ADVENT®

COMMERCIAL SYSTEM

user's guide

Information at Your Fingertips

Commands at a Glance

To Do This...	Press/Enter This...
Cancel false alarm	Enter your ACCESSE CODE within 5 (programmable) seconds.
Arm the system	**PERIMETER: Press 1, 2.** **PERIMETER with LATCHKEY: Press 1, 2, 8.** **FULL with DELAY: Press 1, 3.** **FULL with NO DELAY: Press 1, 3, 9.**
Disarm the system	Press **1, 1** and enter your ACCESS CODE.
Bypass a zone	Press **1, 7**, ACCESS CODE. Enter the zone number to bypass and press **#** **(ENTER)**
Turn a light on or off	Press **4**, enter the desired light number, and press **#** **(ENTER)**. Press **1** for ON or **2** for OFF.
Turn a device (appliance on or off	Press **5**, enter the desired device number, and press **#** **(ENTER)**. Press **1** for ON or **2** for OFF.
Conduct a sensor test	Press **8,1**, and enter your primary ACCESS CODE. Actuate the desired sensor(s) or input device(s). To end sensor testing, press **1,1** and enter your ACCESS CODE.
Conduct a phone test	Press **0,1** and enter your primary ACCESS CODE. Wait for acknowledge indication.
Conduct a panel backup battery test	Press **8, 8**. Read battery voltage. Press ***** **(UNDO)** to end.
View system main menu	Press the ***** **(UNDO)** or **#** **(ENTER)** button. (Does not function during an alarm.)
Silence trouble beeps	Press the ***** **(UNDO)** button once for each indicated trouble to temporarily silence beeps.

Your dealer is...

Dealer Name: _____

Dealer Phone Number:(_____)_____

Dealer Address: _____
_____
_____

Installation Date: _____ Installer Initials: _____

Your Account Number is: _____

ADVENT®

COMMERCIAL
FIRE/SECURITY SYSTEM

USER'S GUIDE

Interactive Technologies Inc.
2266 North 2nd Street
North Saint Paul, MN 55109
USA

FCC Notices

FCC Part 15 Information to the User

Changes or modifications not expressly approved by Interactive Technologies, Inc. can void the user's authority to operate the equipment.

FCC Part 15 Class B

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against interference in a residential installation.

This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation.

If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the affected equipment and the panel receiver to separate outlets on different branch circuits.
- Consult the dealer or an experienced radio/TV technician for help.

FCC Part 68

This equipment complies with Part 68 of the FCC Rules. Located on this equipment is a label that contains, among other information, the FCC registration number and the ringer equivalence number (REN) for this equipment. If requested, this information must be provided to the telephone company.

The REN is used to determine the maximum number of devices that may be connected to your telephone line. In most areas, the sum of all device RENs should not exceed five (5.0).

If this equipment causes harm to the telephone network, the telephone company may temporarily disconnect your service. If possible, you will be notified in advance. When advance notice is not practical, you will be notified as soon as possible. You will also be advised of your right to file a complaint with the FCC.

Your telephone company may make changes in its facilities, equipment, operations, or procedures that could affect the proper operation of your equipment. You will be given advanced notice in order to maintain uninterrupted service.

If you experience trouble with this equipment, please contact the company that installed the equipment for service and repair information. The telephone company may ask you to disconnect this equipment from the network until the problem has been corrected or you are sure that the equipment is not malfunctioning.

This equipment may not be used on coin service provided by the telephone company. Connection to party lines is subject to state tariffs.

Contents

iv

Welcome

Welcome to the Advent security system! This system is designed to automatically detect and respond to various security related conditions such as door/window sensor activation, smoke/heat detector activation, and others.

The system is simple and easy to use via touchpad displays and buttons (and telephone touchpads). An abbreviated version the basic operation of the system can be found in the **Commands at a Glance** table right behind the front cover of this guide.

Advent is designed to tell you what you need to know (when you need to know) and to ask for what it needs by way of simple menu displays and selections. This method of communication simplifies your job as a user and makes the information in the manual complete and easy to follow. Advent is a tremendous, user-friendly system designed to simplify your life while providing the optimum in automated security protection.

2

S E C T I O N **1**

Working with the Advent Security System

Contents

What You Need to Do

You may have installed this security system simply to prevent break-ins and theft and to detect fires. However, your new security system can alert you to many other emergencies. Plus, this security system lets you monitor and control conditions in your building or business even when you are away.

As with any new relationship, life with your new security system may seem a bit awkward at first. To effectively use your security system, you need to develop a few simple habits:

■ Check for open doors and windows before leaving.

■ Remember to arm your system and then gather your things and exit before the exit delay time expires.

■ Remember to disarm your system within the entry delay time when you return.

■ Respond to beeps, light indicators, and voice announcements from your system, which may indicate some kind of problem.

You will soon become aware of the benefits these few simple habits will bring you and help you incorporate your security system seamlessly into your everyday life.

What Your Security System Can Do

Your security system provides several options for creating the security and control environment you need on your premises. How you use the system is up to you. Regardless of the features you choose, you will find that your system dramatically enhances your feeling of security.

In addition to the standard intrusion and fire system features here are just a few of the ways you can use the special features of your security system.

Special Note:
Some features of this security system are optional and are available from your security consultant.

Automatic Lighting Control

You can control lights inside and outside of your building by plugging them into wireless devices called lamp modules. These lights can then be turned on and off using either the system touchpads or your premises phones. In addition, the system automatically turns selected lights on during an intrusion or fire. The system automatically turns selected lights on to scare off the intruder or to help you safely enter/exit.

Automatic Device (Appliance) Control

You can control the appliances inside and outside of the premises by plugging them into wireless appliance modules. For example, the system can be programmed to automatically turn your coffee pot or other appliance on and off with a schedule.

Courtesy Features

The buttons on your hardwire touchpads light up when you first push a button and stay on for 15 seconds after the last button is pushed. This makes it easy to correctly operate your system, even in a dimly lit entrance area. You can control the brightness of the display and dim the light to darken a touchpad in a bedroom while someone is sleeping. You can also operate your system silently. Using this method, you can arm or disarm your system quietly and not disturb others.

About Partitions

The system can be set up by your security consultant to operate as a multi-partition system. This way the same system could be used to operate separate areas such as duplex or quad homes with each area having its own touchpad, sensors, sirens and so forth. Your commercial system can operate with up to four separate partitions.

About Zone/Sensor Types

The sensors in your system are made up of different "types," and various sensor types react differently. Certain sensors automatically trigger a call to the central monitoring station immediately after being set off, or "tripped." Other sensors trigger a call to the central monitoring station only after being tripped twice within a certain time period. Some sensors react silently and other sensors allow you to set entry and exit delays. And there are "local-only" sensors that sound sirens at the premises but do not send a call for help. The following are some of the useful ways you can use various sensor types.

Monitor "Off-Limits" Areas of the Premises

Many areas of your premises can be hazardous to children. Using local-only sensors, you can monitor certain areas such as gates, chemical, and key cabinets. If the gate or monitored cabinet door is opened, a siren beeps. The beeping stops when the gate or door is closed. You can also use this sensor type to alert you to cars approaching from the driveway, to monitor your mailbox so you know when the mail arrives, to serve as a wireless doorbell.

Protect Private Business Information

You can control accessibility to private documents or money drawers. For example, sensors could be set to beep any time the safe door is opened during business hours. You can also assign up to 100 different system access codes to users. Then, if you choose to receive opening and closing reports from your central monitoring station, you can check employee arming and disarming procedures. If your system is not properly armed, you can be called. And, if normal opening procedures aren't followed, additional people can be notified.

If your building has a security gate covering the front door and windows, you may choose to put a sensor on the gate to sound a local siren and scare possible intruders away when the gate is shook. In this case, the central station would not need to be called. If an intruder continues to break in, other sensors protecting the front door and windows would call the central monitoring station.

Set Doors and Windows for Entry/Exit

Entry and exit door sensors can be set to one of three delays, depending on how accessible your doors are to your system touchpad or Touch-Tone telephone. The delays are set to give you enough time to get in and out of the building, but not allow an intruder to sneak in behind you. You may want a short delay on the door leading from the parking garage and a little longer delay on the overhead garage door. You can have an even longer delay on the driveway gate. Door/window sensors can also be bypassed, so you can arm the rest of your system and leave an open second-floor window unarmed.

What Happens in an Emergency?

Your security has three panic alarms—police, fire, and auxiliary—that call for help immediately. They are activated by pressing the appropriate touchpad buttons. Even very young children can learn how to send for emergency help if needed. Police and firefighters will know the exact location and nature of the emergency.

When an alarm is triggered, combinations of loud exterior and interior sirens sound and a very realistic voice calls out one of several messages, for example, *Fire Alarm* or *Police Alarm.*

Your security system can also monitor the normal activity for your premises and call for help automatically if normal activities are not detected. For example, if someone falls and can't move, the system notices that normal activities, such as placing outgoing calls or opening doors and windows, have not occurred for a certain length of time. Your system sounds a low-volume siren for 8 (programmable) minutes to let you know there may be a problem. If all is well, you can stop the siren by disarming your system. If no one disarms the system during the 8 minutes, your system calls for help.

Note:

Refer to "Planning for Emergencies" in the Appendix A for emergency planning details.

Using the System When You're Away

Off-site operations using any Touch-Tone telephone allow you to control and monitor most of your system features even while you are away. If you are away, for example, you can turn lights and appliances on and off, check for any trouble conditions, and even bypass the sensor on a door to let in an employee, delivery person, or service person.

What if a System Problem Occurs?

Your system has been designed to keep false alarms and system problems to a minimum. If there is a problem, your security system can diagnose it and then sound trouble beeps to let you know about it. In most instances, your system can alert your central monitoring station of the problem as well.

Your system has a backup battery that will secure the premises even during an AC power failure. An optional feature allows your system to alert the central monitoring station if the power is off. The system reports again when power has been restored.

Your system has some precautionary features that allow alarms to be validated or canceled before calling the central station. For example, when an intruder is detected, your system sounds an alarm immediately in an attempt to scare off the intruder. If the alarm verification feature* is on, your system will not initiate a call to the central monitoring station unless a second sensor is tripped within 4 minutes. You can also choose to delay the sounding of exterior sirens for 15 seconds, giving you time to correct an arming mistake before your neighbors are alerted.

* - Not available in UL listed installations.

Security System Basics

System Description

The Advent Security/Fire System features a powerful 25 MHz, 16-bit processor with over a megabyte of RAM, over three megabytes of flash memory, and a built-in 14,400 bps fax/modem.

For more detailed system specifications and applications see separate Advent specification and applications literature.

This intelligent security/fire panel supports up to 132 initiating devices such as door/window sensors, heat/smoke detectors, contact closure sensors, and a variety of visual/audible notification signalling appliances such as sirens, horns, speakers, and strobe lights.

The system is typically made up of a main control panel, one or more display touchpads and both local and remote initiating/signalling devices. Remote central monitoring station alarm reporting transmits via built-in telephone modem.

Advent power and programmability allows for a variety of applications including the following:

- local protective signaling
- remote station protective signaling
- central monitoring station protective signaling
- proprietary protective signaling
- emergency voice/alarm communication
- fire alarm signaling

General Operation

In general, the system is programmed to automatically detect and respond to security/fire related conditions. Local notification is by way of touchpad displays, sirens, speakers and so forth. Remote notification and reporting is by way of telephone.

Basic System Controls

In addition to automatic detection, the system also responds to display touchpads, Touch-Tone telephones, wireless touchpads, and other manual controls such as manual fire pull stations.

What You Need to Know About this Manual

Certain terms are used throughout this guide. Take a few moments to familiarize yourself with the following basic terms and print styles.

Basic Terms

Access Code   The system access codes are used to limit system operation to authorized users. Access codes are programmable and are from four to six digits long.

Alarm   An alarm is the system response to any automatic or manually generated security/fire alarm condition. The system indicates alarms by displaying the alarm type on the displays and actuates system alarm sirens and horns (until silenced). An alarm signal is also reported to the remote monitoring station.

Acknowledge/ Cancel   To acknowledge an alarm is to manually cancel the alarm, silence/turn off sounding sirens or horns and strobes (if any), and reset any activated smoke sensors.

Monitoring Station   The monitoring (or central) station is the 24-hour service equipped to receive and respond to reported alarms. These reports are usually transmitted via coded messages through public telephone lines. The service decodes the report messages and then contacts and dispatches the appropriate emergency personnel.

Trouble   Any system problem/trouble is announced by trouble beeps, displayed messages, and/or voice messages. This announcement indicates that system maintenance is required.

(See Glossary in the back of this guide for a complete list of terms.)

Understanding the Print Styles

Throughout this manual, different styles of print are used for different types of information as follows:

Print style	Meaning
Press **2**, ACCESS CODE, **#**	Buttons you press.
Security is Off. Alarm Canceled.	Displayed and voice messages.
Alarm *Acknowledge*	Introduces a new, key word (contained in the Glossary).

S E C T I O N **2**

Basic Operation of the System

Overview of System Operation

General Operation

The chart below shows some basic system actions and the most common ways to perform them. For a complete discussion of these, go to the page number listed.

