



POWER SERIES NEO TECHNICAL TRAINING MANUAL

[*] COMMANDS:

The Power Series NEO contains a number of commands that can be performed by both the end_user and the installer. These are called star commands because they are activated by pressing the [*] key.

[*][1] – ZONE BYPASS:

OVERVIEW:

The purpose of this command is to select a zone or group of zones where violations will be ignored during the next arming. Violations on zones that have been bypassed will be ignored. This command is performed while the system is disarmed.

NOTE: ZONE BYPASSING MUST BE PERFORMED WHILE THE SYSTEM IS DISARMED

OPERATION:

BYPASS A SINGLE OR MULTIPLE ZONES:

Enter zone bypass mode: [*][1] (note: this menu automatically exits after 30 seconds of inactivity).

**Zone Bypass
(*) To Bypass** <>



Note: Use the right arrow key to select zones (you can also type in the 3 digit zone number to bypass specific zones).



Zone 1 <>
B



Note: You can either press [*] or the 3 digit zone number to bypass a zone. Note: a "B" indicates the zone is currently bypassed, an "O" indicates the zone is currently open (violated).

REMOVING A ZONE BYPASS:

METHOD #1

DISARMING:

Disarming the system which had previous zone bypasses will automatically remove all zone bypasses. The bypass is automatically removed to ensure that the customer does not forget to remove them manually prior to the next arming

METHOD #2

MANUAL REMOVAL:

If a zone or group of zones has been bypassed and the system has not yet been armed, they may be manually removed.

OPERATION

Enter zone bypass mode: [*][1] (note: this menu automatically exits after 30 seconds of inactivity).

Zone Bypass <>
(*) To Bypass



Note: Use the right arrow key to select zones (you can also type in the 3 digit zone number to un-bypass specific zones).



Zone 1 <>



Note: You can either press [*] or the 3 digit zone number to un-bypass a zone. Note: a "B" indicates the zone is currently bypassed, an "O" indicates the zone is currently open (violated) and no symbol indicates the zone is currently secure and not bypassed.

ADDITIONAL BYPASS OPTIONS

AFTER ENTERING THE BYPASS MODE, THE FOLLOWING OPTIONS ARE AVAILABLE:

[991] – BYPASS GROUP – BYPASS A PREVIOUSLY SAVED GROUP OF ZONES

[995] – PROGRAM GROUP – SAVES ALL CURRENTLY BYPASSED ZONES INTO A GROUP

[998] – BYPASS OPEN ZONES – BYPASSES ALL CURRENTLY VIOLATED ZONES

[999] – BYPASS RECALL – BYPASSES ALL ZONES THAT WERE PREVIOUSLY BYPASSED LAST TIME

[000] – CLEAR BYPASSES – UNBYPASS ALL ZONES

KEYPAD DISPLAY INFORMATION:

Zone violations on bypassed zones will indicate on keypads however will not remove the 'Ready' LED.

KEYPAD IDLE:

When the keypad is idle and zones have been manually bypassed, the keypad will activate the bypass LED or ICON

NOTE: A PROGRAMMING OPTION IS AVAILABLE TO REQUIRE AN ACCESS CODE TO BE ENTERED (AFTER [*][1] IS ENTERED) BEFORE ENTERING THE BYPASS MODE

[*][1] – REACTIVATE STAY/AWAY ZONES:

OVERVIEW:

The purpose of this command is to un-bypass zones (motion detectors) that were automatically bypassed by arming in the stay mode. Essentially this command switches from stay arming to away arming (switching from away to stay mode is also possible with this command)

OPERATION:

STEP 1 – ENTER [*][1] (WITH THE SYSTEM ARMED IN THE STAY MODE)

STEP 2 – THE SYSTEM WILL INCLUDE EXIT DELAY (SILENT). THE PREVIOUSLY AUTOMATICALLY BYPASSED ZONES WILL BE ACTIVATED AFTER EXIT DELAY HAS EXPIRED. ANY ZONES PROGRAMMED AS "NIGHT ZONES" WILL STILL BE BYPASSED.

[*][2] – SYSTEM TROUBLES:

OVERVIEW:

The purpose of this command is to provide a list of problems on the system that require attention from the home owner or the installer.

OPERATION:

Viewing Troubles (when the trouble LED is active while the system is idle)

STEP 1 – ENTER [*][2]

STEP 2 – THE KEYPAD WILL PROVIDE A LIST OF TROUBLES CURRENTLY PRESENT ON THE SYSTEM. USE THE LEFT AND RIGHT ARROW KEYS TO VIEW MULTIPLE TROUBLES AND THE [*] KEY TO SELECT SUBMENUS

KEYPAD DISPLAY – VIEWING TROUBLE CONDITIONS:

Displaying troubles varies depending on the keypad used, if an LED keypad is used, only the trouble numbers will be displayed.

After entering the trouble display mode (when there is an active trouble), the keypad will display the name any active troubles. If multiple troubles are present, scroll using the right arrow key to display additional troubles.

ADDITIONAL INFORMATION:

- If the trouble mode is entered, the trouble LED will flash even though if there are no troubles present. The flashing trouble is simply an indication that the trouble mode has been entered
- In most cases, an active trouble will not prevent the system from being armed
- The trouble LED will automatically clear when the active trouble or troubles have been restored

TROUBLE CONDITIONS AND DETAILS:

Trouble 01 – Service Required:

- [01] Bell Circuit Trouble: The bell circuit is open.
- [02] RF Jam: The HSM2HOSTx has detected an RF Jam condition.
- [03] Aux Supply Trouble: The alarm controller, HSM2204 or HSM2300 has an overcurrent condition on Aux.
- [04] Time and Date: System time and date require programming.
- [05] Output 1 Fault: An HSM2204 module has detected an open condition on output #1.

