# OPERATING GUIDE for your F-64CODE-K1 KEYPAD



### INTRODUCTION

The **F-64CODE-K1** is a "*smart*" userfriendly, interactive menu-driven keypad designed for your NAPCO control panel. Its alphanumeric screen displays the status of your system and provides stepby-step instructions to guide you through all operations.

To Arm the system, simply enter code and press either the **STAY** button (if staying within the premises) or the **AWAY** button (if leaving).

This booklet contains important

information about the operation of your system with this F-64CODE-K1 keypad. Read it carefully and keep it handy for future reference. Check the Glossary for an explanation of terms that may be unfamiliar to you.

You'll probably find subjects mentioned in this booklet that do not apply to your system. Napco control panels have such a wide variety of features that few security systems, if any, will ever need them all. Your alarm professional has chosen appropriate

features for your particular needs.

Regardless of how your system has been configured, rest assured that it has been carefully designed and engineered to the highest industry standards. To assure optimum safety and security, familiarize yourself with this equipment. Periodically check its condition and state of readiness by testing it at least once a week in both the ac/battery and batteryonly modes (ask your alarm professional how to make these tests).

### **IMPORTANT - TEST YOUR SYSTEM WEEKLY**

#### Test your sounding device and backup battery

- (These tests should only be performed on weekends or at a time designated by your alarm company.)
- **1.** While disarmed, press MENU.
- 2. Answer NO (press AWAY) until "ACTIVATE BELL TEST" appears in the window.
- **3.** Press YES ((TAY)) to execute the test. The alarm will sound for about two seconds.
  - If the alarm does not sound, call for service.
  - If the battery is low, "LOW BATTERY E02-00 SERVICE" will appear in the display indicating a low battery condition. Allow 24 hours for the battery to recharge. If the trouble continues, call for service.

#### Test your central station communicator

(Activate Dialer Test programmed? □YES □NO)

- **1.** Notify your Central Station of the impending test.
- 2. While disarmed, enter your User Code and press MENU.
- 3. Answer NO (press (away)) until "ACTIVATE DIALER TEST" appears in the window.
- **4.** Press YES ((STAY)) to send a test code to the central station.
  - If the test is not successful, "COMM FAIL E03-00 SERVICE" will display, indicating a communication failure. Call for service.

**Note:** Any subsequent successful transmission will clear a "Failure to Communicate" system trouble.

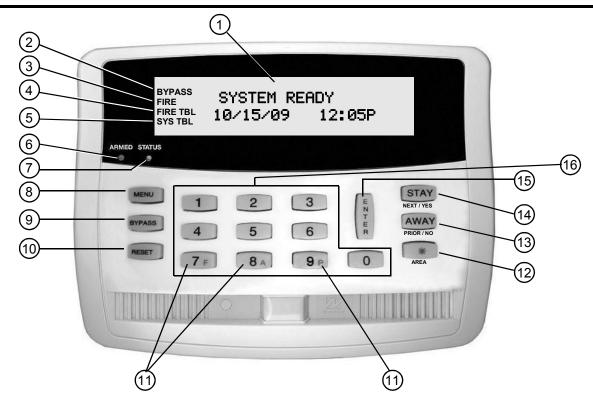
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TO SILENCE AN ALARM CODE, AND PRE	
FOR SERVICE, CALL: CENTRAL STATION: EXIT DELAY: ENTRY DELAY: FIRE ALARM SOUND*:	
BURGLAR ALARM SOUND*:	
KEYPAD FIRE ENABLED? KEYPAD PANIC ENABLED? KEYPAD AUX. ENABLED?	
FIRE HAS PRIORITY OVER BURGLARY	

### **KEYPAD CONTROLS & INDICATORS**



# **KEYPAD CONTROLS & INDICATORS**

- 1. LCD Window Displays system status messages, zone descriptions, etc.
- Bypass Icon Appears as a reminder that zones have been bypassed (by pressing the BYPASS button). If it is necessary to bypass any inoperative zones, it is important to have the zones repaired as soon as possible.
- **3. Fire Icon** Steady indicates a fire alarm condition. Flashing indicates fire alarm sounding.
- 4. Fire TBL Icon Indicates a problem on a fire zone is detected.
- System TBL Icon Indicates a trouble condition exists on the system. Press RESET to silence sounder and display the trouble.
- 6. ARMED Light Lights (red) to indicate that the system is armed. If an alarm has occurred, the ARMED LED will be flashing.
- STATUS Light Lights (green) to indicate that the system is ready for arming. Turns off when any zone is

faulted (the zone displays in the LCD Window). If a zone has been bypassed, the STATUS light will blink when armed.

- 8. MENU Button Selects available system functions as displayed in the LCD Window. The selected function is executed by pressing the ENTER button.
- **9. BYPASS Button** (1) Deactivates selected zones from the system. (2) Unbypasses a bypassed zone.
- RESET Button (1) Resets various system troubles, displays, etc. (see text) (2) Resets residential smoke detectors.
- **11. Emergency Buttons** Used with the "star" button to signal an emergency, as follows:
  - Press the 7F and the \* buttons for Fire Emergency.
  - Press the 8A and the \* buttons for Auxiliary Emergency.
  - Press the **9**P and the **\*** buttons for Police Emergency.

- **12. AREA Button** Selects other areas and is used with emergency buttons.
- AWAY Button (1) Arms all zones in the system, with display indicating the exit time remaining. (2) Scrolls LCD Window display backward (PRIOR). (3) Answers "NO" to questions in the LCD Window display.
- STAY Button (1) Bypasses all Interior Zones simultaneously ("Stay Mode") to allow free movement within the premises. Hold down the STAY button when the system is armed in "Stay Mode" to cancel entry delay on Exit/Entry Zones, causing an instant alarm upon violation. (2) Scrolls the LCD Window display forward (NEXT). (3) Answers "YES" to questions in the LCD Window display.
- **15.** ENTER Button Entry key. Causes the entered code or selected function to be executed.
- **16.** Numerical Keys (1-9, 0) Used to enter codes, zone numbers, etc.

# SYSTEM DISARMED

Please note the following information when the system is disarmed:



When the system is disarmed, the premises is NOT protected from intruders--but the The Blue Emergency Buttons (7F, 8A & 9P), if programmed, are ALWAYS active (as are any other "24 hour" devices that the installer provided for your system). See page 19 for more information regarding these **Emergency Buttons**.

# **SYSTEM READY** When all perimeter zones (except the local exit/entry door) are secure, the arming sequence can be started by pressing **STAY** or **AWAY**. The green **STATUS** light must be on steady and the LCD window will display "SYSTEM READY".

# STATUS

When the system is NOT ready to arm, the green **STATUS** light will be off and the LCD window will scroll "SYSTEM NOT READY" followed by the descriptions of all faulted zones.

# ARMING AWAY: ARMING WHEN LEAVING

lf you	are leaving with	no other family members remaining home:
1	System Ready	<ul> <li>Check the keypad. The green STATUS light must be ON-STEADY, and the LCD window will read "SYSTEM READY", indicating that the system is ready to arm.</li> <li>If the green light is off, "ZONES FAULTED" will display in the window followed by the number and description of each faulted zone. Note each problem zone and secure it by closing a window, door, etc. When all zones are secure, the green STATUS light will turn on and the LCD window will display "SYSTEM READY". If you cannot immediately secure the zones, they may be bypassed (see page 14).</li> </ul>
2	AWAY PRIOR / NO	Enter your code and press AWAY *. The keypad LCD will prompt the correct action. Note: If you enter a wrong User Code, the keypad will beep and display "INVALID ENTRY, TRY AGAIN".
3		<b>Open the door, exit and close the door</b> . The exit delay period, during which you can safely exit the premises, is 60 seconds in length by default, but can be changed by your installer if desired.

\*If Easy Arm feature is enabled, there is no need to enter your code--just press and hold the AWAY button.

