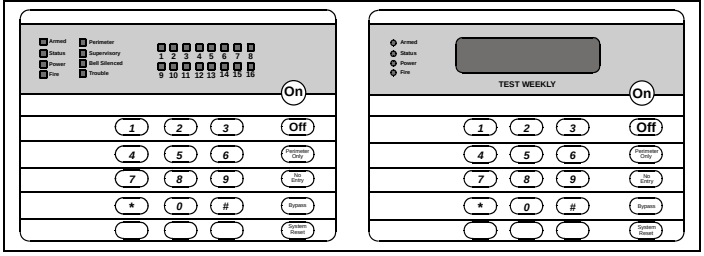
4.0 Understanding the Text and LED Keypads

DS7447E/DS7447V2 are alpha-numeric LCD keypads. DS7445i/DS7445V2 are LED keypads; its LEDs (1 to 16) represent the first 16 zones of the system. Both display information about control panel functions. A built-in sounder is used to annunciate keystroke entries and functions as an interior warning device.

The front of your keypad might look different than the keypads shown below. The instructions in this document still apply as the functions are the same.

(For other keypad operations, refer to *Section 11.0 The Master Keypad* on page 31.)

Figure 1: Text and LED Keypads



LED Keypad *Text Keypad*

Table 1: Keypad LEDs

LED	Off	Flashing	On
Armed (red)	All areas are disarmed.	One or more areas are armed, or an alarm occurred.	All partitions are armed, and no alarms occurred.
Status (green)	Not ready to arm (if the Armed LED is on, all areas are armed).	One or more zones are bypassed.	All areas are ready to arm.
Power (green)	The control panel has lost all power; no AC or battery.	Control panel problems exist. Refer to *Section 9.0 Error Displays*.	Normal Operation. The control panel is running on AC power with no problems.
Fire (red)	There are no fire alarms.	A fire zone is in alarm.	A fire trouble condition exists.

These status LEDs are present only on the LED Keypad:

Table 2: Status LEDs

LED	Off	Flashing	On
Perimeter (yellow)	Control panel is disarmed or is not perimeter armed.	This LED does not flash.	The perimeter is armed.
Supervisory (yellow)	There are no supervisory alarms present.	A supervisory condition exists.	This LED does not turn on steady.
Bell Silenced (red)	The bells do not have to be or are not silenced.	This LED does not flash.	There was a fire alarm and the bells were silenced. To clear, enter the Fire Reset command: [PIN][System Reset]
Trouble (yellow)	There are no trouble conditions.	This LED does not flash.	A trouble condition exists.
LEDs 1 to 16 (red)	There are no zone alarms.	A zone (1 to 16) is alarmed.	A zone (1 to 16) is not ready to arm, or if a fire zone, a trouble exists.

Volume Control

You can adjust the keypad sounder volume using the [1] and [4] keys with the [*] key.

Hold the [*] key and press the [1] key to increase the volume or the [4] key to decrease the volume.

Backlight Control (Text Keypad Only)

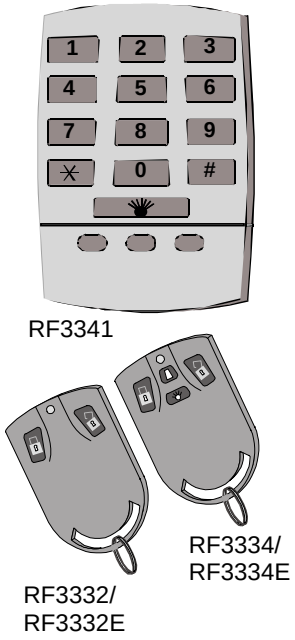
You can adjust the display backlight intensity using the [3] and [6] keys with the [*] key.

Hold the [*] key and press the [3] key to increase the brightness or the [6] key to decrease the brightness.

After adjusting the backlight and volume, you must arm and disarm the system once to store this information in the control panel. If power is disconnected before the control panel is armed, the backlight and volume levels return to the default settings.

5.0 Understanding the RF Keypad and Keyfobs

Figure 2: RF Keypad and Keyfobs



5.1 General Information

Your security system might use keypads or keyfobs that use a radio frequency to send signals to your security system. These RF (wireless) devices are programmed with a unique code that allows only your keypads and keyfobs to work with your security system.

Although the range of your RF devices can be up to 150 meters (500 feet) in open air, normal building materials can greatly reduce their range. The range can be reduced even further if you are in your automobile or if your home has aluminum siding. Test the range of your RF devices by trying them at various locations.

Because they are wireless, these RF devices operate on batteries. The batteries supplied with your RF devices should last for several years, but battery life can vary depending on the amount of use they receive. If you notice the range of the RF device is decreasing or if the LED is not working, it might be time to replace your battery. Refer to the documentation that came with your RF device for recommended replacement batteries and instructions for battery replacement.

Your RF device does not indicate if the alarm system is armed or disarmed. If you want to know if the system is armed or disarmed, ask your installing company to install an indicator light or other device to indicate the system status. The LED on your RF device flashes to indicate that a signal was sent to your security system.

5.2 Option and Emergency Keys

Some RF devices have option keys that your installing company can program to control other devices (such as lights) within the protected area, or emergency keys that your installing company can program to perform functions including activating alarm responses and operating relays. If your RF device(s) have these keys, ask your installer to explain the option key(s) or emergency keys programmed for your device(s). Refer to also *Section 7.0 Emergency Procedures* on *page 19*.

6.0 Day to Day Operations

6.1 Standard Operations

This section describes the standard (those built and programmed into your system at the factory) procedures for arming and disarming your security system. Your installing company can program your system for various optional operations (refer to *Section 6.2 Optional Operations*).

6.1.1 Normal Arming

Normal arming is used when no one is left on the premises, all zones must be armed, and an entry/exit delay is in effect. The green Status LED must be lit and, if using a text keypad, "Ready to Arm" must be displayed. If the green LED is not on or the keypad displays "Not Ready," you must use other methods to arm the system (refer to *Section 6.2.2 Force Arming* on *page 13* or *Section 6.2.3 Zone Bypass* on *page 14*).

Table 3: Normal Arming

Equipment	Command Sequence	What Happens	What To Do
Text Keypad LED Keypad	[PIN][On]	• The red Armed LED flashes. • "Armed" is displayed. * • "Exit Now" is displayed during the exit-delay period. * • A single beep sounds. • The red Armed LED lights steady when the exit-delay period ends. • All zones are armed.	Exit during the exit-delay period.
RF3341 Keypad	[PIN][#][1]	• The LED flashes indicating a signal was sent to your security system. • All zones are armed.	Exit during the exit-delay period.
RF3332 RF3334	Press ARM button	All zones are armed.	Exit during the exit-delay period.

* Text Keypad only

6.1.2 Perimeter Instant Arming

Use perimeter instant arming to arm only the exterior (perimeter) zones when you remain in the building. An exit delay is in effect, but no entry delay is in effect so an alarm **does** occur upon entry.

The green Status LED must be lit and, if using a text keypad, "Ready to Arm" must be displayed. If the green LED is not on or the keypad displays "Not Ready," you must use other methods to arm the system (refer to *Section 6.2.2 Force Arming* on *page 13* or *Section 6.2.3 Zone Bypass* on *page 14*).