Trouble 02 – Module Battery Trouble:

- [01] Panel Low Battery Trouble: The battery voltage (under load) is below 11.5V. Restores at 12.5V.
- [02] Panel No Battery: No battery connected to alarm controller.
- [04] HSM2204 01 - 04 Low Battery: An HSM2204 has a battery voltage less than 11.5V.
- [05] HSM2204 01 - 04 No Battery: No battery connected to HSM2204.
- [07] HSM2300 01 - 04 Low Battery: An HSM2300 has a battery voltage less than 11.5V.
- [08] HSM2300 01 - 04 No Battery: No battery connected to HSM2300.

Trouble 03 – Bus Voltage:

- [01] HSM2HOSTx Bus Low Voltage: The HSM2HOSTx module has measured less than 6.3V on its Aux input.
- [02] Keypad 01 - 16 Bus Low Voltage: A hardwired keypad has a bus voltage of less than 6.9V for ICON/LCD (RF version) and 7.7V for non-RF models.
- [04] HSM2108 01 - 15 Bus Low Voltage: A zone expander has a bus voltage of less than 5.9V.
- [05] HSM2300 01 - 04 Bus Low Voltage: A power supply has a bus voltage of less than 6.9V.
- [06] HSM2204 01 - 04 Bus Low Voltage: A high current output module has a bus voltage of less than 6.9V.
- [08] HSM2208 01 - 16 Bus Low Voltage: The low current output module has detected a voltage less than 5.9V on its aux input.

Trouble 04 – AC Troubles:

- [01] Zone 001 - 128 AC Trouble: An AC trouble has been detected on a PGX934 PIR + Camera.
- [03] Siren 01 - 16 AC: A siren has an AC trouble.
- [04] Repeater 01 - 08 AC: A wireless repeater has an AC trouble.
- [05] HSM2300 01 - 04 AC: An HSM2300 has an AC trouble.
- [06] HSM2204 01 - 04 AC: An HSM2204 has an AC trouble.
- [07] Panel AC: The alarm controller has an AC failure condition.

Trouble 05 – Device Faults:

- [01] Zone 001 - 128: A zone is in fault. Additional information displayed on LCD keypads for the following troubles: Fire (2-W Smoke, PGX916, PGX926, PGX936), Heat (PGX946), Freeze (PGX905), CO (PGX913), and Probe Disconnected (PGX905). Also generated by a short on hardwired zones when DEOL is used or by a wireless supervisory fault.
- [02] Keypad 01 - 16: A wireless or hardwired keypad is in fault.
- [03] Siren 01 - 16: A siren is in fault.
- [04] Repeater 01 - 08: A wireless repeater is in fault (supervisory or loss of AC/DC).

Trouble 06 – Device Low Battery:

- [01] Zone 001- 128: Wireless zone has a low battery.
- [02] Keypad 01-16: Keypad has a low battery.
- [03] Siren 01 - 16: Siren has a low battery.
- [04] Repeater 01 - 08: Repeater has a low battery.
- [05] User 01 - 95: Wireless Key has a low battery.

Trouble 07 – Device Tamper:

- [01] Zone 001 - 128 Tamper: A wireless or hardwired zone configured for DEOL operation is in tamper.
- [02] Keypad 01 - 16 Tamper: A hardwired or wireless keypad is in tamper.
- [03] Siren 01 - 16 Tamper: A wireless siren is in tamper.
- [04] Repeater 01 - 08 Tamper: A wireless repeater is in tamper.

Trouble 08 – RF Delinquency Trouble:

- [01] Zone 001 - 128 RF Delinquency: No response from a wireless zone for 13 minutes. This trouble prevents arming until acknowledged or cleared using [*][2].
- [02] Keypad 01 - 16 RF Delinquency: No response from a wireless keypad for 13 minutes.
- [03] Siren 01 - 16 RF Delinquency: No response from a wireless siren for 13 minutes.
- [04] Repeater 01 - 16 RF Delinquency: No response from a wireless repeater for 13 minutes.

Trouble 09 – Module Supervisory Trouble:

- [01] HSM2HOSTx not responding.
- [02] Keypad 01 - 16 not responding.
- [04] HSM2108 01 - 15 not responding.
- [05] HSM2300 01 - 04 not responding.
- [06] HSM2204 01 - 04 not responding.
- [08] HSM2208 01 - 16 not responding.

Trouble 10 – Module Tamper Trouble:

- [01] HSM2HOSTx Tamper.
- [02] Keypad 01 - 16 Tamper.
- [04] HSM2108 01 - 15 Tamper.
- [05] HSM2300 01 - 04 Tamper.
- [06] HSM2204 01 - 04 Tamper.
- [08] HSM2208 01 - 16 Tamper.

Trouble 11 – Communications:

- [01] TLM: Telephone line disconnected from control panel.
- [02] Receiver 01-04 FTC Trouble: Failure to communicate using programmed receiver paths.
- [03] Alt. Comm SIM Lock: SIM card has incorrect or unrecognized PIN.
- [04] Alt. Comm Cellular: Radio or SIM card failure, low signal strength detected, or cellular network fault.
- [05] Alt. Comm Ethernet: Ethernet connection unavailable. A valid IP address is either not programmed or the module was unable to get an IP with DHCP.
- [06] Receiver 01-04 Absent: Alternate communicator unable to initialize a receiver.
- [07] Receiver 01-04 Supervision: Alternate communicator unable to communicate with a receiver.
- [09] Alt. Comm Fault: The alternate communicator has stopped responding.
- [10] Alt Comm FTC Trouble: The alternate communicator has failed to communicate an internal event not generated by the panel.

Trouble 12 – Not Networked Troubles:

- [01] Zone 001-128 Not Networked Trouble: Generated when a zone becomes out of sync with the wireless network or has not been synchronized with the network after enrollment.
- [02] Keypad 01-16 Not Networked Trouble: Generated when a keypad becomes out of sync with the wireless network or has not been synchronized with the network after enrollment.
- [03] Siren 01-16 Not Networked Trouble: Generated when a siren becomes out of sync with the wireless network or has not been synchronized with the network after enrollment.
- [04] Repeater 01-08 Not Networked Trouble: Generated when a repeater becomes out of sync with the wireless network or has not been synchronized with the network after enrollment.
- [05] Wireless Key 01-32 Not Networked Trouble: Generated when a wireless key becomes out of sync with the wireless network or has not been synchronized with the network after enrollment.

