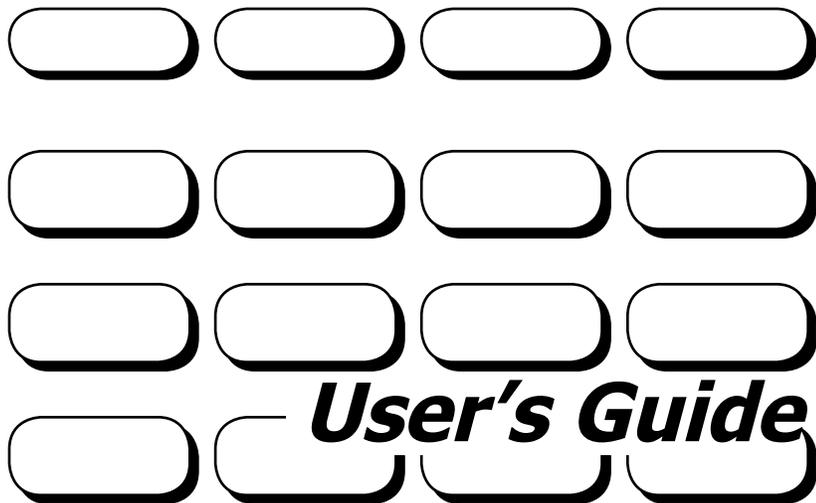


Security Command[®]

EXECUTIVE SERIES

XR200



User's Guide

Silencing an Alarm

All/Perimeter

1. While the alarm bell or siren is sounding, enter your user code followed by the COMMAND key. The keypad displays DISARM SILENCE.
2. Press the Select key under SILENCE to stop the bell or siren. This does NOT disarm the system.

Home/Away Systems

1. While the alarm bell or siren is sounding, enter your user code. The keypad displays DISARM SILENCE.
2. Press the Select key under SILENCE to stop the bell or siren. This does NOT disarm the system.

Area Systems

1. While the alarm bell or siren is sounding, enter your user code followed by the COMMAND key. The system silences the alarm bell or siren.

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Security Command User's Guide for XR200 Command Processor™ Panels Table of Contents

<i>Section</i>	<i>Page</i>	<i>Section</i>	<i>Page</i>
Emergency Evacuation Plans	iv	User Menu	14
Draw a floorplan of your home or business	iv	Accessing the User Menu	14
Develop escape routes.....	iv	User Menu Options.....	14
Decide where to meet	iv	Alarm Silence.....	15
Practice your escape plans.....	iv	Sensor Reset.....	15
Early detection.....	iv	Door Access.....	16
Introduction	1	Armed Areas Display	16
About Your Security System	1	Outputs On Off	17
The Security Command Keypad	2	Zone Status	17
User Options.....	3	Bypass Zones.....	18
Special Security Command Tones	3	Zone Monitor	19
Special Security Command Displays	4	System Status.....	20
Special Wireless Displays	4	System Test.....	20
Understanding Security System Terms	5	User Codes	21
Arming and Disarming	7	Ambush Codes.....	23
General Arming Operation.....	7	Deleting User Codes	23
Area System Arming.....	8	Changing User Codes	23
Area System Disarming.....	9	Area Schedules	25
All/Perimeter System Arming.....	10	Extending Schedules	25
All/Perimeter System Disarming.....	11	Output Schedules.....	26
Home/Away System Arming	12	Arm/Disarm and Output Schedules Chart	27
Home/Away System Disarming.....	13	Setting the Date and Time	28
		Display Events	29

Service Request	30
Fire Drill	30
System Setup	31
System Setup Record.....	31
Security Command Keypad Record	31
Area Names and Numbers Record	32
Schedules.....	32
Output relays.....	32
User Codes	33
Standard User Codes.....	34
Appendix A	35
About the Display Events Section	35
Arming and Disarming Event Displays	35
Zone Event Displays	35
User Code Change Event Displays	36
Supervisory Event Displays	36
System Monitor Event Displays.....	36
Door Access Event Displays.....	37
Schedule Change Event Displays	37
Zone Bypass Event Displays	38

Appendix B	39
Zone Status Browser	39
Bypass Zones Browser	39
Zone Monitor Browser	40
Add User Codes Browser.....	40
Delete User Codes Browser	41
Change User Codes Browser	41
Entering User Names.....	42
Appendix C	43
Easy Entry™ User's Guide	43
FA100 User's Guide	44
FA113 User's Guide	44
895 Voice Module	44
Pager Direct™ User's Guide.....	45
Frequently asked questions.....	47
Common Keypad Displays.....	48
Index	50

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Emergency Evacuation Plans

The National Fire Protection Association recommends that you establish an emergency evacuation plan to safeguard lives in the event of a fire or other emergency.

Draw a floorplan of your home or business

On a sheet of paper, draw the walls, windows, doors, and stairs. Also draw any obstacles, such as large furniture or appliances, a person may encounter while exiting the building.

Develop escape routes

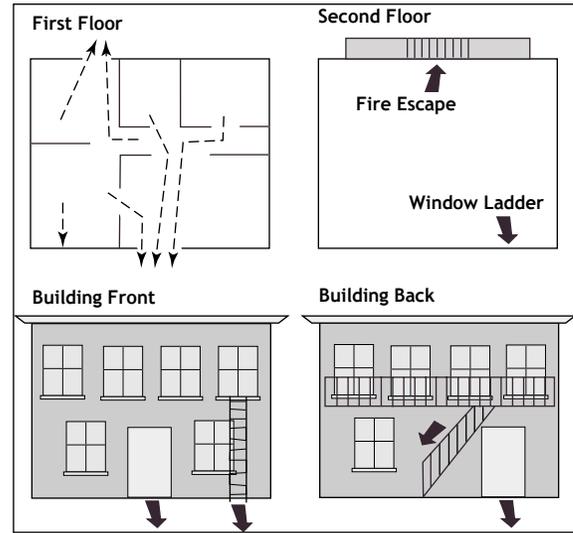
Determine at least two routes the occupants in each room can take to safely escape. One route can be the most obvious such as the door. Another can be through a window that can be easily opened. If the window is high off the ground, an escape ladder should be provided. Draw arrows on the floorplan to show escape routes from each room.

Decide where to meet

Prearrange a meeting place outside and away from where emergency personnel are likely to be working. A neighbor's house or across the street in the front of the house are good locations. Always perform a head count to make sure all occupants safely exited. NEVER ENTER A BURNING BUILDING. If the head count shows one or more persons missing, give this information immediately to the authorities. Never enter a building to look for someone.

Practice your escape plans

Devising an escape plan is only the beginning, before the plan can be effective everyone should practice the escape routes from each room.



Early detection

The best way to survive a fire or other emergency is to get out early. The installation of a fire alarm system, with smoke and carbon monoxide detectors in each room, can greatly decrease your risk of loss or injury.

Introduction

About Your Security System

The Security Command system has been designed with your safety and comfort in mind. It uses the latest in computer based technology to create the most advanced, user friendly security, fire, and access control system available.

The Security Command system combines ease of use with a simple to understand Security Command keypad to offer the full range of features requested by today's security system owners.

Use the Security Command system to turn portions of your protection on or off by pressing a few keys, or have the system turn on or off automatically by entering a simple schedule. You can add, delete, and change personal user codes at any time or check the status of protection devices in the system.

Parts of the System

There are two main parts to the Security Command system, the Security Command keypad and the keypad User Menu.

Security Command Keypad

This is the device we have placed at certain locations throughout the premises that allow you to turn the system's protection on and off using your personal user code.

Keypad User Menu

The keypad provides a simple User Menu containing all of the functions you need to fully operate your system such as changing the time of day or a personal user code.

A Note About False Alarms

One of the most important concerns facing the security industry today is false alarms. The accidental dispatching of police and fire agencies places others in jeopardy by limiting the response capability of those emergency service units. We take this concern seriously and have spent many hours training our employees to recognize the causes of false alarms and prevent them from occurring.

As part of our commitment to reducing false alarms, we would like to encourage you to read this guide thoroughly. All the information contained here can help you quickly, and comfortably, learn the operation of the Security Command system. If you have any additional questions, or feel that you need more training, please do not hesitate to contact us.

Test Your System Weekly

It is recommended that you test the burglary portion of your system at least once each week. Testing should involve an active test of all doors, windows, and motion detectors connected to your system. If your system also has fire protection, call the service department to find out how this portion of your system should be tested.

Refer to the System Test section of this guide for instructions on testing the burglary portion of your system and refer to the Fire Drill section for instructions on testing your system fire bells.

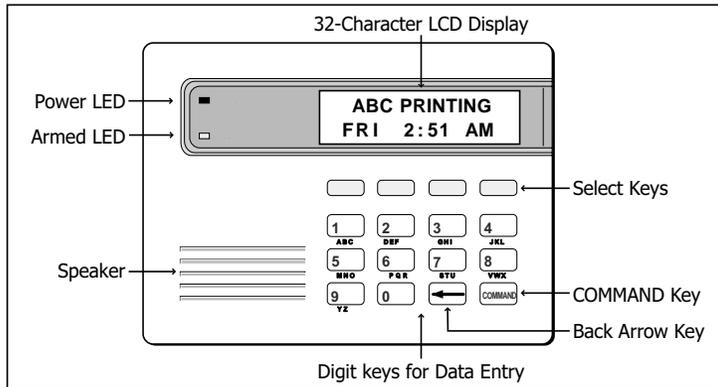
The Security Command Keypad

Your system may have one or more easy to use Security Command keypads that allow you to properly operate the system.

The Select keys

There are four keys under the display called the Select keys. These keys are one of the features that make your system so easy to operate by allowing you to make selections by pressing the Select key under choice being shown in the display.

For the purposes of this guide, when instructed to press the first Select key, press the far left Select key; the second Select key is the second from the left; third Select key is second from the right; and the fourth Select key is the far right key.



Data Entry keys

These keys allow you to enter your user code when arming or disarming or enter other information into the system.

COMMAND key

The COMMAND key allows you to advance through the keypad displays or User Menu or complete a data entry function.

Back Arrow key

The Back Arrow key is used to go back through the keypad displays while operating your system. You can press the Back Arrow key to back up through the list of functions in the User Menu or to erase the last character you entered.

POWER LED

This LED remains on steady as long as your system is connected to its AC power supply. Should there be an interruption, the LED turns off and the system's backup battery maintains normal operation for a time so you can contact the service department.

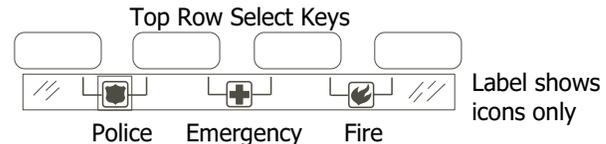
ARMED LED

This LED is ON steady anytime a burglary protection area is armed and is OFF when ALL areas are disarmed.

2-Button Panic Keys

Your keypad may be set up to send a Panic, Emergency, or Fire report to the central station. This function is optional. An icon label should appear above the Select keys if this option is programmed for your keypad.

To send a panic, press and hold the two Select keys for 2 seconds, until a beep from the keypad is heard.



User Options

The User Options allow you to make adjustments to your keypad to best fit your environment and needs.

To access the User Options portion of the keypad, press and hold the Back Arrow and COMMAND keys for two seconds. The keypad display changes to SET BRIGHTNESS. Press the COMMAND key to display the next option or the Back Arrow key to exit.

Backlighting Brightness

Set the brightness level of the keypad's LCD, AC LED, and the Green keyboard backlighting. At the SET BRIGHTNESS display, use the left Select key to lower the keypad brightness. Use the right Select key to increase the brightness.

Note: If the brightness level is lowered, it temporarily reverts back to maximum intensity whenever a key is pressed.

Internal Speaker Tone

Set the tone of the keypad's internal speaker. At the SET TONE display, use the top left Select key to make the tone lower. Use the right Select key to make the tone higher.