Table 4: Perimeter Instant Arming

Equipment	Command Sequence	What Happens	What To Do
Text Keypad LED Keypad	[PIN][No Entry] [Perimeter Only]	• The red Armed LED flashes. • "Perimeter Inst." is displayed. * • "Exit Now" is displayed during exit-delay. * • The green Status LED lights steady. • A single beep sounds. • The red Armed LED lights steady when the exit-delay period ends. • The yellow Perimeter LED lights steady. ** • Only exterior protection zones are armed.	• Move freely around the interior. • Opening any exterior door or window triggers an alarm.
RF3341 Keypad	[PIN][#][2]	• The LED flashes indicating a signal was sent to your security system. • Only exterior protection zones are armed.	• Move freely around the interior. • Opening any exterior door or window triggers an alarm.
RF3332/RF3332E, RF3334/RF3334E	Not applicable		

* Text Keypad only

** LED Keypad only

6.1.3 Perimeter Arming

Perimeter arming is used when someone is still in the building, only the exterior (perimeter) zones must be armed, and an entry/exit delay is in effect.

The green Status LED must be lit and, if using a text keypad, "Ready to Arm" must be displayed. If the green LED is not on or the keypad displays "Not Ready," you must use other methods to arm the system (refer to *Section 6.2.2 Force Arming* on *page 13* or *Section 6.2.3 Zone Bypass* on *page 14*).

Table 5: Perimeter Arming

Equipment	Command Sequence	What Happens	What To Do
Text Keypad LED Keypad	[PIN] [Perimeter Only]	• The red Armed LED flashes. • "Perimeter On" is displayed. * • "Exit Now" is displayed during exit-delay. * • The green Status LED lights steady. • A single beep sounds. • The red Armed LED lights steady when the exit-delay period ends. • The yellow Perimeter LED lights steady. ** • Only exterior protection zones are armed.	• Move freely around the interior. • Opening any exterior door or window triggers an alarm.
RF3341 Keypad	[PIN][#][3]	• The LED flashes indicating a signal was sent to your security system. • Only exterior protection zones are armed.	• Move freely around the interior. • Opening any exterior door or window triggers an alarm.
RF3332/RF3332E, RF3334/RF3334E	Not applicable		

* Text Keypad only

** LED Keypad only

6.1.4 Custom Arming

Custom arming is used to arm zones that you specify and your installer programs into your system. An entry/exit delay is in effect unless otherwise programmed.

The green Status LED must be lit and, if using a text keypad, "Ready to Arm" must be displayed. If the green LED is not on or the keypad displays "Not Ready," you must use other methods to arm the system (refer to *Section 6.2.2 Force Arming* on *page 13* or *Section 6.2.3 Zone Bypass* on *page 14*).

Table 6: Custom Arming

Equipment	Command Sequence	What Happens	What To Do
Text Keypad LED Keypad	[PIN][#][4]	• The red Armed LED flashes. • "On Partial" is displayed. * • "Exit Now" is displayed during the exit-delay period. * • The green Status LED lights steady. • A single beep sounds. • The red Armed LED lights steady when the exit-delay period ends. • The zones that were programmed for custom arming are armed.	Exit during the exit-delay period.
RF3341 Keypad	[PIN][#][4]	• The LED flashes indicating a signal was sent to your security system. • The zones programmed for custom arming are armed.	Exit during the exit-delay period.
RF3332/RF3332E, RF3334/RF3334E	Not applicable		

* Text Keypad only

6.1.5 Maximum Security Arming

Maximum security arming is used when no one is still in the building, all zones are to be armed, an exit delay is in effect, but no entry delay is in effect so an alarm **does** occur upon entry.

The green Status LED must be lit and, if using a text keypad, "Ready to Arm" must be displayed. If the green LED is not on or the keypad displays "Not Ready," you must use other methods to arm the system (refer to *Section 6.2.2 Force Arming* on *page 13* or *Section 6.2.3 Zone Bypass* on *page 14*).

Table 7: Maximum Security Arming

Equipment	Command Sequence	What Happens	What To Do
Text Keypad LED Keypad	[PIN][No Entry][On]	• The red Armed LED flashes. • "Armed Instant" is displayed. * • "Exit Now" is displayed during the exit-delay period. * • A single beep sounds. • The red Armed LED lights steady when the exit-delay period ends. • All zones are armed.	• Exit during the exit-delay period. • Violating any zone after the exit-delay period ends triggers an instant alarm.
RF3341 Keypad	[PIN][#][5]	• The LED flashes indicating a signal was sent to your security system. • All zones are armed.	• Exit during the exit-delay period. • Violating any zone after the exit-delay period ends triggers an instant alarm.
RF3332/RF3332E, RF3334/RF3334E	Not applicable		

* Text Keypad only

6.1.6 Normal Disarming

Please read *Section 7.0 Emergency Procedures* on *page 19* before you are confronted with an emergency event. If you entered the building through a perimeter door, you might hear a steady entry alert tone from the wired keypads. If so, disarm according to the chart below.

If an alarm occurred sometime before your arrival, one or more of these happens:

- The bells and sirens sound.
- The wired keypads issue a pulsed tone during the entry delay instead of the usual steady tone.
- The red Armed LED on any LED keypad flashes.
- The red Armed LED on any text keypad flashes and "Zone Alarm" is displayed.

If the alarm is not yet investigated, do not enter the building unless accompanied by the appropriate Emergency Services' personnel.

Table 8: Normal Disarming

Equipment	Command Sequence	What Happens	What To Do
Text Keypad LED Keypad	[PIN][Off]	• The red Armed LED turns off. • All sounders are silenced. • All zones are disarmed. • A single beep sounds. • If a fire alarm was sounding, "Sounder Silenced" is displayed until the system is reset. *	• Determine why the sounders, if any, were activated. • Correct the cause. • If a fire alarm was sounding, correct the cause and press [System Reset] or [#][4][7] to reset the system.
RF3341 Keypad	[PIN][#]	• The LED flashes indicating a signal was sent to your security system. • All sounders are silenced. • All zones are disarmed.	• Determine why the sounders, if any, were activated. • Correct the cause. • If a fire alarm was sounding, correct the cause and press [System Reset] or [#][4][7] to reset the system.
RF3332/RF3332E RF3334/RF3334E	Press DISARM (unlock) button	• The LED flashes indicating a signal was sent to your security system. • All sounders are silenced. • All zones are disarmed.	• Determine why the sounders, if any, were activated. • Correct the cause. • If a fire alarm was sounding, correct the cause and press [System Reset] or [#][4][7] to reset the system.

* Text Keypad only

Note: When in Commercial Fire Mode, enter [PIN][#] a second time on a text or LED keypad to locate the fire zone number(s) in alarm.

6.2 Optional Operations

6.2.1 Quick Arming

Quick arming allows you to enter some arming commands without first entering a PIN. If quick arming is **not** used, you must enter a PIN at the beginning of all arming command sequences.

Quick arming is not available from a Master keypad or from RF (wireless) keypads.

The following shortcuts are allowed when the system is programmed for quick arming:

Table 9: Quick Arming

Type of Arming	Quick Arming Command Sequence
Normal Arming	[#][On]
Perimeter Instant Arming – no entry delay	[#][No Entry][Perimeter Only]
Perimeter Arming – entry/exit delay in effect	[#][Perimeter Only]
Maximum Security Arming	[#][No Entry][On]

6.2.2 Force Arming

When one or more zones are faulted (for example, if a window or door is open), the system can be force armed (if programmed) by bypassing the faulted zones. When a text keypad displays "Not Ready" and the zone LED(s) on an LED keypad for the faulted zone(s) are lit, force arming is required to arm the system. Although an RF3341 keypad does not indicate a faulted state on the system, you can force arm the system from an RF3341 keypad. You can also force arm an area using a master keypad in Single Partition Mode.

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

Bypassing or force arming removes some of your building's protection because it excludes the faulted zones from arming. Therefore, an intrusion might not be detected or the detection might be delayed. Always attempt to correct any zone problems (close doors and windows, etc.) before using these features. If you cannot correct the problem, contact your installing company.

