



**Ready** light ON - System is ready for arming.  
**Ready** light OFF - System has an open zone which must be closed or bypassed before arming.

**Armed** light will come ON indicating the system is armed. To arm, ensure "Ready" light is ON - enter 4 digit code.

**Memory** light ON means an alarm has occurred. Press [\*] then [3]. Zone light will come ON to indicate which zone caused the alarm.

**Bypass** light comes ON when you bypass a zone. To bypass a zone, press [\*][1] and then the zone(s) you wish to bypass. Enter 1 for zone 1....6 for zone 6. Press [#] to return to Ready.

**Trouble** light is ON when there is a fault in the system. Press any key to silence the keypad beeping. Press [\*] then [2] to display the trouble type .

Zone Light	Trouble Type
1	..... Low battery
2	..... AC fail (buzzer does not sound)
3	..... Fuse open (BELL or AUX fuse)
4	..... Fail to communicate
5	..... Fire loop(s) trouble
6	..... Clock needs resetting

**Zone** light(s) when ON in the disarmed mode, indicate an open zone. e.g. open door, window, etc. Refer to zone chart on the keypad door for zone information.

Press **[F]** for 2 seconds to activate FIRE transmission.

Press **[A]** for 2 seconds to activate an AUXILIARY transmission.

Press **[P]** for 2 seconds to activate PANIC transmission.

**THESE BUTTONS WILL NOT FUNCTION UNLESS PROGRAMMED BY YOUR INSTALLER.**

Press **[#]**.....  
 When an error is made in entering code, then enter code again.  
 To return to ready state after using [\*] commands.

## **To Arm**

Enter your 4 digit access code. As each digit is entered, the keypad sounder will beep. If the correct access code is entered, the keypad sounder will beep quickly and the “Armed” light will come ON.

If the access code was entered incorrectly or the “Ready” light comes ON, the keypad buzzer will sound steadily for 2 seconds. If this occurs, press the [#] key and re-enter your access code.

When the correct access code is entered and the “Armed” light comes ON, exit the premises through the door indicated by your installer as the Exit-Entry door.

At the end of the exit delay period, all lights, except the “Armed” light, will go out and the system will be armed. The exit time delay can be changed by your installer.

# Disarming the System

Enter the premises only through the door(s) designated by your installer as the entry door. Entering by any other door will sound an immediate alarm. As soon as the entry door is opened, the keypad sounder will come on to indicate that the system should be disarmed. Go to the keypad and enter your four digit access code. If an error is made entering the code, press the [#] key and enter your code again. As soon as the correct code is entered, the "Armed" light will go out and the keypad sounder will silence. The correct access code must be entered before the entry time expires. The entry time delay may be changed by your installer. If an alarm occurred during the period the system was armed, the "Memory" light and the zone light of the zone that caused the alarm will flash for two minutes. After the two minute period, the "Memory" light and zone light will stop flashing and the panel will return to the ready state. Pressing the [#] key during the two minute period will cancel the alarm memory display. If a trouble is present when the panel is disarmed, the "Trouble" light will come ON (See Viewing Trouble Conditions section to determine the source of the trouble.) Note that troubles will not display while the system is in the Alarm Memory Display Mode.

If you return home and find that an alarm has occurred while you were away, it is possible that an intruder may still be on the premises. Go to a neighbour's house and call the local police to investigate.

## Zone Bypassing

Use zone bypassing when access is needed to part of the protected area while the system is armed. Bypassed zones will not cause an alarm. Zones that are temporarily out of service due to damaged wiring or contacts may be bypassed to allow system arming (partial protection) until repairs can be made. Zones cannot be bypassed after the system is armed.

### **To bypass zones:**

Enter [★][1][Zone number(s) to be bypassed]

Enter zone number(s) as single digits (1-6).

As each zone is bypassed, the zone light will come ON. If a zone is bypassed in error, press that zone number again and the zone light will go OFF indicating that the zone is not bypassed.

*Press [#] to return to Ready.*

### **To recall last group of zones bypassed:**

Enter [★][1][9]

Zone lights for the last group of zones bypassed will come ON to show which zones are bypassed. If you wish to add or delete a zone from the group, press [#] to exit then go to zone bypass as described above.

*Press [#] to return to Ready.*

## Zone Bypassing (Continued)

For security reasons, your installer may prevent the bypass command from working on certain zones. The “Bypass” light is ON as long as ONE or more zones are bypassed. Do not unintentionally arm the system with zones bypassed.

Zone bypasses are automatically cancelled each time the system is disarmed and must be re-applied before the next arming.