# ARMING AWAY: ARMING WHEN LEAVING

### System Trouble

The words "SYSTEM TROUBLE" display in the LCD Window and alternate with a trouble code (for example, a low battery condition displays "E02-00"; see page 41 for a list of trouble codes). Attempting to arm with a System Trouble causes the keypad to sound a 3-second tone and the window to display "CAN'T ARM SYSTEM, PRESS RESET KEY". If you cannot correct the problem immediately, pressing resert allows you to arm in this condition. Be sure to call for service as soon as possible.

### Area Arming (Optional)

Some systems may be divided into smaller independent subsystems, or "areas". Note that in a system partitioned into multiple areas, a particular keypad may only arm one or more areas while other areas remain disarmed.

### Manager's Mode (Optional)

The Manager's Mode allows the user to arm / disarm other areas in a partitioned system. To arm/disarm a different area:

- 1. Press the numerical key representing the other area number.
- **2.** Press (\*) followed by (\*). The keypad will now provide status and control of that area.
- **3.** Enter your User Code followed by Away to arm or disarm the area.
- **4.** Press \* followed by  $\left(\begin{smallmatrix} x \\ y \\ z \end{smallmatrix}\right)$  to return to the home area.

**NOTE:** The number of the area viewed appears on the right side of LCD window.

### Global Arming (Optional)

To **arm** all areas simultaneously, press  $9^{P}$ , \* and enter your code followed by  $\left[\frac{1}{2}\right]$ 

To **disarm** all areas simultaneously, press  $\bigcirc$ , \* and enter your code followed by  $\left[\begin{smallmatrix} x \\ y \\ z \end{smallmatrix}\right]$ 

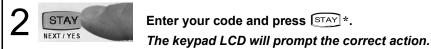
- The User Code must be valid in all area(s).
- If any zone is not secured, the keypad will display "CAN'T ARM SYSTEM, AREA X IN TROUBLE" ("X" indicates the number of the area in trouble). All faulted zones in the respective area(s) *must* be secured or bypassed.

# ARMING STAY: PROTECTING YOURSELF AT HOME

Arming in the Stay mode allows you to remain home with the perimeter protection active but with the interior protection off, so that you may move freely within the premises.

1	SYSTEM READY	<b>Check the keypad.</b> The green <b>STATUS</b> light must be ON-STEADY, and the LCD window will read "SYSTEM READY", indicating that the system is ready to arm.	
		"SYSTEM REHUY", Indicating that the system is ready to arm.	

• If the green light is off, "ZONES FAULTED" will display in the window followed by the number and description of each faulted zone. Note each problem zone and secure it by closing a window, door, etc. When all zones are secure, the green STATUS light will turn on and the LCD window will display "SYSTEM READY". If you cannot immediately secure the zones, they may be bypassed (see page 14).



3

The LCD window will read "ARMING STAY" during the exit delay time period. The remaining exit delay time (in seconds) is also displayed.

After the exit delay time period, the entry doors are protected and will initiate the entry delay sequence if opened.

**Note:** For additional security, the system can be placed in "Instant Mode" by pressing and holding [STAY] for 2 seconds. This removes the entry delay, causing the system to go into alarm immediately (without entry delay) when the door is opened. This mode will be indicated by the rapidly flashing ARMED LED. To disarm, see page 18.

# ARMING STAY: LEAVING WITH OTHERS STAYING

If you are arming and leaving with other family members remaining home:

1	System Ready	<ul> <li>Check the keypad. The green STATUS light must be ON-STEADY, and the LCD window will read "SYSTEM READY", indicating that the system is ready to arm.</li> <li>If the green light is off, "ZONES FAULTED" will display in the window followed by the number and description of each faulted zone. Note each problem zone and secure it by closing a window, door, etc. When all zones are secure, the green STATUS light will turn on and the LCD window will display "SYSTEM READY". If you cannot immediately secure the zones, they may be bypassed (see page 14).</li> </ul>
2	STAY NEXT/YES	Enter your code and press STAY *. The keypad LCD will prompt the correct action.
		The LCD window will read "ARMING STRY" during the exit delay time period. The remaining exit delay time (in seconds) is also displayed.
3	and the second sec	Open the door, exit and close the door, with others remaining home.
4		After the exit delay time period, the entry doors are protected and will initiate the entry delay sequence if opened.
		To disarm, see page 18.

# ALREADY ARMED STAY: LEAVING WITH OTHERS STAYING

If the system is armed in Stay mode and you are leaving **with other family members remaining home**: (If NO other family members are remaining home, see page 13).

1	armed stay	The system is already armed in Stay mode.
2	READY	<b>Disarm the system</b> by entering your code and pressing $\left(\frac{k}{k}\right)$ .
3	STAY NEXT / YES	Enter your code and press STAY *. The keypad LCD will prompt the correct action.
		The LCD window will read "ARMING STAY" during the exit delay time period. The remaining exit delay time (in seconds) is also displayed.
4		<b>Open the door, exit and close the door</b> . The exit delay period, during which you can safely exit the premises, is 60 seconds in length by default, but can be changed by your installer if desired.
5		<b>After the exit delay time period</b> , the entry doors are protected and will initiate the entry delay sequence if opened. To disarm, see page 18.

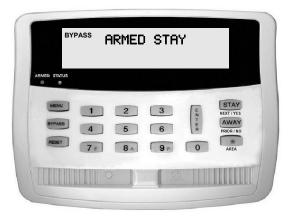
\*If Easy Arm feature is enabled, there is no need to enter your code--just press and hold the STAY button.

### **"EASY EXIT" WITH OTHERS STAYING**

Easy Exit (Optional - Is Easy Exit programmed? UYES UNO)

Your system may have been programmed for *Easy Exit*, which allows a user to exit the premises while the system is armed Stay. By activating *Easy Exit* while the system is armed Stay, the Exit Delay countdown will take place, during which time you are permitted to leave through the exit door. The *Easy Exit* delay time will be identical to the Exit Delay time the system gives you each time it is armed Stay. This will allow, for example, an early morning commuter to exit the house, without having to disarm and rearm the system, possibly awaking the family.

• Press  $\left(\frac{N}{E}\right)$  to activate *Easy Exit* on your system, then exit the premises before the Exit Delay countdown expires.





Armed Stay...

# ALREADY ARMED STAY: LEAVING WITHOUT OTHERS STAYING

		in Stay mode and you are leaving <b>with NO other family members remaining home</b> : rs are remaining home, see page 11).
1	ARMED STAY	The system is already armed in Stay mode.
2	READY	<b>Disarm the system</b> by entering your code and pressing $\left(\frac{k}{k}\right)$ .
3	AWAY PRIOR / NO	Enter your code and press Away *. <i>The keypad LCD will prompt the correct action.</i> <b>Note:</b> If you enter a wrong User Code, the keypad will beep and display "INUALID ENTRY, TRY AGAIN".
4	•	<b>Open the door, exit and close the door</b> . The exit delay period, during which you can safely exit the premises, is 60 seconds in length by default, but can be changed by your installer if desired.

# **BYPASSING ZONES (OVERVIEW)**

You want to arm the system, but a zone cannot be secured, or you wish to intentionally leave a perimeter door open. These "faulted" or open zone(s), may be *temporarily* removed from the system or "bypassed". (Warning: Bypassed zones are unprotected--always have the system checked and/or repaired as soon as possible).

# I™ There are two ways to bypass a zone; either will produce the same result. Select the method you are most comfortable with.

05-BACK DOOR

With the window or door perimeter zone open or "faulted", the zone description of this open zone will appear in the keypad LCD window.



**THE FIRST METHOD, "EZ Bypass"**, is the fastest---if you already know the zone number. Simply enter the zone number at the keypad and press **BYPASS**.