[*][3] – ALARM MEMORY:

OVERVIEW:

Provides a list of zones that generated an alarm during the previous armed period

OPERATION:

VIEW ALARM MEMORY:

STEP 1 – ENTER [*][3]

STEP 2 – THE KEYPAD WILL AUTOMATICALLY DISPLAY THE ZONE IN ALARM MEMORY

CLEAR ALARM MEMORY:

Zones logged to alarm memory will clear the next time the control panel is armed

[*][4] – DOOR CHIME:

OVERVIEW:

Purpose is to enable/disable door chime

NOTE: THE DOOR CHIME FEATURE, WHEN ENABLED PROVIDES AUDIBLE NOTIFICATION THAT A ZONE HAS BEEN VIOLATED. COMMONLY USED TO INDICATE WHEN A PERIMETER ZONES IS OPENED AND/OR CLOSED

OPERATION:

ENABLE/DISABLE DOOR CHIME:

ENTER [*][4] OR PRESS AND HOLD THE 3RD FUNCTION KEY ON THE KEYPAD

ENABLED – 3 BEEPS AND ‘DOOR CHIME ENABLED’

DISABLED– ONE LONG BEEP AND ‘DOOR CHIME DISABLED’

NOTE: EACH TIME [*][4] IS ENTERED, THE DOOR CHIME FEATURE WILL TOGGLE BETWEEN ENABLED AND DISABLED

KEYPAD DISPLAY – CHIME STATUS/INDICATION:

Displaying troubles varies depending on the keypad used:

ADDITIONAL INFORMATION:

- With additional programming, it is possible to change the chime operation such that the keypad only chimes on either the violation or secure of a zone
- With additional programming, it is possible to change the chime operation such that the keypad provides a different chime tone for each zone (up to 4 different chime indications)

[*][5] – ACCESS CODE PROGRAMMING:

OVERVIEW:

The purpose is to provide the ability to create, delete and modify user access codes.

OPERATION: ADD USER CODE

Enter user code programming: [*][5][Master Code] (note: this menu automatically exits after 30 seconds of inactivity).

Press (*) for <>
User 2 -



Note: Use the right arrow key to select the desired user (you can also type in the 2 digit user number to skip to specific users). A "P" next to the user number indicates that the user is already programmed with a user code, a "-" next to a user indicates the user is not currently programmed. Note: User 1 is the master code



Press (*) for <>
Access Code



Note: You can either press [*] or [1] to select access code programming.



Enter New Code
AAAA



Note: Here you can enter the desired code, note that duplicate codes are not allowed.

OPERATION: MODIFY AN EXISTING USER CODE

Enter user code programming: [*][5][Master Code] (note: this menu automatically exits after 30 seconds of inactivity).

Press (*) for <>
User 2 P



Note: Use the right arrow key to select the desired user (you can also type in the 2 digit user number to skip to specific users). A "P" next to the user number indicates that the user is already programmed with a user code, a "-" next to a user indicates the user is not currently programmed. Note: User 1 is the master code



Press (*) for <>
Access Code



Note: You can either press [*] or [1] to select access code programming.



Enter New Code
2222



Note: Here you can enter the new desired code; this will overwrite the previous code. Note that duplicate codes are not allowed.

OPERATION: ERASE AN EXISTING USER CODE

Enter user code programming: [*][5][Master Code] (note: this menu automatically exits after 30 seconds of inactivity).

Press (*) for <>
User 2 -



Note: Use the right arrow key to select the desired user (you can also type in the 2 digit user number to skip to specific users). A "P" next to the user number indicates that the user is already programmed with a user code, a "-" next to a user indicates the user is not currently programmed. Note: User 1 is the master code



Press (*) for <>
Access Code



Note: You can either press [*] or [1] to select access code programming.



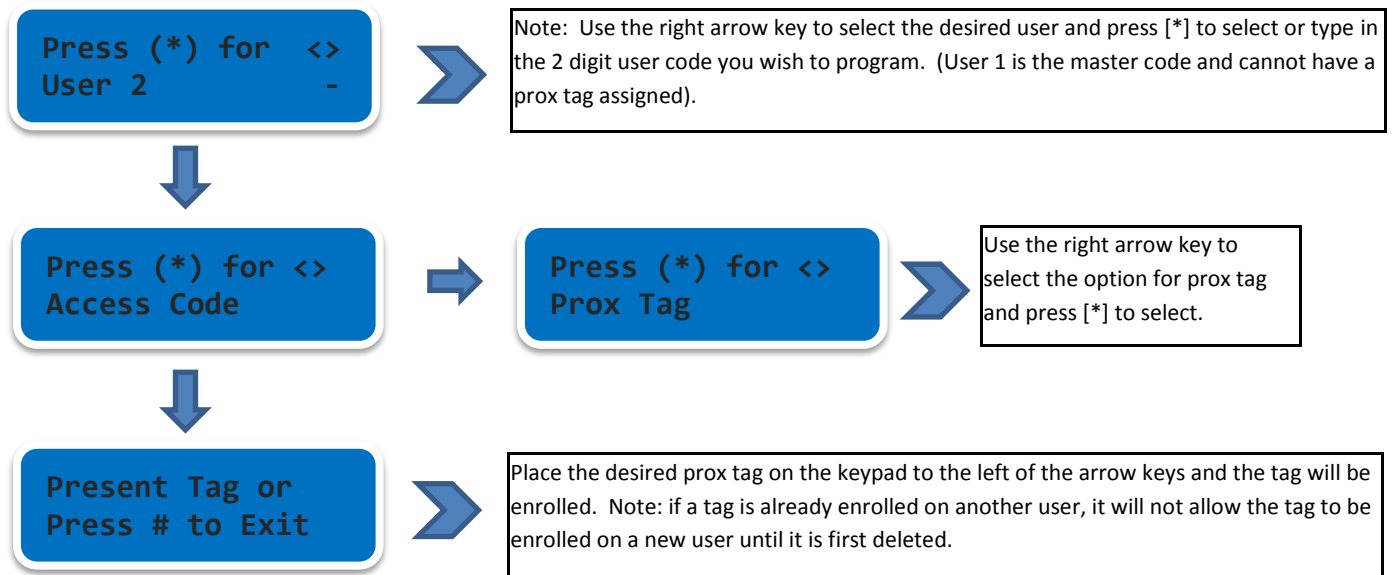
Enter New Code
2222



Note: Press [*] to delete the code. Note: The system master code (user 1) cannot be erased.

