# Model 670, 770, 771 Security Command
## User's Guide

## For use with DMP Series 1912 Controls

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## AREA SYSTEM DISARMING

**Disarming:**  You should enter the premises through an entry/exit delay door. By doing this the **SECURITY COMMAND** prewarn tone will pulse to remind you to disarm. Entering a delay door prior to disarming is not required. When disarming is selected a code number may be required. This is optional. A code number may not be required within permanent or temporary schedules, or the system may be programmed to always require a code regardless of time. If a code is required you should note that level 2 User Codes only function during permanent or temporary schedules. If a code number is required you will only be allowed to control the areas which are assigned to your code number.

**All Or Selective Disarming:**  After entering your code number you will be asked if you wish to disarm all of the areas to which you have access or only selected areas. If you choose to disarm all areas the system will disarm them all. If you choose to disarm selective areas the **SECURITY COMMAND** will allow you to choose the individual areas you want to disarm.

**Alarm Display:**  After selecting your areas the **SECURITY COMMAND** will display any loops which tripped in the areas you are disarming or any transmission problems which occurred during the armed period. All burglary loops in the areas you selected are then disarmed and any bypassed loops are automatically reset.

**Disarmed Message:**  After disarming, the **SECURITY COMMAND** will display "ALL SYSTEM OFF" if all areas are now disarmed.

**Central Station Report:**  A report of the system disarming can be transmitted to your Central Station. This is optional and is programmed at the time of system installation.

**Step By Step:**

1. Press the            key until **ARM DISARM** is displayed.

    (Note: during entry delay the display immediately jumps to step 3.)

    DISARM

2. Press          to disarm areas.

3. Enter your code number if required.  The display will read

    **ALL     NO   YES** .

        NO

4. Press          to disarm selective areas. Go to step 5.

    YES

    Press          to disarm all areas to which you have access.

    Go to step 6.

5. If NO is selected in step 4 the display will list each area to which you have

    access, followed by NO and YES.  Example:  **OFFICE**

**NO  YES** .

    YES

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## Special SECURITY COMMAND Messages

ENTER CODE:-      This message will be displayed when the **SECURITY COMMAND** is requesting a code number. Code numbers are needed for arming, disarming, and many of the various system options. When you press the **SECURITY COMMAND** keys to enter your code number the numbers you enter will not be displayed. Instead a * will be displayed for each digit. This is to keep other people from seeing your code number when you enter it. Always press COMMAND after you complete the entry of your code number.

TRY AGAIN      This message is displayed when a code number is entered the first time which does not exist in the alarm system memory.

INVALID CODE   This message is displayed when a code number is entered a second time which does not exist in the alarm system memory.

INVALID TIME   This message is displayed when a level 1 or 2 code number is entered outside permanent or temporary schedules. Level 1 or 2 codes will function only during a permanent or temporary schedule.

SERVICE REQUIRED
This message is displayed when there is an electronic failure in your alarm system. You should contact your alarm dealer if this message is ever displayed.

## Special SECURITY COMMAND Tones

**Keystroke tone:** Short beep. This short beep is emitted each time a key is pressed on the SECURITY COMMAND.

**Prewarn tone:** Pulsed tone, one second on, one second off, continuous. This tone is emitted after an entry delay door is opened to remind you to disarm your burglary system.

**Monitor tone:** Pulsed tone, one second on then off, one pulse only. This tone is emitted when using the loop monitor option. The tone will be emitted every time the loop is displayed in the alert condition.

**Trouble tone:** Steady tone, always on. When using the Status Display option this tone will be emitted for any fire or system trouble

## SYSTEM ARMING FOR ALL/PERIMETER SYSTEM

**Area Assignment:** Your burglary alarm system has been divided into two separate areas. Interior loops like motion detectors, inside doors, etc., have been assigned to the interior area. Perimeter loops like windows, outside doors, etc., have been assigned to the perimeter area. The specific loop names and their area assignment are listed below for easy reference.

| Interior area | | Perimeter area | |
|---|---|---|---|
| Loop | Name | Loop | Name |
| ___ | _____ | ___ | |
| | _____ | | |
| ___ | _____ | ___ | |
| | _____ | | |
| ___ | _____ | ___ | |
| | _____ | | |
| ___ | _____ | ___ | |
| | _____ | | |
| ___ | _____ | ___ | |
| | _____ | | |
| ___ | _____ | ___ | |
| | _____ | | |
| ___ | _____ | ___ | |
| | _____ | | |
| ___ | _____ | ___ | |

**All or Perimeter:** When arming your system you may arm only the perimeter area if you are remaining inside, or arm both areas if you are leaving. The use of a code number for system arming is optional. This option is programmed during system installation.

**Bypassing:** After you have made your arming selection and have entered your code number, if required, the **SECURITY COMMAND** will display any loops which have been bypassed prior to arming. This is for your information only. They will remain bypassed until disarmed or reset using the Bypass Loops menu option. Any 24 hour loops which are in a bad condition will also be displayed.

The system will then check to see that all doors and windows which will be armed are closed and that any motion detectors, etc., are set properly. If no problems exist the system will be armed. If a problem does exist on one or more loops the **SECURITY COMMAND** will display the problems and allow you to bypass those loops. If the problem can be corrected by simply closing a door or window you should not bypass. You should correct the problems and repeat the arming procedure. If the loop or loops are in some way damaged and cannot be corrected they may be bypassed. Bypassing a loop means it will be ignored while the system is armed. A code number may be required to bypass. This is optional and is programmed during system installation.

