

# Security System

## User's Guide for the Text Command Center



**MY ALARM COMPANY IS:**

**CALL BEFORE TEST:** \_\_\_\_\_

THIS SECURITY SYSTEM IS CONNECTED TO TELEPHONE NUMBER:

\_\_\_\_\_

THE SECURITY CONTROL PANEL IS CONNECTED TO THE PHONE JACK LOCATED:

\_\_\_\_\_

TRANSFORMER LOCATION: \_\_\_\_\_

CIRCUIT BREAKER NUMBER: \_\_\_\_\_

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### About This User's Guide

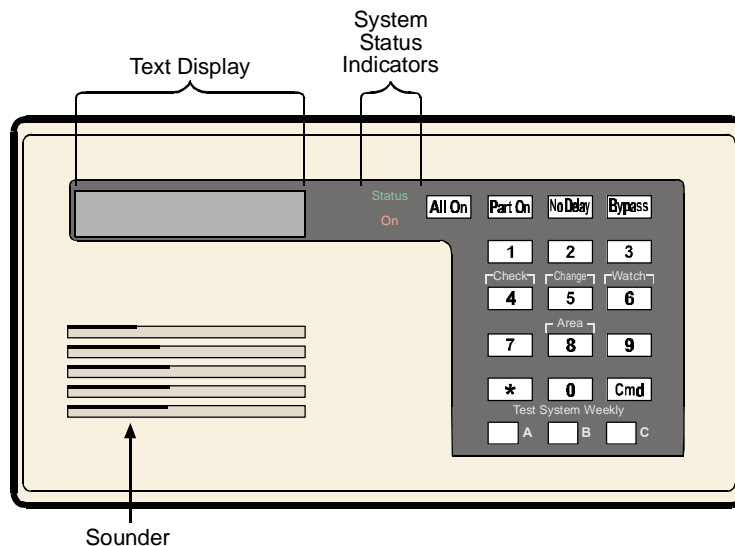
This user's guide shows you how to use and maintain your security system. It covers basic functions, such as turning the system on and off.

The functions described in this guide are programmed by your security company. Some of them may not be enabled in your system. Certain functions covered may require you to enter your personal passcode.

### Introduction

Your system helps to secure life, property, and investments against fire, theft and bodily harm. It consists of one or more Command Centers, motion sensors (for example, detectors or devices located on doors and windows) and sensing devices designed to detect the presence of smoke or combustion. Each of these devices is connected to a sophisticated control panel with microprocessor, which processes all events registered by the system.

Control of your security system is achieved through the Command Center, which offers a variety of basic and advanced features. Its function, versatility, and ease of operation make it ideal for home or office use. The Command Center is tailored to meet your individual needs. Moreover, it has been designed with you, the user, in mind.



### Security System Basics

#### What is a Point?

A **Point** is a detection device or group of devices connected to your security system. Points are identified by the area they monitor, such as a front door, bedroom window or hallway.

#### What is a Faulted Point?

When a point (such as a door or window) is closed, it is said to be normal. When the door or window is open, the point is said to be **faulted**, or not normal. When you turn your system on, you usually want all of the points in your system to be normal. However, you can turn your system on with faulted points by using the Bypass Points command.

You can see if there are any faulted points by pressing the [\*] key when the system is off.

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### Are All Points the Same ?

Not all points are the same. In fact, there are two basic types of points, **Controlled** and **24-hour**.

#### Controlled Points

**Controlled points** respond to alarm conditions depending upon whether the system is turned on or off. They are programmed to either respond instantly to alarm conditions, or to provide a delay for you to reach the Command Center and turn the system off. Various controlled points may be located throughout your house.

When you turn your system on, you have the option of turning on all controlled points (**All On**), or just some of the controlled points (**Part On**). See page 6 for more information on "All On" and "Part On."

#### 24-hour Points

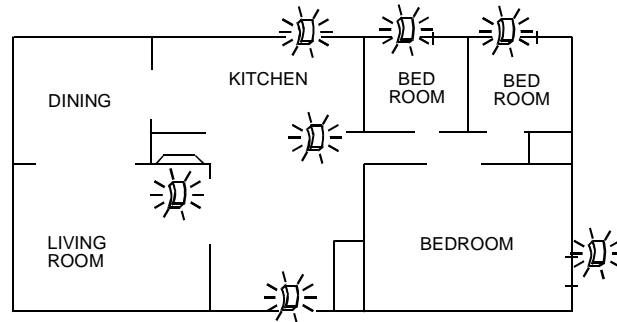
**24-hour points** are always on, even when the system is turned off. There are two types of 24-hour points, fire points and non-fire points. See page 30, "Reset the System," for more information.

- **Fire Points:** Fire points only monitor fire detection devices such as smoke detectors. They are always on and cannot be turned off.
- **Non-fire 24-hour Points:** Non-fire 24-hour points are always on and cannot be turned off.

### All On

When you turn your system All On, you are turning on all controlled points, both interior (motion detectors) and perimeter (doors and windows of the building).

Controlled Points are **All On**

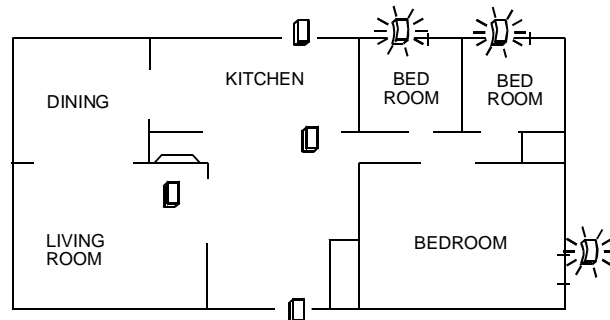


All On

### Part On

When you turn your system Part On, you are turning on only a portion of the controlled points. The particular points included in this portion are determined by your alarm company. Part points may include only the perimeter (doors and windows) of your system, or the points on the first floor of a two story house. Check with your security company to learn which points are Part points.

Controlled Points are **Part On**



Part On

### Command Center Keys

Your Text Command Center has 19 keys to perform the various functions as described below:

Key	Function
1, 2, 3, 4, 5, 6, 7, 8, 9, 0	Use the numeric keys to enter passcodes and issue commands.
Cmd	Use the Cmd key in conjunction with the numeric keys to enter commands. Also displays system status when pressed.
All On	Press the All On key to turn your system All On (see page 11, "Turn the System All On").
Part On	Press the Part On key to turn your system Part On (see page 12, "Turn the System Part On").
No Delay	Press the No Delay key to turn your system All On or Part On with no entry or exit delay (see page 14, "Turn the System On with No Delay").
Bypass	Press the Bypass key to bypass one or more points (see page 18, "Bypass Points").
*	Press the [*] key to advance to the next display (when available).
A	Your security company can assign an emergency function (Fire, Panic or Emergency Alarms) to these keys. To activate the special function, press the key two times consecutively within two seconds. Your security company will label each key to its assigned function.
B	
C	

### Command Center Tones

The Command Center emits several distinct tones and illuminates lights to alert you to system events.

Tone	Description
Fire Alarm	When a fire point activates, the Command Center emits a repeated warble tone (on for one second, then briefly off).
Burglary Alarm	When a burglary point activates while your system is turned on, your Command Center emits a continuous warble tone. The sounder remains on for the duration of the time set by your security company.
Trouble	When a system component is not functioning properly, your Command Center emits a repeated warble tone (on briefly, followed by a pause, followed by the warble tone). Press the [4] key to view the trouble. If the problem is point-related, the Command Center display indicates which point is faulted.
Key Press	Pressing any key on the Command Center sounds a short pip, indicating that the key press is accepted.
Entry Delay	When you enter the premises through a point programmed for Entry Delay, the Command Center emits an intermittent beep to remind you to turn your system off. If the system is not turned off before the Entry Delay expires, an alarm condition will occur and a report may be sent to your alarm company.
Exit Delay	After you turn your system on, the Command Center emits an intermittent beep and counts down the Exit Delay time. If you do not exit before the Exit Delay time expires and an Exit Delay point is faulted, an alarm event begins.
Error	If you press an incorrect key, your Command Center emits an error tone to indicate an invalid entry. The error tone is the same warble tone as the Trouble Tone, but it is not repeated.
OK	This tone indicates that a Command Center entry is accepted (for example, a correct passcode is entered). The Command Center emits a single, high-pitched beep for one second.
Watch	The Command Center emits a tone to alert you when any watched point is faulted. The tone varies in duration depending upon the Watch Tones selected (see page 31, "Select Watch Tone").

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### Command Center LED Descriptions

LED	State	Description
Status	On	No system troubles present.
	Slow Flash	AC failure, system trouble or keypad has been moved away from its assigned area.
	Fast Flash	Command Center in Command Mode.
On	Off	Panel is disarmed.
	Slow Flash	Panel is armed with No Delay.
	On	Exit Delay timer is active or panel is armed with Entry/Exit Delay.

### Commands

Commands allow you to carry out various tasks (for example, add or delete passcodes, set the date and time or test the system, etc.) Each command is detailed throughout this user guide.

Commands will be written as follows: [Cmd] + [6] + [3]. To enter this command, first press the [Cmd] key, followed by the [6] key and then the [3] key.

### System Events

Your system responds to four types of alarm events. If more than one event occurs, your system sorts them into one of four groups: Fire Alarms (highest priority), Burglary Alarms, Fire Troubles and Non-Fire Troubles (lowest priority). Events that are grouped as highest priority are always sent to the Central Station first.

### Fire Alarms

Fire alarms are the highest priority events. When a fire point activates, your Command Center emits a Fire Alarm tone. The tone sounds for the length of time programmed by your installing company. Evacuate all occupants and investigate for smoke or fire. Ensure that all occupants know the difference between the Burglary Alarm tone and the Fire Alarm tone.

### Burglary Alarms

Burglary alarms are the second priority. When a burglary point activates, your Command Center emits a Burglary Alarm tone. The tone sounds for the alarm set by your security company. Ensure that all occupants know the difference between the Burglary Alarm tone and the Fire Alarm tone.

The Command Center scrolls through each point alarm, or press the [\*] key to manually advance the list.

### Fire Trouble Events

When a fire trouble (such as a loose wire) occurs, your Command Center emits a Trouble tone.

The Command Center displays the SYSTEM TROUBLE message. See page 26, "Check System Troubles," for more information on determining the nature of the trouble.

### Non-Fire Trouble Events

When a trouble event such as a power failure occurs, your Command Center emits a Trouble tone.

The Command Center displays the SYSTEM TROUBLE message. See page 26, "Check System Troubles," for more information on determining the nature of the trouble.



### How Your System Reports Alarms

Your security system may be programmed to automatically disconnect your telephone when sending reports to your security company. Once the report is complete, the system returns the telephone to normal operation (check with your security company).

Your system makes repeated attempts to send reports to your security company. If your system fails to report, the Command Center signals a system trouble. See page 26, "Check System Troubles," to determine the nature of the trouble.



*If your telephone service is interrupted, your security system cannot send reports to your security company unless it has an alternate means of transmitting them.*

### Check System Status

When the system is Off, press [Cmd] to show the current system status. The following messages may appear:

System Status Message	Description
<b>System OK</b>	Indicates that there are no system troubles.
<b>System Trouble! Press [4] to view</b>	Indicates that there is a system trouble. See page 26, "Check System Troubles," to determine the nature of the trouble.
<b>Points faulted Press [0] to view</b>	Indicates that the system has faulted points. See page 18, "View Faulted Points," for more information.

