SPECTRA™

10-Zone Spectra LED Keypads

1686V

1686H

User's Guide

PARADOX®
SECURITY SYSTEMS

TABLE OF CONTENTS

Introduction **5**

Basic Operation **6**
Auditory Feedback 6
Keypad Indicator Lights 8
Zone Display 8
Alarm Memory Display 8
Trouble Display 9
Partitioning 13

Programming Access Codes **14**
System Master Code (Default: 123456) 14
Master Codes 14
Duress Code 15
Programming Access Codes 15

Arming & Disarming **17**
Exit Delay 17
Disarming & Deactivating an Alarm 17
Regular Arming 18
Stay Arming 19
Force Arming 20
Manual Bypass Programming 21
One-Touch Arming 23
Keyswitch Arming 24
Auto-Arming 25

Additional Features 26
Programming Chime Zones 26
Keypad Muting 26
Panic Alarms 27
Program Time (clock)..... 27
PGM Button (Programmable Outputs)..... 28
Quick Function Keys 28
Keypad Backlight 29

Fire Alarms 30

Testing & Maintenance 33

System Checklist 34

Appendix A 40

1.0 INTRODUCTION

Thank you for selecting the ***Spectra Security System*** from **Paradox Security Systems**. The Spectra Security System will give you peace of mind by providing reliable security protection. Although, it can do much more than that. The Spectra System can realize your dreams of home automation such as controlling garage doors, lights, heating, temperature and much more. Consult your installer to take full advantage of your Spectra system's capabilities.

This advanced technology security system provides you with reliable security protection and powerful features that anyone can use without memorizing complex and confusing codes. The system consists of the Spectra Control Panel, one or more Spectra Keypads, various input devices (i.e. motion detectors, door contacts, etc.) and various output devices (i.e. bells, sirens, lights, etc.).

The elegant and user-friendly ***Spectra 1686H and 1686V LED Keypads*** allow you to easily access your security system's functions and provide you with an easy-to-understand display of your security system's alarm and operational status. All the actions performed in your security system will be executed and displayed through the keypad. Therefore, before using your security system, we highly recommend you read this manual carefully and have your installer explain basic system operation to you.

2.0 BASIC OPERATION

Both the ***Spectra* 1686H** and **1686V *LED Keypads*** function and display information the same way. The following sections provide you with an excellent introduction to the buttons and indicator lights on your keypad.

Many of the features in your system must be enabled by the installer. If the feature is not programmed, the keypad will emit a "REJECTION BEEP" and the action will be cancelled. Refer to "System Checklist" in section 8.0 for details.

2.1 AUDITORY FEEDBACK

When you enter information on the keypad, it will guide you with beep tones that communicate acceptance or rejection of your entries. You should be familiar with these two keypad beep tones:

Confirmation Beep: When an operation (i.e. arming/disarming) is successfully entered on the keypad or when the system switches to a new status/mode, the keypad produces an intermittent beep tone ("BEEP-BEEP-BEEP-BEEP").

Rejection Beep: When the system reverts to previous status or when an operation is incorrectly entered on the keypad, it will emit a continuous beep tone ("BEEEEEEEEP").

Figure 2-1: Overview of the 1686V LED Keypad

"ARM" Lights (red):
ON = Partition Regular or Force armed
OFF = Partition disarmed
FLASH = Partition Stay or Instant armed
FAST FLASH = Partition in alarm

"READY" Light (green):
ON = Zones are closed
OFF = Zone(s) opened or armed
FLASH = *Exit Delay*

"AC" Light (orange):
ON = AC power present
OFF = Power failure

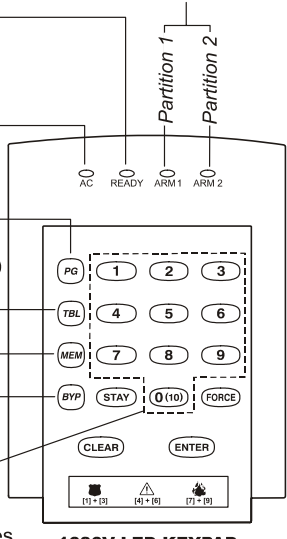
PG PGM Button:
Press & hold for 3 seconds to activate a PGM (i.e. garage door)

TBL Trouble Display

MEM Alarm Memory Display

BYP Bypass Programming

Zone Display
Buttons [1] to [10] correspond to zones 1 to 10 respectively. When buttons are illuminated, zones are open.



1686V LED KEYPAD

CLEAR To re-enter data, exit the current mode or cancel an action.

ENTER To save and exit.

2.2 Keypad Indicator Lights

All ***Spectra*** LED Keypads include colored lights which convey the current status of your system. As explained in *Figure 2-1* the state of each light represents a specific condition in your system.

2.3 Zone Display

The numerical buttons on the **1686V/H** Keypads are designed to communicate the status of the zones in your system. Each button corresponds to a zone in your system. If a button's light is off (extinguished), the corresponding zone is closed. If a button's light is on (illuminated), the corresponding zone is open (i.e. open door, movement detected, etc.).

