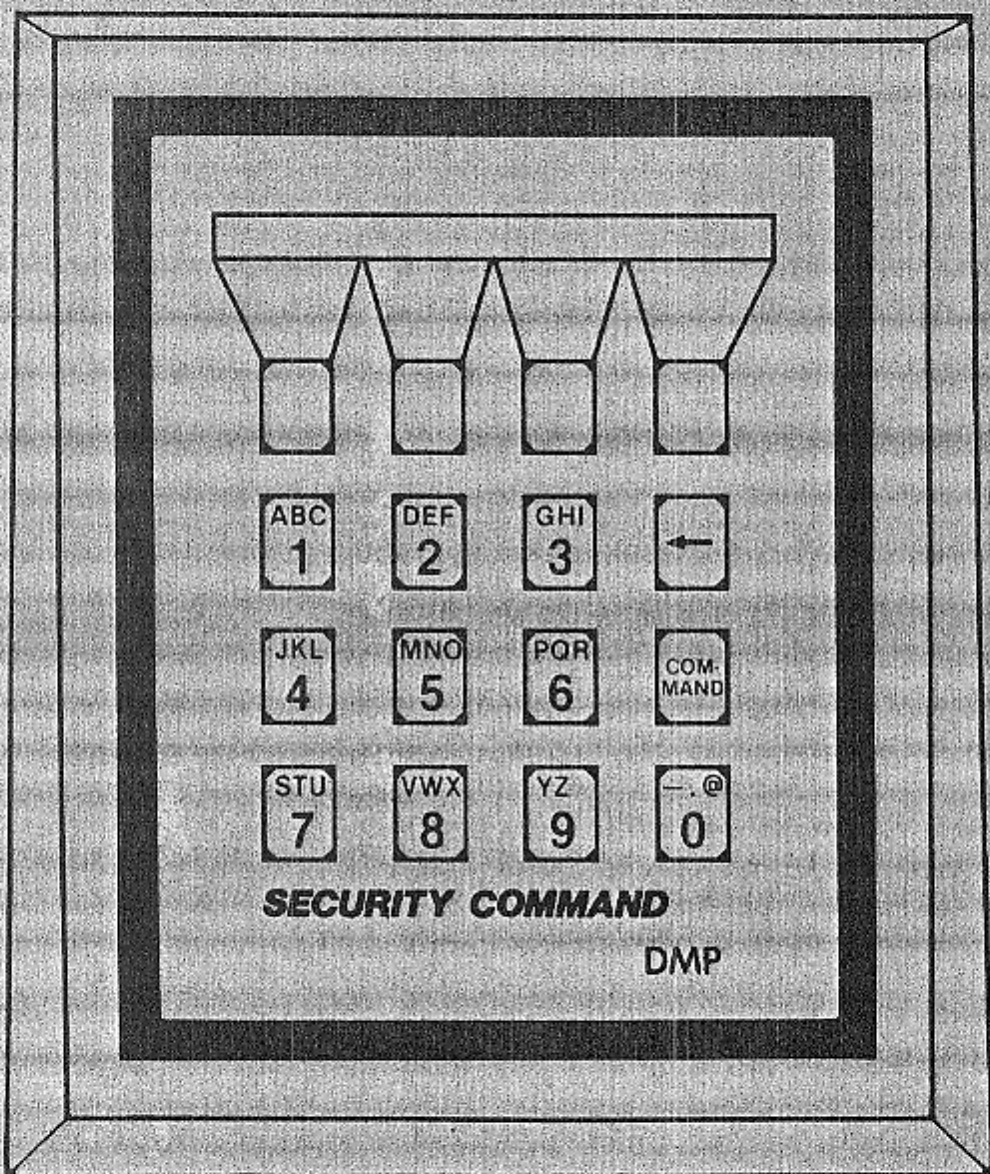


SECURITY COMMAND

COMMERCIAL OPERATIONS MANUAL

UTILIZING PERIMETER ARMING



Digital **M**onitoring **P**roducts

COMMERCIAL OPERATIONS MANUAL

UTILIZING PERIMETER ARMING

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The DMP **SECURITY COMMAND** is the most advanced security system available. Endless hours have been spent in the development of a business protection system that will provide the most reliable supervision possible. The **SECURITY COMMAND's** microprocessor technology will offer useful and valuable features.