THE SECOND METHOD is used when you wish to scroll through all zones -- faulted or not -- and make your selection. For example, you wish to intentionally bypass a zone that is not yet open. Press MENU until "DISPLAY ZONE DIRECTORY" appears. Press NEXT or PRIOR to scroll through your zone

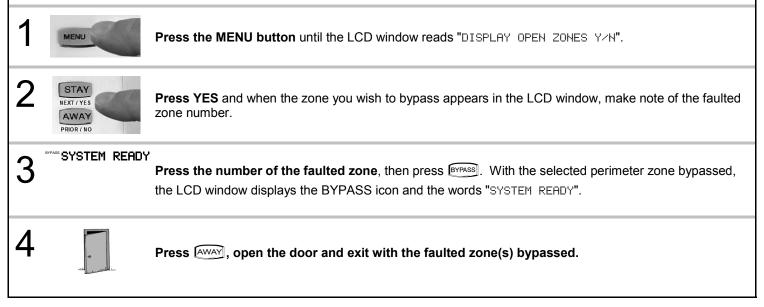
SYSTEM READY With the selected perimeter zone bypassed, the LCD window displays the BYPASS icon and the words "SYSTEM READY". You can now proceed with either arming Stay or Away, as desired. Press STAY or

Away to arm the system with the zone(s) bypassed.

BYPASS

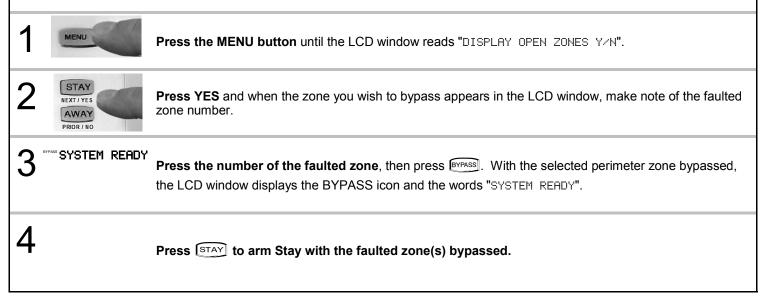
# ARMING AND LEAVING WITH A FAULTED ZONE

You want to arm and leave the premises, but wish to intentionally leave a window open. These "faulted" zone(s), may be *tempo-rarily* removed from the system ("*bypassed*"). **Warning:** Bypassed zones are unprotected--have the system checked and repaired as soon as possible.



# ARMING AND STAYING WITH A FAULTED ZONE

Perhaps you want to arm the system and stay within the premises, but wish to intentionally leave a door open with all other perimeter protection secure. These open "faulted" zone(s), may be temporarily removed from the system ("*bypassed*"). Remember, all bypassed zones--doors, windows, etc.--are unprotected.



# BYPASSING USING THE ZONE DIRECTORY

Bypassing using the Zone Directory allows you to scroll through a list of all zones in your system and manually select which zone to bypass. These "faulted" zone(s), may be *temporarily* removed from the system ("*bypassed*"). **Warning:** Bypassed zones are unprotected--have the system checked and repaired as soon as possible.



Press the MENU button until the LCD window reads "DISPLAY\_ZN\_DIRECTORY\_YZN".



**Press YES.** The Zone Directory will display, starting with zone 1. Press **NEXT** to scroll up and press **PRIOR** to scroll down through the list of zones. When the zone you wish to bypass appears on the LCD window, press **BYPASS** and the *Bypass* icon will appear for each bypassed zone listed.



With the selected perimeter zone now bypassed, you can now proceed with either arming Stay or Away, as desired. Press FESET, allowing the LCD window display the BYPASS icon and to read "SYSTEM

READY". Then press **STAY** or **AWAY** to arm the system with the faulted zone(s) bypassed.

## DISARMING WHEN RETURNING

### **Disarming the System**

- 1. Enter your premises through the Entry/Exit door. The keypad sounds a steady tone as a reminder to disarm the system before the Entry Delay time expires.
- Enter your User Code and press ENTER. The red ARMED light turns off, indicating that the system is disarmed. If the code is invalid, the keypad beeps 4 times, signifying an error. Re-enter your valid code immediately. Note: Ten seconds before the Entry Delay time expires, the keypad emits a pulsing warning tone.

**Important:** If after disarming you notice the red ARMED light is flashing and "ALARM" is displayed, *an alarm occurred while you were out*. <u>Proceed with caution</u>! If you suspect that an intruder may still be on the premises, leave immediately and call authorities from a neighbor's telephone.

### Silencing an Audible Alarm

- 1. Enter your User Code and press ENTER. After the system disarms, the LCD window continues to display "ALARM" followed by the zone(s) violated.
- 2. To reset the display, note the zones violated, then press RESET

### Ambush (Optional) Ambush Code Type: PREFIX UNIQUE. My Ambush Code is \_\_\_\_\_

If an intruder forces you to disarm the system, enter your Ambush Code and press **ENTER**. Disarming with your Ambush Code sends a *silent* notification to the central station that you are being forced to disarm. At the keypad, the system will appear to disarm normally without any indication that a silent notification has been sent (the red ARMED light turns off and "SYSTEM READY" displays). There are two types of Ambush Codes: **(1)** A two-digit prefix entered just before your normal User Code and **(2)** A separate and unique User Code .

- Prefix example: If your User Code is 1234 and your Ambush Code is 99, press 9P 9P 1 2 3 4
- Unique example: If your User Code is 1234 and your Ambush Code is 8899, press 8A 8A 9P 9P []

### **EMERGENCY BUTTONS**



#### Emergency Buttons (Only available if programmed)

The Blue Emergency Buttons (7F, 8A & 9P), if programmed, are always active, whether the system is armed or disarmed. The emergency signal will only be transmitted when an Emergency Button and \* are pressed at the same time.

- Fire Emergency Simultaneously press 7<sup>F</sup> and \* to alert the central station of a fire emergency. \*(Fire Emergency programmed? YES NO)
- Auxiliary Emergency Simultaneously press 8 and \* to alert the central station of an Auxiliary emergency. \*(Auxiliary Emergency programmed? YES NO)
- Police Emergency Simultaneously press 9P and \* to alert the central station of a police emergency. \*(Police Emergency programmed? DYES DNO)

(Applicable only where local ordinance permits use of this alarm control panel for fire protection.)

FIRE ALARM

- **Fire-Zone Alarm Silence method: PRESS RESET ONLY USER CODE + ENTER** There are two ways to silence a fire alarm: (1) by pressing **PESET** only or (2) by entering your User Code and pressing  $\left(\frac{1}{k}\right)$ . If a fire is detected, "FIRE ALARM" will be displayed and the keypad sounder will pulse. In addition, the "FIRE" icon will flash indicating the siren is on.
  - **1.** If a fire is in progress, evacuate the premises immediately! If necessary, call the Fire Department from an outside phone.
  - 2. If there is no evidence of a fire, press rest (or enter your User Code and press ()) to turn off the alarm.
  - **3.** Check smoke detector(s); if tripped, its red alarm indicator light will be on.

After the alarm condition is corrected (thermostat cooled down; smoke cleared from detector; etc.), pressing reset again will reset the keypad within about 10 seconds. **NOTE:** When the Fire Zone is reset, the FIRE icon on the left side of the display will go out. If the FIRE icon is still displayed, the fire zone has not been properly reset. If you cannot clear this condition by pressing reset, call for service.

FIRE TROUBLE

### **Fire-Zone Trouble**

- 1. If a problem in the fire-circuit is detected, "FIRE TROUBLE" will display and the sounder will pulse to signal a malfunction. The "FIRE TBL" icon will display, and the "SYS TBL" icon will flash.
- 2. Press RESET to silence the sounder. Call for service immediately!

#### Preparing a Fire Escape Plan

Even with the most advanced fire alarm system, adequate protection requires an escape plan.