2.4 Alarm Memory Display

If an alarm has occurred on a zone, the **[MEM]** button will illuminate. All zones where alarms occurred will be stored in memory. After disarming the system, press the **[MEM]** button to illuminate the buttons corresponding to the zones that were in alarm (see *Zone Display* in section 2.3). To exit the *Alarm Memory Display*, press **[CLEAR]** button. The system will erase the contents of the Alarm Memory every time the system is armed.

2.5 Trouble Display

Your alarm system continuously monitors fourteen possible trouble conditions. Most of these trouble conditions can be reported directly to your security company. When a trouble condition occurs, **[TBL]** will illuminate.

The keypad can be programmed to emit a "BEEP" every 5 seconds whenever a new trouble condition has occurred. Press the [TRBL] button to stop the "Trouble Beep".

How Do I Access the Trouble Display?

1) Press the **[TBL]** button
   *The **[TBL]** button will flash and any numbers corresponding to an existing trouble condition will illuminate.*
2) Read the corresponding explanation of the trouble from the Trouble List. If no repair instructions are given, contact your Security Company for repairs.
3) Press the **[CLEAR]** button to exit

We strongly suggest that you inform your Security Company of the trouble and allow them to service your system.

Trouble List

2.5.1 No or Low Battery Trouble [1]

When the **[1]** button illuminates, the backup battery is disconnected or the battery voltage is getting low.

2.5.2 Wireless Transmitter Battery Low [2]

When the **[2]** button illuminates, the battery voltage in one or more Wireless Transmitters is getting low. Also, the device's yellow light will flash.

2.5.3 Power Failure [3]

When the **[3]** button illuminates, the system has detected a loss of AC power. This trouble usually occurs during a power failure. If a power failure is not occurring in your establishment and this trouble appears, contact your Security Company for service.

2.5.4 Bell/PGM2 Disconnected Trouble [4]

When the **[4]** button illuminates, the bell, siren, or any device connected to the PGM2 is no longer connected to your alarm system.

2.5.5 Bell Current Failure [5]

During an alarm, the bell output, which uses a fuseless circuit, will automatically shut down if the current exceeds its limits. If this occurs, the **[5]** button will illuminate. When the system is disarmed, the current is cut from the bell output and the Trouble warning may extinguish, but the Trouble may re-occur during the next alarm if the situation is not corrected.

2.5.6 Auxiliary Current Failure [6]

The auxiliary output, which supplies power to your alarm system's accessories, uses a fuseless circuit to protect the

power supply against current overload and automatically shuts down if the current exceeds 1.1A. If this occurs, the **[6]** button will illuminate.

2.5.7 Communication Failure [7]

If your alarm system is monitored and it could not communicate with the Security Company, the **[7]** button will illuminate.

2.5.8 Timer Loss [8]

When the **[8]** button illuminates, your alarm system's clock must be re-programmed. **This is the only trouble that we recommend that you correct.**

To re-program the clock press the **[8]** button after Step 2 from the *Trouble Display* (see *"How Do I Access the Trouble Display?"* at the beginning of section 2.3) and enter the current time using the 24-hour clock (i.e. 8:30PM = 20:30). Also, refer to section 5.4 and *Appendix A*.

2.5.9 Tamper/Zone Wiring Failure [9]

When the **[9]** button illuminates, a wiring problem is occurring on one or more zones.

To view which zones are experiencing trouble, press the **[9]** button after Step 2 from the *Trouble Display* (see *"How Do I Access the Trouble Display?"* at the beginning of section 2.3) (see *Zone Display:* section 2.3).

2.5.10 Telephone Line Monitoring Failure [10]

When the **[10]** button illuminates, the system has not detected the presence of a telephone line for more than 30 seconds.

2.5.11 Fire Zone Trouble [STAY]

When the **[STAY]** button illuminates, a wiring problem on the fire zone is occurring.

2.5.12 Module Loss [BYP]

When a module is no longer communicating with your system, the **[BYP]** button illuminates.

2.5.13 Wireless Transmitter Supervision Loss [MEM]

When a wireless transmitter is no longer communicating with its receiver or its batteries are disconnected, **[MEM]** illuminates.

.

To view on which zones the Wireless Transmitters are experiencing trouble, press the **[MEM]** button after Step 2 from the *Trouble Display* (see *"How Do I Access the Trouble Display?"* at the beginning of section 2.3) (see *Zone Display:* section 2.3).

2.5.14 Keypad Fault [FORCE]

If for any reason your keypad is no longer communicating with your alarm system, the keypad will emit four consecutive beeps at 3-second intervals. Press any button on the keypad to terminate the "beeping" sequence. The **[TBL]** button will flash and the **[FORCE]** button will illuminate. When communication has been restored, the keypad will resume its functions.