Table 10: Force Arming

Equipment	Command Sequence	What Happens	What To Do
Text Keypad LED Keypad	Enter any Arming Command Sequence. Enter [Bypass] during the five-second beep.	• The red Armed LED flashes during the exit-delay period. • All zones normally armed by the Arming Command Sequence are armed except for the faulted zones.	If leaving, exit during the exit-delay period.
RF3341 Keypad	Any Arming Command Sequence [9]	• The LED flashes indicating a signal was sent to your security system. • All zones normally armed by the Arming Command Sequence are armed except for the faulted zones.	If leaving, exit during the exit-delay period.
RF3332/RF3332E, RF3334/RF3334E	Not applicable		

* Text Keypad only

6.2.3 Zone Bypass

There might be occasions when you need to temporarily bypass one or more zones before arming the system. Bypass commands only work when the control panel is disarmed. For example, an open window can cause the text keypad to display "Not Ready" followed by the zone number. The LED keypad might have one of its zone LEDs on steady.

You must be in Single Partition Mode to bypass from a Master keypad. Bypassing without arming is not allowed from an RF (wireless) keypad. If more than one zone requires bypassing, enter the additional zone numbers.

Refer to *Section 6.2.2 Force Arming* on *page 13* for another method to bypass zones.

Table 11: Zone Bypass

Type of Bypassing	Command Sequence	What Happens	What To Do
Bypass Faulted Zones	[PIN] [Bypass] [XXX] [XXX] [XXX] *	The green Status LED flashes if no other zones are faulted.	If desired, arm the control panel after bypassing.
Read Bypassed Zones	[PIN] [Bypass]	• "Bypass" is displayed on a text keypad followed by the zone number(s) of any bypassed zones. • All zones normally armed by the arming command sequence are armed except for faulted zones.	If desired, arm the control panel after bypassing.
Clear Individual Bypassed Zone(s)	[PIN] [Bypass] [XXX] *	The specified individual zone bypass is cleared.	If desired, arm the control panel after bypassing.
Clear All Bypasses	[PIN] [Bypass] [*]	All bypasses are cleared.	If desired, arm the control panel after bypassing.

* [XXX] is a 3-digit zone number

You must enter the zone number as a three-digit number. Example: 001, 062, or 125.

Note: All bypasses are cleared when the system is disarmed, except for 24-hour or Day-Monitor zones. To clear a bypass on a 24-hour zone or Day-Monitor, use one of the two methods above.

6.2.4 Automatic Arming

You can program each area to arm automatically once per day. You cannot program automatic arming from an RF (wireless) keypad. Programming automatic arming in Master Keypad mode affects all areas you have access to.

If you program automatic arming in single area mode or from a single area keypad, it affects only the area you are working in.

Do this procedure at a text keypad because no visual clues are provided from an LED keypad.

Table 12: Automatic Arming

Setting the Automatic Arming Time	Notes
[Master PIN][#][0]	You can only set the Automatic Arming Time in Master Programming Mode.
[1]	To enter Automatic Arming Setup programming.
Enter the area number. Press [#] to exit.	• If programming from a Master Keypad that is **not** in Single Partition Mode, you are prompted to enter the area to program. • You are allowed to program only the areas to which you are assigned. • If programming from a standard keypad or from a Master Keypad in Single Partition Mode, skip this step.
Enter a time for each day in 24-hour clock format	• Programming starts with Sunday. The keypad displays "Sunday –nn : nn" • Enter the time in 24-hour clock format and press the [#] key. If you make a mistake, press the [#] key twice to move back to your last entry. • Time examples: 12 midnight = 2400# 12 noon = 1200# 12:01 am = 0001# 12:01 pm = 1201# 1:00 am = 0100# 1:00 pm = 1300# Disabled = 0000#

6.2.5 Delaying Automatic Arming

When automatic arming is set, a pre-arming period begins 15 minutes before the system arms automatically to inform occupants that the system is about to arm. The keypad sounders, and any outputs programmed to follow the keypad sounders, pulse five times every minute. During the last five minutes before arming, these sounders are on steady. Once per minute the keypad (text keypad only) displays "Arm in nn min./PIN OFF - extend."

To delay automatic arming during the pre-arming period, use the appropriate command sequence from the table. To extend the automatic arming time at any time, use the delayed arming feature.

An RF3341 keypad gives no indication of the pre-arming period and **cannot** be used to delay automatic arming.

Table 13: Delaying Automatic Arming

Equipment	Command Sequence	What Happens	What To Do
Text Keypad LED Keypad	[PIN][Off]	The arming time is extended to 30 minutes from the time you entered the command sequence. A new pre-arming period begins 15 minutes prior to the new automatic arming time.	Exit before the new automatic arming time.
RF3341, RF3332/RF3322E, RF3334/RF3334E	Not applicable		
Note: The keypad volume setting also applies to the Auto Arm tone.			

6.2.6 Automatic Disarming

You can program each area to disarm automatically once per day. You cannot program automatic disarming from an RF (wireless) keypad.

If your program automatic disarming in Master Keypad mode, it affects all areas you have access to. If programmed in single area mode, or from a single area keypad, it affects only the area you are working in.

Do this procedure at a text keypad because no visual clues are provided from an LED keypad.

Table 14: Automatic Disarming

Setting the Automatic Disarming Time	Notes
[Master PIN][#][0]	You can only set the automatic disarming time in Master Programming Mode.
[4]	To enter the automatic disarming setup programming.
Enter the area number. Press [#] to exit.	• If you are programming from a Master Keypad that is **not** in Single Partition Mode, you are prompted to enter the area to program. • You are allowed to program only the areas to which you are assigned. • If you are programming from a standard keypad or from a Master Keypad in Single Partition Mode, skip this step.
Enter a time for each day in 24-hour clock format	• Programming starts with Sunday. The keypad displays "Sunday –nn : nn" • Enter the time in 24-hour clock format and press the [#] key. If you make a mistake, press the [#] key twice to move back to your last entry. • Time examples: 12 midnight = 2400# 12 noon = 1200# 12:01 am = 0001# 12:01 pm = 1201# 1:00 am = 0100# 1:00 pm = 1300# Disabled = 0000#

6.2.7 Delayed Arming

Delayed arming causes the system to arm after a specified number of hours. Delayed arming is not available from RF (wireless) keypads. You can use delayed arming even if there are no automatic arming times programmed. If delayed arming is used in Master Keypad mode, it affects all areas you have access to. If it is used in Single Partition Mode, or from a single area keypad, it affects only the area you are working in.

Delayed arming overrides the automatic arming time. Delayed arming also provides a 15-minute pre-arming period like the one provided with automatic arming.

Table 15: Delayed Arming

Setting Delayed Arming	Notes
[PIN][#][9][9]	• To enter the delayed arming setup programming. • The keypad displays: "Arm in nn Hours # to accept"
Enter the number of hours to delay arming in [0][1] format.	Enter the number of hours from the current time that you want the system to wait before arming. For example, if it is 3:00pm, and you want the system to arm at 9:30pm, enter [0][6][#]

6.2.8 Chime Mode

Chime Mode causes the keypad sounders to beep each time a Perimeter or Entry/Exit zone is triggered when the control panel is off (disarmed). The [#][7] command is used to turn Chime Mode both off and on.

Table 16: Chime Mode

Action	Equipment	Command Sequence	What Happens
Turn On Chime Mode	Text keypad LED keypad RF3341 keypad	[PIN][#][7]	• "Chime Mode On" is displayed for 5 seconds. * • The LED flashes indicating a signal was sent to your security system. ** • Keypad sounders beep for 2 seconds whenever a Perimeter or Entry/Exit zone is triggered.
Turn Off Chime Mode	Text keypad LED keypad RF3341 keypad	[PIN][#][7]	• "Chime Mode Off" displays for 5 seconds. * • The LED flashes indicating a signal was sent to your security system. ** • Chime Mode is turned off.