Your alarm dealer has carefully selected the appropriate components needed in this system, and programmed it as specified. The following pages proceed step by step through each operation of the **SECURITY COMMAND** system.

DMP

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. If this equipment does cause interference to radio or television reception, which can be determined by turning 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".

The booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

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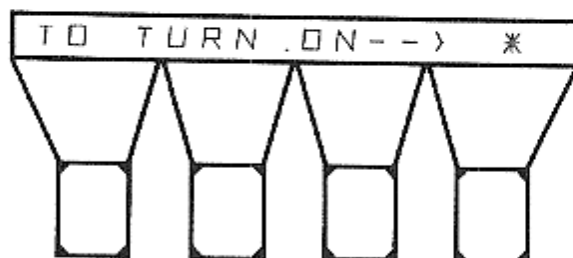
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Getting Started

- 1.1 For the first training run through this manual, code number 99 has been provided. Use this code number in all applications where a code number is requested by the **SECURITY COMMAND**. Section 2.12 of this manual will explain how individual code numbers are entered.

Arming and Disarming

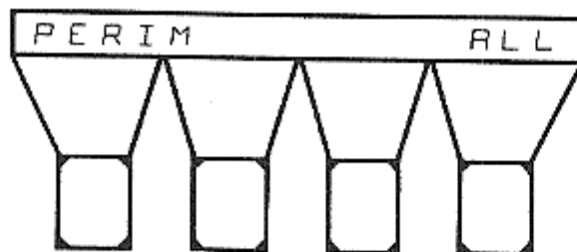
To begin operating the system, press any top key once on the **SECURITY COMMAND** unit. The following message will be displayed:



System Arming

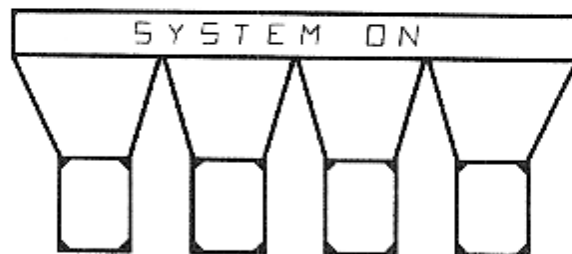
- 1.2 At this point, the system is off and is ready to be armed. To turn on the system press the top key directly below the *. (Throughout the rest of the manual, when a key is to be pressed below a displayed character or name, it will be stated simply, "press the * key".)

The following message will be displayed:¹



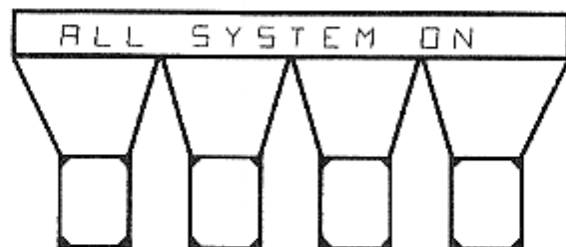
The **SECURITY COMMAND** is now wanting to know which part of the system is to be armed. If "PERIM" is selected, only the perimeter loops will be armed. If "ALL" is selected, the entire system will be armed. Select the appropriate situation and press the corresponding top key.

- 1.3 At this point, the system is checking to see that all doors and windows are closed and that any motion detectors, etc., are set properly. If no problems exist, the system will be armed and all exit delays will be started. If "PERIM" has been selected, the following message will be displayed:

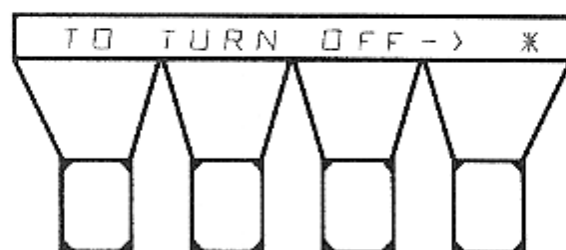


¹ Prior to this message you may be asked to enter your code number. This is a selectable option. The option is selected at the time the system is programmed.