ENROLLING PROX TAGS

Enter user programming mode: [*][5][Master Code]. (Note: this menu times out after 30 seconds of inactivity).

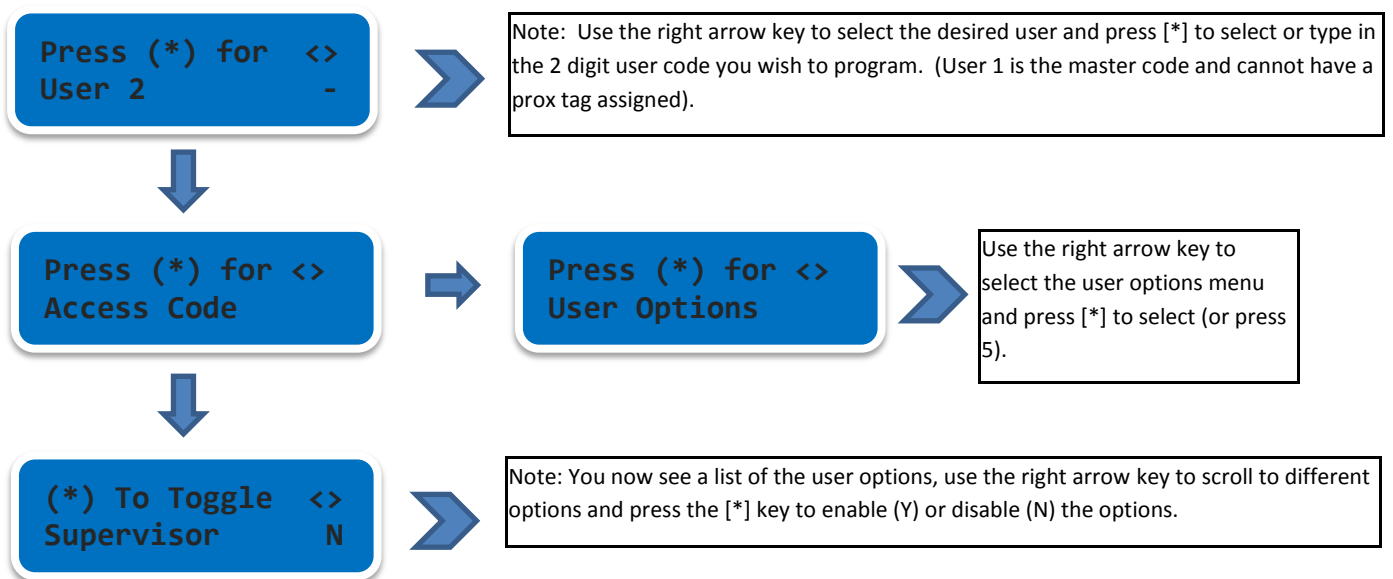


USER CODE OPTIONS

Each user code contains a number of options or attributes. Each attribute changes the abilities of an access code

OPERATION: MODIFY ACCESS CODE ATTRIBUTE

Enter user programming mode: [*][5][Master Code]. (Note: this menu times out after 30 seconds of inactivity).



USER ATTRIBUTE TOGGLE OPTIONS AVAILABLE:

TOGGLE OPTION [1] – SUPERVISORY CODE

Enables/Disables the user to modify access codes assigned to its partition or partitions

TOGGLE OPTION [2] – DURESS CODE

Enables/Disables the user as a duress code

When entered, the control panel will report a 'duress' reporting code to the central station. Duress events are responded to different than most alarms as they indicate that the customer was 'forced' to enter an access code (arm, disarm etc.)

TOGGLE OPTION [3] – BYPASS CODE

Enables/Disables the user with the ability to access the bypass mode [*][1] if a code is required (by default, no code is required). Installer Programming contains the programming option to enable if an access code is required. If required, to enter the bypass mode, perform the following:

[*][1] + [Access Code]

TOGGLE OPTION [4] – REMOTE ACCESS

User can access the system remotely via SMS using an integrated cellular communicator

TOGGLE OPTION [7] – ARM/DISARM BELL SQUAWK

Enables/Disables the user when there code is entered the siren will squawk once for arming and twice for disarming

TOGGLE OPTION [8] – ONE-TIME USER CODE

Enables/Disables the user such that they can arm the system an unlimited number of times but can only disarm once per day. This is reset at midnight every day.

[*][6] – USER FUNCTIONS:

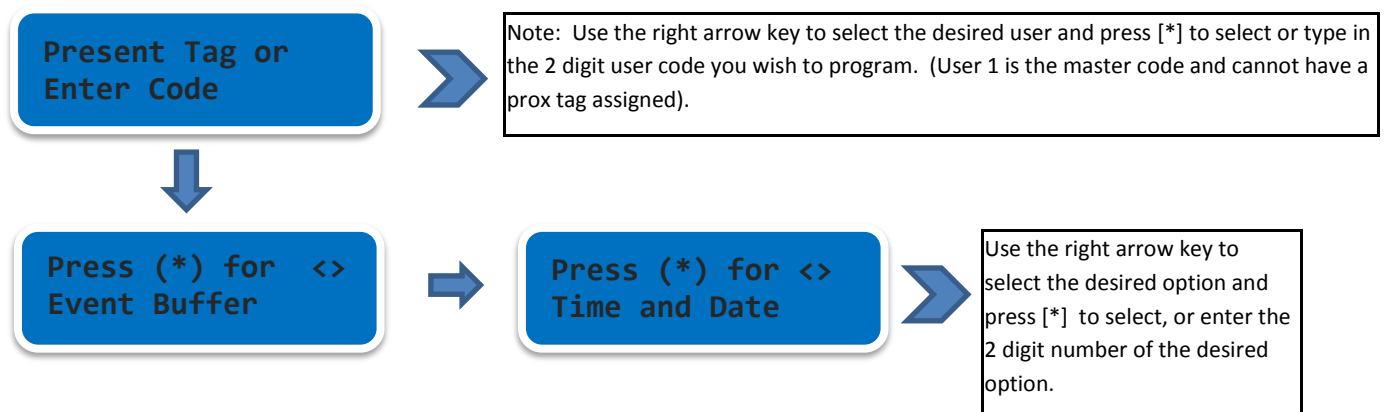
OVERVIEW:

