GE
Security

NetworX™ Series

NX-1208E LED keypad

User manual

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INTRODUCTION

This manual is furnished to help you understand your security system and become proficient in its operation. All users of your security system should read and follow the instructions in this booklet and, if possible, practice on the keypad control while your professional installer is on site. Failure to do so could result in the security system not working properly. Please keep this booklet in an accessible location for the life of the security system. If you do not understand any part of this manual you should notify your installing company.

The SECURITY CONTROL can be turned on (ARMED) and off (DISARMED) by entering a 4 or 6 digit code into the Keypad Control, which is similar to a telephone keypad. If your Security Control has been so programmed, you may be able to turn on (ARM) your System by simply double pressing the ⌂[AWAY], ⌂ [STAY] or ◐[NIGHT] key. The system must always be disarmed using a 4 or 6 digit code. The LED keypad includes up to 18 lights and a built-in electronic sounder. These provide specific information relating to the status of the security system, which is described in the booklet. Understanding what the lights and sounds mean will help you to easily operate your system.

Keep in mind, the level of security you will obtain with this system relates specifically with two major factors:

1. The quantity, quality and placement of security devices attached to this system.
2. The knowledge you have of the security system and how that knowledge is utilized in a weekly test of the complete system.

You should be aware of the following facts when preparing a safety/security plan for your home/business:
1. Your security system is an electronic device and is subject to failure or malfunction. Do not rely on it as your single source of security.
2. Your system should be tested weekly.
3. Your system will not work without power.
4. Warning devices will need to be loud enough, wired correctly, and properly placed to provide notification of an alarm event.
5. Smoke and heat detectors may not detect heat and smoke in all situations.
6. Use qualified security professionals to install and maintain your security system.
7. It may be possible to arm the security system without the backup battery connected. Your periodic test should be done with AC Power removed to verify the battery is connected and adequately charged.
8. Care should be taken to plug in and restrain the AC transformer after testing.
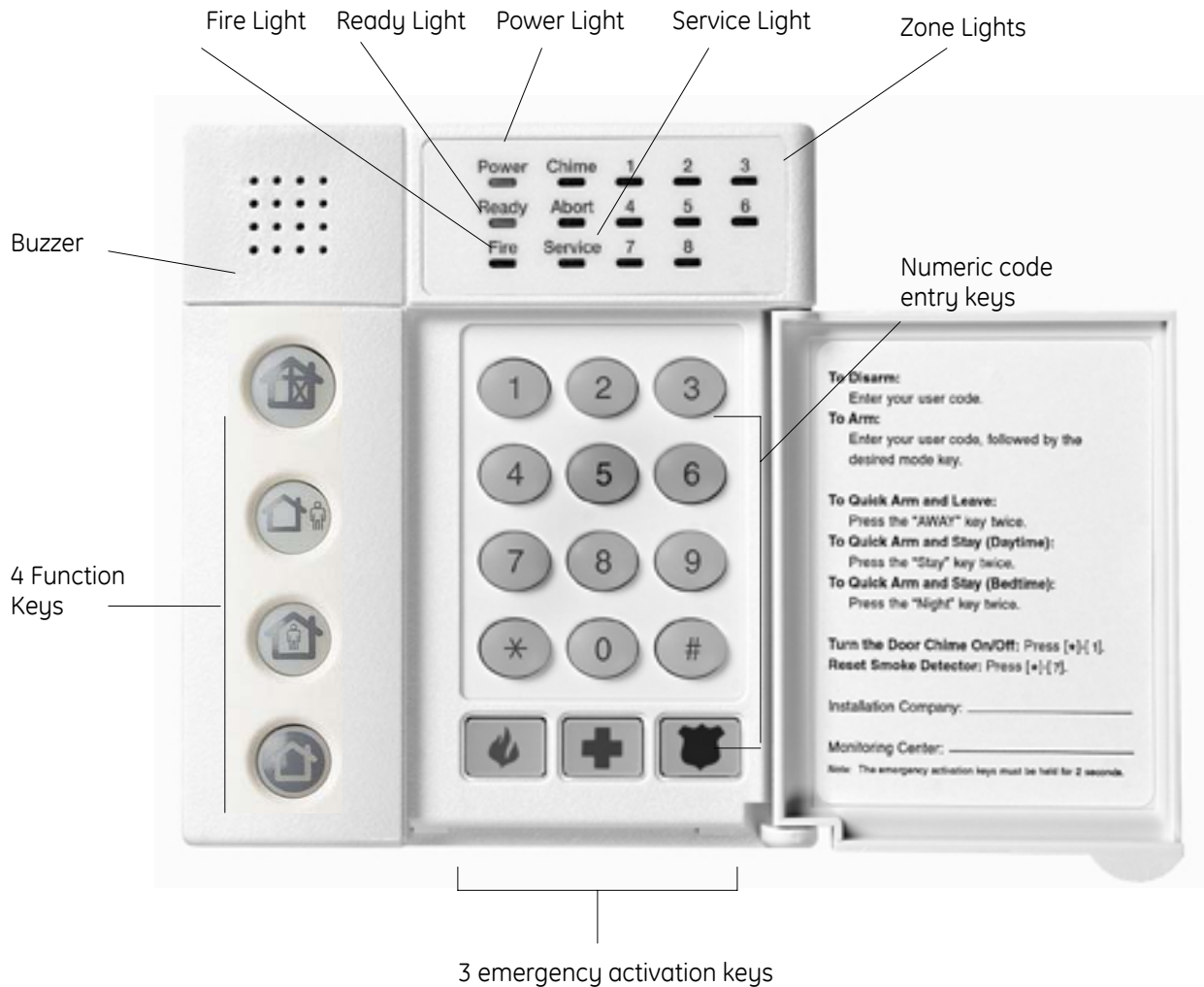
Please read the following information and instructions carefully before operating your security control system.