**Armed Message:** After all loops are bypassed or corrected the system will be armed. The **SECURITY COMMAND** will display the "SYSTEM ON" message if only the perimeter is armed or "ALL SYSTEM ON" if both have been armed. The display will then show you the exit delay. Any exit loops will not be armed until the delay expires. All other non-exit loops are armed immediately.

**One Moment Message:** Your system may be programmed to wait for the transmission of the arming signal to the central station receiver before displaying the Armed Message. This is to ensure that your phone lines are working properly. While the system is waiting for the transmission the display will read "ONE MOMENT...". If the test is okay the Armed Message will be displayed. If the test

## Special SECURITY COMMAND Keys

COMMAND

until the tone is acknowledged by pressing any top row select key on the SECURITY COMMAND.

The COMMAND key is used to speed up system operation. It can be pressed to go "forward" one step during various operations of your alarm system. It can go forward through the list of Menu Options or through each step of a particular Menu Option. The COMMAND key is excellent for quickly stepping through a list of information such as the names of the armed loops in the Loop Status Menu Option.

The COMMAND key is also used when entering information, such as code numbers or a loop number. Think of it as a carriage return on a typewriter and press it when you have entered information on the keypad and you are ready for the SECURITY COMMAND to take it. The information requested by the SECURITY COMMAND must be ed first. The COMMAND key will not skip past a step that requires you to make an entry.
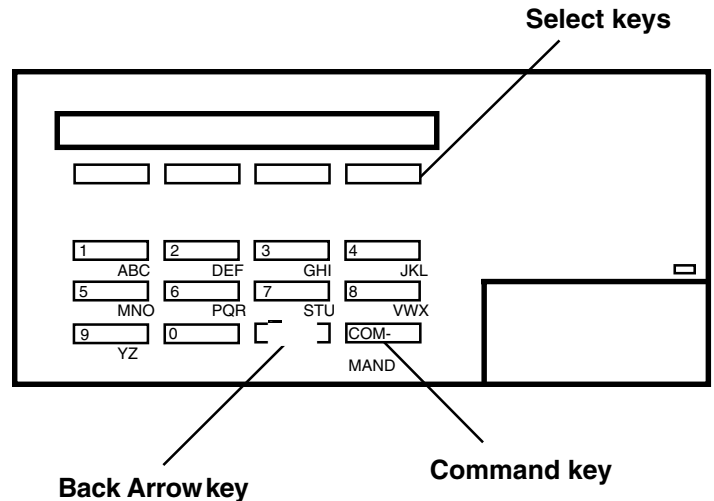
The back arrow is used for "backing up" when operating your system. It can be pressed to back up through the list of Menu Options or when entering information such as a code number. If an error is made while entering information press the back arrow and the character will be erased.

The back arrow will also back up a step in the operation of any Menu

Option. If the back arrow is pressed at the first step in a Menu Option the option will terminate. This is a quick way to exit a Menu Option when you are finished with it. The back arrow will not back up through a list of information within a Menu Option, such as Alarmed Loops or System Status.

The top row of keys are called the select keys. Each time a select key is to be used its function will be labeled by the display above it.

**Select keys**

**Back Arrow key**

**Command key**

## ALL/PERIMETER ARMING

**Step By Step:**

1. Press the COMMAND key until **PERIM** **ALL** is displayed.

2. Press PERIM to arm areas.
   Press ALL to arm areas.

3. Enter your code number if required.

4. Loops which have been bypassed prior to arming and 24 hour loops which
   are in a bad condition will be displayed. No action is required by you.

5. Bypass any bad loops if required (step 5a, 5b, 5c).

   5a. If a problem exists on one or more loops the loop name and problem will
   be displayed and followed by **BYPASS?  NO  YES** .

   5b. Select NO to stop the arming sequence without bypassing

any loops. Correct the problem and return to step 1.

   Select YES to bypass all non-24 hour loops displayed as bad.

   5c. Enter your code number if required to bypass loops.

6. The display will read **SYSTEM ON** if only the perimeter is armed
   and **ALL SYSTEM ON** if both the perimeter and interior are armed.

7. The exit time will be displayed in seconds and begin counting down,
   **EXIT DELAY: XX** . When the delay expires the exit loops will be
   armed.

8. Press INSTNT while the exit delay is displayed to immediately
   arm all exit loops and make them instant.

By labeling each key with the display they can be used for many different applications such as entering AM or PM when setting time or selecting which areas of your system you want to arm during system arming. The most common use is selecting a Menu Option. This is done by pressing any one of the select keys when the name of the Menu Option is displayed.

Loop:

Loop describes the wiring run from your alarm control cabinet to each protection point in your alarm. Therefore each door, window, motion detector, smoke detector, etc. which has been individually wired to the alarm control cabinet via a "loop" of wire is referred to as a loop. Since every loop can have a name and number the SECURITY COMMAND can use these to identify a protection point for you. Like, loop: 3 Front Door or loop: 12 Smoke Detector.

Entry/ Exit loop:

A loop which has an entry and exit delay time assigned. Each time the loop is armed it will ignore any trips until the exit delay expires. When the system is armed and the loop is tripped an alarm signal will not be transmitted if the loop is disarmed before the delay expires. This allows you to enter the alarm system through the entry

door so you can disarm the system at the **SECURITY COMMAND** keypad.

Instant Loop:

A loop which has no entry/exit delay. If this loop is tripped when armed an alarm will be transmitted.

24 Hour Loop:

A loop which is always armed. It is not controlled by arming and disarming. Example: Fire loop, panic loop, etc.

