# Security Command®
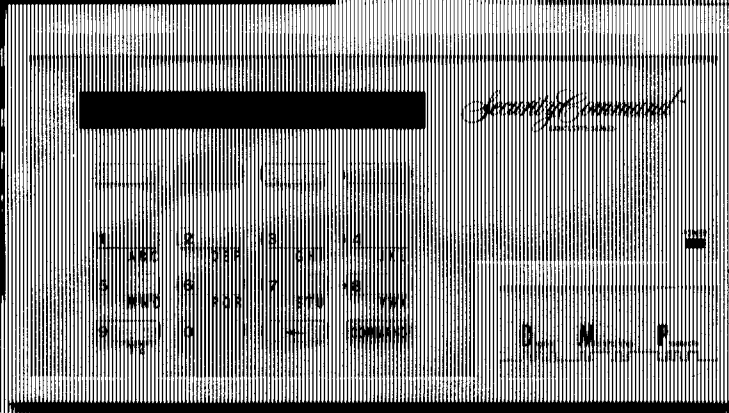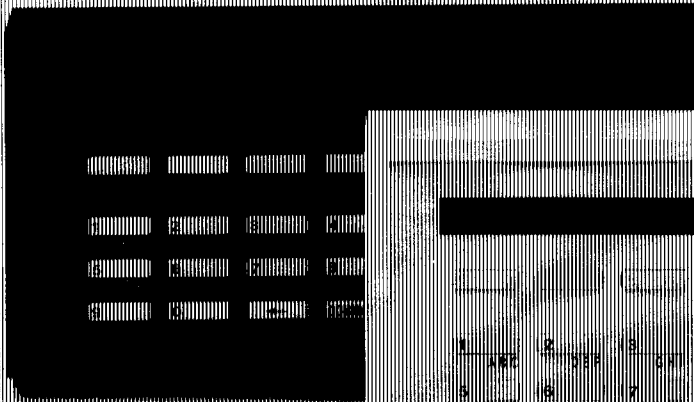
## EXECUTIVE SERIES

# USER'S GUIDE

All/Perimeter Arming System

# SECURITY COMMAND

## User's Guide

## All/Perimeter Arming System

## For use with DMP Series 1712 and 1812 Controls

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## Special SECURITY COMMAND Messages

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

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

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

| INVALID LEVEL | This message may be displayed when trying to access one of the Menu Options. When a code number is entered which is in the alarm system memory, but is not a high enough level to access a particular Menu Option, this message will be displayed.

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

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

| CLOSING TIME! | This message is displayed when any area of the alarm system remains disarmed past the scheduled closing time. The message will be displayed at one minute past the hour. The pulsing prewarn tone will also begin sounding. If the system is not armed or a schedule extended by five minutes past the hour a no closing report will be transmitted to the central station receiver. This report is optional and is programmed during system installation.

## Special SECURITY COMMAND Tones

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

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

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

**Trouble tone:** Steady tone, always on. When using the Status Display option this tone will be emitted for any fire or system trouble until the tone is acknowledged by pressing any top row select key on the SECURITY COMMAND.

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# TERMS

Loop:

Loop describes the wiring run from your alarm control cabinet to each protection point in your alarm. Therefore each door, window, motion detector, smoke detector, etc. which has been individually wired to the alarm control cabinet via a loop of wire is referred to as a loop. Since every loop can have a name and number the SECURITY COMMAND can use these to identify a protection point for you. Like, loop: 7 Front Door or loop: 12 Smoke Detector.

Entry/ Exit loop:

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

Instant Loop:

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

24 Hour Loop:

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

Areas:

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

Transmit:

Reporting alarms, troubles, system disarming, etc. to a central station receiver. Your system can be programmed to report alarms, troubles, or any combination of the many system reports to a central station receiver. You should consult your alarm dealer for information about which reports will be transmitted.

# STATUS

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

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

Armed Status:
Armed Status will display the current armed condition of your burglary system. Armed Status will display at all **SECURITY COMMAND**s in the system. If the perimeter or interior is armed the display will read:

```
| ON              |
```

If no areas are armed the display will be blank.

Status List:
Status List will display any alarm or trouble condition on a loop, and any trouble condition on any internal system monitor. The system monitors are the bell circuit, AC power, battery power, bell power fuse, panel box tamper, auxiliary power fuse and ground supervision. Printer trouble may also be indicated if your system is equipped with a local printer. If more than one alarm or trouble condition is displayed the **SECURITY COMMAND** will continue to scroll through the list.