To prepare your plan, draw floor plans of your building. (Space is provided on the next page). Show two exits - a front or back door and a window from each room. (Make sure the window works. You may need a special fire-escape ladder if the window is high up). Write down your outside meeting place.

Family Rehearsal.

Rehearse each of the following activities:

1. Everyone in his room with the doors

closed.

- 2. One person sounds the alarm.
- 3. Each person tests his door.
- 4. Pretend the door is hot and use the alternate escape exit.
- 5. Everyone meets outdoors at the assigned spot.

#### Important! - Read Carefully

Discuss these escape procedures with all those who use the building:

- In a residence, sleep with the bedroom door closed. A closed door will hold back deadly smoke while you escape.
- 2. When the fire alarm signals, escape quickly. Do not stop to pack.
- 3. Test the door. If it is hot, use your

alternate route through the window. If the door is cool, brace your shoulder against it and open it cautiously. Be ready to slam the door if smoke or heat rushes in. Crawl through smoke, holding your breath. Close the doors again on leaving to help prevent the fire from spreading.

- 4. Go to your specific outdoor meeting place so you can see that everyone is safe.
- 5. Assign someone to make sure nobody returns to the burning building.
- 6. Call the Fire Department from a neighbor's telephone.

#### Would You Like More Safety Information?

For more information on home fire detection, burn safety, and home fire safety, write to the National Fire Protection Association, Public Affairs Dept. 05A, Batterymarch Plaza, Quincy, MA 02269.

#### Floorplan

Draw a plan of your premises in the space provided below.

Floorplan

#### LIMITATIONS OF FIRE ALARM WARNING SYSTEM

Although a fire alarm system may be of a reliable and state-of- the-art design, neither it nor its peripheral detection devices can offer guaranteed protection against fire. Any such equipment may fail to warn for a variety of reasons:

Control panels, communicators, dialers, smoke detectors, and many other sensing devices will not work without power. Batteryoperated devices will not work without batteries, with dead batteries, or with improperly-installed batteries. Devices powered solely by AC will not work if their power source is cut off for any reason.

Fires often cause a failure of electrical power. If the system does not contain a working battery backup power supply, and if the electrical circuit feeding the devices is cut or is not providing power for any reason, the system will not detect heat or smoke or provide any warning of a possible fire.

Telephone lines needed to transmit alarm signals to a central monitoring station may be out of service.

Smoke detectors, though highly effective in reducing fire deaths, may not activate or provide early-enough warning for a variety of reasons: (a) they may not sense fires that start where smoke cannot reach them, such as in chimneys, walls, roofs, behind closed doors, etc.; (b) they may not sense a fire on a different level of the residence or building; (c) they have sensing limitations; no smoke detector can sense every kind of fire every time.

Thermostatic heat detectors do not always detect fires because the fire may be a slow smoldering low-heat type (producing smoke); because they may not be near the fire; or because the heat of the fire may bypass them. These detectors will not detect oxygen levels, smoke, toxic gases, or flames. Therefore, they may only be used as part of a comprehensive fire-detection system in conjunction with other devices. Under no circumstances should thermostatic heat detectors be relied upon as the sole measure to ensure fire safety.

Alarm warning devices such as sirens, bells, or horns may not alert someone behind a closed or partially-opened door. Warning devices located on one level are less likely to alert those on a different level. Even those who are awake may not hear the warning if the alarm is obscured by noise from a stereo, radio, air conditioner, or other appliance, or by passing traffic, etc. Alarm warning devices, however loud, may fail to warn the hearing impaired.

Alarm products, as all electrical devices, are subject to component failure. Even though the equipment is designed for many years of trouble-free performance, electronic components could fail at any time.

Above are some of the reasons that fire alarm equipment could fail. The most common cause of an alarm system not functioning when a fire occurs is inadequate testing and maintenance. The system should be tested at least weekly to ensure that all the equipment is working properly.

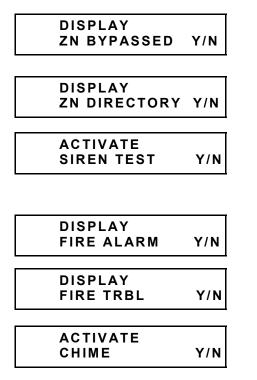
While an alarm system may make one eligible for lower insurance rates, it is not a substitute for insurance. Homeowners, property owners, and renters are therefore urged to maintain adequate insurance coverage of life and property.

The keypad can provide access to a wide assortment of utility functions. The functions are displayed in a prompting "YES/NO" format.

- 1 To enter the Function Menu, press MENU.
  - In all UL-listed or high-security installations, a valid User Code must first be entered followed by MENU.
- 2 To skip a function, answer NO (AWAY) or MENU.
- 3 To select and execute a function, answer YES ([STAY]) or  $\left( \begin{bmatrix} V \\ Y \\ L \end{bmatrix} \right)$ .
  - Functions may be manually scrolled forward or backward using MENU and BYPASS, respectively.
  - To return to normal keypad operation, press the reserve button. The keypad will automatically return to its normal operating mode if no activity is detected for longer than one minute.
  - The menu is "smart", displaying only those functions appropriate for the system status. For example, the menu option
     "DISPLAY OPEN ZONES" will only display if there are open zones. This makes accessing then appropriate functions easier by
     omitting the unneeded functions.
- 4 In the Keypad Menu Mode, there are three levels, each allowing a different set of messages to appear:
  - Entering a standard User Code or pressing MENU only: Displays those standard functions needed for normal operation.
  - Entering a User Code enabled by the Dealer for User Program Mode before pressing [III]: Displays the standard functions described above and additional higher security functions.
  - Entering the Dealer Program Code before pressing MENU: Displays all functions.



**Display Open Zones?** Will display open zones only when a zone is faulted. If needed, press the **NEXT** and **PRIOR** Buttons, as displayed on-screen, to scroll faulted zones.



**Display Zones Bypassed?** Displays bypassed zones. If needed, press **NEXT** ((STAY)) and **PRIOR** ((AWAY)) to scroll bypassed zones.

**Display Zone Directory?** Displays a listing of all zones in the Area. If needed, press **NEXT** (STAY) and **PRIOR** (AWAY) to scroll zone directory.

Activate Siren Test? Activates the alarm sounder (while disarmed) for about 2 seconds and performs a battery test. If the alarm does not sound, call for service.

• If the battery is low, a "LOW BATTERY E02-00 SERVICE" will appear in the display indicating a low battery condition. Allow 24 hours for the battery to recharge. If the trouble continues, call for service.

**Display Fire Alarms?** Displays alarms that have occurred on the Fire Zone(s). Press the **NEXT** and **PRIOR** buttons to scroll zones.

**Display Fire Troubles?** Displays trouble conditions that have been detected on the Fire Zone(s). Use **NEXT** ([STAY]) and **PRIOR** ([AWAY]) to scroll zones.

Activate Chime? The Chime Mode will sound a tone at the keypad when the programmed zone is faulted while disarmed. To deactivate the Chime Mode, re-enter the Keypad Menu Mode and when "DEACTIVATE CHIME" is displayed, press **YES** (STAY). Note: The Chime Mode is disabled while armed.

RESET SYS TRBL Y/N	<b>Re</b> Co will CC
ACTIVATE FAULT FIND Y/N	
ACTIVATE DIALER TEST Y/N	Act cor the atte this
DISPLAY ALARM LOG Y/N	Dis mu scr
DISPLAY TOTAL LOG Y/N	Dis Co to s

**Reset System Trouble?** System troubles display and sound at the keypad. Correcting the trouble will clear most indications, however the following error codes will require manual reset: E13; E19; E20 and E22. (See SYSTEM TROUBLE ERROR CODES for a description of error codes.)

Activate Fault Find? Reserved for Dealer Use only. If accidentally enabled, press TESET to exit. Note: This feature is disabled while armed.

