Section 1: Let's Get Acquainted

INTRODUCTION

LED KEYPAD

LCD KEYPAD

Congratulations on your purchase of Rokonet's *ORBIT-PRO* Security System. The *ORBIT-PRO* has been specifically designed to meet a wide range of security needs for many residential and commercial applications.
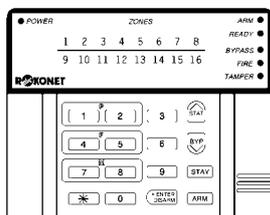
You communicate with your *ORBIT-PRO* through its **keypad(s)**. There are two types of keypads: one with LEDs display, and the other with LCD display. Using its keys, you can issue commands to your system. In turn, the system can communicate information to you via its display, indicators and by the sounds it makes.
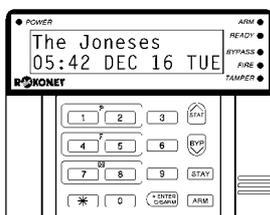
Your *ORBIT-PRO* security system also consists of a variety of **sensors**, **detectors**, and **contacts** placed throughout the premises and designed to recognize abnormal conditions. Typically, your system protects against **intrusion.** Some systems may also have **fire** protection or **environmental** protection (such as **gas** or **water level sensors)**

All of your system's detectors, sensors, and contacts are wired to the **control panel**. As such, your system always knows the status of any protected door, window, hallway, room, or area. Similarly, it knows if a smoke detector has been activated.

The control panel, which contains the system's electronics and **backup battery**, functions in the background and, for purposes of security, is installed out of sight.

SOME DEFINITIONS

There are a few terms with which you should become familiar. Knowing them will help you to better understand and use your system

Zone

A single detector, or group of detectors, usually relating to a certain area of the premises or type of protection. Zones that use devices designed to detect break-ins are called **intrusion zones**. Another kind of zone may contain one or more *Smoke Detectors.* Such zones are called **fire zones.** An **environmental zone** typically protects the premises from gas leaks and/or flooding.

24-Hour Zone

A **24-Hour** intrusion zone is *always* armed and is usually assigned to openings, which should never be disturbed-like fixed glass and non-movable skylights.

Central Stations

Your system is set up to report alarms to a **Central Station–**a facility which continually monitors the activities of many security systems, usually via the telephone network, and dispatch the proper authorities.

Chimes

The **chime** is a series of short keypad tones, which can be set up to annunciate, during the *disarmed* period, the violation of selected intrusion zone(s). The chime tone can be used to annunciate the arrival of a customer each time the front door opens. The chime can be *disabled* or *enabled* at your discretion.

Trouble Reporting

If desired, your security system may also report to the Central Station any **troubles** or malfunctions it senses, so that a service call can be made.

Utility Outputs

In addition to your system's normal operation, it's possible to place a household appliance or premises lighting under the control of the *ORBIT-PRO* where it can be conveniently turned on and off automatically, or by User command from any system keypad

Key-switch

Your system may also be equipped with a **keyswitch**, useful for simple arming and disarming operations - usually at a remote location.

Arming Your System

Arming your system enables its **intrusion detectors** to trigger an alarm when violated. Remember, *fire protection* and the protection offered by the keypad's *emergency keys* are *always* armed and always available

Secured or Bypassed

Before you arm your system, all of its zones must either be secured or *bypassed*.

Full Arming and Home Arming

Your *ORBIT-PRO* offers two kinds of system arming. **Full Arming** prepares *all* of the system's intrusion detectors to sound an alarm, if violated,

Home Arming (or **Stay Arming**) allows individuals to remain inside and move about the premises even after the system is armed

Quick Arming and Code Arming

Your *ORBIT-PRO* also offers two *methods* of arming. **Quick Arming** achieves the result with just the press of a single key (either ARM or STAY).

Code Arming requires that a valid *Master Code* or *User Code* be entered first.

Entry/Exit Delays

Your security system must incorporate an **Entry/Exit Delay** to allow proper entry and exit to and from the premises without causing inadvertent alarms.

Arming with the Front Door Open

If set up by your alarm company, the *ORBIT-PRO* allows you the convenience of arming your system with the front door open. After which you must close the door as you leave the premises. With such a door open (and all other zones secure), the system is considered "ready to arm"; the Zone LED corresponding to the opened door will be lit, and the keypad's *READY* LED will flash.

Follow me

In addition to the standard alarm reporting to the Center Station, the system can generate alarm tones to a designated system user.

Scheduling

Through the use of the system's built-in clock, it's possible to schedule automatic operations including arming and disarming.

Partitions

One of the *ORBIT-PRO* advantages is its ability to divide any system into a number of partitions. Think of each partition as a separate security system that can be armed and disarmed individually.

System Expansion

As your needs grow, your system can be readily expanded by adding modules, up to 96 zones, 16 keypads, and 33 utility outputs (to operate lights, cameras, etc.) without changing the main system.

ROKONET

1
2
3
4
5
6
7

Section 2: Your Keypad

As a user of your security system, you'll need to be primarily concerned with the **keypad**. This section discusses the keypad's visual indicators and the use of its keys.

Each keypad in your system reports its status via its LED (lighted) indicators at the right. Through its keys, you can enter commands to "arm" and "disarm" the system, bypass intrusion zones, report emergencies, etc.
NOTE:
The keys and the LED indicators (except the Zones LED indicators) are the same in both types of keypads.
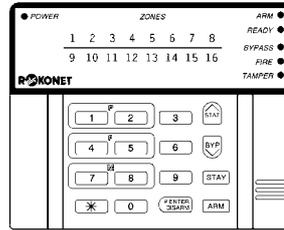
The five LED indicators found at the upper right provide typical system indications, as discussed below and on the next page. Some indicators have additional functions, explained later on.

POWER LED

The POWER LED is a useful indicator reflecting the system's operation.

NOTE: If a trouble condition exists, the POWER LED will flash only when the system is in its disarmed state. Once the system is armed, a previously flashing POWER LED will light steadily.

