

MODEL 6200/3GS USER MANUAL

For **32-Partition** Residential and
Commercial Control Panels

VERSION 5

INTRAMERICA SECURITY TECHNOLOGIES
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ARM/DISARM AREAS 1 TO 32

In a partitioning system, the protection is divided into a maximum of 32 areas or partitions. Each **user** is given the authority to arm/disarm one or more areas. Additionally, each **keypad** can be programmed to control selected areas.

ARMING AN AREA/PARTITION

Close all zones that are monitored within the desired partition. Press the “}” button on your keypad to view the Area status followed by the Zone status. If all zones assigned to the area/partition are closed (not displaying) then you may begin arming that partition.

ENTER USER CODE THEN PRESS THE “ARM AREA (PART ARM 2)” BUTTON. THE KEYPAD WILL DISPLAY THE FIRST AVAILABLE AREA TO BE ARMED.

DISPLAY SHOWS **ARM AREA X**
 Area Number X

IF THIS IS THE AREA YOU DESIRE, PRESS THE “YES” BUTTON; OTHERWISE, PRESS THE “NO” BUTTON UNTIL THE DESIRED AREA APPEARS. PRESS THE “YES” BUTTON TO SELECT THE AREA. Alternatively, you may enter the area number and press the “RETURN/#” button.

IF THERE ARE MORE AREAS AVAILABLE FOR ARMING

DISPLAY WILL SHOW **ARM AREA Y**
 Area Number Y

IF THERE ARE NO MORE AREAS TO ARM, PRESS THE “}” BUTTON TO EXIT. If the area you have

ARM/DISARM AREAS 1 TO 32 cont.

selected is the last area in the list, the keypad will auto-exit.

Leave the area immediately through the entry/exit door.

ZONES OPEN AT ARMING

If some AREA X zones are still open, thereby preventing the arming, the keypad will beep and

DISPLAY SHOWS **NOT ACCEPTED**

followed by the next area available for arming. Press the “}” button to return to date and time, or, if the area chosen is the last area available, the keypad will auto-exit to date and time. As above, press the “}” button to view the Area armed status, followed by the Zone status. Close or bypass the zones and repeat the procedure above.

DISARMING AN AREA/PARTITION

Enter the area only through the designated exit/entry door and proceed directly to the keypad. The entry beeper will be beeping to remind you to turn off the system.

ENTER USER CODE THEN PRESS THE “DISARM AREA (PART ARM 1)” BUTTON. THE KEYPAD WILL DISPLAY THE FIRST AVAILABLE AREA TO BE DISARMED

DISPLAY SHOWS **DISARM AREA X**
 Area Number X

IF THIS IS THE AREA YOU DESIRE, PRESS THE “YES” BUTTON; OTHERWISE, PRESS THE “NO”

ARM/DISARM AREAS 1 TO 32 cont.

BUTTON UNTIL THE DESIRED AREA APPEARS.
PRESS THE "YES" BUTTON TO SELECT THE AREA.
Alternatively, you may enter the area number and press the
"RETURN/#" button. IF THERE ARE NO MORE AREAS
TO DISARM, PRESS THE * BUTTON TO EXIT.

DISPLAY SHOWS **WAIT ...**

THEN **AREA DISARMED**

IF THERE ARE MORE AREAS AVAILABLE FOR
DISARMING

DISPLAY WILL SHOW **ARM AREA Y**
 Area Number Y

IF THERE ARE NO MORE AREAS TO DISARM,
PRESS THE * BUTTON TO EXIT. If the area you have
selected is the last area in the list, the keypad will auto-exit.

DISPLAY WILL SHOW **DAY DATE TIME**

ALARM ON ENTRY

If too much time is taken to disarm the partition, then a full
alarm will occur. When the partition is finally disarmed,

DISPLAY SHOWS **DAY DATE TIME**
AND FLASHES ***SLOW ENTRY ALARM***
ALTERNATING WITH ***INTRUDER ALARM***
AND **ZONE DESCRIPTION**

DISARM

Disarm mode is used to simultaneously **turn off all areas**
of the system after entering the premises.

ENTER USER CODE THEN PRESS "DISARM"
BUTTON.