Activate Dialer Test? (Dialer Test programmed? DYES DNO). Sends a communicator test to the central station. A communication failure will be indicated at the keypad by a system trouble "E03-FAIL TO COMM" display. Repeat the test to attempt to correct a communication failure, as any successful communication will clear this display.

**Display Alarm Log?** Displays alarm events in log. The User or Dealer Program Code must be entered for this feature to appear. Use **NEXT** ([STAY]) and **PRIOR** ([AWAY]) to scroll forward or backward through list.

**Display Total Log?** Displays events of all types in log. The User or Dealer Program Code must be entered for this feature to appear. Use **NEXT** (STAY) and **PRIOR** (AWAY) to scroll forward or backward through list.

DISPLAY FIRE LOG	Y/I

DISPLAY	
OP/CL LOG	Y/N

**Display Fire Log?** Displays fire events in log. The User or Dealer Program Code must be entered for this feature to appear. Use **NEXT** ([STAY]) and **PRIOR** ([AWAY]) to scroll forward or backward through list .

**Display OP/CL Log?** Displays open and closing events in log. The User or Dealer Program Code must be entered for this feature to appear. Use **NEXT** ([STAY]) and **PRIOR** ([AWAY]) to scroll forward or backward through list .



AUTO ARM IN 1-4 HRS	0
	-

**Display System Log?** Displays system events in log. The User or Dealer Program Code must be entered for this feature to appear. Use **NEXT** (STAY) and **PRIOR** (AWAY) to scroll forward or backward through list.

**Auto Arm 1-4 hours.** (Not for UL-listed systems). Your system may be set to arm automatically at a specific time for 1 to 4 hours. To program:

• With the function "AUTO ARM 1-4 HRS" displayed in the window, enter the desired Arming time in hours (1 2 3 or 4), followed by  $\begin{bmatrix} 1 \\ 2 \end{bmatrix}$ .

The siren will sound a 2-second warning and the keypad will begin a 15-second arming countdown with the sounder pulsing. The sounder may be silenced at this time by pressing reservent, but it will turn back on with a steady warning tone 1 minute prior to arming, at which time the building must be exited.

ACTIVATE	
PROGRAM	Y/N
ACTIVATE	
DOWNLOAD	Y/N

BEEP VOLUME

Y/N

Activate Program? Activates the Program Mode from Keypad No. 1. Note: This feature is disabled while armed. (See PROGRAMMING USER CODES)

Activate Download? For installer's use only. If accidentally enabled, press est. Note: This feature is disabled while armed.

**Change Keypad Beep Volume?** The tactile beep, which sounds when any button is pressed, can be altered in volume. Selections are LOW (default), MED, MED-HIGH, HIGH, and OFF.

### **CENTRAL STATION MONITORING**

Your alarm specialist may have programmed your system to be monitored by a central station. The builtin digital communicator can transmit emergency signals and status reports to the central station 24 hours a day.

#### **Communicator Features**

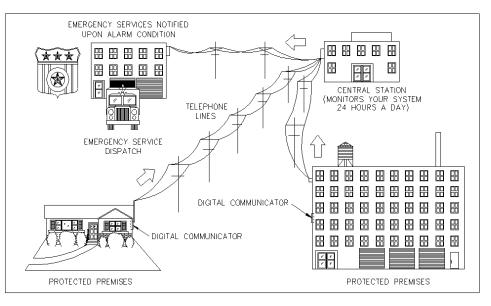
Abort Delay. Ask your installer which of your zones have Abort Delay, a delay that enables you to reset the system before it communicates to the central station. Your system has a SIA CP-01 required Abort Delay of 30 seconds. It may be removed or increased up to 45 seconds (at your option) by consulting with your installer.

**Regular Burglary** (Non-24-Hour) Zone reports are aborted by disarming within the delay period. 24-Hour Zones and zones programmed to report restores must be restored first, then the panel armed and disarmed, all within the delay period.

#### Opening and/or Closing Reporting.

Your system can notify the central station every time it is disarmed or armed. Any or all of up to 96 different users can each be identified. If your system reports on

arming (Closing Report), the central station will acknowledge arming. This will signal at the keypad as a "ringback" beep. **Note:** If the ringback signal is not heard, call for service.



### User Program Mode

Your Installer has programmed into your system a special User Program Code which can be used to not only Arm and Disarm the system, but also to enter the User Program Mode, where you can program other User Codes, Zone Descriptions and also set the system Time and Date. The following explains how you will use this code to program or erase additional User Codes:

ACTIVATE PROGRAM Y/N	<ul> <li>Enter the User Program Mode</li> <li>1. Enter your User Code, then press MENU to enter the Keypad Menu Mode.</li> </ul>
	<ol> <li>Answer NO until "ACTIVATE PROGRAM YZN" is displayed, then press YES. "ENTER USER CODE" will display indicating that the system is ready for User Code programming.</li> </ol>
ENTER USER CODE <u>1</u> 23	<b>Programming / Reprogramming a User Code</b> 1. Enter the digits of the user number to be programmed, followed by MENU MENU. (Example:
ENTER USER CODE	<ul> <li>For User 4, enter "04 MENU MENU"").</li> <li>2. Enter the new User Code. Note: User Codes may be up to 6 digits in length.</li> <li>3. Press F to save the new User Code. Duplicate Codes are not allowed; therefore a duplicate</li> </ul>
ENTER USER CODE <u>4</u> 567	Code entered in the LCD Window will erase when Repeat Steps 1 through 3 for each User Code to be programmed. <b>Erasing a User Code</b> 1. Enter the digits of the user number to be erased followed by MENU MENU.
	2. Press $\textcircled{\#}$ <b>o</b> to erase each digit of the User Code and then press $\left[\begin{smallmatrix} x \\ y \\ z \\ z$

- Example: Erase User 3's 4-digit User Code:
- Press 0 3 MENU \* 0 \* 0 \* 0 \* 0

### **Reviewing a Programmed User Code**

To review an existing User Code, enter the user number and the corresponding User Code will display.

### Exiting the User Program Mode

When you have completed programming or erasing User Codes, press rest to exit the User Program Mode.

### Programming Example:

Program the User 3 Code to "3784".

- 1. Enter your User Code, followed by MENU.
- 2. Answer NO (press (WAR)) repeatedly until "ACTIVATE PROGRAM YZN" is displayed, then press YES ((STAY)).

The display will read: "ENTER USER CODE"

- 3. Press 0 3 for User No. 3, then press MENU MENU, followed by 3 7F 8A 4.
- 4. Press () to save the code. Note: Duplicate Codes are not allowed; therefore a duplicate Code entered in the

LCD Window will erase when  $\left(\frac{1}{2}\right)$  is pressed. Press **PRESET** to exit the Program Mode.

### Notes:

- If the system contains more than one keypad, only the keypad designated "No. 1" may be used for programming (if in doubt which is No. 1, ask your installer).
- While in Program Mode, the ARMED and STATUS lights remain off and burglar and fire alarm functions are disabled.
- In selecting your codes, do not program repetitive numbers (1111), consecutive numbers (1234), your birth date, address, or other obvious combinations. Choose a code of up to six digits (a minimum of four is recommended, and required in UL installations). If the keypad detects no Program Mode activity for more than 4 minutes, a tone will sound. Press reserve to silence.

### **Programming Zone Descriptions**

The zone descriptions which appear on the keypad display may be programmed in the User Program Mode.

ACTIVATE Program	Y/N

01-	FRO	NTD	OOR

CELL PHONE-STYLE ENTRY			
PRESS	CHARACTERS DISPLAYED IN SEQUENCE	HOLD * AND PRESS	CHARACTERS DISPLAYED IN SEQUENCE
1	ABC1	1	abc1
2	DEF2	2	def2
3	GHI3	3	ghi3
4	JKL4	4	jkl4
5	MN05	5	mno5
6	PQR6	6	pqr6
7	STU7	7	stu7
8	VWX8	8	νωχ8
9	YZ90	9	yz90
0	(SPACE) • ( ) , / : ? #	0	(Reserved)

### Enter the User Program Mode

- **1.** Enter your User Code, then press MENU to enter the Keypad Menu Mode.
- 2. Answer NO (press AWAY) until "ACTIVATE PROGRAM YZN" is displayed, then press YES (STAY).
- **3.** "ENTER USER CODE" will display, press **NEXT** (**STAY**) and the keypad will display the Zone 1 Description.

