Using Your

Sierra®

Security
System

With Alphanumeric Keypad
S5010, S5011, S5012

C&K®
SYSTEMS

Contents

4 Disarming and Alarms

5 System Settings

6 System Maintenance

7 Partitioning

8 Notes

Your Security System

Your security system includes a number of detection devices, such as **magnetic contacts**, **glassbreak detectors, smoke detectors**, and **motion sensors.** These devices identify alarm conditions and report them to the **control panel**. If programmed, the control panel sounds an alarm. The control panel also communicates with you (through the **keypad**) and with a **monitoring station** (through a telephone hook-up).

Each region monitored by a sensor (or group of sensors) is known as a **zone**. Most zones will trigger an alarm only when the system is armed. Other sensors, such as smoke detectors, can trigger an alarm at any time. Your system's zones are identified on a label placed inside the door of your keypad.

Monitoring station personnel respond to system messages, and notify emergency personnel as needed. A monitoring service is an optional part of a security system.

How Your Security System Works

When an intruder enters the building, a detection device is triggered. The device sends a message to the control panel. The device may have LEDs (lights) that blink.

The control panel responds by sounding the alarm. (Alarm sounds vary. If your system is programmed for silent alarms, no bells sound.) A message is sent to the keypad and, if connected, to the monitoring station.

The keypad displays a warning message. Personnel at the monitoring station confirm the alarm and respond accordingly.

Some alarms can be canceled before the siren sounds and the monitoring station is notified. See Section 4 for more information.

Your System's Programming

Your Sierra security system has been customized to suit your needs. Besides selecting the best equipment for your building, your installer has programmed your system to operate in a way that reflects your lifestyle. For example, your system may be programmed to recognize special user codes, to arm and disarm automatically, or to report to a monitoring station.

Throughout this manual, you will find descriptions of features that may have been programmed into your system. To see how your system was programmed, refer to the checklist in Section 8.

Getting Used to Your System

Your security system can be programmed for a learning period that can last from one to 31 days. With this option, you can practice using your system without causing any false alarms. Refer to Section 8 to see if this learning period was programmed into your system.

During the learning period, your system does two things differently. First, during an alarm, you do not hear any sirens or bells. Second, if you have a monitoring station hook-up, your system does not notify the station of an alarm.

After the learning period is over, your system automatically begins to function normally. If programmed, sirens and bells sound during an alarm, and the monitoring station receives information over the telephone hook-up.

IMPORTANT: Your building is not fully protected from actual alarms during the learning period.

Sierra

1	2 clock	3 service	MED
4 chime	5 walk test	6 maid	FIRE
7 pre-warn	8 user prg	9 instant	POLICE
Bypass kidwatch	0 quick view	Home quick exit	CANCEL clear mem
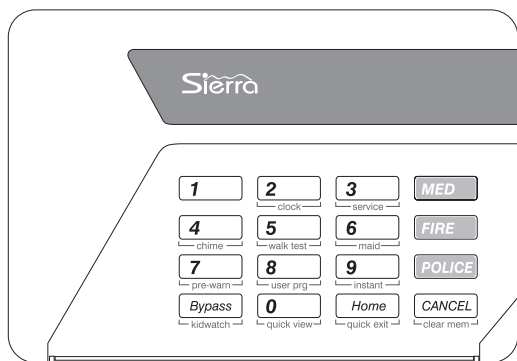
Emergency Keys

Your keypad is equipped with three emergency keys. *The keys do not function unless your installer activated them.* If activated, these keys are a one-button way to inform your monitoring station of a medical emergency, a fire, or a crime in progress.

Depending upon how your system is programmed, an alarm may sound when an emergency key is pressed. **To cancel the alarm, press the** CANCEL **key and enter your user code.**

After you press an emergency key, your keypad's display shows that an emergency alarm occurred. To clear the display, press and hold the CANCEL key for two seconds.

To Use Emergency Keys:

1. To report a medical emergency, press and hold the MED key for 2 seconds until you see:

    EMERGENCY ALARM

2. To report a fire, press and hold the FIRE key for 2 seconds until you see:

    FIRE ALARM

3. To report a crime in progress, press and hold the POLICE key for 2 seconds until you see:

    POLICE ALARM

System Status Messages

Your keypad's display gives you information about the status of your system. If there is more than one condition to report, your keypad displays each message in turn.

Below is a list of the types of messages you may see. On your display, the # symbol is replaced with the number of the zone, or zones, in question. For more information about many of these messages, see Section 6.

ALARM (ZN#)	A zone (ZN) is, or recently has been, in alarm.
ARMED-HOM	The system is armed using home-arming.
ARMED-INS	The system is armed using instant home-arming.
BYPASSED (ZN#)	A zone has been bypassed, meaning the zone is no longer protected.
FAULTED (ZN#)	The sensor in the zone has detected a condition which, if the system were armed, would cause an alarm. (For example, a door may be ajar.)
READY	The system is ready to be armed.
NOT READY	The system is not ready to be armed because a zone is faulted.
PRESS SERVICE	Your system may need to be repaired.
TAMPER (ZN#)	A sensor may have been vandalized.
TROUBLE (ZN#)	A sensor may not be functioning properly.

No system status messages are displayed while you arm the system, or make other changes, like assign user codes.

User Codes and User Numbers

A **user code** is a secret four-digit number, used to arm and disarm the system, and possibly to make other changes. Every individual who has a user code is also assigned a two-digit **user number**. You cannot assign the same user code to more than one user number.

You can assign a different user code and user number to each person who operates the system. Your security system supports up to 60 users (user numbers 1 through 60).

If you prefer, you can assign only one user code and user number to a group of users. This is not recommended, since it will then be impossible to determine which individual gave a specific command.

How to Enter a User Code

To enter a user code, simply press the four numbers in succession. Do not pause for more than five seconds between numbers.

For security reasons, the code you enter is not displayed.

How to Assign or Change User Codes

User codes can be created or changed as often as you like.

To Assign or Change a User Code:

1. Press and hold the ⌈ *8* ⌉ [user prg] key for 2 seconds until you hear two beeps. You see:

   > *ENTER MASTER*
   > *USER CODE ▯▯▯▯*

2. Enter the master user code. You see:

   > *ENTER*
   > *USER NUMBER ##*

   If a user number is available, the number is displayed.

3. Enter the two-digit user number . You see:

   > *USER ## = ####*
   > *NEW CODE = ▯▯▯▯*

4. Enter the new four-digit user code. You see:

   > *ENGLISH?*
   > *Byp=NO Home=YES*

   (continued)

8

Important Note. At installation, each user number is assigned rights and privileges. For example, user number 18 may have the rights to arm, disarm, and bypass zones. This is true even if, in this example, there is no user 18 using the system.

Thus, if you want to assign a user code to a new user, *be sure that you select a user number with the privileges you want that user to have.* Your installer should have provided you with specific information about how your system was configured. Refer to this information to select the proper user number.

**To Assign or Change
a User Code (continued):**

5. If the user's language is English, press the $\boxed{\text{Home}}$ key.

6. If the user's language is not English, press the $\boxed{\text{Bypass}}$ key until the appropriate language is displayed, then press the $\boxed{\text{Home}}$ key.