### Log Out of the System

The system remembers passcodes entered for approximately 10 seconds after you stop pressing keys. To log out of the system, press the [Cmd] key twice. "Logged Out" appears on the Command Center display.

### Silence Alarms

When an alarm occurs, the alarm tone sounds and the display shows the point(s) in alarm. If you enter your passcode before the system dials your security company, the alarm report is aborted.

- The command center displays the point(s) in alarm:

```
Alarm Pt4
Living Room
```

```
Enter code to
silence alarm
```

- Enter your passcode to silence the alarm and turn the system off (if it was turned on). An alarm report is sent to your security company if the alarm is not acknowledged in time.

The display continues to show the point (or points) that caused the alarm:

```
Silenced alarms
listed below
```

```
Alarm Pt8
Motion Detector
```

```
To remove
silenced alarms
```

```
from display,
hold Cmd
```

- Press and hold [Cmd] to remove the alarm messages from the Command Center display. See page 26, "View Alarm Memory," to see which points caused the alarm.

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### Keypad Adjust (Cmd 49)

I can perform this command.

I cannot perform this command.

Use Command 49 to adjust the Command Center's sounder volume and the display brightness.

1. Press [Cmd] + [4] + [9]. Enter a valid passcode if prompted.
2. To adjust the Command Center's sounder volume, press and hold the [\*] key, and then press [1] to increase the volume or [4] to decrease the volume.
3. To adjust the Command Center's display brightness, press and hold the [\*] key, and then press [3] to increase the brightness or [6] to decrease the brightness.
4. Press [Cmd] to exit this command function when all adjustments have been made.

### Turn the System Off

**Entry Delay Time (to be filled in by your security company):**

You have \_\_\_\_\_ seconds to enter premises and turn system off.

Enter your passcode to turn the security system off. When the system is on, you must enter through a designated entry door to prevent an alarm. Opening a designated door (for example, Front Door) starts the entry delay. During entry delay time, the Command Center emits a double tone to remind you to turn the system off. Enter your passcode before the entry delay time expires to turn the system off.

If you enter through the wrong door or fail to turn the system off before the entry delay time expires, you may cause an alarm. If an alarm occurs, silence the alarm by entering your passcode and call your security company to let them know that there is no emergency situation.

1. When the system is on, the On indicator illuminates. If the system is All On, the Command Center display shows:

```
Smiths Residence  
All On
```

If the system is Part On, the Command Center display shows (Part 2 On shows if the system is Part 2 On):

```
Smiths Residence  
Part On
```

2. Enter your passcode to turn the system off. Once the system is off and there are no faulted points, the Command Center displays the idle text (second line) as shown:

```
Smiths Residence  
Ok for All On
```

### Turn the System All On (All On or Cmd 1)

#### Exit Delay Time (to be filled in by your security company):

You have \_\_\_\_\_ seconds to exit premises before system turns on.

Use this command to turn on the entire system. Once you press the [All On] key or enter Cmd 1, the Exit Delay timer starts its countdown. The length of exit delay is programmed by your security company.

When your system is ready to turn All On, it displays "OK for All On." This message means that all points are normal (for example, no doors or windows are open and no one is standing in front of a motion detector).

```
Smiths Residence
Ok for All On
```

If your command center displays a message that indicates the system is not ready to arm (for example, "Not Ready to Arm"), check all doors and windows to see if any are open, or if someone or something is in front of a motion detector. If all protected doors and windows are closed and no motion detectors are blocked and the Command Center still displays "Not Ready to Arm," contact your security company for assistance.

In the example below, the exit delay is 60 seconds. Leave before the exit time expires. Leaving after exit delay expires causes an alarm event.

1. Make sure that all points are normal (not faulted). If your system has a faulted point (door or window open), you can either close it or bypass it (see page 18, "Bypass Points"1).
2. Press [All On] or enter [Cmd] + [1]. The Command Center may prompt you to enter a valid passcode.
3. Enter your passcode if necessary. Exit delay time begins. The On indicator turns on. **Exit the building now.**

```
60 seconds to
All On.
```

Enter your passcode to stop the system from turning on during the exit delay.

Press [Bypass] to bypass points (see page 18, "Bypass Points"). You can turn the system All On with No Delay by pressing [No Delay]. You can also turn the system Part On by pressing [Part On]. The system prompts you through this procedure:

```
To bypass points
Press Bypass
```

```
For no delay
press No Delay
```

```
For Part On
press Part On
```

4. During the last 10 seconds of Exit Delay, the Command Center displays "Do not exit!" and emits a double tone every second to warn you **not** to exit and to turn the system off. The system turns All On. The On indicator remains on steady.

```
Smiths Residence
All On
```

5. To turn the system off, enter your passcode.

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### Turn the System Part On (Part On or Cmd 2)

Exit Delay Time (to be filled in by your security company):

You have \_\_\_\_\_ seconds to exit premises before system turns on.

- I can perform this command.
- I cannot perform this command.

Part On turns on only part of your system, leaving the rest of the system turned off.

If your command center shows "OK for Part On" or "OK for All On," this means that all of the points that turn on for Part On operation are normal (for example, all protected doors and windows are closed).

```
Smiths Residence
Ok for Part On
```

Once you press the Part On key, exit delay begins. Use Part On when you want part of your system turned on. For example, use Part On if you plan to stay inside the premises and you only want to protect the perimeter doors, or you are leaving and you wish to allow a pet to move freely about inside without causing an alarm.

1. Make sure that Part points are normal (not faulted). If your system has faulted points, return them to normal, or bypass them.
2. Press [Part On]. The Command Center may prompt you to enter a valid passcode.
3. Enter your passcode if necessary. The On indicator turns on and Exit delay time begins. The Command Center display scrolls the following:

```
60 seconds to
Part On.
```

```
To bypass points
Press Bypass.
```

```
For no delay
Press No Delay.
```

```
For All On
press All On
```

```
48 seconds to
Part On.
```

Enter your passcode to stop the system from turning on during the exit delay. You can turn the system Part On with No Delay by pressing [No Delay], or, you may bypass points by pressing [Bypass].

4. During the last 10 seconds of Exit Delay, the Command Center displays "Do not exit!" and emits a double tone every second to warn you **not** to exit and to turn the system off. The system turns Part On. The On indicator remains on steady.

```
Smiths Residence
Part On
```

5. To turn system off, enter your passcode.

### Turn the System Part 2 On (Cmd 3)

**Exit Delay Time (to be filled in by your security company):**

You have \_\_\_\_\_ seconds to exit premises before system turns on.

I can perform this command.

I cannot perform this command.

Part 2 On turns on the portion of your system designated as Part 2, leaving the rest of the system turned off. You can select the points that turn on for Part 2 On, whereas Part On points are determined by your security company (see page 14, "Set Part 2 Points"). Once you have pressed [Cmd] + [3], the exit delay timer countdown begins.

```
Smiths Residence
Ok for Part On
```

In the following example, 60 seconds is used as the exit delay. Exit Delay is set by your security company and may vary from the example shown below.

1. Make sure that points are normal (not faulted).
2. Press [Cmd] + [3] to turn the system Part 2 On. The Command Center may prompt you to enter a valid passcode.
3. Enter your passcode if necessary. The On indicator turns on. The Command Center display scrolls the following:

```
60 seconds to
Part 2 On.
```

```
To bypass points
Press Bypass.
```

```
For no delay
Press No Delay.
```

```
For All On
press All On
```

```
48 seconds to
Part 2 On.
```

Enter your passcode to stop the system from turning on during the exit delay. You can turn the system Part 2 On with No Delay by pressing [No Delay], or you may bypass points by pressing the [Bypass] key.

4. During the last 10 seconds of Exit Delay, the Command Center displays "Do not exit!" and emits a double tone every second to warn you **not** to exit and to turn the system off. The system turns Part 2 On. The On indicator remains on steady.

```
Smiths Residence
Part 2 On
```

5. Enter your passcode to turn the system off.

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### Set Part 2 Points (Cmd 65)

- I can perform this command.
- I cannot perform this command.

Use this command to program which points are armed each time you turn the system Part 2 On. This allows you to turn part of the system on to detect intrusion, while the remaining part of the system allows you to move freely without sounding an alarm.

1. Make sure that the system is turned off (On indicator is off).
2. Press [Cmd] + [6] + [5]. The Command Center may prompt you to enter a valid passcode.
3. Enter your passcode if necessary. The Command Center display scrolls the following:

```
Pt2 Part 2 No
Front Door

Press 2* for
Pt2 Part 2 Yes

Pt3 Part 2 Yes
Hallway

Press 3* for
Pt3 Part 2 No

To exit
Press Cmd.
```

4. Enter the Point Number followed by the [\*] key that you want to toggle Yes or No for Part 2 On. Repeat this step until all points have been programmed Yes or No for Part 2 Mode (Yes = Active, ready to detect intrusion/No= Non-Active, you can move freely without sounding an alarm).
5. Press [Cmd] to exit this command.

### Turn the System On with No Delay

Use this command to turn the system All On or Part On without entry or exit delays. Remember that turning the system on with no delay allows no exit or entry delay time through the designated delay point (for example, Front Door).

1. Make sure that all points are normal (not faulted).
2. Press [All On] if you want to turn the system All On, or press [Part On] if you want to turn the system Part On. Press [Cmd] + [3] if you want to turn the system Part 2 On. The Command Center may prompt you to enter a valid passcode.
3. Enter your passcode if necessary. The Command Center display shows the following for turning the system All On:

```
60 seconds to
All On.

To bypass points
Press Bypass.

For no delay
Press No Delay.
```

Pressing [No Delay] begins a 10-second "last chance" window in which you have 10 seconds to decide if you wish to allow the system to arm. During this window, the display will scroll through the following messages, "No exit time! System arming. Do not exit!" If you decide not to allow the system to arm, enter your user passcode.

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If all points are normal, the display shows the following for Part On (the display shows Part 2 On if the system is Part 2 On) :

```
60 seconds to  
Part On.
```

```
To bypass points  
Press Bypass.
```

```
For no delay  
Press No Delay.
```

4. To turn the system on (All On, Part On or Part 2 On) with no delay, press [No Delay].

The Command Center scrolls the following for All On:

```
No exit time!  
System arming.
```

```
Do not exit!
```

```
Enter code to  
turn system off
```

```
Smiths Residence  
All On
```

```
On with No Delay
```

The Command Center scrolls the following for Part On (the display shows Part 2 On if the system is Part 2 On):

```
No exit time!  
System arming.
```

```
Do not exit!
```

```
Enter code to  
turn system off
```

```
Smiths Residence  
Part On
```

```
On with No Delay
```

5. When the system is All On with No Delay, the Command Center displays the following:

```
Smiths Residence  
All On
```

```
On with No Delay
```

If the system is Part On or Part 2 On with No Delay, the Command Center displays the following (the display shows Part 2 On if the system is Part 2 On):

```
Smiths Residence  
Part On
```

```
On with No Delay
```

The On indicator turns on and blinks, indicating the system is on with no delay.

6. To turn the system off, enter your passcode.

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### Turn the System On with No Exit Tone (Delay Silent)

Use this command to turn the entire system All On, Part On or Part 2 On without any exit tones. Remember that turning the system on with no exit tone eliminates the tone emitted by the Command Center intended to alert occupants that the system is about to arm.

This command is useful when you wish to arm the system, but not disturb the occupants while the system counts down prior to arming.