To do this...	Press this on a...				See page...
	Touchpad	Hand-held Touchpad	Keychain Touchpad	Premises Phone	
Cancel an accidental alarm	ACCESS CODE	ACCESS CODE	🔓	#, *, ACCESS CODE	21
Activate a police panic alarm	A B ▲ POLICE ▲	⬡	_____ optional	#, *, 8, 8, 8, 8, 8	20
Activate a fire panic alarm	E F ▲ FIRE ▲	🔥	_____ optional	#, *, 9, 9, 9, 9, 9	20
Activate an auxiliary panic alarm	C D ▲ AUXILIARY ▲	✳	_____ optional	#, *, 7, 7, 7, 7, 7	20
Disarm to OFF	1, 1, ACCESS CODE	1, 1, ACCESS CODE	🔓	#, *, 1, 1, ACCESS CODE	37
Arm to PERIMETER	1, 2, ACCESS CODE	1, 2, ACCESS CODE	_____ optional	#, *, 1, 2, ACCESS CODE	34
Arm to FULL	1, 3, ACCESS CODE	1, 3, ACCESS CODE	🔒	#, *, 1, 3, ACCESS CODE	35
Arm to FULL with Latchkey	1, 3, ACCESS CODE, 8	1, 3, ACCESS CODE, 8	_____ optional	#, *, 1, 3, ACCESS CODE, 8	44
Turn all lights ON	4, 0, #, 1	4, 0, #, 1	💡	#, *, 4, 0, #, 1	40
Turn all lights OFF	4, 0, #, 2	4, 0, #, 2	💡	#, *, 4, 0, #, 2	40
Manually reset smoke sensors	8, 9, ACCESS CODE	8, 9, ACCESS CODE		#, *, 8, 9, ACCESS CODE	22
View main menus or cancel a menu operation	(*) UNDO	ST		#, *, *	11
Enter data	(DATA)(#)	(DATA) BY		(DATA), #	11
Check system status	1, 9	1, 9		#, *, 1, 9	56
Silence trouble beeps	(*)	ST		#, *, *	58
Check alarm history	1, 0	1, 0		#, *, 1, 0	59
Check event history buffer	7, 5	7, 5		#, *, 7, 5	60
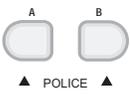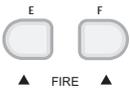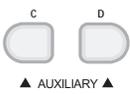
Entering System Access Codes

The system access codes are used to limit certain system operations to authorized (code holding) users. Access codes are programmable and are from four to six digits long. The system will indicate if and when an access code is required to perform any desired function. When Enter Your Code is indicated, enter the four to six digit access code using the touchpad keypad buttons.

System access codes can be added, deleted, or changed. (See Using Access Codes.)

Using the Touchpad

Using the Touchpad Buttons

The touchpad is the primary way to manually operate the system. On multi-partition systems each partition has one or more touchpads. Table 1 contains a list of the buttons and what they do:
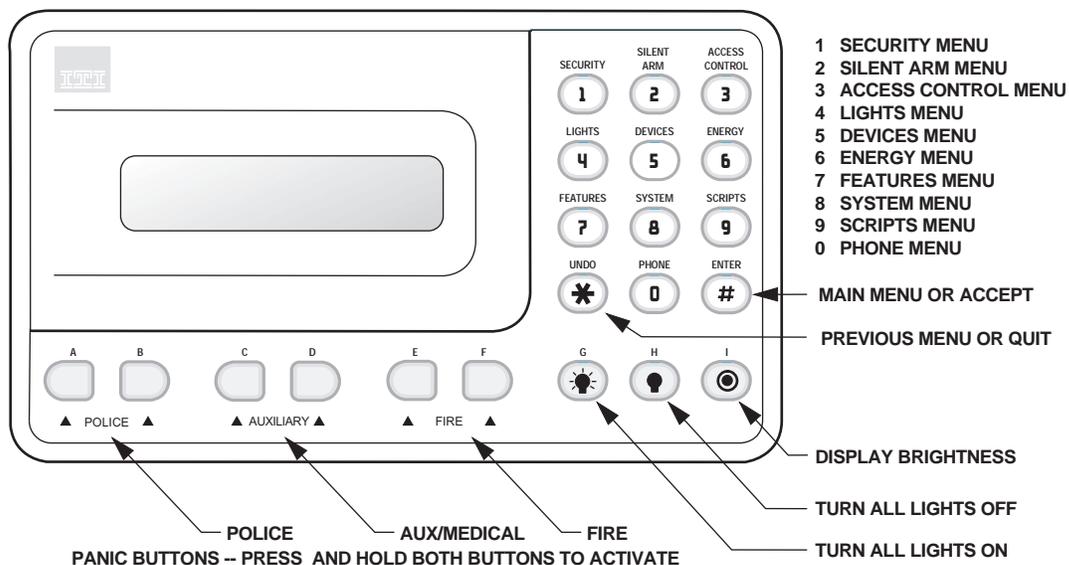
Table 1: Touchpad Button Descriptions

Button	Description
(A & B) Police Panic*	Causes police panic alarm when both buttons are pressed and held or pressed twice.
(C & D) Auxiliary Panic*	Causes auxiliary panic alarm when both buttons are pressed and held or pressed twice.
(E & F) Fire Panic*	Causes fire panic alarm when both buttons are pressed and held or pressed twice.
(G) Lights On	Turns all controlled lights on when held or pressed twice within 2 seconds.
(H) Lights Off	Turns all controlled lights off when held or pressed twice within 2 seconds.

Table 1: Touchpad Button Descriptions (continued)

Button	Description
(I) Target	Controls display brightness when pressed and held.
1 Security	Displays Security menu. Allows you to do security functions such as arming/disarming, bypassing, and checking system status and alarm memory.
2 Silent Arm	Displays Silent Arming menu. Provides special security functions such as silent arming/disarming.
3 Access Control (to be developed)	Displays Access Control menu. Offers building access control functions.
4 Lights	Displays Lights menu. Allows you to turn controlled lights on and off individually and assign timed light schedules. Lights can be turned on and off all at once by pressing the touchpad Lights On and Lights Off buttons twice.
5 Devices	Displays Devices menu. Allows you to turn non-light controlled devices such as fans and others on and off and assign timed device schedules.
6 Energy (to be developed)	Displays Energy menu.
7 Features	Displays Features menu. Allows you to turn features such as door chime on and off. Also allows you to add, delete, or list lights and devices, change schedules, and view the event log.
8 System	Displays System menu. Allows you to run various system tests, adjust the voice siren volume, and enter the program mode of operation for setting up the system.
9 Scripts (to be developed)	Displays Scripts menu. Allows you to record and run automatic button-press sequences (scripts).
0 Phone	Displays Phone menu. Offers phone test and data communication (downloading) functions.
(*) Undo	Cancels current operation, if any. Also returns to the previous or Main menu.
(#) Enter	Displays Main menu if system is idle. The Main menu lists all other menus. The # button also enters or accepts displayed data or selection and skips to the next selection (if any).

* To prevent accidental activation, both panic buttons must be pressed and held for more than 2 seconds or pressed twice.

Adjusting the Touchpad Display Brightness

Both alphanumeric touchpad VFD (blue/green) display character brightness and LCD (yellow) display back-lighting are adjustable.

When to use: Use this procedure when the display brightness is too dim or too bright for your location.

What to do: To change display character or back-lighting brightness,

Do This...	Response (if any)
1. Press and hold the touchpad **I** (target) button for at least two seconds.	Momentarily at full brightness and then stays at the next brightness level setting.
2. Repeatedly press and hold the **I** (target) button to view each of the five brightness levels from off to bright. Leave at the desired setting.	

What happens: The display will momentarily change to full brightness and then stay at the last brightness level setting selected.

Notes: Any system alarm condition or the press of any button temporarily sets the display to full brightness.

Adjusting the Volume of the Status Voice Messages

You can change the volume of the status voice messages from the system. There are 9 volume levels, from 0 (silent) to 8 (maximum).

What to do: To change the status voice message volume,

Do This...	Response (if any)
1. Press **8**, **4**.	System Menu, Volume Level (present level).
2. Enter **0** though **8** for desired loudness and press **#**.	Volume Level (new level)

What happens: Volume remains at the last volume setting.

Notes: All other (non-status) voice messages remain at full volume.

Using Hand-held Touchpads

If you have a wireless hand-held touchpad, you can use it as a remote control for the security/fire system.

These Hand-held Touchpad buttons...			Work like these Touchpad buttons...		
OFF **1**	STAY **2**	AWAY **3**	SECURITY **1**	SILENT ARM **2**	ACCESS CONTROL **3**
NO DELAY **4**	**5**	**6**	LIGHTS **4**	DEVICES **5**	ENERGY **6**
CHIME **7**	**8**	**9**	FEATURES **7**	SYSTEM **8**	SCRIPTS **9**
STATUS **ST**	**0**	BYPASS **BY**	UNDO **✱**	PHONE **0**	ENTER **#**
⬡			A ▲ POLICE ▲ B		
🔥			E ▲ FIRE ▲ F		
✳			C ▲ AUXILIARY ▲ D		
COMMAND			—		
			G 💡		
			H 🔑		

8543219A.DSF
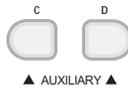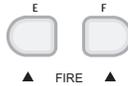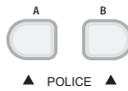
Using Keychain Touchpads

If you have a Two- or Four-button Keychain Touchpad, your security consultant has customized it to do designated system actions. You may find it useful to write down what the buttons have been set up to do.

	To do this...	Press this button(s)...
	_____ (Arm to Full - default)	🔒
	_____ (Disarm - default) Press twice to cancel arming protests.	🔓
	_____ (Toggle All Lights On/Off - default)	💡
	_____ (Arm up one level - default)	✳
	_____ (Zone Trip - default)	🔒 🔓
	_____ (Auxiliary Panic Alarm - default)	💡 ✳
	_____ (No default)	🔒 ✳
	_____ (No default)	💡 🔓

8543164A.DSF

How the phone works with the system

You can operate the system using any touch-tone phone as a remote control. This section explains how to

■ Operate the system using a phone at the premises.

■ Call the system while away from the premises.

■ Adjust the phone volume.

When operating the system using a phone, use the keypad to enter commands just like an alphanumeric touchpad or a hand-held touchpad.
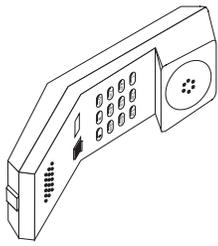
These phone keypad buttons...	Are equivalent to these Touchpad buttons...

1	2 abc	3 def
4 ghi	5 jkl	6 mno
7 prs	8 tuv	9 wxz
*	0 oper	#

8543248A.DSF

SECURITY	SILENT ARM	ACCESS CONTROL
1	2	3
LIGHTS	DEVICES	ENERGY
4	5	6
FEATURES	SYSTEM	SCRIPTS
7	8	9
UNDO	PHONE	ENTER
*	0	#

Operating the System Using a Phone at the Premises

When to use: When you want to use your premises phone as a control for the system primary partition.

What to do: To operate the system using a premises phone,

Do This...	Response (if any)
1. Pick up a Touch-Tone phone.	
2. Press #, * to "talk" to the system.	System Hello, Main Menu
3. Enter the desired commands just as you would at a system touchpad.	
4. Press *, * to quit and hang up.	Goodbye.

What happens: The system answers the phone and responds to numeric commands just as it would to the primary partition system touchpad.

Notes: You can "dial ahead" and not wait for menus to be spoken.

See also: Using Security Protection 37

Controlling Lights and Devices 43

Pausing a Phone Call at the Premises to Operate the System

When to use: When you are talking with someone on the phone and you want to stop to use the phone as a primary partition system control, then continue talking.

What to do: To pause your conversation to operate the system with the phone,

Do This...	Response (if any)
1. Press #, * to put the person on hold and to "talk" to the system.	System Hello, Main Menu
2. Enter the desired commands just as you would at a system touchpad.	
3. Press *, * to quit and return to your conversation.	Goodbye.

What happens: The system puts the other person on hold, allows system command entry as usual, and then returns you to your call.

Notes: The other person on the line will not hear anything while the system is being "talked" to.

See also: Using Security Protection 37

Controlling Lights and Devices 43

Operating the System While Away from the Premises

When to use   When you want to use an off-site phone to call and control the system primary partition.

If you *have* an answering machine or voice mail at the premises

What to do: To bypass an answering machine or voice mail and operate the system from an off-site phone,,

Do This...	Response (if any)
1. Pick up an off-site Touch-Tone phone.	Dial Tone
2. Dial the premises phone number and wait for the answering machine or voice mail system to answer.	
3. Dial *, *, #, #.	System Hello. Please Enter Your Code.
4. Enter your ACCESS CODE.	
5. Enter the desired commands just as you would at a system touchpad.	Main Menu
6. Press *, * to quit and hang up.	Goodbye.

What happens: The premises answering machine or voice mail answers and is bypassed. The system requests an access code and then responds to numeric commands just as it would to the primary partition system touchpad.

Notes: You can "dial ahead" and not wait for menus to be spoken.