   You see:

   > USER ## COMPLETE
   > Home=NEXT USER

7. To change another user code, press the $\boxed{\text{Home}}$ key.

8. To exit, press and hold the $\boxed{}$

Correcting a User Code Entry

You will know that you entered an incorrect user code when the system does not complete your command. As a security feature, your keypad does not beep when you enter an incorrect user code.

If you make a mistake entering the user code, simply re-enter the code.

To Correct a User Code Entry:

1. Re-enter your user code.

How to Delete a User Code

You may delete a user code by changing that code to 0000. Follow the procedure for assigning or changing a user code, described on the previous page.

To Delete a User Code:

1. Change the user code to 0000, following the procedure for assigning or changing a user code.

TIP	Some security systems include wireless keyfobs and remotes, used to arm and disarm the system. If a keyfob or remote is lost, you can protect your building by deleting its user code.

Types of User Codes

This section identifies the types of user codes your system may recognize. At the top of each user code section, you will see a checklist like this:

Standard Code _X_
Optional Code ___
Active Certain Days/Times ___

Items on this checklist followed by an "X" are features of the user code.

Master User Code

Standard Code _X_
Optional Code ___
Active Certain Days/Times ___

The master user can arm and disarm the system, and can make other changes, such as disabling your system's features, and changing user codes.

Basic User Code

Standard Code _X_
Optional Code ___
Active Certain Days/Times ___

Depending upon how your system was programmed, basic users may have rights to arm, disarm, or bypass zones.

Kidwatch Code
👫

Standard Code ___
Optional Code _X_
Active Certain Days/Times _X_

Designed for parents whose children come home first, this option allows you to be notified if your child is not home by a certain time. You can be notified by pager, by an automated telephone call, or by your monitoring station. (Not all monitoring stations offer this service.)

The Kidwatch Code is a four-digit code that you can change or delete like any other user code. The code is assigned to user number 11. It allows your children to disarm the system, and can be programmed to allow them to arm or bypass zones.

How it works. After arriving home during a day when Kidwatch is active, your children disarm the system by entering the Kidwatch code. If they do not enter the code by a given time, you are notified.

(continued)

To Change Kidwatch Days:

1. Press and hold the [Bypass] [kidwatch] key for 2 seconds until you hear two beeps. You see:

    ENTER MASTER
    USER CODE ▯▯▯▯

2. Enter the master user code. You see something like this:

    SMTWTFS8 1234567
    ▯ ▯ ▯ E SMTWTFS

3. The "▯" marks those days you are notified about the use of the Kidwatch Code.

4. Press the number above the letter of the day(s) you wish to switch on or off.

5. To exit, press the [CANCEL] key.

12

Changing Kidwatch Days.
You have the option of chang-

Maid Code

Standard Code ___
Optional Code _X_
Active Certain Days/Times _X_

Unlike other user codes, which work any day of the week, the Maid Code works only on certain days of the week.

The Maid Code is a four-digit user code that you can change or delete like any other user code. Your installer must have programmed your system to accept a Maid Code. For systems without multiple areas (as described in Section 7), the code is assigned to user number 13. It allows an individual to arm and disarm the system on specific days.

How it works. Arriving at the building during a day when the Maid Code is active, the maid can disarm the system by entering the Maid Code. Upon leaving the building, the maid can arm the system by entering the same code.

Maid Days and Times. For the

(continued)

To Change Maid Days :

1. Press and hold the ⌐ 6 ⌐ [maid] key for 2 seconds until you hear two beeps. You see:

    > ENTER MASTER
    > USER CODE ▯▯▯▯

2. Enter the master user code. If you see the following display, press the ⌐Bypass⌐ key:

    > START MAID TIMER
    > Byp=NO Home=YES

    If you do not see this display, continue to step 3.

3. You see something like this:

    > SMTWTFS8 1234567
    > ▯ E SMTWTFS

    In this example, the "▯" below the "W" means the code works only on Wednesdays.

(continued)

14

Maid Code (continued)

specifics of how the Maid Code was set up on your system, see Section 8.

To Change Maid Days (continued):

5. Press the number above the letter of the day(s) you wish to switch on or off.

6. To exit, press the `CANCEL` key.

Temporary Maid Code

Standard Code ___
Optional Code _X_
Active Certain Days/Times _X_

As the preceding section shows, the Maid Code can be programmed to work on certain days of the week only. If you prefer, however, you can set the Maid Code to work for the next few hours, regardless of the day of the week. The number of hours the Maid Code works depends upon your system's programming.

The Temporary Maid Code is assigned to user number 13.

See Section 8 for the specifics

(continued)

To Start the Maid Code Timer:

1. Press and hold the `6` [maid] key for 2 seconds until you hear two beeps. You see:

   ENTER MASTER
   USER CODE ▯▯▯▯

2. Enter the master user code. If you see the following display, press the `Bypass` key:

   START MAID TIMER
   Byp=NO Home=YES

(continued)

15

of how your system was programmed.

If you turn on the Temporary Maid Code, your maid can use this code to disarm the system for the next few hours. Once that time has expired, the code cannot be used to disarm the system.

To Start the Maid Code Timer: (continued)

If you do not see this display, continue to step 3.

3. You see something like this:

    SMTWTFS8 1234567
    □   D SMTWTFS

4. Press the

Duress Code

If an intruder forces you to disarm your system, this optional code sends a silent signal to alert monitoring station personnel that you are in danger.

For systems without multiple areas, the code is assigned to user number 15. You can change or delete this code like any other user code.

Relay Code

How the Arming Modes Differ

Your security system can be armed in a number of ways, to suit different situations. These modes are summarized below:

Full Arming. You cannot be inside the building when it is armed with full-arming. If sensors detect movement within a building, or at the building's perimeter, an alarm sounds.

Home Arming (optional): You can be inside the building when it is armed with home-arming. If someone enters the building through a protected door, you must enter a user code, or an alarm sounds.

Instant Home-Arming (optional). You can be inside the building when it is armed with instant home-arming. If someone enters the building through a protected door, an alarm sounds instantly.

Automatic Arming (optional). Your system can be pre-programmed to arm and disarm at preset times and days. You cannot be inside the building when it is automatically armed.

Quick Arming Modes

If your system is programmed for quick arming, you do not need to enter your user code before arming begins. Refer to Section 8 to determine if your system was programmed for quick arming.

Quick arming does not affect how your system behaves once it is armed. For example, there is no difference in the way a system armed with home-arming or quick home-arming protects you.

18

Exit Delays

An exit delay is the amount of time you have to exit and secure the building, once your security system begins to arm. These delays last from 20 to 255 seconds, depending upon how your system was programmed.

During the exit delay, the Arm LED blinks. The keypad may beep during the delay; if so, it beeps faster during the last ten seconds. As shown to the right, a bar appears at the base of the display. This bar represents the amount of time you have to exit and secure the building.

EXIT NOW!
███████████████

EXIT NOW!
████████

When half of the time has expired, the bar will be half its original length.