CONDITION (see note at left)	EX LANATION
ON	The system is **operating properly** from commercial (AC) power; its **backup battery** is in good condition
OFF	The **system is inoperative** due to lack of power (from both commercial AC and backup battery); servicing will be required
RAPID FLASH (about 4 times per second)	Indicates a **trouble condition**; for more information, see Section 6: *System Troubles*.
SLOW FLASH (About once every 2 second)	Indicates the system is in the *User Functions* mode (see *Section 5* for more information on *User Functions*)

ARM LED

The ARM LED indicates whether or not the system's intrusion detectors are armed.

CONDITION	EXPLANATION
ON	The system's intrusion detectors are **armed**; subsequent violations of a protected point or area (e.g. a door, a window, unauthorized motion) will result in a burglar alarm
OFF	The intrusion function of the system is **disarmed**
SLOW FLASH (About once every 2 sec.)	indicates the system is in its *Exit Delay* period
RAPID FLASH (about 4 times per second)	Indicates alarm condition, and occurs after disarming alarmed system during the display in alarm memory mode. To restore the display to normal, press ✳

READY LED

The READY LED indicates whether or not the system's intrusion zones are secured and ready to be armed.

CONDITION	EXPLANATION
ON	All intrusion zones are secure; the system is **ready** to be armed
OFF	One or more intrusion zones are not secure and the system is **not ready** to be armed; before the system can be armed, the condition must be addressed
SLOW FLASH (About once every sec.)	Indicates the system is ready to be armed while a specially designated entry/exit door remains open, and when a forced arm zone is open.

FIRE LED

CONDITION	EXPLANATION
ON	A **fire alarm** or **fire emergency** is in progress or has recently occurred
OFF	All **fire zones** are **operating normally**
FLASHING	A **problem has been detected** on the fire circuit and must be serviced.

When lit, the FIRE LED indicates that the system is experiencing a fire alarm. When flashing, a problem has been detected on the fire circuit, and must be serviced.

BYPASS LED

CONDITION	EXPLANATION
ON	At least one intrusion zone is bypassed, or when *STAY* mode is selected
OFF	All **zones** are **operating normally** and the system is in *ARM* mode**.**

The BYPASS LED is normally lit when STAY mode is selected

TAMPER LED

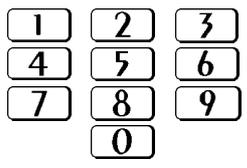| CONDITION	EXPLANATION
ON	A zone, keypad, or an external module used by the system has been physically disturbed or tampered with. If disarmed without fixing the problem, will silent the sound only.
OFF	All **zones** are **operating normally**

The TAMPER LED indicates that a zone, a keypad or an external module has been tampered with, and requires resetting. In some cases a technician code is required to restore.

ZONE LED (LED keypad only)

CONDITION	EXPLANATION	
	SYSTEM DISARMED	SYSTEM ARMED
OFF	The corresponding zone is **secured**	
FLASHING	The indicated zone is **not secured**	N/A
ON	N/A	An **alarm has occurred** on the indicated zone

The ZONE LEDs indicate the status of each of the system's intrusion zones.

FOR LCD KEYPAD the display indicates the zone's number and label.

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KEYS

The keys on the keypad can be used for a variety of functions. Each is explained below:

Used to input the numeric codes which may be required for arming, disarming, triggering emergency alarms, along with several other special functions

1	2	3
4	5	6
7	8	9
	0	

Key	Mode	Function
✳	NORMAL OPERATION	Used to enter the User Functions mode
	USER FUNCTIONS	Used to exit from the current menu and return to normal operation.
ARM	NORMAL OPERATION	Activates AWAY mode and Quick Arming.
	USER FUNCTIONS	Used to change data.
STAY	NORMAL OPERATION	Activates the STAY mode and Quick Arming
	USER FUNCTIONS	Used to change data.
# ENTER DISARM	NORMAL OPERATION	Used to disarm the system after the User Code is entered
	USER FUNCTIONS	Terminates commands and confirms data to be stored
STAT	NORMAL OPERATION	Provides System Status.
BYP		To perform bypass, and to provide information on bypassed zones (must be pressed after entering a User Code).
STAT	USER FUNCTIONS	▪ Scrolls up a list ▪ Moves the cursor to the left
BYP		▪ Scrolls down a list ▪ Moves the cursor to the right

Section 3: Operating Your System

In this section, you'll learn how to perform most of the functions needed to properly operate your *ORBIT-PRO* and to get the most out of your security system.

EMERGENCY KEYS

Your keypad provides three sets of keys, which can be pushed at any time the *police, fire department,* or *auxiliary assistance* is required.

Police Emergency

| 1 | | 2 |

Pressing [1] and [2] simultaneously, and for at least two seconds, will activate a **Police Emergency** alarm (**Panic** alarm).

Fire Emergency

| 4 | | 5 |

Pressing [4] and [5] simultaneously, and for at least two seconds, will activate a **Fire Emergency** alarm.

Auxiliary Emergency

| 7 | | 8 |

Pressing [7] and [8] simultaneously, and for at least two seconds, will activate an **Auxiliary Emergency**.

The annunciation that results during these emergency alarms, along with other system sounds, is covered in *Section 4.*

If your system has been programmed to do so, it will communicate any or all of these alarms to the Central Station monitoring your installation. System programming also determines whether these emergency alarms will be audible and/or capable of being communicated to the Central Station.

Keyswitches
If your system is equipped with a special keyswitch, it can, with the twist of a key, be toggled through ARM (Away) and DISARM modes.

Note: Hidden Display
It is desired for some systems, that the keypad will not display the status of the system. (If set in this mode) the ARM, READY & BYPASS LEDS will not function and the LCD display Enter code: After entering a valid user code the system will work and display the normal mode. One minute after the last operation, the system will automatically switch to the **Hidden Display Mode**.

USER CODES

AUTHORITY

GRAND MASTER

All operations for all partitions.

MANAGER

Same as above, except changing the Grand Master Code.

MASTER

Same as for Manager, but limited to designated partitions.

USER

Only basic operations to one or more partitions.