1. Make sure that all points are normal (not faulted).
2. Press and hold the appropriate key to silence the exit tone (see table below). The Command Center may prompt you to enter a valid passcode.

Arming With	To Silence Exit Tone
All On	Press & hold [All On] key <b>OR</b> Press [Cmd], then press & hold [1] key
Part On	Press & hold [Part On] key <b>OR</b> Press [Cmd], then press & hold [2] key
Part 2 On	Press [Cmd], then press & hold [3] key



*Silencing the Exit Delay Tone doubles the Exit Delay period.*

3. Enter your passcode if necessary. The Command Center display shows the following for turning the system All On:

```
120 seconds to  
All On.
```

```
To bypass points  
Press Bypass.
```

```
For no delay  
Press No Delay.
```

If all points are normal, the display shows the following for Part On or Part 2 On (if the system is turned Part 2 On, then the second line of the display shows "Part 2 On"):

```
120 seconds to  
Part On.
```

```
To bypass points  
Press Bypass.
```

```
For no delay  
Press No Delay.
```

4. To turn the system on (All On, Part On or Part 2 On) with no delay, press [No Delay]. See page 14, "Turn the System On with No Delay," for more information.



### Turn the System On with Points Faulted (Force Arm)



*Force-arming is not permitted for UL applications.*

- I can perform this command.
- I cannot perform this command.

1. Press [All On] or [Part On] to turn the system All On or Part On.
2. The Command Center displays the faulted points as follows:

```
Pt5 faulted,
Point Text
```

```
To Bypass Pt5
Press 5 + *
```

The system then identifies the faulted point (in this example Point 5), followed by instructions for bypassing the point.

3. To force arm the system All On or Part On with normal Exit Delay and exit tone, press [All On] or [Part On] again. Enter your passcode when prompted. The following scrolls across the display:

```
Forced on!
```

```
60 seconds to
All On.
```

```
1 points are
forced on.
```

**Note:** *The display above uses an Exit Delay time of 60 seconds, and only one point is force-armed. Exit Delay time and the number of points forced-on may vary.*

4. To force arm the system All On or Part On with Exit Delay doubled and no exit tone, press and hold [All On] or [Part On] until the “point faulted” message appears (see figure in Step 2). Then press [All On] or [Part On] again. Enter your passcode if prompted. The system then scrolls the “Forced on!” message and the doubled Exit Delay Time countdown. The exit tone is silenced.

The system ‘forces’ the faulted points on. As long as they remain faulted they do not provide protection. If they return to normal before the system is turned off they provide protection and are capable of starting alarm events. If a point becomes faulted after the exit delay begins, the Command Center displays the faulted point. If the point remains faulted at the end of exit delay, it will start an alarm event.

# Security System

## Text Command Center User Guide

---

### View Faulted Points

To correctly turn your system on, all doors and windows must be in the normal (not faulted) condition. Use this command to locate faulted points.

1. Ensure that the system is turned off (On indicator off).
2. Press [\*]. If points are faulted the Command Center displays:

```
System OK
```

or

```
Point faulted,  
Press 0 to view
```

3. If there are faulted points, press [0] to view. The Command Center scrolls through all faulted points:

```
Pt2 faulted,  
Front Door
```

```
To bypass Pt2  
Press 2 + *
```

```
Pt7 faulted,  
Back Door
```

```
To bypass Pt7  
Press 7 + *
```

4. Return the faulted points to the normal condition (for example, close the front door), or you may choose to bypass the points by following the displayed instructions (for example - Press [2] + [\*]).
5. Once the points return to normal or are bypassed, the system is ready to turn on.

### Bypass Points

I can perform this command.

I cannot perform this command.

Use this command to bypass one or more points before turning the system All On, Part On or Part 2 On. You can access a bypassed point when the system is armed without activating an alarm.

**Example:** Your kitchen has just been painted and you want to leave the windows open but still turn the system on. Bypassing points allows the system to be on, but prevents it from monitoring undesired areas.

1. Ensure that the system is turned off (On indicator is off).
2. Press the [Bypass] key. The Command Center may prompt you to enter a valid passcode.
3. Enter your passcode if necessary. The Command Center scrolls all zones that can be bypassed:

```
Pt1,  
Front Door
```

```
To bypass Pt1  
Press 1 + *.
```

```
Pt2,  
Back Door
```

```
To bypass Pt2  
Press 2 + *.
```

4. Enter the Point Number that you want to bypass followed by [\*] (for example, if you want to bypass Point 10, enter [1] + [0] + [\*]). Repeat this step to bypass all desired points.

If a point is already bypassed, the Command Center displays:

```
Pt 3  
Hallway
```

```
To unbypass 3  
Press 3 + *
```

If a point is faulted, the Command Center displays the point number. If the point is bypassable, the command center prompts you to press the point number followed by the [\*] key. If the point is unbypassable, the display tells you the point cannot be bypassed.

5. Press [Cmd] to exit this command function.

To unbypass a point, repeat the steps above for the desired point number.

### Date and Time (Cmd 45)

I can perform this command.

I cannot perform this command.

Use this command to program the system date and time.

1. Ensure that the system is turned off (On indicator is off).
2. Press [Cmd] + [4] + [5]. The Command Center may prompt you to enter a valid passcode.
3. Enter your passcode if necessary. The Command Center displays:

```
Please Enter
Date and Time
```

```
MM/DD/YY HH:MM
01/01/01 00:01
```

4. Enter the date and time using the numeric keys in MM/DD/YY, HH:MM format.

		/			/			:				
<b>M</b>	<b>M</b>		<b>D</b>	<b>D</b>		<b>Y</b>	<b>Y</b>		<b>H</b>	<b>H</b>	<b>M</b>	<b>M</b>
Month of			Day of			Current			Hour of		Minute of	
the year			the month			Year			the day		the hour	

5. The Command Center displays both the date and time you entered before returning the Command Center to the normal display. In this example, the Command Center displays:

```
Current Date
04/16/01
```

```
Current Time
13:35
```

The Command Center returns to the normal display.



***In the event of a power cycle (power is lost to the system and then restored), the panel takes the last event in the log and uses that as a starting point for the time and date. It will then alert you to enter the current time and date.***

# Security System

## Text Command Center User Guide

---

### Change Passcode (Cmd 55)

- I can perform this command.
- I cannot perform this command.

Use this command to change your passcode at any time, **however, only use this feature under the direction of your security company.** The system must be off in order to use this command.

Write down your old passcode and the new one before you begin.

1. Make sure that your system is off (On indicator is off).
2. Press [Cmd] + [5] + [5]. The OK tone sounds and the Command Center displays:

```
Please enter  
old code
```

3. Enter your current passcode. As you enter your passcode, the Command Center displays:

```
Entering Code  
***
```

4. If the passcode you have entered is valid, you will be prompted to enter your new passcode:

```
Please enter  
new code
```

5. Enter a new passcode with the same number of digits as your old passcode. If the error tone sounds, try a different new passcode. As you enter your new passcode, the Command Center will display:

```
Entering Code  
***
```

6. If you have entered a valid new passcode, the Command Center will prompt you to enter the new passcode again:

```
Please enter  
new code again
```

7. Enter your new passcode again. As you enter your new passcode, the Command Center displays:

```
Entering Code  
***
```

8. The Command Center displays the following to confirm that you have successfully changed your passcode:

```
Code changed
```

The Command Center returns to the normal display.

### Change Others' Passcodes (Cmd 56)

- I can perform this command.
- I cannot perform this command.

Use this command to change passcodes for each user in the system. This command requires the appropriate authority level to change passcodes. **Only use this feature under the direction of your security company.**



**Cmd 56 is only for changing passcodes other than the one used to access Cmd 56. For example, if User 1 performs Cmd 56, he/she cannot modify his/her own passcode. Use Cmd 55 instead.**

1. Make sure that the system is turned off (On indicator is off).
2. Press [Cmd] + [5] + [6]. The Command Center may prompt you to enter a valid passcode.
3. Enter your passcode if necessary. The Command Center scrolls the available options. If an option is not selected after the list cycles once, the command center automatically exits this command.
4. Press [1] to change passcodes. The Command Center scrolls all passcodes that are available to change.

```
To change code 2
press 2*.
```

```
To change code 3
press 3*.
```

```
Push Cmd to exit
```

5. Enter the passcode number (1-32) that you want to change followed by [\*] (for example, press [2] + [\*] to change Passcode 2). The Command Center prompts you to enter the new passcode.

```
Please enter new
code 2.
```



**If the user does not exist in the system, the Command Center emits an error tone.**

6. Enter the new passcode with the same number of digits as the old passcode. If the error tone sounds, try a different new passcode.
7. If you have entered a valid new passcode, the Command Center prompts you to enter the new passcode again.

```
Please enter new
code 2 again.
```

8. Enter the new passcode again.
9. The Command Center displays the following to confirm the passcode change.

```
Code 2 changed.
```

10. Repeat Steps 4-9 to change another passcode, or press [Cmd] to exit this feature. Pressing [Cmd] again returns to the normal display.

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### Change Others' Passcode Authority Levels (Cmd 56)

- I can perform this command.
- I cannot perform this command.

Use this command to change passcode authority levels for each user in the system. This command requires the appropriate authority level to change passcodes. You cannot change your own passcode authority level. **Only use this feature under the direction of your security company.**

**The following is filled in by your security company:**

- Authority Level 1 includes these commands:

- 
- Authority Level 2 includes these commands:

- 
- Authority Level 3 includes these commands:

- 
- Authority Level 4 includes these commands:

- 
1. Make sure that the system is turned off (On indicator is off).
  2. Press [Cmd] + [5] + [6]. The Command Center may prompt you to enter a valid passcode.
  3. Enter your passcode if necessary. The Command Center scrolls the following:

```
Push 1 to change
codes.
```

```
Push 2 to change
authority level.
```

4. Press [2] to change passcode authority levels. The Command Center display scrolls:

```
To change level
for code 3,
```

```
Press 3*.
```

```
To change level
for code 4,
```

```
Press 4*.
```

```
Push Cmd to exit
```

5. Enter the passcode number (1 - 32) that you want to change the authority level for, followed by [\*] (for example, press [3] + [\*] to change the authority level for Passcode 3). The Command Center display scrolls the following:

```
Code 3 level 2
Enter new level.
```

```
Level choices
are 1 to 4.
```

```
Push Cmd to exit
```



IMPORTANT

*If the user does not exist in the system, the Command Center emits an error tone.*

6. Enter the new authority level (1-4) for the passcode that you want to change. The authority levels are determined by the installing company.
7. Press [Cmd] to exit this feature. Press [Cmd] again to return to the normal display.

### Add a Passcode (Cmd 56)

I can perform this command.

I cannot perform this command.

Use this command to add new passcodes to the system. This command requires the appropriate authority level to add passcodes. To add a new passcode to the system, you must assign an area(s) to the new user in addition to using the other Cmd 56 features (changing a passcode and changing a passcode authority level) as outlined below. **Only use this feature under the direction of your security company.**

1. Make sure the system is turned off (On indicator is off).
2. Press [Cmd] + [5] + [6]. The Command Center may prompt you to enter a valid passcode.
3. Enter your passcode. The Command Center will scroll through the following selections:

```
Push 1 to change
codes.
```

```
Push 2 to change
authority level.
```

```
Push 3 to change
areas assigned.
```

4. Press [3] to assign an area(s) to the new user.
5. Enter the user number you wish to assign area(s) to followed by the [\*] key (for example, for User 4, press [4] + [\*]). The Command Center will toggle between the following displays:

```
Code 4 Areas:
----
```

```
Press 1 to 4 to
toggle areas.
```

6. Enter the area(s) you wish to assign to the new user by pressing the appropriate numeric key(s). For example, if the user is to be assigned to Areas 1 and 2, press the [1] and [2] keys. The Command Center displays:

```
Code 4 Areas:
12--
```

To remove a currently assigned area(s), press the corresponding numeric key(s) (for example, if User 4 is assigned to Areas 1 and 2, but should only be assigned to Area 1, press [2] to remove Area 2 from User 4's area assignment).