Canceling an Arming Sequence

Any arming command with an exit delay may be canceled before the system is armed. To cancel an arming sequence, enter a user code during the exit delay.
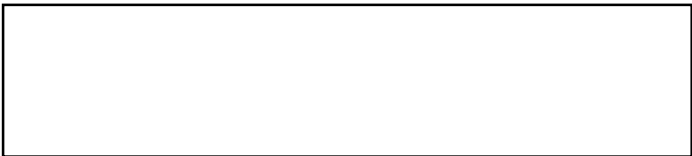
To Cancel an Arming Sequence:

You see:

EXIT NOW!
████████

1. Enter your user code.

19

When your system is armed with full arming, both the perimeter and interior zones are armed. You are allowed a set time to enter or exit the building before an alarm sounds.

See Section 8 for the entry and exit delay settings programmed into your system.

To Arm the System with Full Arming:

Make sure the display reads:

READY   TIME

1. Enter your user code. Exit and secure the building.

To Arm the System with Quick Full-Arming:

1. Press and hold the [Home] key for 2 seconds until you

Home Arming

Interior armed	___
Perimeter armed	**_X_**
Exit allowed	**_X_**
Requires user code	**_X_**
Automatically arms	___
No entry allowed	___

With home arming, you can re-main inside a building while its perimeter zones (such as doors and windows) are armed. No alarm sounds if a sensor de-tects movement within the building.

Your system might be pro-grammed for a home arming exit delay option (see Section 8.) This means that one or more individuals can leave the building during the exit de-lay.

At the end of the exit delay, only the perimeter zones are armed.

Quick Home-Arming.
If your system is pro-grammed for quick home-arming, you do not need to enter a user code.

To Arm the System with Home Arming:

Make sure the display reads:

    READY   TIME

1. Press the $\boxed{\textit{Home}}$ key. You see:

    TO ARM
    ENTER CODE NOW

2. Enter your user code. If your system is programmed with an exit delay, you can now leave.

To Arm the System with Quick Home-Arming:

1. Press the $\boxed{\textit{Home}}$ key. If your system is programmed with an exit delay, you can now leave.

21

Instant Home-Arming

Interior armed	___
Perimeter armed	**_X_**
Exit allowed	___
Requires user code	**_X_**
Automatically arms	___
No entry allowed	**_X_**

With instant home-arming, an alarm sounds the *instant* a sensor on the building's perimeter detects a problem. The interior sensors are not armed.

Before anyone can open a protected door or window, the system must first be disarmed.

To prevent false alarms, use instant arming **only** when you are sure no system user will open a protected door or window.

⏰ Automatic (Timed) Arming

Interior armed **_X_**
Perimeter armed **_X_**
Exit allowed **_X_**
Requires user code ___
Automatically arms **_X_**
No entry allowed ___

Your system can automatically arm itself at preset times of the day.

At two minutes and again at one minute before the Automatic Arming sequence begins, the siren sounds twice. Then, the exit delay begins. You must leave the building during the exit delay, or an alarm sounds.

You can postpone the Automatic Arming sequence by one hour. When the siren sounds two minutes before arming occurs, press the CANCEL key, then enter your user code.

You can change the days that Automatic Arming occurs by following the procedure to the right. To change the times that

To Change Automatic-Arming Days:

1. Press and hold the ⌊ 5 ⌋ [walk test] key for 2 seconds until you hear two beeps. Enter the master user code. Then, press the Bypass key **five times** until you see:

    AUTO-ARM DAYS?
    Byp=NO Home=YES

2. Press the Home key. You see something like this:

    SMTWTFS 1234567
    ⊓⊓⊓⊓⊓   SMTWTFS

3. In this example, the boxes show that arming occurs on weekdays. Press the number above the letter of the day(s) you wish to switch on or off.

4. To exit, press the CANCEL key.

23

Arming With Not-Ready Zones

The zones in your system are not always ready to arm. For example, a zone would not be ready to arm if one of its sensors has been vandalized, needs service, or detects a potential alarm condition. Zones which are not ready to arm are referred to as not-ready zones.

Your system has been programmed to automatically handle not-ready zones in one of three ways described below. Refer to Section 8 to see how your system was programmed.

Force Arming. With Force Arming, your system arms, even if some not-ready zones exist. All not-ready zones are ignored (bypassed), and therefore, not protected. **Exception:** Not-ready Day Buzzer or Day Bell zones must be manually bypassed before arming can occur. These are zones that cause a buzzer or bell to sound if they are faulted while the system is disarmed.

Chirp-Alert Arming. With Chirp Alert Arming, your system does not arm if a not-ready zone exists. At the end of the exit delay, your system's sounders chirp. You must re-enter the bulding and enter a user code, or an alarm sounds. Then, you must either correct or manually bypass these zones before the system can be armed.

Goof-Proof Arming. With Goof-Proof Arming, the system does not arm if there are any not-ready *exit* zones (doors). Instead, an alarm sounds at the end of the exit delay. You must re-enter the building and correct the not-ready zones before arming can occur.

Bypassing

When you manually bypass a zone, your security system functions as if that zone does not exist. **Bypassed zones are not protected.**

The master user can bypass any zone. Other users may have limited rights to bypass zones, depending on your system's programming.

If your system is programmed for quick bypassing, you do not need to enter a user code to bypass zones. Follow the instructions for quick bypassing on the next page.

Restoring bypassed zones. If you manually bypass a 24-hour zone, such as a glassbreak detector, that zone remains bypassed until you restore it. However, if you manually bypass a zone that is not a 24-hour zone, it is restored when you disarm the system.

To Bypass a Zone:

1. When a zone is faulted, the display reads:

    > FAULTED   ZN ##
    > ZONE LOCATION

2. To bypass the zone, press the [Bypass] key. You see:

    > ZONE NUMBER?
    > ENTER 2 DIGITS

3. Enter the two-digit zone number. (For zones 1-9, enter a "0" first.) You see:

    > TO BYPASS ZN ##
    > ENTER CODE NOW

4. Enter your user code.

To Restore a Bypassed Zone:

1. Repeat the procedure above. The zone operates normally.

Quick Bypassing

Optional Arming Features

Your system offers the optional arming features described below. Refer to Section 8 to see which are installed on your system.

Extended Exit Delay. This feature automatically resets the exit delay if you re-enter the building while the system is being armed. You may re-enter four times; each time, the exit delay is reset to its full value.

Keypad Lockout. Designed to prevent an intruder from guessing a user code, this option causes the system to slow down if a series of invalid user codes are entered. Before a new user code can be entered, the user must wait through a delay. The delay lengthens as more invalid codes are entered. Depending upon your system's programming, the keypad lockout may not affect arming.

Keyswitch Arming. This accessory (Sierra S5051 or equivalent) allows you to arm and/or disarm the system with a key. Follow the instructions provided with the switch.

Quick Exit. This option allows you to exit a home-armed building without disarming and re-arming. To start the exit delay, press and hold the $\boxed{Home}$ [quick exit] key for 2 seconds, enter your user code, then exit. (Depending on your system's programming, you may not need to enter your user code.)