If "ALL" has been selected, the following message will be displayed:



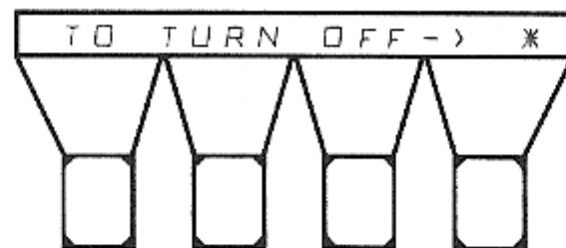
In either case, this message will display for four seconds followed by the system disarming message, which is:



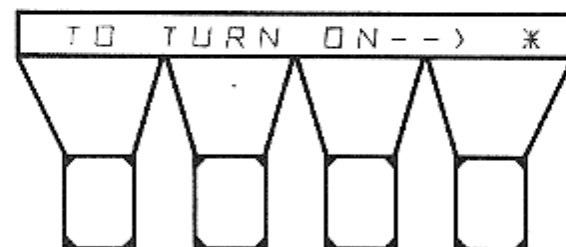
This message will be displayed for thirty seconds. After all exit delays have expired, the selected loops are armed and any intrusion will be transmitted to the central station.

System Disarming

- 1.4 To recall the disarming message, press any top key once. The **SECURITY COMMAND** will display:

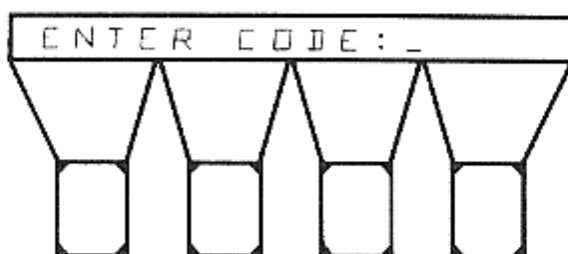


To disarm your system, press the top key directly below the *. The **SECURITY COMMAND** will now check the opening and closing schedules to determine if this is a valid time to turn the system off. If it is, the system is disarmed. The **SECURITY COMMAND** will now display any loops that were violated or any communication problems that occurred during the armed period. After any messages are listed, the arming message will be displayed:



The system is now disarmed and is ready to be armed once again.

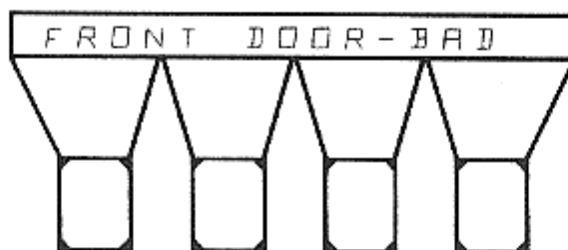
If it is not a valid time to turn the system off, the **SECURITY COMMAND** will request a code number:



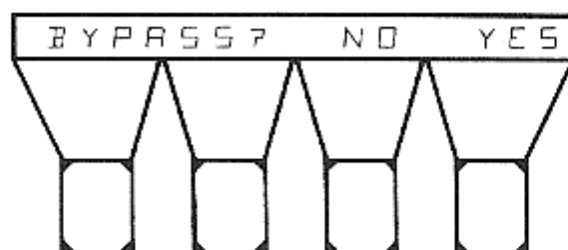
A valid code number should be entered when the "PROMPT" appears.² The system will now be turned off and the **SECURITY COMMAND** will display any loops that were violated or any communication problems that occurred during the armed period. This is followed by the arming message.

Bypassing Inoperative Loops

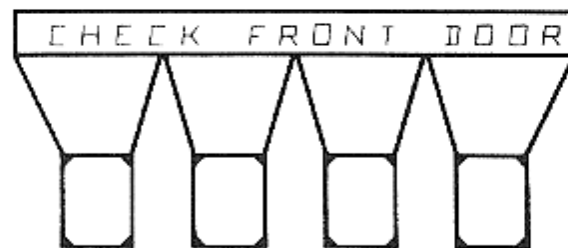
- 1.5 If after the "PERIMETER-ALL" selection described in section 1.3 the **SECURITY COMMAND** finds an inoperative loop, it will not display the "SYSTEM ON" message. Instead, it will display the loop name and give the cause for the bad condition. For example, if the front door has been left open, the display will show:



The **SECURITY COMMAND** will immediately ask if this loop is to be bypassed.