DISPLAY SHOWS **WAIT ...**

THEN **AREA DISARMED**

AND THEN **DAY DATE TIME**

ALARM ON ENTRY

If too much time is taken to disarm the system, then a full
alarm will occur. When the panel is finally disarmed,

DISPLAY SHOWS **DAY DATE TIME**
AND FLASHES ***SLOW ENTRY ALARM***
ALTERNATING WITH ***INTRUDER ALARM***
AND **ZONE DESCRIPTION**

FULL ARM/AWAY ARM

FULL ARM/AWAY mode is used to simultaneously **turn on all areas** of the system when you are leaving the premises. Close **all** zones. Press the * button to display Armed status followed by Zone status. If no zones are displayed, this means that the panel may be fully armed. (Note: EXIT zones and FOLLOWER zones that are open on the exit route are allowed and will not prevent the FULL ARM mode from occurring).

ENTER USER CODE THEN PRESS FULL ARM/ AWAY BUTTON.

DISPLAY SHOWS **WAIT ...**

THEN **AREA ARMED**

AND IN A MOMENT THE DISPLAY MAY GO BLANK.

If any zones, other than EXIT or FOLLOWER zones, are open when FULL ARM mode is chosen, the keypad beeps and

DISPLAY SHOWS **NOT ACCEPTED**

THEN **DAY DATE TIME**

When the system is successfully armed, the exit buzzer will start to pulse for the duration of the exit time. **Exit the premises promptly.** The system is fully armed when the buzzer no longer sounds. If, by accident, an alarm

FULL ARM cont.

activation occurs during the arming procedure, the keypad may beep and the bell/siren may sound. If this happens, enter your user code and then press the 9 button. This may silence the bell/siren if you have been given this option. Follow the DISARM AN AREA procedure on page 2 to disarm the area and to also shut off the alarm bell/siren if the 9 button did not work.

Details of the accidental alarm condition will then be flashed on the lower line of the display:

e.g. **DAY DATE TIME**
 ****INTRUDER ALARM****
alternating with **ZONE DESCRIPTION**

or **DAY DATE TIME**
 IMPROPER CLOSING
alternating with **ZONE DESCRIPTION**

Enter your user code and then press the "0" button. This will clear the display.

Press the * button to display open zones and close as necessary. Repeat the FULL ARM procedure as above.

ALARMS

If an ALARM or ALERT condition occurs during the disarmed period e.g., a fire door is opened, the keypad may beep, the siren/bell may sound and the display will flash the relevant messages:

e.g. **DAY DATE TIME**
 ****FIRE DOOR OPENED****

or **DAY DATE TIME**
 ****INTRUDER ALARM****

or **DAY DATE TIME**
 ID SECURITY ALERT

If an ALARM or ALERT condition had occurred during the armed period, then, when the panel is disarmed, the display will be flashing messages similar to those above.

Follow the AUDIBLE SILENCE procedure below to stop the siren/bell or the ACKNOWLEDGE ALARMS procedure on page 8 to stop the siren/bell and clear the display.

AUDIBLE SILENCE

To stop the siren/bell from sounding, ENTER YOUR USER CODE AND THEN PRESS THE "9" BUTTON.

The display will show **AUDIBLE SILENCE** and then return to date and time.

ACKNOWLEDGE ALARMS

This function is used to clear the display of flashing messages, stop the beeper, and in some systems silence the siren/bells.

ENTER USER CODE AND THEN PRESS THE "0" (zero) BUTTON.

DISPLAY SHOWS **CLEAR MESSAGES**

THEN **X ACCEPTED**

where **X** is the number of alarms accepted and the system returns to the DISARM mode.

DISPLAY SHOWS **DAY DATE TIME**

DOOR CHIME

A chime feature is available on selected zones, e.g., exit/entry doors, internal doors etc. Whenever a door is opened, the beeper will sound on the keypad for about 2-3 seconds.

To turn this feature on, PRESS THE "PART ARM 2/NIGHT" BUTTON TWICE IN 3 SECONDS. The display will periodically show the message **CHIME IS ON** on the lower line.

To turn this feature off, PRESS THE "PART ARM 2/NIGHT" BUTTON TWICE IN 3 SECONDS and the message will disappear.

HELP

This function is used to assist users who know their access code but have forgotten or are unsure of which function button to press.

ENTER USER CODE AND THEN PRESS THE “HELP” BUTTON.