Exit Termination. This option allows you to shorten the exit delay to the last five seconds by pressing a button connected to your keypad.

Optional Arming Features (continued)

Automatic Home-Arming. Automatic Home-Arming allows you to remain inside a building while its perimeter zones (such as doors and windows) are armed. Arming begins by entering your user code. If you exit the building during the exit delay, the system arms both the interior and perimeter zones (full arming). However, if you do not exit the building, the system automatically arms the perimeter zones only (home-arming).

Entry Delays

Similar to an exit delay, an entry delay is the time you are allowed to enter the building, walk to the keypad, and enter a user code before an alarm sounds. This delay lasts from 10 to 255 seconds, depending on your system's programming. The length of the delay may differ, depending on which door you use.

During the entry delay, the Arm LED blinks. The keypad may beep during the delay. If so, it beeps faster during the last ten seconds. As shown to the right, a bar appears at the base of the display. This bar represents the amount of time you have to enter the building and disarm the system.

When half of the time has expired, the bar is half its original length.

Disarming

Regardless of which method was used to arm your system, the disarming sequence is always the same.

Be sure that the door you use to enter the building has been programmed with an entry delay.

To Disarm the System:

1. Enter through a door programmed with an entry delay.

2. Enter your user code.

Automatic (Timed) Disarming

Your system can automatically disarm itself at preset times of the day. This option must be programmed into your system by your installer.

You can change the days of the week that Automatic Disarming occurs by following the procedure to the right. To change the time that disarming occurs, contact your installer.

To Change Automatic Disarming Days:

1. Press and hold the 5 [walk test] key for 2 seconds until you hear two beeps. Enter the master user code. Then, press the Bypass key **seven times** until you see:

   > AUTO-DISARM DAYS
   > Byp=NO Home=YES

2. Press the Home key. You see something like this:

   > SMTWTFS 1234567
   > ⬜⬜⬜⬜⬜ SMTWTFS

3. In this example, the boxes show disarming occurs on weekdays. Press the number above the letter of the day(s) you wish to switch on or off.

4. To exit, press the CANCEL key.

Canceling an Alarm

If programmed, your system pauses briefly before sounding an alarm. This gives you the opportunity to cancel a false alarm. You can cancel the alarms of any sensor, including a smoke detector.

The amount of time you have to cancel the alarm depends upon how your installer programmed the system. See the "Cancel Alarm Time" listing in Section 8.

Five seconds after an alarm is canceled, your system reverts to normal.

To Cancel an Alarm:

1. You see:

   > ALARM ON ZONE ##
   > PUSH CANCEL KEY

   Press the CANCEL key. You see:

   > ALARM ON ZONE ##
   > ENTER CODE NOW

2. Enter your user code. You see:

   > ALARM ON ZONE ##
   > CANCELED

After an Alarm

You should reset your system after an alarm. This action clears your keypad's display and resets your sensors.

To Reset After an Alarm:

1. Press and hold the CANCEL key for 2 seconds until you hear two beeps.

How to Prevent False Alarms

False alarms are more than a nuisance   they reduce the reliability of your security system. Here are a few steps you can take to prevent the annoyance and expense of false alarms.

1. **Know your system.** Make sure all system users understand how to arm and disarm, and what special functions they can and cannot do.

2. **Remember your user code.** Forgotten user codes are the most common cause of false alarms.

3. If you have an optional keyswitch, be sure you **know where your keys are.**

4. **Shut doors and windows completely.** Before arming your system, be sure all protected windows and doors are closed. As you leave the building, shut the exit door completely.

5. **Regularly test and maintain your system.** Routine testing and maintenance will help you detect a service condition. See Section 6 for more information.

6. **Be selective when arming the system for instant alarms.** This setting should not be used when a user might open a door or window.

7. **Make sure your system's clock and calendar are accurate.** Many system functions, such as Kidwatch and Automatic Arming, are time-related. Be sure to adjust your clock to reflect seasonal time changes (such as Daylight Savings

How to Prevent False Alarms (continued)

Time). Also, check your clock after a power failure. See Section 5.

8. **Keep pets (and other animals) from motion detectors.** If you have obtained a pet since your system was installed, your system may need to be modified. Contact your dealer for more information.

9. **Bypass trouble zones.** If your system has one or more trouble zones, bypass them before arming. Have the sensor(s) inspected if the problem continues. Remember that bypassed zones are not protected.

Optional Alarm Features

Your system offers the optional alarm features described below. Refer to Section 8 to see if these options are installed on your system.

Alarm Lockout. The system automatically ignores a sensor that repeatedly sends alarm signals.

Silent alarm. With this option, no bells or sirens sound during an alarm, but the monitoring station is notified. If the phone lines are down, or the monitoring station cannot be reached for some other reason, the on-site bells or sirens may be reactivated, depending upon how your system is programmed.

How to Set the Clock and Calendar

If your system's clock and calendar is incorrect, it could result in false alarms. Since many system functions are time-dependent, **it is very important to regularly check your system's clock and calendar.**

Be sure to reset the clock after seasonal time changes, such as Daylight Savings Time. Also, even if your system has a backup battery, it is best to check the clock and calendar following a power failure.

To Set the Clock and Calendar:

1. Press and hold the ⎍2⎍ [clock] key for 2 seconds until you hear two beeps. Enter the master user code. You see something like this:

   > 07:32 am
   > Byp=OK Home=CHG

2. Press the ⎍Home⎍ key. You see:

   > hr:min
   > 00:00 am

3. Enter the correct time, using four numbers. You see something like this:

   > hr:min 1=am 2=pm
   > 12:21 am

4. Press ⎍1⎍ for a.m. and ⎍2⎍ for p.m. You see:

   > ##:## am
   > Byp=OK   Home=CHG

5. If the time is correct, press the ⎍Bypass⎍ key. If the time is not correct, press the

Clock and Calendar (continued)

**To Set the Clock
and Calendar (continued):**

[Home] key and re-enter the
time.

6. You see something like this:

   ```
   24 NOV 1998
   Byp=OK Home=CHG
   ```

   To change the date, press the
   [Home] key. You see:

   ```
   day:month:year
   00:00:00
   ```

7. Enter the correct date using
   two numbers (each) for the
   day, month and year. You see
   something like this:

   ```
   10 JAN 1999
   Byp=OK Home=CHG
   ```

8. Press the [Bypass] key if the
   date is correct; if not, press
   the [Home] key.

5

Settings

How to Turn the Warning Tone On/Off

You hear a beeping sound when the system is about to arm, disarm, or sound an alarm. The warning tone reminds you that time remains to cancel the arming or disarming sequence.

You can turn the tone on or off by following the instructions to the right. If the tone is on, the action turns it off. If the tone is off, the action turns it on.

To Turn Tone On/Off:

1. Press and hold the [7] [pre-warn] key for 2 seconds until you hear two beeps. When prompted, enter the master user code.

   If the tone is on, you see:

   > PREWARN ON
   > Byp=OK Home=CHG

2. To turn the leave the tone on, press the [Bypass] key. To turn it off, press the [Home] key.

   If you made no changes, your system returns to normal automatically. If you turned the tone on or off, press the [CANCEL] key to exit.