* Text Keypad only ** LED Keypad only

6.2.9 Access Control

Your system might use a keypad key sequence to activate other electrical devices. Access control is not available from an RF (wireless) keypad or from the keyfobs. Refer to *Access Code* on *page 24*.

This feature can be used in armed or disarmed modes.

The special PIN required to perform this function is known as an Access Control PIN. This PIN can control devices that are activated for a short period of time (for example, electric locking mechanisms on a door). Access PIN activations are recorded in the History Buffer.

Table 17: Access Control

Type of Disarming	Command Sequence	What Happens
Momentary Access Control Panel Activation	[Access Control PIN][Off]	The access device is activated for 10 seconds.

6.2.10 Changing the Date

Because you can change the system date only in Master Programming Mode, you **cannot** program the system date from an RF (wireless) keypad.

Record your entries so they are available before you enter Master Programming Mode. Enter the parameters promptly. If a delay of 15 seconds or more occurs between your entries, the 3-beep error tone sounds and the control panel automatically exits from the programming mode.

Table 18: Changing the Date

Steps To Change the Date	Command Sequence	If Accepted, the Text Keypad Displays:
Enter Master Programming Mode.	[Master PIN][#][0]	"2 Change Date" (display scrolls to this)
Enter 2 for System Date Setup programming.	[2]	"Enter Month" (01 ... 12)
Enter the Month.	[0][1] through [1][2]	"Enter Day" (01 ... 31)
Enter the Day.	[0][1] through [3][1]	"Enter Year" (XX) End with #
Enter the Year.	Last two digits of the year followed by [#].	"Month, Day, Year" A long beep signifies acceptance.

Note: Entering the command sequence [Master Code][#][0][2][#] causes the text keypad to display the date.

6.2.11 Setting the System Clock

Because you can only set the time on the system clock in Master Programming Mode, you **cannot** program the system clock from an RF (wireless) keypad.

Record your entries so they are available before you enter Master Programming Mode. Enter the parameters promptly. If a delay of 15 seconds or more occurs between entries, the 3-beep error tone sounds and the control panel automatically exits from the programming mode.

Do this procedure at a text keypad because no visual clues are provided from an LED keypad.

Table 19: Setting the System Clock

Steps To Set the Time	Command Sequence	If Accepted, the Text Keypad Displays:
Enter Master Programming Mode.	[Master PIN][#][0]	"6 Change Time" * (display scrolls to this)
Enter 6 for System Date Setup programming.	[6]	"Enter Day" (1 ... 7)
Enter the Day.	[1] through [7] Sunday Saturday	"Enter Time" (0100 ... 1259)
Enter the Time.	[0][1][0][0] through [1][2][5][9]	"Enter AM/PM" (4/6) End with #
Enter AM or PM.	[4][#] for AM or [6][#] for PM	"Day – Time" A long beep signifies acceptance.

* This is displayed only in Single Partition Mode

Note: Entering the command sequence [Master Code][#][0][2][#] causes the text keypad to display the date.

7.0 Emergency Procedures

7.1 Identifying Alarm Sounds

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

7.2 Silencing Alarms

All alarms can be silenced with a PIN that has disarm privileges. Enter your [PIN][Off] (or [PIN][#] from an RF3341 keypad) to silence the alarm and turn off (disarm) the control panel.

7.3 A Cautionary Note

How you respond to an alarm depends, mostly, on the type and time of the alarm. You should seek the advice of your installing company as it installs your system, **not** later (that is, after an alarm) to develop a response plan.

If there is any threat or hint of danger to yourself or others in the building, such as in the event of a fire alarm, instruct everyone to leave immediately. Do not enter the building unless accompanied by the appropriate Emergency Services' personnel, or after they have given the OK to enter.

7.4 Caution When Entering a Building

An alarm occurred if one or more of these conditions is true:

- The bells and sirens are on
- The red Armed LED is flashing and the text keypad displays **"Zone Alarm"**
- One or more of the LED keypad's zone LEDs are flashing.

The wired keypad also issues a pulsed tone during the entry delay instead of the usual steady tone.

The RF3341 Keypads do not indicate that an alarm is occurring or has occurred. With these keypads, you must rely on signals from other system devices to notify you of an alarm.

If the alarm was not investigated, do not enter the building unless accompanied by the appropriate Emergency Services' personnel.

7.5 Fire Alarms

Fire alarms are silenced by entering a [PIN] (with disarm privileges) the [Off] key. The fire alarm system is **not** reset until smoke detectors alarms are cleared by using the [System Reset] command. The fire alarm system is **not** functional until this procedure has been followed. Refer to *Fire Reset* below.

7.6 Fire Reset

During a fire alarm, exit the building immediately. When it is determined there is no fire, you must silence the bells and sirens before you can initiate the [System Reset] command.

[PIN][System Reset]

Before using the [System Reset] command, identify which smoke detector alarmed so the monitoring company can verify its operation.

Although you can silence alarms from an RF3341 Keypad, you **cannot** reset the system from an RF3341 Keypad.

Enter a [PIN] and press the [System Reset] key to reset any smoke detectors after a fire alarm occurs.

To use the System Reset command sequence, your PIN must have disarm privileges.

The System Reset command performs a fire reset, a battery test, and clears all system troubles.

7.7 Fire Trouble

A Fire Trouble message with a zone number identifies a problem with the fire system, such as a break in the wiring that monitors smoke detectors. If the system is in Commercial Fire Mode, a fire trouble message with no zone number indicates a ground fault.

A fire trouble is indicated by a short beep from the keypad sounders every 10 seconds. The text keypad displays "Fire Trouble" followed by the zones in a trouble condition. The LED keypad lights the Fire and Trouble LEDs steady and lights the corresponding zone LEDs.

The RF3341 Keypad cannot indicate a Fire Trouble condition.

Notify your installing company immediately if the fire trouble message is displayed.

To silence the fire trouble tone, enter any [PIN] and press the [Off] key (or enter [PIN][#] from an RF3341 Keypad). After the problems are resolved, enter a [PIN] and press the [Off] key ([PIN][#] from an RF3341 Keypad) to clear the "Fire Trouble" display.

7.8 Fire Safety

No fire detection device or system is 100% foolproof.

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

If Installed in Family Residences

Adherence to these guidelines can lead to reasonable fire safety when the following items are practiced:

- **Minimize hazards:** Avoid smoking in bed, leaving children home alone, and cleaning with flammable liquids.
- **Providing a fire warning system:** Most fire deaths occur in the home, with the majority during sleeping hours. The minimum level of protection requires smoke detectors to be installed outside of each separate sleeping area and on each additional story of the dwelling.

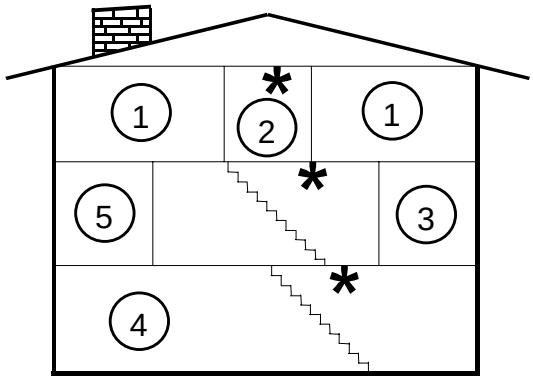
For added early warning protection, install detectors in all separated areas including the basement, bedrooms, dining room, utility room, furnace room, and hallways.