2.6 PARTITIONING

Your ***Spectra*** system is equipped with a partitioning feature which can divide your alarm system into two distinct areas identified as Partition 1 and Partition 2. Partitioning can be used in installations where shared security systems are more practical, such as a home office or warehouse building. When partitioned, each zone, each User Code and many of your system's features can be assigned to either Partition 1, Partition 2, or both partitions.

If the system is not partitioned, all zones, User Codes, and features will be recognized as belonging to Partition 1.

3.0 PROGRAMMING ACCESS CODES

Access Codes are personal identification numbers that allow you to enter certain programming modes, arm or disarm your system as well as activate or deactivate PGMs (see section 5.5). The ***Spectra*** security system supports the following:

1 *System Master Code*
2 *Master Codes*
45 *User Access Codes* (including 1 Duress code)

For information on how each *Access Code* can arm or disarm the system refer to the *System Checklist* in section 8.0.

3.1 System Master Code (Default: 123456)

The *System Master Code* can arm or disarm any partition using any of the methods described in this section and can create, modify or delete any *User Access Code* (see section 3.4).

3.2 Master Codes

Master Code 1 is permanently assigned to Partition 1 and can be used to create, modify or delete *User Access Codes* (see section 3.4) that are assigned to Partition 1.

Master Code 2 is permanently assigned to Partition 2 (except when partitioning is disabled, *Master Code 2* will be

assigned to Partition 1) and can be used to create, modify or delete *User Access Codes* (see section 3.4) that are assigned to the same partition.

Master Codes cannot modify or delete User Access Codes assigned to both partitions. Only the System Master Code can modify or delete User Access Codes assigned to both partitions.

3.3 Duress Code

If you are forced to arm or disarm your system, entering the *Access Code* assigned to *User 048* will arm or disarm the system and immediately transmit a silent alert (Duress Code) to the Security Company.

The Duress Code feature must be enabled by your installer.

3.4 Programming Access Codes

Your system can use either 4- or 6-digit Access Codes (see page 35), where each digit can be any value from 0 to 9. Six-digit codes are considered more difficult to “crack” and therefore, more secure. Avoid programming simple or obvious access codes, such as your telephone number, address or codes such as 1234.

How Do I Program Access Codes?

1) Press **[ENTER]**
2) Enter your **[MASTER CODE]**
   [ENTER] button flashes
3) Enter 3-digit **[SECTION]** (see Table 1)
   The [NUMBER] corresponding to the first digit of the existing code (if programmed) and the [ENTER] button will illuminate (see Appendix A)
4) Enter a new 4 or 6-digit **[ACCESS CODE]**
   [ENTER] button flashes. Return to step 3 to enter next code or press [CLEAR] to exit.

How Do I Delete Access Codes?

1) Repeat steps 1 to 3 (see above)
2) Press the **[FORCE]** button once for each digit in the Access Code (4 or 6 times) until the keypad emits a "CONFIRMATION BEEP" then press the **[CLEAR]** button to exit.

Table 1: User Code Sections

Section	User Codes
[001]	User Code 001 = *System Master Code*
[002]	User Code 002 = *Master Code 1*
[003]	User Code 003 = *Master Code 2*
[004] to [047]	*User Code 004* to *User Code 047*
[048]	*User Code 048* or *Duress Code*

4.0 ARMING & DISARMING

Take full advantage of your ***Spectra*** system by familiarizing yourself with all the arming methods.

If your system is not partitioned (section 2.6), the system considers everything as belonging to Partition 1

4.1 EXIT DELAY

After entering a valid arming sequence, an *Exit Delay Timer* will provide you with enough time to exit the protected area before the system arms. The "**READY**" Light will flash during the *Exit Delay* and the keypad may beep. During the final 10 seconds, the beeping and the light will accelerate.

4.2 DISARMING & DEACTIVATING AN ALARM

To disarm an armed system or an alarm, enter your access code. An entry point, like the front door, will be programmed with one of two *Entry Delay Timers*. When an entry point is opened, your alarm system will not generate an alarm until this timer elapses or you disarm the system. Any user can disarm a partition they have been assigned to, except users assigned with the *Arm Only Option*. To disarm alarms generated by a *Delayed Fire Zone,* please refer to section 6.0.

.

How Do I Deactivate an Alarm? Enter your **[ACCESS CODE]**

How Do I Disarm the System?
For a Stay or Instant Armed system, go to Step 2.

1) Enter through a designated entry point (i.e. front door). The keypad will "beep" during the *Entry Delay*.
2) Enter your **[ACCESS CODE]**
   After the "CONFIRMATION BEEP", the "**ARM**" Light will turn off.

IF YOU HAVE ACCESS TO BOTH PARTITIONS (see section 2.6):
3) Buttons **[1]** and **[2]** will flash. Press the button corresponding to the desired partition. For both partitions, press the other button after the "CONFIRMATION BEEP".

4.3 REGULAR ARMING

This method, commonly used for day-to-day arming, will arm all the zones in the selected partition.

How Do I Regular Arm?