GLOSSARY OF TERMS

Abort Delay	An option that allows a delay in reporting to the central station.
Authority Level	The level of access an individual has when using an alarm panel.
Central Station	The location where alarm data is sent during an alarm report**.**
Chime Feature	An option that allows the keypad to sound a ding-dong whenever an entry/exit door is opened.
Codes	Can be either User Codes (relating to a person) or Function Codes (a toggle switch to turn specific functions on/off). **NOTE: A system may have either four-digit codes or six-digit codes, but not a mixture of the two.**
Duress Code	An option that allows a special code to be sent to the central station that indicates the alarm system is being operated under duress.
Forced Arming	An option that allows the system to be turned on (ARMED) with one or more zones open. A system that is ready to be "force armed" will flash the entire message, "System Not Ready, For Help press ➜" **NOTE: Those zones that are not ready will not create an alarm.**
Function Code	A Function Code is either a four (4) or six (6) digit code that has been programmed by the installer to operate a device.
Group Bypass	An option that allows the user to bypass multiple zones with a single operation.
Instant/Delay	An option that allows an instant alarm condition for Entry/Exit doors, or grants a delay to allow someone to enter/exit the building without an alarm, or before entering a user code to disarm.
Master Code	A master arm/disarm code that can program other user codes.
Partitioned System	A system divided into multiple areas in which its own user or users control each area.
Perimeter	The outer edge of the protected area.
Quick Arm	An option that allows you to turn on (ARM) the security system by double pressing either the [AWAY], [STAY], or [NIGHT] key on the keypad (for ARMING only) as programmed by the installing company.
User Code	A four (4) or six (6) digit entry code used to arm or disarm the system.

KEYPAD DISPLAY & LED's

Understanding the lights

Fire Light   Ready Light   Power Light   Service Light   Zone Lights

Buzzer

Numeric code entry keys

4 Function Keys

3 emergency activation keys

⌂[AWAY] / ⌂[STAY] / ●[NIGHT] Keys

The ⌂[AWAY], ⌂[STAY], or ●[NIGHT] keys are "on" when the system is armed to one of these corresponding modes. The ⌂[AWAY], ⌂[STAY], or ●[NIGHT] keys are "off" when it is disarmed. The ⌂[AWAY], ⌂[STAY], or ●[NIGHT] keys will flash when there has been an alarm during the previous arm cycle.