Create and Practice an Escape Plan

A fire warning is wasted unless the family plans in advance for a rapid and safe exit from the building.

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

Figure 3: Escape Plan



1 – Bedroom
2 – Hall
3 – Dining Room
4 – Basement
5 – Living Room
** – Smoke Detector*

Install a smoke detector on each story including basements, but excluding crawl spaces and unfinished attics.

- Provide a barricade between family members and fire, smoke, and toxic gases (for example, close all bedroom doors before retiring).
- Instruct children to open their bedroom windows and exit safely from the building. If exiting is not possible, teach them to stay at the open window and shout for help until it arrives.
- In the event of a fire alarm after retiring, wake the children by shouting to them from behind your closed door. Tell them to keep their bedroom doors closed.
- **If the top of your bedroom door is uncomfortably hot, do not open it.** Most likely, there is fire, intolerable heat, or smoke on the other side. Shout to all family members to keep their bedroom doors closed and to exit the building by alternate routes.
- If the top of the door is not uncomfortably hot, brace the bottom of the door with your foot, and the top with one hand, then open the door about one inch. Be prepared to slam the door shut if there is any pressure against the door or if any hot air rushes in.
- If there is no evidence of excessive heat or pressure, **leave the room and close the door behind you.** Shout appropriate instructions to all family members and immediately leave the building by the pre-planned routes. If heavy smoke is present, drop to your hands and knees, or crawl to remain below the smoke level.

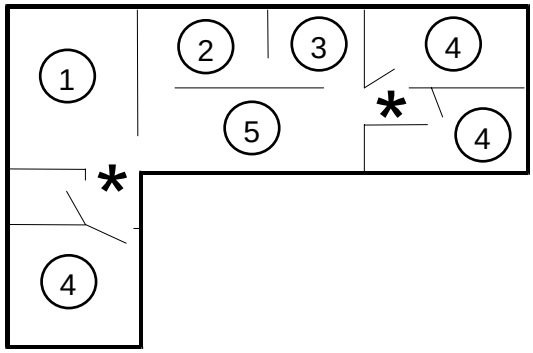
Installation Considerations

Proper location of detection devices is one of the most critical factors in a fire alarm system.

Here are some general considerations:

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

Figure 4: Smoke Detector Installation



1 – Rec Room
2 – Dining Room
3 – Kitchen
4 – Bedroom
5 – Living Room
** – Smoke Detector*

Install smoke detectors between sleeping areas and family living areas.

7.9 Emergency Keypad Alarms/ Silencing Alarms

The Emergency Alarm Keys [🔥], [✱], and [⬠] can generate Fire, Special Emergency, and Panic Alarms if programmed by the installer. Ask your installing company to explain the function of these keys. **To use an Emergency Key, you must press the button for two seconds to generate an alarm.** Use the Disarming Command Sequence to cancel or silence these alarms.

If the Emergency Alarm Keys are to be used, label the keys to signify their functions.

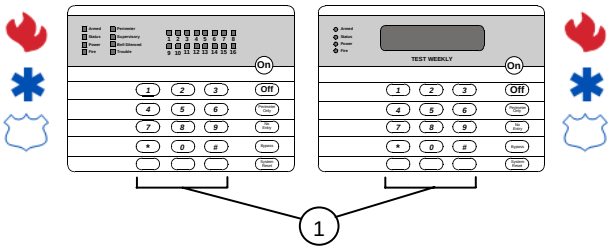
Label the left-most key as the Fire key. This is the only key that can be designated as the Fire key.

Label the middle key as the Special Emergency key.

Label the right-most key as the Panic key.

On RF keyfobs, the Panic signal is sent to your security system when two keys are held down simultaneously for at least three seconds.

Figure 5: Emergency Keypad Alarms



1 – Emergency Keys

7.10 Turning OFF (Disarming) Your System under Duress

A Duress PIN (refer to *Section 8.0 Personal Identification Numbers* (PINs) on *page 23* and *Section 8.4 PIN Authority Levels* on *page 24)* is used when someone demands, by threatening your life or well-being, that you turn the system off. When used, the Duress PIN turns off the system and reports a silent Duress alarm if the system is connected to a monitoring service. When disarming the system normally, use extreme care when entering your PIN to turn off the system, so you do not inadvertently enter a Duress PIN.

You can enter the Duress PIN at any keypad, but you cannot disarm the system under duress from a keyfob. In a duress situation, avoid using a keyfob to disarm the system since this prevents you from notifying the monitoring service of your need for assistance.

Table 20: Disarming Your System under Duress

Equipment	Command Sequence	What Happens	What To Do
Text Keypad LED Keypad	[Duress PIN][Off]	• The system appears to disarm normally. • A Duress Code is sent to your monitoring service.	Protect your life and well-being while awaiting assistance.
RF3341 Keypad	[Duress PIN][#]	• The system appears to disarm normally. • A Duress Code is sent to your monitoring service.	Protect your life and well-being while awaiting assistance.
RF3332/RF3332E, RF3334/RF3334E	Not applicable		

8.0 Personal Identification Numbers (PINs)

8.1 General Information

When programming personal identification numbers, it is helpful to know these terms:

- **PIN:** Personal Identification Number. Users enter this four- or six-digit code at the keypad to gain access to the system. You can assign a PIN to each User Number 001 through 200.
- **User Number:** This number identifies each person using the system. There are 200 possible user numbers available (001 through 200).
- **Authority Level:** This number determines the functions each user can perform.

Your system can assign up to 200 PINs, each four or six digits long. **You can only assign a PIN to one user number.** Attempting to assign the same PIN to multiple user numbers results in the three-beep error tone, and the entry is not made.

User Number 001 is designated as a Master code. It can be used to add, delete, or change other PINs. It always has access to all areas regardless of how it is programmed.

User Number 001 is shipped from the factory with the PIN of 1 2 3 4. **Change this PIN to one of your personal preference and program it as a Master code.**

Never program PINs with common sequences such as 1 2 3 4, 1 1 1 1, or 2 4 6 8 because they are easily triggered.

8.2 Removing a PIN

To disable (remove) a PIN:

1. Enter a [Master code] and press [#][0][0].
2. Enter the user number of the PIN to be cancelled and press [#].

You cannot disable User Number 001 using this method.

8.3 Changing a PIN

Since you can only change PINs in Master Programming Mode, they are **not** programmable from an RF (wireless) keypad. Change PINs at a text keypad because no visual clues are provided by an LED keypad.

Record your entries so they are available before you enter Master Programming Mode. Enter the parameters promptly. If a delay of 15 seconds or more occurs between entries, the 3-beep error tone sounds and the control panel automatically exits from the programming mode.

Table 21: Changing a PIN

Steps To Change a PIN	Command Sequence	If Accepted, the Text Keypad Display Reads:
Enter Master Programming Mode.	[Master PIN][#][0]	"0 User Change" (display scrolls to this)
Enter 0 for PIN Setup programming.	[0]	"Enter User Number" (001 ... 200)
Enter the user number.	[0][0][0] through [2][0][0]	"Enter Authority Level" Level (0 to 6)
Enter the Authority Level.	[0] through [6]	"Enter Area(s) or # for all"
Enter the area(s) (partitions) to which the user has access.	[1], [2], [3], [4], [5], [6], [7], and/or [8] followed by [#]	"Enter Next Area, End with #" or "Enter PIN"
Enter the PIN.	Any 4 or 6 digits. Do not press [#].	"Enter PIN Again. End with #" A long beep signifies acceptance of the PIN.
Enter the PIN again followed by [#].	[PIN] (same 4 or 6 digits as previous step) then [#]	

Note: The Master PIN can only change another PIN if the Master PIN is assigned to the same areas as the PIN it is changing.