1) Close all zones in the desired partition.
2) Enter your **[ACCESS CODE]**

IF YOU HAVE ACCESS TO BOTH PARTITIONS (see section 2.6):
3) Buttons **[1]** and **[2]** will flash. Press the button corresponding to the desired partition. For both partitions, press the other button after the "CONFIRMATION BEEP".

When you have correctly armed the system, the "ARM" Light corresponding to the armed partition will turn on and the *Exit Delay* (see section 4.1) will initiate. Please note that *Regular Arming* can also be activated using *Auto-Arming* (see section 4.9), a *Keyswitch* (see section 4.8), or *One-Touch Arming* (see section 4.7).

4.4 STAY ARMING

This method allows you to remain in the protected area while partially arming the system. Stay Zones are zones that are bypassed when Stay Arming. For example, when you go to sleep at night, doors and windows can be armed without arming other zones like motion detectors.

How Do I Stay Arm?

1) Close all zones in the desired partition (except *Stay Zones*).
2) Press the **[STAY]** button
3) Enter your **[ACCESS CODE]**

IF YOU HAVE ACCESS TO BOTH PARTITIONS (see section 2.6):

4) Buttons **[1]** and **[2]** will flash. Press the button corresponding to the desired partition. For both partitions, press the other button after the "CONFIRMATION BEEP".

When you correctly *Stay Arm* the system, the "**ARM**" Light corresponding to the armed partition will flash and the *Exit Delay* will be initiated (see section 4.1). *Stay Arming* can

also be activated using *Auto-Arming* (see section 4.9), a *Keyswitch* (see section 4.8) or *One-Touch Arming* (see section 4.7).

4.4.1 Instant Arming

After *Stay Arming* the system and **during its *Exit Delay*,** press and hold the **[STAY]** button for 3 seconds**.** You should hear a "CONFIRMATION BEEP". The system is then *Instant Armed*. Therefore, any armed zone that is breached will immediately generate an alarm.

If you have access to both partitions:

To Instant Arm one partition	To Instant Arm both partitions
1) Press the **[STAY]** button	1) Press the **[STAY]** button
2) Enter your **[ACCESS CODE]**	2) Enter your **[ACCESS CODE]**
3) Choose a partition	3) Press **[1]**
4) Press the **[CLEAR]** button	4) Press **[2]**
5) Press and hold the **[STAY]** button for 3 seconds	5) Press and hold the **[STAY]** button for 3 seconds

4.5 FORCE ARMING

Force Arming allows you to rapidly arm the system without waiting for all zones in the system to close. During *Force Arming*, a *Force Zone* is considered "deactivated" until it closes, then the system will arm that zone. *Force Arming* is commonly used when a motion detector is protecting the area occupied by a keypad. For example, when arming and

the motion detector is a *Force Zone*, the system will allow you to arm even if the zone is open.

How Do I Force Arm?

1) Close zones in the desired partition (except *Force Zones*).
2) Press the **[FORCE]** button
3) Enter your **[ACCESS CODE]**

IF YOU HAVE ACCESS TO BOTH PARTITIONS (see section 2.6):

4) Buttons **[1]** and **[2]** will flash. Press the button corresponding to the desired partition. For both partitions, press the other button after the "CONFIRMATION BEEP".

When you correctly *Force Arm* the system, the "**ARM**" Light corresponding to the armed partition will turn on and the *Exit Delay* will initiate (see section 4.1). *Force Arming* can also be activated by using *One-Touch Force Arming* (see section 4.7.4).

4.6 MANUAL BYPASS PROGRAMMING

Manual Bypass Programming allows you to program the alarm system to ignore (deactivate) specified zones the next time the system is armed. For example, you may wish to bypass certain zones when workers are renovating part of your establishment. Please note that a *Fire Zone* cannot be bypassed.

How do I Program Bypass Entries?

1) Press the **[BYP]** button.
2) Enter your **[ACCESS CODE]**. (see *Note1*)
3) Illuminate the button(s) corresponding to the zone(s) you wish to bypass by pressing the corresponding button. *Press the button again to turn it off. Press the **[FORCE]** button to erase all the current zone bypass entries.*
4) Once you have entered the desired bypass entries, press the **[ENTER]** button to accept these entries.
   *THE **[BYP]** button will turn on when zones are bypassed. The next time the system is armed, the zones will be bypassed.*

NOTE1: If you have access to both partitions, buttons **[1]** and **[2]** will flash. Press the button corresponding to the desired partition. The **[BYP]** button will flash and any zones that are already bypassed will illuminate.

4.6.1 Bypass Recall Feature

After disarming the system, the bypass entries are erased. The *Bypass Recall Feature* reinstates the previous bypass entries saved in memory. This eliminates the need to manually re-program the bypass entries every time you arm the system.

How Do I Recall Bypass Entries?

1) Press the **[BYP]** button.
2) Enter your **[ACCESS CODE]**. (see *Note1*)
3) Press the **[BYP]** button.
   Previously bypassed zones will illuminate.
4) Press the **[ENTER]** button.