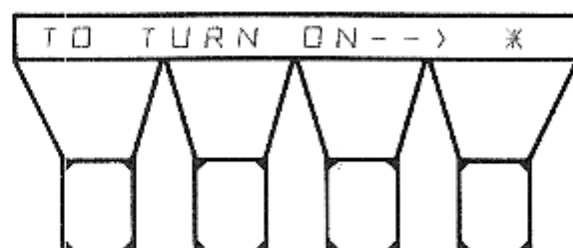


If this problem can be corrected by simply closing the front door, then this question should be answered by pushing the top key directly below NO. The **SECURITY COMMAND** will then display the following:



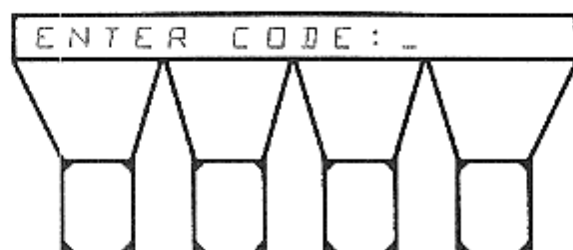
THEN

² "PROMPT" refers to an underline symbol(_). The **SECURITY COMMAND** will display this character when it is ready to receive information from the user.



After the inoperative loop has been corrected, the system is ready to be armed once again and procedures in section 1.2 should be followed.

- 1.6 If the inoperative loop is in some way damaged and cannot be corrected as simply as the front door example, the bypass feature may be selected. This feature is especially useful if an interior detection unit has failed and cannot be repaired until the next day. By selecting the "BYPASS" feature, the system can still be armed without the use of the inoperative loop. If this is desired, simply respond to the "BYPASS" question asked by the **SECURITY COMMAND** by pressing the top key directly below YES. The **SECURITY COMMAND** will then ask for a valid code number.³



When a code number is entered, the inoperative loop will be bypassed and if no more inoperative loops are detected, the system will then be armed and will function as described in section 1.3.

Brief Arming and Disarming Instructions

1.7 System Arming:

1. Press any top key once.
2. Press top key under *.
3. Enter code number, if requested, when prompt appears.
4. Make perimeter or all selection.
5. If no problems exist, the system will be armed and all exit delays will be started.

System Disarming:

1. Press any top key once.
2. Press top key under *.
3. Enter code number, if requested, when prompt appears.
4. The system will be disarmed after any violated loops or communication problems have been displayed.

Panic Signal

- 1.8 The **SECURITY COMMAND** models 730, 740, and 750 are equipped with an instant panic feature. By simultaneously pressing keys 7 and 0 a panic signal will be sent to your central station. This feature is optional. Consult your installing company to see if this option is available on your system.

³ Entering a code number to bypass a loop is optional. The option is selected at the time the system is programmed.

Security Command Features

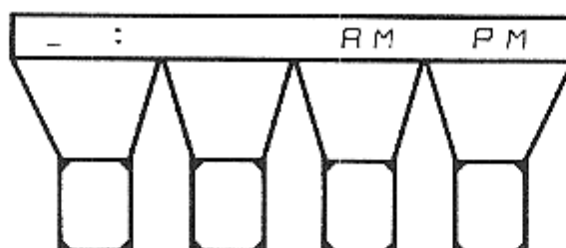
- 2.0 There are a variety of features available from the **SECURITY COMMAND**. To obtain a list of these features, proceed as follows. When either the arming or disarming message is displayed, press the COMMAND key. The following list will be displayed:

- Time
- Armed Areas
- Armed Loops
- Outputs On/Off
- Temporary Schedules
- Permanent Schedules
- Change Codes
- Bypass Loops
- Walk Test
- Output Schedules
- Alarmed Loops

Each item is displayed for eight seconds. To select one of the features, press any one of the top keys while the appropriate feature is displayed. To quickly step to the desired feature press the COMMAND key. The following pages describe the operation of each feature.

Time

- 2.1 When this feature is activated, the day of the week and time of day will be displayed for four seconds. If the time is to be reset, press the COMMAND key while the time is displayed and the **SECURITY COMMAND** will request a code number. A level nine code number is required. After a valid code number is entered the following will be displayed:



The new time should now be entered. Example; if the new time is 9:30 a.m., the following keys should be pressed:



The new time will now be displayed for four seconds. To change the day of the week set time to 11:59 p.m. and allow the system to cycle to the next day.