8.4 PIN Authority Levels

0 = Master

Can enter all commands, add or change PINs in assigned areas, change the time and date, bypass, arm, disarm, perform system tests, system reset, and view history. User Number 001 must have the Master authority level. Any or all PINs can behave as a Master code. The Master code always has authority in all partitions.

1 = Unlimited

Can enter all commands, bypass, arm, disarm, system reset, and perform system tests. It cannot change PINs.

2 = General

Can bypass, arm, and disarm. It cannot change PINs, system reset, enter [#][7], or any of the [#][8] functions.

3 = Arm Only

Can arm the system with [PIN][ON] arming sequence only. Cannot perform other functions, including disarming.

4 = Temporary

Valid only for a specified time (the PIN expires on a pre-determined date). It can arm and disarm the system, but cannot perform any other functions. The code can be used from a Master keypad, but only in Single Partition Mode. If access is assigned to more than one area, you must enter a Temporary PIN expiration date for all assigned areas (refer to *Section 8.5 Changing the Expiration Date for Temporary PINs*).

5 = Duress

When the system is disarmed using the duress code, a silent report is sent to your monitoring service. The duress code is intended to be used when the user is forced to disarm the system. Refer to *Section 7.10 Turning OFF (Disarming) Your System under Duress* on *page 22*.

6 = Access Code

When a PIN with an access code is entered, any output programmed for access output (for example, door strikes) pulse on for 10 seconds (works when the system is armed or disarmed).

8.5 Changing the Expiration Date for Temporary PINs

Since you can only change the expiration date for temporary PINs in Master Programming Mode, they are **not** programmable from an RF (wireless) keypad. Do this procedure at a text keypad because no visual clues are provided by an LED keypad.

Record your entries so they are available before you enter Master Programming Mode. Enter the parameters promptly. If a delay of 15 seconds or more occurs between entries, the 3-beep error tone sounds and the control panel exits from the programming mode.

Table 22: Changing the Expiration Date

Steps To Change the Expiration Date	Command Sequence	If Accepted, the Text Keypad Display Reads:
Enter Master Programming Mode.	[Master PIN][#][0]	"3 Change Date of Code Expiration" * (display scrolls to this)
Enter 3 for Date of Code Expiration Setup programming.	[3]	"Enter Month" (01 ... 12)
Enter the Expiration Month.	[0][1] through [1][2] January December	"Enter Day" (01 ... 31)
Enter the Expiration Day. The temporary PIN expires at midnight on the day selected.	[0][1] through [3][1]	"Enter Year" (XX) End with #
Enter the Year.	Last two digits of the year followed by [#]	"Month, Day, Year" A long beep signifies acceptance.

* Appears only when in Single Partition Mode.

Note: Enter the command sequence [Master Code][#][3][#] to cause the text keypad to display the temporary code expiration date.

9.0 Error Displays

You can read error displays only when the control panel is disarmed. Some control panel errors, such as battery trouble and any RF troubles, cause the keypad sounders to beep every 10 seconds.

You can silence the keypad sounders for 4 hours by entering [PIN][Off].

The sounders continue to sound until the problem is fixed.

Clear the error display as advised by your installing company, or if you are certain the problem is remedied.

Table 23: Error Displays

Error/Warning Messages		
LED Keypad	**Text Keypad**	**Meaning**
Power Light (green) flashing	Control Trouble Enter [#][8][7]	There is an Error Message. To display the message, enter [PIN][#][8][7].
LED 1 on	AC Power Failure	There is a power failure and the control panel is operating on backup battery power.
LED 2 on	Battery Trouble *	If there was a power failure, wait at least two hours for the battery to recharge, then enter [PIN][System Reset] to perform a battery test.
LED 3 on	Communicator Err **	The control panel failed to communicate with the central station.
LED 4 on	System Fault	Internal error in the control circuitry or optional circuitry. Refer to *Section 9.1 System Faults*.
LED 5 on	Keypad Fault	One of the keypads is not responding to the control panel.
LED 6 on	Keypad Tamper	One of the keypad housings was opened.
LED 7 on	Multiplex Bus	The multiplex bus is defective or is shorted.
LED 8 on	Aux. Power Fault	The auxiliary power is shorted.
	Zone Trouble	One of the zones is not responding to the control panel. This might also be displayed during power-up; if this occurs, ignore the message.
	RF	Indicates a problem with an RF (wireless) zone.
	Dirty Chamber	One of the multiplex smoke detectors failed the sensitivity test and might require cleaning or replacement. Clear the keypad beep by entering [PIN][Off]

* The Battery Trouble message is cleared only by the [System Reset] command or another Automatic Battery Test, even after the problem is remedied.

** The Communicator Error message is cleared only by the [System Reset] command or the next successful Automatic System Off Normal report, even after the problem is remedied.

9.1 System Faults

System faults are designated as shown in *Table 24*:

Table 24: System Faults

[#][8][7] displays:	**[#][8][9] displays:**
RAM Fault	System Fault 01
ROM Fault	System Fault 02
EEPROM Fault	System Fault 03
Ground Fault	System Fault 04
2Ph/Bell Fault = loss of communication to bell/dual phone line module	System Fault 10
Line 1 Fault = bell/dual phone line module phone line 1 fault	System Fault 11
Line 2 Fault = bell/dual phone line module phone line 2 fault	System Fault 12
Bell Fault = bell/dual phone line module bell circuit fault	System Fault 13
Aux. Relay Fault = bell/dual phone line module aux. relay fault	System Fault 14
Oct. Relay Fault = loss of communication to octal relay module	System Fault 20
Reserved for older control panels	System Fault 50
AR IB Queue Full = modem buffer full	System Fault 51
AR Host Down = network data switch down	System Fault 52
AR Unreg. Modem = modem not registered	System Fault 53
AR Power Fail = power source below defined threshold	System Fault 54
AR Network Lost = loss of network	System Fault 55
AR Modem HW Err = modem hardware error	System Fault 56
AR Modem SW Err = modem software error	System Fault 57
AR Opt. Bus Err = loss of communications to alternate communication module	System Fault 58
AR Corrupt MSG = message error	System Fault 59
AltComm A Tx Err	System Fault 60
SerialBI/F Fault	
SerialB Tx Error	
SerialB Rx Error	
SerialBFlowError	
AltComm A Error	
AltComm B Error	
AltComm B Tx Err	
AltComm A Flow	
AltComm B Flow	

10.0 Testing Your System

10.1 Zone Test

The zone test confirms that detectors report alarms to the keypad. A zone test works on all zones, except 24-hour zones and fire zones. While the keypad is in a zone test, no control panel alarms activate an alarm, except 24-hour zone alarms and fire alarms; these alarms override the zone test function.

This test requires you to manually alarm each zone.

At the start of the test, if programmed, a report is sent to the central station followed by reports on the individual zones as they are tested. When the zone test is complete, a test restoral report is sent to the central station.

If you perform this test from a Master Keypad, the keypad must be in Single Partition Mode. Zone tests are not available from RF (wireless) keypads.

Test the system weekly.

Table 25: Zone Test

Type of Test	Command Sequence	What Happens	What To Do
Zone Test	[PIN][#][8][1]	• "Test Zone" is displayed followed by the numbers of the zones that were not tested. * • The zone LEDs of any untested zones flash. ** • "Now Testing" is displayed followed by the number of the zone currently being tested. * • The LED for the zone currently being tested turns on steady. ** • As each zone is tested, "Test Zone" appears followed by the remaining untested zones. * • As each zone is tested, its LED turns off. **	• Test each zone as instructed by your installing company. • Exit the Zone Test using [PIN][#].