Areas:

A group of loops assigned together for arming and disarming. Each loop in your burglary system must be assigned to an area. These loops are then armed and disarmed by area. Example: The basement area may be made up of the basement door loop, the basement window loop and the basement motion detector loop. By arming the basement area all three loops would be armed. 24 hour loops are not assigned to an area since they are always armed.

Transmit:

Reporting alarms, troubles, system disarming, etc. to a central

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**ALL/PERIMETER DISARMING**

To disarm your burglary system you should enter the premises through an entry/exit delay door. By doing this the SECURITY COMMAND prewarn tone will pulse to remind you to disarm. Entering a delay door prior to disarming is not required however, you can simply press COMMAND until DISARM? is displayed and proceed from that point.

**Code number:** A code number may be required when disarming. If this is a residential system a code number is normally required to disarm. If this is a commercial system a code number may not be required within permanent or temporary scheduled opening times. This is optional. The system may be programmed to always require a code regardless of time. If this is the case you should note that level 2 User Codes only function during temporary or permanent scheduled opening times. The disarming code options are programmed during system installation.

**Alarm Display:** After entering a code number, if required, the SECURITY COMMAND will display any loops which tripped or any transmission problems which occurred during the armed period. All burglary loops are then disarmed and any bypassed loops are automatically reset.

**Central Station Report:** A report of the system disarming can be transmitted to your Central Station. This is optional and is programmed at the time of system installation.

COMMAND

**Step By Step:**

1. Press the _____ key until **DISARM?** is displayed.

   (Note: during entry delay the display immediately jumps to step 3.)

2. When **DISARM?** is displayed press any one of the top four

   select keys.

3. Enter your code number if required. If a code number is not required the

   display will read **PRESS COMMAND** during entry delay only.

4. Any loops which tripped or any communication problems which occurred

   during the armed period are automatically displayed.

5. The display will read **ALL SYSTEM OFF** to confirm that the system is

   disarmed.

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station receiver. Your system can be programmed to report alarms, troubles, or any combination of the many system reports to a central station receiver. You should consult your alarm dealer for information about which reports will be transmitted. When a combination burglary and fire alarm system is installed all fire transmissions will have priority over burglary transmissions.

Armed Status:
Armed Status will display the current armed condition of your burglary system in one of two ways. If this is an area arming system, the area number is displayed if the area is armed.

Examples: All four areas are armed =      1  2  3  4

Status is a system feature which automatically displays the armed or disarmed status of your burglary system, as well as any alarm or trouble conditions of a loop or internal system monitor. You can choose to have all of the available status information displayed, only selected items, or no status display at all. You can also choose which **SECURITY COMMAND**s will display the Status List. These options are programmed during system installation. All of the available status information is described in this section.

Status works automatically when the **SECURITY COMMAND** is not performing any other function. This could be right after system arming or disarming is complete or just after you have finished using a menu option. The **SECURITY COMMAND** will stay in Status until you choose to go to system arming/disarming or a menu option.

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**ALARM  SILENCE**

**User Code Level:**      2-During permanent or temporary schedules only
             3-Anytime

**Function:** Silences alarm bell

Alarm Silence is used to silence the alarm bell or siren of your alarm system. When selected  you  will be asked to enter your code number. When the code number is accepted the alarm bell or siren will be turned off.

**Step By Step** COMMAND

1. Press the      key until **ALARM SILENCE?**      is displayed.

2. When **ALARM SILENCE?** COMMAND is displayed press any one of the top four

   select keys. The display will read **ENTER CODE: -**      .

3. Enter your code number and press           . The alarm bell or siren
   will be turned off.

**Opening and Closing Schedules** may be utilized to check to see if the burglary system is armed by a scheduled time each day. The closing check feature will verify that all areas of the system are armed when the permanent and temporary schedule expires. If an area is not armed the keypad will display CLOSING TIME.* The steady trouble tone will also sound. If the system is not armed or a schedule extended within ten minutes, a no closing report will be transmitted to the central station receiver.

The closing schedule can be lengthened by entering a temporary schedule or using the extend feature. The extend function step by step follows. Temporary schedules are described in the schedule menu option section.

If an area has been disarmed outside of any permanent or temporary schedule, the closing check sequence will occur one hour after the area was disarmed.

**Extending A Schedule** is accomplished by pressing a top row key

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to silence the closing time display. After a valid code number is accepted the keypad will request the new closing time. Any time may be entered up to 11:59 p.m. If no time is entered the closing time will be extended for one hour.

**Step by Step:**

1.  When a schedule expires **CLOSING TIME!** * will be displayed and the steady trouble tone will sound.

2.  Press any top row key to silence the tone. The display will read **ENTER CODE:-** .

3.  Enter at least a level six code number and press COMMAND .
    The display will read **- :** **AM  PM** .

4.  Enter the new closing time and press the **AM** or **PM** key.

5.  If no time is entered in step 4, the schedule will be extended for one hour

    * If the system has been programmed to provide independent schedules per
    area, the closing time will be replaced by **AREA NAME-LATE** .

## FIRE  RESET

**User Code Level:** 1- During permanent or temporary schedules only
3- Anytime

**Function:** Resets smoke detectors

Fire Reset is used to reset smoke detectors after they have been tripped. Once a smoke detector has been tripped it must be reset before it will function again. When Fire Reset is selected the smoke

detectors are automatically reset. Insure that all smoke is cleared from the detector before resetting.