7. Press the [Cmd] key twice to return to the three Cmd 56 selections.
8. Press [1] to create a passcode for the new user.
9. Enter the user number followed by the [\*] key (for example, press [4] + [\*] to create the passcode for User 4).
10. When the display prompts, "Please enter new code," enter a new passcode. If the error tone sounds, try a different new passcode. Enter the new passcode again for verification.
11. Press the [Cmd] key twice to return to the three Cmd 56 selections.
12. Press [2] to assign a passcode authority level to the new user.
13. Enter the user number followed by the [\*] key (for example, press [4] + [\*] to assign an authority level for User 4).
14. Enter an authority level (1-4) by pressing the appropriate numeric key. The Command Center will display the following:

```
Code 4 level 0.
Enter new level.
```

The number following the word "level" on the the first line indicates the authority level the user passcode is currently assigned to.

# Security System

## Text Command Center User Guide

15. Use the Steps 1-14 to add additional new users, or press the [Cmd] key until the Command Center emits a single beep tone and the display returns to the normal display.



*The new user passcode, area assignment and authority level will automatically be logged into the system's programming memory. Make sure that your security company's programming records are properly updated.*

### Delete Passcodes (Cmd 58)

- I can perform this command.
- I cannot perform this command.

Use this command to delete passcodes. This command requires the appropriate authority level to delete passcodes. **You cannot delete your own passcode using this command. Only use this feature under the direction of your security company.**

1. Make sure that the system is turned off (On indicator is off).
2. Press [Cmd] + [5] + [8]. The Command Center may prompt you to enter a valid passcode.
3. Enter your passcode if necessary. The Command Center prompts you to delete a code.

```
Delete code 1?  
Press 1*.
```

```
Delete code 2?  
Press 2*.
```

```
Push Cmd to exit
```

4. Enter the passcode number (1-32) that you want to delete (for example, press [2] + [\*] to delete Passcode 2).

```
Code 2  
deleted.
```

```
Press * to  
continue.
```



*If the user does not exist in the system, the Command Center will emit an error tone.*

5. Press [Cmd] to exit this command. If no keys are pressed, the Command Center automatically returns to the normal display.



### Renew One-time Passcodes (Cmd 53)

I can perform this command.

I cannot perform this command.

One-time passcodes can only be used once to turn the system off. This command allows those with the applicable authority level to renew previous One-Time passcodes. Once renewed, the One-Time passcode is again able to turn the system off only once.

1. Make sure that the system is turned off (On indicator is off).
2. Press [Cmd] + [5] + [3]. The Command Center may prompt you to enter your passcode.
3. Enter your passcode if necessary. The Command Center scrolls through the available One-time passcodes.

```
To renew all
One-time codes
```

```
Press 0*.
```

```
To renew code 5
Press 5*.
```

4. Press [0] + [\*] if you wish to renew all one-time passcodes, or press the passcode number followed by [\*] (for example, if you want to renew Passcode 5, press [5] + [\*]).
5. If you press [0] to renew all one-time passcodes, the Command Center displays:

```
All one-time
codes renewed.
```

6. If you select a single passcode to renew (for example, Passcode 5), the Command Center displays:

```
One-Time Code 5
renewed.
```

7. The system returns to the normal display.

# Security System

## Text Command Center User Guide

---

### Check System Troubles (Cmd 4)

Your system emits a trouble tone and displays the System Trouble message to alert you to a system trouble event. System troubles are caused by things such as low batteries. Use this command to learn what is causing the trouble and what steps to take to correct it.

1. The system may be on or off when a system trouble occurs. If the system is on, you must turn it off to check the trouble. The Command Center displays:

```
Trouble! Press  
Cmd 4 to view.
```

2. Press [Cmd] + [4]. The trouble tone silences and the Command Center scrolls through the list of troubles. Follow the Command Center display instructions to see the trouble events.

```
Point Trouble!  
Press 8 to view.
```

```
Alarm Memory!  
Press 0 to view.
```

```
Date/time lost!  
Press 5 to set.
```

```
System Trouble!  
Press 2 to view.
```

```
To Test System,  
press 1.
```

```
To Walk Test,  
press 4.
```

```
To reset,  
Press 7.
```

```
System OK!  
Press Cmd.
```

3. Press [Cmd] to return the Command Center to the normal display. The trouble tone will continue until the situation is acknowledged.



***The trouble tone for AC Failure events sounds at all command centers in all areas. However, the trouble tone must be silenced in each area (silencing it in one area does not silence it in the other areas).***

### View Alarm Memory (Cmd 40)

After an alarm has been silenced and cleared from the display, you may still review the points that alarmed.

1. Ensure that the system is turned off (On indicator is off).
2. Press [Cmd] + [4] + [0]. The Command Center may prompt you to enter a valid passcode.
3. Enter your passcode if necessary. The Command Center displays all points in alarm memory. In this example, the Command Center displays that Point 5 alarmed:

```
Alarm Pt5  
Bedroom 1 Window
```

If you enter your passcode before the system reports to your alarm company, the Command Center displays:

```
Abort Pt8  
Bedroom 1 Window
```

When the last alarm is shown, the Command Center displays:

```
To clear memory,  
Turn system On.
```

If no alarm memory is present, the Command Center displays:

```
No alarms in  
system memory.
```

4. The Command Center returns to the normal display. Turn the system on again to clear alarm memory.

### View System Trouble (Cmd 42)

Use this command to view system troubles. For example, a system trouble occurs when the system is running only on the backup battery, there is communications trouble, or it is time for the system to be serviced by your security company.

1. Ensure that the system is turned off (On indicator is off).
2. Press [Cmd] + [4] + [2]. The Command Center may prompt you to enter a valid passcode.
3. Enter your passcode if necessary. The Command Center displays all system trouble events (if any) one at a time. The following are some examples of system troubles:
  - If the system has no AC main supply and is only running off the backup battery, the Command Center displays:

```
System running  
on battery only.
```

- If the system detects that the telephone line is missing, or there is no dial tone, the Command Center displays:

```
Line 1 trouble.  
Check Dial tone.
```

- If the system fails to communicate with the security company, the Command Center displays:

```
Comm Fail  
Destination 1
```

- If the system has been programmed to be serviced by your security company, at the service interval, the Command Center displays:

```
Call for service
```

- If there are no system troubles, the Command Center displays:

```
There are no  
system troubles!
```

4. Press [Cmd] to return to the normal display.

# Security System

## Text Command Center User Guide

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### View Point Trouble (Cmd 48)

Use this command to view which points (if any) are in trouble.

1. Ensure that the system is turned off (On indicator is off).
2. Press [Cmd] + [4] + [8]. The Command Center may prompt you to enter a valid passcode.
3. Enter your passcode if necessary. The Command Center will scroll all points that are in trouble.

Be sure to investigate the source of the trouble condition. Correct the condition if possible (for example, remove objects blocking a sensor point) or respond appropriately to the trouble indicated.

If no points are in trouble, the Command Center displays:

```
There are no
point troubles.
```

4. Press [Cmd] to return to the normal display.

### System Test (Cmd 41)

- I can perform this command.
- I cannot perform this command.

The System Test ensures that your system is operating correctly by testing the system's bell, strobe, battery and phone line. Only those programmed by your installing security company will be tested (for example, the system may only be programmed to test the back-up battery and the bell output).

I can test:

- System Bell
- Battery
- System Strobe
- Phone Line

If any of these components fail to test, contact your security company for assistance. Be sure to contact your security company before you begin the system test.

1. Make sure that the system is turned off (On indicator is off).
2. Press [Cmd] + [4] + [1]. The Command Center may prompt you to enter a valid passcode.
3. Enter your passcode if necessary. The system starts the test. The bell output is tested first and should sound for approximately 2 to 3 seconds. The display shows:

```
Testing Bell.
```

Listen for bell activation.

The strobe output is tested next. This test will reset after approximately 20 minutes, or when the [\*] key is pressed.

```
Testing Strobe.
Press * to End
```

Check for strobe activation.

The next component to be tested is the back-up battery. This test may take up to 4 minutes.

```
Testing Battery
May take 4 min.
```

The Command Center displays the result of the battery test:

```
Battery Test
passed.
```

or

```
Battery Test
failed!
```

```
Please call for
service.
```

Finally, the phone connection is tested. This test may take up to 10 minutes:

```
Testing Phone.
May take 10 min.
```

The Command Center displays the result of the phone line test:

```
Phone Test
passed.
```

or

```
Phone Test
failed.
```

```
Please check for
dial tone.
```

4. When the test is complete, the system returns to the normal display.

To stop the test currently in progress and skip to the next test, press the [\*] key. To abort all system tests and return to the normal display, press the [Cmd] key.

### Walk Test (Cmd 44)

I can perform this command.

I cannot perform this command.

Use this command to walk-test detection devices connected to your system. Perform the Walk Test on a weekly basis. The types of devices that can be walk-tested are configured by your security company.

1. Make sure that the system is turned off (On indicator is off).
2. Press [Cmd] + [4] + [4]. The Command Center may prompt you to enter a valid passcode.
3. Enter your passcode if necessary. The system starts the walk test.

The Command Center display scrolls all points that need to be tested one at a time. To successfully test each point, you will need to trigger the corresponding detection device (for example, reed switch or PIR).

```
Pt2 Un-Tested
Front Door.
```

```
Pt3 Un-Tested
Hallway.
```

```
Pt4 Un-Tested
Living Room.
```

```
To stop test
Press Cmd.
```

As each point has been tested, the Command Center display will scroll:

```
Pt2 Tested OK
Front Door
```

```
Pt3 Tested OK
Hallway
```

4. To stop testing, press [Cmd].



**Test fire detection devices (smoke/heat detectors) weekly as instructed by your security company and in accordance with the devices' instructions.**

# Security System

---

## Text Command Center User Guide

### Reset the System (Cmd 47)

- I can perform this command.
- I cannot perform this command.

Use this command to reset the system (including fire points) after an alarm. Detection devices, such as smoke detectors and shock sensors, must be reset after being activated. Resetting the system takes about 20 seconds.

If points do not reset, contact your installing company for help.

1. Ensure that your system is off (On indicator is off).
2. Press [Cmd] + [4] + [7]. The Command Center may prompt you to enter a valid passcode.
3. Enter your passcode if necessary. The system resets and the Command Center displays:



Resetting...

After the system has reset, the Command Center display automatically returns to the normal display.

### Turn Watch On/Off (Cmd 61)

- I can perform this command.
- I cannot perform this command.

Use the Watch feature to “watch” points when the system is off. For example, parents with small children may want a tone to sound whenever a door or window is opened as a way of monitoring the location of the children.

Use this command to turn the watch feature on and off.

Once you have programmed the system with points to watch and the responses (see page 31, “Select Watch Tone,” and “Select Watch Points”), you need to turn the watch function on and off.