ARM ONLY

Arming one or more partitions.

MAID

Used only for one-time arming and disarming, after which the code is automatically erased and should be re-defined.

To perform many of the *ORBIT-PRO's* functions, a **security code** (often called a **User Code**) must be entered at the keypad.

Each individual using the system is assigned a **User Code**, which, in turn, is linked to an **Authority Level**. Those with a "higher authority" have access to a greater number of system functions, while those with a "lower authority" are more restricted in what they may do. There are **six** different Authority Levels available for users of the *ORBIT-Pro.*

Note that the User Codes having the lower Authority Levels (i.e. *User, Arm Only,* and *Maid*) may have variable lengths up to the chosen *Code Length*. A user code can have up to 6 digits.

Your *ORBIT-Pro* can support up to 99 different User Codes, identified with index numbers from "00" through "98".

Your *ORBIT-PRO* was given a Grand *Master Code* of 1–2–3–4 during manufacturing. Unless your alarm company has already changed it to suit your preference, it's best to modify this code to one which is unique and personalized. To change the *Master Code,* and/or to set up *User Codes,* follow the steps on the next page.
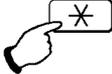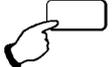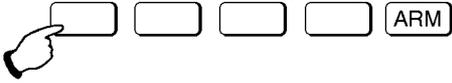
SETTING/CHANGING ACCESS CODES

STEP	DESCRIPTION
1	The system must be disarmed). Enter the *User Functions Mode* (✱) and select *Codes* (5): [✱] [5]
2	Enter the 4-digit (or 6) *Master (or higher authority) Code,* and press [ENTER] [ ] [ ] [ ] [ ] [# ENTER DISARM]
3	Enter the two digit User Index number 00 to 98 Note: the index number **00** belongs to the *Grand Master* Example: For User Code 6, press [0] [6] For User Code 12, press [1] [2]
4	Carefully enter the new *code* and press [ENTER] [ ] [ ] [ ] [ ] [# ENTER DISARM] If successful, you will hear a single confirming beep. If not, you'll hear three quick error beeps;
5	Repeat steps 3 and 4 for additional codes until complete.
6	When all codes are entered press [✱] key twice quickly to reset and exit user function mode.

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DELETING USER CODES

At times, it may be desirable to completely **delete** a *User Code*. Note that it is impossible to delete the *Master Code* (although it can be changed).

STEP	DESCRIPTION
1	The system must be disarmed. Enter the *User Functions Mode* (✳) and choose *Codes* (5): [✳] [5]
2	Enter the current *Master Code* and press [ENTER]: [ ] [ ] [ ] [# ENTER DISARM]
3	To delete any other *User Code,* enter the *User Code's index* number you wish to delete (2-digit)*,* for example: for User Code 6, press [0] [6]
4	Press 0 followed by [ENTER] [0] [# ENTER DISARM] If successful, you will hear a single confirming beep. If not, you'll hear three quick error beeps
5	Repeat steps 3 and 4 for additional codes until complete.
6	When all required codes are deleted press [✳] key twice quickly to reset and exit user function mode.

ARMING YOUR SYSTEM

STEP	DESCRIPTION
1	Check the **READY** LED on your keypad. If **lit** or **flashing**, the system is READY. If NOT lit or flashing, the system is NOT ready to be armed. Secure or bypass the violated zone(s) and then proceed.
2	Choose among one of the following arming types:
3	**Arming when Leaving the Premises Empty:** Enter your User Code and press [ARM] key NOTE: If you make a mistake the keypad will produce three short beeps. If so, press (✶✶) quickly and re-enter the above sequence correctly If your system has **Quick Arming**, simply press ARM.
4	All persons are to exit except the person arming the system. Leave the premises and close the door. The keypad will beep as counts down the *Exit Delay* period, and the ARM LED flashes for the above duration, and than light steadily. If **LCD KP** is in use, its display will indicate the remaining *Exit Delay* time, at the end of this period, it displays **ARMED.**

| 3 | **Arming with the Premises Occupied**
Enter your User Code and press [STAY] key

If your system has **Quick Arming**, simply press STAY.
Note: Pressing [STAY] twice will cancel the entry delay time.
Pressing [✶] during exit time will silence the beeps on the keypad. |
| 4 | If required, leave the premises and close the door. The keypad will beep as it counts down the *Exit Delay* period, and the ARM LED flashes for the above duration will than light steadily. The BYPASS LED will light, indicating that the interior zones are being bypassed.
If **LCD keypad** is in use, its display will indicate the remaining *Exit Delay* time, and at the end of this period, it displays **AT HOME ARMED.** |

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ZONE BYPASSING

Warning: A bypassed zone may reduce the system's security capability.

When an intrusion zone is **not secured**, the keypad's READY LED will not light nor can the system be readily armed. It may be convenient to have one (or more) of the zones in your installation **bypassed–**and thus ignored by your system.

BYPASSING/ UNBYPASSING A ZONE(S)

STEP	DESCRIPTION
1	If the system is not ready, identify the violated zone as follow: For **LED KP -** the above zone(s) is identified by noting which zone LED(s) are flashing at the keypad's *ZONES* area. For **LCD KP –** Enter user code followed by [STAT] to identify the violated zone(s), (scroll Up and Down with arrow keys to view all Not ready zones)
2	To bypass such a zone(s) and cause it to be ignored by the system: Enter your [code] and press [BYP] (Bypass LED will be lit) Note: If you make a mistake when entering your User Code, the keypad will produce three short beeps. Re-enter if necessary.
3	Enter the two digit zone number from **01** to **96** Repeating the zone number will un-bypass it (toggle action) An additional zone(s) can be bypassed at the same time by adding its two-digit number to the sequence.
4	When done, press [# ENTER DISARM] *Note:* all zones will be automatically un-bypassed when the panel is armed and then disarmed again. Bypass LED will turn off when arming in AWAY mode.