**Step By Step**

1.  Press the COMMAND key until **FIRE RESET?** is displayed.

2.  When **FIRE RESET?** is displayed press any one of the top four COMMAND select keys. The display will read **ENTER CODE:-** .

# SYSTEM ARMING AND DISARMING FOR AN AREA SYSTEM

**Area Assignment:** The Area Arming system can contain from one to four individual areas. Your burglary alarm system has been divided into ___ separate areas. The specific area names should be listed below for easy reference.

| Area | Name |
|------|------|
| _____ - | _____ |
| _____ - | _____ |
| _____ - | _____ |
| _____ - | _____ |

**Arming or Disarming:**   The first choice to be made is if you wish to arm or disarm.  Arming or disarming may be done for all areas at one time or each area may be controlled individually.  If a code number is required you will only be allowed to control the areas which are assigned to your code number.

**Arming:**  When arming is selected a code number may be required. This is optional. The option is programmed during system installation. If a code number is required you will only be able to arm the areas which are assigned to your code number. If no code number is required you will be able to  arm  all areas.

**All Or Selective Arming:**  After entering your code number you will be asked if you wish to arm all of the areas to which you have access or only selected areas. If you choose to arm all areas the system will begin checking to see that all loops are in a good condition.  If you choose to arm selective areas the **SECURITY COMMAND** will allow you to choose the individual areas you want to arm before beginning the loop check.

**Bypassing:**   After you have made your arming selection the

**S  E  C  U  R  I  T  Y COMMAND**  will display any loops which have been bypassed prior to arming . This is for your information only and they may not be reset during arming.  They will remain bypassed until disarmed or reset. Any 24 hour loops which are in a bad condition will also be displayed. The system will then check to see that all doors and windows which will be armed are closed and that any motion detectors, etc., are set properly. If no problems exist the areas you have selected will be armed. If a problem does exist on one or more loops the **SECURITY COMMAND** will display the problems and allow you to bypass those

loops.  If the problems can be corrected by simply closing a door or window you should not bypass.  You should correct the problems and repeat the arming procedure.  If the loop or loops are in some way damaged and cannot be corrected they may be bypassed. Bypassing a loop means it will be ignored while the system is armed.

A code number may be required to bypass.  This is optional and is programmed during system installation.

**Armed Message:**   After all loops are bypassed or corrected the areas you selected will be armed.  The **SECURITY COMMAND** will display "ALL SYSTEM ON" if all areas are armed.  The display will read "SYSTEM ON" if all areas are not armed. The display will then show you the exit delay.  Any exit loops will not be armed until the delay expires.  All other non-exit loops are armed immediately.

**One Moment Message:**  Your system may be programmed to wait for the transmission of the arming signal to the central station receiver before displaying the Armed Message. This is to insure that your phone lines are working properly. While the system is waiting for the transmission the display will read "ONE MOMENT...". If the test is okay the Armed Message will be displayed. If the test fails the

# DOOR  ACCESS

3.  Enter your code number and press                 .  The display will read

**DETECTORS OFF**     then change to    **DETECTORS ON**    to                            confirm that the smoke detectors have been reset.                                            .

**User Code Level:**      1- During  permanent or  temporary schedules only

3- Anytime

**Function:** To operate the door strike

Door Access is  used  to operate the  door  strike at  a single **SECURITY                                              COMMAND**

When Door Access is selected you will be asked to enter your code number.  When the code number is accepted the door  strike  at the **SECURITY** COMMAND  COMMAND                          you are operating  will turn on for five seconds.

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

A report of this entry can be transmitted to your central station.  This report is optional and is programmed during system installation.

**Step By Step:**

1.  Press the                key until  **DOOR ACCESS?**         is displayed.

2.  When **DOOR ACCESS?**      is displayed  press any one of the top four

select keys.  The display will read   **ENTER CODE: -**          .

3.  Enter  your code number and press        .  The door strike  will turn

on for five seconds.

## AREA SYSTEM ARMING

**Step By Step:**

1. Press the COMMAND key until **ARM** **DISARM** is displayed.

2. Press ARM to arm areas.

3. Enter your code number if required. The display will read
   **ALL     NO    YES**

4. Press NO to arm selective areas.   Go to step 5.

   Press YES to arm all areas to which you have access. Go to step 6.

5. If NO is selected in step 4 the display will list each area to which you have access, followed by NO and YES.
   Example: **OFFICE    NO    YES**
   YES

5a. Press NO for every area you wish to arm.

5b. Press for every area you do not wish to arm.

6. Loops which have been bypassed prior to arming and bad 24 hour loops will
   be displayed. No action is required by you.

7. Bypass any bad loops if required (step 7a, 7b, 7c)
   7a. If a problem exists on one or more loops, the loop name and problem will
       be displayed followed by **BYPASS?  NO  YES**
   7b. Select NO to stop the arming sequence without bypassing
       any loops.  Correct the problem and return to step 1 if at least one area in the
       YES
       Select to bypass all loops displayed as bad.

   7c. Enter your code number if required to bypass loops.

8. The display will read **SYSTEM  ON** system is armed, and **ALL SYSTEM ON** if all areas in the system are
   armed.

9. The exit time will be displayed in seconds and begin counting down,
   **EXIT : XX** . When the delay expires the exit loops will be                                                            armed.

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## ARMED  AREAS

**User Code Level:**          None

**Function:** Displays all armed areas

Armed Areas is used to display all of the armed areas in your system. Each area that is armed will be displayed with area number and name.