Settings

36

How to Turn the Chimes On/Off

When your system is set to chime, you hear three beeps whenever you open a protected door or window. You can turn the chimes on or off by following the instructions to the right. If the chimes are on, this action turns them off.

To Turn Chime On/Off:

1. Press and hold the $\boxed{4}$ [chime] key for 2 seconds until you hear two beeps. When prompted, enter the master user code.

   If the chime is on, you see:

   > CHIME ON
   > Byp=OK Home=CHG

2. To turn leave the chime on, press the $\boxed{Bypass}$ key. To turn it off, press the $\boxed{Home}$ key.

   If you made no changes, your system returns to normal automatically. If you turned the chime on or off, press the $\boxed{CANCEL}$ key to exit.

How to Turn the Backlight On/Off

Whenever you use your keypad, a light automatically illuminates the display and keys. This backlight shuts off 60 seconds after you have finished using the keypad.

If you wish, you can set the backlight to shine continuously. This makes it easier for you to notice system messages, especially if your keypad is located in a dark area.

If you turn the backlight on, you can turn it off again by repeating the procedure to the right.

To Turn Backlight On/Off:

1. Press and hold the ⌈ 5 ⌉ [walk test] key for 2 seconds until you hear two beeps. When prompted, enter the master user code.

2. Press the ⌈Bypass⌉ key **five times**. If your backlighting is off, you see:

   BACKLIGHT OFF
   Byp=OK Home=CHG

3. To set the backlight to shine continuously, press the ⌈Home⌉ key. To set the backlight shine only when the keypad is in use, press the ⌈Bypass⌉ key.

4. To exit, press the ⌈CANCEL⌉ key.

How to Change the Relay Days

Your system can be programmed with up to four relays that work on the days of the week you specify. The relays are numbered 1, 2, 3, and 4.

The relays are programmed to turn on or off one or more devices which are connected to your system's control panel. You can change the days that the relay works by following the procedure to the right.

For example, a business may use a relay to turn on the floodlights near its loading docks. By using the relay schedule menu, the business owners could turn the lights off during the business' upcoming holiday.

You can change the days that the relay works by following the procedure to the right. To change the time of day that the relay works, contact your installer.

To Change the Relay Days:

1. Press and hold the $\boxed{5}$ [walk test] key for 2 seconds until you hear two beeps. When prompted, enter the master user code. Then, press the $\boxed{\textit{Bypass}}$ key until you see:

   > RELAY SCHEDULE #
   > Byp=NO Home=Yes

2. On your display, the "#" symbol is replaced by a 1, 2, 3, or 4. Press the $\boxed{\textit{Bypass}}$ key until the relay number shown is the one you wish to change. Then, press the $\boxed{\textit{Home}}$ key. You see something like this:

   > SMTWTFS 1234567
   > ☐   SMTWTFS

3. In this example, the relay works on Wednesdays. Press the number above the letter of the day(s) you wish to switch on or off.

4. To exit, press the $\boxed{\textit{CANCEL}}$ key.

5

Settings

How to Walk-Test the System

A walk-test allows you to test your system's functions without causing an alarm. You can be sure your security system is functioning properly by conducting a walk-test once a week.

The first step of a walk-test is to place your system in walk-test mode. Then, walk in front of motion sensors, and open protected doors and windows. Each time a sensor detects your presence, the keypad beeps, and names the zone in its display.

If your system fails to detect a sensor, exit the walk-test mode and make sure the sensor's zone is not bypassed. If it is bypassed, remove the bypass and repeat the walk-test. If this does not correct the problem, contact your service representative.

Important: during a walk-test, your building is not protected against actual alarms.

To Conduct a Walk-Test:

1. Press and hold the $\boxed{5}$ [walk test] key for 2 seconds until you hear two beeps. When prompted, enter the master user code. You see:

   > WALK TEST?
   > Byp=NO Home=YES

2. Press the $\boxed{Home}$ key. You see:

   > AREA #
   > WALK TEST

   Test your sensors by opening protected doors and windows, and by walking in front of motion sensors. You see something like this:

   > FAULTED   ZN 03

   In this example, a fault was noted on zone 3.

3. To exit, press the $\boxed{CANCEL}$ key.

6

Maintenance

How to Use Event Memory

Your system records important events in Event Memory. You can review Event Memory to monitor the status of your system.

Alarms, trouble indicators, changed user codes, and battery failures are some of the events recorded in Event Memory. Your system can store at least 60 events, but may store as many as 500.

Times are recorded in a 24-hour format. To convert from 24-hour time to 12-hour time, simply subtract 12 hours from all times greater than 12:00; these are p.m. times. (In 24-hour time, midnight is expressed as 00:00; noon is 12:00.)

Your service representative can assist you in interpreting the information stored in Event Memory.

To Review Event Memory:

1. Press and hold the $\boxed{5}$ [walk test] key for 2 seconds until you hear two beeps. When prompted, enter the master user code. Press the $\boxed{Bypass}$ key. You see:

   > EVENT MEMORY
   > Byp=NO Home=YES

2. Press the $\boxed{Home}$ key. To view the oldest events first, press $\boxed{1}$. To view the latest events first, press $\boxed{4}$. You see something like this:

   > 9/9/98   17:14
   > ALARM ZONE 04

   This example indicates there was an alarm on zone 4 at 5:14 p.m. on 9/9/98.

3. Press $\boxed{1}$ to view the next event, or $\boxed{4}$ to

view the previous event.

4. To exit, press the `CANCEL` key.

How to Test the Bells and Sirens

You can test your system's bells and sirens by following the procedure to the right.

6

[Maintenance]

To Test the Bells and Sirens:

1. Press and hold the `5` [walk test] key for 2 seconds. When prompted, enter your user code.

2. Press the `Bypass` key **twice.** You see:

   AUDIBLE TEST
   Byp=NO Home=YES

3. Press the `Home` key. Your system's bells or sirens ring for 4 seconds.

4. To exit, press the `CANCEL` key.

To Start a Remote Programming Session

If you have a monitoring station hookup, your installer may be able to program your security system through the telephone line. It is not necessary for a technician to come to your home or business to make changes to your system.

At your monitoring station's prompting, you can initiate a remote programming session by following the directions to the right.

To Start A Remote Programing Session:

1. Press and hold the $\boxed{5}$ [walk test] key for 2 seconds until you hear two beeps. When prompted, enter your user code.

2. Press the $\boxed{Bypass}$ key **three times**. You see:

   > RPS CALLBACK?
   > Byp=NO Home=YES

3. Press the $\boxed{Home}$ key. The remote programming session begins. Normally, a remote programming session takes just a few minutes.

How to Test the Battery

Your system may include a backup battery. If it does, the system will continue to function during a power failure, because it will draw power from the battery.

You can test the charge in your system's battery by following the procedure to the right.

If your backup battery's charge is low, a service message appears in your display. To investigate the service message, follow the instructions in "Troubleshooting Service Conditions," later in this section.

To replace your system's battery, call your service representative.