If you hang up while in a menu (instead of pressing *, * to quit), the system will automatically hang up (on that end of the line) after four minutes. If you hang up while not in a menu, it will automatically hang up in 30 seconds.

See also: Using Security Protection 37

Controlling Lights and Devices 43

If you *don't have* an answering machine or voice mail at the premises

When you call the system, it needs to "know" when it should answer the phone. It does this in one of two methods: Ring-Hang-Ring and Ring-Count.

What to do: To operate the system from an off-site phone using one of the following:

Ring-Hang-Ring-Method

Do This...	Response (if any)
1. Pick up an off-site Touch-Tone phone and dial the premises phone number.	Dial Tone
2. Let the phone ring once and hang up.	
3. Wait 10 to 30 seconds, dial again and wait for the system to answer.	System Hello. Please Enter Your Code.
4. Enter your ACCESS CODE.	
5 Enter the desired commands just as you would at a system touchpad.	Main Menu
6. Press *, * to quit and hang up.	Goodbye.

Ring Count Method (Toll Saver)

Do This...	Response (if any)
1. Pick up an off-site Touch-Tone phone and dial the premises phone number.	Dial Tone
2. Let the phone ring 12 (programmable) times and wait for the system to answer. Note: The system will answer four rings earlier if an alarm or trouble exists.	System Hello Please Enter Your Code.
3. Enter your ACCESS CODE.	
4. Enter the desired commands just as you would at a system touchpad.	Main Menu
5. Press *, * to quit and hang up.	Goodbye.

What happens: The system answers, requests an access code, and responds to numeric commands just as it would to the primary partition system touchpad.

Notes: You can "dial ahead' and not wait for menus to be spoken.

If you hang up while in a menu (instead of pressing *, * to quit), the system will automatically hang up (on that end of the line) after four minutes. If you hang up while not in a menu, it will automatically hang up in 30 seconds.

Contact your security consultant if you want either method enabled or disabled or to change the number of Ring-Count rings.

See also: Using Security Protection 37

Controlling Lights and Devices 43

Adjusting the Phone Volume

| When to use: | When you want to adjust the phone volume to your comfort level for hearing. |

| What to do: | To adjust the phone volume using a premises or off-site* phone. |

Do This...	Response (if any)
1. Pick up a Touch-Tone phone.	
2. Press #, * to "talk" to the system.	System Hello, Main Menu
3. Press 8 for the System Menu.	
4. Press 5 for Phone Volume.	Phone volume is xx.
5. Enter a new volume level and press # to accept.	
6. Press *, * to quit and hang up.	Goodbye.

| What happens: | The system answers the phone and responds to numeric commands just as it would to the primary partition system touchpad. |

| Notes: | You can "dial ahead" and not wait for menus to be spoken. |

*If you are calling in from an off-site phone, follow the appropriate instructions for bypassing an answering machine/voice mail or making a direct call. Once you have gained access to the system, follow the instructions above to adjust the phone volume.

SECTION **3**

What to Do During Emergencies

Activating Alarms: Police, Fire, and Auxiliary

Emergency alarms notify you and the system monitoring service in case of an emergency. Although alarms are automatically activated by tripping the various system sensors, you can also manually trigger alarms yourself. This section explains the types of alarms, how to manually activate them, and how the system responds.

■ *Police panic alarm*—This alarm activates both indoor and outdoor sirens. The monitoring service responds by calling the *police.*

■ *Fire panic alarm*—This alarm activates both indoor and outdoor sirens. The monitoring service responds by calling the *fire department.*

■ *Auxiliary panic alarm*—This alarm activates the indoor sirens *only.* The monitoring service responds by calling the service or agency your installer has designated, such as an ambulance.

How to Cause an Alarm

When to use: Cause an alarm in the case of an emergency or to test the system.

What to do: The chart below shows how to cause each type of alarm.

To Cause this alarm...	Do This...	You will hear this ON-OFF (progammable) pattern...	
		From indoor sirens	From outdoor sirens
Police	Press and hold both **POLICE** buttons.	(steady on)	(steady on)
Fire	Press and hold both **FIRE** buttons.	– – – – – – – – –	– – – – – – – – –
Auxiliary	Press and hold both **AUXILIARY** buttons.	– – – – – – – –	(silent)

What happens: In police (burglary) alarms, indoor and outdoor sirens will activate and a police report will be sent to the monitoring service.

In fire alarms, indoor and outdoor sirens (and strobes if any) will activate and a fire report will be sent to the monitoring service.

In auxiliary alarms, indoor sirens will activate and an auxiliary report will be sent to the monitoring service.

Notes: If you are testing the system, be sure to notify the monitoring service and instruct them not to dispatch personnel.

Panic alarms can also be programmed to be triggered using keychain touchpads, wireless touchpads, pendant panic buttons, and fire pull stations.

Canceling (Silencing) an Accidental Alarm

Canceling an accidental alarm turns off the sirens and, in some cases, it also prevents the system from phoning the monitoring service.

- *Police alarm—*You must cancel the alarm within 5 (programmable) seconds to prevent the system from calling the monitoring service.

- *Fire alarm—*Even if you cancel the alarm right away, the system still calls the monitoring service. When this happens, call your monitoring service and follow their instructions to prevent the fire department from being dispatched.

- *Auxiliary alarm—*You must cancel the alarm within 5 (programmable) seconds to prevent the system from calling the monitoring service.

Even if you don't cancel the alarm within 5 (programmable) seconds, the system calls the monitoring service. When this happens, call your monitoring service and follow their instructions to prevent the emergency personnel from being dispatched.

Silencing an alarm temporarily turn off the sirens; flashing fire strobes (if any) remain flashing. You can only silence fire alarms.

How to Cancel Alarms

When to use: During alarms.

What to do: To cancel an alarm,

To Cancel This...	Do This...	Response (if any)
Police Alarm	Enter your ACCESS CODE within 5 (programmable) seconds of the alarm start. Example: **1234**	Alarm Canceled. Alarm canceled. Report canceled.
Fire Alarm	Enter your access code *twice:* ACCESS CODE, ACCESS CODE within 5 (programmable) seconds of the alarm start**. (**Example:**1234**, **1234)** Then follow the instructions from your monitoring service to prevent the police or fire department from being dispatched.	Alarm Canceled. Alarm canceled. Report continues.
Auxiliary Alarm	Enter your ACCESS CODE within 5 (programmable) seconds of the alarm start. Example: **1234**	Alarm Canceled. Alarm canceled. Report canceled.

What happens: If the report is not aborted, the fire/police department will be dispatched and arrive.

See also: Preventing Accidental Alarms 24

How to Silence a Fire Alarm

When to use: Do this during a fire alarm (or test) when you want to temporarily silence the sirens. This makes voice or radio communication easier during a test or an emergency.

What to do: To temporarily silence a fire alarm,

Do This...	Response (if any)
1. Enter your ACCESS CODE	Fire Alarm Silent Sirens will stop sounding.

Notes: The alarm is not canceled and alarm reporting continues to the monitoring service. Sirens automatically begin again after 30 (programmable) seconds.

Manually Resetting Hardwired Smoke Detectors

The procedure described in this section is rarely, if ever, needed because smoke detectors are automatically reset when an alarm is acknowledged or canceled.

Manually *Resetting* a smoke detector following a test or alarm temporarily removes power to all system smoke detectors. This silences and resets sounding (tripped) detectors.

How to Reset Smoke Detectors

When to use: Do this to manually reset tripped hardwired smoke detectors following an alarm and once smoke has cleared.

What to do: To manually reset sounding (tripped) smoke detectors,

Do This...	Response (if any)
1. Press **8**, **9**.	SYSTEM MENU, RESET SMOKE POWER
2. Enter your **ACCESS CODE**.	Smoke Loop Reset.

What happens: Tripped smoke detectors will be silenced and reset.

Notes: Do not reset smoke detectors until the location of the activated detector is determined and the smoke source removed.

See also: Canceling an Accidental Alarm 23

Preventing Accidental Alarms

Common Causes of False Alarms

Animals—Animals usually activate false alarms by passing in front of a motion detector. To solve the problem, ask your dealer about installing "animal lenses" or adjusting the range and/or sensitivity of the system motion detectors.

Entry/exit delays—Most false alarms occur following the entry/exit delay time while users are trying to enter or leave the building. To avoid a false alarm, remember to disarm the system if you are interrupted during the entry/exit delay time.

Tips for Avoiding False Alarms

- Always enter and exit the building within the proper delay time and make sure that the door is fully closed.
- Make sure all doors leading outside have delay times. If your system is armed to PERIM-ETER and the door has been set to alarm instantly, an alarm will sound even if you open the door for only a moment.
- Be aware of the system devices and how they operate.

■ Motion detectors operate by detecting the change in temperature when something passes in front of them. Don't turn motion detectors upside-down to avoid pet movement; they may be activated by rising heat.

■ Check the location of your smoke detectors. Keep in mind that smoke detectors near bathrooms can be activated by steam from a shower, and smoke detectors near your kitchen can be activated by smoke from cooking.

S E C T I O N **4**

Using Access Codes

Adding, Deleting, and Changing Access Codes

An access code is a number that you must enter to use certain functions or make changes to the system. The system prompts you for your code if it is needed.

The system automatically has one access code for the primary user. It is the primary access code. You can change the primary access code, but you cannot delete it. In addition to this primary access code, you can create secondary access codes for other users.

Adding an access code

When to use: Add an access code to the system whenever you want another family member, guest, or service person to be able to use the system. They will be able to come and go at their own convenience.

What to do: To add an access code,

Do This...	Response (if any)
1. Press **1**, **8**.	Security Menu. Access Code Menu.
2. Enter your primary **ACCESS CODE**.	Enter Your Code.
3. Press **1**.	Add Access Code.
4. Enter new **ACCESS CODE** and press **#**.	
5. Enter new **ACCESS CODE** again and press **#**.	Code OK.

Notes: No two access codes can be alike within the same partition. If there is a problem, make sure the new access code doesn't already exist in the partition. To check the existing access codes, from the main menu select **1**, **8**, **ACCESS CODE**, **3** to list access codes (newly added access codes default to authority level 1).

See also: Deleting an Access Code 28

Changing an Access Code 29

Deleting an access code

When to use: Delete an access code when you no longer want that code to allow access to the system. To ensure maximum security, delete access codes as soon as they are no longer being used.

What to do: To delete an access code,

Do This...	Response (if any)
1. Press **1**, **8**.	Security Menu. Access Code Menu.
2. Enter your primary **ACCESS CODE**.	Enter Your Code.
3. Press **2**.	Delete Access Code.
4. Enter the **ACCESS CODE** to delete and press **#**.	Code Deleted.

Notes: If there is a problem, make sure

■ The access code exists. To check, from the main menu select **1**, **8**, **ACCESS CODE**, **3** to list access codes.

■ The access code you tried to delete was the primary access code. The system will not let you delete the primary access code.

See also: Adding an Access Code 28

Changing an Access Code 29

Changing an access code

When to use: Change an access code.

- When you suspect someone has guessed a user's access code.
- When a user is replaced.
- On a regular basis (monthly) to ensure maximum security.

What to do: To change an access code,

Do This...	Response (if any)
1. Press **1**, **8**.	Security Menu. Access Code Menu.
2. Enter your primary **ACCESS CODE**.	Enter You Code.
3. Press **4**.	Change Access Code.
4. Enter the **ACCESS CODE** to change and press **#**.	
5. Enter the new **ACCESS CODE** and press **#**.	
6. Enter the new **ACCESS CODE** again and press **#**.	Code OK.

Notes: Make sure that the new access code doesn't already exist. To check, from the main menu select **1**, **8**, **ACCESS CODE**, **3** to list access codes. No two access codes can be the same in the same partition.

See also: Adding an Access Code 28

Deleting an Access Code 28

Setting options

All access codes are not alike. When you add an access code, you can give each access code the following options:

Permanent User—The access code will continue working until you delete it. All new access codes are automatically permanent unless you set one of the other two options (day limit/use limit).

Day Limit—The access code has a time limit. An access code cannot have both a Day Limit and a Use Limit.

Use Limit—The access code has a limited number of uses before it quits working. An access code cannot have both a Day Limit and a Use Limit.

Authority Level—The access code will allow the user to use some features, like arming and disarming, but not others, like changing access codes.

Using the Access Codes menu in the Security menu, you can (and should) change the options of each new access code to ensure maximum security.

Permanent User

When to use: When you want the access code to work for an unlimited amount of time, or when you want to erase the Day Limit or Use Limit of an access code.

What to do: To create a new permanent access code, add the access code to the system. The new access code is automatically set to Permanent, unless you set a Day Limit or a Use Limit.

To erase the Day Limit or Use Limit of an existing access code, set it to Permanent by following these instructions.

Do This...	Response (if any)
1. Press **1**, **8**.	Security Menu. Access Code Menu.
2. Enter your primary **ACCESS CODE**.	Enter Your Code.
3. Press **6**.	Change Access Code Limits.
4. Enter the **ACCESS CODE** to set and press **#**.	
5. Press **1**.	Set to Permanent

See also: Day Limit 29

Use Limit 29

Day Limit (time limit)

When to use: When the user will only need temporary access to the system.

Examples: test and service personnel.