A non-burglary loop or system monitor will remain in the Status List until it restores. If several burglary alarms trip at the same time only the last one to trip will remain in the Status List. It will not be deleted from the list when it restores. This is to insure that if a burglary is in progress the last loop which was tripped will remain in the list even if the loop has been restored. Fire loop and system monitor troubles will also sound the steady keypad trouble tone. This is silenced by pressing any top row key on the keypad. You may choose to have only certain types of loops appear in the Status List. This is optional and is programmed during system installation.

# SYSTEM ARMING

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

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

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

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

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

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

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

**Instant:** If you wish to cancel all exit and entry times, causing all loops to be instant loops, you should press the INSTANT key while the exit delay is being displayed. This immediately arms all entry/exit loops and there will be no entry delay when the system is disarmed.

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

**Step By Step:**

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

2. Press `[PERIM]` to arm areas.

   Press `[ALL]` to arm areas.

3. Enter your code number if required.

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

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

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

   5b. Select `[NO]` to stop the arming sequence without bypassing any loops. Correct the problem and return to step 1.

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

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

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

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

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

# SYSTEM DISARMING

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

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

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

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

**Step By Step:**

1. Press the | COMMAND | key until | DISARM? | is displayed. (Note: during entry delay the display immediately jumps to step 3.)

2. When | DISARM? | is displayed press any one of the top four select keys.

3. Enter your code number if requiared. If a code number is not requried the display will read | PRESS COMMAND | during entry delay only.

4. Any loops which tripped or any communication problems which occurred during the armed period are automatically displayed.

5. The display will read | ALL SYSTEM OFF | is displayed to confirm that the system is disarmed.

# ALARM SILENCE

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

Function: Silences alarm bell

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

**Step By Step:**

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

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

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

# FIRE RESET

**User Code Level:** None

**Function:** Resets smoke detectors

Fire Reset is used to reset smoke detectors after they have been tripped. Once a smoke detector has been tripped it must be reset before it will function again. When Fire Reset is selected the smoke detectors are automatically reset, no code number is required. Insure that all smoke is cleared from the detector before resetting.

**Step By Step:**

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

2. When FIRE RESET? is displayed press any one of the top four select keys. The display will read DETECTORS OFF then change to DETECTORS ON to confirm that the smoke detectors have been reset.

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# DOOR ACCESS

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

**Function:** To operate the door strike

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

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

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

**Step By Step:**

1. Press the [COMMAND] key until [DOOR ACCESS?] is displayed.

2. When [DOOR ACCESS?] is displayed press any one of the top four select keys. The display will read [ENTER CODE: -].

3. Enter your code number and press [COMMAND]. The door strike will turn on for five seconds.

# ARMED AREAS

**User Code Level:** None

**Function:** Displays all armed areas

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

**Step By Step:**

1. Press the COMMAND key until ARMED AREAS? is displayed.

2. When ARMED AREAS? is displayed press any one of the top four select keys. The display will list each armed area one at a time.

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

# OUTPUTS ON/OFF

**User Code Level:** 5

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

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

Output 1 _____  Output 9 _____
Output 2 _____  Output 10 _____
Output 3 _____  Output 11 _____
Output 4 _____  Output 12 _____
Output 5 _____  Output 13 _____
Output 6 _____  Output 14 _____
Output 7 _____  Output 15 _____
Output 8 _____  Output 16 _____

**Step by Step:**

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

2. When OUTPUTS ON/OFF? is displayed press any one of the top four select keys. The display will read ENTER CODE: - .

3. Enter your code number and press COMMAND . The display will read OUTPUT: - ON OFF .

4. Enter the output number and then press ON OFF or

   The output will be placed in that position.

5. The output number will automatically disappear and a new output number may be entered in step 4.

# LOOP STATUS

**User Code Level:** None

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

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

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

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

**Step By Step:**

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

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

3. Press [ ARM ] for a list of loops which are currently armed.

   Press [ BYPS ] for a list of loops which are currently bypassed.

   Press [ ALR ] for a list of loops which have tripped during the current or previous armed period.

   Press [ NBR ] and [ LOOP: - ] will be displayed.