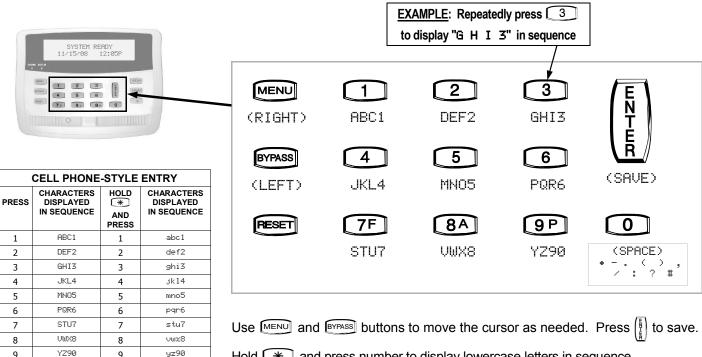
### Entering a new zone description (Cell Phone-Style Entry)

- Use buttons MENU and BYPASS to move the cursor under the letter to be changed.
- Press ① through ③P and \* to select letters. The first press will display the first character, the next press will display the next character. See the table at left for more information.
- Use buttons MENU and FYPASS to move the cursor as needed. Press (

### To advance to the next zone (or to any other zone):

- Move the cursor to the displayed zone number (i.e., "01") using MENU and BYPASS.
- Change the zone number using keys O through P. Enter two digits for the zone number (after entering the first digit, the cursor will automatically advance to the second digit). When the second zone number digit is entered, the cursor will automatically advance to the right, allowing the description locations to be entered.
- Always press (1) to save each zone description.

### ENTER ZONE DESCRIPTIONS -- "CELL PHONE STYLE"



9

0

(SPACE) · - .

(),/:´?#

9

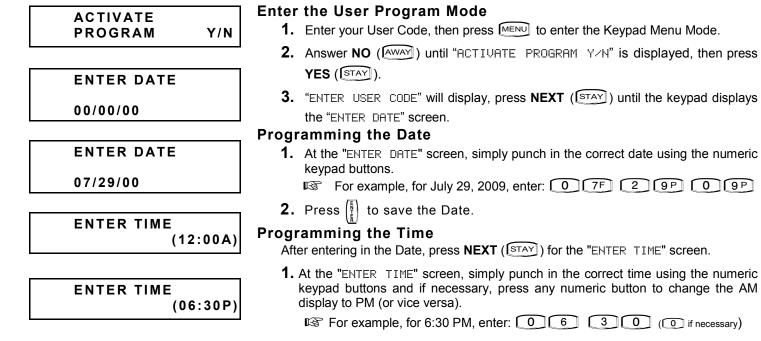
0

(Reserved)

Hold \* and press number to display lowercase letters in sequence.

### Programming the system Date and Time.

The User Program Mode may also be used to set the system Date and Time which display on the keypad.



2. Press  $\left(\frac{1}{k}\right)$  to save the time.

### KEYPAD MESSAGES

The keypad can display the following functional messages. Other diagnostic messages are available for the installer or servicer. Should any unfamiliar messages appear, call your dealer for service.

SYSTEM	READY	С
(DATE)	(TIME)	

All zones operating; system can be armed. If displayed, "C" denotes Chime Mode on. (**Note:** This message may have been customized by your installer).

PLEASE EXIT IN	
XXX SECONDS	

Exit delay in progress. XXX denotes exit time remaining, in seconds. If displayed, "S" indicates Service Code active; "I" indicates arming with Instant protection.

DISARM NOW XXX SECONDS

ZONE FAULTED

Entry delay in progress. XXX shows entry time remaining, in seconds.

Zones not secured (doors or windows may be open). Faulted zone(s) will scroll.

CAN'T ARM SYSTEM ZONE FAULTED Arming attempted with faulted zone. The display will scroll the zone faults. Secure the zone(s) and arm system.

\*DAY ZONE TRBL\*

(With pulsing sounder). Trouble condition on a Day Zone (followed by one or more zone descriptions). Press the rest button to silence sounder.

### **KEYPAD MESSAGES**

****ALARM****	Alarm condition, followed by zone description(s). "ALARM" and zones will display after system is disarmed. Note zones, then press rest to clear keypad.
***FIRE TRBL***	(With pulsing sounder). Trouble condition on a Fire Zone. Press RESET to silence sounder. Correct trouble or call for service.
***FIRE ALARM***	( <i>With pulsing sounder</i> ). Alarm condition on a Fire Zone. Press <b>FESET</b> to silence sounder. Evacuate premises or correct cause of alarm.
CODE DENIED INCORRECT AREA	(For partitioned systems only). Code not valid for area.
INVALID ENTRY TRY AGAIN	Wrong code entered or "Easy Bypass" function not enabled.
CAN'T ARM SYSTEM/ AREA # IN TROUBLE	(In Manager's Mode). Arming prevented due to unsecured zone. "#" represents number of area with unsecured zone. Press area number, then the $\textcircled{1}$ button, then $\fbox{1}$ to view zones in that area. Correct problem, then arm as normal.

 $\left[\frac{\overline{k}}{\frac{N}{2}}\right]$  to view zones in that area. Correct problem, then arm as normal.

## KEYPAD MESSAGES

ATTEMPTING TO CANCEL	The system is in the process of reporting a cancel signal to central station which will cancel the alarm which it has just reported.
ALARM CANCELED	The alarm signal has been cancelled during the Abort Delay (before an alarm signal report was sent to the central station). If cancelled after the alarm signal report was sent, this message appears when the system receives an acknowledgment from the central station of the cancellation of the alarm signal.
**SYSTEM TRBL**	Indicates problem(s) detected on system. (See examples below and SYSTEM TROUBLE ERROR CODES for a complete list of system troubles and corrective actions).
AC POWER FAIL E01-00 SERVICE	Check power transformer. Check for blown fuse or circuit breaker; general power outage.
LOW BATTERY E02-00 SERVICE	Battery weak. If not recharged within 24 hours, replace battery.
COMM FAIL E03-00 SERVICE	Communication failure to central station.

# GLOSSARY

Following are brief descriptions of terms and features used herein that may be unfamiliar to you. Some of the features are programmable options that may or may not apply to your particular system.

**Abort Delay** - A delay period that allows the control panel to be reset, thus aborting a report to a central station.

Access Code - A code (up to 6 digits) used to remotely unlock a door.

Ambush Code - A code entered when forced to disarm. Sends a silent alarm to the central station with no indication at the keypad. There are two types: (1) A 2-digit code (prefix) entered just prior to your normal User Code and (2) A separate and unique User Code used in place of your normal User Code.

**Area** - Some systems may be divided, or partitioned, into smaller independent subsystems, which are referred to as Areas. Each Area may be controlled by its own keypad or by a keypad of a different Area through Managers Mode..

**Arming/Disarming** - Turning the system on/off by entering your code at the keypad, then pressing  $\left(\frac{1}{2}\right)$ .

**Battery** - Backup power source in the control-panel enclosure to provide protection in the event of a power failure.

**BYPASS Button** - Enables you to manually remove one or more protective zones from the system.

**Central Station** - Monitors incoming reports and emergency messages from a digital communicator and notifies the proper authorities.

**Chime** - A keypad beep while disarmed alerting that the programmed zone has been opened.

Closing Window - (Optional.) A

time interval within which closing (arming) is permitted without reporting to the central station.