What to do: To set a Day Limit for new access codes, first add the access code to the system, then follow the touchpad on-screen menu.

To set a Day Limit for an existing access code, follow these instructions instead.

Do This...	Response (if any)
1. Press **1**, **8**.	Security Menu. Access Code Menu.
2. Enter your primary **ACCESS CODE**.	Enter Your Code.
3. Press **6**.	Change Access Code Limits.
4. Enter the **ACCESS CODE** to set and press **#**.	
5. Press **2**.	Set a Day limit.
6. Enter the desired number of days and press **#**.	

What will happen: "Number of days" means the number of days including *today* until the *last day* you want the access code to work. The access code quits working at midnight at the end of the last day.

Examples:

If the Number of days is...	The access code quits working at...
1	midnight *tonight*
2	midnight *tomorrow*
8	midnight on this day *next week*

See also: Permanent User 29

Use Limit 30

Use Limit

When to use: When the user will only need to access to the system a limited number of times.

Examples: test and service personnel.

What to do: To set a Use Limit for new access codes, first add the access codes to the system, then follow the on-screen menu.

To set a Use Limit for an existing access code, follow these instructions instead.

Do This...	Response (if any)
1. Press **1**, **8**.	Security Menu. Access Code Menu.
2. Enter your primary ACCESS CODE.	Enter Your Code.
3. Press **6**.	Change Access Code Limits.
4. Enter the ACCESS CODE to set and press **#**.	
5. Press **3**.	Set a Use limit.
6. Enter the desired number of uses and press **#**.	

What will happen: The access code will work a designated number of times, then becomes invalid.

Examples:

If the Number of uses is...	The access code quits working when...
1	The access code quits working after one use.
5	The access code quits working after the fifth use.

Notes: When an access code with a Use Limit expires, the system automatically deletes it.

See also: Permanent User 29

Day Limit 30

Assigning Authority levels

Each access code can have an authority level from 0 (full) to 8 (partial, user progammable). A lower authority level number allows for more features to be used and gives the user more control. A higher authority level number prevents the user from using some features such as special arming, sensor bypassing, etc.

When to use: When you want a certain access code user to be able to use only designated features.

What to do: To set an Authority Level for new access codes, follow these instructions.

Do This...	Response (if any)
1. Press **1**, **8**.	Enter Your Code.
2. Enter your primary ACCESS CODE.	
3. Press **1**.	Enter New Code Then Press **#**.
4. Enter the new ACCESS CODE and press **#**.	
5. Press **4**.	Full Authority. Enter an Authority Number Then Press #.
6. Enter the desired authority level and press **#**.	Code Set to Authority Level xx.

Default Authority Level Definitions

The following table lists the default authority level definitions. Remember, a lower authority level means that level has the capability to do more; a higher authority level means that level has the capability to do less.

Table 2: Default Authority Level Definitions

Authority Level	Arm to Level 1	Arm to Level 2	Arm to Level 3	Arm to Level 4	Arm to Level 5	Remote Access	Std. Zone Bypass	Critical Zone Bypass	Zone Test	Phone Test	Schedule Menu
0	✔	✔	✔	✔	✔	✔	✔	✔	✔	✔	✔
1	✔	✔	✔	✔	✔	✔	✔				✔
2	✔	✔	✔	✔	✔	✔	✔				
3	✔	✔	✔	✔	✔		✔				
4	✔	✔	✔	✔	✔						
5	✔	✔	✔	✔	✔						
6	✔	✔	✔	✔	✔						
7											
8											

Changing Authority Level Definitions

The amount you can and cannot do within each authority level can be changed by redefining the definitions of each level. By changing authority definitions, you could make a lower authority level number capable to do less or you could make a higher authority level number capable to do more.

When to use: When you want to change the capability of an authority level.

What to do: To change definitions for authority levels, follow these instructions.

Do This...	Response (if any)
1. Press **1**, **8**.	Enter Your Code.
2. Enter your primary ACCESS CODE.	
3. Press **9**.	Enter Authority Number Then Press **#**.
4. Enter the authority number and press **#**.	Authority xx. Enter the Item to Change Then Press **#**.
5. Press **00#** to list authority definitions.	
6. Enter the desired authority definition to change and press **#**.	
7. Make the desired changes.	

Using Special Duress (Holdup) Codes

Duress (hold-up) codes are special access codes that can be programmed by the installer. These codes can be used during an emergency (such as a hold-up) to arm or disarm and cause a silent police alarm.

When to use: For example, you could cause a silent police alarm if you are forced to enter a code or during a hold-up.

What to do: To cause a duress (hold-up) silent alarm,

Do This...	Response (if any)
Enter your 4 to 6-digit DURESS CODE in stead of your usual access code.	System will appear to disarm (or arm) normally, but will respond with a silent police alarm.

What happens: The system will appear to disarm but will respond just as in a police alarm except that no local sirens or horns (or status voices) will sound. A police report is sent to the monitoring station and they will dispatch the police.

Notes: This type of alarm report cannot be canceled. So, if caused in error, immediately notify the monitoring station.

Duress codes are a main cause of false alarms and their use should be limited. Understandably most installers leave these codes unprogrammed.

See also: Activating Alarms 22

How the System Handles Tampering

The system automatically detect and indicates a number of types of tampering:

> *Touchpad access code tampering* - If set up by the installer, four incorrect access code attempts results in a Keystroke Violation/police alarm.

> *Remote phone access code tampering* - Four incorrect attempts at entering an access code results in a trouble indication and temporarily disables further access.

> *Phone line tampering* - A Trouble indication results if the phone line is cut.

> *Equipment/sensor tampering* - Results in a Tamper Trouble indication and/or an alarm.

Touchpad Access Code Tampering

The system can be programmed to detect four or more incorrect access code entry attempts during any single session as unauthorized touchpad tampering. If this feature is enabled, the system will respond with a a Keystroke Violation trouble indication and a police alarm.

What to do: If you know that this was done in error, contact the monitoring service and let them know.

To cancel this alarm,

Do This...	Response (if any)
Enter ACCESS CODE.	Alarm/Report Canceled, Security is Off.

What happens:	If canceled soon enough - within 5 seconds (programmable) - the alarm will be canceled and the report to the monitoring station stopped. If not canceled soon enough (or at all), police sirens will sound and the monitoring service will dispatch the police.
Notes:	To be on the safe side, call the monitoring service even if you think you may have canceled the false alarm in time to stop the report.
See also:	Canceling Alarms 23

Remote Phone Access Code Tampering

Four incorrect attempts at entering an access code during any single operation session results in a Trouble indication. The system hangs up and will not allow further attempts for 24 hours or until the system has been disarmed via an on-site touchpad.

What to do: Hang up and wait for 24 hours and try again or follow these instructions:

Do This...	Response (if any)
1. Press * to clear trouble indication.	Trouble beeps stop.
2. Press **1, 1, ACCESS CODE**.	Security Menu, Security is Off.

What happens:	Trouble is acknowledged and further remote phone access is allowed.
See also:	Silencing Trouble Beeps 62
	Canceling Alarms 23

Phone Line Tampering

If the phone line is cut, the system responds with a Trouble indication.

What to do: To temporarily stop the trouble beeps until the phone line is repaired, or to permanently stop the trouble beeps after the phone line has been repaired,

Do This...	Response (if any)
Press * to clear trouble indication.	Trouble beeps stop.

What happens:	If the phone line is still faulty, the trouble beeps will start again in 24 hours. The display continues displaying a flashing * until the trouble is fixed.
Notes:	Have the phone line repaired immediately and notify the monitoring service of the situation.
See also:	Silencing Trouble Beeps 62
	Testing the Phone 56

Equipment/Sensor Tampering

Tampering with system equipment, sensors, etc. (for example, opening enclosures,) results in a Tamper Trouble indication and/or an alarm.

What to do: Replace any open system enclosures or sensor covers and follow these instructions:

Do This...	Response (if any)
To clear a trouble indication, press *.	Flashing * and trouble beeps stop.
or	
To clear an alarm, press 1, 1, ACCESS CODE.	Security Menu, Security is Off.

What happens: If any covers are still open, the trouble beeps will start again in 24 hours. The display continues displaying a flashing * until the trouble is fixed.

See also: Silencing Trouble Beeps 62

Canceling Alarms 23

S E C T I O N **5**

Using Security Protection

Turning Security Protection On

Turning security protection on means arming the system against fire, intrusion, or other emergencies. You can arm the system to one of several levels depending on your needs throughout the day. The table below shows which sensors are active in the various arming levels.

Sensors:	Active Arming Levels:			
	OFF	PERIMETER	NIGHT	FULL
Indoor sensors (motion, etc.)			✔*	✔
Outdoor sensors (door/window)		✔	✔	✔
Environmental sensors (smoke, heat, carbon monoxide, etc.)	✔	✔	✔	✔

Notes: * Arming to NIGHT is like arming to FULL, except a few designated indoor sensors remain disarmed (example: the hallway outside your bedroom). This would allow you to walk from your office to another room at night without needing to disarm the entire system.

When You Stay—Arming to Perimeter

When to use: When you stay indoors but will be active.

What to do: To arm the system to PERIMETER,

Do This...	Response (if any)
1. Press **1**, **2**.	Security Menu. [Partition Name] Armed to Perimeter.

What happens: These sensors will be active:
- Outdoor (perimeter door and window) sensors that are not bypassed.
- Environmental sensors (smoke, heat, carbon monoxide).

These sensors will be inactive:
- Indoor (motion) sensors.

See also:

When You Stay In at Night—Arming to Night

When to use: When you stay inside and asleep or inactive except to use designated areas, such as the office or the bathroom.

What to do: To arm the system to NIGHT,

Do This...	Response (if any)
1. Press **1**, **4**.	Security Menu. [Partition Name] Armed to Night.

What happens:	All sensors will be active except those that are bypassed and those designated indoor sensors preset by your security consultant.
Notes:	Protected windows and doors must be either closed or bypassed in order for the system to arm.
See also:	Arming with a Window or Door Open (Bypassing) 39
	Instant Arming with No Delay 40
	Arming Silently 40

When You Leave—Arming to Full

When to use:	When you leave, and no one is supposed to be in or on the premises.
What to do:	To arm the system to FULL,

Do This...	Response (if any)
1. Press **1**, **3**.	Security Menu. [Partition Name] Armed to FULL.

What happens:	All (except bypassed) sensors will be active following an initial exit delay.
Notes:	Protected windows and doors must be either closed or bypassed in order for the system to arm.
See also:	Arming with a Window or Door Open (Bypassing) 39

Arming with a Window or Door Open (Bypassing)

A security system cannot protect an open door or window. When you attempt to turn security protection ON, the system will warn you if a door or window has been left open. However, you may want to arm the system anyway. To do this, you must *bypass* the open door or window. You can do this automatically for just this time or manually for more than just this time.

Automatically Bypassing an Open Window or Door

When to use:	When you cannot turn security protection on because the system warns you about an open door/window or faulty door/window sensor.
What to do:	To ignore (bypass) a door or window for this arming session only,

Do This...	Response (if any)
1. Press **1**, (DESIRED ARMING LEVEL **1-5**), ACCESS CODE. 2. Press **1** to accept open sensor.	Security Menu. Zone ### is Open, Press 1 to Accept. Zone ### Bypassed.

What happens:	The sensor stays ignored (bypassed) only until you disarm the system.
Notes:	See Manually Bypassing an Open Window or Door for bypassing windows or doors for more than just this one time.
See also:	Manually Bypassing an Open Window or Door 40
	Checking the System Status 60
	Solving System Problems 62

Manually Bypassing an Open Window or Door

When to use: When you consistently cannot turn security protection on because the system warns you about the same open door or window or faulty door or window sensor.

What to do: To ignore (bypass) a door or window for all future arming sessions,

Do This...	Response (if any)
1. Press 1, 7, access code.	Security Menu, Bypass a Zone. Enter Zone Number.
2. Enter the desired sensor number to be bypassed and press # (Enter).	
3. Press # to bypass the sensor.	Zone ### Not Bypassed. Press # to Bypass.

What happens: The sensor stays bypassed until you un-bypass the sensor using the same method.

See also: Checking the System Status 60

Solving System Problems 62

Instant Arming with No Entry Delay Time (No Delay)

Arming modifiers such as No Delay and LATCHKEY can be added once the system arming level is entered.

When to use: When you want to arm the system with no entry delay.

What to do: To arm with no entry delay:

Do This...	Response (if any)
1. Press **1**, (DESIRED ARMING LEVEL **1-5**), **9**.	Security Menu. No Delay.

What happens: The system will arm as usual but without the normal entry delay.

Notes: Do not use this no delay feature if you have to open a protected door in order to enter.

See also: Using the Latchkey Feature 48

Turning Security Protection On 38

Arming Silently (Silent Arm)

Arming the system silently does so without the accompanying status beeps or voice messages.

When to use: When you want to arm or disarm your system without disturbing anyone with status beeps or voice messages.

What to do: Arm or disarm the system as you normally would, with one exception: Press **2** (SILENT ARM) instead of **1** (SECURITY) to access the Security menu.

What happens: The system works the same as if you used **1** (SECURITY) to access the Security menu, but there are no beeps or voice messages.

