

System Operation

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Security Codes

Installer Code

The installer programs the 4-digit Installer Code initially as part of the programming procedure. The factory default Installer Code is "4-1-1-1", but may be changed in field *20.

NOTE: The Installer Code is defined as User 1.

The Installer Code is the only code that can allow re-entry into Programming mode. In normal operation mode, only the Master code can be used to enter the User codes (refer to *Assigning the Master Code*).

See the *MECHANICS OF PROGRAMMING* section for details on exiting the Programming mode via *98 or *99.

Assigning the Master Code

In normal operation mode, assign the 4-digit Master Code as follows:

Installer Code + 8 + 2 + 4-digit Master Code

NOTE: The Master Code is defined as User 2.

Changing the Master Code

In normal operation mode, the Master Code can be changed by entering:

Master Code + 8 + 2 + New Master Code + New Master Code again

User Codes

In normal operation mode, the Master Security Code can be used to assign up to 4 secondary 4-digit security codes. It can also be used to remove secondary codes from the system (individually).

To assign (or change) a Secondary security code, enter (*via keypad*):

Master Code + [CODE] key + User No. (3–6) + desired 4-digit Secondary Code

The system will emit a single beep when each secondary code has been successfully entered.

To delete a Secondary security code, enter (*via keypad*):

Master Code + [CODE] key + User No. (3–6)

NOTES:

- All Master and Secondary security codes permit access to the system for arming, disarming, etc.
- If a Secondary code is inadvertently repeated for different users, the lower user number will take priority.
- Opening and closing reports are sent for the Master Code as No. 02, with the appropriate subscriber number. Secondary user codes are sent as Nos. 3 through 6 respectively, with the appropriate subscriber number.

Duress Code

This feature is intended for use when you are forced to disarm or arm the system under threat. When used, the system will act normally, but can silently notify the central station of your situation, if that service has been provided.

Important: This code is useful only when the system is connected to a central station.

The Duress code may be any 4-digit code assigned to User Number 8.

To program a Duress code

1. Enter Master Code.
2. Press the CODE [8] key.
3. Press the [8] key again (8 = Duress Code User No.).
4. Enter the desired 4-digit Duress Code. The keypad will beep once.

NOTE: The Duress Code must differ from the Master Code or any other User's Code.

To change the Duress Code:

Repeat above steps 1, 2, and 3, and then step 4 with the new Duress Code.

To delete the Duress Code

Perform steps 1, 2, and 3, and then stop. When the keypad beeps once, it signifies that the code has been deleted.

Keypad Functions

Note that if you enabled QUICK ARM (field *21), you can press the [#] key instead of entering the security code, for any of the arming procedures (AWAY, STAY, INSTANT, or MAXIMUM). The security code is **always** required, however, when disarming the system.

NOTE: The "Quick Arm" feature will function only if the Master Code has been programmed (see *Assigning the Master Code* on a previous page).

The keypad displays zone descriptors and allows the user to perform such system functions as arming and disarming the system, and bypassing zones. Zone and system conditions (alarm, trouble, bypass) are displayed in the display window.

When an alarm occurs, keypad sounding and external sounding occur, and the zone(s) in alarm are displayed on the keypad. Pressing any key will silence the keypad sounder for 10 seconds. Disarming the system will silence both keypad and external sounders. When the system is disarmed, any zones that were in an alarm condition during the armed period will be displayed (memory of alarm). To clear this display, simply repeat the disarm sequence (enter the security code and press the [OFF] key) *again*.

The keypads also feature chime annunciation, and 3 panic key pairs, or individual panic keys (depending on keypad type – see *Panic Keys* on next page), for silent, audible, fire, or personal emergency alarms. These keys can notify the central station of an alarm condition, if that service is connected.

Arming Functions

The following is a brief list of system commands. For detailed information concerning system functions, refer to the User's Manual.

Disarmed, Not Ready..... Before arming, the system must be in the READY condition (all zones must be intact). If the "NOT READY" message appears, press the READY [*] key to display faulted zones.

Arming AWAY..... Enter code + AWAY [2].

Arming STAY..... Enter code + STAY [3].

- Arming INSTANT** Enter code + INSTANT [7].
- Arming MAXIMUM**..... Enter code + MAXIMUM [4].
- Quick Arming** Simply press [#] key in place of code, then press
(if enabled) AWAY, STAY, INSTANT, or MAXIMUM to arm system as desired. Note that the [#] key cannot be used in place of code when disarming the system.
- Disarming**..... Enter code + OFF [1].
- Bypassing Zones** Enter code + BYPASS [6] + zone number(s).
- Forced (Quick) Bypass** To automatically bypass all faulted zones, use
(if enabled) the "Quick Bypass" method:
Enter code + BYPASS, then wait for all open zones to be displayed. Arm when display indicates "Bypass" and "Ready to Arm".
- Chime Mode** Enter code + CHIME [9].
To turn chime off, enter code + CHIME again.

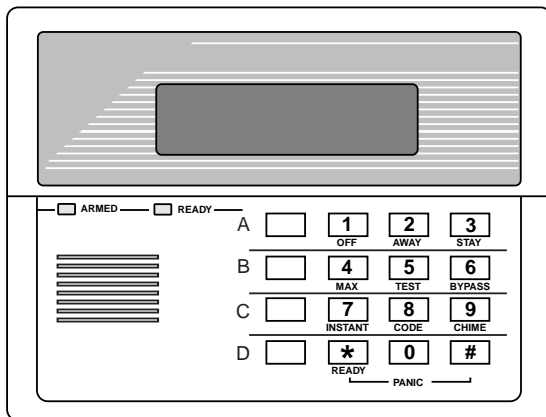
SUMMARY OF ARMING MODES

Arming Mode	Features for Each Arming Mode			
	Exit Delay	Entry Delay	Perimeter Armed	Interior Armed
AWAY	Yes	Yes	Yes	Yes
STAY	Yes	Yes	Yes	No
INSTANT	Yes	No	Yes	No
MAXIMUM	Yes	No	Yes	Yes

Panic Keys

There are three individual panic keys or, on some keypads, panic key pairs. If programmed, they can be used to manually initiate alarms and send a report to the central station.