Armed Areas

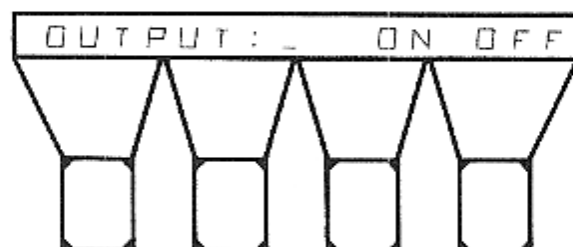
- 2.2 When this feature is activated, all armed areas will be listed on the display.

Armed Loops

- 2.3 When this feature is activated, all armed loops will be listed on the display.

Outputs On/Off

- 2.4 This feature allows individual control of each relay output. This is especially useful for silencing the alarm bell or siren. When it is selected, the **SECURITY COMMAND** will ask for a code number. A code number of at least level six is required. When a valid code number is entered, the following is displayed:

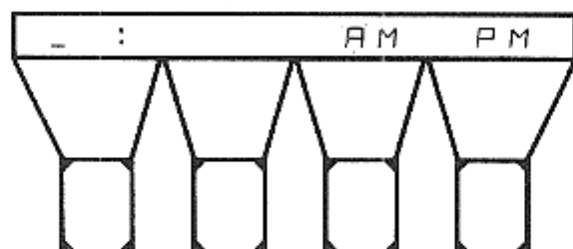


After entering the desired output number, press "ON" or "OFF". The corresponding relay output will be placed in that position. "ON" and "OFF" may be alternated back and forth as desired. To enter a new output number, press the backspace (\square). The old number will be erased and a new number can be entered. If no keys are pressed for 10 seconds, this feature will terminate.

Temporary Schedules

- 2.5 This feature allows entry of extra opening times in addition to the permanently scheduled times. The system may be disarmed during a temporary scheduled time without the use of a code number.^{3.5} Temporary schedules are erased from memory weekly.

When this feature is selected, the **SECURITY COMMAND** will request a code number. A level six code is required. After a valid code is entered the days of the week will be displayed. Select the day to be scheduled by pressing the key immediately beneath the abbreviation as it is displayed. Immediately, the temporary opening and closing schedule that is in the systems memory for that day will be displayed.⁴ The **SECURITY COMMAND** will then ask to "DELETE" or "KEEP" the present schedule. If "KEEP" is pressed, the schedule remains unchanged and the next day to be scheduled may be selected. If "DELETE" is selected, the present schedule is erased from memory and the **SECURITY COMMAND** will request a new opening time and display the following:



The new opening should now be entered exactly as the time was set in section 2.1. After the opening time is entered the closing time will be requested and should be entered the same way.

Following the entry of a new schedule, the days of the week will be displayed so a new day may be selected. If no selection is made, the feature will terminate.

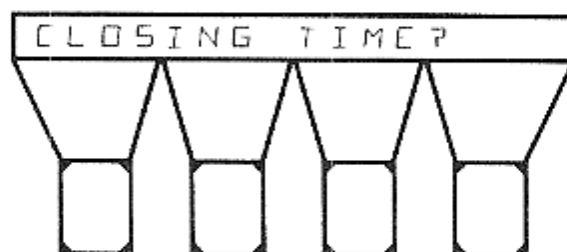
Permanent Schedules

- 2.6 Permanent schedules are entered in the same manner as temporary schedules. The function is exactly the same except they are not erased from memory on a weekly basis. They must be deleted manually by the user. Permanent schedules are extremely useful when used as opening and closing times for the business. With this feature any individual may arm or disarm the system during regular business hours without a code number.^{3.5} This reduces the need for each employee to have his or her own code number.

^{3.5} A code number may be required regardless of any schedule. This option is selected at the time the system is programmed.

⁴ Only one temporary schedule is available for each day.

It should be noted that when a system remains unarmed past the scheduled closing time, the **SECURITY COMMAND** will sound its prewarn buzzer and display the following message at one minute past the hour:⁵



One of two things must be done at this point. A temporary or permanent schedule may be entered to extend the closing time for that day or the system may be armed. Either is done by first pressing the command key and then proceeding to the desired entry.