To turn on the status beeps and voice messages again, arm or disarm the system using the **1** (SECURITY) menu as usual.

See also: Turning Security Protection On 38

Turning Security Protection Off

When to use:	When security is not a concern.
What to do:	To turn security protection off,

Do This...	Response (if any)
1. Press **1**, **1**, ACCESS CODE.	Security Menu Security Off

What happens:	These sensors will remain active:

- Environmental sensors (smoke, heat, carbon monoxide).

These sensors will be inactive:

- Indoor sensors.
- Perimeter sensors such as doors and windows.

See also:	Turning Security Protection On 38

Using the No Activity Feature

The system can monitor the activity at the premises and automatically call for help if normal activities are not detected within a defined period of time.

When to use:	For example, if someone falls and can't move, the system will detect that normal activities, such as placing outgoing calls or opening doors and windows, have not occurred for a predetermined No Activity time.
What happens:	The system sounds a low-volume auxiliary alarm to let you know there may be a problem. If all is well, you can stop the siren by disarming your system. If the system is not disarmed within 5 minutes, it calls the central monitoring station. The central monitoring station will send emergency personnel to the premises to check out the situation.
Notes:	Contact your security consultant to enable or disable this feature.

Using Opening and Closing Reports

The Opening and Closing Reports feature allows pagerholders, system printer (if any), and the central station to be notified whenever the system is armed and/or disarmed.

When to use:	To be notified of any system arming or disarming (business store opening or closing, for example).
What to do:	Opening and closing reports occur without special user input and without regard to any time schedule.
What happens:	Whenever the system is *disarmed*, an opening report is paged, printed, or reported to the monitoring service. For example, Normal Opening, [source device text or ID], [user code], [partition number].
	Whenever the system is *armed*, a closing report is paged, printed, or reported. For example, Normal Closing, [source device text or ID], [user code], [partition number].

Notes: Contact your security consultant if you would like to turn opening and closing reports on or off for any programmed pager, system printer, or for the monitoring service reporting.

If so programmed, opening and closing reports (as well as all other system events) are automatically recorded in the system history buffer. (See Checking the History Buffer section for details.)

The system can also be set up to report if an opening or closing occurs outside a set schedule. Refer to the Using Schedules section for details on setting up an opening and/or closing schedule.

See also: Using Schedules 50

Viewing the History Buffer 64

S E C T I O N **6**

Controlling Lights and Devices

Controlling Lights

Lights controlled by the system can be turned on and off manually or automatically.

Turning All Lights On or Off at Once

When to use: When you want to turn all system controlled lights on or off at the same time.

What to do: To turn all controlled lights on or off,

Do This...	Response (if any)
1. Press **G** (ON BULB) twice rapidly.	On
2. Press **H** (OFF BULB) twice rapidly.	Off
or	
1. Press **4, 0, #, 1** (for on) OR **2** (for off).	Lights Menu, All Lights, ON, OFF

What happens: Controlled lights will all turn on or off.

Notes: Contact your security consultant for adding or removing controlled lights.

See also: Turning One Light On or Off 44

Turning One Device On or Off 45

Turning One Light On or Off

When to use: When you want to turn a selected controlled light on or off.

What to do: To turn selected controlled lights on or off,

Do This...	Response (if any)
1. Press **4, (DESIRED LIGHT NUMBER), #.**	Lights Menu, [Light Name].
2. Press **1** for ON OR **2** for OFF.	ON, OFF.

What happens: Selected controlled lights will turn on or off.

Notes: Contact your security consultant for adding or removing controlled lights.

See also: Turning All Lights On or Off 44

Turning One Device On or Off 45

Controlling Lights Automatically

The system can be programmed to turn lights controlled by the system on and off automatically according to a preset schedule.

When to use: When you want a designated light to turn on or off according to a programmed schedule.

What to do: To program a light to be schedule controlled,

Do This...	Response (if any)
1. Press **4, [DESIRED LIGHT NUMBER], #.**	Lights Menu, [Light Name].
2. Press **3, [DESIRED SCHEDULE NUMBER(S)], 0, #.**	Schedule number.

What happens: The designated light will turn on and off at the selected schedule times.

Notes: See Changing Systems Schedules for programming individual schedule times and actions.

Controlling Devices (Appliances)

Just like lights, devices (appliances) controlled by the system can also be turned on and off manually or automatically according to a preset schedule.

Turning a Single Device On and Off

When to use: When you want to turn a selected controlled device on or off.

What to do: To turn selected controlled devices on or off,

Do This...	Response (if any)
1. Press 5 (DESIRED DEVICE NUMBER), #. 2. Press **1** for ON or **2** for OFF.	Device Menu, [Device Name]. On. OFF

What happens: Selected controlled device will turn on or off.

Notes: Contact your security consultant for adding or removing controlled devices.

See also: Turning One Light On or Off 44

Controlling Devices Automatically

Just as the system can be programmed to control lights automatically, it can control devices (appliances) automatically as well.

When to use: When you want a designated device to turn on or off according to a programmed schedule.

What to do: To program a device to be controlled according to a preset schedule,

Do This...	Response (if any)
1. Press **5**, [DESIRED DEVICE NUMBER], #. 2. Press **3**, [DESIRED SCHEDULE NUMBER], **0**, #.	Device Menu, [Device Name]. Schedule number.

What happens: The designated device will turn on and off at the selected schedule times.

Notes: See Automating the System Using Schedules (Section 8) for programming individual schedule times and actions.

See also: Turning a Single Device On and Off 45

Controlling Lights Automatically 45

Using Schedules 50

Using the Chime and Latchkey Features

Contents   Using the Chime Feature 48

Using the Latchkey Feature 48

Using the Chime Feature

When to use:	When you want a chime sound to alert you whenever someone enters or leaves through a perimeter door. This may be used, for example, during a special event to announce arriving guests, or during the day, to announce personnel and customer exits and entries.
What to do:	To turn the chime feature on or off:

Do This...	Response (if any)
1. Press **7**, **1**.	Features Menu, Chime On (if off) or Chime Off (if on).

What happens:	Touchpads and interior sirens will chime whenever a perimeter door is opened or closed.
Notes:	To change which doors (or other selected sensors) chime or what text message is indicated (if any), contact your security consultant.

Using the Latchkey Feature

The latchkey feature pages you if someone doesn't arrive at the premises and disarm the system by a designated time. If programmed to do so, the system will also phone in a report to the monitoring service.

When to use:	When you want to be notified at work (for example) if no one arrives at the premises by a designated time.
What to do:	**A.** Make sure the latchkey time is set to the desired time. This only needs to be done once.

Do This...	Response (if any)
1. Press **7**,**2**	Features Menu, Present Latchkey Time
2. Press **#** to accept the indicated time or enter the new **[DESIRED TIME]** (for example, 440 for 4:40), **#**.	New Latchkey Time
3. Press **1** for A.M. or **2** for P.M.	A.M. or P.M.

B. Arm the system to FULL adding the LATCHKEY arming modifier:

Do This...	Response (if any)
Press **1**, **3**, ACCESS CODE, **8**.	Security Menu, Full, Latchkey

What happens:	If someone arrives at the premises and disarms the system before the latchkey time, nothing happens.
	If the latchkey time is reached, and no one has come disarmed the system, the system dials your pager phone number and notifies you.
Notes:	To change the programmed pager phone number, contact your security consultant.

S E C T I O N **8**

Automating The System Using Schedules

Using Schedules

Schedules are used to automatically control the system at a predetermined time and day. Schedules can be used for automatically turning system controlled lights and devices on or off. They can automatically arm or disarm the system and also define time periods during which business type openings, closings, and access codes are valid.

Each system partition (separate protected area) can have up to 32 programmed (numbered) schedules. Once these schedules are set up they can then be associated with the desired light, device, or access code or combinations of all three.

There are two similar, but different schedule types: one-time and weekly.

One-time schedules are those that are used only once at a set on- and off-time and then automatically made inactive by the system.

Weekly schedules are repeatedly used on certain times and days of the week. These schedules remain active.

Both one-time and weekly schedules can have one (or a combination) of five partition/condition types: Inactive, Normal, Holiday A, Holiday B, and Temporary.

Inactive (type 0) means no conditions apply (essentially saves the settings, but turns the schedule OFF).

Normal conditions (type 1) are those where other conditions (such as Holiday or Temporary) do not apply.

Holiday A conditions (type 2) are those where the current date matches a holiday date programmed in the Holiday A list. This list is pre-programmed by the installer.

Holiday B conditions (type 4) are those where the current date matches a holiday date programmed in the Holiday B list. This list like the A list is pre-programmed by the installer.

Temporary conditions (type 8), when enabled, are special conditions that override all other conditions.

Both one-time and weekly schedules can also have one of seven arming types and can also be set as an Open/Close schedule.

None/None arming selects no arming action for both ON and OFF transitions.

Disarm/Arm selects disarming for the ON transition and arming for the OFF transition.

Arm/Disarm selects arming for the ON transition and disarming for the OFF transition.

Arm/None selects arming for the ON transition and no action for the OFF transition.

Disarm/None selects disarming for the ON transition and no action for the OFF transition.

None/Arm selects no action for the ON transition and arming for the OFF transition.

None/Disarm selects no action for the ON transition and disarming for the OFF transition.

Open/Close defines the schedule as one to be used as the start or the end of an opening and closing time window for reporting if the partition has been armed or disarmed within the time window. This is typically used in businesses with normal open and closed hours. (See Appendix D - Advanced Topics for Opening and Closing Notification By Exception details.)

One-Time Schedules

When to use: When a schedule is to be used only one time and then become inactive.

What to do: To set a one-time schedule at the desired partition (protection area) touchpad,

Do This...	Response (if any)
1. Press **7**, **4**, ACCESS CODE.	Features Menu, Schedules.
Select Schedule Number 2. Enter desired schedule number, **#** or press **0**, **#** to list schedules or press **0**, **0**, **#** to enable temporary schedules.	Schedule Number. List of Schedules. Temporary Schedules Enabled.
Set as One-Time (vs Weekly) 3. Press **0** to indicate One-Time (if the system says Schedule Valid on No Days, for example) and press # to accept.	One-Time.
Set On-Time 4. Press **#** to accept present schedule ON-time or enter desired on-time (for example **440** for 4:40) and press **#**. Enter 0, # for no on-time. 5. Press **1** for A.M. or **2** for P.M.	Present On-Time. New On-Time.
Set Off-Time 6. Press **#** to accept present schedule off-time or enter desired off-time (for example **440** for 4:40) and press **#**. Enter 0, # for no off-time. 7. Press **1** for A.M. or **2** for P.M.	Present Off-Time. New Off-Time.
Set Condition Type 8. Press **#** to accept present schedule condition type or enter desired type and press **#**. Enter 0, # for no schedule (inactive) type. Schedule Types are: 　　1- Normal 　　2- Holiday A 　　4- Holiday B 　　8- Temporary For combinations, for example, enter type **5** for Normal <u>and</u> Holiday B.	Present Schedule Condition Type. New Schedule Condition Type.
Set Arming Type 9. Press **#** to accept present schedule arming type or enter desired arming type and press **#**. Enter 0, # for no arming type. Arming Types (ON Transition/Off Transition) are: 　　0- None/None 　　1- Disarm/Arm 　　2- Arm/Disarm 　　3- Arm/None 　　4- Disarm/None 　　5- None/Arm 　　6- None/Disarm Add 8 to the number to also make this an open/close schedule. For example, for arming type 1 as also open/close, enter 9. 10. Press ***, *** to exit this menu.	Present Arming Type. New Arming Type. Data set for this schedule is indicated. Goodbye

What happens:	Any automatic actions (lights, devices, access codes) set to use this one-time schedule will activate just once.
Notes:	If an off-time is set to be earlier than the on-time, the off-time is understood to be for the next day.
	One-time schedules are automatically made inactive at the scheduled off-time setting.
	For setting recurring schedules, see Setting Weekly Schedules.
See also:	Controlling Lights Automatically 44
	Controlling Devices Automatically 45
	Setting Weekly Schedules 52

Setting Weekly Schedules

When to use:	When a schedule is to be used one time only and then become inactive.
What to do:	To set a weekly schedule at the desired partition (protection area) touchpad,

Do This...	Response (if any)
1. Press **7, 4,** ACCESS CODE.	Features Menu, Schedules.
Select Schedule Number 2. Enter desired schedule number, **#** or press **0, #** to list schedules or press 0, 0, # to enable temporary schedules.	Schedule Number. List of Schedules. Temporary Schedules Enabled.
Set as Weekly (vs One-Time) 3. Press **0** to indicate schedule as Weekly (if the system says One Time) and press **#** to accept.	Schedule Set to No Days.
Set Day(s) of Week 4. Enter the desired day(s) of the week to add or remove and press **#**. 1- Monday 2- Tuesday 3- Wednesday 4- Thursday 5- Friday 6- Saturday 7- Sunday 8- Add All Days 9- Remove All Days	Day of Week
Set On-Time 5. Press **#** to accept present schedule ON-time or enter desired on-time (for example **440** for 4:40) and press **#**. Enter 0, # for no on-time. 6. Press **1** for A.M. or **2** for P.M.	Present On-Time. New On-Time.
Set Off-Time 7. Press **#** to accept present schedule off-time or enter desired off-time (for example **440** for 4:40) and press **#**. Enter 0, # for no off-time. 8. Press **1** for A.M. or **2** for P.M.	Present Off-Time. New Off-Time.
continued....	