4.7 One-Touch Arming

One-Touch Arming allows you to arm the system without using an access code.

NOTE2: If both partitions are enabled and you activate a One-Touch feature, buttons **[1]** and **[2]** will flash. Press the button corresponding to the desired partition(s).

4.7.1 One-Touch Regular Arming

Press and hold the **[ENTER]** button for 3 seconds (see *Note2*) to arm all zones in the partition. You can use this feature to allow specific individuals like service personnel (i.e. cleaners) to arm without giving them access to any other alarm system operations. For details on *Regular Arming*, refer to section 4.3.

4.7.2 One-Touch Stay Arming

Press and hold the **[STAY]** button for 3 seconds (see *Note2*) to arm all zones not defined as *Stay Zones*. For details on *Stay Arming*, refer to section 4.4.

4.7.3 Fast Exit

WHEN THE SYSTEM IS ALREADY STAY ARMED: this feature will allow you to exit already armed premises and keep the system armed.

Exit and Stay Arm: Press and hold the **[STAY]** button for 3 seconds (see *Note2*) to start the *Exit Delay* (see section 4.1). When the *Exit Delay* elapses, the system will return to *Stay Arming*.

Exit and Regular Arm: Press and hold the **[ENTER]** button for 3 seconds (see *Note2*) to start the *Exit Delay* (see section 4.1). When the *Exit Delay* elapses, the system will switch to *Regular*

Arming (see section 4.3).

Exit and Force Arm: Press and hold the **[FORCE]** button for 3 seconds (see *Note2*) to start the *Exit Delay* (see section 4.1). When the *Exit Delay* elapses, the system will switch to *Force Arming* (see section 4.5).

4.7.4 One-Touch Force Arming

Press and hold the **[FORCE]** button for 3 seconds (see *Note2*) to bypass any open *Force Zones*. For details on *Force Arming*, refer to section 4.5.

4.7.5 One-Touch Bypass Programming

Press and hold the **[BYP]** button for 3 seconds (see *Note2*) to access *Bypass Programming Mode* (see section 4.6).

4.8 KEYSWITCH ARMING

A keyswitch can be used to arm and disarm the system. A keyswitch is assigned to and programmed to *Stay Arm* (see section 4.4) or *Regular Arm* (see section 4.3) a specific partition. A keyswitch can function as a Maintained or Momentary keyswitch.

To arm the system using a Maintained Keyswitch, set the keyswitch to the “on” position. To disarm the system set the keyswitch to the “off” position.

To arm the system using a Momentary Keyswitch, set the keyswitch to the “on” position then turn it back to the “off” position. Repeating this sequence will disarm the system.

4.9 AUTO-ARMING

The ***Spectra*** alarm system can be programmed to automatically arm upon the following two conditions.

4.9.1 Timed Auto Arming

The alarm system can automatically arm itself at a specified time everyday. As with *Regular Arming* (see section 4.3), the system will not arm if a zone is open. If this occurs, the system will not arm until the next day. Your installer enables this option, but you can program the time of day the system will automatically arm.

How do I program the Auto-Arm Timer?

1) Press the **[ENTER]** button
2) Enter your **[MASTER CODE]**
   [ENTER] button flashes
3) Enter **[101]** for Partition 1 or **[102]** for Partition 2 (see *Appendix A*)
4) Enter the desired **[TIME]**
   Example: 6:15PM = 18:15

A 60-second Exit Delay (see section 4.1) will start before the system arms. At this point, Auto-Arming can be cancelled by entering your access code.

4.9.2 "No Movement" Auto Arming

Your panel can be programmed to arm the system and/or send a report if no zone activity occurs for a pre-programmed amount of time. This is a particularly useful feature when supervising an individual with chronic health problems or who lives alone.

5.0 ADDITIONAL FEATURES

Each keypad must be Chime Programmed and Muted separately. Keypad Muting must be re-programmed if your system suffers a total power loss.

When you press and hold a button and the keypad emits a "CONFIRMATION BEEP", the chime feature has been enabled for that zone or Keypad Muting has been enabled for that keypad. If the keypad emits a "REJECTION BEEP", these features have been disabled.

5.1 PROGRAMMING CHIME ZONES

This feature allows you to program which zones will be *"Chime Enabled"*. A *"Chime Enabled"* zone will advise you every time it is opened by causing your keypad to emit a rapid intermittent beep tone (BEEP-BEEP-BEEP-BEEP). Press and hold any button from **[1]** to **[10]** for 3 seconds to activate or deactivate *Chiming* for zones 1 to 10. For example, press and hold the **[1]** button to enable chiming on zone 1.

5.2 KEYPAD MUTING

Press and hold the **[CLEAR]** button for 3 seconds to enable or disable keypad muting. When muted, the keypad will only emit the "CONFIRMATION BEEP", "REJECTION BEEP", and beep when a button is pressed.