⌂Bypass Key   The ⌂bypass key is illuminated when any zone in this keypad's partition is bypassed. The zone(s) that is bypassed will also be illuminated. If the ⌂bypass key is "off", no zones are bypassed.

Abort Light   The abort light will flash during an abort delay time. If a code is entered while this light is flashing, all abortable reports will stop the communication process. **Note: The abort feature must be enabled**. Entering a code during or after an alarm report to the central station will cause the abort light to come on. It will stay on until the central station has received the cancel report. **Note: The cancel feature must be enabled.**

Chime Light   The c*hime light* is "on" when the chime feature is "on"; "off" otherwise.

Fire Light   A steady *fire light* means a fire zone has been faulted. A rapidly flashing *fire light* means that a fire zone is in a trouble condition.

Power Light   The *power light* is on if the primary power is on. The *power light* will flash if the system has a low battery condition.

Ready Light   The *ready light* is "on" when the system is ready to arm and "flashes" if ready to force arm. The *ready light* is "off" when the system is not ready to arm because of a zone(s) being faulted.

Service Light   The *service light* will be "on" if the security system requires service. If the *service light* is "on, press the **[*]** key followed by the **[2]** key to determine the service condition. One or more zone lights will illuminate indicating what service(s) is required. Call your service provider immediately for these problems. Below is a listing of what each digit means in a service condition.

LIGHT	PROBLEM
1	**SYSTEM FAULT -** Press the [**1**] key. The *zone light(s)* that is illuminated corresponds to the system fault(s) below: **1** Over Current Fault **5** Expander Low Battery **2** Siren Trouble **6** Expander Box Tamper **3** Box Tamper **7** Expander Trouble **4** Expander Power **8** Ground Fault **Note: Faults 1 & 2 are global in nature and will affect all partitions of a multi-partition system**. Press the [**#**] key to return to the 1 of 8 *service lights*.
2	**ZONE TAMPER -** Press the [**2**] key and the *zone light(s)* will illuminate showing the zone(s) that are tampered. Press the [**#**] key to return to the 1 of 8 *service lights*.
3	**ZONE LOW BATTERY -** Press the [**3**] key. The *zone light(s)* will illuminate showing which zone(s) has a low battery. This only applies to wireless zones. Press the [**#**] key to return to the 1 of 8 *service lights*.
4	**ZONE LOSS OF SUPERVISION -** Press the [**4**] key and the *zone light(s)* will illuminate showing which zone(s) has loss of supervision. This only applies to wireless zones. Press [**#**] key to return to the 1 of 8 *service lights*.
5	**ZONE TROUBLE -** Press the [**5**] key and the *zone light(s)* will illuminate showing which zone(s) has a trouble condition. Press the [**#**] key to return to the 1 of 8 *service lights*.
6 ✍	**TELEPHONE FAULT** - Press the [**6**] key. The *zone light(s)* that is illuminated corresponds to the system fault(s) below: **6** **Line Trouble / Line Cut -** This light will illuminate when there is telephone line trouble or the telephone line has been cut. The *service light* will remain lit until the telephone trouble clears and a user code is entered. **7** **Auxiliary Comm Device Fail** - Backup has failed.
7 ✍	**FAILURE TO COMMUNICATE -** This light will illuminate when there is a failure to communicate between your system and the central station.
8 ✍	**LOSS OF SYSTEM TIME** - This light will illuminate when there has been a loss of power and your system clock needs to be reset.
EXIT	Press the [**#**] key to exit the Service Light mode.

✍ **Note: This fault is global in nature and will affect all partitions of a multi-partition system**.

Zone Light   The *zone lights* are "off" when everything is normal. A *zone light* will be "on" if the zone has been bypassed. If a *zone light* is "flashing", that zone is in alarm or has been faulted. If a *zone light* is "flashing" rapidly, it means that the zone is in a trouble condition.   Trouble conditions are

Tamper   *Hardware*   *Low Battery*   *Loss of supervision*

(A combination of Alarm/Fault and Tamper/Trouble will produce a rapid "flashing" light for a short period of time, followed by a slow "flashing" light.)