**Step By Step:**
   COMMAND
1. Press the key until **ARMED AREAS?** is displayed.

2. When **ARMED AREAS?** is displayed press any one of the top four

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| User Number | Code Number | Area Access ** | Person Assigned To |
|---|---|---|---|
| 1 | | 1 2 3 4 | Ambush Code* |
| 2 | | 1 2 3 4 | |
| 3 | | 1 2 3 4 | |
| 4 | | 1 2 3 4 | |
| 5 | | 1 2 3 4 | |
| 6 | | 1 2 3 4 | |
| 7 | | 1 2 3 4 | |
| 8 | | 1 2 3 4 | |
| 9 | | 1 2 3 4 | |
| 10 | | 1 2 3 4 | |
| 11 | | 1 2 3 4 | |
| 12 | | 1 2 3 4 | |
| 13 | | 1 2 3 4 | |
| 14 | | 1 2 3 4 | |
| 15 | | 1 2 3 4 | |
| 16 | | 1 2 3 4 | |

| User Number | Code Number | Area Access ** | Person Assigned To |
|---|---|---|---|
| 17 | | 1 2 3 4 | |
| 18 | | 1 2 3 4 | |
| 19 | | 1 2 3 4 | |
| 20 | | 1 2 3 4 | |
| 21 | | 1 2 3 4 | |
| 22 | | 1 2 3 4 | |
| 23 | | 1 2 3 4 | |
| 24 | | 1 2 3 4 | |
| 25 | | 1 2 3 4 | |
| 26 | | 1 2 3 4 | |
| 27 | | 1 2 3 4 | |
| 28 | | 1 2 3 4 | |
| 29 | | 1 2 3 4 | |
| 30 | | 1 2 3 4 | |
| 31 | | 1 2 3 4 | |
| 32 | | 1 2 3 4 | |

*Optional

** Not Functional on All/Perimeter Systems

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## OUTPUTS  ON/OFF

select keys.  The display will list each armed area one at a time.

3.  If no areas are armed the display will read    **NONE**    .

**User Code Level:** 5

**Function:** Manually turn outputs on and off

Outputs On/Off is used to individually turn relay and voltage outputs on and off.  You may have from one to six different outputs in your system. The function of each should be listed below. When Outputs On/Off is selected you will be asked to enter your code number. When the code number is accepted you may enter the desired output number and turn it on or off.

Output 1 _____

Output 2 _____

Output 3 _____

Output 4 _____

Output 5 _____

Output 6 _____

COMMAND 

**Step by Step:**

1.  Press the              key until   **OUTPUTS ON/OFF?**      is displayed.

COMMAND

2.  When  **OUTPUTS ON/OFF?**        is displayed press any one of the top four

select keys.  The display will read   **ENTER CODE: -**          .

3.  Enter your code number and press                  .  The display will read

   **OUTPUT: -  ON    OFF**   .

                                                    ON                    OFF

4.  Enter the output number and then press                 or

   .

   The output will  be placed in that position.

5.  The output number will automatically disappear and a new output number

may be entered in step 4.

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# LOOP STATUS

**User Code Level:**    None

**Function:** Displays a list of armed, bypassed, or alarmed loops; or checks the
              status of individual loops.

Loop Status can be used to give you a list of loops by category or display the current status of an individual loop number. The three categories are:

1) Armed Loops; loops which are currently armed.
2) Bypassed Loops; loops which are currently bypassed.
3) Alarmed Loops; loops which have tripped during the current or previous armed period.

When Loop Status is selected you will be asked which kind of display you want to see. If you choose one of the three categories, the list of loops in that category will follow immediately, including loop number and name. If you choose to enter an individual loop number you will be asked for the specific number then the loop name and status will be displayed.

**Step By Step:**

1. Press the          COMMAND          key until   **LOOP STATUS?**   is displayed.

2. When   **LOOP STATUS?**   is displayed press any one of the top four
   select keys. The display will read   **ARM  BYPS  ALR  NBR**   .

3. Press   **ARM**   for a list of loops which are currently armed.
   Press   **BYPS**   for a list of loops which are currently bypassed.
   Press   **ALR**   for a list of loops which have tripped during the
   current COMMAND   or previous armed period.
   Press   **NBR**   and   **LOOP: -**   will be displayed.

4. If NBR is selected enter the desired loop number and press   .
   The loop name will be displayed followed by its current status:

   -OKAY = loop in normal condition
   -BYPAS  =    loop is bypassed

# SCHEDULES

**User Code Level:** 7

**Function:** To enter and delete Permanent, Temporary, and Relay Schedules

Schedules is used to enter permanent and temporary opening and closing times for your burglary system and daily on and off times for relay outputs. When Schedules is selected you will be asked to enter your code number. When the code number is accepted you will be asked if you want to enter Permanent, Temporary, or Relay Schedules.

Permanent Schedules and Temporary Schedules provide opening and closing times for your burglary system. One Permanent and one Temporary opening and closing schedule is available for each area for each day of the week.* A Temporary schedule is erased from memory automatically each day, but permanent schedules remain in memory until a new schedule is entered. Level one and two User Codes will function only during a scheduled period, also your alarm system can be programmed to not require a code number for disarming during a scheduled period. This reduces the need for each employee to have their own code number. This is optional and is programmed during system installation.

Your system may be programmed to automatically arm and disarm at the permanent and temporary opening and closing times. The option is selected during sytsem installation.

Permanent and Temporary Schedules are also used for Closing Check. This is an option which checks to see that the burglary alarm is armed by the closing time each day. Closing Check is further described in the Closing Check section of the users manual.