5.3 Panic Alarms

In case of emergency, the ***Spectra*** system can provide three panic alarms that can immediately generate an alarm after simultaneously pressing and holding two specific buttons for two seconds. Based on your needs, these panic alarms can generate audible alarms (sirens or bells) or silent alarms, both of which can send a message to your Security Company. The three different panic alarms can communicate specific messages to your monitoring station. For instance, pressing [1] & [3] can mean “call the police” or anything you require.

1) Press & hold buttons **[1]** and **[3]** for the police.
2) Press & hold buttons **[4]** and **[6]** for a medical alarm.
3) Press & hold buttons **[7]** and **[9]** for a fire alarm.

5.4 Program Time (clock)

How do I program the System Clock?

1) Press the **[ENTER]** button
2) Enter **[MASTER CODE]**
   [ENTER] button flashes
3) Enter **[100]** (see *Appendix A*)
4) Enter the desired **[TIME]**.
   Example: 6:15PM = 18:15

5.5 PGM Button (Programmable Outputs)

Your ***Spectra*** system may include one or more programmable outputs (PGMs). When a specific event or condition occurs in the system, the PGM can be used to reset smoke detectors, activate light switches in your home or office, open/close garage doors and much more. A PGM can also be programmed to activate whenever the **[PG]** button is pressed and held for 3 seconds.

5.6 Quick Function Keys

Upon request of your installer or Security Company you may have to perform one of the following. Press:

5.6.1 Test Report

[ENTER] + [MASTER CODE] + [MEM]

If your system is monitored by your Security Company, this feature will send a test report code to the Security Company.

5.6.2 Call PC

[ENTER] + [MASTER CODE] + **[BYP]**

Will initiate a call to the Security Company that is using the upload/download diagnostic software.

5.6.3 Answer PC

[ENTER] + [MASTER CODE] + **[FORCE]**

Will force your security system to answer a call made by your Security Company that is using the upload/download diagnostic software.

5.6.4 Cancel Communication

[ENTER] + [MASTER CODE] + [STAY]

Cancels all communication with the upload/download diagnostic software if it has been initiated.

5.7 KEYPAD BACKLIGHT

The illumination level behind the keys can be modified to suit the user's needs. There are four backlight levels. The **[MEM]** key is used to set the desired level. Each consecutive push of the **[MEM]** key will increase the backlight level until the maximum level is reached. After reaching the maximum level, the backlight level will return to the lowest level and the whole process is repeated. To change the backlight level:

How do I modify the backlight?

1) Press and hold the **[MEM]** key for 3 seconds
2) The **[MEM]** key will illuminate
3) Press the **[MEM]** key to set the desired backlight level
4) Press **[CLEAR]** or **[ENTER]** to exit

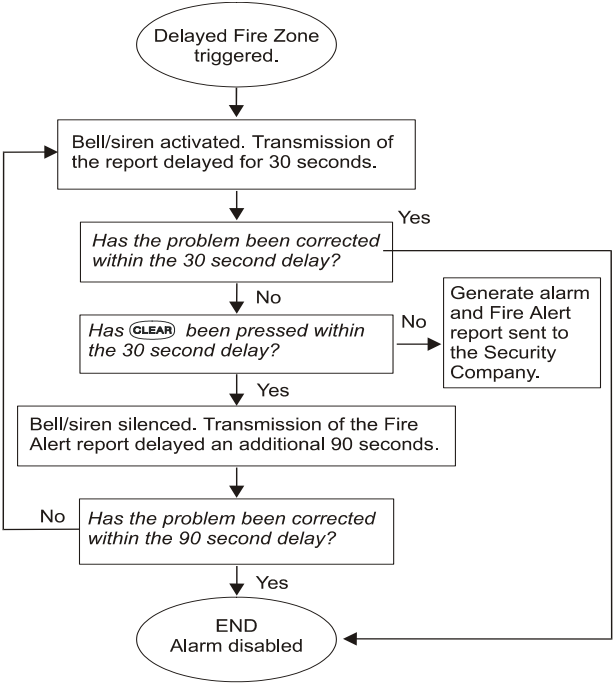
6.0 FIRE ALARMS

Upon a fire alarm, the bell/siren will emit three “squawks” at 2 second intervals until silenced or reset by entering a valid access code. If the zone is a *Delayed Fire Zone*, there is a delay before the system contacts the Security Company. This will prevent unnecessary reporting of false alarms. If there is no fire condition, contact your Security Company immediately to avoid an unnecessary response.

What do I do if a Delayed Fire Zone was set off accidentally?

1) Press the **[CLEAR]** button within 30 seconds of the alarm.
2) Try to correct the problem.
3) If the problem persists, the alarm will sound again. Press **[CLEAR]** again.
   These steps will instruct the system to delay reporting the fire alarm to the Security Company (see *Figure 6-1* for details).