EMERGENCY ACTIVATION KEYS

Fire   Auxiliary Emergency   Police

NOTES: You must hold these keys for 2 seconds to activate these functions. Your system may not be programmed for these activation keys. You should press these keys only in an emergency situation that requires response by emergency personnel.   If your system is programmed for these functions, the following reports can be sent.

Fire Key – This key can activate the fire alarm when pressed for two seconds. If your system is connected to a monitoring center, an emergency report could be sent to that center.

Auxiliary Emergency Key – This key can activate the auxiliary alarm when pressed for two seconds. If your system is connected to a monitoring center, an emergency report could be sent to that center.

Police (Panic/Hold-Up) Key - This key can sound a local audible alarm when pressed for two seconds. If your system is connected to a monitoring center, an emergency report could be transmitted to that center. NOTE: Some Panic/Hold-Up alarms are programmed to be silent at the protected site while reporting an alarm to the monitoring center. Check with your installing company to determine how your security system will respond to the Panic/Hold-Up activation.

KEYPAD FUNCTIONS

Arming your system in the "AWAY" mode

AWAY is used when the user is away from the premise and wants the interior protected. Listed below are the steps to arm in the AWAY Mode:

Step 1   Close all protected doors and windows.
- Ready light will be on or flashing when all protected zones and sensors are secure.
NOTE: If any zones are bypassed, a sensor in that zone can be violated without affecting the *ready light.*
- The security system will not arm if the *ready light* is not on or flashing.
- If the *power light* is off, you have no AC power. Restore power if possible. If not, contact your installing company for service.
- If the *power light* is flashing, you have a battery failure. Contact your installing company for service.

Step 2   Enter your 4 or 6 digit user code to arm the system.
- The 🏠 *away key* will illuminate steady. The 🏠*stay* and 🌙*night keys* will flash during the exit delay.
- You may now leave the building.

Making the system ready to arm

If the ready light is not on or if it is flashing, a zone is not secure. To identify this zone check the *zone lights*.
A *zone light* will be "on" if the zone has been bypassed. If a *zone light* is "flashing", that zone is in alarm or has been faulted. If a *zone light* is "flashing" rapidly, it means that the zone is in a trouble condition.

Arming your system in the "STAY" and "NIGHT" modes

STAY is used when the user is inside the premise and wants protection around the perimeter. Listed below are the steps to arm in the STAY Mode:

Step 1   Close all protected doors and windows.
- Ready light must be on or flashing when all protected zones and sensors are secure.
NOTE: If any zones are bypassed, a sensor in that zone can be violated without affecting the *ready light.*
- The security system will not arm if the *ready light* is not on or flashing.
- If the *power light* is off, you have no AC power. Restore power if possible. If not, contact your installing company for service.
- If the *power light* is flashing, you have a battery failure. Contact your installing company for service.

Step 2   Enter your 4 or 6 digit user code. (Optional, if programmed.)
If "Auto Bypass" is enabled, all interior zones will be bypassed if you do not leave through a designated entry/exit door. Omit Step 3.

Step 3
- Press ⌂[**STAY**].
- The ⌂*stay key* will illuminate indicating that all interior zones are bypassed. (All interior devices will bypass automatically, giving the user freedom of movement within the interior area.) The ⌂*away* and ⌂*night* keys will flash during the exit delay.
- The ⌂*bypass key* will illuminate if any zone(s) are bypassed. If any zone(s) have been bypassed previously by the user, the light(s) corresponding to the bypassed zone(s) will illuminate, alerting the user that a zone(s) may be unprotected and can be faulted without an alarm.

Step 4
To toggle between the STAY and NIGHT mode, double press the key corresponding to the mode you desire.

Step 5
To upgrade from the STAY or NIGHT mode to the AWAY mode, double press ⌂[**AWAY**].
Note: Once the AWAY mode is activated, the system must be disarmed to revert to the STAY or NIGHT mode.

Using the Quick Arm (optional)

The Quick Arm feature may be used if it is enabled. Quick Arm will allow the user to arm the security system in the AWAY, STAY, or NIGHT mode by pressing the corresponding key twice. This feature is used for ARMING ONLY, and will not disarm the security system. This is ideal for a maid or baby sitter, etc.