DISPLAY SHOWS **SELECT AN OPTION . . .**

AND THEN THE FIRST OPTION ALLOWED TO THAT USER

e.g. **DISARM ?**
 Code DISARM

or **CLEAR MESSAGES ?**
 Code 0

etc.

On the top line, the system is now asking for an answer. That is, does the user want to select the option displayed ?

PRESS “YES” BUTTON if yes, and the system will execute the option displayed. To view the next choice, press the “RETURN/#” button. To go back to a previous selection, press the “PART ARM 1/EVENING “ button.

The lower line shows the procedure to follow for direct access to a function e.g., to clear the display without using the Help option, enter Code plus “0” (zero) button.

To exit from this function press the “NO” button at any time.

ZONE SHUNT/BYPASS

This function allows the user to place a zone out of service (e.g., loading door, window, etc.). Subsequent disarming of the area will remove only the shunts/ by-passes applied to that area. Re-entry into this function allows removal of some or all of the shunts/bypasses.

ENTER USER CODE THEN PRESS THE “NO” BUTTON.

DISPLAY SHOWS **SHUNT MODE**

THEN **ZONES DOORS**
 DISARM HELP

PRESS THE “DISARM” BUTTON TO SELECT *ZONES*.

DISPLAY SHOWS **SHUNT FROM 1**

ENTER THE NUMBER OF THE ZONE TO BE SHUNTED, *FOR EXAMPLE ZONE 5*.

DISPLAY SHOWS **SHUNT FROM 5**

PRESS THE “RETURN/#” BUTTON.

DISPLAY SHOWS **SHUNT TO 5**

PRESS THE “RETURN/#” BUTTON.

DISPLAY SHOWS **1 ZONE SHUNTS**
AND BEEPER SOUNDS

ZONE SHUNT cont.

DISPLAY SHOWS **ZONES DOORS**
 DISARM HELP

TO EXIT FROM THIS MODE, PRESS THE “NO”
BUTTON.

DISPLAY SHOWS **DAY DATE TIME**

IF YOU SELECT THIS FUNCTION AND SOME
ZONES HAVE BEEN PREVIOUSLY SHUNTED,
THEN THE DISPLAY WILL SHOW

CLEAR SHUNTS ?

TO REMOVE SOME OR ALL OF THE SHUNTS,
PRESS THE “YES” BUTTON.

DISPLAY SHOWS **ALL ZONES**

a) TO *REMOVE ALL* SHUNTS, PRESS THE “YES”
BUTTON

DISPLAY SHOWS **SHUNT FROM 1**

TO SHUNT NEW ZONES, ENTER ZONE NUMBER
AND PROCEED AS ABOVE.

TO QUIT, PRESS THE “NO” BUTTON AND THEN TO
EXIT TO DATE AND TIME PRESS THE “NO”
BUTTON AGAIN.

ZONE SHUNT cont.

b) TO *SELECTIVELY* REMOVE SOME SHUNTS,
PRESS THE “NO” BUTTON

DISPLAY SHOWS **FROM ZONE 1**
 1 ZONE DESCRIPTION

ENTER THE VALUE OF THE ZONE TO BE
CLEARED, FOR EXAMPLE 5.

DISPLAY SHOWS **FROM ZONE 5**
 5 ZONE DESCRIPTION

IF A RANGE OF ZONES IS TO BE CLEARED ENTER
THE UPPER LIMIT OR IF ONLY ZONE 5 IS TO BE
CLEARED, PRESS THE “RETURN/#” BUTTON.

DISPLAY SHOWS **TO ZONE 5**
 5 ZONE DESCRIPTION

PRESS THE “RETURN/#” BUTTON AND THE

DISPLAY SHOWS **CLEARED**

AND IN A MOMENT **SHUNT FROM 1**

TO SHUNT NEW ZONES, ENTER ZONE NUMBER
AND PROCEED AS ABOVE.

TO QUIT, PRESS THE “NO” BUTTON AND THEN TO
EXIT TO DATE AND TIME PRESS THE “NO”
BUTTON AGAIN.

SET DATE/TIME

This function is used to change the date and time.

ENTER USER CODE, THEN PRESS "SHIFT" BUTTON AND THEN PRESS THE "9" BUTTON.