Volume level

Set the volume level of the keypad's internal speaker for key presses and prewarn conditions. During alarm, trouble, and prewarn conditions, the volume is always at maximum level. At SET VOLUME LEVEL, use the left Select key to lower the keypad volume. Use the right Select key to raise the volume.

Model Number

The keypad's model number and firmware version and date are displayed, but cannot be changed.

Keypad Address

The keypad's current address is displayed, but cannot be changed. Press the Back Arrow key to exit the User Options function.

Special Security Command Tones

Your keypad also contains a small speaker that alerts you about events as they occur on your system.

Fire Alarm tone: An intermittent sweeping siren that sounds until the fire alarm is silenced. From LCD keypads only.

Burglary Alarm tone: A constant siren tone that continues until the alarm is silenced. From LCD keypads only.

Key press tone: A short beep each time you press a key on the keypad and it's acknowledged by the system.

Prewarn tone: A continuous pulsed tone that sounds when you open an entry delay door on a system that is armed (turned on) reminding you to disarm the burglary protection.

Monitor tone: A pulsed tone for one second, one pulse only that sounds whenever a door or window is opened while you are using the zone monitor function from the User Menu. LCD keypads sound a doorbell chime. See Zone Monitor.

Trouble tone: A steady tone indicating a trouble condition on your system. Press a Select key to silence.

What to do when the trouble tone is sounding

You can silence the trouble tone by pressing any key. This only silences the keypad and does not correct the condition that originally caused the trouble.

Special Security Command Displays

As you use your system, you will occasionally see a keypad display that asks you to enter a code or that describes a condition on the system. Below are some examples of the displays you will see:

ALARM

A 24-hour zone, such as a fire or panic zone, or an armed burglary zone has been tripped. Your system may sound bells or sirens.

TROUBLE

There is a problem with a protection device or system component. This display is accompanied by a description of the problem.

ENTER CODE

The system requires you to enter your user code. User codes can be required for turning your system on (arming), turning your system off (disarming), and many other functions.

As you enter your user code, the keypad display shows an asterisk (*) in place of each digit pressed. This keeps others from seeing your user code on the display as you enter it.

TRY AGAIN or INVALID CODE

The user code you have entered is not recognized by the system. Check the user code and try again.

Fault

In some cases you might see the keypad display front door –Fault. If you see a –FAULT display, attempt to correct the problem, in this case by shutting the door. After the zone is in a normal state again, you may arm the system. If the zone is not a 24-hour zone, you may bypass the zone and then arm the system.

INVALID LEVEL

All user codes have authority levels that allow the user to only access certain functions. When a user attempts a function outside their authority, the INVALID LEVEL message displays.

INVALID TIME

A level 1 or 2 user code has been entered outside of the valid schedule. See Schedules and User Codes.

SYSTEM TROUBLE or SERVICE REQUIRED

There is a problem with one or more of the components in your system. Contact our service department as soon as possible.

SYSTEM BUSY

The Security Command system is performing another task of a higher priority. This usually only takes a few moments.

Special Wireless Displays

Your system may use wireless transmitters to send alarm and trouble information from the protection devices to the panel. Wireless systems operate the same as hard-wired and also have a few unique keypad displays.

BACK DOOR - LOBAT - (Low Battery) The battery in a radio transmitter is low. (BACK DOOR is used as an example only.)

BACK DOOR - MISNG - (Missing) The panel is not receiving the radio transmitter's periodic test report.

WIRELESS - TRBL - (Trouble) Some part of your wireless system is operating improperly. Test the system to locate the trouble.

Understanding Security System Terms

Throughout this guide, and in some displays on your keypad, you will see certain words or phrases that might be unfamiliar. Although every effort has been made to use terms that are commonly known, there are some for which there was no acceptable substitute.

Below are some terms you will see here and on your keypad:

Arming

This is the term used for turning on the burglary protection in one or more areas of the system. Your system may require you to enter a user code. When armed, the system is able to sound alarm bells or sirens and, if monitored, send alarm reports to a central station when a burglary zone is tripped.

Fire, panic, and other 24-hour devices are always turned on and do not need to be armed.

Disarming

This means turning off one or more areas of the system. When disarmed, the system does NOT sound alarms or send alarm reports to a central station when a burglary zone is faulted.

Zone

A zone refers to one or more protected openings (doors or windows) or protection devices (motion or glassbreak detectors) grouped together under the same zone name and number.

Often, similar devices in the same general area will share the same zone. For example, the windows on the east side of the premises can all be grouped together in a zone named E. WINDOWS.

Entry or Exit zone

Almost all systems have one or more doors through which you can enter or exit the premises. These doors are programmed with a delay time to allow you to enter or exit without setting off the alarm.

When you arm the system, activity on this zone is ignored until the programmed exit delay time expires. Once that time has expired and the system is fully armed, opening the door causes the panel to start the entry delay time. During the entry delay time, you must enter a valid user code to disarm the system or an alarm will occur.

Instant Zone

Exterior windows and non entry doors, or interior protection devices, are typically not programmed with delay times. If these zones are tripped while the system is armed, an alarm occurs instantly.

24-Hour Zone

A 24-hour zone is not turned on or off by arming or disarming your system. Some examples of 24-hour zones are fire zones, panic zones, and temperature control zones.

Areas

An area is made up of burglary zones that can be armed or disarmed together. One area might consist of the office doors and windows. When you arm the office, these zones arm together and sound an alarm if opened.

Central Station Monitoring

Your system can also be programmed to automatically send alarm, trouble, and arming and disarming reports to a central station. Operators at the central station can in turn dispatch the appropriate authorities or contact you with the specific event information.

Status

Status is a feature that automatically displays the armed or disarmed status of your system on the Security Command keypads. There are two types of status information: Armed Status and Status List.

Armed Status

With Armed Status, the keypad displays the current armed condition of areas within your security system. If your system is set up with areas and all areas are armed, the display shows: 1 2 3 4. When you arm areas 1 and 3, the keypad shows = 1 3

If your system is setup as an All/Perimeter or Home/Away system and the whole system is armed the display reads: ALL SYSTEM ON

Also, for keypads that include an Armed LED, the Armed LED is ON steady anytime a burglary protection area is armed and is OFF when ALL areas are disarmed.

Status List

The keypad Status List displays any alarm or trouble condition on a zone and on the internal system monitor. The system monitors include the AC power, battery power, panel box tamper, printer, and phone lines. If more than one alarm or trouble condition occurs at the same time, the keypad sequences this information on its display.

If the alarm is from a 24-hour zone or a system monitor, it remains in the Status List until it restores. If one or more armed burglary zones trip at the same time, the last one to trip remains in the Status List. This is to ensure that if a burglary has occurred the last zone tripped remains displayed even if it has been restored.

View Zone Status

To view the disarmed zones that are in fault, press a top row select key when the status list is displayed.

Arming and Disarming

General Arming Operation

Your system has been programmed to operate in one of three modes: Area Arming, All/Perimeter, or Home/Away.

Area Arming - Your burglary protection is divided into areas. Each area has a custom name, can be turned on or off independent of other areas, and have different schedules and authorized users.

All/Perimeter - Your burglary protection is divided into two areas, Interior and Perimeter. You can turn on the just the Perimeter protection while inside for security or turn on both as you leave.

Home/Away - Perimeter, Interior, and a Bedrooms area you can leave turned off at night while you are sleeping.

Regardless of how your system has been programmed, much of the operation is similar. Throughout this guide, any differences between the systems are noted for your convenience.

Arming Functions

After making your arming selection, the keypad displays any zones that are currently bypassed. These zones remain bypassed until the system is armed and then disarmed. Any 24-hour zones in a faulted condition are also displayed.

Before arming, the system verifies that all doors, windows, and other protection devices to be armed are in a normal condition. If everything is okay, the system arms. If there is a problem on one or more burglary zones the system cannot arm until the problem is corrected. If the problem is simply an open door or window, correct the problem and try arming again.

If the problem cannot be corrected, you can force arm or bypass the zone or wait until the zone can be repaired by a service technician. A force armed zone is ignored by the system until

it restores to normal. A bypassed zone is ignored by the system during the entire armed period. A zone remains bypassed until the system is disarmed. 24-hour zones cannot be bypassed.

In some cases, you might see the keypad display FRONT DOOR – FAULT. The keypad may then display priority zone which is a zone that cannot be bypassed. The problem on the zone must be corrected before the system can be armed.

Armed Message: After bypassing is completed or zone faults corrected, the keypad briefly displays ALL SYSTEM ON if all areas in the system are arming, and SYSTEM ON if only selected areas are arming. The keypad then displays the exit delay time count down. When the exit delay time expires, all disarmed zones are armed.

If your system uses a keyswitch to arm an area, the exit delay time is NOT shown on the keypad display.

ONE MOMENT. . . Message: If your system is monitored, it may be programmed to wait for the transmission of an arming report to the central station before the armed message displays. See Arming Report below. This is to verify your phone lines are working properly. While the system is waiting for the transmission, the display reads ONE MOMENT... If the report is received, the keypad displays the armed message. If the report is not received, the keypad displays LOCAL ALARM ONLY before the armed message displays.

Arming Report: Your system can be programmed to send arming or zone bypassing reports to a central station. This feature is optional and can be programmed for you at any time.

Area System Arming

Area Assignment: Your security system has been set up into separate areas. The number of areas and their names are listed in the back of this guide.

Arming or Disarming: You can arm and disarm all areas at one time or each area individually. You can only arm or disarm areas authorized for your user code.

Arm all or Selective Arming: After entering your user code, the system allows you to arm either all of the areas to which you have access or one or more selected areas. If you choose to arm all areas, the system begins verifying that all zones in those areas are in a good condition. If you choose to arm selected areas, the system prompts you to choose the areas you want to arm.

Arming an Area System

1. Press the COMMAND key until ARM DISARM is displayed.
2. Select ARM to arm the system.
3. Enter your user code if required. The display reads ALL? NO YES.
4. Select NO to arm only selected areas. Go to step 5. Select YES to arm all areas authorized for your user code. Go to step 6.
5. If you selected NO in step 4, the display begins to list each area to which you have access followed by NO YES.
Example: OFFICE NO YES
 - 5a. Select YES for each area you want to arm.
 - 5b. Select NO for each area you do not want to arm.

Note: You can also just press the area numbers you want to arm while at the ALL? NO YES display. This changes the display to AREAS: . The area numbers you select appear in the display. For example: AREAS: 2 4 . Press COMMAND when done.

6. The system displays any bypassed zones or faulted 24-hour or Priority zones. A faulted Priority zone cannot be armed.
7. At this point you can force arm or bypass any faulted zones. A zone that is force armed restores into the system if it later returns to normal. A zone that is bypassed remains bypassed until the system is disarmed. See steps 7a through 7d.
 - 7a. If a problem exists on a zone, the zone name and problem is shown followed by: OKAY BYPASS STOP.
 - 7b. Select OKAY to force arm the faulted zone.
 - 7c. Select BYPASS to bypass all faulted zones being displayed.

Note: You cannot bypass 24-hour zones.

- 7d. Select STOP to stop the system from arming. Correct the zone problem(s) and return to step 1.
8. The display reads SYSTEM ON if at least one area in the system is armed, and ALL SYSTEM ON if all areas in the system are armed.
9. The keypad then displays the exit time in seconds and counts down the remaining time: EXIT : ## (## = seconds remaining) The exit zones arm when the delay time expires.

Area System Disarming

Disarming: While the system is armed, you can only enter the premises through an entry/exit delay door without causing an alarm. After opening the door, the Security Command keypad sounds a prewarn tone to remind you to disarm the system. You must disarm the system before the entry delay time expires or an alarm on the door zone will occur.

During the entry delay time, the keypad displays ENTER CODE:. Enter your code to disarm the system. Only those areas assigned to your code will disarm.