1. Ensure that your system is off (On indicator is off).
2. Press [Cmd] + [6] + [1]. The Command Center may prompt you to enter a valid passcode.
3. Enter your passcode if necessary. The Command Center displays the current Watch status (On or Off).
4. To turn Watch On, press [1]. To turn Watch Off, press [2]. To exit this feature, press [Cmd].

## Select Watch Tone (Cmd 62)

- I can perform this command.
- I cannot perform this command.

The Watch feature gives you the ability to watch points when the system is turned off. The system can be programmed to alert you to opened doors and windows. For example, parents with small children may want a tone to sound whenever a door is opened to monitor the children.

Use this command to set the type of response your system produces when a watch point is faulted. If you wish, you may tell your system to display the identity of the point and sound a short tone whenever certain doors or windows are opened. See "Select Watch Points," page 30, to program which points in your system are to be watched.

1. Ensure that your system is off (On indicator is off).
2. Press [Cmd] + [6] + [2]. The Command Center may prompt you to enter a valid passcode.
3. Enter your passcode if necessary. The Command Center displays the current watch tone.
4. Select the type of watch tone (1-4) you want by pressing the appropriate number key.

Watch Tone	Key	Description
Off	[1]	Displays point identity but sounds no tone when points are faulted.
Short Beep	[2]	Displays point identity and sounds a short tone when points are faulted.
Beep Till Key	[3]	Displays point identity and sounds a tone until the [Cmd] key is pressed.
Beep Till Closed	[4]	Displays point identity and sounds a tone until the point is returned to normal (door or window is closed). Pressing the [Cmd] key will also silence the tone.

If you just want to review (not change) the current watch tone setting, press [Cmd] to exit this function.

5. After making your selection, the display confirms the choice you have made.
6. Press [Cmd] to exit this feature.

## Select Watch Points (Cmd 63)

- I can perform this command.
- I cannot perform this command.

Once you decide how your system responds to watched points (see "Select Watch Tone"), you need to decide which of the points in your system are "watched".

Use this command to tell your system which points to watch. You cannot watch 24-hour and 24-hour fire points.

Choosing which points to watch depends upon your security objective. If you have small children, you may choose to watch points of entry and exit. Each time a watch point is faulted (door or window is opened), the Command Center responds as programmed.

1. Ensure that your system is off (On indicator is off).
2. Press [Cmd] + [6] + [3]. Enter your passcode if necessary. The Command Center displays all points that are currently being watched (Watch On) and those that are not (Watch Off), followed by instructions for changing the current setting.

Press [0] + [\*] to turn Off all points. Press the appropriate number key (non-24-hour points) followed by [\*] for individual points.

The display continues to scroll the remaining points. You may continue to program as many Watch Points as are available.

4. When you are finished, press [Cmd] to return exit this command.

# Security System

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### Extend Auto On Time (Cmd 51)

- I can perform this command.
- I cannot perform this command.

Your security company can program your system to turn on automatically. Use this command to delay the auto-on time by one hour during the auto-on pre-alert time.

1. Make sure that the system is turned off (On indicator is off).
2. Press [Cmd] + [5] + [1]. The Command Center may prompt you to enter a valid passcode.
3. Enter your passcode if necessary. The Command Center scrolls:

```
Auto-On Time
moved to:

hh:mm
mm/dd/yy

To exit,
Press Cmd.
```

4. Press [Cmd] to exit.

### Change Skeds (Cmd 52)

- I can perform this command.
- I cannot perform this command.

Use this command to change the time or date that the sked automatically turns the system All On, Part On, Part 2 On, off, or operates an output programmed by your security company. An output can be programmed by your security company to turn on lighting, a pool pump, etc.

1. Make sure that the system is turned off (On indicator is off).
2. Press [Cmd] + [5] + [2]. The Command Center may prompt you to enter a valid passcode.
3. Enter your passcode if necessary. The Command Center scrolls all available options.
4. Push [1] to change All On Skeds.  
Push [2] to change Part On Skeds.  
Push [3] to change Part 2 On Skeds.  
Push [4] to change Off Skeds.  
Push [5] to change Output On Skeds.  
Push [6] to change Output Off Skeds.

#### Sked All Days Feature



***If your security company has programmed all days of the week for the sked you wish to change, you must press the [8] key to remove all days first (A), and then press the corresponding number key(s) to add or remove the desired days.***

```
Sk1  A1  1 2 3 4 5 6 7 8
Days   S M T W R F S A
```

The figure above shows an "A" below "8." This indicates that the Sked All Days feature is on, which means that the Sked is now active every day of the week. If you do not want to use this feature, press the [8] key once to clear the "A", and then press the corresponding number key(s) to activate or deactivate the Sked for the desired day(s).

For example, if you do not want your Sked to operate on Mondays and Wednesdays, first press the [8] key to turn the All Days feature off. Then press the corresponding number keys to clear Monday and Wednesday from the Sked.



### All On Skeds

See page 32, "Change Skeds," for Steps 1 to 4.

- The Command Center scrolls all skeds that turn the system All On. Press the number key of the sked that you want to change followed by the [\*] key.

```
Sk# A# All On      Sk# A# 1 2 3 4 5 6 7 8
Time ##:##        Days  S M T W R F S A
```

- Enter the time for the system to automatically turn All On (HH:MM). In this example, program Sked 1 in Area 1 for 10:35 pm.

```
Sk1 A1 Auto On
Time 22:35
```

- The second line displays the days as programmed by your security company. Enter the days for the system to automatically turn All On (Sunday = 1, Saturday = 7 and all days = 8). In this example, suppose your security company programmed the sked for Monday, Tuesday, Wednesday, Thursday and Friday.

```
Sk1 A1 1 2 3 4 5 6 7 8
Days  - M T W R F - -
```

You want to add Saturday. To add Saturday, press the [7] key.

```
Sk1 A1 1 2 3 4 5 6 7 8
Days  - M T W R F S -
```

You now decide that you do not want this sked to activate on Monday. To remove Monday, press the [2] key.

```
Sk1 A1 1 2 3 4 5 6 7 8
Days  - - T W R F S -
```

Press the [Cmd] key when you are done changing the sked.

### Part On Skeds

See page 32, "Change Skeds," for Steps 1 to 4.

- The Command Center scrolls all skeds that turn the system Part On. Press the number key of the sked that you want to change followed by the [\*] key.

```
Sk# A# Part On     Sk# A# 1 2 3 4 5 6 7 8
Time ##:##        Days  S M T W R F S A
```

- Enter the time for the system to automatically turn Part On (HH:MM). In this example, program Sked 2 in Area 1 for 5:00 pm.

```
Sk2 A1 Part On
Time 17:00
```

- The second line displays the days as programmed by your security company. Enter the days for the system to automatically turn All On (Sunday = 1, Saturday = 7 and all days = 8). In this example, suppose your security company programmed the sked for Monday, Tuesday, Wednesday, Thursday and Friday.

```
Sk2 A1 1 2 3 4 5 6 7 8
Days  - M T W R F - -
```

You want to add Saturday. To add Saturday, press the [7] key.

```
Sk2 A1 1 2 3 4 5 6 7 8
Days  - M T W R F S -
```

You now decide that you do not want this sked to activate on Monday. To remove Monday, press the [2] key.

```
Sk2 A1 1 2 3 4 5 6 7 8
Days  - - T W R F S -
```

Press the [Cmd] key when you are done changing the sked.

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### Part 2 On Skeds

See page 32, "Change Skeds," for Steps 1 to 4.

5. The Command Center scrolls all skeds that turn the system Part 2 On. Press the number key of the sked that you want to change followed by the [\*] key.

```
Sk# A# Part On      Sk# A# 1 2 3 4 5 6 7 8
Time ##:##         Days  S M T W R F S A
```

6. Enter the time for the system to automatically turn Part 2 On (HH:MM). In this example, program Sked 3 in Area 2 for 7:30 pm

```
Sk3 A2 Part On
Time 19:30
```

7. The second line displays the days as programmed by your security company. Enter the days for the system to automatically turn All On (Sunday = 1, Saturday = 7 and all days = 8). In this example, suppose your security company programmed the sked for Monday, Tuesday, Wednesday, Thursday and Friday.

```
Sk3 A2 1 2 3 4 5 6 7 8
Days  - M T W R F - -
```

You want to add Saturday. To add Saturday, press the [7] key.

```
Sk3 A2 1 2 3 4 5 6 7 8
Days  - M T W R F S -
```

You now decide that you do not want this sked to activate on Monday. To remove Monday, press the [2] key.

```
Sk3 A2 1 2 3 4 5 6 7 8
Days  - - T W R F S -
```

Press the [Cmd] key when you are done changing the sked.

### Off Skeds

See page 32, "Change Skeds," for Steps 1 to 4.

5. The Command Center scrolls all skeds that turn the system off. Press the number key of the sked that you want to change followed by the [\*] key.

```
Sk# A# Off         Sk# A# 1 2 3 4 5 6 7 8
Time ##:##         Days  S M T W R F S A
```

6. Enter the time for the system to automatically turn off (HH:MM). In this example, program Sked 4 in Area 3 to turn off at 7:00 am.

```
Sk4 A3 Off
Time 07:00
```

7. The second line displays the days as programmed by your security company. Enter the days for the system to automatically turn All On (Sunday = 1, Saturday = 7 and all days = 8). In this example, suppose your security company programmed the sked for Monday, Tuesday, Wednesday, Thursday and Friday.

```
Sk4 A3 1 2 3 4 5 6 7 8
Days  - M T W R F - -
```

You want to add Saturday. To add Saturday, press the [7] key.

```
Sk4 A3 1 2 3 4 5 6 7 8
Days  - M T W R F S -
```

You now decide that you do not want this sked to activate on Monday. To remove Monday, press the [2] key.

```
Sk4 A3 1 2 3 4 5 6 7 8
Days  - - T W R F S -
```

Press the [Cmd] key when you are done changing the sked.

### Output On Skeds

**Note:** This section is intended for turning outputs on.

See page 32, "Change Skeds," for Steps 1 to 4.

- The Command Center scrolls all skeds that turn the outputs on. Press the number key of the sked that you want to change followed by the [\*] key.

```
Sk# Output ## On      Sk# 1 2 3 4 5 6 7 8
Time ##:##           Days  S M T W R F S A
```

- Enter the time for the system to automatically operate Output 01 (HH:MM). In this example, Sked 5 is set for 12:00 am.

```
Sk5 Output 1 On
Time 24:00
```

- The second line displays the days as programmed by your security company. Enter the days for the system to automatically turn All On (Sunday = 1, Saturday = 7 and all days = 8). In this example, suppose your security company programmed the sked for Monday, Tuesday, Wednesday, Thursday and Friday.

```
Sk5 1 2 3 4 5 6 7 8
Days - M T W R F - -
```

You want to add Saturday. To add Saturday, press the [7] key.

```
Sk5 1 2 3 4 5 6 7 8
Days - M T W R F S -
```

You now decide that you do not want this sked to activate on Monday. To remove Monday, press the [2] key.

```
Sk5 1 2 3 4 5 6 7 8
Days - - T W R F S -
```

Press the [Cmd] key if you are done changing the sked.

### Output Off Skeds

**Note:** This section is intended for turning outputs off.

See page 32, "Change Skeds," for Steps 1 to 4.