**Communicator** - Reports intrusions, emergencies, openings, closings, etc. directly to the central station over telephone lines.

**Control Panel** - The brain of the system, it controls all system functions.

**Directory** - A listing of the programmed zone descriptions stored in memory.

**Easy Arm** - If enabled, there is no need to enter your code--just press and hold AWAY or press and hold

STAY .

**Easy Exit** - Quick arming by pressing  $\binom{k}{k}$  (optional).

## GLOSSARY

**Exit/Entry Delays** - Separate delays that let you exit and enter your premises without setting off an alarm when the system is armed.

**Instant Protection** - Arming without entry delay using the www button while remaining on the premises.

**Keypad** - Puts control-panel functions at your fingertips. It can be mounted anywhere in your premises.

**Manager's Mode** - In a partitioned system, a low-security operating mode that allows arming by area.

Panic Buttons - Blue buttons on the keypad (\* and 7F, 8A or 9P). If enabled, pressing \* together with 7F, 8A or 9P will alert the central station of a fire,

Partitioned System - A system

auxiliary, or police emergency.

that has been subdivided into two or more (up to eight) independent subsystems (areas).

**Pre-Alarm Warning.** - A keypad sounder alert of an impending alarm. This option is programmable by zone for the same duration as that programmed for Abort Delay (see Abort Delay).

**Report** - A transmission to a central station notifying of a change in the status of the system (alarm, trouble, low battery, etc.).

**RF Low Battery** - (Wireless systems only) Weak transmitter battery.

**RF Check In** - (Wireless systems only) Periodic test report from transmitter (if a report is not received on time, a supervisory-failure system trouble will result).

**Ringback** - A beep after arming verifying the central-station's receipt of a closing report.

**Service Code** - A code intended for temporary use.

**Sounder** - A local warning device at each keypad to alert that (a) entry delay has started; (b) an attempt was made to arm with a zone in trouble; (c) a Day-Zone condition exists (see Zones: Day Zone); (d) 10 seconds exit time remaining; (e) invalid code entered; or (f) central station a cknowledged arming (see Ringback).

**System Trouble** - A problem (low battery, power failure, etc.) detected in the system.

**Trouble** - A zone fault; an open door, window, or other problem that may prevent arming.

**User Code** - Your personalized code for arming and disarming the system. It may contain up to six digits.

## GLOSSARY

- **Zones** Independent circuits that protect specific areas of the premises:
  - **Auto-Bypass Zone**: A zone that will be automatically bypassed from the protection system if it is in trouble (faulty) when the system is armed.
  - **Burglary Zone**: Detects intrusion.
  - **Day Zone:** A zone that will cause a visual and audible indication at the keypad if it is in trouble while disarmed.
  - *Exit/Entry Follower Zone:* Provides exit and entry delay for interior devices. Entry

delay only occurs if re-entry takes place through the normal exit/entry door first.

- *Fire Zone*: Detects fire alarms or trouble conditions.
- Interior Zones: Circuits within the premises, usually including space-protection devices, interior doors, etc.; but not exterior doors or windows. These can all be bypassed simultaneously using the **STAY** button.
- **Priority Zone**: A zone that prevents arming if in trouble.
- Priority Zone with Bypass: A Priority Zone that can be bypassed using the RESET

button.

- Selective-Bypassed Zone: A zone that can be individually bypassed using the BYPASS button.
- **24-Hour Zone**: A zone that is armed and ready at all times to respond to an emergency situation.

Your control panel is capable of detecting a variety of troubles that may affect system performance. In the unlikely event that a problem should occur, the SYS TBL (system trouble) icon will display on the left side of keypad window along with one or more of the following error codes. If the problem is related to a specific zone or device, the corresponding number will also be indicated. Below is a list of the most common troubles along with the necessary corrective action, if any. If a message appears that is not listed below, call your security professional for service. When a system trouble occurs, the keypad can be silenced and the display can be cleared by pressing **FESET**. The system can then be armed and disarmed as usual.

Note: If you cannot clear a system trouble yourself, call installing company for service as soon as possible.

Trouble Indication	System Trouble Condition	Action
E01-00	AC Power Failure	This trouble will occur if AC power is not present. Make sure system transformer is plugged into AC receptacle and check the circuit breaker, otherwise call installing company for service.
E02-00	Low Battery	If there has been a recent power failure, the battery may be partially depleted and must be recharged by the control panel. The control panel performs an automatic daily test of the battery, at which time the trouble will clear if the battery has been recharged. If the trouble does not clear in 24 hours, call installing company for service.
E03-00	Communication Failure	<ul> <li>The system was not able to report to central station. If this is due to a temporary interruption in the telephone service, the trouble can be cleared when the service is restored by performing a Communication Test: <ol> <li>While disarmed, enter your User Code followed by </li> <li>Answer NO (<a href="https://www">NO (<a href="https://www">NO (<a activate="" appears="" dialer="" href="https://www&lt;/a&gt;) until " in="" li="" test"="" the="" window.<=""> <li>Press YES (<a href="https://www">STAY</a>) to send a test signal to the central station.</li> </a></a></a></li></ol> </li> </ul>

Trouble Indication	System Trouble Condition	Action
E04-NN	Wireless Transmitter Supervisory Failure	A problem has been detected with a wireless transmitter. Call installing company for service
E05-NN	Wireless Transmitter Low Battery	The battery in a wireless transmitter is low and should be replaced. This transmitter is on the zone corresponding to the number NN. For all transmitters such as the GEM-TRANS2 door/ window transmitter, GEM-PIR motion detector, GEM-GB glass break detector, GEM-SMK or the GEM-DT Dual Technology Sensor, refer to the markings on the device or the device documentation for battery replacement instructions and information regarding the exact battery types specified. <i>Warning: Replace batteries only with the same type as specified either in the device documentation or by the markings on the device. Use of another battery may present a risk of fire or explosion. Never recharge or disassemble battery, or dispose of in fire.</i>
E06-NN	Receiver Response Failure	Call installing company for service.
E07-00	Download Failure	Call installing company for service.
E08-00	Telephone Line Cut	The telephone line has failed. If telephone service has been temporarily interrupted, the trouble will clear automatically when it is restored. Otherwise, call installing company for service.
E09-00	System Cold Start	

Trouble Indication	System Trouble Condition	Action	
E10-NN	Keypad Response Failure	Call installing company for service.	
E11-NN	Keypad Tamper	A keypad has been removed from the wall. Call installing company for service if problem cannot be repaired.	
E12-NN	Expansion Zone Module Response Failure	Call installing company for service.	
E13-NN	Expansion Module Tamper	The cover has been removed from a zone expansion module. A problem has been detected with an Expansion Module. Call installing company for service.	
E14-NN	Relay Board Response Fail- ure	NN= Relay Board Number. Call installing company for service.	
E15-NN	RF Transmitter Tamper	Wireless Transmitter Tamper Cover removed. NN=Transmitter Number. Call installing company for service.	
E16-NN	Wireless Receiver Jam	A problem has been detected with the wireless receiver. Call installing company for service.	
E17-NN	Receiver Tamper Condition	Call installing company for service.	
E18-NN	KeyFob Transmitter Low Battery	The batteries (2) in the wireless KeyFob transmitter indicated are low and should be replaced. The replacement battery is the #386 watch battery. <i>Warning: Replace batteries only with the same type as specified above. Use of another</i>	
		battery may present a risk of fire or explosion. Do not recharge or disassemble battery, or dispose of in fire.	