Changing modes while system armed

Double pressing the ⌂[**AWAY**], ⌂[**STAY**], or ⌂[**NIGHT**] key will change to the corresponding mode. Once the AWAY mode is entered, the system must be disarmed to change modes.

Disarming the system

When you enter the protected area through one of the designated Entry/Exit doors, the keypad control will sound a continuous tone for the duration of the entry delay time, or until you enter a valid code. The ⌂*away*, ⌂*stay* and ⌂*night keys* will go off and the tone will stop. The security system is now DISARMED. If a valid code is not entered before the end of the entry delay, an alarm will occur. (**NOTE: If the ⌂*away*, ⌂*stay* or ⌂*night keys* are flashing during the entry delay, the alarm system has been activated in your absence. Leave the building immediately and call your alarm company and/or the police from a safe location**.)

CANCEL / ABORT feature (optional)

The *abort light* will flash during an abort delay time. If a code is entered while this light is flashing, all abortable reports will stop the communication process. Entering a code during or after an alarm report to the central station will cause the *abort light* to come on. It will stay on until the central station has received the cancel report.

Bypassing zones

If you wish to bypass one or more zones, this must be done while the system is in the disarmed state. The following steps are used for bypassing zones:

Step 1   Press the 🏠[**BYPASS**] key.

Step 2   Enter user code, if required (optional). The *bypass light* flashes.

Step 3   Enter 1 or 2 digits indicating the zone you wish to bypass. (Example: Press the [**1**] key for zone 1, press [**1**] - [**2**] for zone 12.)

Step 4   Press the 🏠[**BYPASS**] key again.

Step 5   The corresponding *zone light* will illuminate indicating the zone has been bypassed. Repeat steps 3 and 4 for any other zone(s) that need to be bypassed.

Step 6   Press the 🏠[**BYPASS**] key again -or- press the [**#**] key to exit the Bypass Mode. The 🏠*bypass light* will stop flashing upon exiting the Bypass Mode.

Group bypass

By pressing the 🏠[**BYPASS**] key, followed by the [**0**] key, then the 🏠[**BYPASS**] key again, all zones that are designated as group bypass zones will be bypassed. Press the 🏠[**BYPASS**] key again to exit group bypassing.

Unbypassing

To manually unbypass zones, perform the bypassing procedure on a zone that is already bypassed. The corresponding light for that zone will go off when unbypassed.
NOTE: All zones will automatically be unbypassed each time the system is disarmed.

Turning the door chime ON and OFF

The door chime is turned on or off by pressing [✱]-[**1**] while the system is in the disarmed state. If the chime is "on", the *chime light* will be illuminated. If the chime is "off", the *chime light* will be off. Each time [✱]-[**1**] is pressed it will toggle the chime feature on/off and produce a momentary ding-dong sound.

ADDING AND CHANGING USER CODES

Your system must be **Disarmed** to add/change user codes.

Step 1   Press [✱]-[**5**].

Step 2   Enter a "Master Arm/Disarm Code".

                NOTE: For partitioned systems, someone changing the code of another person must have access to all or more partitions than the user being changed.

Step 3   The *ready light* will flash.

Step 4   Enter the 2 digit (applies to NX4/6/8) or 3 digit (applies to NX8E) "user number" (always enter 2 digit such as [**0**] - [**3**] for user 3, or [**1**] - [**0**] - [**0**] for user 100).

Step 5   Enter the new four (4) or six (6) digit "user code".

                NOTE: To delete a user code, enter [✱]-[✱]-[✱]-[✱] for a 4-digit code, or [✱]-[✱]-[✱]-[✱]-[✱]-[✱] for a 6-digit code.

Step 6   The *ready light* will flash indicating you are back at Step 4 above. If the code is rejected, the sounder will beep 3 times.

Step 7   If another "user code" needs to be programmed, return to Step 5.

Step 8   Press the [**#**] key while the *ready light* is flashing to exit the User Code Programming Mode.

ASSIGNING USER CODE AUTHORITY LEVELS

Assign authority levels to users by following the steps below. Assign user codes before assigning authority levels. Your system must be in the disarmed state to change user code authority levels.