Schedules: If you have programmed schedules for your system and a level 2 code is entered outside of a schedule, the keypad displays INVALID TIME. This lets the user know that they are disarming outside of their authorized time. If your system is monitored, an Unauthorized Entry report is sent to the central station.

All or Selective Disarming: After entering your user code, the system allows you to disarm either all of the areas to which you have access or just selected areas. If you choose to disarm all areas, the system automatically disarms them. If you choose to disarm selected areas, the names of those areas will be displayed on the keypad.

Alarm Display: After disarming, the keypad displays any zones that tripped or any transmission problems that occurred during the armed period. All burglary zones are then disarmed and any bypassed zones are automatically reset.

Disarmed Message: The keypad displays ALL SYSTEM OFF after the system disarms.

Central Station Report: A report of the system disarming can be transmitted to the central station. This is optional and can be programmed for you at any time.

Disarming an Area System

1. Press the COMMAND key until ARM DISARM is displayed. During entry delay this process starts at step 3.
2. Select DISARM to disarm areas.
3. The keypad displays ENTER CODE: . Enter your user code and press COMMAND. The keypad displays ALL? NO YES.
4. Select YES to disarm all areas authorized for your user code.

Select NO to disarm only certain areas individually. The keypad then displays the name of each area authorized for your user code followed by the NO YES display.

Choose YES to disarm the area displayed.

Choose NO to not disarm and to display the next area.

Note: You can also just press the area numbers you want to disarm while at the ALL? NO YES display. This changes the display to AREAS: . The area numbers you select appear in the display. For example: AREAS: 2 4. Press COMMAND when done.

5. After all areas have been displayed, any alarms or communication problems that occurred during the armed period are displayed.
6. If all areas have been disarmed, the keypad next displays ALL SYSTEM OFF.

All/Perimeter System Arming

Area Assignment: Your security system is divided into two separate areas. Motion detectors, inside doors, and other interior protection devices are assigned to the Interior area while windows and exterior doors are assigned to the Perimeter area.

Perimeter or All: When you go to arm an All/Perimeter system, the Security Command keypad displays PERIM ALL. If you select ALL, you are arming both the Perimeter and the Interior areas of the system. You will want to arm both of these areas when leaving the premises with nobody left inside. Selecting PERIM arms only the perimeter of the system. Perimeter arming is for when you're staying inside but want the comfort of knowing the exterior doors and windows are armed. Perimeter arming allows you to move freely about inside without setting off any interior alarms.

Instant: During the exit delay time, you can cancel the exit and entry delays and cause all zones to be instant zones. Just press the far right Select key under INSTNT while the exit delay is displayed. This immediately arms the exit zones. However, no entry delay is provided and an alarm will occur should an entry door be opened.

System Ready/System Not Ready

When all zones in the system are in a normal condition and can be armed without bypassing, the keypad displays SYSTEM READY. If there are one or more zones that are not in a normal condition, the keypad displays SYSTEM NOT READY. Pressing any Select key during this display shows the zone number and name allowing you to investigate the problem.

Arming an All/Perimeter System

1. Press the COMMAND key until PERIM ALL is displayed.
2. Select ALL to arm both the perimeter and interior areas. Press PERIM to arm the perimeter area only.
3. Enter your user code if required.
4. The system displays any Bypassed zones or faulted 24-hour or Priority zones. A faulted Priority zone cannot be armed.
5. At this point you can force arm or bypass faulted zones. A zone that is force armed will be restored into the system if it later returns to normal. A zone that is bypassed will remain bypassed until the system is disarmed.
 - 5a. If a problem exists on a zone, the zone name and problem is shown followed by OKAY BYPASS STOP.
 - 5b. Select OKAY to force arm the zone(s) before arming.
 - 5c. Select BYPASS to bypass the zone(s) before arming.
 - 5d. Select STOP to stop the system from arming. Correct the zone problem(s) and return to step 1.
6. The keypad displays PERIMETER ON if only the perimeter is being armed and ALL SYSTEM ON if both the perimeter and interior are being armed.
7. The keypad next displays EXIT: ## INSTNT and begins to count down the number of seconds remaining for you to exit. When the delay expires, the exit zones are armed.
8. You can select INSTNT while EXIT: ## INSTNT is displayed to immediately arm all exit zones and make them instant. The keypad displays INSTANT.
9. When the system is fully armed, the keypad displays PERIMETER ON for perimeter arming and ALL SYSTEM ON for perimeter and interior arming.

All/Perimeter System Disarming

Disarming: While the system is armed, you can only enter the premises through an entry/exit delay door without causing an alarm. After opening the door, the Security Command keypad sounds a prewarn tone to remind you to disarm the system. You must disarm the system before the prewarn tone expires or an alarm on the door zone will occur.

During the prewarn tone, the keypad displays ENTER CODE: #. Enter your code to disarm the system.

Schedules: If you have programmed schedules for your system and a level 2 code is entered outside of a schedule, the keypad displays INVALID TIME. This lets the user know that they are disarming outside of their authorized time. If your system is monitored, an Unauthorized Entry report is sent to the central station.

Alarm Display: After disarming, the keypad displays any zones that tripped or any transmission problems that occurred during the armed period. All burglary zones are then disarmed and any bypassed zones are automatically reset.

Disarmed Message: The keypad displays ALL SYSTEM OFF after the system disarms.

Central Station Report: A report of the system disarming can be transmitted to the central station. This is optional and can be programmed for you at any time.

Disarming an All/Perimeter System

1. During the entry delay time, the keypad displays ENTER CODE: . Enter your user code and press COMMAND.

2. The keypad then displays any zones that went into alarm or any communication problems that occurred during the armed period.
3. The keypad next displays ALL SYSTEM OFF to confirm the system is disarmed.

Disarming During an Alarm

1. While the alarm bell or siren is sounding, enter your user code and press COMMAND. The keypad displays DISARM SILENCE.
2. Press the Select key under DISARM to disarm the system and silence the alarm.
The keypad next displays ALL SYSTEM OFF to confirm the system is disarmed.
3. Press the Select key under SILENCE to stop the bell or siren but NOT disarm the system.
If you do not press any Select key, or you press the COMMAND key, the system will automatically disarm and silence the alarm.
4. If your system is programmed to send an Abort (alarm cancel) report to the central station, the keypad displays ALARM SILENCED.

Note: If your system is programmed to send an Abort (alarm cancel) report to the central station, selecting DISARM will send this report to the central station. Be sure that you want the alarm message to be cancelled before deciding to disarm the system. If you do not want to disarm the system and send the abort report, press SILENCE to only turn off the alarm bells.

Home/Away System Arming

Area Assignment: Your security system is divided into two or three separate areas. Motion detectors, inside doors, and other interior devices are assigned to an Interior and possibly Bedroom area while windows and exterior doors, are assigned to a Perimeter area.

Arming the system: When arming a Home/Away system, the keypad displays HOME AWAY or HOME SLEEP AWAY. If you select AWAY, you arm all areas of the system. You will want to arm all areas when leaving with nobody staying inside. Selecting HOME arms only the Perimeter of the system. Perimeter arming is for when you are staying inside but want the comfort of knowing the exterior doors and windows are armed. Perimeter arming allows you to move freely about inside without setting off any interior alarms.

Selecting SLEEP arms the Perimeter and Interior devices but leaves devices near bedrooms or other nighttime areas off.

System Ready/System Not Ready Keypad Displays

When all zones in the system are in a normal condition and can be armed without bypassing, the keypad displays SYSTEM READY. If there are one or more zones that are not in a normal condition, the keypad displays SYSTEM NOT READY. Pressing any top row Select key during this display shows the zone number and name allowing you to investigate the problem.

Arming a Home/Away System

1. Enter a 2-digit or 3-digit code and press the COMMAND key or enter a 4-digit code without pressing the COMMAND key. The keypad displays HOME AWAY or HOME SLEEP AWAY. (Your system may have two or three areas.)
2. Select HOME to arm the Perimeter only.
3. Select SLEEP to arm the Perimeter and Interior.

4. Select AWAY to arm the Perimeter, Interior, and Bedroom.
5. The system displays any Bypassed zones or faulted 24-hour or Priority zones. A faulted Priority zone cannot be armed.
6. At this point you can force arm or bypass any faulted zones. A zone that is force armed will be restored into the system if it later returns to normal. A zone that is bypassed will remain bypassed until the system is disarmed. See 6a through 6d.
- 6a. If a problem exists on a zone, the zone name and problem is shown followed by OKAY BYPASS STOP.
- 6b. Select OKAY to force arm the zone(s) before arming.
- 6c. Select BYPASS to bypass the zone(s) before arming.
- 6d. Select STOP to stop the system from arming. Correct the zone problem(s) and return to step 1.
7. The keypad displays HOME MODE ON if you selected HOME, SLEEP MODE ON if you selected SLEEP, and ALL SYSTEM ON if you selected AWAY.
8. The keypad next displays EXIT: ## INSTNT and begins to count down the number of seconds remaining for you to exit. When the delay expires, the exit zones are armed.
9. You can select INSTNT while EXIT: ## INSTNT is displayed to immediately arm all exit zones and make them instant. The keypad displays INSTANT.

Home/Away System Disarming

Disarming: While the system is armed, you can only enter the premises through an entry/exit delay door without causing an alarm. After opening the door, the Security Command keypad sounds a prewarn tone to remind you to disarm the system. You must disarm the system before the prewarn tone expires or an alarm on the door zone will occur.

During the prewarn tone, the keypad displays ENTER CODE: #. Enter your code to disarm the system.

Schedules: If you have programmed schedules for your system and a level 2 code is entered outside of a schedule, the keypad displays INVALID TIME. This lets the user know that they are disarming outside of their authorized time. If your system is monitored, an Unauthorized Entry report is sent to the central station.

Alarm Display: After disarming, the keypad displays any zones that tripped or any transmission problems that occurred during the armed period. All burglary zones are then disarmed and any bypassed zones are automatically reset.

Disarmed Message: The keypad displays ALL SYSTEM OFF after the system disarms.

Central Station Report: A report of the system disarming can be transmitted to the central station. This is optional and can be programmed for you at any time.

Disarming a Home/Away System

1. During the entry delay, the keypad displays ENTER CODE:. Enter a 2-digit or 3-digit user code and press COMMAND, or enter a 4-digit code without pressing COMMAND.
2. The keypad then displays any alarms or communication problems that occurred during the armed period.

3. The keypad next displays ALL SYSTEM OFF to confirm the system is disarmed.

Disarming During an Alarm

1. While the alarm bell or siren is sounding, enter a 2-digit or 3-digit user code and press COMMAND, or enter a 4-digit user code. The keypad displays DISARM SILENCE.

2. Press the Select key under DISARM to disarm the system and silence the alarm.

The keypad next displays ALL SYSTEM OFF to confirm the system is disarmed.

3. Press the Select key under SILENCE to stop the bell or siren but NOT disarm the system.

If you do not press any Select key, or you press the COMMAND key, the system will automatically disarm and silence the alarm.

4. If your system is programmed to send an Abort (alarm cancel) report to the central station, the keypad displays ALARM SILENCED.

Note: If your system is programmed to send an Abort (alarm cancel) report to the central station, selecting DISARM will send this report to the central station. Be sure that you want the alarm message to be cancelled before deciding to disarm the system. If you do not want to disarm the system and send the abort report, press SILENCE to only turn off the alarm bells.

User Menu

Many of the features of your system have been put into a User Menu that you can access from any Security Command keypad. The menu requires you to enter your user code and then it only shows those functions to which you have access.

Accessing the User Menu

1. Press the COMMAND key until MENU? NO YES displays.
2. Select YES. The keypad displays ENTER CODE: -. Enter your user code and press COMMAND. You can now scroll down through the list of system features available to you.