- The Command Center scrolls all skeds that turn the outputs off. Press the number key of the sked that you want to change followed by the [\*] key.

```
Sk# Output ## Off     Sk# 1 2 3 4 5 6 7 8
Time ##:##           Days  S M T W R F S A
```

- Enter the time for the system to automatically operate Output 01 (HH:MM). In this example, Sked 5 is set for 1:00 am.

```
Sk6 Output 1 Off
Time 24:00
```

- The second line displays the days as programmed by your security company. Enter the days for the system to automatically turn All On (Sunday = 1, Saturday = 7 and all days = 8). In this example, suppose your security company programmed the sked for Monday, Tuesday, Wednesday, Thursday and Friday.

```
Sk6 1 2 3 4 5 6 7 8
Days - M T W R F - -
```

You want to add Saturday. To add Saturday, press the [7] key.

```
Sk6 1 2 3 4 5 6 7 8
Days - M T W R F S -
```

You now decide that you do not want this sked to activate on Monday. To remove Monday, press the [2] key.

```
Sk6 1 2 3 4 5 6 7 8
Days - - T W R F S -
```

Press the [Cmd] key when you are done changing the sked.

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### Change Outputs (Cmd 54)

- I can perform this command.
- I cannot perform this command.

Use this command to turn on and off the outputs programmed by your security company. These outputs can control outside lighting, pool pumps, watering systems, etc.

1. Ensure that the system is turned off (On indicator is off).
2. Press [Cmd] + [5] + [4]. The Command Center may prompt you to enter a valid passcode.
3. Enter your passcode if necessary. The Command Center scrolls:

```
Turn all Outputs  
Off? Press 0*
```

```
Output 1 is On  
To turn Off
```

```
Press 1*
```

4. Press [0] + [\*] if you want to turn all outputs off, or press the output number that you want to turn off followed by the [\*] key.

For example, if you want to turn Output 1 off, you would press [1] + [\*]. The Command Center displays:

```
Output 1 is Off  
To Turn On
```

5. Press [Cmd] to return the Command Center to the normal display.

### Remote Program (Cmd 43)

- I can perform this command.
- I cannot perform this command.

Use this command to connect to your security company's remote PC computer for programming alterations via the telephone line. **Only use this command when your security company instructs you to.**

1. Ensure that the system is turned off (On indicator Off).
2. Press [Cmd] + [4] + [3]. The Command Center may prompt you to enter a valid passcode.
3. Enter your passcode if necessary. The Command Center displays:

```
Remote Program  
in progress.
```

If your system is busy and cannot call your security company's remote PC computer, the Command Center displays:

```
System Busy.  
Try again later.
```

4. The Command Center automatically returns to the normal display when programming is completed.

### All Areas Off (Cmd 81)

- I can perform this command.
- I cannot perform this command.

Depending on the areas assigned to your authority level, this command turns off all areas at the same time when the system is split into more than one area.

1. Press [Cmd] + [8] + [1]. The Command Center may prompt you to enter a valid code.
2. Enter your passcode if necessary. The Command Center indicates that all areas are off.

### All Areas On (Cmd 80)

- I can perform this command.
- I cannot perform this command.

Depending on the areas assigned to your authority level, this command turns on all areas at the same time when the system is split into more than one area.

1. Press [Cmd] + [8] + [0]. The Command Center may prompt you to enter a valid passcode.
2. Enter your passcode if necessary. The Command Center displays:

```
All Areas All On  
Exit Now!
```

If an area has a faulted point(s) when you try to turn all areas All On, the Command Center scrolls:

```
Area 2 not ready  
Smiths Residence
```

```
Area 4 not ready  
Smiths Residence
```

```
To force area on  
hold All On key.
```

```
To stop,  
press Cmd.
```

If you hold down the All On key for 2 seconds, it will force all areas to All On.

```
All Areas All On  
Exit Now!
```

The Command Center will now display all areas that have been forced on, one at a time.

```
A-2 Forced On  
Smiths Residence
```

```
A-4 Forced On  
Smiths Residence
```

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### Move to Area (Cmd 50)

- I can perform this command.
- I cannot perform this command.

Use this command to operate multiple areas from the same Command Center when the system is split into more than one area. Before operating another area, move the Command Center to the area that you want to operate.

1. Press [Cmd] + [5] + [0]. The Command Center may prompt you to enter a valid passcode.
2. Enter your passcode if necessary. The Command Center scrolls through all available areas you can move to. In this example, you are at Area 1 Command Center which prompts you to press 2 to go to Area 2 or to press 3 to go to Area 3:

```
To go to Area 2
Smiths Residence

Press 2.

To go to Area 3
Smiths Residence

Press 3.

To exit
Press Cmd.
```

3. Press [Cmd] to exit this feature.

To return your command center to its "home" area, press and hold [Cmd].

### Auto-Forward On Setup (Cmd 83)

To utilize this command you must have 'call forwarding' service from your local telephone company. Using that service, your security system allows you to program the auto-forward on sequence that forwards all incoming calls to the telephone number of your choice when you turn the system All On.

1. Press [Cmd] + [8] + [3]. The Command Center may prompt you to enter a valid passcode.
2. Enter your passcode if necessary. The Command Center display scrolls:

```
Auto-Forward On
setup mode.

Enter digits for
Auto-Forward On

For 'pause' (P),
press All On.

For 'flash' (F)
press Part On.

A and C keys
move cursor.

To delete digit,
Press B key.

To view and edit
press Bypass.

To stop edit,
Press Bypass.

To exit,
Hold Cmd.
```

3. Enter the auto-forward off sequence to redirect all incoming calls.

4. Press and hold [Cmd] to exit this command.

A typical dialing sequence might be:

- two-digit telephone company feature code (72)
- pause
- phone number to forward to (315-555-1212)
- flash (on-hook, pause, off-hook)
- terminate (t)

For this sequence, the entry would look like:

7 2 p 3 1 5 5 5 5 1 2 1 2 f t

### Auto-Forward Off Setup (Cmd 84)

I can perform this command.

I cannot perform this command.

Use this command to program the auto-forward off sequence that cancels the redirecting of all incoming calls to another telephone number when you turn the system off.

1. Press [Cmd] + [8] + [4]. The Command Center may prompt you to enter a valid passcode.
2. Enter your passcode if necessary. The Command Center display scrolls:

```
Auto-Forward Off  
setup mode.
```

```
Enter digits for  
Auto-Forward Off
```

```
For 'pause' (P),  
press All On.
```

```
For 'flash' (F)  
press Part On.
```

```
A and C keys  
move cursor.
```

```
To delete digit,  
Press B key.
```

```
To view and edit  
press Bypass.
```

```
To stop edit,  
Press Bypass.
```

```
To exit,  
Hold Cmd.
```

3. Enter the auto-forward off sequence to redirect all incoming calls.
4. Press and hold [Cmd] to exit this command.

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### Auto-Forward On/Off (Cmd 82)

- I can perform this command.
- I cannot perform this command.

Use this command to turn the auto-forward feature on or off as necessary.

1. Press [Cmd] + [8] + [2]. The Command Center may prompt you to enter a valid passcode.
2. Enter your passcode if necessary. The Command Center displays the current status and the available options.  
Program the Auto-Forward feature by pressing [1] to turn Auto-Forward On, or [2] to turn Auto-Forward Off. For example, if Auto-Forward is On, press [2] to turn it Off.
3. To exit this function, press [Cmd].

### Remote Arming with Telephone, Area 1

- I can perform this command.
- I cannot perform this command.

This function controls the built-in telephone arming feature for Area 1. When enabled, the panel answers the phone on the programmed ring count.

When the panel answers the phone:

- If the panel is All or Part On, it sounds three beeps and starts the handshake tone for remote programming.
- If the panel is Off, it sounds one short beep, waits approximately three seconds, and then sounds one long beep. Press and hold the [5] key\* for two seconds immediately **after** the first short arming beep and **before** the long beep begins.
- The panel will arm if it detects a [5] key press from the telephone (All On with Delay, faulted points are force-armed). The panel sounds three beeps (new armed state) and then hangs up.

\* If arming from a cell phone, quickly press the [5] key three times. If pressing and holding the [5] key for two seconds from a house (landline) phone does not produce a tone long enough to arm Area 1, retry by quickly pressing the [5] key three times.



***Remotely disarming the panel cannot be done with a telephone.***



### View Log (Cmd 85)

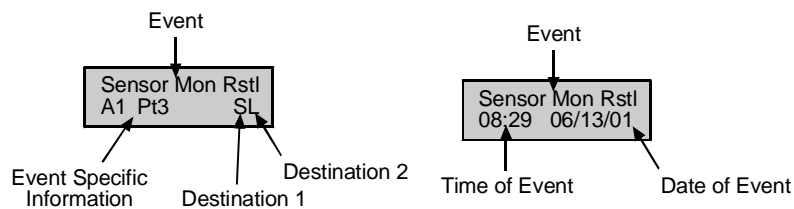
I can perform this command.

I cannot perform this command.

Use this command to display system events, such as alarm events, turning the system All On, Part On and Part 2 On and turning the system off. Events are displayed in reverse chronological order.

1. Press [Cmd] + [8] + [5]. The Command Center may prompt you to enter a valid passcode.
2. Enter your passcode if necessary. The Command Center displays the event and user information and the date and time of the event.
3. Press [\*] to view to the next event.
4. Press [Cmd] to exit this function and return to the normal display.

The figure below is a sample log event entry as displayed on the Text Command Center:



The first line of the log shows the event description. The second line of the log display alternates between the time and date of the event and the area, point (device), user and communication information for the event. The command center displays time in a 24-hour format and the date in MM/DD/YY format.

The log displays the following characters to communicate certain information:

Display	Description
A#	Area number
Pt##	Point number
Dv###	Device number
Ln##	Phone line number
Mn#	Minutes until Auto Arm Sked
Cd##	User Code Number
Op##	Output Number
Ks##	Keyswitch Number
U##	User number
##	Communication status for Routing Destinations 1 & 2
- (dash)	Destination Disabled
A	Aborted
D	Deleted from pending buffer by panel reset
F	Failed
L	Local
P	Pending
S	Sent

### Basic Pager Reports

A pager's display can show up to four fields of information in the order as shown below:

**(Account Number) - (Event Number) - (Area Number) - (Point/User Number)**

- **Account Number:** 4-digit account number. If the account number is greater than 4 digits, the first four digits are sent.
- **Event Number:** Panel event numbers. See page 44, "Panel Event Descriptions," for information on panel events.
- **Area Number:** Area number that the faulted point is assigned to.
- **Point/User Number:** Point number assigned to the faulted point. This field can also show a User ID number.

Depending on its configuration, your pager can display any combination of the four fields shown in the order above with or without field separators. For example:

- **Account Number:** 1234
- **Event Number:** 08
- **Area Number:** 02
- **Point Faulted:** 21

A pager display configured to show all four fields with separators using the sample information from above would look like this: 1234-08-02-21.

A pager display configured to show all four fields without separators using the sample information from above would look like this: 1234080221.

Contact your security company to modify pager display configuration.

- User IDs 1-32 are reserved for system users.
- User ID 252 is reserved for Sked operation.
- User ID 253 is reserved for remote telephone communication.
- User ID 254 is reserved for remote programming communication.
- User ID 255 is reserved for keyswitch operation.

### Panel Event Descriptions

The following table lists the events generated by the control/communicator. These events appear in the control/communicator's log by name and in the pager's display by event number.