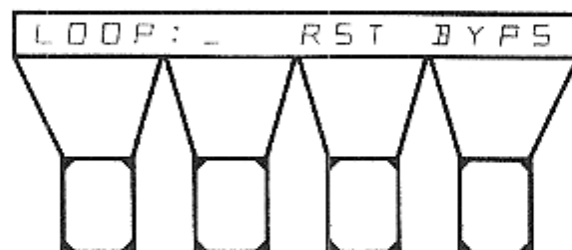
If the system is not armed or a schedule extended at five minutes past the hour, a no closing signal will be sent to the central station. Because the closing check is made one minute past the hour and the central station is contacted at five minutes past, no schedule should be from 01 minute to 05 minutes past the hour. This will ensure that the "CLOSING TIME" request is made before the central station is notified.

Change Codes

- 2.7 The code number scheme of the **SECURITY COMMAND** provides added protection and increased versatility to the system. Because no codes are to be entered at this point in the demonstration, it will be passed by for now. It will be covered in section 2.12.

Bypass Loops

- 2.8 This feature allows the selective bypassing of loops in the system. This is helpful when a particular loop is damaged or when it would be convenient to have the loop disabled. Bypassing means that the system will not respond to any activity on the bypassed loop. When this feature is selected, a code number will be requested. A code number of at least level four is required. After a valid code is entered, the following will be displayed:

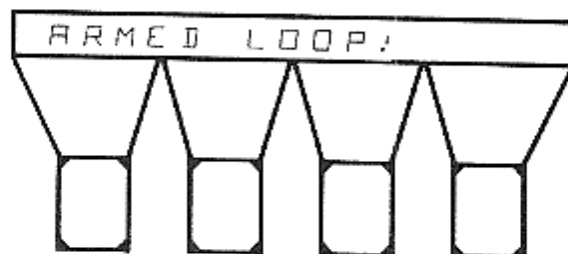


At this time the loop number may be entered. Then by pressing "BYPS" the loop will be bypassed. The **SECURITY COMMAND** will then clear the loop number and display the prompt symbol so that additional loops may be selected. If no entry is made this feature will terminate.

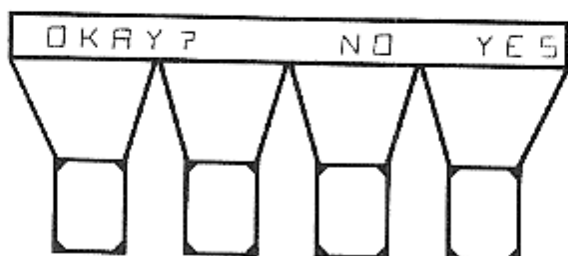
This feature is also selected to restore a bypassed loop to an active position. Simply enter the loop number and press "RST".

⁵ The closing check is optional. This option is selected at the time the system is programmed.

The bypassing feature will function only when loops are in the unarmed condition. If an attempt is made to either bypass or restore an armed loop, no action will be taken, and the **SECURITY COMMAND** will respond with the following:



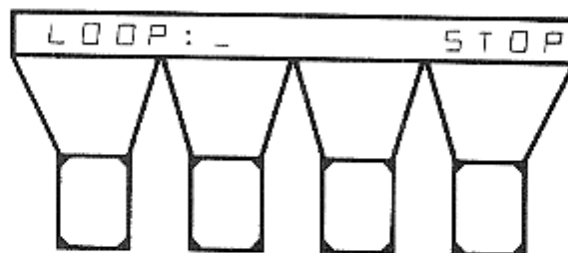
When the system is operating with one or more bypassed loops, the arming procedures as described in section 1.3 will be altered slightly. After pressing "PERIM" or "ALL", the **SECURITY COMMAND** will display the name(s) of the bypassed loop(s) and ask if that condition is okay:



If the response is "YES", the arming sequence will continue normally; if the response is "NO", the **SECURITY COMMAND** will request that the bypassed loop be checked and the arming sequence will terminate. Each time the system is disarmed, all memory of bypassed loops will be cleared by the **COMMAND PROCESSOR**. Bypassing a loop does not prevent it from appearing in the Alarmed Loops listing.