User Menu Options

The list below shows the User Menu options in order:

Menu Option	Description
ALARM SILENCE	Silences an alarm bell or siren.
SENSOR RESET	Resets smoke or glassbreak detectors that have latched due to an alarm condition.
DOOR ACCESS	Momentarily opens the keypad's door lock relay.
ARMED AREAS	Displays the name of any areas in the system that are currently in the armed state.
OUTPUTS ON/OFF	Allows you to turn on or off any of the outputs described in the System Setup section of this guide.
ZONE STATUS	Allows you to see if a zone is either armed, bypassed, in alarm, open, or shorted.

Alarm Silence

User Code Level: 2 and above.

Function: Silences the alarm bell or siren during an alarm.

Alarm Silence allows you to turn off the alarm bell or siren connected to your system during an alarm. Using Alarm Silence does NOT stop an alarm report from being sent to the central station and does not reset any alarmed devices. Use the Sensor Reset function to reset devices such as smoke detectors that have latched in alarm.

Using the Alarm Silence Function

1. Access the User Menu.
2. The keypad displays ALARM SILENCE?.
3. Press any Select key to silence the bells and exit the User Menu.

Sensor Reset

User Code Level: 1 and 2 - During schedules only. 3 to 9 - Anytime.

Function: Resets smoke or glassbreak detectors. Also clears Fire/ Supervisory alarm and trouble displays.

Sensor Reset is used to reset smoke and glassbreak detectors after they have been tripped. Once these detectors have tripped, they must be reset before they can detect any additional alarm conditions. When Sensor Reset is selected, power to the detectors is temporarily removed by the system allowing them to reset.

Make sure all smoke is cleared from around the area of the smoke detectors before performing a Sensor Reset to prevent the alarm from occurring again.

Resetting the Sensors

1. Access the User Menu.
2. Press COMMAND until SENSOR RESET displays.
3. The keypad displays SENSORS OFF for five seconds followed by SENSORS ON.
4. The keypad automatically exits the User Menu.

Door Access

User Code Level: 1 and 2 - During schedules only. 3 to 9 - Anytime.

Function: Operates an electric door strike from the keypad.

Door Access is used to operate a door strike relay that is built into some Security Command keypads. Power for the door strike is connected to the keypad relay and can be interrupted by using the Door Access function.

When Door Access is selected you will be asked to enter your user code. When the user code is accepted, the door strike at the Security Command you are operating turns on momentarily.

Door Access also functions any time any area of the system is disarmed at the door strike keypad or by simply entering your user code and pressing COMMAND.

A report of this entry can be transmitted to your central station. This report is optional and can be programmed for you at any time.

Using the Door Access

1. Access the User Menu.
2. Press COMMAND until DOOR ACCESS? displays.
3. Press any Select key. The door strike relay turns on momentarily.
4. The keypad returns to the Status List display.

Armed Areas Display

User Code Level: 1 and 2 - During schedules only. 3 to 9 - Anytime.

Function: Displays all armed areas in the system.

Armed Areas is used to display all of the armed areas in your system at the Security Command keypads. Each armed area is displayed along with its area number and name.

Using the Armed Areas Function

1. Access the User Menu.
2. Press COMMAND until ARMED AREAS? displays.
3. Press any Select key. The keypad displays the first armed area name. To scroll through the list of armed area names, press the COMMAND key.

All/Perimeter and Home/Away systems: Armed areas for these systems are shown as PERIMETER, INTERIOR, and also BEDROOMS for Home/Away systems.

4. If there are no armed areas, the keypad displays NONE.

Outputs On Off

User Code Level: 5 and above.

Function: Allows you to turn the system relay outputs on and off.

This function is used to individually turn your system's relay outputs on and off. Your system may use these outputs to control interior and exterior lighting, heating, air conditioning, or other appliances.

The names and numbers of the relays connected to your system are located in the System Setup section of this guide.

Turning the Outputs ON and OFF

1. Access the User Menu.
2. Press COMMAND until OUTPUTS ON/OFF? displays.
3. Press any Select key to display OUTPUT: - ON OFF.
4. Enter the output number you want to turn on or off. The output number will appear in the display.
5. With the output number displayed, press the Select key under ON or OFF. The output is then turned on or off, depending on your selection, and remains in that state until you change it.

Under certain conditions, some outputs cannot be turned on. If you select a restricted output, the keypad displays CANNOT TURN ON.

6. The system automatically removes the output number and a new output number can be entered. Refer back to step 4.

Press the Back Arrow key to exit the User Menu.

Zone Status

Displays a list of armed, bypassed, or alarmed zones. Also allows you to check the status of individual zones. Zone Status can be used to give you a list of zones by category or display the current status of an individual zone number. The four categories are:

- Armed Zones - zones that are currently armed.
- Bypassed Zones - zones that are currently bypassed.
- Alarmed Zones - zones that have gone into alarm during the current or previous armed period.
- Number - enter the number of any zone to check its status.

Using the Zone Status Function

1. Access the User Menu.
2. Press COMMAND until ZONE STATUS? is displayed.
3. Press any Select key to display ARM BYPS ALR NBR.
4. Select ARM for a list of zones that are currently armed. Scroll through the list by pressing the COMMAND key.
5. Select BYPS for a list of zones that are currently bypassed.
6. Select ALR for a list of zones that have gone into alarm during the current or previous armed period.
7. Press NBR and ZONE NO: - will be displayed.
8. At the ZONE NO: - prompt, enter the zone number you want to check and press COMMAND. The zone number and name is displayed followed by its status. For example, a zone status for zone 1 might be: BACK DOOR - OKAY.

Zone Status Displays

Below is a list of the zone status displays:

- OKAY = the zone is in a normal condition
- BYPAS = the zone is bypassed
- FAULTED = the zone is in a bad or faulted condition

9. After displaying the zone status, ZONE: - returns for you to enter another zone number.

Browser Feature

If you are unsure of the zone number or description, refer to Appendix B at the back of this guide for a diagram showing you how to use the built-in Zone Status browser.

Bypass Zones

User Code Level: 6 and above.

Function: Allows you to bypass a zone prior to arming.

Bypassing is usually done when a zone cannot be restored to normal. A zone can be bypassed only while it is disarmed. Because fire, panic, emergency, and supervisory type zones are always armed, they can never be bypassed.

Bypass Zones can also be used to reset a zone that has been bypassed and restore it back into the system. This can only be done while the zone is disarmed.

When Bypass Zones is selected, a report can be transmitted to your central station.

Using the Bypass Zones Function

1. Access the User Menu.
2. Press COMMAND until BYPASS ZONES? displays.
3. Press any Select key. The keypad displays ZONE: - RST BYPS.
4. To Bypass a zone, enter the zone number and select BYPS. The zone number automatically disappears and a new zone number can be entered. Refer back to step 3.
5. To Reset a zone, enter the zone number and select RST.

Browser Feature

If you are unsure of the zone number or description, refer to Appendix B at the back of this guide for a diagram showing you how to use the built-in Bypass Zones browser.

Zone Monitor

User Code Level: 4 and above.

Function: Allows the system to monitor selected disarmed zones (doors, windows, or motion detectors) and display their name at the keypad as they are faulted.

Zone Monitor works with any disarmed zone and will also sound the keypad monitor tone when the zone faults. The zone name is displayed at all keypads in your system.

You can place any combination of disarmed zones in Zone Monitor but only the most recent zone faulted is displayed. The displayed zone name clears automatically after a short time or when the zone is armed.

Using Zone Monitor as part of your weekly system test: After using the System Test function (see page 19), place all perimeter and interior zones in Zone Monitor. Starting at the front door, go around and open and then close each door and window. You should hear the keypad beep each time. The keypad will also display the name of each zone as its device is opened.

Once all protected doors and windows have been tested, walk in front of each motion detector. The keypad should beep to confirm their operation. If at any time during your weekly testing a device does not cause the keypad to beep, call the service department for assistance.

Using the Zone Monitor Function

1. Access the User Menu.
2. Press COMMAND until ZONE MONITOR? displays.
3. Press any Select key. The keypad displays ALL NBR for an Area system (skip ahead to number 5) and PERIM ALL NBR

for an All/Perimeter or Home/Away system.

4. Select PERIM to place all disarmed perimeter zones into Zone Monitor. PERIM is displayed only on All/Perimeter and Home/Away systems.
 - 4a. The keypad displays PERIM? ADD RMV.
 - 4b. Select ADD to put all perimeter zones into Zone Monitor.
 - 4c. Select RMV to remove all perimeter zones.
5. Select ALL to place all disarmed zones into Zone Monitor.
 - 5a. The keypad displays ALL? ADD RMV.
 - 5b. Select ADD to add all disarmed zones to Zone Monitor.
 - 5c. Select RMV to remove all disarmed zones.
6. Select NBR to enter a specific zone number for zone monitor.
7. If NBR is selected, the keypad displays ZONE: - ADD RMV.
 - 7a. Enter any zone number and select ADD to add this zone.
 - 7b. Enter any zone number and select RMV to remove this zone.
8. The zone number automatically disappears and a new zone number can then be entered in step 7a or 7b.

Browser Feature

If you are unsure of the zone number or description, refer to Appendix B at the back of this guide for a diagram showing you how to use the built-in Zone Monitor browser.

System Status

User Code Level: 1 and 2 - During schedules only. 3 to 9 - Anytime.

Function: Displays the current condition of internal system hardware.

System Status displays the condition of the panel's AC power, battery power, and optional panel tamper. When System Status is selected, each monitor is displayed followed by OKAY or TRBL (Trouble) to indicate the current condition.

Using the System Status Function

1. Access the User Menu.
2. Press COMMAND until SYSTEM STATUS? displays.
3. Press any Select key. The display starts listing each system monitor and status.

For example: AC POWER - OKAY

Below are the System Monitor displays:

Keypad Display	What it monitors
AC POWER	= AC power
BATTERY	= Battery power
TAMPER	= Panel box tamper
WIRELESS	= Wireless devices programmed as wireless

These are followed by either OKAY or TRBL (trouble).

If TRBL is displayed, call the service department for assistance.

4. The system then displays its firmware version (for example, VER_104_9/24/99), the panel model (MODEL XR200), then exits the User Menu.

System Test

User Code Level: 4 and above.

Function: System Test is used to test the battery, alarm bell or siren, and communication to a central station. The System Test function begins automatically as soon as you select it.

Using the System Test Function

1. Access the User Menu.
 2. Press COMMAND until SYSTEM TEST? displays.
 3. Press any Select key. The system test begins automatically and the keypad displays:
 - a) BELL SOUNDING during a two second bell test, then:
 - b) BATTERY - OKAY or BATTERY - TRBL to indicate the condition of the battery, then:
 - c) TRANSMIT TEST and ATTEMPT NO : 1 during the transmit test, then:
 - d) TRANSMIT OKAY or TRANSMIT FAILED to show the results of the transmit test, then:
 - e) TEST END to indicate the System Test is complete.
 - f) You can end the transmit test by pressing the Back Arrow key.
- * The transmit test does not operate on local systems.

Testing your system's burglary protection: The System Test function should be part of your weekly testing and should be followed by placing the interior and perimeter burglary devices in Zone Monitor mode. This allows you to open and close each protected door and window while listening for the keypad to beep confirming its operation. See Zone Monitor.

User Codes

User Code Level: 9 only

Function: Allows you to add, delete, and change a user's (person operating the system) user code or authority level.

There are three characteristics associated with each user code that define its capabilities within the system.

Characteristic	Example
User Number	125
User Code	34567
User Level	7

User Number - Every user is numbered. This number identifies them to the system and can be transmitted to the central station when they arm or disarm areas.

User Code - Each user also has a 3- to 5-digit number they enter into the Security Command keypad when arming or disarming the system. **Note:** A User Code cannot begin or end with zero, or be in the ranges of 1 to 299 or 980 to 989.