Once you have selected Permanent or Temporary Schedules you will be asked which area and day you wish to schedule. The **SECURITY COMMAND** will show you the current schedule for that day. It can be deleted and the new opening and closing times may be entered. You should list your permanent schedule on the next page for easy reference.

[COMMAND]

**Step By Step:**

1. Press the [COMMAND] key until **SCHEDULES?** is displayed.

2. When **SCHEDULES?** is displayed press any one of the top four **PRM** / **TMP** / **OUT** select keys. The display will read **ENTER CODE: -** .

3. Enter your code number and press [COMMAND]. The display will read **PRM TMP OUT** .

4. Press [COMMAND] to enter permanent schedules, then go to step 5.
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Press [COMMAND] to enter temporary schedules, then go to step 5.

Press [COMMAND] to enter output schedules, then go to step 6.

* The use of a separate schedule for each area is optional and is programmed during system installation.

# BYPASS LOOPS

-BAD O  =  loop is open
-BAD S  =  loop is shorted

5. After displaying the loop status the display will return for another loop number.

**User Code Level:** 6

**Function:** Bypasses and Resets loops prior to arming.

Bypass Loops is used to bypass individual loops from the alarm system. This is usually done because the loop is inoperative. Bypassing means the alarm system will not respond to any activity on the bypassed loop except that the loop name will still appear in the Alarmed Loops list. A loop may be bypassed only while it is disarmed. Since fire, panic, emergency, and supervisory type loops are always armed they can never be bypassed. Bypassing may also be done during system arming.

Bypass Loops can also be used to reset a loop, which has been bypassed, back into the system. This can only be done while the loop is still disarmed. A bypassed loop is automatically reset during system disarming.

When Bypass Loops is selected you will be asked to enter your code number. When the code number is accepted you may enter the desired loop number and bypass or reset it. A report of bypassed or reset loops can be transmitted to your central station. This report is optional and is programmed during system installation.

**Step By Step:** [COMMAND]

1. Press the [COMMAND] key until **BYPASS LOOPS?** is displayed.

2. When **BYPASS LOOPS?** is displayed press any one of the top four select keys. to by- pass. The display will read **ENTER CODE: -** .

**Permanent or Temporary Step By Step:**

5. If PRM or TMP is pressed in step 4 the display will read **AREA NO:-** . *

    5a. Enter the area number you wish to schedule and press COMMAND . The display will read **SUN MON TUE WED** then **THU FRI SAT** .

    5b. Press the key below the desired day when it is displayed. The SECURITY COMMAND will show you the current scheduled opening and closing times for that day **OP TIME ??:?? ?M** then **CL TIME ??:?? ?M** then **DELETE** KEEP .

    5c. Press KEEP to keep the current schedule and return to step 5a

    Press DELETE to delete the current schedule. The display will read **OPENING TIME?** then **- :** **AM PM** .

    * An area number is requested only if your system is programmed to utilize a separate permanent or temporary schedule for each area.

    5d. Enter the new opening time and press the **AM** or **PM** key. (Note: a zero must be entered for the tens digit of the hour

**PERMANENT SCHEDULE**

| | | SUN | MON | TUE | WED | THU | FRI | SAT |
|---|---|---|---|---|---|---|---|---|
| Area 1 | Opening | _M | : _M | : _M | : _M | : _M | : _M | : _M |
| | Closing | : _M | : _M | : _M | : _M | : _M | : _M | : _M |
| Area 2 | Opening | : _M | : _M | : _M | : _M | : _M | : _M | : _M |
| | Closing | : _M | : _M | : _M | : _M | : _M | : _M | : _M |
| Area 3 | Opening | : _M | : _M | : _M | : _M | : _M | : _M | : _M |
| | Closing | : _M | : _M | : _M | : _M | : _M | : _M | : _M |
| Area 4 | Opening | : _M | : _M | : _M | : _M | : _M | : _M | : _M |
| | Closing | : _M | : _M | : _M | : _M | : _M | : _M | : _M |

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# LOOP MONITOR

**User Code Level: 4**

**Function:** Monitor selected disarmed loops and display their name when tripped.

Loop Monitor will monitor any disarmed loop and will display the loop name and sound the keypad monitor tone when the loop trips. The loop will be displayed at all **SECURITY COMMAND**s in the system. Any combination of disarmed loops may be placed in Loop Monitor. If more than one loop is in Loop Monitor the last loop that tripped will be displayed. When the loop is armed the name is cleared.

Loop Monitor display will alternate with Armed Display and Status List. Armed Display and Status List are optional. The options are selected at the time the system is programmed.

**Step By Step:**

1. Press the COMMAND key until **LOOP MONITOR?** is displayed.

2. When **LOOP MONITOR?** is displayed press any one of the top four select keys. The display will read **ENTER CODE: -** .

3. Enter your code number and press COMMAND . The display will read:
    **PERIM ALL NBR** .

4. Press PERIM to place all disarmed perimeter loops into loop monitor. (PERIM is displayed on all/perimeter systems only.)
    Press ALL to place all disarmed loops into loop monitor.
    Press NBR to enter a specific loop number for loop monitor.

5. If ALL or PERIM is selected the display will ask if the loops are to be added ADD or removed RMV from loop monitor.

6. If NBR is selected the display will read **LOOP :-** **ADD RMV** .
    6a. Enter the desired loop number and press ADD to add to, or RMV to remove from Loop Monitor.