To Test the Battery:

1. Press and hold the ⎡ 5 ⎤ [walk test] key for 2 seconds until you hear two beeps. When prompted, enter your user code.

2. Press the ⎡Bypass⎤ key **four times**. You see:

   BATTERY TEST?
   Byp=NO Home=YES

3. Press the ⎡Home⎤ key. The battery test begins. To clear the display, press the ⎡CANCEL⎤ key. The test takes approximately 2 minutes, during which time you see:

   BATTERY TEST
   IN PROGRESS

   If the battery's charge is low, you see the following once the test has concluded:

   PRESS SERVICE

How to Use Quick View

You can rapidly review the status of your system by using Quick View. Quick View will tell you, for example, if any zones have been faulted or bypassed.

Quick View uses the following abbreviations to summarize a zone's status:

B = Bypass. The zone is bypassed.

F = Faulted. The zone's sensor is faulted.

T = Trouble. The zone's sensor may be malfunctioning.

A = Alarm. An alarm event occurred on this zone.

M = Tamper. The sensor has been vandalized.

. = Normal. No problems have been identified for this zone.

To Use Quick View:

1. Press and hold the $\boxed{0}$ [quick view] key for 2 seconds until you hear two beeps. You see something like this:

    F.......T.......
    ....B

    Each row of the display has 16 spaces, one for each of the maximum 32 zones of your system. The letters or symbols on each line identify the zone's status (see the list to the left).

    In this example, zone 1 is faulted, zone 9 is a trouble zone, and zone 32 is bypassed. Periods mean no problems exist with zones 2-8 and 10-31.

2. To exit, press the $\boxed{CANCEL}$ key.

Common System Messages

Below is an explanation of the common messages your keypad might display. Beside each message is a discussion of what responses are appropriate. If you find the response is ineffective, call your local C&K service representative.

In the table below, the ellipses (...) represent the specific information, such as zone numbers, that follows the system message.

If you notice	That means	What to do:
Power LED is off	The system is not receiving AC (house current) power	Verify that the rest of the building is receiving power; then call for service.
Display reads: "Faulted..."	A zone is faulted; cannot fully arm	Correct the fault (by closing doors/windows); or bypass the zone.
Display reads: "Trouble..."	A sensor needs service	Bypass the sensor, or arrange for repair.
Display reads: "Tamper..."	A sensor may have been tampered with	Call for service.
Display repeatedly reads: "Trouble..." "Tamper..."	A sensor may need service	Call for service.
Display reads: Ready"	Any one of your sensors may be faulted	Depending upon your arming type, your system may be able to arm. If not, correct any faulted zones, then attempt to arm.
Display reads "Alarm..."	An alarm occurred	Refer to "Resetting After an Alarm" in Section 4.
Display reads "Bypass..."	A zone has been bypassed	Remember the zone is unprotected while bypassed. You can remove the bypass (see Section 3), or arm/disarm with bypass in place.

Troubleshooting Service Conditions

Your system notifies you if a keypad, sensor, or other system component, needs service. When a service condition exists, the keypad beeps twice every 30 seconds for one minute. The display shows the following message:

PRESS Service

To get more information about the service message, press and hold the $\boxed{3}$ [service] key for two seconds. You then see one of the messages listed in the table below. If there is more than one message, you can view the next one by pressing $\boxed{3}$ again. Follow the recommended course of action listed in the table.

To stop the service message warning tone, enter your user code between the two beeps.

When done, press $\boxed{CANCEL}$ to exit.

Message	Meaning	What to do
AC POWER LOSS	There is a power failure in progress.	Look for signs of power failure in other building equipment; if not found, call for service. Reset the clock and calendar, once power is restored.
BROWN OUT	A power loss, short of total failure, has occurred.	When power returns to normal, your system should revert to normal. If not, call for service.
PANEL LOW BATT	The control panel's battery is low.	Allow the battery to recharge overnight. If the problem remains, call for service.
GROUND FAULT	Power from the system has short-circuited to the ground wire.	Call for service.

Message	Meaning	What to do
PHONE #1 NO RPT	The monitoring station (phone #1) does not answer.	If line is functioning, call monitoring station. If not, call telephone company for service.
PHONE #2 NO RPT	The monitoring station (phone #2) does not answer.	If line is functioning, call monitoring station. If not, call telephone company for service.
COMM BUFFER OVERFLOW	There are too many messages to send to the monitoring station.	If telephone line is functioning, call monitoring station. If not, call telephone company for service.
PHONE 1 CUT	Phone line #1 is not working.	If line is functioning, call monitoring station. If not, call telephone company for service.
PHONE 2 CUT	Phone line #2 is not working.	If line is functioning, call monitoring station. If not, call telephone company for service.
KEYPAD ## TAMPER	Keypad number ## has been vandalized.	Call for service.
KEYPAD ## TRBL	Keypad number ## needs service.	Call for service.
SN KP # TROUBLE	Wireless keypad number # needs service.	Call for service.
SN KP # BATTERY	Wireless keypad number # has a low battery.	Call for service.
KEYFOB # BATTERY	Wireless keyfob or remote number # has a low battery.	Call for service.
SELF DIAG FAIL	Self-diagnostic failure of a sensor.	Call for service.
BELL SUP FAIL	The external bell/siren needs service.	Call for service.

What Areas Do

Your security system allows you to divide (or "partition") a building into as many as eight areas, regions that can be armed and disarmed individually. Designed primarily for commercial settings, areas can limit an individual's access to portions of a building.

A building that is divided into areas may include a common area, an area most system users can arm and disarm. The first diagram shows how a building could be divided to include a common area.

Buildings may also be partitioned without a common area. As the second diagram shows, this setup works well for structures with tenant spaces, but no lobby or shared hallway.

Each system user is assigned rights to one or more areas. Users can arm and disarm only those areas to which they have rights.
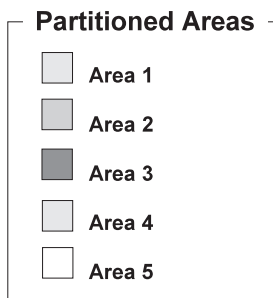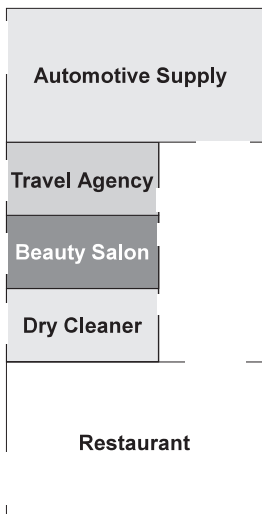
When a building is divided into

☐ Com
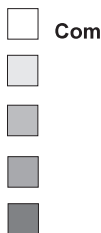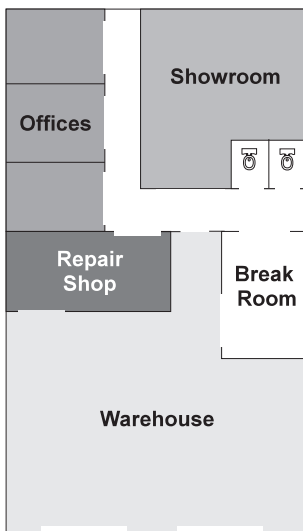
Figure 1
Partitioned building
with a common area

areas, portions of the building can be independently armed and disarmed. In the case of the first building illustrated, an employee can work in the repair shop while the showroom, offices, and warehouse are armed. Similarly, in the case of the second illustration, the restaurant can remain open after the other shops are closed and armed.