Example:
To bypass zones 2 and 13 using code 1234
Enter- **1-2-3-4 [BYP] 02 13 [ENTER]**

To un-bypass zone 2 only using code 1234
Enter – **1-2-3-4 [BYP] 02 [ENTER**]

VIEW (NOT READY ZONE STATUS)

If the system is not ready to arm, there is at least one zone that is not secured.
For **LED Keypad** the numbers corresponding to any unsecured zone will be illuminated and flashing on the LED ZONES area.
For **LCD Keypad**, proceed with the following:

STEP	DESCRIPTION
1	Enter your User Code and press [STAT] *Note:* the keypad will display "Not ready" zones that belong to this user code only.
2	Scroll the list Up and Down with arrow keys (STAT and BYP) to view the Not-ready zones' status.
Quick view	With *Quick view*, it's possible to view any Not ready zone(s) that is assigned to this keypad (only) without the need to first enter a *User Code* Just press [STAT] and scroll the list.

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DISARMING AN ARMED SYSTEM AND/OR SILENCING AN ALARM

STEP	DESCRIPTION
1	If outside the premises, open an "entry" door. The keypad(s) will beep—indicating that the *Entry Delay* period has begun.
2	**Disarming an armed system** Before the *Entry Delay* expires, Enter your *User Code* and press (#ENTER/DISARM) . NOTE: If you make a mistake when entering your User Code, the keypad will produce three short beeps. If so, re-enter the above sequence correctly.

2	**Silencing an alarm** Observe the keypad. If any of the following conditions is evident, an alarm has occurred: For LED KP**:** ·• The *ARM LED* is flashing. ·• A *Zone LED* is lit *steadily.* ·• The *FIRE LED* is lit steadily. For LCD KP**:** the *ARM LED* is flashing, and the display will show the disturbed zone Enter your *User Code* and press (#ENTER/DISARM) . If an alarm occurred, the ARM LED and the corresponding zone-LED will flash for Alarm memory period of about 60 sec. If using LCD keypad scroll through the list of alarmed zones To exit alarm memory before timeout expired press [*] *Note:* It's best to leave the premises. Only after police investigation should you consider that the burglar is no longer in your premises and you can re-enter. In special cases (if programmed so during installation) arming the system after an alarm, requires a technician code. On the LCD display a message "Not ready-technician reset" will appear.
3	**IMPORTANT!** If the alarm was caused by a tripped Smoke Detector(s), the keypad's *FIRE* LED will remain lit—providing an indication that the fire system must be reset before it will be capable of detecting subsequent alarms. Furthermore, until reset, you will be prevented from arming your system. To reset smoke detector press **[**∗**] [2] [2] [user code] [ENTER]** And press **[**∗**] [**∗**]** to exit user function mode.

DURESS DISARMING

If you are ever coerced into disarming your system, you can comply with the intruder's wishes while sending a *silent*, **duress alarm** to the Central Station. To do so, you must use a special **Duress Code**. Which when used, will disarm the system in the regular manner, *while simultaneously transmitting the duress alarm.*

For Duress code add 1 to the last digit of your user cod.
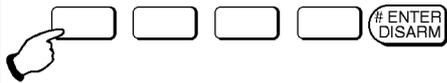*Example:*
if your code is 1-2-3-4 your duress code is 1-2-3-5
If your user code is 5-6-7-8 your duress code is 5-6-7-9
If user code is 6-7-8-9 duress code is 6-7-8-0

Under no circumstances must the Duress Code be used haphazardly or without reason. Central Stations, along with Police Departments, treat Duress Codes very seriously and take immediate action.

DISARMING BY USING THE DURESS CODE	
STEP	DESCRIPTION
1	If outside the premises, open an "entry" door. The keypad(s) will beep—indicating that the *Entry Delay* period has begun.
2	Enter your Duress Code, and press **[ENTER]**: Once entered, it will disarm your system and send a silent alarm to the Central Station.

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Section 4: Partitioned Systems

INTRODUCTION

The **ORBIT-Pro** system can be divided into **partitions**. Each partition may be viewed as a separate security system, each one can be armed and disarmed separately regardless the condition of the other.
Partitions can be armed/disarmed one at a time, or all at once.

Keypads and Partitions - Each keypad is assigned to different partition(s). Grand Master and manager , with access to all partitions, can use any keypad to access any partition. Other users can use only designated keypads.

Common Zones - partitioned systems have to share common zones, for example the front door of certain two family house, must be available to both families and is therefore shared between them.
A common zone is armed only if all partitions sharing the zone are armed.
The common zone(s) is disarmed if any of the partitions, which the zone(s) is assigned, is disarm.
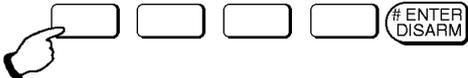
ARMING MULTIPLE PARTITIONS

Only users that have defined so during the system installation can operate more than one partition, and arm/disarm all partitions at once.

STEP	DESCRIPTION
1	If the system is NOT ready to be armed. Secure or bypass the violated zone(s) and then proceed.
2	Enter your User Code and press [ARM].
3	Enter the partition(s) number you wish to arm (1 or 2 up until 8). (Partition "0" relates to ALL partitions, to arm all partitions at once enter 0) For LCD Keypad you can scroll with the (BYP) or the (STAT) keys to the desired partition (or enter the partition's number). The first item in the list will be **ALL** (partition number **0**)
4	Press [ARM] to arm the selected partition(s).