7. The loop number will automatically disappear and a new loop number may be entered in step 6. A loop is automatically removed from Loop Monitor when it is armed. The loop can be returned to the Monitor mode automatically, when disarmed, or it may be required to manually reenter the loop number each arming cycle. This option is selected at the time the system is

if the hour is less than 10)

The display will read **CLOSING TIME?** then

**- : AM PM** .

AM

5e. Enter the new closing time and press the

or

PM

key. The display will return to step 5a for the next day to be scheduled.

Relay outputs provided on your alarm system can be programmed to turn on and off at pre-selected times each day. Your system may have one or two relay outputs. Each output has a seven day schedule and can have a different on and off time for each day. Once you have selected Relay Schedules you will be asked which output number you wish to schedule then the day of the week. The **SECURITY COMMAND** will show you the current schedule for that relay number and day. It can be deleted and the new on and off times may be entered. You should list all of your relay schedules on this page for easy reference.

COMMAND

**Relay Step By Step:**

6. If OUT is pressed in step 4 the display will read **OUTPUT NO : -** .

6a. Enter the output number you wish to schedule and press

The display will read **SUN MON TUE WED** then

**THU FRI SAT** .

6b. Press the key below the desired day when it is displayed.

The SECURITY COMMAND will show you the currently scheduled

opening and closing times for that day **ON TIME ??:?? ?M** then

**OF TIME ??:?? ?M** then **DELETE** **KEEP** .

KEEP

6c. Press to keep the current schedule and return to step 6a.

DELETE

Press to delete the current schedule. The display will read

**ON TIME?** then **- :** **AM PM** .

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AM

6d. Enter the new on time and press the or

PM

key.

(Note: a zero must be entered for the tens digit of the hour if the hour is less than 10)

COMMAND

The display will read **OFF TIME?** then

**- :** **AM PM**

AM PM

6e. Enter the new off time and press the or

key. The display will return to step 6a for the next day to be scheduled.

| Output | SUN | MON | TUE | WED | THU | FRI |
|---|---|---|---|---|---|---|
| SAT | | | | | | |
| 1 on | : _M | : _M | : _M | : _M | : _M | : _M |
| : _M | | | | | | |
| 1 off | : _M | : _M | : _M | : _M | : _M | : _M |
| : _M | | | | | | |
| 2 on | : _M | : _M | : _M | : _M | : _M | : _M |
| : _M | | | | | | |
| 2 off | : _M | : _M | : _M | : _M | : _M | : _M |
| : _M | | | | | | |

**SYSTEM STATUS**

3. Enter your code number and press . The display will read

**LOOP: - RST BYPS** .

RST

4. Enter the desired loop number and press to reset or

BYPS

5. The loop number will automatically disappear and a new loop number may be entered.

**User Code Level:** None

**Function:** Displays the condition of internal system power and wiring

System Status will display the condition of the internal system monitors. The monitors are the AC power, battery power and panel tamper. When System Status is selected each monitor will be displayed followed by okay or trouble to indicate the current condition.

**Step By Step:**

**User Code Level:**        None for time display
                8 to reset time

**Function:** Displays day, time  and date.

Time is used to display the current day of the week, the time of day and date of year. The day, time or date  can also be reset. When time is selected the day of week and time of day are displayed, followed by the date and year.  If no changes are to be made do nothing and the display will clear automatically.  If the day , time or date is to be changed press COMMAND while the date is being displayed. You will be asked to enter your code number. When the code number is accepted you can choose which of the three you wish to change and enter the new information.

**Step By Step:**  COMMAND

1.  Press            until   **TIME?**            is displayed.

2.  When **TIME?**            is displayed press any one of the top

    four select keys.  The display will show current day and time.
    Press COMMAND            and the current date will be displayed.

3.  To reset the day, time or date  press            COMMAND while the current

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date is being displayed. The display will read  **ENTER CODE:**
-      .

4.  Enter your code number and press            . The display will read
    **TIME  DAY  DATE**        .
            TIME

5.  Press            to reset the time of day, then go to step 6. .
        DAY
    Press            to reset the day of week, then go to step 7.
            DATE
    Press            to reset the date and year, then go to step 8.

6.  If TIME is pressed in step 5, the display will read   **- :        AM PM**

    Enter the new time and then press the     AM            PM   or
    key.  (Note: a zero must be entered for the
    tens digit of the hour if the hour is less than 10.)
    After time is entered the display will return to step 5.

7.  If DAY is pressed in step 5, the display will read:
    **SUN MON TUE WED**       then   **THU  FRI  SAT**

    Press the            key below the desired day when it is displayed.
    The display will return to step 5.

8.  If DATE is pressed in step 5, the display will read:
        **MONTH:-**            Enter up to two digits for the month, then
        **DAY:-**            Enter up to two digits for the day, then
        **YEAR:-**            Enter up to two digits for the year. COMMAND
    The display will return to the time of day display.

**User Code Level:** 4

**SYSTEM TEST**

**Function:**  Automatically tests various parts of your alarm system.

System Test is used to test the battery, alarm bell or siren, and communication to a central station. When selected you will be asked to enter your code number.  When the code number is accepted the system test begins automatically.

A test of the alarm system should be made at least once a week.

**Step By Step:**

1.  Press the            key until  **SYSTEM TEST?**            is displayed.

2.  When  **SYSTEM TEST?**            is displayed press any one of the top four

    select keys.  The display will read  **ENTER CODE: -**        .

**SYSTEM STATUS**

1.  Press  the            key until  **SYSTEM STATUS?**        is displayed.

2.  When  **SYSTEM STATUS?**        is displayed press any one of the top four

    select keys.  The display will list each system monitor and status one at a time.