* Text Keypad only

** LED Keypad only

10.2 Battery Tests

If a power failure occurs, your control panel has a backup battery that continues to power the control panel for many hours. The control panel automatically recharges the battery when power is restored.

In addition to the automatic battery test performed every 2 minutes, you can also test the battery manually. This test also uses the battery to manually activate all the system sounders for 2 seconds ([PIN][#][8][5] only). If the battery voltage is low, a battery fault occurs (refer to *Section 9.0 Error Displays* on *page 25*).

If you perform this test from a Master keypad, the keypad must be in Single Partition Mode. System Tests are not available from RF (wireless) keypads.

Table 26: Zone Test

Type of Test	Command Sequence	What Happens	What To Do
Local Battery/ Sounder Test	[PIN][#][8][5]	• All keypad LEDs turn on. • The keypad sounder and all alarm sounding devices operate for 2 seconds. • If the test fails, the control panel indicates a control problem. Refer to *Section 9.0 Error Displays* on *page 25*.	• If the sounder fails to operate or if the battery fails, contact your installing company.
Battery Test	[PIN][System Reset]	• The control panel performs a battery test. • The control panel reports a Low Battery or a Low Battery Restoral is necessary.	• Contact your installing company if a low or missing battery is reported.

10.3 Communicator Test

This test is available only if your system sends alarms and system information to a monitoring service, and is programmed by the installing company to permit communicator tests. You can perform this test from a Master Keypad. The account code for Area #1 is used. System tests are not available from RF (wireless) keypads.

A long beep initially sounds to acknowledge the start of the test. If the test is successful, the sounder again sounds one long beep. If the test fails, the keypad sounder turns ON continuously. To silence the sounder, enter your [PIN] and press the [#] key or the [*] key.

Table 27: Communicator Test

Type of Test	Command Sequence	What Happens	What To Do
Communicator Test	[PIN][#][8][2]	• A long beep sounds. • A “Test” report is sent to the monitoring service. • If the test fails, the keypad sounder operates continuously.	To silence the sounder, press [System Reset]. Note: This test can take several minutes to complete because the control panel attempts ten calls.

10.4 Fire Walk Test

This test confirms that smoke detectors report alarms to the keypads. The Fire Walk Test tests all fire zones, including verified fire and waterflow.

This test requires you to manually alarm each zone.

If programmed, a Fire Walt Test report is sent to the central station at the start of a Fire Walk Test. Fire alarm reports are not sent to the central station during the Fire Walk Test. A Fire Walk Test restoral is sent upon completion of the Fire Walk Test.

The Fire Walk Test runs for 20 minutes once it is started. The test time is extended to 20 minutes every time you test another zone.

When you test a fire zone, any output programmed to follow that zone is activated for 5 seconds.

Table 28: Fire Walk Test

Type of Test	Command Sequence	What Happens	What To Do
Fire Walk Test	[PIN][#][9][1]	• "Fire Test" is displayed followed by the number of any zones that are untested. * • The LEDs of any untested zones flash. ** • "Fire Testing" is displayed followed by the number of the zone currently being tested. * • The LED for the zone currently being tested turns on steady. ** • As each zone is tested, the "Fire Test" message appears followed by the remaining untested zones. * • As each zone is tested, its LED turns off. **	• Test each zone as instructed by your installing company. • Exit the Fire Walk Test using [PIN][#].

* Text keypad only
** LED keypad only

A Fire Walk Test prevents the system from sending any Fire Reports during the test.

10.5 Event History Readback

The History Buffer stores the last 400 events in memory. The text keypad can display all of these events. The LED keypad only displays the zones (1 to 16) that alarmed since the last Event History Readback. If you perform this test from a Master keypad, the keypad must be in Single Partition Mode. The RF3341 keypad cannot display history events.

Table 29: Event History Readback

Type of Test	Command Sequence	What Happens	What To Do
Event History Readback	[PIN][#][8][9]	• The last event to take place is displayed. * • The zone LEDs flash for any zones that alarmed since the last Event History Readback. ** Note: To read the System Error Displays, follow the instructions in *Section 9.0 Error Displays*.	• Scroll through the events using the [9], [6], and [#] keys. * • Exit from Event History using [PIN][#].

* Text keypad only ** LED keypad only

Scrolling through the History Events (Text Keypad Only)

Press [#] to scroll back through the history line by line.

Press [9] to scroll in reverse chronological order by event.

Press [6] to scroll back through the events (toward the most recent) by event.

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

To exit the Event History Mode, press the [*] key or wait 20 seconds and the keypad exits automatically.

When performing Event History Readback from a Master keypad, each area displays its own history.

11.0 The Master Keypad (Text Keypad Only)

11.1 General Information

Your system can include a Master Keypad. A Master Keypad is a text keypad programmed to provide access to all areas assigned to you, not just the area in which the Master Keypad is located. This is different from a standard keypad because standard keypads provide access only to the single area in which they are located. Commands entered at the Master Keypad affect all the areas to which you have access. If this is not desirable, the Master Keypad can control each area individually using Single Partition Mode. Single Partition Mode allows you to control any or all of the areas to which you have access on an individual (one by one) basis (refer to *Section 11.3 Single Partition Mode*).

To use the Master Keypad, your PIN must be assigned to the area in which the Master Keypad is located.

11.2 Master Keypad Displays

Master keypad displays differ slightly from standard keypads. The Master Keypad display scrolls the status of each area, followed by the area number. For example, if all areas are armed, the Master Keypad scrolls through the following displays:

Armed area 1	**Armed area 2**	**Armed area 3**	**Armed area 4**	**Armed area 5**	**Armed area 6**	**Armed area 7**	**Armed area 8**

If only areas 1, 2, 3, 4, 6, and 8 are armed, the Master Keypad scrolls through the following displays:

Armed area 1	**Armed area 2**	**Armed area 3**	**Armed area 4**	**Ready to Arm area 5**	**Armed area 6**	**Ready to Arm area 7**	**Armed area 8**

Areas that are not ready display as “Not Ready.”

Table 30 helps you understand what each LED function of the Master keypad represents.

Table 30: Master Keypad LEDs

LED	Off	Flashing	On
Armed (red)	All areas are disarmed.	One or more areas are armed, or an alarm occurred.	All areas are armed, and no alarms occurred.
Status (green)	Not ready to arm (if the Armed LED is on, all areas are armed).	One or more zones are bypassed.	All areas are ready to arm.
Power (green)	The control panel lost all power; no AC or battery.	Control panel problems exist. Refer to *Section 9.0 Error Displays* on *page 25*.	Normal Operation. The control panel is running on AC power with no problem.
Fire (red)	There are no fire alarms.	A fire zone is in alarm.	A fire trouble condition exists.

11.3 Single Partition Mode

Single Partition Mode controls areas on a one by one basis from the Master Keypad.

To enter Single Partition Mode, enter your [PIN], then press the [#] key twice. This displays the first area to which you have access. Enter the desired command sequence for this area. You do not need to enter your PIN again. To move to the next area, press the [#] key twice.

To exit Single Partition Mode, hold the [*] key down for 2 seconds. The system also automatically exits Single Partition Mode after 40 seconds without a keypad entry.

Example of Accessing Single Partition Mode

Enter your [PIN] and press the [#] key twice:
[1][2][3][4][#][#].
The first area to which you have access is displayed: **"Ready to Arm. Cafeteria."**

Enter the desired command sequence (in this case arming) for this area: [#][On].

Move to the next area by pressing the [#] key twice: [#][#].
The next area to which you have access is displayed: **"Ready to Arm. Office."**

Enter the desired command sequence for this area.

Exit Single Partition Mode by holding the [*] key for 2 seconds.