Each key (or key pair) can be individually programmed for 24-hour Silent, Audible, Personal, or Fire Emergency responses. The panic function is activated when both keys of the appropriate key pair are pressed at the same time, or the appropriate lettered key is pressed for at least 2 seconds.



Shown above is a typical alpha keypad with individual Panic keys (shown lettered).

The panic functions are identified by the system as follows:

Keys	Displayed as Zone
[A], or [1] & [*]	95
[B], or [*] & [#]	7
[C], or [3] & [#]	96

Notes:

- Keys [A], [B], [C] are not on all keypads.
- Key [D], if present, is not active here.

Important: For the Silent Panic functions to be of practical value, the system must be connected to a central station.

4285/4286 VIP Module (if used)

Refer to the separate instructions supplied with the VIP Module for information concerning its operating procedures.

Relay Outputs (if used)

If relay outputs are used, two keypad entries available to the user are included among the system operation choices (34 and 35) that may be programmed (see the *OUTPUT DEVICE PROGRAMMING* section). They can manually activate or de-activate the relay(s) for starting or stopping some action, such as turning lights on or off, etc.

These keypad entries are: **Security Code + [#] + [7]**

and **Security Code + [#] + [8]**

NOTE: The keypad entry that is used to Start/Stop the action, cannot also be used to Stop/Start it. The opposite action must either be performed by the other keypad entry or by some other event or operation offered in the *OUTPUT DEVICE PROGRAMMING* section.

Exit Error Alarm Displays (if programmed)

- A display of "CANCELED ALARM" or "CA" and a zone indication will appear if an exit or interior zone contained a fault during closing at the time the exit delay ended (e.g., exit door left open), *but the system was disarmed during the entry delay time*. The alarm sounder and keypad sound continuously, but stop when the system is disarmed. No message will be transmitted to the central station.
- A display of "EXIT ALARM" or "EA" and a zone indication will appear if an exit or interior zone contained a fault during closing at the time the exit delay ended, *but the system was NOT disarmed during the entry delay time*. The alarm sounder and keypad sound continuously until the system is disarmed (or timeout occurs). An "exit alarm" message is sent to the central station.
- The "EXIT ALARM" display, etc. will also result if an alarm from an exit or interior zone occurs within two minutes after the end of an exit delay.

In any of the previous cases, use a second OFF sequence (**CODE** plus [OFF] key) to clear the display.

Trouble Conditions

The word **CHECK** on the keypad's display, accompanied by a rapid "beeping" at the keypad, indicates that there is a trouble condition in the system. The audible warning sound can be silenced by pressing any key. Instruct users to call for service immediately upon seeing any of the following messages:

CHECK and BATTERY Displays

- A display of **CHECK** and one or more zone numbers indicates that a problem exists with the displayed zone(s) and requires attention.
- A display of **CHECK** and **09** indicates that communication between control and a zone expander or wireless receiver is interrupted. Check the wiring and DIP switch settings on the units. Also see **CHECK 70** and **CHECK 90** on a following page under *Other Displays*.
- **If there are wireless sensors in the system**, the CHECK condition may also be caused by some change in the environment that prevents the receiver from receiving signals from a particular sensor.

- A display of **BAT** (on fixed-word keypads) or **SYSTEM LO BAT** (on alpha keypads) with **no** zone number indicates that the system's main standby battery is weak.
- A display of **"BAT"** (on fixed-word keypads) or **"LO BAT"** (on alpha keypads) with a zone number and a once per minute **"beeping" at the keypad** indicates that a low-battery condition exists in the wireless sensor displayed (zone "00" indicates a wireless keypad). If the battery is not replaced within 30 days, a **CHECK** display may occur.
- **Bell Failure (CHECK 70)** Wiring loop to external sounder is either open or shorted.
- **RCVR Jam (CHECK 90)** RF jam detected.

NOTE: Some wireless sensors contain a nonreplaceable long-life battery that requires replacement of the entire unit at the end of battery life (e.g., 5802, 5802CP).

Power Failure

- If there is **no** keypad display at all, and the **POWER** indicator (if present) is not lit, operating power for the system has stopped and the system is inoperative.

NOTE: The control panel will power-up in its previous state (armed or disarmed) after a complete power failure, but will not retain any memory of bypasses.

- If the message **AC LOSS** (on alpha keypads) or **NO AC** (on fixed-word keypads) is displayed, and the **POWER** indicator (if present) is off, the keypad is operating on battery power only.

NOTE: There is a random delay of up to 30 minutes before the system will report an AC failure to the central station. The keypad response is about 6 seconds. The Restore Report has a random delay of up to 30 minutes (if the AC Failure Report was sent).

- If the battery standby capacity is used up during a prolonged AC power outage, the control's auxiliary power will shut down to minimize deep discharge of the battery.

Other Displays (fixed-word displays are in parentheses)

Busy-Standby (dI). If this remains displayed for more than 1 minute, the system is disabled.

Modem Comm (CC) The system is in communication with the central station for change of function or status verification.

Comm. Failure (FC) A communication failure has occurred.

Open Circuit (OC) The keypad is not receiving signals from the control and sees an open circuit.

Long Rng Trbl (bF) Backup LRR communication failure.