DISPLAY SHOWS **SET DATE/TIME**

THEN **SET YEAR: 1998**

ENTER NEW YEAR VALUE AND PRESS THE "RETURN/#" BUTTON

DISPLAY SHOWS **SET MONTH: 1**

ENTER NEW MONTH VALUE (JAN= 1, FEB= 2, ETC.,) AND PRESS THE "RETURN/#" BUTTON

DISPLAY SHOWS **SET DAY: 1**

ENTER NEW DAY VALUE (01 TO 31) AND PRESS THE "RETURN/#" BUTTON

DISPLAY SHOWS **SET HOUR: 16**

ENTER NEW HOUR VALUE (01 TO 23) AND PRESS THE "RETURN/#" BUTTON

DISPLAY SHOWS **SET MINUTE: 15**

ENTER NEW MINUTE VALUE (01 TO 59) AND PRESS THE "RETURN/#" BUTTON

DISPLAY SHOWS **SET SECOND: 21**

SET DATE/TIME cont.

ENTER NEW SECOND VALUE (01 TO 59) AND PRESS THE "RETURN/#" BUTTON

Effective April 2002, automatic Daylight-Saving-Change was introduced into all panel firmware.

If DISPLAY SHOWS **AUTO HOUR CHANGE YES** and you wish the time change to occur automatically, then PRESS THE "RETURN/#" BUTTON to accept this feature and the panel will return to normal operation.

If, however, you live in a region of the country that does not use Daylight Saving Time Change, then PRESS THE "NO" BUTTON

DISPLAY SHOWS **AUTO HOUR CHANGE NO**

PRESS THE "RETURN/#" BUTTON to accept this feature and the panel will return to normal operation.

If you have a panel with firmware produced before April 2000, the panel requires a semi-automatic change which is described in the next section.

DAYLIGHT SAVING TIME CHANGE (Hour Change)

This function is used to prepare the panel to automatically adjust forward or backward for the daylight saving time change.

If you have a panel with firmware produced before April 2000, the panel requires a semi-automatic hour change in the spring and fall. If you have a panel with firmware produced after April 2000, the panel will automatically ‘spring forward’ and ‘fall back’.

To determine which firmware you have, select this function. If nothing happens and you are returned back to date and time.....you have an automatic hour change panel.

If the panel displays HOUR CHANGE ON SUNDAY, then you have the semi-automatic panel. On **any** day of the week prior to the Sunday changeover,

ENTER USER CODE, PRESS “SHIFT” BUTTON AND THEN PRESS THE “HELP” BUTTON.

DISPLAY SHOWS **HOUR CHANGE ON SUNDAY**

On Sunday at 2:00 AM, the panel will automatically add or subtract one hour and cancel the message.

If the hour change is entered by mistake, RE-ENTER USER CODE, PRESS “SHIFT”BUTTON AND THEN PRESS “HELP” BUTTON

DISPLAY SHOWS **CANCEL HOUR CHANGE**

and then returns to **DAY DATE TIME**

This option has now been cancelled.

SET TIME COMMANDS

This function is used to examine and program the auto-arm and auto-disarm time tasks. A number of the time tasks allow for Closing Warning **and** Auto-Arming of the areas in a partitioned system as well as the Full Arming of the system. This task will permit a closing warning to sound at a specific time during the day. When the warning occurs, a 10-minute timer is started, the panel will beep and if the warning is not acknowledged within the time period, the panel will execute an arming of the system. If the premises are unattended, then the timer will expire and the arming will occur. Note that if the panel has been previously armed, then no action will occur when this task executes.

ENTER USER CODE, PRESS “SHIFT” BUTTON AND THEN PRESS THE “} ” (BACKSPACE) BUTTON.

DISPLAY SHOWS **SET TIME COMMANDS**

THEN MAY SHOW **02:00/[DAYLIGHT SAVING]**

PRESS “RETURN/#” BUTTON UNTIL

DISPLAY SHOWS **24:00/[AREA 1 AUTO ARM]**

A value of 24:00 means that the task will not operate. Enter a 4-digit time value (military time) to indicate when you wish to be alerted about the impending arming and press the “RETURN/#” to complete the entry. Note that this time will apply to **every** day of the week. The next area will be displayed and again enter the appropriate time or leave as 24:00. In a similar manner, examine all time commands and the display will return to date and time.