11.4 Arming from the Master Keypad

Table 31: Arming from the Master Keypad

Type of Arming Desired	Command Sequence
Arming all the areas to which you have access.	[PIN] and any Arming Command Sequence This arms all the areas to which you have access even if they are already armed.
Arming only some of the areas to which you have access.	1. [PIN][#][#]. You are in Single Partition Mode. The first area to which you have access is displayed: **"Ready to Arm. Cafeteria."** 2. Enter the desired Arming Command Sequence for the area. 3. Press [#][#] to open the next area to which you have access. The next area to which you have access is displayed: **"Ready to Arm. Office."** 4. Enter the desired Arming Command Sequence for the area. 5.
After arming any or all areas to which you have access, exit Single Partition Mode.	Exit Single Partition Mode by holding [*] for at least 2 seconds. The system also exits Single Partition Mode after 40 seconds without a keypad entry.

11.5 Disarming from the Master Keypad

Table 32: Disarming from the Master Keypad

Type of Disarming Desired	Command Sequence
Disarming all the areas to which you have access.	[PIN][Off] This disarms all the areas to which you have access even if they are already disarmed.
Disarming only some of the areas to which you have access.	1. [PIN][#][#]. You are in Single Partition Mode. The first area to which you have access is displayed: **"Armed. Cafeteria."** 2. Press [Off] if you want to disarm this area. If not, go to the next step. 3. Press [#][#] to open the next area to which you have access. The next area to which you have access is displayed: **"Armed. Office."** 4. Press [Off] if you want to disarm this area. If not, go to the next step.
After disarming any or all areas to which you have access, exit Single Partition Mode.	Exit Single Partition Mode by holding [*] for at least 2 seconds. The system also exits Single Partition Mode after 40 seconds without a keypad entry.

12.0 Glossary

Access Control PIN

An Access Control PIN is a special code to turn electric door locks or other mechanisms connected to the control panel on or off.

Area (Partition)

An area exists when the system is divided up into 2, 3, 4, 5, 6, 7, or 8 areas or partitions. Keypads within an area can interact with only that area.

Armed/Disarmed

Arming the system (burglar zones) turns it on. Disarming the system turns it off. Remember, fire protection (if installed) is always Armed/on.

Central Station/Monitoring Service

A Central Station/Monitoring Service is a facility used to continuously monitor phone signals from your system. Personnel are trained to dispatch the proper authorities when necessary.

Common Area

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

Custom Arming

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

Disarming Command Sequence

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

Door Strike

A mechanism connected to the control panel to limit access through a door to those users with an Access Control PIN.

Entry Delay

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

Exit Delay

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

Faulted Zone

A Faulted Zone is a zone that is not ready to arm (for example, an open door or window). It can also be described as being triggered.

Force Arming

Force Arming is a way of arming the system by bypassing zones that are not ready to arm. You should avoid Force Arming because it reduces the level of security.

Installing Company

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

Local System

A Local System is a system that has a control panel that is not programmed to call a monitoring service. It sounds only local (on site) bells or sirens when an intrusion or fire alarm is detected.

Monitored System

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

Partitioning

Partitioning is to divide the system into 2, 3, 4, 5, 6, 7, or 8 areas or partitions. This allows the system to act as 2, 3, 4, 5, 6, 7, or 8 separate systems.

Zone

A Zone is an input to the control panel. There are eight hard-wired zones on the control panel and additional zones may be added. A zone is usually some type of detection device designed for burglar or fire.

Zone Bypassing

Zone Bypassing is a way of arming the system by deliberately eliminating zones to be armed.

Zone Function

A Zone Function is the description of how a zone behaves in the system. Zone Functions usually define how a zone responds when armed or when it detects an alarm.

13.0 Quick Reference Guide

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

Monitoring Service Phone No. _____

Monitoring Service System No. _____

Installing Company Phone No. _____

Use the chart below to list your protected areas. For example, if Zone 1 is your front door, the installer should write "Front Door" on the line provided for Zone 1.

Zone	Protected Area	Zone	Protected Area	Zone	Protected Area	Zone	Protected Area
1		33		65		97	
2		34		66		98	
3		35		67		99	
4		36		68		100	
5		37		69		101	
6		38		70		102	
7		39		71		103	
8		40		72		104	
9		41		73		105	
10		42		74		106	
11		43		75		107	
12		44		76		108	
13		45		77		109	
14		46		78		110	
15		47		79		111	
16		48		80		112	
17		49		81		113	
18		50		82		114	
19		51		83		115	
20		52		84		116	
21		53		85		117	
22		54		86		118	
23		55		87		119	
24		56		88		120	
25		57		89		121	
26		58		90		122	
27		59		91		123	
28		60		92		124	
29		61		93		125	
30		62		94		126	
31		63		95		127	
32		64		96		128	

Zone	Protected Area	Zone	Protected Area	Zone	Protected Area	Zone	Protected Area
129		159		189		219	
130		160		190		220	
131		161		191		221	
132		162		192		222	
133		163		193		223	
134		164		194		224	
135		165		195		225	
136		166		196		226	
137		167		197		227	
138		168		198		228	
139		169		199		229	
140		170		200		230	
141		171		201		231	
142		172		202		232	
143		173		203		233	
144		174		204		234	
145		175		205		235	
146		176		206		236	
147		177		207		237	
148		178		208		238	
149		179		209		239	
150		180		210		240	
151		181		211		241	
152		182		212		242	
153		183		213		243	
154		184		214		244	
155		185		215		245	
156		186		216		246	
157		187		217		247	
158		188		218		248	

14.0 System Features Reference Guide

Audible Alarm Signaling Device Sounds

Intrusion ( ) Pulse ( ) Continuous
Fire ( ) Pulse ( ) Continuous

Keypad Supplemental Alarm [B] Key

( ) Continuous ( ) Silent

This system has the Duress Alarm feature.
( ) Yes ( ) No

This system has the communicator test feature.
( ) Yes ( ) No

Turning On (Arming) Your System

Normal Arming

Text/Led Keypad: [PIN][On]
RF3341: [PIN][#][1]

Perimeter Arming, no entry delay

Text/LED Keypad: [PIN][No Entry][Perimeter Only]
RF3341: [PIN][#][2]

Perimeter Arming, with entry delay

Text/LED Keypad: [PIN][Perimeter Only]
RF3341: [PIN][#][3]

Maximum Security Arming

Text/LED Keypad: [PIN][No Entry][On]
RF3341: [PIN][#][5]

Custom Arming

[PIN][#][4] for _____

Force Arming

Enter an arming command sequence followed by the [Bypass] key on text/LED keypads or the [9] key for RF3341 keypads. The maximum number of zones that can be forced armed is _____

Zone Bypass

[PIN][Bypass] followed by the [Zone number].

Quick Arming Your System

Normal Arming:

[#][On]

Perimeter Arming, no entry delay:

[#][No Entry][Perimeter Only]

Perimeter Arming, with entry delay:

[#][Perimeter Only]

Maximum Security Arming:

[#][No Entry][On]

Turning Off (disarming) Your System

Enter your [PIN][Off] for text/LED keypads or [PIN][#] for RF3341 keypads

Partitioning

( ) Partitioning enabled
( ) Partitioning **not** enabled
( ) Number of areas

Commands for Other System Features

Chime Mode	[PIN][#][7]
Zone Test	[PIN][#][8][1]
Battery Test	[PIN][System Reset]
Communicator Test	[PIN][#][8][2]
Error Display	[PIN][#][8][7]
Error Display Reset	[PIN][System Reset]
Fire Reset	[PIN][System Reset]
Event History Readback	[PIN][#][8][9]
Fire Walk Test	[PIN][#][9][1]

Access Control

Enter your **[Access Code PIN]** followed by [Off].

Notes

Notes

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