Walk Test

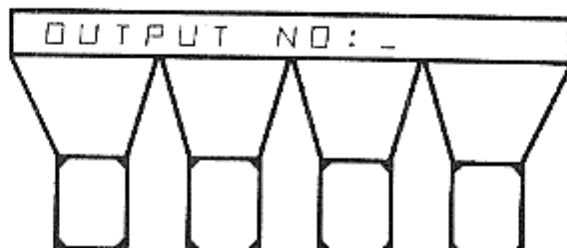
- 2.9 This feature is provided to allow individual testing of each loop without a signal being sent to the central station. When selected, the display will show:



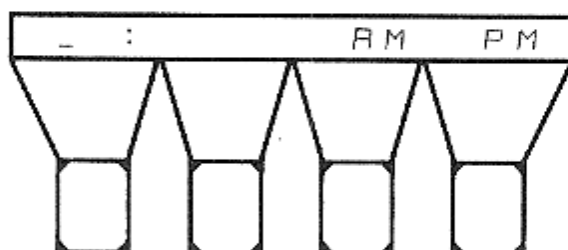
Enter the loop number to be tested. Now when the loop is violated, the **SECURITY COMMAND** buzzer will sound insuring its operation. Use the backspace to clear old numbers so that new loops may be tested. Press "STOP" to terminate this feature. Be sure the loop is restored before entering a new number or pressing "STOP".

Output Schedules

- 2.10 This feature is provided so that the system can turn relay outputs one through four on and off automatically at preselected times. The **SECURITY COMMAND** will ask for a code number when this is selected. A code of at least level eight is required. After a valid code is entered the following will be displayed:



At this time, enter the output number to be scheduled. Immediately, the days of the week will be displayed. Select the appropriate day by pressing the key immediately beneath the abbreviation as it is displayed. The **SECURITY COMMAND** will then display the scheduled on and off times that are in the systems memory for that output on that day.⁵ The "DELETE" or "KEEP" message will then be displayed. If the response is "KEEP", the schedule remains unchanged and a new output number can be selected. If "DELETE" is selected, the **SECURITY COMMAND** will ask for the new on time and display the following:



The new on time should be entered in the same manner as the time is set in section 2.1. After the on time is entered, the off time will be requested. It should be entered in the same way. When this is complete, a new output number can be selected. If no entry is made the feature will terminate. The output schedules are stored in memory and will operate each week until they are deleted using this same feature.

Alarmed Loops

- 2.11 When this feature is selected, the name of all loops that were violated during the previous armed period, will be displayed. These names are cleared from memory when the loop is armed again. Bypassing a loop does not prevent it from appearing in this list.

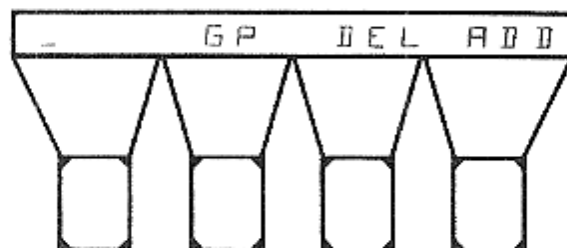
Change Codes

- 2.12 This feature allows addition and deletion of user code numbers. Code numbers may be up to five digits in length. The first digit may be any number from one to nine. This first digit determines the operational level of the code. The following chart describes the functions that are available to each code level:

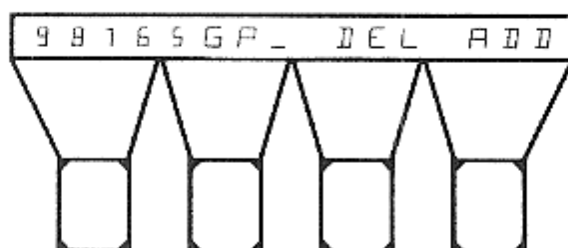
No code required	Walk test
Level 1 or above	Turn system on or off
Level 4 or above	Bypass loops
Level 6 or above	Outputs on and off
	Temporary schedule changes
Level 8 or above	Permanent schedule changes
	Change code numbers
	Output schedules
Level 9	Set time

The **COMMAND PROCESSOR** places all code numbers in a list and assigns each one a sequential number.⁷ Up to 50 different code numbers may be entered. Code number 99 has been entered into the user 50 position. The first code you will now enter will be placed in the first position. The code in the first position has a very special value; it is the "AMBUSH" code. Anytime this code is used⁸, the **SECURITY COMMAND** will appear to function normally, but an "AMBUSH" signal will be sent immediately to the central station.