The purpose is to provide the ability for the user to perform various system functions

Enter user programming mode: [*][5][Master Code]. (Note: this menu times out after 30 seconds of inactivity).

OPERATION

Enter [*][6], then the master code (or present a prox tag).



MENU OPTION LIST:

- [01] – PROGRAM TIME/DATE
- [02] – AUTO ARM/DISARM ENABLED OR DISABLED
- [03] – AUTO ARM SCHEDULE
- [04] – SYSTEM TEST
- [05] – ENABLES DLS/ALLOW SYSTEM SERVICE
- [06] – USER CALL-UP
- [08] USER WALK TEST
- [09] – LATE TO OPEN CONTROL
- [10] – LATE TO OPEN TIME
- [11] – SMS PROGRAMMING
- [12] – BRIGHTNESS
- [13] – CONTRAST
- [14] – BUZZER CONTROL
- [17] – AUTHORIZE FIRMWARE UPDATE

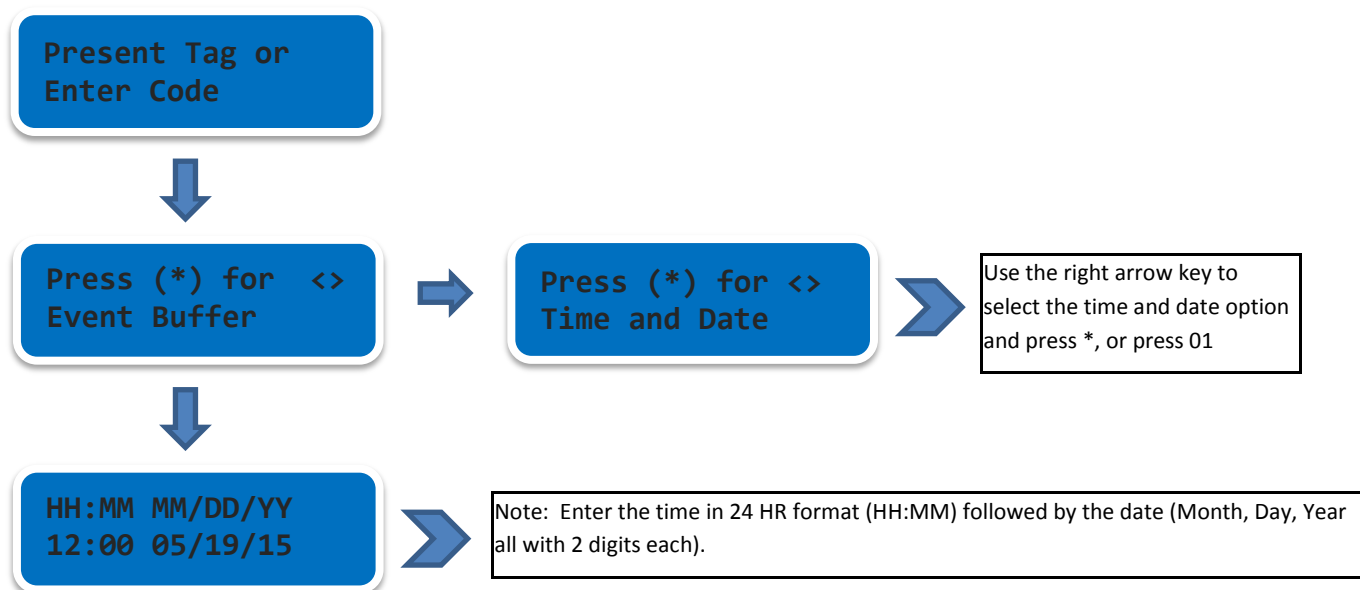
NOTE: SCROLL THROUGH THE DIFFERENT OPTIONS USING THE RIGHT ARROW KEY AND PRESS [*] WHEN THE REQUIRED OPTION IS DISPLAYED TO SELECT THAT OPTION (OR ENTER THE CORRESPONDING 2 DIGIT NUMBER).

[01] – PROGRAM TIME/DATE

The control panel requires that the correct time and date be programmed so that the following feature may operation properly: event buffer and schedules.

OPERATION:

Enter [*][6], then the master code (or present a prox tag).



[02] – AUTO ARM/DISARM ENABLED OR DISABLED

If automatic arming, disarming or no activity arming is desired, the user can enable these with this option. Note that this option is partition specific, so whichever keypad it is performed from, it will only be enabled for that keypad's partition.