Figure 6-1: Delayed Fire Zone Flowchart



Minimizing Fire Hazards

The three most common causes of fires:

- Cooking is the leading cause of home fires in the U.S. It's also the leading cause of fire injuries. Cooking fires often result from unattended cooking and human error, rather than mechanical failure of stoves or ovens.
- Careless smoking is the leading cause of fire deaths. Smoke detectors and smolder-resistant bedding and upholstered furniture are significant fire deterrents.
- Heating is the second leading cause of residential fires. However, heating fires are a larger problem in single family homes than in apartments since the heating systems in single family homes are often not professionally maintained.

Fire Safety Tips

- In the event of a fire, remember time is the biggest enemy and every second counts! Escape first, then call for help. Develop a home fire escape plan and designate a meeting place outside. Make sure everyone in the family knows two ways to escape from every room. Practice feeling your way out with your eyes closed. Never stand up in a fire, always crawl low under the smoke and try to keep your mouth covered. Never return to a burning building for any reason; it may cost you your life.
- Finally, having at least one working smoke alarm dramatically increases your chances of surviving a fire. And remember to practice a home escape plan frequently with your family.

Providing a Fire Warning System

Household fires are especially dangerous at night. Fires produce smoke and deadly gases that can overcome occupants while they sleep. To warn against fire, smoke detectors should be installed outside each separate sleeping area in the immediate vicinity of the bedrooms and on each additional story of the family living unit, including basements.

7.0 TESTING & MAINTENANCE

With the system disarmed and the "**READY**" Light on, activate motion detectors by walking in the protected area. Open and close protected doors and verify that the corresponding button illuminates. Your installer can advise you of the best way to test your particular system.

Do not use open flame or burning materials to test your fire detection devices. Contact your installer for safe methods of testing your system.

Under normal use, your system requires virtually no maintenance other than regular testing. It is recommended that the standby battery be changed every three years. Speak to your installer about the necessary tests and at what frequency they should be performed.

8.0 SYSTEM CHECKLIST

Zone Description

Is this system partitioned? Yes ☐ No ☐

Partition 1 =

_____

Partition 2 =

_____

Zone # and Description	Partition 1 or 2	Byp	Stay	Force	24Hr	Entry Delay
01:_____	_____	☐	☐	☐	☐	☐
02:_____ Keyswitch? Y ☐ N ☐ Type:_____	_____	☐	☐	☐	☐	☐
03:_____ Fire Zone? Y ☐ N ☐ Delayed? Y ☐ N ☐	_____	☐	☐	☐	☐	☐
04:_____	_____	☐	☐	☐	☐	☐
05:_____	_____	☐	☐	☐	☐	☐
06:_____	_____	☐	☐	☐	☐	☐
07:_____	_____	☐	☐	☐	☐	☐
08:_____	_____	☐	☐	☐	☐	☐
09:_____	_____	☐	☐	☐	☐	☐
10:_____	_____	☐	☐	☐	☐	☐
11:_____	_____	☐	☐	☐	☐	☐

Zone # and Description	Partition 1 or 2	Byp	Stay	Force	24Hr	Entry Delay
12:_____	_____	☐	☐	☐	☐	☐
13:_____	_____	☐	☐	☐	☐	☐
14:_____	_____	☐	☐	☐	☐	☐
15:_____	_____	☐	☐	☐	☐	☐
16:_____	_____	☐	☐	☐	☐	☐

Access Codes

For security reasons, write only the user's name and not his or her access code. 4-Digit Codes ☐ 6-Digit Codes ☐

User # and Name	Partition 1 or 2	Byp	Stay	Force	Arm Only	PGM Only
001:_____ *System Master Code* Default: **123456**	1 & 2	✓	✓	✓	☐	☐
002:_____ *Master Code 1*	_____	☐	☐	☐	☐	☐
003:_____ *Master Code 2*	_____	☐	☐	☐	☐	☐
004:_____	_____	☐	☐	☐	☐	☐
005:_____	_____	☐	☐	☐	☐	☐
006:_____	_____	☐	☐	☐	☐	☐
007:_____	_____	☐	☐	☐	☐	☐
008:_____	_____	☐	☐	☐	☐	☐

User # and Name	Partition 1 or 2	Byp	Stay	Force	Arm Only	PGM Only
009:_____	_____	☐	☐	☐	☐	☐
010:_____	_____	☐	☐	☐	☐	☐
011:_____	_____	☐	☐	☐	☐	☐
012:_____	_____	☐	☐	☐	☐	☐
013:_____	_____	☐	☐	☐	☐	☐
014:_____	_____	☐	☐	☐	☐	☐
015:_____	_____	☐	☐	☐	☐	☐
016:_____	_____	☐	☐	☐	☐	☐
017:_____	_____	☐	☐	☐	☐	☐
018:_____	_____	☐	☐	☐	☐	☐
019:_____	_____	☐	☐	☐	☐	☐
020:_____	_____	☐	☐	☐	☐	☐
021:_____	_____	☐	☐	☐	☐	☐
022:_____	_____	☐	☐	☐	☐	☐
023:_____	_____	☐	☐	☐	☐	☐
024:_____	_____	☐	☐	☐	☐	☐
025:_____	_____	☐	☐	☐	☐	☐
026:_____	_____	☐	☐	☐	☐	☐
027:_____	_____	☐	☐	☐	☐	☐
028:_____	_____	☐	☐	☐	☐	☐
029:_____	_____	☐	☐	☐	☐	☐