When "CHANGE CODES" is selected, the **SECURITY COMMAND** will ask for a code number. A code of at least level eight is required. When a valid code is entered, the following will be displayed:



The new code number should now be entered. For demonstration purposes, enter the code "98765". Then press the "ADD" key. The code number is now entered and since it is being placed in the first position, an "AMBUSH" message is being sent to the central station. The following will then be displayed:



The **SECURITY COMMAND** is requesting what group number the code will have. This feature does not apply to commercial systems utilizing perimeter arming, therefore, a "ZERO" should be entered. The following will then be displayed:

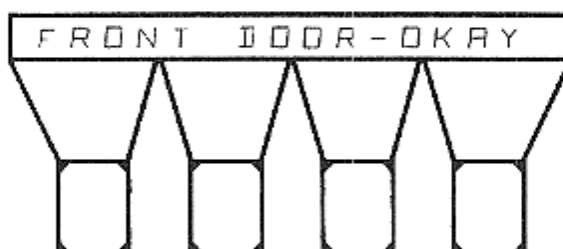


The last statement on the display, "NO 1", identifies that the code number has been placed in the first position. The **SECURITY COMMAND** will clear the above message and the level eight code number will be requested again. The **SECURITY COMMAND** will request the level eight code number following the addition or deletion of each code number. If no number is entered the feature will terminate.

To delete a code number, the same procedure should be followed as above. Enter the code number to be deleted and press "DEL". The code number will be deleted from the system memory. Section 3.1 will assist in entering system code numbers.

Check Loop Status

- 2.13 This feature allows the user to check the status of any loop. The COMMAND key does not need to be pressed to obtain this feature. When either the arming or disarming messages are displayed or have been displayed and cleared, you may enter the loop number. The **SECURITY COMMAND** will automatically display the loop name and status. Example: If the front door is closed and operating normally the following will be displayed:



The **SECURITY COMMAND** will always display the loop name followed by its status. The following table gives the meanings of the status codes:

- OKAY - Loop operating normally
- BYPAS - Loop has been bypassed
- BAD-O - Loop is open
- BAD-S - Loop is shorted

Entering Code Numbers

- 3.1 When the user has been through this manual with the installing company and understands it entirely, it is time to enter the permanent code numbers and begin operating the system. First, the total number of code numbers should be decided; next, the function level of each code. Finally, the individual who it is issued to. The following chart should be filled out for use during the entry of code numbers to the system. After completion, the list should be detached from this manual and kept in a safe place.

USER NO.	CODE NUMBER	GROUP	ISSUED TO
1	(AMBUSH)	0	
2		0	
3		0	
4		0	
5		0	
6		0	
7		0	
8		0	
9		0	
10		0	
11		0	
12		0	
13		0	
14		0	
15		0	
16		0	
17		0	
18		0	
19		0	
20		0	
21		0	
22		0	
23		0	
24		0	
25		0	

USER NO.	CODE NUMBER	GROUP	ISSUED TO
26		0	
27		0	
28		0	
29		0	
30		0	
31		0	
32		0	
33		0	
34		0	
35		0	
36		0	
37		0	
38		0	
39		0	
40		0	
41		0	
42		0	
43		0	
44		0	
45		0	
46		0	
47		0	
48		0	
49		0	
50		0	

It is now necessary to remove code 98765 from the memory so the permanent ambush code may be entered. Before doing this, advise the central station, since an ambush message will be sent. Now the new ambush code can be entered. Repeat the enter code sequence as described in section 2.12 until all code numbers are entered.

After all code numbers have been entered, the demonstration code, 99, should be deleted. Before doing this, make sure at least one code number is a level nine code.

Operation

- 3.2 The **SECURITY COMMAND** system is fully operational now. Keep this manual in a convenient place and refer to it if any questions arise while operating the system.