STEP	DESCRIPTION
5	Repeat the above for other partitions to be armed.
	Example: To arm partition 3 with code 1234, enter: **1-2-3-4 [ARM] [3] [ARM]**
	To arm ALL partitions: **1-2-3-4-[ARM] [0] [ARM]**
	To arm partitions 3 and 4: **1-2-3-4 [ARM] [3] [4] [ARM]**
	To arm in STAY mode: **1-2-3-4 [STAY] [3] [STAY]**

DISARMING MULTIPLE PARTITIONS

STEP	DESCRIPTION
1	Enter your User Code and press [ENTER/DISARM]
2	Select the partition number (1-8) To disarm all partitions at once select "0" For **LCD Keypad** scroll with the (BYP) or the (STAT) keys to the desired partition (or enter the partition's number). The first item in the list will be **ALL** (partition number **0)**.
3	Press (#ENTER/DISARM) to confirm, and confirmation message will be displayed for several seconds.
4	Repeat the above for other partitions to be disarmed.
	Example: To disarm partition 3 with code 1234, enter: **1-2-3-4 [DISARM] [3] [DISARM]**
	To disarm ALL partitions: **1-2-3-4-[DISARM] [0] [DISARM]** To disarm partitions 3 and 4: **1-2-3-4 [DISARM] [3] [4] [DISARM]**
	Note: ALL partitions relate to all partitions that are authorized by the *security code* in use.
	If the ARM LED is flashing after disarming, check the display for activated (alarmed) zones before proceeding

Section 5: System Sounds

Besides the visual indications provided by your keypad(s), your system is designed to produce audible annunciation after certain events. Depending on the circumstance, such sounds may be made by your system's keypad(s), its external sounder (e.g. a siren or bell),

NOTE 1:
If selected during the installation, a brief "chirp" may be heard from the siren when the Exit Delay period expires.

NOTE 2:
Whether or not the Police Emergency alarm is annunciated by the external sounder is determined by the alarm company during your system's installation.

NOTE 3:
Keypad beeps in response to Entry/Exit Delay countdowns, Keypad Fire Emergencies, and keypad errors and confirmations are typically enabled. At the user's discretion, such beeps may be disabled.

NOTE 4:
Any intrusion zone, if selected for the chime feature, will, when violated during the disarmed period, cause the keypad to annunciate the event (), the chime can also be disabled when not desired.

NOTE 5:
Based on decisions made at the time your alarm system was installed, keypad(s) may beep during this type of alarm.

EVENT	KEYPAD SOUND	SIREN/ BELL
Intrusion Alarm	Rapid beeping (see Note 5)	YES (continuous)
Fire Alarm	Rapid beeping (see Note 3)	YES (staggered)
Keypad Police Emergency	A momentary chirp	MAYBE (see Note 2)
Keypad Fire Emergency	Rapid beeping (see Note 3)	YES (staggered)
Keypad Auxiliary Emergency	A momentary chirp	no sound
Arming or disarming	A one second tone if completed correctly; three rapid error beeps if incorrect (see Note 3)	no sound
Entering an incorrect key sequence	Three rapid beeps (see Note 3)	no sound
Entry Delay countdown	Slowly repeating tones until the entry delay period expires (see Note 3)	no sound
Exit Delay countdown	Slowly repeating tones until the exit delay period expires (see Note 3)	MAYBE (see Note 1)
Entering data into the *User Functions* mode (see page 20)	A one second tone if completed correctly; three rapid error beeps if incorrect (see Note 3)	no sound
Bell Circuit Failure or Fire Loop Trouble	Three rapid beeps at 10 sec intervals.	no sound

Section 6: User Functions

Your ORBIT-PRO comes with a variety of selectable **User Functions.**

By entering the *User Functions* mode, a number of options become available,

To enter *User Functions* mode press **[∗]** followed by the *Function index* (see the table below) and user code. To exit user function mode and return to normal operation press **[∗] [∗]** quickly.

Example: To activate "Switch Auxiliary" press: **[∗] [2] [2] [1-2-3-4] [ENTER]**

To view trouble press **[∗] [3] [1] [1-2-3-4] [ENTER]**

Quick Key	Item	Explanation
1 Bypass		
1	Bypass Zones	Provides the ability to bypass any of the system's intrusion zones.
2	Bypass Reset	Removes any bypass(es) previously placed on intrusion zone(s).
3	Bypass Recall	Recalls the most recent zone bypass(es)
2 Activities		
1	Utility Output	Allows user control of previously designated external devices (e.g. an appliance, a motor-driven garage door, etc.) **[∗] [2] [1] [user code] [ENTER] [Output number] [ENTER]** in some cases only a code followed by ENTER required to activate UO (i.e. to open a door).
2	Switch Auxiliary	Interrupts the power supplied to the system's smoke detector(s) for a predetermined interval, thus resetting and "readying" them for subsequent alarms.
3	Terminate FM	If *Follow Me* Phone Number(s) were chosen, their operation can be terminated. Use this function when an alarm has been tripped and there is no need to utilize the *Follow-Me* phone call.
4	Initiate Call	By initiating a call to your alarm company, allows them to perform a remote programming operation on your system.
5	Hand Over	Similar in intent to *Initiate Call* (above), *Hand Over* allows your alarm company to call you and, during the call, "hand over" to them, the control of your security system.
6	Void Rep Prg	For Installer Use Only DO NOT USE

Quick Key	Item	Explanation
7	FM Phones	Allows the entry and/or editing of any phone numbers used with the "Follow Me" feature. In case of alarm your system will generate a phone call to a designated system phone or pager user, and employ unique tones to express the active alarm (either burglary or fire). Up to 8 phone numbers can be used by the system. To edit the phone number press: **[*] [2] [7] [user code] [ENTER] [phone index 1-8] [phone number] [ENTER]**
8	Enable U/D	Each time this function is enabled, your alarm company may subsequently gain a *single* remote access to your system to make any required programming changes. Contact your dealer for additional information.
9	Del Rmt Msg	You may remove any customized message which, at the discretion of your alarm company, has been programmed to be displayed on all LCD Keypads.
0	Cancel Report	Send a "Cancel alarm" report message to the central station. This function is used if the alarm was activated by mistake.

3 View

1	Trouble	Should be used when the system has detected a problem-- evidenced by the rapid flashing of the POWER LED.
2	Alarm Memory	Allows the viewing of the five most recent alarm conditions stored by the system.
3	Not Ready Status	Allows the viewing of all "not ready" zones
4	Zone Status	Allows the display of all system zones and their current status.
5	Event Log	Allows the viewing of significant system events including date and time.
6	Service Info	Allows the display of any previously entered service information.
7	Overview	Select between display types of the LCD keypad Single: the keypad displays the partition name, time and date All: the keypad displays the status of all relevant partitions. Each partition is represented by a status letter as follows: 1ste- partition Armed 8nde- partition Stay Armed Et- partition in Alarm 4nde- partition not ready 8nde- partition ready
6	Service Info	Allows the display of any previously entered service information.