OPERATION:

STEP 1 – ENTER [*][6] + [MASTER OR SUPERVISORY CODE]

STEP 2 – PRESS [02]

IF 3 BEEPS ARE HEARD -> AUTO ARM/DISARM ENABLED

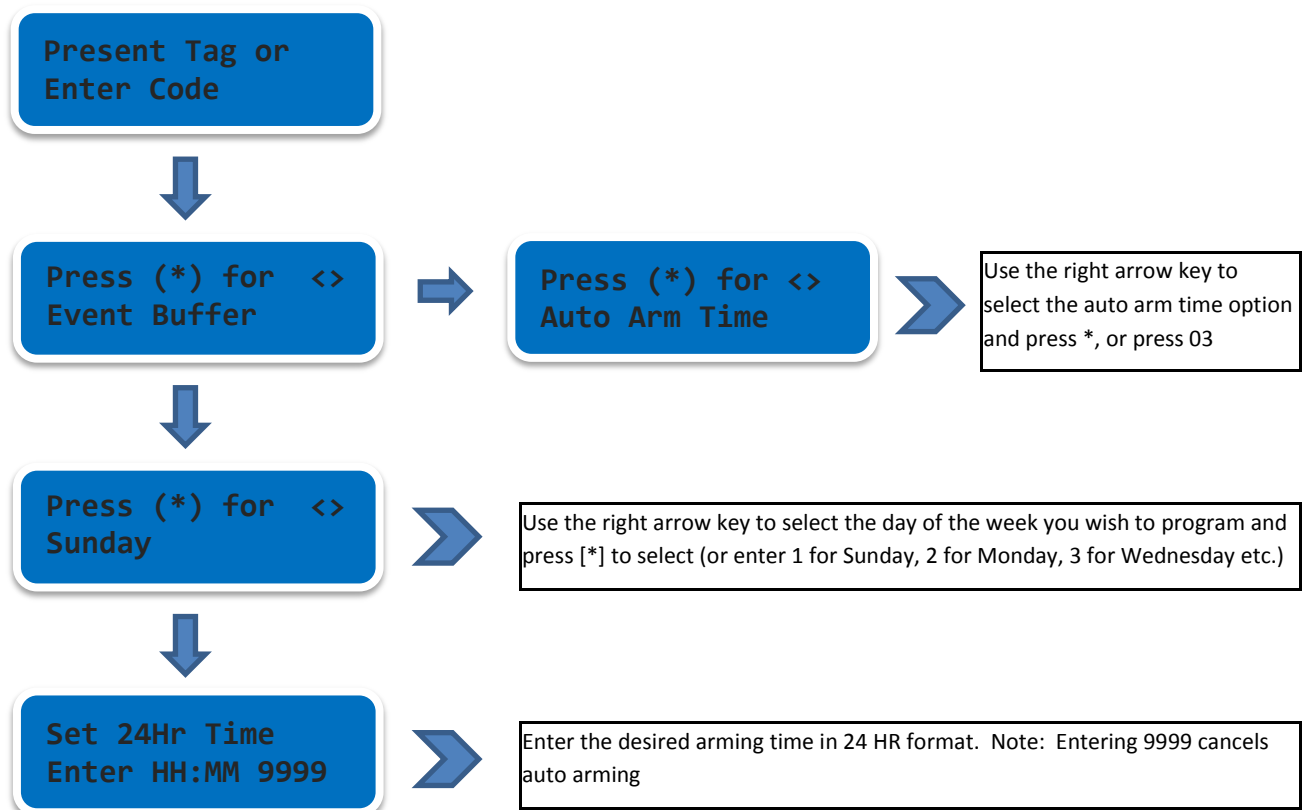
IF 1 LONG BEEP IS HEARD -> AUTO ARM/DISARM DISABLED

[03] – AUTO ARM TIME

If automatic arming is enabled (as above), you can select a day of the week and enter a 24 HR format time where the system will arm automatically.

OPERATION:

Enter [*][6], then the master code (or present a prox tag).



[04] – SYSTEM TEST

This option will perform a system test. The purpose of this feature is to provide the ability to test key system functions using a single keypad command

OPERATION:

STEP 1 – ENTER [*][6] + [MASTER OR SUPERVISORY CODE]

STEP 2 – PRESS [04]

The following items will be tested:

- Bell Output – the bell output will activate for 2 seconds to confirm operation of any connected sirens
- Keypad Buzzer – keypad buzzer is activated for 2 seconds
- Keypad LED/LCD – all keypad LED's and LCD screen pixels will activate for 2 seconds
- Backup Battery Test – forces a test of the connected backup battery
- System Test Reporting Signal – a 'System Test' reporting code will be transmitted to the central station to confirm operation of the control panel's communicator

[05] – ENABLES DLS/ALLOW SYSTEM SERVICE

When performed, this feature enables a 6 hour window for the control panel to be access remotely using the DSC downloading software (DLS)

OPERATION:

STEP 1 – ENTER [*][6] + [MASTER OR SUPERVISORY CODE]

STEP 2 – PRESS [05]

[06] – USER INITIATED CALL-UP

When performed, the control panel will initiate a call to the downloading computer to perform a DLS session

OPERATION:

STEP 1 – ENTER [*][6] + [MASTER OR SUPERVISORY CODE]

STEP 2 – PRESS [06]

[08] – USER WALK TEST

When performed, the control panel will initiate a walk test, any violated zones will sound the siren for 2 seconds. The Walk Test can be terminated at any time by performing [*][6][Master Code][08] on the keypad or automatically after 15 minutes of no zone activity and will sound a warning (5 keypad beeps every 10 seconds), beginning 5 minutes before the automatic end of the test.

OPERATION:

STEP 1 – ENTER [*][6][MASTER CODE][08]

[09] – LATE TO OPEN CONTROL

Enables a report to the monitoring station if the partition has not been disarmed within a specified amount of time

OPERATION:

STEP 1 – ENTER [*][6] + [MASTER OR SUPERVISORY CODE]