User Level - The user is also assigned a level of authority (1 to 9) or customized authority by the person administrating the system that determines the functions the user can access.

User Names - Each code may also be programmed with the user's name. Up to 16 characters may be entered.

Areas - Each user may be assigned specific areas in the security system. The person assigning codes must have access to the area before being allowed to give another user access to that same area.

Important: To ensure that additional areas can be added to the system at a later date, at least one user must always have a level 9 authority in all areas (1 through 8).

User Code Authority Levels

User Menu Option	1	2	3	4	5	6	7	8	9
Sensor Reset	*	*	Y	Y	Y	Y	Y	Y	Y
Armed Areas	*	*	Y	Y	Y	Y	Y	Y	Y
Zone Status	*	*	Y	Y	Y	Y	Y	Y	Y
System Status	*	*	Y	Y	Y	Y	Y	Y	Y
Display Events	*	*	Y	Y	Y	Y	Y	Y	Y
Door Access	*	*	Y	Y	Y	Y	Y	Y	Y
Arm and Disarm		+	Y	Y	Y	Y	Y	Y	Y
Alarm Silence		*	Y	Y	Y	Y	Y	Y	Y
System Test				Y	Y	Y	Y	Y	Y
Zone Monitor				Y	Y	Y	Y	Y	Y
Outputs On/Off					Y	Y	Y	Y	Y
Extend Schedules						Y	Y	Y	Y
Bypass Zones						Y	Y	Y	Y
Schedules							Y	Y	Y
Service Request								Y	Y
Fire Drill								Y	Y
Set Time								Y	Y
User Codes									Y

* = These functions can only be accessed during certain schedules.

+ = Arming allowed anytime. Disarming outside of a schedule allowed, but an Unauthorized Entry report sent to the central station.

Note: Service Request is not displayed if it has not been enabled on your system.

Programming Custom User Codes

In addition to the preset authority levels, you can also create custom authority levels by selecting the CUSTOM option at the time the user is being added to the system. This option allows you to assign specific User Menu access to individual users.

Adding User Codes

1. Access the User Menu.
2. Press COMMAND until USER CODES? displays. (**Note:** You must have a level 9 authority. If you enter the User Menu with a lower authority, the keypad will not display USER CODES?.)
3. Press any Select key. The keypad displays ADD DEL CHG.
4. Press the Select key under ADD to add a new user code.
5. At the USER NUMBER:- prompt, enter a user number and press COMMAND. The display changes to CODE NO:- .

Note: To add the next available user number, press a top row Select key when CODE NO:- is displayed. The next available user number will be automatically displayed and ready to program.

6. Enter a 3- to 5-digit user code (4-digit on the Home/Away system) and press COMMAND. The user enters this number each time they arm, disarm, or make changes. If using access cards, present the card instead of entering a code. The code is displayed for four seconds. After the code is entered, the display changes to USER NUMBER ###.
7. A 16-character name may be entered to identify the user. Press any top row key to clear the current name. You may then enter the new name. After the name is entered, press COMMAND. See Entering Custom Names in the Appendix of this User's Guide.

8. Areas systems only - The display changes to AREAS: # # # # (# = area number). Add or remove access to one or more areas by pressing the corresponding number keys. Press COMMAND.

Note: You may only add areas that are assigned to your code.

9. The display changes to LEVEL CUSTOM. Select LEVEL to assign a standard set of authorized functions as outlined in the User Code Authority Levels table on the previous page.
10. At the LEVEL: - display, enter an authority level from 1 to 9. Press COMMAND. The displays shows USER # ADDED.
11. Select CUSTOM to customize the functions you want the user to access. This allows users to have certain capabilities outside of a standard authority level. By default, each User Menu option is set to NO for the CUSTOM level.

Note: If YES is selected for TEMP CODE, enter the number of days (1 to 250) that a temporary user code can operate. Default is 7 days. Temp users are deleted from the system at 12:00 AM on the last day.

12. Press the Back Arrow key to exit the User Menu.

Note: Customized codes are not restricted to the schedules.

Browser Feature

Refer to the Appendix at the back of this guide for a diagram showing you how to use the built-in Add User Codes browser.

Ambush Codes

Your system may be programmed to allow user number 1 to be an Ambush code. This Ambush code functions identically to a standard code with the exception that it sends a silent alarm to the central station. This silent alarm alerts the operator to a duress situation at the premises and prompts the immediate notification of authorities.

Refer to the System Setup section of this guide to see if your system is programmed for Ambush. If so, do NOT program a code for user number 1 unless you intend to use the Ambush function.

Deleting User Codes

1. Access the User Menu.
2. Press COMMAND until USER CODES? displays.
3. Press any Select key. The keypad displays ADD DEL CHG.
4. Press the Select key under DEL to delete a user code from the system. You must have a user code level of 9 or have a custom user code with that authority to be able to delete a user code.

Important: Each area must have at least one user with a level 9 authority in order to be able to add or delete user codes. Be careful not to delete all level 9 users from an area.

5. At the USER NUMBER: - prompt, enter the user number you want to delete and press COMMAND. The display changes to USER # DELETED.
6. The display then changes back to USER NUMBER: - allowing you to delete another user. Press the Back Arrow key twice to exit the User Menu.

Changing User Codes

1. Access the User Menu.
2. Press the COMMAND key until USER CODES? displays.
3. Press any Select key. The keypad displays ADD DEL CHG.
4. Press the Select key under CHG to change a user code.
5. At the USER NUMBER: - prompt, enter the user number to change and press COMMAND.
6. The display changes to CODE NO: * * * * *. Press a Select key and enter the new user code. Press COMMAND.

Note: Changing a user code does not change the user number.

7. The display then shows the current user name. Press any top row key to clear. See the Entering Custom Names section in the Appendix to enter a new name.
8. Areas systems only - The display changes to AREAS: # # # # (# = area number). Add or remove access to one or more areas by pressing the corresponding number keys. Press COMMAND.
9. The display changes to LEVEL CUSTOM. Refer to Adding User Codes on the previous page for a description of this prompt.
10. After entering the authority level, the keypad displays USER # CHANGED for 5 seconds followed by USER NUMBER: -. This display allows you to enter another user number to change. Press the Back Arrow key twice to exit the User Menu.

Browser Feature

Refer to the Appendix at the back of this guide for a diagram showing you how to use the built-in Delete or Change User Codes browser.

Schedules

User Code Level: 7 and above.

Function: The Schedules function allows you to enter into the system the times at which you normally turn your burglary protection ON and OFF each day of the week. Depending on your system's programming, the ON time can be used to verify that the burglary protection is armed. Also, the schedule's ON and OFF times can be used to automatically arm or disarm the burglary protection.

Schedules can also be used to restrict access to the system by users with a 1 or 2 authority level assigned to their user codes.

Your system provides you with four different types of schedules:

1. Permanent (PRM), Primary (PRI), and Secondary (SEC) schedules occur at the same time until you change or delete them.
2. Temporary (TEMP) schedules occur only once and then are cleared when they expire. These are used to allow someone off hours access to the premises when used with a level 1 or 2 code.
3. Output (OUT) schedules allow you to set the times when relay outputs connected to your system turn on and off automatically.
4. Extend (EXT) schedules allow you to extend today's closing time schedule up to 23 hours and 59 minutes. This allows the current schedule to ignore and not send a LATE TO CLOSE message to the central station until the extended schedule expires or the system is armed. The extend schedule is erased when it expires.

Setting an Arming and Disarming Schedule

1. Access the User Menu and press COMMAND until SCHEDULES? displays. Press any Select key.
2. The keypad displays PRM TMP OUT EXT (or PRI SEC OUT EXT). Press the Select key under PRM (or PRI). This allows you to enter a schedule that remains in place until you change or delete it.
3. The keypad displays SUN MON TUE WED. Press the COMMAND key to display THU FRI SAT. Press the Select key under the day you want the schedule to begin.

Note: After selecting the day of the week for the schedule to begin, the keypad displays any currently programmed Opening and Closing times previously set for that day. This feature allows you to review programmed schedules at any time.

4. If Opening and Closing times are displayed, the keypad then displays DELETE KEEP. Press the Select key under DELETE to enter new times.
5. The keypad then displays OPENING TIME? followed by the display MON - : AM PM. Enter the new opening time and select AM or PM.

Enter all schedule times using a 12-hour clock. For example, to enter 6 AM you would enter a 0 + 6 + 0 + 0 and press the Select key under AM.

The keypad then displays CLOSING TIME? followed by the display MON - : AM PM. Enter the new closing time and select AM or PM. Press the Select key under the day MON (whichever day is displayed) allows you to scroll through the days of the week and create a schedule window that spans multiple days.

Note: You must enter an Opening and Closing time or the system will not recognize the schedule.

The new schedule is now part of your system.

6. The keypad goes back to the SUN MON TUE WED display allowing you to enter another schedule.
7. To clear a schedule, press DELETE and then AM when the opening time is requested.

Press the Back Arrow key to exit the User Menu.

Area Schedules

Your system may be programmed for Area schedules that allows you to set a separate schedule for each area of the system. If so, after selecting the schedule type (PRM, PRI, SEC, or TMP) the keypad displays AREA NO: -. Enter the number of the area you want to enter schedules. Press COMMAND to continue.

You can also press either of the two left Select keys to browse through a list of the areas. Press COMMAND when the area name you want is displayed.

All/Perimeter or Home/Away systems: Your system may be programmed for Area schedules that allows you to set a separate schedule for just the perimeter or interior of the system. If so, after selecting the schedule type (PRM, PRI, SEC, or TMP) the keypad displays INT PERIM. Press the Select key under INT to program a schedule for just the interior of your system. Press the Select key under PERIM to program a schedule for just the perimeter.

Extending Schedules

User Code Level: 6 and above.

You can extend the schedule to a later time. This allows the current shift schedule to ignore its closing time and not send a LATE TO CLOSE! message to the central station. This function allows workers to stay later and does not extend door access authority. The extended schedule is erased when it expires.

Extending Schedules at Any Time

1. Access the SCHEDULES? menu. When the schedule options PRM TMP OUT EXT display, press the Select key under EXT to extend the schedule.
2. The keypad displays -: AM PM. Enter an extended closing time and press COMMAND to exit the menu.

Alternatively, you can present your access card to a keypad with a reader to extend the schedule one hour.

To extend the schedule when the keypad displays AREA LATE or CLOSING TIME! and the warning sounds to remind users still present to arm the system or extend the schedule:

1. Press any Select key. The keypad displays ENTER CODE:-.
2. Enter your code and press COMMAND. The system's schedule is automatically extended one hour.
3. The keypad then displays -: AM PM. You can enter a time to extend the schedule for any time other than the default one-hour extension. Press AM or PM.

Note: If the system is not armed by the scheduled closing time, a Late to Close report is sent to the central station. If the schedule is extended, a Schedule Change report is sent.

Output Schedules

The Schedules function allows you to set up to 50 different scheduled times for relays connected to your system to turn on and off automatically.

Programming Output Schedules

1. Access the User Menu.
2. Press COMMAND until SCHEDULES? displays.
3. Press any Select key. The keypad displays PRI TMP OUT or (PRI SEC OUT). Press the Select key under OUT.
4. At the OUTPUT NO: - display, enter the relay output number you want to program. Press the COMMAND key.

If adding a schedule and all 50 are currently in use, you will see an OUT SCHEDULES FULL on the display. You must then delete or change an existing schedule.

5. The keypad displays SUN MON TUE WED. Press the COMMAND key to display THU FRI SAT.
6. Press the Select key under the day you want to program.

Note: After selecting the day of the week for the schedule to occur, the keypad displays any currently programmed On Off times previously set for that day. This feature allows you to review programmed schedules at any time.

7. If On Off times are displayed, the keypad then displays DELETE KEEP. Press the Select key under DELETE to enter new times.
8. The keypad then displays ON TIME?. This is followed by the display - : AM PM.
Enter a new relay On time and select AM or PM.
The display changes to OFF TIME?. This is followed by the

display - : AM PM.