Do This...	Response (if any)

Set Condition Type
9. Press **#** to accept present schedule condition type or enter desired type and press **#**. Enter 0, # for no schedule (inactive) type.
Schedule Types are the following:
  1- Normal
  2- Holiday A
  4- Holiday B
  8- Temporary
For combinations, for example, enter type **5** for Normal <u>and</u> Holiday B.
	Present Schedule Condition Type.
	New Schedule Condition Type.

Set Arming Type
10. Press **#** to accept present schedule arming type or enter desired arming type and press **#**. Enter 0, # for no arming type.
Arming Types (ON Transition/Off Transition) are the following:
  0- None/None
  1- Disarm/Arm
  2- Arm/Disarm
  3- Arm/None
  4- Disarm/None
  5- None/Arm
  6- None/Disarm
Add 8 to the number to also make this an open/close schedule. For example, for arming type 1 as also open/close, enter 9. (See Appendix D for details)
	Present Arming Type.
	New Arming Type.
	
	Data set for this schedule is indicated.

11. Press *****, ***** to exit this menu.	Goodbye

What happens: Any automatic actions (lights, devices, access codes) set to use this weekly schedule will repeatedly activate on the days and times set.

Notes: If an off-time is set to be earlier than the on-time, the off-time is understood to be for the next day.

For setting non-repeating schedules, see Setting One-Time Schedules.

See also: Controlling Lights Automatically 44

Controlling Devices Automatically 45

Setting One-Time Schedules 51

Appendix D - Advanced Topics 75

S E C T I O N **9**

Maintaining Your System

Testing the System

The system has both automatic and manual built-in test features.

Automatic Test Features

The system automatically tests and reports any problems with the following parts of the system:

■ *battery*—The system automatically tests the backup battery voltage and notifies you if it is low.

■ *phone*—Depending on your system configuration and programming, it may automatically test the phone connection to the monitoring service once a week.

■ *phone line*—The system automatically tests line voltage.

Testing the System Manually

You may also test the system manually when desired.

Testing the phone connection to the monitoring service

When to use: After any phone repair or change in your service, such as a second line, a change in area code or prefix, or adding/removing call or monitoring services.

After installing a new phone, modem, or other device on the same line.

What to do: To test phone operation,

Do This...	Response (if any)
1. Press **0**, **1**.	Phone Menu. Phone Test.
2. Enter your primary ACCESS CODE.	Phone Test On
3. Wait for acknowledgment indication.	The system should report Phone Test Ok.

What happens: If the system reports Phone test failure, see "Troubleshooting" section.

Testing sensors/inputs

When to use: Testing sensors allows you to activate any sensor (system input device) and verify its correct operation without causing an alarm. Do this after new sensors are installed or old ones replaced.

What to do: To test sensors,

Do This...	Response (if any)
1. Press **8**, **1**.	System Menu, Zone Test
2. Enter your primary ACCESS CODE.	Zone Test On
3. Activate the desired sensor/input device(s).	The system should report Zone # Good for the device activated.
4. Press **1**, **1** and enter your ACCESS CODE (if prompted) to manually end sensor test.	[Partition Name] Security is Off.

| What happens: | If the system does not respond to an input device, see "Troubleshooting" section. If not ended manually, zone test will automatically time-out and end. |

Testing the Panel Backup Battery

| When to use: | The panel backup battery can be tested manually, for example, when replaced or following a lengthy power outage. |
| What to do: | To test the panel backup battery: |

Do This...	Response (if any)
1. Press **8**, **8**.	System Menu, Battery Test
	Battery Test XX.X Volts.
2. Press **UNDO** (*) to end the test.	Goodbye

| What happens: | Battery test voltage should range from 12 to 14 volts. If not, or if Battery Bad is indicated, see "Troubleshooting" section. |

Cleaning the System Components

| When to clean: | At least once a year, or as needed. |
| What to do: | Use a damp, warm rag and a mild, non-abrasive, water-based cleaning solution to clean all touchpads, enclosures, and housings. |

Checking and Changing Batteries

System module and sensor batteries are automatically and periodically tested by the system. If the system indicates a module or sensor Low Battery message, contact your security consultant. They will replace the module or sensor battery.

Dealer Service Information

dealer   _____

representative   _____

phone   (_____) _____–_____

fax   (_____) _____–_____

street address   _____

                     _____

                     city_____   state/province_____

                     ZIP/postal code_____

e-mail   _____

Troubleshooting

Checking the System Status

When to use:	When you want to know the current status of the system including its arming state and any current problems.
What to do:	To check the system status:

Do This...	Response (if any)
1. Press **1**, **9**.	System Menu, Check Status
2. Press Undo (*****) to quit.	Goodbye

What happens:	The system reports the present status and arming state.
See also:	Silencing Trouble Beeps 62
	Checking the Alarm History 63

What the Status or Trouble Beeps Mean

Your Advent system alphanumeric touchpads, interior sirens and speakers use status and trouble beeps to communicate what the system is doing or if there is a problem. You will hear some sounds each time you tell your system to do something. Some will only sound when the system protests in some way. The table below describes the operating and trouble beeps you may hear from your system.

Type of Sound	Sound Pattern	What These Sounds Mean
When You Arm or Disarm	1 short beep	Your system disarmed to OFF.
	2 short beeps	Your system armed to PERIMETER.
	3 short beeps	Your system armed to FULL.
	1 long, 1 short beep	Your system armed to NIGHT.
	1 long, 2 short beeps	Your system armed to SILENT.
When You Enter or Exit	3 short beeps every 2 seconds	Your system is armed and the exit delay is in progress. (Beeps sound once per second during the last 10 seconds.)
	3 short beeps every 2 seconds	or Your system is armed and the entry delay is in progress.
	3 short beeps every second	Your system is armed, an alarm has occurred, the alarm sirens have already "timed out," and the entry delay is in progress.

continued.

Type of Sound	Sound Pattern	What These Sounds Mean
Chime Feature On	2 short beeps (or "ding-dong" sound)	Your system is OFF. The chime feature is on, and an exterior sensor like a door or window is opened.
Protest Beeps	1 long, 1 short beep continuous sequence. Once per second.	Your are trying to arm with one of the many possible protest conditions present. You will be asked if you want to accept the protest condition after you enter your code. For example, you are trying to arm to PERIMETER or FULL with an exterior a door or window open. Close the door or window or see section "Arming with a Door or Window Open." or You are trying to disarm after an alarm has occurred and the alarm sirens have already "timed-out."
System Trouble Beeps	6 beep sequence once every 60 seconds (6 beeps may sound for any of these reasons)	Some examples: Your system has an AC power failure. Your system has low sensor or touchpad battery. Your control panel can't communicate with a hardwire device, such as a hardwire sensor. Your system has sensor or touchpad failure. Your system has a low battery. Your system has failed to communicate with the central monitoring service. Your system memory has failed. There is a siren wiring problem.

The following table describes the conditions under which some trouble beeps occur and when they begin.

Condition	When Beeps Begin
AC Power Failure	8 seconds (programmable) after failure is detected. (If programmed to do so, a report is sent to the central monitoring station at this time or after 1-12 hours (programmable.*]) The system will continue to operate under backup battery power.
Fail-to-Communicate	After fifth (programmable) unsuccessful attempt to phone the monitoring service.*
Hardwire Sensor Trouble	As soon as the system detects the condition.*
Panel Low Battery	As soon as the system detects the condition.*
Phone Fail Trouble	As soon as the system detects the condition.*
	* and also at preprogrammed daily trouble indication time if any.

Silencing Trouble Beeps

| When to use: | When you are aware of a system problem, and you have notified your system consultant, but you want to temporarily turn off the trouble beeps. |

What to do: To silence trouble beeps,

Do This...	Response (if any)
Press the Undo (*) button once for each indicated trouble to temporarily cancel trouble beeps.	Trouble beeps stop temporarily.

What happens: The trouble beeps stop temporarily, but the problem is not fixed. Beeps will restart at programmed *LTIME* or if a new trouble condition is detected. Contact your security consultant.

See also: Checking the Alarm History 63

Viewing the History Buffer 64

What the Error Messages Mean

The system indicates error messages when it detects problems. See Appendix C for a list of error messages and descriptions.

Solving System Problems

This section contains a summary of some simple system problem solving techniques.

Feature	Problem	Solution
Arming/ Disarming	System won't arm.	Make sure all monitored perimeter doors and windows are closed or accept open zones (bypass them) and accept the trouble causing protest.
		Someone else is controlling your system from a different touchpad or phone.
Bypass	Panel announces Invalid when you try to bypass a sensor.	You are trying to bypass a 24-hour (environmental) sensor that cannot be bypassed.
Batteries	Panel announces System battery failure or Sensor nn low battery.	Call your security system consultant for battery replacement.
False Alarm	Alarm report is being sent.	**Immediately** enter your ACCESS CODE to cancel the alarm. This command cancels the alarm if done within 5 seconds (programmable) and does not call in a report to the central monitoring station.

Feature	Problem	Solution
Smoke Sensor	Beeps once every minute.	Batteries are low. Replace the smoke sensor batteries.
Trouble Beeps	6-beep sequence once every 60 seconds.	Press **UNDO** (*) to erase the problem. (Press once for each problem). This disables the trouble beeps for pre-programmed period of time (LTIME).
Controlled Lights or Devices	Lights or devices controlled by the lamp or appliance modules do not work.	Make sure the lamp has a working bulb. Check the lamp or device operation at a working outlet.
		Make sure the lamps or devices are switched ON and are plugged into the lamp or appliance module. Make sure that the modules are plugged into outlets not controlled by a switch.

Checking the Alarm History

When to use: When you want to know which and how many alarms sounded in your absence.

What to do: To check the alarm history after any current alarms have been canceled,

Do This...	Response (if any)
1. Press **1, 0**.	Security Menu, Check History
2. Press **UNDO** (*) to return to the main menu.	Goodbye

What happens: The system reports the following information about the last alarms:

■ The alarm type.

■ Which sensor activated the alarm.

■ The date and time the alarm happened.

See also: Checking the System Status 60

Viewing the History Buffer 64

Viewing the History Buffer

When to use:	When you want to learn the system history of events.
What to do:	To view the history buffer:

Do This...	Response (if any)
1. Press **7**, **5**.	System Menu, View History Buffer History (if any) is indicated.
2. Press # to skip to the next history event.	
3. Press **UNDO** (*) to quit.	Goodbye

What happens:	The system gives a detailed report of every event, including following:

- Each sensor that was activated and at what time/date.
- Each time an access code was entered.
- Alarms/troubles etc.
- Any other system events programmed to be stored in the history buffer.

See also:	Checking the System Status 60
	Checking the Alarm History 63

APPENDIX **A**

Planning for Emergencies

Contents

Planning a Fire Drill or Other Emergency Plan

Develop a plan to prepare for a fire or other emergency. Rehearse your plan with everyone by doing a fire drill every few months.

Guidelines to include in your emergency plan:

■ Understand how to use your fire system.

■ Know the normal state of doors and windows: open, closed, or locked.

■ Escape fast! (Do not stop to pack.)

■ Use a different escape route if closed doors feel hot to the touch.

■ Crawl and hold your breath as much as possible to help reduce smoke inhalation during your escape.

■ Meet at a designated outdoor location.

■ Emphasize that no one should return to the premises if there is a fire.

■ Notify fire department from another phone outside the building.

IMPORTANT: Emphasize that no one should enter the building if they hear sirens.

Floor Plan Example

Below is an example of a floor plan. Use this example to draw your floor plan on the next page and plan your escape routes.

A smoke detector should be located on each level.

A smoke detector should be located in each room.
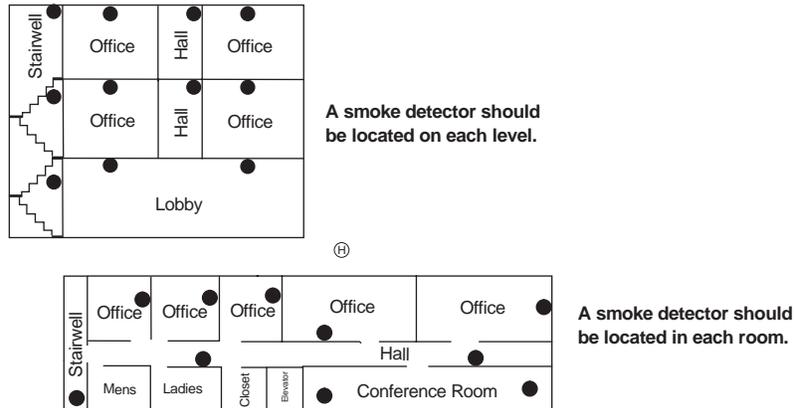
NOTE: Ceiling-mounted smoke detectors should be located in the center of the room or hall, or not less than 4 inches from the wall. When the detector is mounted on the wall, the top of the detector should be 4 to 12 inches from the ceiling.