Dividing a building into areas changes the following system functions:

1. Users have restricted access to system functions. A user with access to only one area cannot issue commands affecting other areas, or obtain information about the other areas.

2. Keypads may respond differently, depending upon where they are located and how they are programmed. A keypad assigned to one area is limited to handling information about that area only.

Figure 2

Partitioned building with no common area

How Areas Affect User Codes

As described below, some of the user code types function differently in a partitioned system.

Grand Master User Code. The grand master user can assign and change user codes, and may be able to arm and disarm the entire system. Only the grand master user and your installer can view and change the grand master user code.

Area Master User Code. Each area has its own master user. The area master user can make any user-controlled changes within a given area.

Area Basic User Code. Area basic users can disarm and may be able to arm, bypass, or make other changes within an area. Users can have rights to more than one area.

If your building is divided into areas, your system may also recognize one or more of these optional user code types:

Area Maid Code. Maid Days are assigned to each area, so if you need to change the Maid Days, you must make the changes for each area individually.

Kidwatch Code. Your system recognizes only one Kidwatch Code, regardless of how many areas are present. The Kidwatch Code is assigned to area 1.

Area Duress Code. One duress code can be assigned to each area.

Area Relay Code. One relay code can be assigned to each area.

51

Pre-Assigned Area User Numbers

As the table below shows, some user numbers are reserved for specific user types. For example, User 11 is the preassigned Kidwatch user number. If programmed, your system automatically restricts User 11 to the limited Kidwatch privileges.

When your system does not recognize a given user type, the user number functions like other non-reserved user numbers. If your building is not divided into areas, user codes reserved for areas do not apply. Also, if your building is divided into only two or three areas, codes reserved for the remaining areas do not apply.

No.	Reserved User	No.	Reserved User
01	Grand Master User	27	Area 4 Duress
11	Kidwatch	28	Area 5 Master
12	Area 1 Master	29	Area 5 Maid
13	Area 1 Maid	31	Area 5 Duress
15	Area 1 Duress	32	Area 6 Master
16	Area 2 Master	33	Area 6 Maid
17	Area 2 Maid	35	Area 6 Duress
19	Area 2 Duress	36	Area 7 Master
20	Area 3 Master	37	Area 7 Maid
21	Area 3 Maid	39	Area 7 Duress
23	Area 3 Duress	40	Area 8 Master
24	Area 4 Master	41	Area 8 Maid
25	Area 4 Maid	43	Area 8 Duress

Changing Area User Codes

In a system with multiple areas, an Area Master User can only change the codes of the users assigned to that area. If you attempt to change the code of a user when you do not have the right to do so, you see:

```
USER NUMBER
NOT ASSIGNED
```

Understanding the Area Status Menu

The Area Status Menu summarizes the conditions of your system's areas. The menu only appears on keypads assigned to the common area of a partitioned system. To display the menu, enter your user code. You see something like this:

> AREA   12345678
> STATUS RNAHIRAH

The numbers on the right-hand side of the display represent the areas of your system. The letter under the number indicates the status of the area. If you do not have rights to all of the areas in your system, your keypad may be programmed to blacken a portion of the menu's display (see below).

The table on the following page explains the abbreviations used in the Area Status menu. Thus, in the example above, area 1 is ready to be armed, while area 3 is armed.

To get more information about any given area, press and hold the ⌊ 0 ⌋ [quick view] key for two seconds until you hear two beeps. Then, press the area number. This takes you to the Quick View display, described later in this section. To exit this menu, press the ⌊CANCEL⌋ key. If you do not press any keys, the keypad automatically exits the Area Status Menu.

7

Areas

> AREA   12345678
> STATUS RNAHIRAH
>
> AREA   12345678
> STATUS RNAH■■■

If you do not have rights to all of the areas of your system, your keypad may be programmed to blacken out portions of the Area Status Menu, as the lower example shows.

The Area Status Menu (continued)

If You See...	That Means...
A (steadily lit)	The area is armed with full-arming.
A (blinking)	The area is being armed with full arming. (An exit delay is in progress.)
H (steadily lit)	The area is armed with home arming.
H (blinking)	The area is being armed with home arming. (An exit delay is in progress.)
I (steadily lit)	The area is armed with instant arming.
N (steadily lit)	The area is not ready to be armed.
R (steadily lit)	The area is ready to be armed.
R (blinking)	The area is being disarmed. (An entry delay is in progress.)
Area No. (blinking)	The area is (or was) in alarm.
Word "Area" is blinking	Enter the area number to be armed, disarmed, etc.

7

Areas

Using Multiple Keypads in an Area

In any area, only one keypad can be used at a time. If you try to use another keypad while one is in use, you see the following:

> ANOTHER KEYPAD
> IS IN USE

Arming Individual Areas

From the Area Status Menu, you can arm individual areas of your system. Each partition can be armed with full arming, home arming or instant home-arming.

If an area is not ready to be armed, your command to arm this area causes one of two things to happen. If your system is programmed for Force Arming (see Section 8), the area is armed, but any trouble/faulted zones are automatically bypassed. If your system is not programmed for Force Arming, the Zone Status Menu appears. In that case, you must correct or bypass any trouble or faulted zones before arming can take place.

To Arm One Area:

1. Enter your user code. You see something like this:

   > AREA   12345678
   > STATUS RNAHIRAH

2. To arm an area using full arming, press that area number.

3. To arm an area using home arming, press the Home key followed by the area number.

4. To arm an area using instant home-arming, press and hold the 9 [instant] key for 2 seconds until you hear two beeps. Then, enter the area number.

7

Areas

55

Arming Multiple Areas

From the Area Status Menu, you can enter one command which instructs your system to arm all of the areas to which you have rights.

NOTE: If any of the areas are not ready to be armed, none of your assigned areas will be armed when you enter this command. Instead, your keypad displays the Zone Status Menu of the first area which is not ready to be armed. You must correct or bypass any trouble or faulted zones before arming can take place.

NOTE: If an area is already armed, it will not be affected by a command to arm all areas. Thus, for example, if Area 4 is armed with home-arming, and a command is issued to arm all areas with full arming, Area 4 will remain armed with home-arming.

To Arm All Areas:

1. Enter your user code. You see something like this:

   ```
   AREA    12345678
   STATUS  RNAHIRAH
   ```

2. To arm all of your assigned areas using full arming, press ⌐9⌐.

3. To arm all of your assigned areas using home arming, press the ⌐Home⌐ key followed by the ⌐9⌐ key.

4. To arm all of your assigned areas using instant home-arming, press and hold the ⌐9⌐ [instant] key for 2 seconds until you hear two beeps. Then, press the ⌐9⌐ key.

Disarming Individual Areas

From the Area Status Menu, you can disarm the individual areas of your system.

You can only disarm an area that is armed. In the Area Status Menu, an "A," "H," or "I" is shown under the number of an armed area.