Enter a new Off time for the relay.

Enter all schedule times using a 12 hour clock. For example, to enter 6 AM you would enter a 0 + 6 + 0 + 0 and press the Select key under AM. For 11 PM you would enter a 1 + 1 + 0 + 0 and press the Select key under PM.

9. The keypad then goes back to the day of the week displays allowing you to enter another Output schedule. To exit the user menu or to go back to the PRI TMP OUT display, press the Back Arrow key.
10. To clear a schedule, press DELETE and then AM when the opening time is requested.

List your Opening and Closing schedules in the table provided on the following page for easy reference.

Arm/Disarm and Output Schedules Chart

Schedule	Area Name	Status	SUN	MON	TUE	WED	THU	FRI	SAT	HOL A	HOL B	HOL C
Area #__ or INT PERIM		Open	:_M	:_M	:_M							
		Close	:_M	:_M	:_M							
Area #__ or INT PERIM		Open	:_M	:_M	:_M							
		Close	:_M	:_M	:_M							
Area #__ or INT PERIM		Open	:_M	:_M	:_M							
		Close	:_M	:_M	:_M							
Area #__ or INT PERIM		Open	:_M	:_M	:_M							
		Close	:_M	:_M	:_M							
Area #__ or INT PERIM		Open	:_M	:_M	:_M							
		Close	:_M	:_M	:_M							
Area #__ or INT PERIM		Open	:_M	:_M	:_M							
		Close	:_M	:_M	:_M							
Area #__ or INT PERIM		Open	:_M	:_M	:_M							
		Close	:_M	:_M	:_M							
Output #		Open	:_M	:_M	:_M							
		Close	:_M	:_M	:_M							
Output #		Open	:_M	:_M	:_M							
		Close	:_M	:_M	:_M							
Output #		Open	:_M	:_M	:_M							
		Close	:_M	:_M	:_M							
Output #		Open	:_M	:_M	:_M							
		Close	:_M	:_M	:_M							
Output #		Open	:_M	:_M	:_M							
		Close	:_M	:_M	:_M							

Setting the Date and Time

User Code Level: 8 and above.

Function: Allows you to change the current date and time displayed on the Security Command keypad and used by the system to log events in its Event Memory program, and control schedules.

Setting the System's Date and Time

1. Access the User Menu.
2. Press COMMAND until TIME? displays. Press any Select key.
3. The keypad displays the current day and time. Press the COMMAND key. The keypad displays the current date. Press the COMMAND key to make any changes.
4. The keypad displays TIME DAY DATE.
5. Press the Select key under TIME to change the time. The keypad displays - : AM PM. Enter the current time and select AM or PM.
The display changes back to TIME DAY DATE.
6. Press the Select key under DAY to change the day of week. The keypad displays SUN MON TUE WED. If the current day of the week is not displayed, press the COMMAND key.

7. The keypad displays THU FRI SAT. Press the Select key under the correct day. You can use the Back Arrow key to toggle between the two day of the week displays.

8. Press the Select key under DATE to change the date. The keypad displays

MONTH:- 1 or 2 digits for the month. Press COMMAND.

DAY:- Up to 2 digits for the day. Press COMMAND.

YEAR:- Up to 2 digits for the year. Press COMMAND.

The display returns to the TIME DAY DATE display. Press the Back Arrow key to exit the User Menu.

Display Events

User Code Level: 1 and 2 - During schedules only. 3 to 9 - Anytime.

Function: Allows you to review up to 200 past system events.

There are six event types:

Zone Activity - Zone alarms, troubles, and restorals.

Opening and Closing - Arming and disarming of the system.

User Code Changes - Adding, deleting, and changing user codes.

Schedule Changes - Adding, deleting, and changing schedules.

Door Access - Each door access function used at a keypad.

Supervisory - Problems with the system's hardware components.

The system's memory can hold a maximum of 200 events for 45 days. Any event older than 45 days is cleared automatically by the system. Also, once the full 200 events are stored, any new event causes the oldest event to be cleared.

Using the Display Events

1. Access the User Menu.
2. Press the COMMAND key until DISPLAY EVENTS? displays. Press any Select key.
3. The keypad displays FRST LST PRT SRT. Select FRST (first) to view the oldest to newest events. Select LST (last) to view the newest to oldest events. If you select FIRST, use the COMMAND key to scroll up through the events. If you select LAST, use the Back Arrow key to scroll down through the events.

Select SRT (sort) to sort through the Display Events log and collect information specific to a user or system event.

Select PRT (print) to print the complete Display Events log.

4. To use the Sort feature, press the Select key under SRT. The keypad displays FRST DATE: 8/21. Press any Select key and enter a 4-digit beginning date for the sort. Press COMMAND.
5. The keypad displays LAST DATE: 10/17. Press any Select key and enter a 4-digit ending date for the sort. Press COMMAND.
6. The keypad displays USER NUMBER: -. To sort events for a particular user, enter their user number or press COMMAND to sort for all users. To search for a user, press any Select key then use the COMMAND and Back Arrow keys to browse through the user names in the system. When the user you want is displayed, press any Select key then press COMMAND.
7. The keypad next displays five event types that you can include in the sort. Press the right Select key to display YES as the event type name is displayed on the keypad. Press COMMAND.

The following are the five sort event types:

ACCESSES = door accesses granted.

DOOR NUMBER = leave blank for all doors.

ZONE EVENTS = zone alarms, troubles, and restorals.

ARM/DISARM = arming and disarming events.

USER EVENTS = adding, deleting, and changing user codes.

SUPERVISORY = system hardware problems.

8. After the last event type is displayed, the keypad again displays FRST LST PRT SRT. At this point, you can view or print the new sorted Display Events or press SRT for a new sort.

Service Request

User Code Level: 8 and above.

Function: Allows you to send a Request for Service message to the central station when there is a problem on your system.

After the Display Events function and if this feature is programmed for your user code, you will see SERVICE REQUEST? displayed in the keypad User Menu. If you would like to send a Request for Service report to the central station, press any top row Select key while SERVICE REQUEST? is displayed. After the Request for Service report is sent, the keypad displays REQUEST MADE for four seconds.

Note: This function is only displayed if it is enabled on your system and the user code has authority.

Fire Drill

User Code Level: 8 and above.

Your system may be programmed to allow a Fire Drill test. The Fire Drill is used to test the fire bells or fire horns in your system. The Fire Drill test turns on your system bell circuit, but does not send a message to the central station.

Starting a Fire Drill test

1. Access the User Menu.
2. Press COMMAND until the FIRE DRILL? displays. Press any Select key.
3. The keypad displays SURE? YES NO.
4. Press the Select key under YES to start the Fire Drill test.

Ending a Fire Drill test

1. Enter your code at the keypad and press COMMAND to end the Fire Drill.
2. The Fire Drill test will automatically end with an ALARM SILENCE or the programmed Bell Cutoff time.

System Setup

System Setup Record

We have provided this System Setup section to allow you to track the current and future status of the programmable options on your Security Command system. If you make changes to the system, you should update the information contained on these pages.

Your system is monitored by a central station.

Yes No

C/S Name: _____

Address: _____

City/State: _____

Emergency Phone: _____

Service Phone: _____

Service Manager: _____

Your system sends Opening and Closing reports.

Yes No

Your system sends Zone Bypass reports.

Yes No

Your system sends Ambush reports.

Yes No

Security Command Keypad Record

Address

Location

1	_____
2	_____
3	_____
4	_____
5	_____
6	_____
7	_____
8	_____

Which keypads display System Status?

1 2 3 4

5 6 7 8 N/A

Which keypads display Armed Status?

1 2 3 4

5 6 7 8 N/A

Which keypads provide Door Access reports?

1 2 3 4

5 6 7 8 N/A

Appendix A

About the Display Events Section

This section of the User's Guide shows the Display Events items for 32-character keypad displays. While in the Display Events function, use the COMMAND and Back Arrow keys to go forward or backward through the list of events.

To view more information about each display, press the Select key as directed in the explanations below.

Arming and Disarming Event Displays

This displays any arming or disarming of system areas.

16-Character Display

ARM	3	12	1017
-----	---	----	------

Description

Area 3 was armed by user 12 on Oct. 17. Press the Select key under 3 for the area name, under 12 for the user name, or under 1017 for the time the arming occurred.

32-Character Display

ARM	5:10P	10/17
WAREHOUSE		

Description

The area was armed at 5:10 PM. Press any Select key to display the area number and user number, and then any Select key to display the user name.

Arming Event Types - There are 2 event types you may see here:

ARM - User armed the system

DIS - User disarmed the system

Zone Event Displays

This displays alarms, troubles, and other events that could occur on your protection zones.

16-Character Display

2	BURG	ALR	1017
---	------	-----	------

Description

A burglary alarm occurred on zone 2. Press the right Select key for the time the alarm occurred.

32-Character Display

ALR	10:23P	10/17
BASEMENT DOOR		

Description

An alarm occurred at 10:23 PM on Oct. 17. Press any Select key to see the zone number and zone type.

Zone Type - There are 7 possible zone types you may see here.

FIRE - Fire

PANC - Panic

BURG - Burglary

EMRG - Emergency

SUPV - Supervisory

AUX1 - Auxiliary 1

AUX2 - Auxiliary 2

Event Types - There are 7 event types you may see here:

ALR - Alarm

TBL - Trouble

RST - Restore

LOW - Low battery

MIS - Missing wireless transmitter

FLT - Zone Fault

SVC - Service smoke detector

Note: LOW and MIS are for wireless systems only.

User Code Change Event Displays

This displays any addition, deletion, or change to a user code.

16-Character Display

```
12  ADD  19  1017
```

Description

User 12 added user 19 on Oct. 17. Press the right Select key for the time this occurred.

32-Character Display

```
ADD  11:41A 10/ 17  
US:19 BY      US:12
```

Description

User 19 added by user 12 at 11:41 AM. Press the Select key under either user (US:) number for the user name.

User Code Event Types - There are 3 event types you may see here:

ADD - User added

DEL - User deleted

CHG - User code or authority level has been changed.

Supervisory Event Displays

This displays the date and time of an automatic test report.

16-Character Display

```
AUTO RECALL  1017
```

Description

The test report was sent on Oct. 17.

32-Character Display

```
MSG  11:58P 10/ 17  
AUTO RECALL
```

Description

The test report was sent to the central station at the date and time shown.

System Monitor Event Displays

This displays any problems with the system's AC power, battery, or phone line(s) or any opening of a tampered panel box.

16-Character Display

```
POWER TBL  1017
```

Description

An AC failure occurred on Oct. 17. Press the Select key under 1017 for the time.

32-Character Display

```
TBL  11:41A 10/ 17  
POWER
```

Description

An AC failure occurred at 11:41 AM. on Oct. 17.

System Monitor Event Types - There are 2 event types:

TBL - Trouble

RST - Restore

System Monitor Event Names - There are 5 system monitors:

POWER - AC power to panel

BATTERY - On panel

LINE 1 - Phone line number 1

LINE 2 - Phone line number 2

TAMPER - On panel box

Door Access Event Displays

This displays the keypad address where a Door Access occurred and the user number of the person granted access.

16-Character Display

```
DOOR 3 024 1017
```

Description

Door (keypad) #3 was accessed by user 24 on Oct. 17. Press the Select key under 1017 for the time of occurrence or under 024 for the user name.

32-Character Display

```
ACC 5:18P 10/17  
3 USER:024
```

Description

Door (keypad) #3 was accessed by user 24 at 5:18 PM on Oct. 17. Press the first Select key to display Door name where to access occurred. Press the second Select key to display the reason that access was denied. Press the third Select key for the name of the device, or the fourth key for the user name.