User # and Name	Partition 1 or 2	Byp	Stay	Force	Arm Only	PGM Only
030:_____	_____	☐	☐	☐	☐	☐
031:_____	_____	☐	☐	☐	☐	☐
032:_____	_____	☐	☐	☐	☐	☐
033:_____	_____	☐	☐	☐	☐	☐
034:_____	_____	☐	☐	☐	☐	☐
035:_____	_____	☐	☐	☐	☐	☐
036:_____	_____	☐	☐	☐	☐	☐
037:_____	_____	☐	☐	☐	☐	☐
038:_____	_____	☐	☐	☐	☐	☐
039:_____	_____	☐	☐	☐	☐	☐
040:_____	_____	☐	☐	☐	☐	☐
041:_____	_____	☐	☐	☐	☐	☐
042:_____	_____	☐	☐	☐	☐	☐
043:_____	_____	☐	☐	☐	☐	☐
044:_____	_____	☐	☐	☐	☐	☐
045:_____	_____	☐	☐	☐	☐	☐
046:_____	_____	☐	☐	☐	☐	☐
047:_____	_____	☐	☐	☐	☐	☐
048:_____	_____	☐	☐	☐	☐	☐

Duress: Y ☐ N ☐

Special Buttons and Features

☐ **[ENTER]** One-touch *Regular Arming* is activated
☐ **[STAY]** One-touch *Stay Arming* is activated
☐ **[FORCE]** One-touch *Force Arming* is activated
☐ **[BYP]** One-touch *Manual Bypass Programming* is activated

Panic Alarms:

[1] & [3] Police or _____ ☐ Silent ☐ Audible ☐ Off
[4] & [6] Aux. or _____ ☐ Silent ☐ Audible ☐ Off
[7] & [9] Fire or _____ ☐ Silent ☐ Audible ☐ Off

PGMs:

PGM 1:

_____

PGM 2:

_____

PGM 3:

_____

System Timers

Enter and exit your premises through the designated doors.

Exit Delay 1 (Partition 1): _____sec. = time to exit site
Exit Delay 2 (Partition 2): _____sec. = time to exit site

Entry Delay 1 = _____sec. = time to disarm before alarm; enter through zone #_____
Entry Delay 2 = _____sec. = time to disarm before alarm; enter through zone #_____

Alarm will activate siren or bell for _____ min.

Other Information

Installed by:_____ Date: _____

Serviced by:_____ Tel: _____

Monitored by:_____ Tel: _____

Your account number: _____

Alarm transformer location:_____

on circuit #:_____

Location of Telephone Connections:

_____

9.0 APPENDIX A

Your Spectra keypad can display data one of two ways when you to program the following parameters :

- *User Access Codes* (see section 3.4*)*
- *System's Clock* (see section 2.5.8 & section 5.4)
- *Auto-Arm Time* (see section 4.9)

Do not read the following if you have not read the above mentioned sections.

After entering the 3-digit section you wish to program, the **[ENTER]** button will flash. If a value is programmed, the number corresponding to the first digit of the programmed value will also illuminate. At this point, you can begin entering the required data. After entering a digit, the number corresponding to the following programmed digit will illuminate and so forth. For example, if you wish to change *User Code 004* from 123456 to 454545, after entering section **[004]**, button **[1]** will turn on. Press the **[4]** button and button **[2]** will turn on, then press the **[5]** button and button **[3]** will turn on...

OR

After entering the desired 3-digit section and before entering any data, press the **[ENTER]** button to access the *Data Display Mode*. The **[ARM1]**, **[ARM2]** and "**READY**" Lights will flash. Once in the *Data Display Mode,* pressing the **[ENTER]** button will scroll through the digits of the current section. When viewing the last digit in the section, pressing the **[ENTER]** button will automatically exit the section.

NOTES

Warranty

The Seller warrants its products to be free from defects in materials and workmanship under normal use for a period of one year. Except as specifically stated herein, all express or implied warranties whatsoever, statutory or otherwise, including without limitation, any implied warranty of merchantability and fitness for a particular purpose, are expressly excluded. Because Seller does not install or connect the products and because the products may be used in conjunction with products not manufactured by Seller, Seller cannot guarantee the performance of the security system. Seller obligation and liability under this warranty is expressly limited to repairing or replacing, at Seller's option, any product not meeting the specifications. In no event shall the Seller be liable to the buyer or any other person for any loss or damages whether direct or indirect or consequential or incidental, including without limitation, any damages for lost profits, stolen goods, or claims by any other party caused by defective goods or otherwise arising from the improper, incorrect or otherwise faulty installation or use of the merchandise sold.

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SECURITY SYSTEMS
780 boul. Industriel, St. Eustache, Montréal, Québec J7R 5V3
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