SETTING USER IDS (Codes)

This function allows a Master user to assign unique 4-8 digit ID codes to each of the 248 general users. If 4-digit code operation has been chosen, the valid codes are 0001 to 9999. If 5-digit code operation has been chosen, the valid codes are 00001 to 99999, etc. In this section, we shall assign to two users the four-digit codes "1234" and "5678".

ENTER MASTER USER CODE, THEN PRESS THE "SHIFT" BUTTON AND THEN PRESS THE "DISARM" BUTTON.

DISPLAY SHOWS **USER SETUP**

AND IN A MOMENT **IDS OPTIONS NAMES**
 DISARM PART2 HELP

PRESS THE "DISARM" BUTTON.

DISPLAY SHOWS **SET ID. REMOVE ID.**
 DISARM HELP

PRESS "DISARM" TO SELECT SET ID.

DISPLAY SHOWS **ENTER USER NO. 2**
 MASTER or User No. 2

ENTER USER NUMBER OR PRESS "DISARM/PART ARM 1" BUTTON TO SCROLL THROUGH LIST.
PRESS "RETURN/#" BUTTON TO SELECT A USER.

SETTING USER IDS (Codes) cont.

DISPLAY SHOWS **USER CODE _ _ _ _**

ENTER "1" "2" "3" "4"

DISPLAY SHOWS **ENTER USER NO. X**
 NAME or User No. X

(where **X** is one higher than the previous user number).

ENTER USER NUMBER OR PRESS "DISARM/PART ARM 1" BUTTON TO SCROLL THROUGH LIST.
PRESS "RETURN/#" BUTTON TO SELECT A USER.

DISPLAY SHOWS **USER CODE _ _ _ _**

ENTER "5" "6" "7" "8"

DISPLAY SHOWS **ENTER USER NO. Y**
 NAME or User No. Y

At this point, you may continue to enter the codes for the rest of the users or you may

PRESS "NO" BUTTON to exit from this option.

DISPLAY SHOWS **SET ID. REMOVE ID.**
 DISARM HELP

PRESS "NO" AGAIN AND

SETTING USER IDS (Codes) cont.

DISPLAY SHOWS **IDS OPTIONS NAMES**
 DISARM PART2 HELP

PRESS THE “NO” BUTTON TWICE to return to date and time.

NOTES:

i) If you enter a duplicate code, the keypad will re-display **USER CODE** _ _ _ . Re-enter a different value or press the “RETURN/#” key to leave the old value unchanged.

ii) A higher user number cannot assign codes to a lower user number, e.g., user 45 cannot assign codes to user 33.

iii) If you have turned on the DURESS feature, the user code **cannot begin** with the same number as the duress number, e.g., if DURESS uses 0 + code, user codes 0001 to 0999 are not allowed.

REMOVING USER IDS

If a user code is no longer necessary, you may remove the code from the system. To do this, choose the SETTING USER IDS option (see page 16) and select IDS.

DISPLAY SHOWS **SET ID. REMOVE ID.**
 DISARM HELP

PRESS THE “HELP” BUTTON.

DISPLAY SHOWS **ENTER USER NO. X**
 NAME or User No. X

ENTER USER NUMBER OR PRESS “DISARM/PART ARM 1” BUTTON TO SCROLL THROUGH LIST.
PRESS “RETURN/#” BUTTON TO SELECT A USER.

DISPLAY SHOWS **AREA YOU SURE ?**
 NAME or User No. X

IF THIS IS NOT THE CORRECT USER, PRESS “NO” TO RETURN TO PREVIOUS MENU AND SELECT AGAIN.

IF THIS IS CORRECT, PRESS “YES” TO REMOVE.

DISPLAY SHOWS **ENTER USER NO. X**
 NAME or User No. X

PRESS “NO” FOUR TIMES TO EXIT TO DATE AND TIME.

SETTING USER OPTIONS

This option allows a Master user to assign operating options to each of the 248 general users.

ENTER MASTER USER CODE, THEN PRESS THE “SHIFT” BUTTON AND THEN PRESS THE “DISARM” BUTTON.

DISPLAY SHOWS **USER SETUP**

AND IN A MOMENT **IDS OPTIONS NAMES**
 DISARM PART2 HELP

PRESS “PART ARM 2/NIGHT” BUTTON.