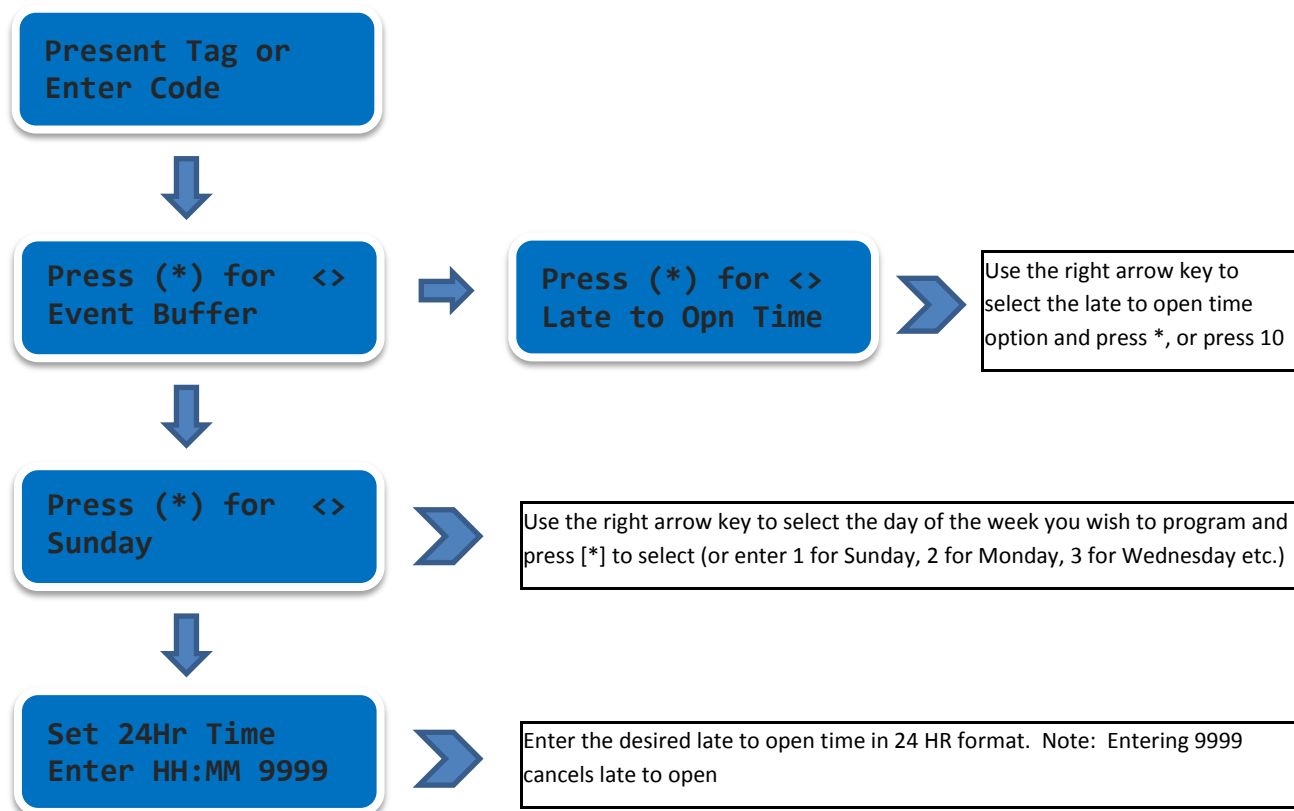
STEP 2 – PRESS [09]

[10] – LATE TO OPEN TIME

Program the time of day that the partition has to be disarmed by, before a late to open signal is sent.

OPERATION

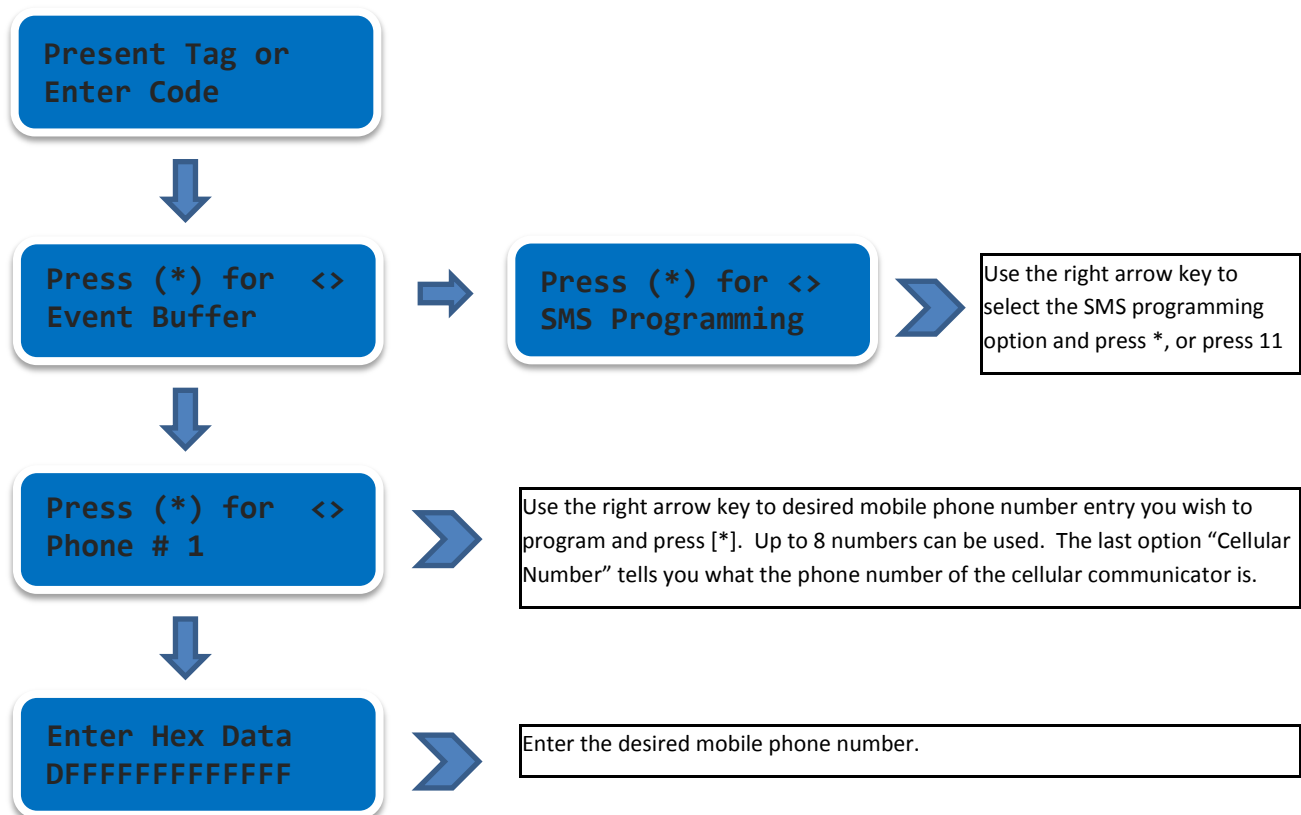
Enter [*][6], then the master code (or present a prox tag).