    Example:  **AC POWER  -  OKAY**

        Monitors                Status
     A.C. POWER   =   A.C. power   -OKAY =  Normal
        BATTERY   = COMMAND Battery power        -TRBL        = Trouble
        TAMPER    =    Panel box tamper

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**User Code Level:**          8

**Function:**   Authorizes remote functions for one hour.

Remote Authorize is used to give your central station access to your alarm system for remote programming and commands. When remote authorize is selected you will be asked to enter your code number, when the code number is accepted the central station will have access to your system for one hour.

**Step By Step:**
1. Press $\boxed{\text{COMMAND}}$ until **REMOTE AUTHORIZE** is displayed.

2. When **REMOTE AUTHORIZE** is displayed press any one of the
   top four select keys. The display will read $\boxed{\text{COMMAND}}$ **ENTER CODE: -** .

3. Enter your code number and press . The display will
   read **AUTHORIZED - - 1 HR** .

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**USER  CODES**

User Code Level:  9

Function:  To add and delete user codes

User Codes is used to add and delete the user codes programmed into your alarm system. Up to 32 different user codes may be available.  Each user code consists of four assignments; the user number, the user code, the code level, and the area access.

    User Number: A number from one to 32 which identifies the person using
                the code. This number is transmitted to your central station
                on  various system reports. User number  one may be used
                as an Ambush Code.  Any time this code number is used an
                Ambush signal will be transmitted to your central station.
                This function is optional and is programmed during system
                installation.

| Menu Options | User Code Level | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| Door Access | * | * | x | x | x | x | x | x | x |
| Fire Reset | * | * | x | x | x | x | x | x | x |
| Arm/Disarm | | * | x | x | x | x | x | x | x |
| Alarm Silence | | * | x | x | x | x | x | x | x |
| System Test | | | x | x | x | x | x | x | x |
| Loop Monitor | | | x | x | x | x | x | x | x |
| Outputs On/Off | | | | x | x | x | x | x | x |
| Bypass loops, Extend | | | | | x | x | x | x | x |
| Schedules | | | | | | x | x | x | x |
| Set Time | | | | | | | x | x | x |
| Remote Authorization | | | | | | | x | x | x |
| User Codes | | | | | | | | | x |

  * only during permanent or temporary schedules

    Code Number:          A one to five digit number which is used to arm, disarm and
                gain entry to the various menu options.  This code number
                cannot begin or end with zero.

    Code Level:   The first digit of the five digit code number which defines the
                level of menu options available to that code.

    Area Access:   The area numbers which may be armed or disarmed by a
                code number. One to four areas may be available in your
                system.  Each User Code can have a different combination
                of areas assigned to it. (NOTE:  Area Access does not
                function on all/perimeter systems.)

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**User Code Level:**          None

**Function:**   Displays past system events.

The Display Events menu option will list past loop activity, area arming and disarming, and internal system status. The events are automatically stored in the system memory for retrieval and display on the keypad. The system may hold a maximum of 99 events for 45 days. As new events occur the oldest event will be deleted from the memory.

When Display Events is selected you will be asked to enter your code number. When the code number is accepted you will be asked if the display should start at the first or last of the event memory. Once the events are displayed the command and back arrow keys may be used to go forward or backward through the list.

When a specific event is displayed, more detailed information concerning the event can be obtained by pressing the select key

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below the desired detail shown on the display. For example, if the select key is pressed below the date, then the time of occurrence will be displayed COMMAND

Step by Step:

1.  Press the                key until  **DISPLAY EVENTS?**      is displayed.

2.  When  **DISPLAY EVENTS?** COMMAND is displayed press any one of the top four

    select keys. The display will read    **ENTER CODE:-**          .

3.  Enter your code number and press COMMAND . The display will read
    **FIRST**  **LAST** . If you wish to begin with the oldest event press
    FIRST                              LAST
    . To begin with the newest event press          .

4.  Once in the event history list press        to go forward to newer events and press            to go backward to older events.

5.  All events are displayed with month and day at the right hand side of the display.
    If time of event is desired press the              key below the month/date
    display.

6.  Loop Name and Area Names are available by pressing the key below the loop or area number.

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display will read "LOCAL ALARM ONLY" before displaying the Armed Message. If this is a multiplex communicating system and the closing report can only be accomplished via a digital backup, the display will read "DIGITAL ALARM ONLY". This communication test is optional and is programmed during system installation.

**Arming Report:**   A report of the system arming or loops which were bypassed can be transmitted to your central station. This is optional and is programmed during system installation.

**Step By Step:**                      COMMAND

1.  Press  the            key until  **USER CODES?**      is displayed.

2.  When  **USER CODES?**      is displayed press any one of the top four

    select keys. The display will read  **ENTER CODE: -**          .

    If DELETE is pressed the display will show

3.  Enter your code number and press              . The display will read                      COMMAND

    **ADD  DEL  CHG**          .

    ADD                              DEL
4.  Press  the            key to add User Codes,        to

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                        CHG
    delete User Codes and                to change User Codes.  If add is                          COMMAND .
    pressed go to step 6. If delete is pressed go to step 5.

5.                                        **USER NUMBER:  -** .
                                           COMMAND

    5a. Enter the user number to be deleted and press COMMAND  .  The display will confirm the deletion and return to step 5 for the next User Code
        to be deleted.

6.  If ADD or CHG is pressed the display will read **USER NUMBER:**

**-** .
        COMMAND

    6a.  Enter the user number to be added or changed and press
         The display will then read  **CODE NUMBER: -**      .