Step 1   Press [✱]-[**6**]-["Master Arm/Disarm Code"].

                NOTE: Someone changing the authority of another person can only add or remove partition authorization for partitions to which they have access.

Step 3   The *ready light* will flash.

Step 4   Enter the 2-digit (applies to NX4/6/8) or 3-digit (applies to NX8E) user number. Always use leading zeros when necessary, i.e. "004" for user number 4. The *ready light* is constant and the *instant light* will flash.

Step 5   Lights illuminated indicate the authority levels assigned to this code. An explanation of the lights is listed below. You may toggle (turn on/off) the authority level by pressing the number for that authority level.

LIGHT	AUTHORITY LEVELS IF LIGHT 8 IS OFF
1	Reserved (**Note: Do not change if on.**)
2	Arm Only
3	Arm Only After Close Window
4	Master Arm/Disarm (can program other codes)
5	Arm/Disarm
6	Bypass Zones
7	Open / Close Reporting
8	**If this light is on, this code is programmed as a function code. Do not change, Press [#] - [#] to exit.**

Step 6   Press the [✱] key. The *ready light* will flash. This moves you to the partition enable. (The user has access in partitions that are illuminated.)

Step 7   The illuminated numbers indicate each partition where the user has access. To change any of the partitions where the user has access, press numbers corresponding to areas where you want to give the user access or deny access. (<u>Example</u>: If zone light #2 is lit, then the user is assigned access to partition #2. By pressing the [**2**] key, the light will go off, denying access to partition #2. **Refer to chart shown below**.

LIGHT	PARTITIONS ASSIGNED
1	Partition 1
2	Partition 2
3	Partition 3
4	Partition 4
5	Partition 5
6	Partition 6
7	Partition 7
8	Partition 8

Step 8   When the partitions are assigned, press the [✱] key. This returns you to Step 3 previously mentioned. At this point you may enter another user number to assign authority level. Repeat Steps 4 - 8 until you have assigned authority levels to all user numbers.

Step 9   Press the [**#**] key to exit the Assigning Authority Level Program.

OTHER KEYPAD FUNCTIONS

Setting the keypad tone

Step 1   Press the **[✱]** key.

Step 2   Press the **[0]** key. Keypad is now in the "Adjust Tone" mode.

Step 3   Pressing the [**1**] key will make the keypad sounder go to higher tones, pressing the [**2**] key will make the keypad sounder go to lower tones.

Step 4   When the desired tone is reached, press the [**#**] key to set this tone and exit from the "Adjust Tone" mode.

View alarm memory

Step 1   Press the **[✱]** key.

Step 2   Press the **[3]** key to display the zone(s) on the keypad that created the last alarm.

Step 3   The **ALARM MEMORY** feature will flash those zones that created alarms and will light steady those zones that were bypassed during the last alarm.

Test function (optional)

If programmed, this function will perform a battery test, communicator test, and/or a siren test.

Step 1   Press **[✱] [4] [4]**. The test will be performed as programmed.

Step 2   If the siren test is performed, enter a user code to silence the siren.

No alarms will be sent and no reports will be sent unless a communicator test is performed, at which time a test signal will be sent.

Detector reset function

This function is used to reset Smoke Detectors and Zone Troubles. Your system must be **Disarmed** to use the Reset function.

Step 1   Press [**✱**]-[**7**].   Resets have now been performed. The FIRE light will go off if the smoke detectors have been reset.

Step 2   If the keypad begins beeping, the reset did not execute properly. Enter your code to silence the keypad. Wait a few minutes and repeat step 2 to attempt another reset. If the keypad still beeps after repeated attempts, please contact your installer.

Setting the system clock

Step 1   Enter **[✱][9][7]**.

Step 2   Enter **[master code]**.

Step 3   Enter the "hour code" which must be two (2) digits.
                Note: The clock is a 24-hour clock. Refer to the following table.