NOTE: Do not install smoke detectors where normal ambient temperatures are above 100°F or below 40°F. Also, do not locate detectors in front of AC/ Heat registers or other locations where normal air circulation will keep smoke from entering the detector.

NOTE: Additional information on household fire warning is available at nominal cost from: The National Fire Protection Association, Batterymarch Park, Quincy, MA 02269. Request Standard No. NFPA74.

● **Required smoke detector**

Ⓗ **Heat detector**

Your Floor Plan

Use the following guidelines when drawing your floor:

■ Show all building levels.

■ Show the exits from each room (two exits per room are recommended).

■ Show the location of all components of the fire system.

■ Show the locations of all fire extinguishers, hoses, ladders, etc.
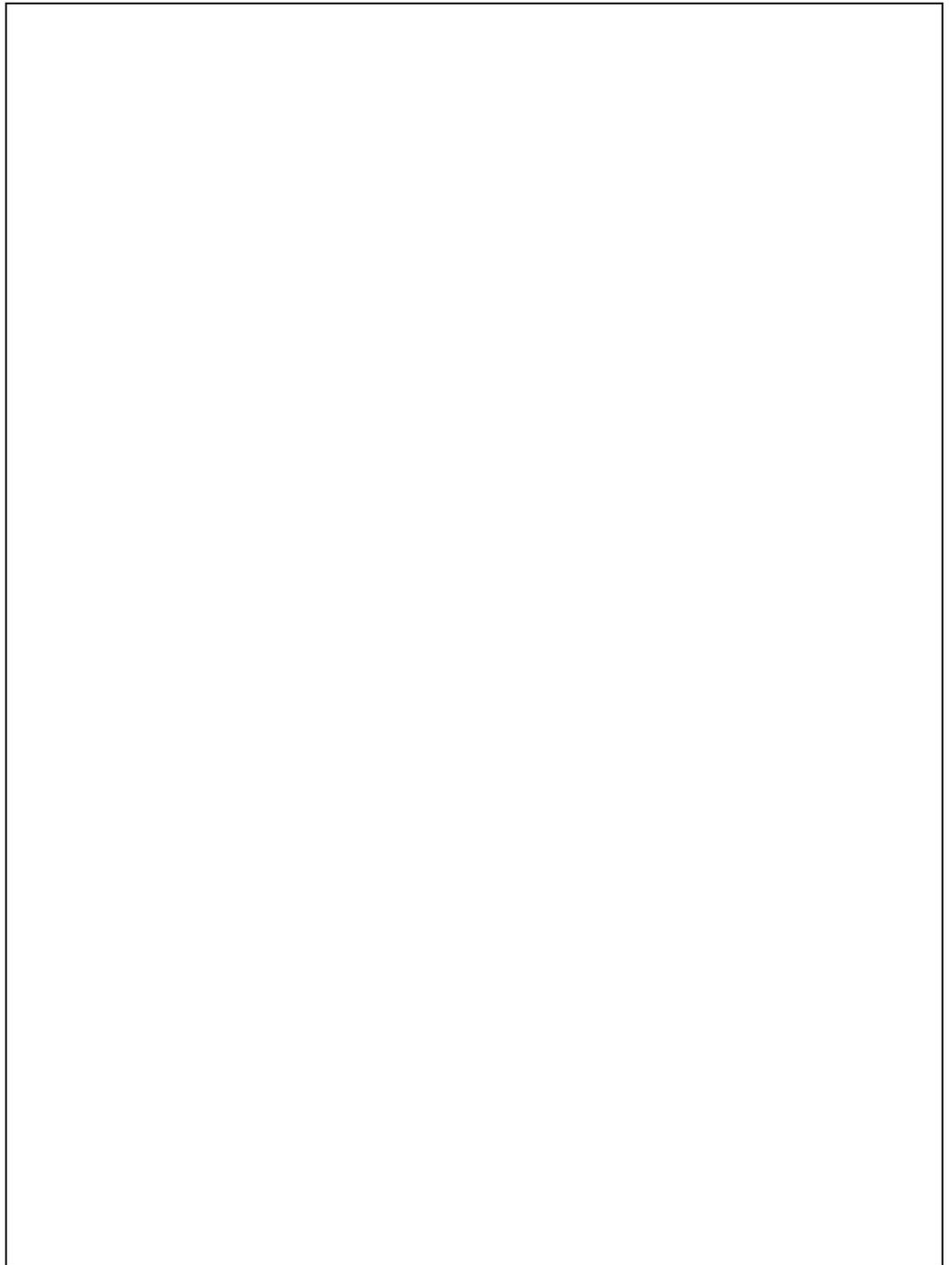
Table 3: My Floor Plan

A P P E N D I X **B**

System Menu Map

MAIN MENU

1 SECURITY
1 Turn Security Off
2 Arm to Perimeter
3 Arm to Full
4 Arm to [Night]
5 Arm to [Silent]
6 List Arming Modifiers
7 Bypass a Zone
8 Change Access
　Codes
9 Check Security
　Status
0 Check Alarm
　History
* Return to
　Main Menu

2 SILENT ARM
1 Turn Security Off
2 Arm to Perimeter
3 Arm to Full
4 Arm to [Night]
5 Arm to [Silent]
6 List Arming Modifiers
* Return to
　Main Menu

3 ACCESS CONTROL
(Not Used)

4 LIGHTS
Enter light number
(0 for all) then press #.
To return to the Main
Menu, press *.

1 Turn [selected light]
　On Now (if off)
2 Turn [selected light]
　Off Now (if on)
3 Set [selected light]
　To a Schedule
4 Raise Light Level
5 Lower Light Level
* Select a Different
　Light
** Return to
　Main Menu

5 DEVICES
Enter device number
then press #.
To return to the Main
Menu, press *.

1 Turn [selected Device]
　On Now (if off)
2 Turn [selected Device]
　Off Now (if on)
3 Set [selected Device]
　To a Schedule
* Select a Different
　Device
** Return to
　Main Menu

6 ENERGY
(Not Used)

7 FEATURES
1 Chime
2 Latchkey Time
3 Add/Delete/List
　Lights & Devices
4 Change Schedules
5 View History Buffer
* Return to
　Main Menu

8 SYSTEM
1 Zone Test
2 List Tested Zones
　(During Test)
3 List Untested Zones
　(During Test)
4 Change Status Voice Volume
5 Change Phone Voice Volume
6
7 Fire Test
8 Test Panel Backup Battery
9 Reset Smoke Loops
0 Enter Program Mode
* Return to
　Main Menu

9 SCRIPTS
(Not Used)

0 PHONE
0 Disable Local Phone
　Control (From local
　phone touchpad only)
1 Phone Test
2 Downloader
　Communications
3
** Return to
　Main Menu

Press:
\# to skip to next item
* to return to Menu
** to exit to Main Menu

8543147A.DSF

APPENDIX **C**

Display Error Messages
and Meanings

Table 4: Display Error Messages

Message	Meaning
# INVALID	Invalid keypad entry.
* (blinking asterisk)	System trouble condition exits. Check system status.
[Bus Module description] RECEIVER FAILURE	Bus receiver has failed.
[Bus Module description] ANTENNA TAMPER	Bus transceiver antenna has been tampered with.
[Bus Module description] BUS COMMUNICATION FAILURE	Panel has lost communication with bus device.
[Bus Module description] POWER FAILURE	Bus device has lost AC power.
[Bus Module description] BAT-TERY FAILURE	Bus device has low battery.
[Bus Module description] MODULE TAMPER	Bus device has been tampered with.
[value] NOT ENTERED	Keypad entry time-out has expired.
[Zone description] BACKUP BAT-TERY TROUBLE	Zone has a low backup battery.
[Zone description] GROUND FAULT TROUBLE	Hardwired loop has a short to ground.
[Zone description] HARDWIRE LOOP TROUBLE	Hardwired loop is open or shorted.
[Zone description] LOW BATTERY	RF sensor has low battery.
[Zone description] OBSCURITY TROUBLE	Smoke sensor has partial obscurity trouble. This means that the sensor is close to detecting an alarm, most likely because the sensor is dirty.
[Zone description] POWER FAIL-URE	Zone has lost AC power.
[Zone description] RF JAM TROU-BLE	RF sensor is being jammed by interfering RF signal

Table 4: Display Error Messages (continued)

Message	Meaning
[Zone description] SUPERVISORY FAILURE	Panel has lost communication with RF sensor.
[Zone description] TAMPER	Zone has been tampered with.
[Zone description] TROUBLE	Generic/unspecified zone trouble.
[Zone description] ZONE ACTIV-ITY TROUBLE	Panel has not detected sufficient zone activity or could also indicate a failed sensor.
ARMING ABORTED OR FAILED	Panel is unable to arm the system. Check unbypassed open or faulty sensor(s).
AUDIO TROUBLE	Panel has detected a problem with its audio amplifier.
AUXILIARY POWER FAILURE	Auxiliary power (12V or 24V) is not OK.
BATTERY IS BAD	The panel 12 VDC backup battery (s) not charged or has failed.
BUDDY 1 FAILURE	Panel communication with buddy 1 has failed.
BUDDY 2 FAILURE	Panel communication with buddy 2 has failed.
BUDDY 3 FAILURE	Panel communication with buddy 3 has failed.
BUDDY 4 FAILURE	Panel communication with buddy 4 has failed.
DELETE A CODE FIRST	No room for new code. Delete an existing code.
ENTER YOUR CODE	Valid access code is needed to proceed.
ENTRY CLEARED	Invalid or incomplete entry cleared.
FLASH MEMORY TROUBLE	A flash memory error has been detected. The panel requires service.
GOODBYE	Quitting menu mode.
INVALID AUTHORITY	Insufficient access code authority. A different (higher authority) access code is required.
INVALID CODE	Invalid access code. Enter valid code to proceed.
INVALID EVENT	An invalid event is being annunciated in event history review.
LONG RANGE RADIO TROUBLE	Panel has lost supervision of long-range radio; long-range radio is missing or faulty.
MAIN LOW BATTERY	Panel backup battery is low.
MAIN POWER FAILURE	Panel AC power is missing.
MAIN POWER IS [description] or MAIN BATTERY IS [description]	Indicates present system AC power status.
MEMORY CHECKSUM TROUBLE	Panel has detected a RAM checksum error. Panel should be reset and programming should be checked.
NEW BUS DEVICE	Panel has detected an unenrolled bus device.
NO ALARM HISTORY	Alarm history buffer (memory) is empty.
NO ENTRY	Keypad entry time-out has expired.
PHONE LINE 1 FAILURE	Phone line 1 has failed.

Table 4: Display Error Messages (continued)

Message	Meaning
PHONE LINE 2 FAILURE	Phone line 2 has failed.
PHONE NUMBER 1 COMMUNICA-TION FAILURE	Panel has failed to communicate with the central station phone number 1 when it tried to report an event.
PHONE NUMBER 1 TEST FAILURE	Phone test using phone number 1 has failed.
PHONE NUMBER 2 COMMUNICA-TION FAILURE	Panel has failed to communicate with the central station phone number 2 when it tried to report an event.
PHONE NUMBER 2 TEST FAILURE	Phone test using phone number 2 has failed.
PRINTER TROUBLE	Printer trouble has been detected (printer error, off-line, out of paper, out of ink, missing).
REMOTE PHONE TAMPER	Panel has detected an unauthorized attempt to access the panel via the remote phone. Four consecutive invalid access code entries have been detected.
SECOND ENTRY FAILED	Second entry different than the first.
SIREN TAMPER	Voice siren is being tampered with. Wiring is shorted, open, or grounded.
SNAPCARD POWER FAILURE	SnapCard AC power is missing.
SNAPCARD LOW BATTERY	SnapCard backup battery is low.
SNAPCARD TROUBLE	Panel has detected a trouble with one of its SnapCards; SnapCard is missing or wrong type.
SYSTEM BUSY	System has taken control of (seized) the telephone lines and/or is too busy to respond now.
SYSTEM GOODBYE	System is about to take control of (seize) the telephone lines.

A P P E N D I X **D**

Advanced Topics

Contents: Opening and Closing Exception Reports 75

Associating Lights and Devices with Schedules 76

Opening and Closing Exception Reports

The opening and closing exception reports feature allows programmed pagerholders and/ or the central station to be notified when arming or disarming occurs outside of specified time schedules.

You can set up this feature to page or phone you in the following instances:

■ Send a page if the system is disarmed before the opening time schedule begins **or** after the opening time schedule has ended. *(Exception Opening)*

■ Send a page if the system is armed before the closing time schedule begins **or** after the closing time schedule has ended. *(Exception Closing)*

When to use: Here are two specific examples of how opening and closing exception might be used in a business setting:

■ Every morning you'd like to be notified if your business is disarmed after its normal opening time.

■ Every evening you'd like to be notified if your business is armed before its normal closing time.

What to do: The most typical setup of this feature makes use of both exception opening and exception closing. (However, it is possible to use only exception opening or only exception closing.)

To define an open/close time window in a partition for a given day, exactly two open/close schedules must be valid on that day. When neither schedule is on, the partition is expected to be closed (armed). After one schedule turns on, the partition is expecting an opening (disarming). As soon as both schedules are on, the partition is expected to be open (disarmed). After one schedule turns off, the partition is expecting a closing (arming). As soon as both schedules are off again, the partition is expected to be closed (armed) again.