About Door Access

Door Access is a feature available on certain Security Command keypads that contain a built-in door releasing relay and proximity readers. When power for an electric door strike or magnetic lock is connected to the relay's contacts, only users entering a valid user code can release the lock and gain access to the area.

The Display Events feature logs the user number and name of the person granted access, the date and time, and from which keypad they entered their code.

Schedule Change Event Displays

This displays Changes made to the system's schedules.

16-Character Display

```
PRM MON 024 1017
```

Description

A Permanent schedule for Monday was changed by user 24 on Oct. 17. Press the Select key under 1017 for the time of occurrence or under 024 for the user name.

32-Character Display

```
S1 9:41A 10/17  
MON USER:024
```

Description

S1 schedule for Monday was changed by user 24 at 9:41 AM on Oct. 17.

Schedule Types - There are 4 possible schedule types:

PRM - Permanent

TEMP - Temporary

OUT - Output

EXT - Extend

MON - This is the day of the week in which the schedule change occurred. The days are displayed using three letters. Press the first Select key to display the scheduled Opening time and once again for the scheduled Closing time.

024 - User number of the person who made the change. Press the third Select key (the Select key under 024) to display the user's name.

Zone Bypass Event Displays

This displays the bypassing of system zones.

16-Character Display

22	BYPS	12	1017
----	------	----	------

Description

Zone 22 bypassed by user 12. Press the left Select key for the zone name and the right Select key for the time.

32-Character Display

BYP	5:18P	10/17
EAST WINDOW		

Description

The east window zone was bypassed. Press a Select key for the zone number and user number. Press again for the user name.

Bypass Event Types - There are 3 event types:

BYP - Bypass RST - Restore FRC - Force Arm

Note: You may sometimes see the user as SWG. This is short for Swinger Bypass which is an automatic function that allows the system to bypass a zone.

Appendix B

Bypass Zones Browser

Zone Status Browser

Access the User Menu. Press COMMAND until ZONE STATUS appears.

ZONE STATUS?
[] [] [] []

Press any SELECT key then press the SELECT key under NBR.

ARM BYPS ALR NBR
[] [] [] []

Press one of the left two SELECT keys to browse through the names of zones.

ZONE NO: -
[] [] [] []

SELECT AREA
[] [] [] []

This prompt allows you to search for a zone by area. Press the COMMAND key to scroll through the list of areas.

COMMAND
[] [] [] []

FRONT OFFICE
[] [] [] []

When the area where the zone is located is displayed, press any SELECT key.

COMMAND
[] [] [] []

24 HOUR ZONES
[] [] [] []

After all the areas are displayed, the system allows you to search through the 24 hour zones (Fire, Panic, Supervisory, etc.).

COMMAND
[] [] [] []

SELECT ZONE
[] [] [] []

Press the COMMAND key to scroll through the list of all zone names.

COMMAND
[] [] [] []

EAST DOOR
[] [] [] []

When the correct zone name is displayed, press any SELECT key.

COMMAND
[] [] [] []

ZONE NO: - 0 1 2
[] [] [] []

Verify the zone number matches the previously shown name.

Press COMMAND.
[] [] [] []

COMMAND
[] [] [] []

EAST DOOR - OKAY
[] [] [] []

The system displays one of these zone status messages:

- OKAY = the zone is normal
- BYPAS = the zone is bypassed
- BAD O = the zone is open
- BAD S = the zone is shorted

COMMAND
[] [] [] []

HALL SMOKE
[] [] [] []

The system displays one of these zone status messages:

- OKAY = the zone is normal
- BYPAS = the zone is bypassed
- BAD O = the zone is open
- BAD S = the zone is shorted

COMMAND
[] [] [] []

ZONE NO: - 0 3 4
[] [] [] []

Verify the zone number matches the previously shown name.

COMMAND
[] [] [] []

HALL SMOKE - OKAY
[] [] [] []

Pressing COMMAND allows you to enter another zone number.

Access the User Menu. Press COMMAND until BYPASS ZONES appears. Press any SELECT key.

BYPASS ZONES?
[] [] [] []

Press either of the two left SELECT keys.

COMMAND
[] [] [] []

ZONE: - RST BYP
[] [] [] []

This prompt allows you to search for a zone by area. Press the COMMAND key to scroll through the list of areas.

COMMAND
[] [] [] []

SELECT AREA
[] [] [] []

COMMAND
[] [] [] []

FRONT OFFICE
[] [] [] []

When the area where the zone is located is displayed, press any SELECT key.

COMMAND
[] [] [] []

SELECT ZONE
[] [] [] []

Press the COMMAND key to scroll through the list of all zone names.

COMMAND
[] [] [] []

EAST DOOR
[] [] [] []

When the correct zone name is displayed, press any SELECT key.

COMMAND
[] [] [] []

ZONE:012 RST BYP
[] [] [] []

The display shows the zone number. Press the SELECT key under RST to Reset the zone. Press the SELECT key under BYP to Bypass the zone.

COMMAND
[] [] [] []

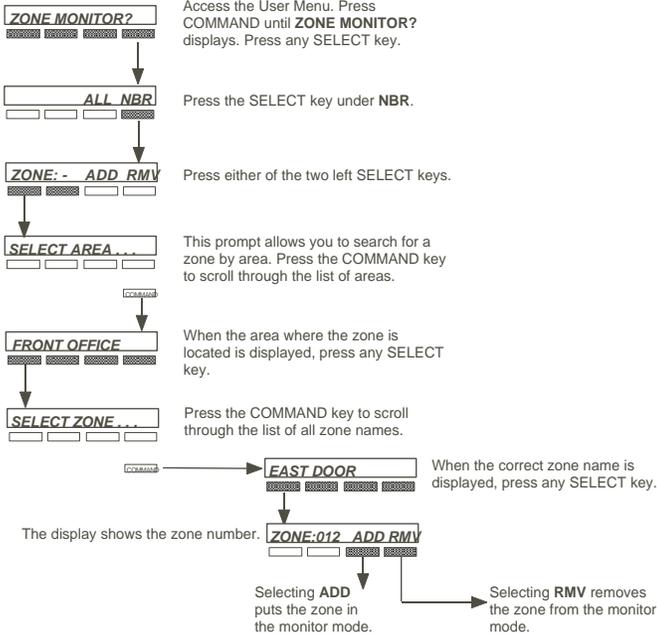
ZONE: - RST BYP
[] [] [] []

COMMAND
[] [] [] []

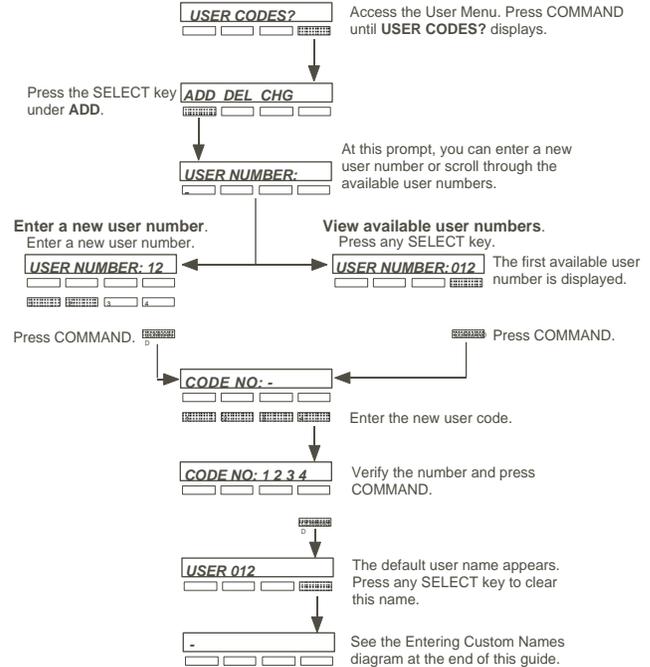
ZONE: - RST BYP
[] [] [] []

The display returns to the ZONE: prompt allowing you to enter another zone number.

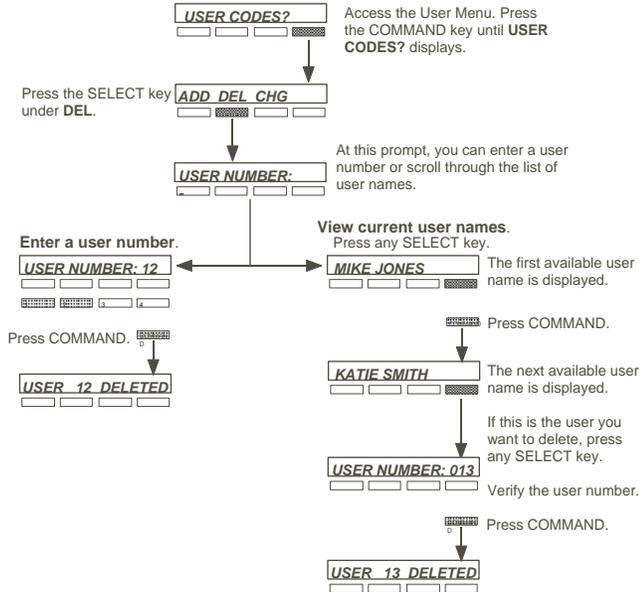
Zone Monitor Browser



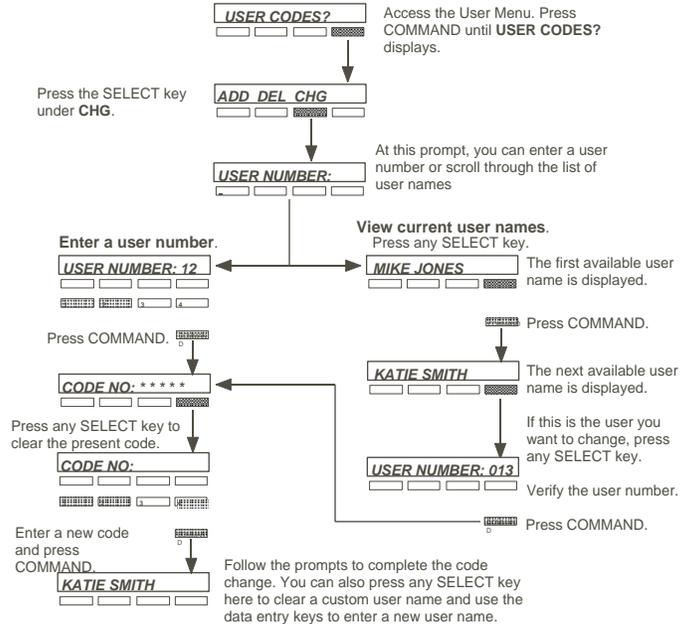
Add User Codes Browser



Delete User Codes Browser

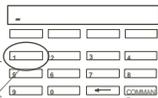


Change User Codes Browser



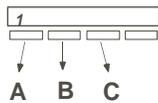
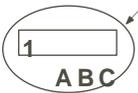
Entering User Names

1
To enter a custom name into the keypad, you'll be using the 3 rows of number keys.



Once you've cleared the default name, the display shows just a dash on the left side.

2
Under each number key are three letters. To enter a custom name, press the number key above the letter you want to enter.



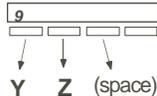
3
With the number displayed, press the SELECT key that matches the position of the letter. See example.



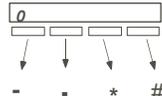
4
Once the letter you want is displayed, press the number key above the next letter you want to enter.

You can enter up to 16 characters for each name into the keypad.

The nine and zero keys . . .



Pressing the **9** key provides you with Y, Z, and a space that you can use between names. For example: BOB SMITH.



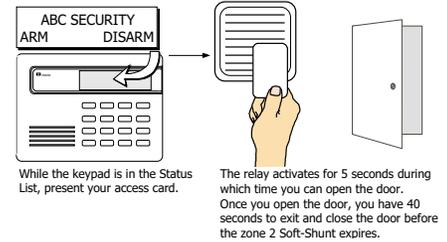
Pressing the **0** (zero) key provides you with a (dash), (period), (asterisk), and a (pound sign).