4 Maintenance

1	Keypad Test		Momentarily tests keypad indicators and the system's external sounder(s).
2	Battery Test		Tests the system's standby battery(ies).
3	Local Chime	Off	Use to turn OFF a particular keypad's internal sounder for any function involving the *Chime Feature*
4		On	Use to turn ON a particular keypad's internal sounder for any function involving the *Chime Feature*
5	Part. Chime	Off	For any function involving the *Chime Feature,* use to disable the internal sounder for all keypads in the partition.

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Quick Key	Item		Explanation
6		On	For any function involving the *Chime Feature,* use to enable the internal sounder for all keypads in the partition.
7	Local Buzzer	Off	Use to turn OFF a particular keypad's internal sounder during both Entry and Exit Delay periods and all fire and burglar alarms.
8		On	Use to turn ON a particular keypad's internal sounder during both Entry and Exit Delay periods and all fire and burglar alarms.
9	Delete Event Log		Deletes the content of the system's *Event Log*.
0	Walk Test		Used to easily test and evaluate the operation of selected zones in your system.
5 Access Code			Allows edit and delete of User Codes to operate the system
6 Clocks			
1	System Time		Allows the setting of the system TIME; this is required to insure the system's proper operation **[*] [6] [1] [user code] [ENTER] [HH MM] [ENTER]**
2	System Date		Allows the setting of the system DATE; this is required to insure the system's proper operation) **[*] [6] [2] [user code] [ENTER] [MM:DD:YYYY] [ENTER]**
3	Next Arm		Use to automatically ARM a *disarmed* system to the AWAY mode at a specific time within the next 24 hours NEXT ARM works *for one time only* since the system deletes the setting after it is acted upon.
4	Next Disarm		Use to automatically DISARM an *armed* system at a specific time within the next 24 hours NEXT DISARM works *for one time only* since the system deletes the setting after it is acted upon.
5	Daily Arm/Home		Use to automatically ARM a *disarmed* system to the AWAY or STAY mode at a specific time every day NOTE: It's possible to eliminate certain days of the week (e.g. weekends) in which this automatic operation will be deactivated. 4 min before Auto away arming, the keypad will sound pre-arm beeps. Contact your dealer for additional information.
6	Daily Disarm		Use to automatically DISARM an *armed* system at a specific time every day NOTE: It's possible to eliminate certain days of the week (e.g. weekends) in which this automatic operation will be deactivated. Contact your dealer for additional information.
7	Vacation		Define up to 20 vacation periods during which the selected partitions will be automatically armed.
9 Miscellaneous			
1	Printer Control (to control on-line print)	1	Printer 1 on — Activate printer 1
		2	Printer 1 off — Turn off messages to printer 1
		3	Printer 2 on — Activate printer 2
		4	Printer 2 off — Turn off messages to printer 2

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Quick Key	Item	Explanation
2	Anti-code	Some systems (defined during installation of the systems) are not ready to ARM after Alarm or tamper condition. To restore, a technician code or an Anti-code must be entered. Entering at this location, the code supplied by the technician will restore the system to the normal operating mode.

Section 7: System Troubles

A rapid flashing of the POWER LED indicates a trouble condition. To view and identify the trouble, proceed as follows:

For LCD KP - with the system disarmed, press [✳] and scroll the display till you reach **3) VIEW**, press [**ENTER**]. Enter your User Code and press [**ENTER**]. The first trouble condition will be displayed. If a (↓) appears, other troubles exist. Scroll down for the next ones.

For LED KP - with the system disarmed, press [✳]. The POWER LED should begin to flash slowly, indicating entry to the User Functions mode. Select the View/Trouble function by pressing **[3] [1 [USER CODE] [ENTER].** The ZONE LEDs will flash according to the trouble(s). Refer to the following table to identify the trouble.

TROUBLE	DESCRIPTION	LCD KP	LED KP	RESPONSE
Low Battery	the capacity of the battery is low (or missing) and needs to be recharged (or replaced)	`TROUBLE: MAIN:LOW BATT.`	ZONE 1 LED WILL FLASH	contact your dealer
Loss of AC Power	the commercial power has been interrupted; the system will continue to operate on its standby battery as long as possible	`TROUBLE: MAIN:AC TROUBLE`	ZONE 2 LED WILL FLASH	Check the connection of the panel's transformer to its AC source. be sure that power has not been interrupted or switched off
Bell Circuit Failure	the circuit connecting the external sounder(s) to the system is faulted Three short beeps at 10-sec intervals will be heard.	`TROUBLE: MAIN:  BELL`	ZONE 3 LED WILL FLASH	Press the # key to stop the beeps, and contact your dealer

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Auxiliary Failure	the panel's auxiliary power, used to supply electric current to designated devices (e.g. motion detectors, keypads, smoke detectors), has failed	`TROUBLE:`
		`MAIN: AUX TRBL`
		
		NOTE: The above indication cannot be displayed if the Auxiliary Failure has affected all of the system's keypads and caused them to become inoperative.
			ZONE 4 LED WILL FLASH
			(see NOTE at the left)
				contact your dealer

False Code Trouble	If enabled by your dealer, your system will report, as a trouble,	`TROUBLE:`
		`FALSE CODE P=1`
		
		NOTE: P=1 refers to the partition in which the false code was entered.
			ZONE 5 LED WILL FLASH	once the trouble has been displayed (LCD keypad only), it will automatically be removed from the system

Phone Line Failure	the telephone line used for Central Station communication is either disconnected or inoperative	`TROUBLE:` `PHONE LINE`	ZONE 6 LED WILL FLASH	If all premises telephones are operating properly, contact your security dealer If not, contact your local telephone company

BUS Failure	a fault has been detected in the wiring supporting system peripherals	`TROUBLE:`
		`KP=03 COMM TRBL`
		