Time	Hour Code	Time	Hour Code	Time	Hour Code
12:00 Midnight	00	8:00 AM	08	4:00 PM	16
1:00 AM	01	9:00 AM	09	5:00 PM	17
2:00 AM	02	10:00 AM	10	6:00 PM	18
3:00 AM	03	11:00 AM	11	7:00 PM	19
4:00 AM	04	12:00 Noon	12	8:00 PM	20
5:00 AM	05	1:00 PM	13	9:00 PM	21
6:00 AM	06	2:00 PM	14	10:00 PM	22
7:00 AM	07	3:00 PM	15	11:00 PM	23

Step 4   Enter the "minutes code" which must be two (2) digits.
                Example: 7 minutes after would be entered [**0**] – [**7**].

Setting the system date

Step 1   Enter **[✱] [9][6]**.

Step 2   Enter **[master code]**.

Step 3   Enter the "Day of Week "
                1 = Sunday   **3** = Tuesday   **5** = Thursday   **7** = Saturday
                2 = Monday   **4** = Wednesday   **6** = Friday

Step 4   Enter the "Month Code". Must always be two (2) digits.
                01 = January   **05** = May   **09** = September
                02 = February   **06** = June   **10** = October
                03 = March   **07** = July   **11** = November
                04 = April   **08** = August   **12** = December

Step 5   Enter the "Day Code". Must always be two (2) digits.
                Example: The 5th would be entered as **[0] – [5]**.

Step 6   Enter the last two digits of the "Year Code".
                Example: For 2003 enter **[0] – [3].**

Setting the keypad lighting

Step 1   Press [✱]-[**9**]-[**1**].   The *service light* will flash

Step 2   Press the [**1**] and [**2**] keys to lighten or darken the illumination behind the buttons. It is usually
                easier to set this adjustment in a darkened room.

KEYPAD CONTROL TONES (BEEPS)

A sounder is built into the keypad. If programmed, your system keypad may sound for any of the following reasons:

- Beeps for all keypresses.
- Sounds a continuous tone during the Entry delay time.
- Pulses when a day zone is violated while the system is disarmed.
- Pulses when a FIRE zone has a trouble condition.
- Beeps 3 times for trying to arm with the "Ready" light off, if "Force Arming" has not been selected.
- Beeps for 1 second or emits a "ding-dong" sound for the "Chime" feature.
- Beeps during an exit delay; beeps rapidly for the last 10 seconds of an exit delay; and beeps 1 second at the end of the exit delay.
- Pulses when the armed status changes and the AC power is off.
- Pulses when the armed status changes and any zone(s) are bypassed.
- Pulses when the armed status changes and a low battery is detected.
- Pulses when the armed status changes and a Tamper condition is detected.
- Beeps to indicate Telephone Line Cut, if selected.
- Pulses when one or more of the following conditions are detected: Zone or Box Tamper, Low Battery, AC Power Fail, or Expander trouble.
- Beeps 3 times every minute indicating a low battery or missing transmitter is detected (if wireless device is in system). Entering code will suppress the sounder for 12 hours.

Entering a valid code will silence the keypad sounder when it is pulsing. The arm/disarm state of your system will not change when entering a code to silence a pulsing keypad sounder. Please contact your installer if a trouble condition exists.

_____

APPENDIX A – REFERENCE TABLES

IMPORTANT

These reference tables on the following pages need to be completed by your installer.

Keep these tables in a safe place!

Installing/Service Company   : _____

Address   : _____

       _____

Telephone number   : _____

Name central station   : _____

Telephone number central station   : _____

Function codes programmed

Function code	Controls function (action)

Entry/exit delay times in seconds :

Exit delay time:		Secondary Exit delay time:	
Entry delay time:		Secondary Entry delay time:	

This system counts _____ zones

Programmed functions:

- ❑ Abort delay
- ❑ Battery test
- ❑ Cancel alarm
- ❑ Change partitions (LED)
- ❑ Chime
- ❑ Communicator test
- ❑ Manual fire alarm
- ❑ Manual medical alarm
- ❑ Manual panic alarm

- ❑ Forced arming
- ❑ Group bypass
- ❑ Quick arm
- ❑ Re Exit
- ❑ Service Light/Message enabled
- ❑ Siren test

Zone descriptions

Zone 1 _____
Zone 2 _____
Zone 3 _____
Zone 4 _____
Zone 5 _____
Zone 6 _____
Zone 7 _____
Zone 8 _____