Appendix C

Easy Entry™ User's Guide DOOR STRIKE

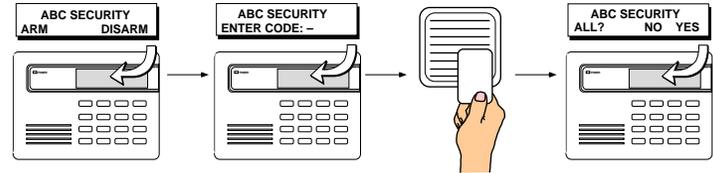
From the Status List, present your card to the reader. Once it is validated by the system, the Door Strike relay activates. If you are entering an armed area which you are assigned, accessing the area will automatically cause it to be disarmed.

While the keypad is in the Status List, present your access card. The relay activates momentarily during which you must open the door. Once you open the door, you have 30 seconds to exit and close the door before the zone 2 Soft-Shunt expires.



ARMING AND DISARMING AN AREA SYSTEM

Press Command. The keypad displays **ARM DISARM**. Press the Select key under either option. The keypad displays **ENTER CODE: -**. Present your card to the reader. Once it is validated by the system, all areas accessible by you arm or disarm automatically. Select **NO** to arm or disarm individual areas. Select **YES**, or simply wait, and the keypad will automatically arm or disarm all areas for which you are authorized.

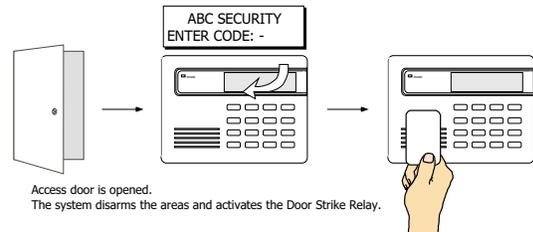


DISARMING WITH ENTRY DELAY

Once the protected door is opened and the entry delay starts, the keypad displays **ENTER CODE: -**. Present your card to the reader. Once it is validated, the system disarms all areas accessible by you. Area systems provide a delay to allow selected areas only to be disarmed. See Arming and Disarming above.

Using the access reader for user menu access

You can also use a card reader to access the User Menu when the **MENU? NO YES** display is shown and a code is requested.



FA100 User's Guide

These instructions guide you through the operation of your system using the FA100 Wireless Command Transmitter. The FA100 operates for the Home/Away or ALL/Perimeter arming systems.

Arming a Home/Away or ALL/Perimeter System

1. Press the HOME button to arm the Perimeter burglary protection.
2. Press the AWAY button to arm all of the burglary protection.

Disarming a Home/Away or ALL/Perimeter System

1. Press the OFF button to disarm all of the burglary protection.

Using the ALERT Button

Pressing the ALERT button sends a Panic alarm to the panel. If your system is monitored by a central station, the proper authorities will be notified of the alarm.

FA113 User's Guide

These instructions guide you through the operation of your system using the FA113 Wireless Keychain Remote.

Arming

1. Press the ON button to arm all of the burglary protection.

Disarming

1. Press the OFF button to disarm all of the burglary protection.

Using the ALERT Buttons

Press the two ALERT buttons simultaneously to send a Panic alarm to the panel. If your system is monitored by a central station, the proper authorities will be notified of the alarm.

Pager Direct™ User's Guide

Pager Direct uses the reporting capability of your security system to dial your pager number and send reports much like someone sending you a pager message. You can receive reports of alarms, troubles, or armings and disarmings of the system and know at a glance the status of your system.

Area Names

List your system's area names and numbers below:

Area	Name
1	_____
2	_____
3	_____
4	_____

Service Department Phone: _____

Emergency Phone: _____

Central Station Phone: _____

Area Names

List your system's area names and numbers below:

Area	Name
1	_____
2	_____
3	_____
4	_____

Service Department Phone: _____

Emergency Phone: _____

Central Station Phone: _____

Fold

Pager Direct™



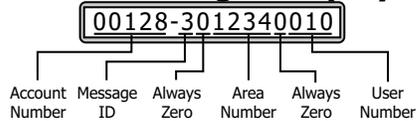
**Security Command
Alphanumeric Paging**

Pager Direct™



**Security Command
Numeric Paging**

Numeric Pager Display



Account Number

This number has been programmed into your Security Command system as an identifier. Whenever the system sends a message to your pager, it will always send the account number first to identify itself.

Message ID

This is always a single digit that describes the message.

- 1 = Zone Alarm 4 = Area(s) Disarming
- 2 = Zone Trouble 5 = Late to Arm
- 3 = Area(s) Arming 7 = Local Message

Zone, Area, or User Number

If this message is for a zone, the 1 to 3-digit zone number is displayed.

If this message is for areas that are being armed or disarmed, the area numbers are shown in sequential order. Example: 1 2 4.

Security Command Numeric Paging

Alphanumeric Pager Display

Account Number

Whenever the system sends a message to your pager, it will always send the account number first to identify itself. After the account, you will see:

Typical Zone Event Display

20002 001 NORTH DOORS BURG *ALARM* SHIPPING
Account Zone Zone Name Zone Type Event Area Name
Zone Types - BURG, FIRE, SUPV (Supervisory), PANC (Panic), EMRG (Emergency), AUX1, or AUX2

Events - ALARM or TROUBLE

Typical Arming/Disarming Display

20002 ARMED 0016 BILL SMITH 01 EAST WAREHOUSE
Account Event User # User Name Area # Area Name
Events - ARMED or DISARMED

Typical System Event Display

20002 LATE TO CLOSE
Account Event
Events - LATE TO CLOSE (The system has not been armed at its scheduled closing time)
ALARM CANCELLED (An alarm has been cancelled by an authorized user)

Security Command Alphanumeric Paging

Frequently asked questions

This section of the user's guide attempts to answer questions you might have regarding the operation of your Security Command system.

Q. If I bypass an exit delay door when I arm the system, will I get an alarm if I come through it later?

A. You won't get an alarm from the door because it is bypassed but if you also walk through a motion detector or other armed door inside the premises you will get an alarm.

Q. When I arm or disarm my Area system, I get ALL? NO YES displayed. Does this mean all areas in the system?

A. Choosing YES arms or disarms all areas that are authorized for your user code.

Q. How do I create a schedule that starts at 8:00 am on Monday and ends at 5:00 PM on Friday.

A. In the days of the week display, select MON (Monday). For the OPENING TIME?, enter 0 + 8 + 0 + 0 AM. For the CLOSING TIME?, at the MON – : AM PM display press the Select key under MON; this scrolls through the days of the week. Stop at the day you want the schedule to end. Next, enter 0 + 5 + 0 + 0 PM into the FRI – : AM PM closing time display. Press COMMAND. Press the Back Arrow key to exit the User Menu.

This sets the opening time to 8:00 AM Monday and the closing time to 5:00 PM Friday. You can substitute any other day or time in this example.

Q. What do I do if I want to be in the building past the scheduled closing (arming) time?

A. If your system is programmed for Closing Check, the keypad emits a steady tone after the schedule expires and displays "area name" LATE or CLOSING TIME!. During this display, pressing any Select key displays ENTER CODE: . Enter your user code and press COMMAND. Your schedule is automatically extended one hour.

The keypad now displays – : AM PM. Enter in the new time you want the schedule to expire and press COMMAND.

The time you enter may extend past midnight by pressing the AM key after the appropriate time has been entered.

Common Keypad Displays

Listed below are several keypad messages you may see on the display. Follow the instructions in the Possible Solutions column to correct the problem. In many cases, you will need to call a service person to correct the problem. Displays that are not discussed here mean that your service representative should be called.

Message	Meaning	Possible Solutions
Invalid Code	The user code you have entered is not recognized by the system.	Check the user code and try again.
Invalid Level	The code you have used does not have the authority level required to perform the task you are attempting.	Check the user level to see if you have the correct level set for the code. Remember that you can only grant a user authority is you have the same authority or greater: You can't give what you don't have.
Closing Time	The scheduled has expired but the area has not been armed.	Users still on the premise should arm the system or extend the schedule to a later time.
Late to Close	The system was not armed at its scheduled closing time.	Users still on the premise should arm the system or extend the schedule to a later time.
AC Trouble	The system is not getting proper power.	Contact your representative.
Battery Trouble	The battery is either low or missing.	Contact your representative.
Phone Line 1 Trouble	The panel is looking for phone jack supervision.	Contact your representative.
System Trouble or Service Required	There is a problem with one or more components in the system.	Contact your representative.
System Busy	The system is performing another task with a higher priority.	Wait a short period of time and attempt the task again.
4-Wire Bus Trouble	There is not a supervised device on the bus, low voltage or an open yellow wire, or two devices share the same address.	Contact your representative.
Transmit Fail	The panel has not succeeded to communicate with the central station.	Contact your representative.
Wireless Trouble	The wireless receiver is not communicating with the 472 900MZ Interface.	Contact your representative.
Non-Polled Address	The device is not set to STD or FIRE in Device Setup of programming.	Contact your representative.

Index

Symbols

2-Button Panic Keys 2
24-Hour Zone 5

A

ALARM 4
Alarm Silence 15
All/Perimeter System
 Arming 10
 Disarming 11
Alphanumeric Paging 45
Ambush Codes 23
Areas 5
 Schedules 25
Area Names and Numbers Record 32
Area System
 Arming 8
 Disarming 9
Armed Areas Display 16
Armed Status 6
Arming 5, 7
Arming and Disarming
 Schedule 24
Arming Functions 7

B

Browser
 Add User Codes 40
 Bypass Zones 39
 Change User Codes 41
 Delete User Codes 41
 Entering User Names 42
 Zone Monitor 40
 Zone Status 39
Bypassing
 when arming bad loops 2
Bypass Zones 18

C

Central Station Monitoring 6
Changing User Codes 23
CLOSING TIME 24, 25, 47
Common Keypad Displays 48
Custom User Codes 22

D

Date and Time 28
Delete User Codes 23
Disarming 5
Display Events 29, 35
 Arming/Disarming Event Displays 35
 Door Access Event Displays 37

Schedule Change Event Displays 37
Supervisory Event Displays 36
System Monitor Event Displays 36
User Code Change Event Displays 36
Zone Bypass Event Displays 38
Zone Event Displays 35
Door Access 16

E

Easy Entry™ User's Guide 43
ENTER CODE 4
Entry or Exit zone 5
Extending Schedules 25

F

FA113 User's Guide 44
False Alarms 1
Fault 4
Fire Drill 30
Frequently asked questions 47

H

Home/Away System
 Arming 12
 Disarming 13

I

Instant Zone 5
INVALID CODE 4
INVALID LEVEL 4
INVALID TIME 4

K

Keypad
2-Button Panic Keys 2
Data Entry Keys 2
Tones 3
User Menu 1
Wireless Displays 4

L

LATE TO CLOSE 25
LED
AC 2
Armed 2

M

Monitoring 6

O

OPENING TIME? 24
Outputs On Off 17

P

Pager Direct™ User's Guide 45

S

Schedules 24, 32
Area 25
Extend 24
Extending Schedules 5
Output 24
Permanent 24
Setting 24
Temporary 24
Security Command Keypad 1, 2
Security Command Keypad Record 31
Security System Terms 5
Sensor Reset 15
Service Request 30
SERVICE REQUIRED 4
Standard User Codes 34
Status 6
Status List 6
SYSTEM BUSY 4
System Setup Record 31
System Status 20
System Test 20
SYSTEM TROUBLE 4

T

TROUBLE 4
TRY AGAIN 4

U

User Code
Authority Levels 21
User Codes 21, 33
Adding 22
Changing 23
Deleting 23
User Menu Options 14

Z

Zone 5
Zone Monitor 19
Zone Status 17

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