		NOTE: Here, the system is reporting that it is unable to communicate with the third keypad (KP=03)
			ZONE 7 LED WILL FLASH	contact your dealer

Clock Not Set	the system's clock has lost track of the time and/or date	`TROUBLE:` `SYSTEM CLOCK`	ZONE 8 LED WILL FLASH	set the system's time and date;

Low Battery in Power Supply Module	relates to optional Power Supply Module(s)	`TROUBLE:`
		`PS=1 LOW BAT.`
		
		NOTE: reporting that the first Power Supply Module (PS=1) has a low battery
			ZONE 9 LED WILL FLASH
			
			(requires the 16-Zone LED Keypad)
				contact your dealer

AC Loss in Power Supply Module	relates to optional Power Supply Module(s)	`TROUBLE:`
		`PS=1 AC TRBL`
		
		NOTE:Here, the system is reporting that the first Power Supply Module (PS=1) has experienced a loss of AC Power.
			ZONE 10 LED WILL FLASH
			
			(requires the 16-Zone LED Keypad)
				Make sure the connection of this module's trafo to AC power has not been disturbed
				Make sure that the outlet into which the module's trafo is plugged is ON.

Bell Trouble in Power Supply Module	relates to optional Power Supply Module(s)	`TROUBLE:`
		`PS=1  BELL TRBL`
		
		NOTE: reporting that the external sounder(s) connected to the first Power Supply Module (PS=1) is not operating.
			ZONE 11 LED WILL FLASH
			
			(requires the 16-Zone LED Keypad)
				contact your dealer

Auxiliary Power Failure in Power Supply Module	relates to optional Power Supply Module(s)	`TROUBLE:`
		`PS=1  AUX TRBL`
		NOTE: reporting that there is a failure in the power to a sensor connected to the first Power Supply Module (PS=1).
			ZONE 12 LED WILL FLASH
			
			(requires the 16-Zone LED Keypad)
				contact your dealer

Day Zone Trouble	a zone designated as a DAY ZONE has been faulted during the disarmed period	`TROUBLE:` `FIRE DOOR : DAY`	ZONE 13 LED WILL FLASH (requires the 16-Zone LED Keypad)	check the integrity of the indicated zone

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Restoring Troubles to Normal

Depending on the nature of the trouble, you may be able to correct it yourself--otherwise, your dealer (or other related services) may have to get involved. Once all outstanding trouble(s) are corrected, the rapidly flashing POWER LED on your keypad(s) will light steadily and all evidence of the trouble(s) will automatically be removed from your system.

Summary of User's Commands

It is necessary to **ARM** your system to obtain protection from **intrusion.**

All other forms of protection, including **fire** and **24-hour panic alarms** (i.e. police, fire, and auxiliary) **are always ready to report alarms and do NOT need to be armed.**

This User's Manual contains all the information needed to operate your Rokonet *ORBIT-PRO* Security System and to get the most from it. This page, called a **Command Summary,** is intended to give you brief summaries of common system operations. More detailed explanations and related information can be found within, by referring to the indicated page.

FUNCTION	PROCEDURE	MORE ON
System Arming (Leaving Premises)	[USER CODE] [ARM]	Page 12
System Arming (Remaining at Home)	[USER CODE] [STAY]	Page 12
System Disarming	[USER CODE] [ENTER]	Page 15
Duress Disarming	[DURESS CODE] [ENTER]	Page 16
Silencing an Alarm	[USER CODE] [ENTER]	Page 15
Bypassing a Zone	[USER CODE] [BYP] [ZONE NUMBER TO BE BYPASSED] [ENTER]	Page 13, 20
Utility Output Operation	[*] [2] [1] [USER CODE] [ENTER] [UTILITY OUTPUT NUMBER] [ENTER]	Page 20
Display Troubles	[*] [3] [1] [USER CODE] + [ENTER] AND SCROLL	Page 24
Display Memory	[*] [3] [5] [USER CODE] [ENTER] AND SCROLL	
Edit Time	[*] [6] [1] [USER CODE] [ENTER] [HH:MM] [ENTER]	
Edit Date	[*] [6] [2] [USER CODE] [ENTER] [MM:DD:YYYY] [ENTER]	
Chime On	[*] [4] [4] [USER CODE] [ENTER]	
Chime Off	[*] [4] [3] [USER CODE] [ENTER]	
Setting/Changing a User Code	[*] [5] [MASTER CODE] [ENTER] [CODE NUMBER TO BE SET/CHANGED] [NEW CODE] [ENTER]	Page 10

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Customer Information

1. The ORBIT-PRO(Model RP-296) complies with FCC Part 68 Rules. On the upper panel of this product is a label that contains, among other information, the FCC Registration Number and Ringer Equivalence Number (REN is 0.8B). If requested, this information must be provided to the Telephone Company.
2. An FCC compliant telephone connector is provided with this equipment. This equipment is designed to be connected to the telephone network or premises wiring using a connector, which is Part 68 compliant.
3. If the ORBIT-PRO(RP-296) is not operating properly, it may cause harm to the telephone network. If so, the Telephone Company will notify you in advance that a temporary discontinuance of service may be required. If advance notice is not practical, you will be notified as soon as possible. Also, you will be advised of your right to file a complaint with the FCC if it is necessary.
4. The Telephone Company may make changes in its facilities, equipment, operations, or procedures, which could affect the operation of the equipment. If this happens, the Telephone Company will provide advance notice in order to enable you to make the necessary modifications to maintain uninterrupted service. If the equipment is causing harm to the telephone network, the Telephone Company may request that the equipment be disconnected until the problem is resolved.
5. Connection to telephone company-provided coin service is prohibited. Connection to party line service is subject to state tariffs.
6. If trouble is experienced with the ORBIT-PRO(RP-296), for repair and warranty information, please contact your supplier.

For service centers please see back cover.


FCC Warning

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 harmful 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 the receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced Radio/TV technician for help.