DISPLAY SHOWS **ENTER USER NO. 3**
 NAME or User No. 3

Note that this user is one greater than your user number because you are not allowed to give yourself options, it must be done by a user lower in number than yourself.

ENTER USER NUMBER AND PRESS “RETURN/#” BUTTON.

DISPLAY SHOWS **DISARM**
 NO

PRESS “NO” BUTTON if no, and the selected user will not be allowed to disarm the system or

PRESS “YES” BUTTON, if yes, and the DISPLAY

SETTING USER OPTIONS cont.

CHANGES TO **DISARM**
 YES.

The selected user will now be allowed to disarm the system. All options available to the Master user will be consec-utively listed. By pressing “YES” or “NO”, you can allow or deny access to each item of the list for that selected user. The display then increments to the next user.

Hint: You can step ahead to the next choice by pressing the “DISARM” button or you can step back to the previous choice by pressing the “PART ARM 1/EVENING” button. In a similar manner you can use the “DISARM” and “PART ARM 1/EVENING” buttons to increment or decrement the user number instead of entering a numeric value.

WHEN ALL CHOICES HAVE BEEN MADE PRESS THE “RETURN/#” BUTTON.

DISPLAY SHOWS **ENTER USER NO. X**
 NAME or User No. X

(where **X** is one higher than the previous user number). At this point, you may continue to enter the options for the rest of the users or you may

PRESS “NO” BUTTON to exit from this option.

DISPLAY SHOWS **IDS OPTIONS NAMES**
 DISARM PART2 HELP

PRESS “NO” BUTTON twice to exit to DISARM mode.

SETTING USER NAMES

This option allows the Master user to record the names of the 248 general users. This is useful when examining the log.

ENTER MASTER USER CODE, THEN PRESS THE "SHIFT" BUTTON AND THEN PRESS THE "DISARM" BUTTON.

DISPLAY SHOWS **USER SETUP**

AND IN A MOMENT **IDS OPTIONS NAMES**
 DISARM PART2 HELP

PRESS "HELP" BUTTON.

DISPLAY SHOWS **ENTER USER NO. 2**

ENTER USER NUMBER AND PRESS "RETURN/#" BUTTON.

DISPLAY SHOWS **^**

The cursor will be flashing at the far left of the display. The letters of the alphabet are associated with the 19 buttons and the cursor is used to select the required characters. Refer to the template chart at the back of this booklet for the letter assignments. When the cursor is pointing UP, the number buttons for example are as marked. Press the "SHIFT" button once and the cursor will point to the LEFT. The number buttons now have a new set of alphabetic designations. Press the "SHIFT" button again and the cursor will point to the RIGHT. The number buttons now have an-

SETTING USER NAMES cont.

other set of alphabetic and symbol designations. Press the "SHIFT" button again and it will return to the UP position. The direction of the cursor always indicates the character to be chosen. The remaining buttons also have letters associated with them. For example, to enter a space character, position the cursor pointing to the left and press the "RETURN/#" button. To save a name entry, position the cursor UP and press the "RETURN/#" BUTTON. As an example, we shall enter the name WENDY MILLER:

PRESS "SHIFT" "SHIFT" AND THEN "9"

You should now see a **W** and the cursor should be pointing to the right.

DISPLAY SHOWS **W>**

PRESS "SHIFT" "SHIFT" AND "PART ARM 2/NIGHT"

DISPLAY SHOWS **WE<**

PRESS "4", "PART ARM1/EVENING" AND "0".

DISPLAY SHOWS **WENDY<**

PRESS "RETURN/#" BUTTON AND THEN "3", "1", "2", "2", "PART ARM 2/NIGHT", "7" AND THEN PRESS "SHIFT", "SHIFT" to return the cursor to the up position.

If a mistake is made see EDITING USER NAMES on page 25.

USER SET OWN ID

This function allows a general user to select their own code rather than use the code given by the Master user. The general user now has an absolutely confidential code. The Master user must first authorize the use of this option and assign a temporary code to the general user. This function can only be used once; otherwise, the Master user must reset the option.

ENTER USER CODE, THEN PRESS "SHIFT" BUTTON, AND THEN THE "0" (zero) BUTTON.