Event #	Event	Description	Event #	Event	Description
01	AC Fail	Ac power to panel interrupted.	24	Rstrl Batt Low	Battery restoral from low battery.
02	AC Restore	AC power to panel restored.	25	Rstrl Bat Missing	Battery restoral from missing battery.
03	Alarm, Tamper	Alarm from detection device(s) that has been tampered with.	26	Bypass, Fire, User	Selective bypass by user of fire detection device(s).
04	Alarm, Emergency	Alarm from emergency detection device(s), or ABC key programmed for emergency response.	27	Bypass, Fire, RAM IV	Selective bypass of fire detection device(s) by RAM IV.
05	Alarm, Panic	Alarm from panic/emergency detection device(s).	28	Bypass, Ctrl, User	Selective bypass by user of controlled detection device(s).
06	Alarm, Invisible	Alarm from detection device(s) that does not appear at command center during alarm or trouble conditions.	29	Bypass, Ctrl, RAM IV	Selective bypass by RAM IV of controlled detection device(s).
07	Alarm, 24-hr Burg	Alarm from burglary detection device(s) that are on 24 hours/day.	30	Bypass, 24hr, User	Selective bypass by user of 24-hr non-fire detection device(s).
08	Alarm, Cntrl, Dly	Alarm from detection device(s) with Entry/Exit delays.	31	Bypass, 24hr, RAM IV	Selective bypass by RAM IV of 24-hr non-fire detection device(s).
09	Alarm, Cntrl	Alarm from detection device(s) such as keyswitches, motion detectors (followers) or devices that initiate an alarm immediately (do not follow any entry/exit delays).	32	Bypass, Forced Pt	Detection device(s) force-armed at force-arming.
10	Cross, Tamper	Tamper alarm from detection devices with Cross Point option selected.	33	Bypass, Swinger	Point swinger bypassed.
11	Cross, Emergency	Emergency alarm from detection devices with Cross Point option selected.	34	UnBypass, Fire, Usr	User cleared bypass (unbypass) of fire detection device(s).
12	Cross, Panic	Panic alarm from detection devices with Cross Point option selected.	35	UnBypass, Ctrl, Usr	User cleared bypass (unbypass) of controlled detection device(s).
13	Cross, Invisible	Panic alarm from invisible detection devices with Cross Point option selected.	36	UnBypass, 24hr, Usr	User cleared bypass (unbypass) of 24-hr detection device(s).
14	Cross, 24hr Burg	Burgalry alarm from detection devices with Cross Point option selected.	37	Call For Service	Report sent automatically at Call For Service Interval. It does not indicate a trouble condition.
15	Cross, Cntrl, Dly	Alarm from Entry/Exit detection devices with Cross Point option selected.	38	Cancel Alarm	User acknowledged active alarm before bell time expired for non-fire detection device(s).
16	Cross, Cntrl	Alarm from Keyswitch, Follower or Instant detection devices with Cross Point option selected.	39	Cancel Fire	User acknowledged active alarm before bell time expired for fire detection device(s).
17	Cross, Unverified	A fault on one non-fire point type with Cross Point option selected. This is not an alarm event.	40	CheckSum Fail	Checksum on panel's parameters failed. Contact security company to verify panel program.
18	Alarm Exit Error	Detection device(s) faulted at end of exit delay.	41	ChckSum Fail, SDI	Checksum on SDI device parameters failed. Contact security company.
19	Alrm Recent Clse	Alarm event within 2 minutes of closing.	42	Cls, All, +Dly, Skd	System turned All On with Entry/Exit delay by Sked.
20	Alrm Recent Clse	Alarm event within 2 minutes of closing.	43	Cls, All, +Dly, KS	System turned All On with Entry/Exit delay by keyswitch.
21	Auto On Extended	Auto On sked delayed 1 hour by user. Report follows Open/Close routing.	44	Cls, All, +Dly, RAM IV	System turned All On with Entry/Exit delay by RAM IV.
22	Battery Low	Panel backup battery is low.	45	Cls, All, +Dly, Tel	System turned All On with Entry/Exit delay by telephone.
23	Battery Missing	Panel backup battery is missing. Very low, shorted or open batteries are reported as missing.	46	Cls, All, -Dly,Usrl	System turned All On with no delay (instant) by user.

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Event #	Event	Description
47	Cls, All, -Dly, RAM IV	System turned All On with no delay (instant) by RAM IV.
48	Cls, All, -Dly, Usr	System turned All On with no delay (instant) by user.
49	Cls, Prt,+Dly, Skd	System turned Part On with Entry/Exit delay by sked.
50	Cls, Prt,+Dly, KS	System turned Part On with Entry/Exit delay by keyswitch.
51	Cls, Prt, +Dly, RAM IV	System turned Part On with Entry/Exit delay by RAM IV.
52	Cls, Prt, +Dly, Usr	System turned Part On with Entry/Exit delay by user.
53	Cls, Prt, -Dly, RAM IV	System turned Part On with no delay (instant) by RAM IV.
54	Cls, Prt, -Dly, Usr	System turned Part On with no delay (instant) by user.
55	Frc, All, +Dly, Skd	System forced All On with Entry/Exit delay by sked.
56	Frc, All, +Dly, KS	System forced All On with Entry/Exit delay by keyswitch.
57	Frc, All, +Dly, RAM IV	System forced All On with Entry/Exit delay by RAM IV.
58	Frc, All, +Dly,Tel	System forced All On with Entry/Exit delay by telephone.
59	Frc, All, +Dly, Usr	System forced All On with Entry/Exit delay by user.
60	Frc, All, -Dly, RAM IV	System forced All On with no delay (instant) by RAM IV.
61	Frc, All, -Dly, Usr	System forced All On with no delay (instant) by user.
62	Frc, Prt, +Dly, Skd	System forced Part On with Entry/Exit delay by sked.
63	Frc, Prt, +Dly, KS	System forced Part On with Entry/Exit delay by keyswitch.
64	Frc, Prt, +Dly, RAM IV	System forced Part On with Entry/Exit delay by RAM IV.
65	Frc, Prt, +Dly, Usr	System forced Part On with Entry/Exit delay by user.
66	Frc, Prt, -Dly, RAM IV	System forced Part On with no delay (instant) by RAM IV.
67	Frc, Prt, -Dly, Usr	System forced Part On with no delay (instant) by user.
68	Point Closing	Point closed by Independent Point Control device.
69	CommFail	Report failed to reach routing destination.

Event #	Event	Description
70	Comm Fail, AltComm	Report failed to reach routing destination configured for Alternate Communication.
71	Comm Restoral	After communication fail, report sent successfully to routing destination.
72	Comm Rstl, AltComm	After communication fail, report sent successfully to routing destination configured for Alternate Communication.
73	Date/Time Change	Date/Time in panel changed.
74	Duress	User entered Duress passcode or pressed Panic key sequence on RF Keyfob.
75	Fire, Alarm	Alarm event on fire detection device(s).
76	Fire, Cross	Verified alarm event on fire detection device(s) with Cross Point option.
77	Fire, Un-verified	Unverified alarm event on fire detection device(s) with Cross Point option.
78	Fire, Missing	Fire detection device(s) assigned to point expander (wired or RF) not responding to panel's status poll.
79	Fire, Alm, Rstl	Restoral from alarm, Fire detection device(s).
80	Fire, Trouble	Trouble condition on Fire detection device(s).
81	Fire, Trbl, Rstl	Restoral from Trouble, Fire detection device(s).
82	Instl Mode, Start	Installer passcode entered. Installer mode accessed.
83	Instl Mode, End	Installer mode exited.
84	Log Overflow	Panel log overflow condition. Oldest events being overwritten.
85	Log Threshold	Panel log reached threshold. Contact your security company.
86	AltCom Low Signl	Low signal strength detected on alternate communication device.
87	Missing, Alarm	Point assigned to point expander (wired or RF) not responding to panel's status poll while system is armed.
88	Missing, Trouble	Point assigned to point expander (wired or RF) not responding to panel's status poll while system is disarmed.
89	Open, Skd	Opening by sked.
90	Open, RAM IV	Opening by RAM IV.
91	Open, Usr	Opening by user, by ID reported.
92	Open, KS	Opening by keyswitch.

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Event #	Event	Description
93	Open, Skd, Alarm	Opening after alarm event by sked.
94	Open, RAM IV, Alarm	Opening after alarm event by RAM IV.
95	Open, Usr, Alarm	Opening after alarm event, ID reported.
96	Open, KS, Alarm	Opening after alarm event by keyswitch.
97	Point Opening	Point opened by Independent Point Control device.
98	Params Changed	PANel parameters changed.
99	Phone Line Fail	Phone line voltage less than 3 volts for 40 seconds.
100	Phone Line Rstl	After Phone Line Fail event, phone line voltage detected at greater than 3 volts for 40 seconds.
101	Bad Call to RAM IV	Panel attempted to call RAM IV but was unsuccessful.
102	RAM IV Access Fail	RAM IV attempted to connect to panel but was unsuccessful.
103	RAM IV Access OK	RAM IV successfully connected and disconnected from panel.
104	Re-Boot, Panel	Normal start-up or reset with installer switch.
105	Re-Boot, SDI	Unexpected reset (reboot) from SDI device.
106	Output Reset, Usr	Relay reset by user.
107	Output Reset, Skd	Relay reset by sked.
108	Output Reset, RAM IV	Relay reset by RAM IV.
109	Output Set, Usr	Relay set by user.
110	Output Set, Skd	Relay set by sked.
111	Output Set, RAM IV	Relay set by RAM IV.
112	Rstrl, Tamper	Restoral from alarm, Tamper point type.
113	Rstrl, Emergency	Restoral from alarm, Emergency point type.
114	Rstrl, Panic	Restoral from alarm, Panic point type.
115	Rstrl, Invisible	Restoral from alarm, Invisible point type.

Event #	Event	Description
116	Rstrl, 24-hr Burg	Restoral from alarm, 24-hour burglary point types.
117	Rstrl, Cntrl, Dly	Restoral from alarm, controlled point types.
118	Rstrl, Cntrl	Restoral from alarm, controlled point types.
119	Rcvr Jam	Jammed condition detected on premises RF receiver.
120	Rcvr Jam Rstl	Jammed condition detected on premises RF receiver cleared.
121	RF Battery Low	Low Battery detected on premises RF transmitter.
122	RF Battery Rstl	Low Battery condition detected on premises RF transmitter cleared.
123	RF Tamper Trbl	Premises RF Transmitter Tamper Trouble.
124	RF Tamper Rstl	Premises RF Transmitter Tamper Restoral.
125	SDI Missing	SDI device not responding to polling.
126	SDI Missing, Rstl	SDI device declared as missing now responding to polling.
127	SDI Tamper	Tamper open on SDI Device Tamper.
128	SDI Tamper, Rstl	SDI Device Tamper restored.
129	SDI Trouble	Trouble detected on SDI device.
130	SDI Trouble, Rstl	SDI (option bus) device trouble condition cleared.
131	SDI OverCurrent	Over current condition detected on SDI device.
132	SDI OverCur, Rstl	Over current condition on SDI device restored.
133	Sensor Mon Trbl	Sensor trouble detected.
134	Sensor Mon Rstl	Sensor trouble condition restored.
135	Sensor Reset	User pressed Cmd 47.
136	System Inactive	System was not armed in Inactive Interval. Cmd 47 or arming system resets this trouble.
137	Test, OK	No system troubles at automatic test report time.
138	Test, Off-Normal	System trouble present at test time.