Changes or modifications to this unit not expressly approved by Rokonet, Ltd., could void the user's authority to operate the equipment.

p/n: 5IN296UM
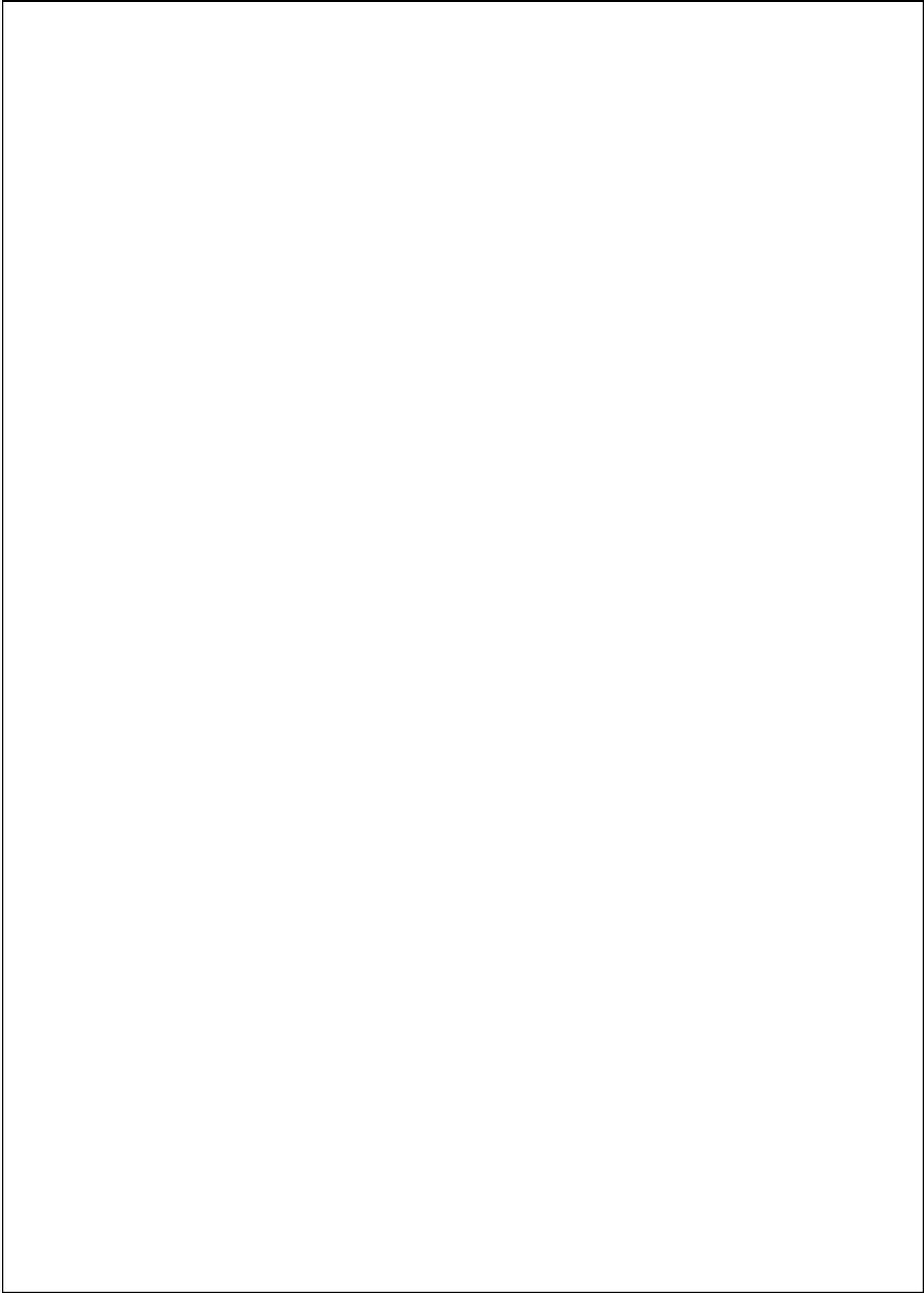
EMERGENCY EVACUATION PLANS

An **emergency evacuation plan** should be established and used during an actual fire alarm condition. The following steps are recommended by the *National Fire Protection Association* (NFPA) and can be used as a guide when establishing a similar plan for your circumstances.

1. Draw a floor plan of your premises showing windows, doors, stairs, and rooftops, which can be used for escape. An example has been provided below.

2. Indicate each occupant's escape routes by determining two means of flight from each room. One should be the normal exit from the building, while the other may be a window that opens easily, or another alternate route. An escape ladder may have to be located near an escape window if there is a long drop to the ground below. Always keep escape routes free from obstruction.

3. Practice escape procedures and set a meeting place outdoors for a headcount of the building's occupants.

4. In a home, sleep with the bedroom door closed to increase your escape time. If a fire is suspected, first test the door for heat. If you think it is safe, brace your shoulder against the door and open it cautiously. Be ready to slam the door if smoke and heat rush in.

5. After escaping from a fire, call the Fire Department from a neighbor's phone.
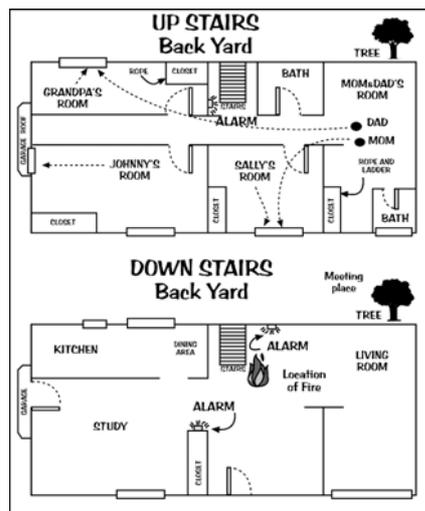
After the installation of your Security System has been completed, notify your local Fire and Police Departments to give them your name and address for their records. Early warning fire detection is best achieved by the installation of fire detection devices in all rooms. This equipment should be installed in accordance with the *National Fire Protection Association's* Standard 72.

For additional information, write to the *National Fire Protection Association* (NFPA) at Batterymarch Park, Quincy, MA 02289.

Notes