If the system detects an opening or closing, it uses the above rules to determine whether the arming change is early, normal, or late, and reports the arming change as such. If at the end of an opening or closing time window, the partition is not open or closed, respectively, the system reports that the partition failed to open or close.

Follow the detailed procedure defining opening and closing schedules located in the Setting Weekly Schedules section.

What Happens: Exception opening reports report Early, Normal, or Late Opening.

Exception closing reports report Early, Normal, or Late Closing.

Notes: Contact your security consultant if you would like to turn the exception reporting on or off for any particular pager, system printer, or for the central station.

See also: Setting Weekly Schedules 52

Associating Lights and Devices With Schedules

Each controlled light and device (appliance) output can be associated with any of the schedules in its partition. Whenever a transition of an associated schedule occurs (off to on or on to off), the state of the output is re-evaluated. All schedule transitions occur at minute boundaries. The system "rules" are as follows.

- If any associated schedules turn on, the output is turned on.

- Else, if any associated one-time schedule turns off, the output is turned off. This occurs even if other associated schedules are still on.

- Else, if any associated weekly schedule turns off and there are no other schedules on, the output is turned off. If any other schedules remain on, the output is unchanged.

Some general rules are that on-transitions have priority over off-transitions, and one-time schedules have priority over weekly schedules. Also, user-initiated changes, i.e. an output state change via a touchpad, has priority over scheduled changes, so that when an output is turned on or off by the user, its state does not change back until the next valid schedule transition.

Here are some light examples:

- A light is scheduled to be on between 3:00 pm and 5:00 pm. The light is turned on at 3:00 pm, but is turned off by the user (using system controls - not lamp switch) at 4:00 pm. The light will stay off until 3:00 pm on the next valid day.

- A light is tied to two schedules, one of which turns on and the other turns off at 9:00 am. The light will be turned on at 9:00 am.

- A light is tied to two schedules, one of which is on between 8:00 pm and 1:00 am and the other is a one-time schedule which turns off at 10:00 pm. The light is turned on at 8:00 pm and is turned off at 10:00 pm. It will stay off until 8:00 pm on the next valid day, after which it will stay on until 1:00 am because the one-time schedule was erased.

- A light is tied to two weekly schedules, one of which is on between 4:00 am and 8:00 am and the other is on from 6:00 am to 9:00 am. The light is turned on at 4:00 am and turned off at 9:00 am.

See also: Setting Weekly Schedules 52

Controlling Lights Automatically 44

Controlling Devices Automatically 45

Glossary

access code	A four to six-digit number that allows you and others to control your system. The system uses one primary access code, which can control all operations in the system, and secondary access codes, which can control selected operations.
account number	A number that identifies your system to the central monitoring station.
alarm	System response to security, auxiliary, and fire input detection. See burglar, auxiliary, and fire alarm.
alarm history	The record of the most recent alarms that have occurred.
alarm report	Alarm information sent over telephone lines from your system to the central monitoring station.
appliance module	A wireless device into which appliances, like coffee makers or televisions, can be plugged to become controlled by your security/fire system. Any appliance plugged into an appliance module can be turned on or off from a phone or touchpad using the individual device control command. Controlled appliances can also be turned off using the all-lights-off command.
arming	Turning your system on. Arming to PERIMETER turns on protection to the outside areas while allowing you to walk around inside. An alarm will sound if anyone enters. Arming to FULL turns on all sensors, and an alarm will sound if anyone moves around inside or enters from the outside.
auto force arming	When you turn security protection on, the system will notify you if a door or window is open or there is other system trouble. If you do not correct the problem before leaving, your system will arm, but it will also report the situation to the central monitoring station.
auxiliary panic alarm	An alarm used for medical or other urgent situations. The auxiliary alarm may be set off by hand or when certain sensors are activated. For example, an auxiliary alarm may go off after a certain number of hours of inactivity if the system is set up that way. During an auxiliary alarm, lights come on steadily and interior sirens sound low-volume, fast on-off-on-off tones. Exterior sirens are not activated.
battery supervision	The system mechanism for automatically detecting a low backup battery or battery in wireless sensors.
battery test	A diagnostic feature that checks the condition of the system backup battery.
central monitoring station	The system communicates with this station to report alarms or other problems. During an emergency, the central monitoring station will dispatch emergency personnel.
chime	A feature that gives you a warning when a door or window opens, an off-limits area is entered, or a device is turned on. For example, if a toddler is playing in a room with a sensor installed on the door, you can use this feature to warn you if the child has opened the door. This feature works only when security protection is turned off.
closing report	A report provided to the central monitoring station listing who armed your system and when. This feature is optional.
control panel	This is the electronic "brains" of your system. The control panel is a computer in which the various options of your system are programmed. The control panel monitors and controls your entire security system.

delay	A delay gives you time to arm the system and leave the premises without setting off an alarm or to get in and disarm before sounding an alarm. Your system has three different entry delay times and three different exit delay times. Times are set by your installer. (See also entry delay and exit delay.)
delay door	The door designated for entry and exit when the security system is armed or disarmed. (See also delay, entry delay, and exit delay.)
entry delay	The period of time in which you must turn your system off after entering the premises. The entry delay time is set by your installer. Your system has three different entry delay times available, for example, a gate delay can be set to last 4 minutes, a garage door delay set for 2 minutes, and an entry door delay set for 30 seconds. In this example, when you open the gate, the 4-minute timer starts. If you then open the garage door, your system starts counting down again 2 minutes from the garage delay. If you then open the entry door, your system starts counting down 30 seconds from the entry delay. If the delay period counts down to 0 an alarm will occur. (See also delay.)
exit delay	The period of time in which you must leave the premises after turning security protection on. The exit delay time is set by your installer. Your system has three different exit delay times available, for example, the delay on the front door may be set to last 30 seconds, the garage door delay set for 2 minutes, and the gate delay set for 4 minutes. In this example, when you arm your system, you have 30 seconds to exit through the front door. You then have 2 minutes to exit the garage door, and 4 minutes to exit the gate. If the delay period counts down to 0, and a door is opened, an alarm will occur. (See also delay.)
exterior siren	A siren controlled by the system and located outside of the protected building. Exterior sirens are only used for police and fire alarms to alert neighbors and attract attention.
fire alarm	The fire alarm is a loud, repeating burst of three short tones sounding from all interior and exterior sirens to alert neighbors and anyone in the building to a fire. The central monitoring station is called and responds by calling the fire department.
follower delay	After turning security protection on, motion detectors "follow" the entry delay with their own delay time, allowing you to pass in front of a motion detector without activating an alarm. Motion detectors immediately sound an alarm if no entry delay is in progress and you pass in front of it with security protection on.
status	Use the status command to check all recent activity for the premises. The full status report gives all recent alarms, the current arming level, system problems such as power or battery trouble, and information about how schedules (if any) are set.
hardwire	A sensor or device that is connected by wire to the system rather than by way of wireless technology.
hardwire trouble	The system alerts you with trouble beeps and touchpad display messages, if available, if hardwire sensors or devices such as hardwire touchpads have trouble communicating with the control panel. If there is a problem with a hardwire device, it is most likely a wiring problem and you need to call your fire/security system installer.
instant alarm	Alarms, such as a fire alarm, that sound as soon as an armed sensor is tripped.
keychain touchpad	Miniature 2- or 4-button wireless touchpads that control basic system functions such as arming and disarming. No access code is required to control your system with a keychain touchpad. The built-in light blinks when the keychain touchpad transmits a signal.
local	Refers to activity and equipment that is located at the premises. This term is also used to describe alarms that sound at the premises but are not sent to the central monitoring station.
loop	System installers sometimes use this term interchangeably with the words zone or, more commonly, sensor.
LTIME	The time of day when the system will annunciate any locally existing trouble conditions.
monitoring service	See central monitoring station.
motion detector	See PIR (passive infrared motion sensor).

no activity	A feature that notifies the central station if your system doesn't detect activity at the premises within a specified time period. The system sounds a 5-minute alarm notifying you that the time limit is approaching. If no one turns the alarm off, the your security system notifies the central station. This feature helps protect you if you are injured or sick and is especially helpful for a person who lives alone. (Your installer must turn this option on.)
no delay	An option that lets you turn security protection on without the normal delay. For example, if you are turning protection on to FULL from inside and no one is entering the building, you may want to arm without entry delay beeps.
opening report	A report sent to the central monitoring station reporting who turned the system off and what procedures were used. This is an optional feature available from your installer.
panic buttons	Buttons on the touchpad with fire, police, and auxiliary symbols. When activated (pressed and held for two seconds), they send an immediate alarm to the central monitoring station. See also auxiliary, fire, and police panic alarms.
phone failure	If attempts by the system to report to the central monitoring station fail (perhaps there is a problem with the phone line) the system will notify you with a phone failure message.
phone communication test	A feature that tests the communication from the control panel to the central monitoring station.
PIR	Passive infrared motion sensor. A motion sensing device that detects the presence of an intruder by comparing the intruder's body temperature with the background temperature of the room.
police alarm	The police panic alarm is a slow on-off-on-off sound from interior and exterior sirens to scare off an intruder and alert neighbors to your trouble. The central monitoring station is phoned and responds by calling the police. Activate the alarm from any touchpad or phone at the premises.
police panic alarm	A police alarm is manually activated by pressing and holding both Police Panic buttons on the touchpad. See also police alarm.
primary access code	The standard access code that lets you operate all features of your system. The primary code is the highest authority access codes.
protest beeps	A low-volume, two-tone rhythmic beeping that alerts you that the system cannot be armed unless further action is taken.
quiet mode	When this option is on, you may operate your system without sounding some of the usual beeps and messages. When entering commands from a touchpad with display (alphanumeric) or phone, few voice messages will be heard from the speakers or will only be heard over the phone. Arming level beeps will sound from interior speakers. Quiet mode doesn't affect remote touchpads (wireless) that do not have a display.
RJ-31X Jack	The phone port connecting the control panel to phone equipment. This jack enables the control panel to take control of the phone line and report to the central monitoring station.
security level	The degree of security protection set at the panel. The security levels are OFF, PERIMETER (on with outside protection only), and FULL (on with full protection inside and outside). 24-hour environmental, fire, etc. protection always stays on.
sensor	These are the devices such as smoke detectors, heat detectors, etc. that detect a problem and report it to the control panel.
sensor bypass	A feature that allows you to turn off protection in selected areas, such as a window or door you wish to have open.
sensor number	A number used to identify a particular sensor in the system.
sensor test	A setting that allows you to test the operation of each sensor in the system.

siren time-out	Sirens will "time-out" (shut off) after sounding for a certain length of time. The default siren time-out is 8 minutes. This means that after an alarm has gone off, the sirens will stop ringing after 8 minutes. The alarm is still in progress after the sirens time-out, until you manually disarm your system. Your installer can set the siren time-out anywhere from 1 minute to 30 minutes. (For Fire system applications, siren time-out is disabled.)
smoke verification	Hardwire smoke detectors have a smoke verification feature that helps eliminate false smoke alarms. If a hardwire smoke detector is tripped, the detector power turns off and then quickly back on. If the alarm is activated again, the system calls the central monitoring station. Your installer must enable this feature.
supervisory failure	Sensors check in every hour by sending a signal to the control panel. If the panel doesn't hear from a sensor, you will be alerted to the trouble condition.
touchpad tamper	If your installer has enabled this feature, and the system detects more than 4 codes entered without a recognized access code, a police siren sounds and a call is reported to the central monitoring station. This prevents unauthorized access by someone trying to find a valid access code by randomly entering codes.
trip, tripped	To cause a sensor to go into a "non-normal" state, resulting in a signal to the control panel.
trouble	A warning that there is a problem in the system. The problem may be any of the following: a low sensor battery, a low control panel battery, a sensor that fails to respond, or a sensor that was tampered with. The system notifies you of a trouble condition by sounding six successive beeps repeated every 60 seconds.
trouble beeps	Six successive beeps produced every 60 seconds by interior sirens and the control panel speaker when a trouble condition is detected by the control panel. Trouble beeps caused by a sensor that fails to respond or a low sensor battery are repeated every 24 hours if not corrected. See also trouble.
24-hour sensor	Sensors that monitor all the time. Some examples of 24-hour sensors include heat, freeze, smoke, and panic sensors.
User access code	A code that allows you to turn protection on and off in the building but not to use other system options. For example, a house guest or repair person may use an arm/disarm access code.
wireless	Some of the devices in the system may be "wireless." They send and receive messages to and from the control panel using radio waves.
wireless touchpad	A system component that allows you to operate your system within wireless radio range of the control panel. This touchpad can be carried around with you to operate your system from various rooms.
zone	System installers sometimes use this term interchangeably with the words loop or, more commonly, sensor or group of sensors.

Interactive Technologies, Inc.
2266 Second Street North
North Saint Paul , MN 55109-2900

www.ititechnologies.com

Security
Automation
Fire Protection
Access Control

Specifications subject to change. Some features are optional.

Document No. 466-1767 Rev. A