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Event #	Event	Description
139	Trbl, Tamper	Trouble condition on Tamper or Voice Active detection device(s).
140	Trbl, Emergency	Trouble condition on Emergency detection device(s).
141	Trbl, Panic	Trouble condition on Panic detection device(s).
142	Trbl, Invisible	Trouble condition on Invisible detection device(s).
143	Trbl, 24-hr Burg	Trouble condition on Burglary or Independent Point Control detection device(s).
144	Trbl, Cntrl, Dly	Trouble condition on Delay detection device(s).
145	Trbl, Cntrl	Trouble condition on Keyswitch, Follower & Instant detection device(s).
146	Rstrl, Trbl, Tmpr	Restoral from trouble condition on Tamper or Voice Active detection device(s).
147	Rstrl, Trbl, Emerg	Restoral from trouble condition on Emergency detection device(s).
148	Rstrl, Trbl, Panic	Restoral from trouble condition on Panic detection device(s).
149	Rstrl, Trbl, Invis	Restoral from trouble condition on Invisible detection device(s).
150	Rstrl, Trbl, 24-hr	Restoral from trouble condition on Burglary Independent Point Control detection device(s).
151	Rstrl, Trbl, Dly	Restoral from trouble condition on Delay detection device(s).
152	Rstrl, Trbl, Cntrl	Restoral from trouble condition on Keyswitch, Follower & Instant detection device(s).
153	User Code Area Set	User Code "added" by assigning area.
154	User Code Change	User Code changed.
155	User Code Delete	User Code deleted.
156	User Code Tamper	Invalid User Codes entered at keypad exceeded User Tamper retry count.
157	User Level Set	User Level set.
158	Walk Test Start	Walk Test started with Cmd 44.
159	Walk Test End	Walk Test ended by user or timed out.
160	Siren Trouble	Trouble condition detected on Programmable Output 2 configured as supervised siren output.
161	Siren Restoral	Trouble condition on supervised siren output cleared.

Event #	Event	Description
162	Grnd Fault	Ground fault detected on panel's sensor loops, SDI bus or Aux power outputs.
163	Grnd Fault, Rstl	Ground fault condition cleared.
164	First Open	Panel is configured for multiple area first to open, last to close functionality. First area has opened.
165	Last Close	Panel is configured for multiple area first to open, last to close functionality. Last area has closed.
166	AltComm Cond	Trouble detected on alternate communication network.
167	AltComm Fail	Network failure detected on alternate communication network.
168	AltComm Rstl	Network communications resumed on alternate communications network.
169	Reserved	
170	Reserved	
171	Reserved	
172	Reserved	
173	Rstrl, Swinger	Restoral from Swinger Bypass.
174	Rstrl, Fire, Miss	Restoral from Fire Missing. Local event, no report.
175	Rstrl, Alarm, Miss	Restoral from Missing. Local event, no report.
176	Rstrl, Trble, Miss	Local event. No report.
177	Rstl, Low Signl	Restoral from alternate communication low signal strength event.
178	UnBypass, Fire, RAM IV	Bypass on Fire detection device(s) cleared using RAM IV (unbypass).
179	UnBypass, Ctrl, RAM IV	Bypass on Controlled detection device(s) cleared using RAM IV (unbypass).
180	UnBypass, 24-hr, RAM IV	Bypass on 24-hour detection device(s) cleared using RAM IV (unbypass).
181	RF Battery Low	Low battery condition on RF keyfob.
182	RF Battery Rstl	Low battery condition on RF keyfob cleared.
183	Default PINS	Installer or User PINs have not been changed from default. Local event only.
184	Default PINS Rstl	Installer or User default PINs have been changed. Local event only.

### Security System Limitations

Not even the most advanced security system can guarantee protection against burglary, fire, or environmental threats. All security systems are subject to possible compromise or failure-to-warn for a variety of reasons including, but not limited to, the following:

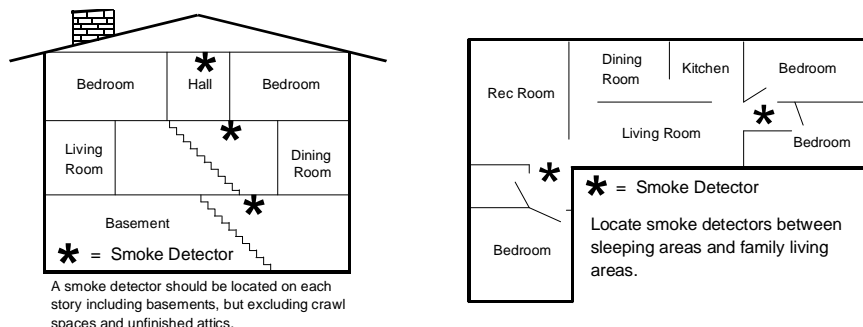
- If sirens or horns are placed outside the hearing range of people in remote areas of the building or in areas which are frequently closed off, they do not provide the intended protection.
- If intruders gain access through unprotected points of entry, the system will not detect their entrance.
- If intruders have the technical means of bypassing, jamming, or disconnecting all or part of the system, they will not be detected.
- If the AC power supply is OFF and the back up battery is either missing or dead, sensors will not detect intrusion.
- Smoke detectors cannot detect smoke in chimneys, walls, or roofs, or smoke blocked by a closed door. They may not detect smoke or fire on a level of the building different from the one on which they are located. Smoke detectors may not be able to warn in time about fires started by explosions, improper storage of flammables, overloaded electrical circuits, or other types of hazardous conditions.
- If phone lines are out of service, reports from the security system to the security company cannot be sent. Telephone lines are vulnerable to compromise by several means.

Inadequate maintenance and failure to test are the most common causes of alarm failure. It is strongly recommended that you test your system once a week to be sure that all system components are working properly. Although having a security system may make you eligible for reduced insurance premiums, the system is no substitute for insurance. Warning devices cannot compensate you for loss of life or property.

### Fire Safety and Evacuation

Residential fire is a leading cause of accidental death. Most fire related deaths occur at night when occupants suffocate in their sleep from smoke and toxic gases, rather than from burns. To help reduce this risk, the following program should be implemented.

1. Minimize fire hazards. Smoking in bed, cleaning with flammable liquids such as gasoline, leaving children home alone, and using unsafe holiday decorations are some of the common causes of household fire.
2. Install a fire alarm system. The primary purpose of this system is to protect lives by giving the earliest possible warning of danger.
3. A smoke detector should be provided to protect each sleeping area in a home.
4. Practice an escape plan. Because there may be very little time between detection of a fire and the time it becomes deadly, it is important that every member of the family understand how to quickly evacuate according to the plan.
5. Plan both primary and alternate escape routes. Since stairwells and hallways may be blocked during a fire, exiting through a bedroom window must be a part of the escape plan. If the sleeping area is above the ground floor, install a means of safely descending outside the building if one does not already exist.
6. As a part of this plan, all family members should arrange to meet at a location away from the house (such as a neighbor's house) so you will know that everyone is accounted for.
7. If it is determined that the alarm was accidentally sounded, the bell should be silenced, the detectors reset, and your security company notified immediately that there is no emergency situation.



# Security System

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## Text Command Center User Guide

### Maintenance and Service

This security system requires very little maintenance, however, you should test the system weekly to ensure it is working properly. A test schedule and maintenance program can be arranged. If you notice a change in operation during normal use or testing, call for service as soon as possible. Do not attempt to repair the control panel, Command Centers, or detectors yourself.

See page 2 for security company, contact and installation information.

### Power Failure

If the Command Center indicates a power failure, and you have power in the rest of your premises, there may be a problem with the electrical transformer or circuit breaker supplying power to your security control panel. First, check to be sure that the transformer is securely plugged into the electrical outlet. If it appears to be damaged in any way, do not attempt to repair it. Call your security company for service.

See page 2 for transformer information.

If the transformer is plugged in, check the circuit breaker supplying power to the outlet. If the breaker is tripped, check the appliances on the circuit for signs of electrical problems. Make sure someone has not intentionally turned the breaker off. When all is clear, reset the breaker.

See page 2 for the circuit breaker number.

### How to Clean the Command Center

If your Command Center gets dirty, apply a household glass cleaner to a clean cloth or paper towel and wipe the surface. Do not spray any liquid directly onto the Command Center. It could run inside the case and damage electrical circuits.



### Glossary

<b>24-Hour Point:</b>	Points that are always on even when the system is turned off. Two types: Fire Points and Non-Fire 24-Hour Points.
<b>All On:</b>	All controlled points are armed. All On with No Delay (Instant) is an option. No Exit or Entry Delay is provided with the No Delay option.
<b>Burglary Alarm Tone:</b>	A constant warble tone.
<b>Central Station:</b>	A facility where trained personnel monitor a security system 24 hours a day. The security system may be programmed to contact the central station during alarm conditions, enabling central station personnel to dispatch the proper authorities.
<b>Controlled Point:</b>	A point that responds to alarm conditions depending upon whether the system is turned on or off.
<b>Entry Delay:</b>	A programmed delay of the system alarm responses that allows a person to enter the building through the entry door to turn the system off. An alarm response begins if the area is not disarmed before Entry Delay expires.
<b>Error Tone:</b>	The same warble tone as the Trouble tone, but not repeated.
<b>Exit Delay:</b>	A programmed delay of the system alarm responses that allows a person to exit the area before the system turns on. An alarm response begins if a point is faulted after Exit Delay expires.
<b>Faulted Point:</b>	A point that is not normal (for example, an open door or window).
<b>Fire Alarm Tone:</b>	A warble tone that is on for one second, then briefly off (repeatedly).
<b>Force Arming:</b>	A method of overriding the safety feature that prevents arming with a faulted circuit on a control/communicator.
<b>Instant Alarm:</b>	A point type that initiates an alarm immediately when faulted. This point type does not follow any Entry/Exit Delay time.
<b>No Delay:</b>	Turning the system on without Entry or Exit Delay.
<b>Non-Fire Point:</b>	Non-fire point is always on and cannot be turned off.
<b>Off:</b>	The controlled points are not armed (system is off).
<b>Off Display:</b>	The display that appears when the system is turned off and no keys have been pressed (normal display).
<b>On:</b>	System is turned on (armed). Controlled points are armed and will begin an alarm response if faulted.
<b>Part On:</b>	An installer-defined subset of the controlled points. Part On with No Delay (Instant) is an option. No Exit or Entry Delay is provided with the No Delay option.
<b>Part 2 On:</b>	A user-defined subset of the controlled points. Part 2 On with No Delay (Instant) is an option. No Exit or Entry Delay is provided with the No Delay option.
<b>Point:</b>	A detection device or group of devices connected to your security system.
<b>RAM IV:</b>	RAM ( <b>R</b> emote <b>A</b> ccount <b>M</b> anager) <b>I</b> V is a Windows®-based account management and panel programming utility designed to remotely set up and program specific control panels.
<b>Restoral Report:</b>	A signal transmitted upon the removal of a trouble or alarm condition from an alarm circuit.
<b>SDI:</b>	<b>S</b> erial <b>D</b> evice <b>I</b> nterface.
<b>Sked:</b>	A scheduling parameter that allows a selected event to happen at a specific time.
<b>Trouble:</b>	A service condition that needs to be corrected, such as a broken wire.
<b>Trouble Tone:</b>	A warble tone that is on briefly, followed by a pause, followed by a warble tone (repeatedly).
<b>Warble Tone:</b>	A tone that is on for one second, then briefly off.

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