Trouble Indication	System Trouble Condition	Action
E19-00	User Program Memory Error	Call installing company for service.
E20-00	Dealer Program Memory Error	Call installing company for service.
E21-00	System Shutdown	Call installing company for service.
E22-NN	Sensor Watch Activity Failure	A Motion Sensor on the zone indicated has failed the programmed Sensor Watch activity test. Insure that the sensor is able to detect activity in the area; clear any obstacles which may be blocking the sensor from detecting activity. Press <b>RESET</b> to clear the display. If you cannot correct the problem yourself, call installing company for service.
E23-00	Burglary Bus Failure	Call installing company for service.
E24-00	Service Message	The system is in need of a preventive maintenance service call. Call installing company for service.
E27-00	Printer Failure	Call installing company for service.
E39-00	Receiver Capacity Error	Call installing company for service.

Trouble Indication	System Trouble Condition	Action
E40-00	RF Self Test Failure	A wireless motion sensor on the zone indicated has failed its automatic self test routine. Call installing company for service.
E41-NN	Fire Trouble	A problem has been detected on the Fire zone indicated. Call installing company for service.
E51-00	Bell/Siren Trouble	There is a problem with the Bell or Siren. Call installing company for service.
E58-00	Telemetry Trouble	Call installing company for service.
E59-00	Telemetry Failure	Call installing company for service.
E66-00	Dirty Smoke Detector	"Clean Me" indication (Smoke Detector dirty). Call installing company for service.
E99-00	Keypad Panic Shorted too Long	Call installing company for service.

# TROUBLESHOOTING

What do I do if	For more info
l try to arm my system but the keypad just displays "ZONES NOT NORMAL" and "CAN'T ARM SYSTEM" and beeps at me.	
If the green STATUS light is off, a zone is open. Find and secure the open window or door.	See Page 7
I try to arm my system but the keypad displays "SYSTEM TROUBLE" and beeps at me. The Error Codes numbers are displayed.	
A System Trouble has been detected. Note the scrolling error codes, which represent the trouble. Press rest and you will now be able arm to the system, but the trouble must be fixed as soon as	See Page 41
possible.	
The Fire Alarm is sounding and I don't know how to turn it off.	
There are two ways to silence a fire alarm: (1) by pressing FEET only or (2) by entering your User Code	e See Page 20
and pressing 🖺. If a fire is detected, "FIRE ALARM" will be displayed and the keypad sounder will pulse. In	1
addition, the "FIRE" icon will flash.	
1. If a fire is in progress, evacuate the premises immediately! If necessary, call the Fire Department from an outside phone.	t
2. Press rest (or enter your User Code and press ()) to silence the keypad sounder.	
<b>3.</b> If there is no evidence of a fire, enter your User Code and press $\left(\frac{k}{k}\right)$ to turn off the alarm.	
4. Check smoke detector(s); if tripped, its red alarm indicator light will be on.	
After the alarm condition is corrected (thermostat cooled down; smoke cleared from detector; etc.), pressing reservent again will reset the keypad within about 10 seconds. <b>NOTE:</b> When the Fire Zone is reset, the FIRE	
icon on the left side of the display will go out. If the FIRE icon is still displayed, the fire zone has not been properly reset. If you cannot clear this condition by pressing resert, call for service.	1

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#### NOTES

#### NAPCO LIMITED WARRANTY

NAPCO SECURITY SYSTEMS, INC. (NAPCO) warrants its products to be free from manufacturing defects in materials and workmanship for thirty-six months following the date of manufacture. NAPCO will, within said period, at its option, repair or replace any product failing to operate correctly without charge to the original purchaser or user.

This warranty shall not apply to any equipment, or any part thereof, which has been repaired by others, improperly installed, improperly used, abused, altered, damaged, subjected to acts of God, or on which any serial numbers have been altered, defaced or removed. Seller will not be responsible for any dismantling or reinstallation charges.

THERE ARE NO WARRANTIES, EXPRESS OR IMPLIED, WHICH EXTEND BEYOND THE DESCRIPTION ON THE FACE HEREOF. THERE IS NO EXPRESS OR IMPLIED WARRANTY OF MERCHANTABILITY OR A WARRANTY OF FITNESS FOR A PARTICULAR PURPOSE. ADDITIONALLY, THIS WARRANTY IS IN LIEU OF ALL OTHER OBLIGATIONS OR LIABILITIES ON THE PART OF NAPCO.

Any action for breach of warranty, including but not limited to any implied warranty of merchantability, must be brought within the six months following the end of the warranty period.

IN NO CASE SHALL NAPCO BE LIABLE TO ANYONE FOR ANY CONSEQUENTIAL OR INCIDENTAL DAMAGES FOR BREACH OF THIS OR ANY OTHER WARRANTY, EXPRESS OR IMPLIED, EVEN IF THE LOSS OR DAMAGE IS CAUSED BY THE SELLER'S OWN NEGLIGENCE OR FAULT.

In case of defect, contact the security professional who installed and maintains your security system. In order to exercise the warranty, the product must be returned by the security professional, shipping costs prepaid and insured to NAPCO. After repair or replacement, NAPCO assumes the cost of returning products under warranty. NAPCO shall have no obligation under this warranty, or otherwise, if the product has been repaired by others, improperly installed, improperly used, abused, altered, damaged, subjected to accident, nuisance, flood, fire or acts of God, or on which any serial numbers have been altered, defaced or removed. NAPCO will not be responsible for any dismantling, reassembly or reinstallation charges.

This warranty contains the entire warranty. It is the sole warranty and any prior agreements or

#### THE FOLLOWING STATEMENT IS REQUIRED BY THE FCC.

This equipment generates and uses radio-frequency energy and, if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class-B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation.

However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning

representations, whether oral or written, are either merged herein or are expressly canceled. NAPCO neither assumes, nor authorizes any other person purporting to act on its behalf to modify, to change, or to assume for it, any other warranty or liability concerning its products.

In no event shall NAPCO be liable for an amount in excess of NAPCO's original selling price of the product, for any loss or damage, whether direct, indirect, incidental, consequential, or otherwise arising out of any failure of the product. Seller's warranty, as hereinabove set forth, shall not be enlarged, diminished or affected by and no obligation or liability shall arise or grow out of Seller's rendering of technical advice or service in connection with Buyer's order of the goods furnished hereunder.

NAPCO RECOMMENDS THAT THE ENTIRE SYSTEM BE COMPLETELY TESTED WEEKLY.

Warning: Despite frequent testing, and due to, but not limited to, any or all of the following; criminal tampering, electrical or communications disruption, it is possible for the system to fail to perform as expected. NAPCO does not represent that the product/system may not be compromised or circumvented; or the product or system will prevent any personal injury or property loss by burglary, robbery, fire or otherwise; nor that the product or system will in all cases provide adequate warning or protection. A properly installed and maintained alarm may only reduce risk of burglary, robbery, fire or otherwise but it is not insurance or a guarantee that these events will not occur. CONSEQUENTLY, SELLER SHALL HAVE NO LIABILITY FOR ANY PERSONAL INJURY, PROPERTY DAMAGE, OR OTHER LOSS BASED ON A CLAIM THE PRODUCT FAILED TO GIVE WARNING. Therefore, the installer should in turn advise the consumer to take any and all precautions for his or her safety including, but not limited to, fleeing the premises and calling police or fire department, in order to mitigate the possibilities of harm and/or damage.

NAPCO is not an insurer of either the property or safety of the user's family or employees, and limits its liability for any loss or damage including incidental or consequential damages to NAPCO's original selling price of the product regardless of the cause of such loss or damage.

Some states do not allow limitations on how long an implied warranty lasts or do not allow the exclusion or limitation of incidental or consequential damages, or differentiate in their treatment of limitations of liability for ordinary or gross negligence, so the above limitations or exclusions may not apply to you. This Warranty gives you specific legal rights and you may also have other rights which vary from state to state.

the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures: reorient the receiving antenna; relocate the computer with respect to the receiver; move the computer away from the receiver; plug the computer into a different outlet so that computer and receiver are on different branch circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: "How to Identify and Resolve Radio-TV Interference Problems". This booklet is available from the U.S. Government Printing Office, Washington, DC 20402; Stock No. 004-000-00345-4.