To Disarm One Area:

1. Enter your user code. You see something like this:

   > AREA   12345678
   > STATUS RNAHIRAH

2. To disarm an armed area, press that area number.

Disarming Multiple Areas

From the Area Status Menu, you can enter one command which instructs your system to disarm all of the areas to which you have rights.

To Disarm All Areas:

1. Enter your user code. You see something like this:

   > AREA   12345678
   > STATUS RNAHIRAH

2. To disarm all of the areas to which you have rights, press the $\boxed{0}$ key.

7

Areas

57

Using the Zone Status Menu

1. From the Area Status Menu, press and hold the $\boxed{0}$ [quick view] key for 2 seconds until you hear two beeps. Then, press the area number. You see something like this:

   ```
   .F.F.B■■■■■■■■■■■
   ■■■■■■■■■■■■■■■■
   ```

   The display identifies each zone's status, using the abbreviations to the left. Zones outside of the area are blacked out.

2. To bypass a faulted zone, press the $\boxed{Bypass}$ key followed by the two-digit zone number.

3. To remove the bypass on a

7

Areas

58

Canceling Alarms

In a partitioned system, you can have simultaneous alarms in several areas. For example, at the same time, alarms may occur in areas 2, 3, and 5.

To cancel an alarm in an area, press the CANCEL key and enter your user code. You must have rights to an area to cancel an alarm in that area. If more than one area is in alarm, the keypad prompts you to repeat the cancellation command for each of the areas in alarm.

Resetting After an Alarm

When an alarm has occurred in a given area, that area number in the Area Status Menu blinks. You can reset the display by following the instructions to the right.

Resetting After an Alarm:

1. Enter your user code. You see something like this:

   ```
   AREA    12345678
   STATUS RNAHIRAH
   ```

   In this example, the "6" is blinking.

2. To clear the system's alarm memory, press and hold the CANCEL [clear mem] key for 2 seconds until you hear two beeps. Then, press the area number (or 9 , to clear all areas).

System Configuration

Your installer will fill out these pages, to indicate how your system has been configured.

Setup

Monitoring Station: _____Yes _____No
Maximum Number of Users: _____
Partitioned: _____Yes _____No
Keypad assigned to area #:_____
Alternate Language: _____
Learning Period (days): _____ Begins: _____

Options

Check if installed:

_____Maid Code
_____Kidwatch Code
_____Duress Code

_____Quick Bypassing
_____Quick Exit
_____Exit Termination

_____Automatic (Timed) Arming
_____Automatic Disarming
_____Home Arming
_____Quick Home-Arming
_____Quick Full-Arming
_____Automatic Home-Arming
_____Instant Home-Arming
_____Quick Instant Home-Arming

_____Extended Exit Delay
_____Keypad Lockout
_____Alarm Lockout
_____Silent Alarm

Emergency Keys:
_____Medical
_____Fire

_____Force Arming
_____Goof-Proof Arming
_____Chirp-Alert Arming

_____Police

_____ Keyfob Arming
_____ Keyswitch Arming

Customization

Temporary Maid Code Hours: _____

Kidwatch Times: _____

Entry Delay #1 _____enter through:_____

Entry Delay #2: _____enter through:_____

Exit Delay: _____

Cancel Alarm Time: _____

Automatic Arming Time: _____

Automatic Disarming Time: _____

Device Connected to Relay 1: _____

Relay 1 Start Time: _____

Device Connected to Relay 2: _____

Relay 2 Start Time: _____

Device Connected to Relay 3: _____

Relay 3 Start Time: _____

Device Connected to Relay 4: _____

Relay 4 Start Time: _____

8

Notes

Sketch

Below is a space to sketch how the building is zoned and/or divided into areas. Be sure to note how the zones and/or areas are numbered and labeled.

8

Notes
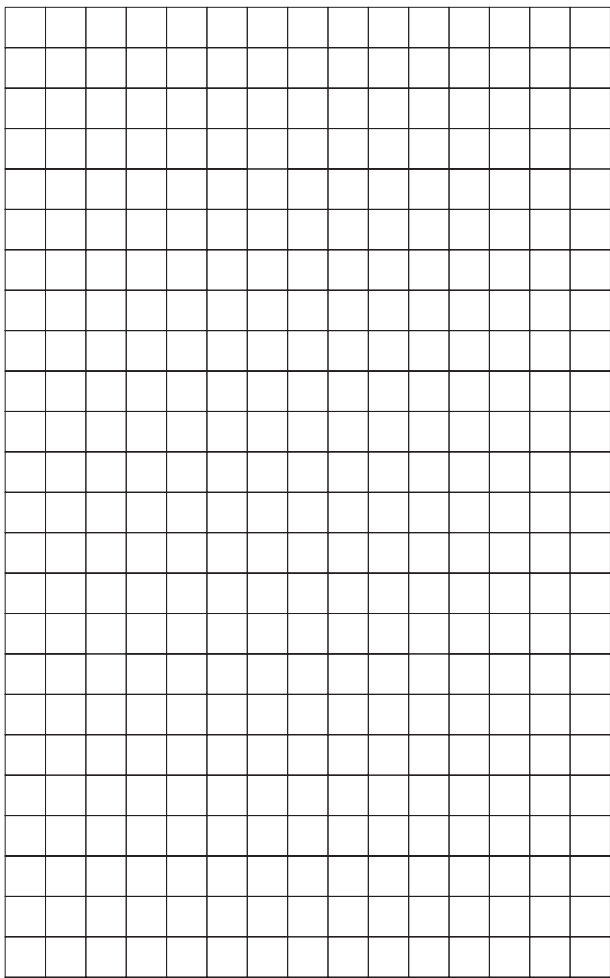
Glossary of Terms

Area: a region of a building that can be armed and disarmed independently of the remainder of the building.

Bypassing (or shunting): the act of instructing your security system to ignore a zone. A bypassed zone is not protected.

Entry Delay: The amount of time you have to enter your armed building, walk to the keypad, and enter your user code before an alarm sounds.

Exit Delay: The amount of time you have to exit and secure your building before an alarm sounds.

Faulted: describes a condition which, if the system were armed, would cause an alarm, such as an opened door or window. Faulted zones must be corrected or bypassed before arming.

Full Arming: a method of arming that arms all of your system's sensors, both along the building's perimeter, and inside the building.

Home Arming: a method of arming that arms only those sensors along the perimeter of your building.

Instant Arming: a method of arming that triggers an alarm the instant a sensor detects an alarm condition.

Monitoring Station: a service that monitors the status of your security system through a telephone hook-up.

Tamper: describes a sensor, or other system equipment, that has been deliberately damaged.

Trouble: describes a sensor, or other system equipment, that may be in need of service.

User Code: a secret four-digit number used to arm and disarm the system, and make other changes.

User Number: a two-digit number assigned to each user.

Zone: a sensor or a group of sensors protecting a region of your building.

24-Hour Zone: a zone, such as a smoke detector, which is programmed to detect alarm conditions whether your system is armed or disarmed.

63

Notes

Notes

Notes

Notes

Index