[11] – SMS PROGRAMMING

Program the end user's mobile phone number in which they will use to SMS the panel commands such as: arm, disarm, status etc.

Enter [*][6], then the master code (or present a prox tag).



[12] – BRIGHTNESS

Adjust the keypad backlighting brightness for each keypad.

OPERATION:

STEP 1 – ENTER [*][6] + [MASTER OR SUPERVISORY CODE]

STEP 2 – PRESS [12]

STEP 3 – USE THE ARROW KEYS TO ADJUST THE KEYPAD BRIGHTNESS

[13] – CONTRAST

Adjust the keypad LCD contrast for each keypad. Note: this function is only for HS2LCD style keypads.

OPERATION:

STEP 1 – ENTER [*][6] + [MASTER OR SUPERVISORY CODE]

STEP 2 – PRESS [13]

STEP 3 – USE THE ARROW KEYS TO ADJUST THE KEYPAD LCD CONTRAST, PRESS [#] WHEN FINISHED

[14] – BUZZER CONTROL

Adjust the keypad buzzer tone for each keypad. Note: this function only affects the tone, not the volume.

OPERATION:

STEP 1 – ENTER [*][6] + [MASTER OR SUPERVISORY CODE]

STEP 2 – PRESS [14]

STEP 3 – USE THE ARROW KEYS TO ADJUST THE KEYPAD BUZZER TONE PRESS [#] WHEN FINISHED

[17] – AUTHORIZE FIRMWARE UPGRADE

Use this function to begin the firmware upgrade process once a firmware has been successfully downloaded.

OPERATION:

STEP 1 – ENTER [*][6] + [MASTER OR SUPERVISORY CODE]

STEP 2 – PRESS [17]

EVENT BUFFER:

OVERVIEW:

The event buffer is a running record of all important system events. The control panel will store the last 500 (or 1000 for HS2128) events on the system by time/date and partition along with a description of the event. The event buffer works on a first-in-first-out when the maximum number of events have been recorded, therefore the oldest event will be cleared to make room for a new one.

VIEWING:

Enter [*][6], then the master code (or present a prox tag). Note: this menu automatically exits after 30 seconds of inactivity.

**Present Tag or
Enter Code**



**Press (*) for <>
Event Buffer**



Select the event buffer menu by pressing [*].



**0000 Partition 1
12:00a 01/05/14**



The first page of the event buffer shows you the event number (from 0000 being the most recent to 9999 being the oldest), the partition number, the time and the date. Use the right arrow key to look at older events, use the left arrow key to go back to in the opposite direction.



**[*][6] Access by
User 1**



Press the [*] key to view the detailed description of the event. This second page of the event buffer is key because it describes in detail what the event was. You can remain on this view and look at other events with the arrow keys, or press the [*] key to go back to the first page (time/date, partition, event number)

[*][7] – COMMAND OUTPUTS:

Provides the user with the ability to activate programmable outputs (PGM Outputs)

OPERATION:

[*][7] + [1] + CODE – ACTIVATES A PGM OUTPUT PROGRAMMED FOR COMMAND OUTPUT#1

[*][7] + [2] – ACTIVATES A PGM OUTPUT PROGRAMMED FOR COMMAND OUTPUT#2

[*][7] + [3] – ACTIVATES A PGM OUTPUT PROGRAMMED FOR COMMAND OUTPUT#3

[*][7] + [4] – ACTIVATES A PGM OUTPUT PROGRAMMED FOR COMMAND OUTPUT#4

ADDITIONAL INFORMATION:

- Command outputs may be programmed to require an access code entry after the command output number is entered [*][7]+[1, 2, 3 or 4]+[access code]
- Command outputs support programming options to vary the activation time (default = 5 second activation when command output is performed, valid range 1 second – 255 seconds)
- Command outputs support programming options to vary operation so that instead of a time output, the output will toggle between ON and OFF each time it is performed

[*][8] – INSTALLER PROGRAMMING:

Purpose is to enter the installer programming mode to make programming changes to the system.

OPERATION:

[*][8] + [INSTALLER CODE]

ADDITIONAL INFORMATION:

Ensure that the system is disarmed and no alarms are present before attempting to enter Installer Programming

[*][9] – NO-ENTRY ARMING/AT-HOME ARMING:

This arming mode is remove entry delay from delay type zones. All 'Stay/Away' type zones will be automatically bypassed.

This mode of arming is typically performed when customers require the system armed but no entry delay.

OPERATION:

[*][9] + [ACCESS CODE]

KEYPAD DISPLAY:

To indicate that the system has been armed in the 'No-Entry Arming Mode', the keypad 'Armed' LED will flash

[*][0] – QUICK ARM:

- Provides the ability to arm the system without the use of an access code.
- This command is performed while the system is disarmed.

OPERATION:

QUICK ARMING

ENTER [*][0] (ENSURE THAT THE SYSTEM IS IN THE 'READY' STATE)

ADDITIONAL INFORMATION:

The system will arm in the 'Stay' or 'Away' mode based on whether a delay type zone is violated during the exit delay.

[*][0] – QUICK EXIT:

- This feature is intended to be used when the user is leaving while the system is armed.
- Instead of disarming the system and rearming, a Quick Exit may be performed

OPERATION:

ENTER [*][0] (WHILE THE SYSTEM IS ARMED)

THE SYSTEM WILL INITIATE A 2 MINUTE WINDOW (THE KEYPAD WILL NOT PROVIDE ANY AUDIBLE OR VISUAL INDICATION WHILE THE WINDOW IS ACTIVE)

- During this window, any one delay type zone may be violated once without starting entry delay
- When the violated zone is restored, the remaining portion of the window will be removed

ADDITIONAL INFORMATION:

- If the delay zone is still in violation after the 2 minute window expires, entry delay will begin
- Entry delay will begin if a second delay type zone is violated