DISPLAY SHOWS **USER SET OWN ID**

THEN **ENTER CODE 1** _ _ _ _

The system requires you to enter two codes, one of which it will choose for you to keep.

ENTER A CODE AND

DISPLAY SHOWS **ENTER CODE 2** _ _ _ _

DISPLAY BRIEFLY SHOWS **SELECTED CODE X**

(where **X** is choice 1, or choice 2).

The system then returns to the DISARM mode.

The **new** user code supercedes the old temporary code, and the latter will no longer be valid.

SYSTEM LOG

This function allows authorized users the ability to either print or view the historical log for the Security zones or for the Door Access zones.

ENTER USER CODE, AND THEN PRESS THE "YES" BUTTON.

DISPLAY SHOWS **ALARM** **ACCESS**
 DISARM **HELP**

PRESS THE "DISARM" BUTTON TO SELECT ALARM

THE DISPLAY SHOWS **SYSTEM LOG**

AND THEN **PRINT LOG** ?

A yes or no answer is required.

PRESS "YES" BUTTON if a serial-input printer has been connected to the panel (the log contains the previous 1000 historical events).

or

PRESS "NO" BUTTON if no printer connected, and the log will be sequentially displayed in reverse order (most recent event first). Note that date and time are always displayed on the first line and are now separated with an asterisk (indicating that the panel is displaying the log). You may fast forward through the log by repeatedly pressing the "DISARM" button, or rewind the log by pressing the "PART ARM 1/EVENING ARM" button. Note also that one to three dashes appear in the first three column positions on the upper line of the display. Each

SYSTEM LOG cont.

new **complete** log display increments the dash. To terminate either the printing or displaying of the log,

PRESS THE "NO" BUTTON.

DISPLAY SHOWS **ABORTED**

AND THEN **ALARM ACCESS**
 DISARM HELP

PRESS THE "NO" BUTTON TO EXIT

The system then returns to the DISARM mode.

WARNING MESSAGES

If any of the following messages appear, silence the beeping tone by following the ACKNOWLEDGE function (see page 8).

The message below indicates that the AC power has been removed from the system.

DISPLAY SHOWS **AC POWER FAIL**

The message below indicates that the standby battery is faulty or disconnected.

DISPLAY SHOWS **BATTERY PROBLEM**

The message below indicates that a TAMPER condition exists on one of the zones.

DISPLAY SHOWS ***ZONE TAMPER ALARM***

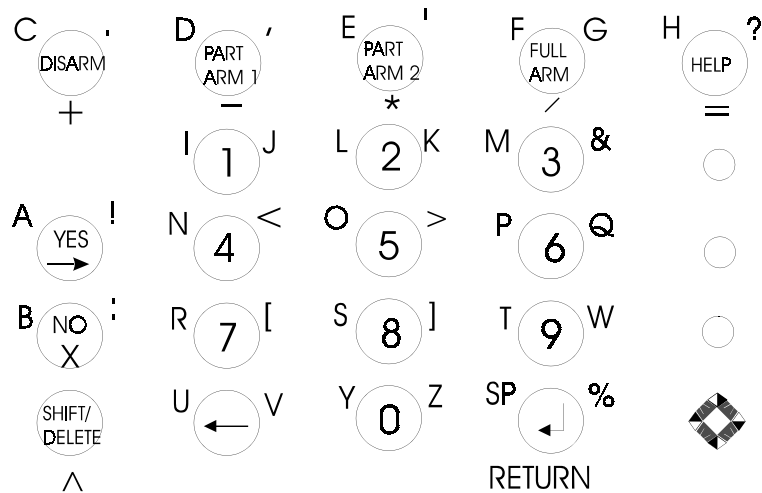
The message below indicates that a panel fuse has blown.

DISPLAY SHOWS **F2/F3 FUSE BLOWN**

Should any of the above messages be displayed, CALL FOR SERVICE IMMEDIATELY.

SETTING USER NAMES TEMPLATE CHART

The drawing below shows the various letters of the alphabet and characters that are available for describing zones and user names. When the cursor is shifted left (<) by pressing the “SHIFT/DELETE” button, the left character is selected (C D E F etc.). When the cursor is shifted right (>) by again pressing the “SHIFT/DELETE” button, the right character is selected (G Q W etc.) When the cursor is pointing up (^) the number button or symbol below a button is chosen (2 5 * =).



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