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

   -OKAY = loop in normal condition
   -BYPAS = loop is bypassed
   -BAD O = loop is open
   -BAD S = loop is shorted

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

# BYPASS LOOPS

**User Code Level:** 6

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

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

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

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

**Step By Step:**

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

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

3. Enter your code number and press [COMMAND] . The display will read [LOOP: - RST BYPS] .

4. Enter the desired loop number and press [_____] (RST) to reset or [_____] (BYPS) to bypass.

5. The loop number will automatically disappear and a new loop number may be entered in step 4.

# LOOP MONITOR

**User Code Level: 4**

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

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

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

**Step By Step:**

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

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

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

4. Press [ PERIM ] to place all disarmed perimeter loops into loop monitor.
   Press [ ALL ] to place all disarmed loops into loop monitor.
   Press [ NBR ] to enter a specific loop number for loop monitor.

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

6. If NBR is selected the display will read [ LOOP : -   ADD   RMV ] .

   6a. Enter the desired loop number and press [ ADD ] to add to, or [ RMV ] to remove from Loop Monitor.

7. The loop number will automatically disappear and a new loop number may be entered in step 6. A loop is automatically removed from Loop Monitor when it is armed.

# SYSTEM STATUS

User Code Level:    None

Function: Displays the condition of internal system power and wiring

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

Step By Step:

1. Press the ⌈COMMAND⌉ key until ⌈SYSTEM STATUS?⌉ is displayed.

2. When ⌈SYSTEM STATUS?⌉ is displayed press any one of the top four select keys. The display will list each system monitor and status one at a time.

   Example: ⌈BELL CKT - OKAY⌉

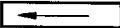| Monitors | | | Status | | |
|---|---|---|---|---|---|
| BELL CKT | = | Bell circuit | -OKAY | = | Normal |
| A.C. POWER | = | A.C. power | -TRBL | = | Trouble |
| BATTERY | = | Battery power | | | |
| BELL FUSE | = | Bell power fuse | | | |
| TAMPER | = | Panel box tamper | | | |
| AUX. FUSE | = | Auxiliary power fuse | | | |
| GND. SUPV. | = | Ground circuit | | | |

**User Code Level:** 4

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

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

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

**Step By Step:**

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

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

3. Enter your code number and press [COMMAND] . The system test begins automatically. The display will read:

   1) [ **BELL SOUNDING** ] during two second bell test, then

   2) [ **BATTERY -OKAY** ] or [ **BATTERY -TRBL** ]
   to indicate condition of battery, then

   * 3) [ **TRANSMIT TEST** ] and [ **ATTEMPT NO : 1 .** ]
   during the transmit test, then
   (up to 10 attempts may be made, the dot in the far corner will flash during this test.)

   4) [ **TRANSMIT OKAY** ] or [ **TRANSMIT FAILED** ]
   to show results of the transmit test, then

   5) [ **TEST END** ] After System Test is complete.

   6) You may cancel the transmit test by pressing [ ◄——— ] .

* The transmit test does not operate on local systems.

User Code Level: 9

Function: To add and delete user codes

User Codes is used to add and delete the user codes programmed into your alarm system. 99 different user codes may be programmed. Each user code consists of four assignments; the user number, the user code, the code level, and the area access.

User Number: A number from one to 99 which identifies the person using the code. This number is transmitted to your central station on various system reports. User number one may be used as an Ambush Code. Any time this code number is used an Ambush signal will be transmitted to your central station. This function is optional and is programmed during system installation.

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

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

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

* only during temporary or permanent schedules

Area Access: The area numbers which may be armed or disarmed by a code number. One to eight areas may be available in your system. Each User Code can have a different combination of areas assigned to it.

When User Codes is selected you will be asked to enter your code number. When your code number is entered you will be asked if you want to add or delete a User Code. If you are deleting a User Code you will be asked which user number is to be deleted. If you are adding a User Code you will be asked the User Number and the Code Number. When this is complete you will be able to add or delete another User Code.

Internally the System insures that each User Number (1 to 99) is used only once, that no 5 digit Code Number is used twice, and that the user number entered to access the User Codes option cannot be deleted. A report of User Codes added or deleted can be transmitted to your central station. This report is optional and is programmed during system installation.

**Step By Step:**

1. Press the [COMMAND] key until [USER CODES?] is displayed.

2. When [USER CODES?] is displayed press any one of the top four select keys. The display will read [ENTER CODE: -].

3. Enter your code number and press [COMMAND]. The display will read [ADD     DELETE].

            ADD                      DELETE
4. Press the [       ] key to add User Codes or [       ] to delete User Codes. If add is pressed go to step 6. If delete is pressed go to step 5.

5. If DELETE is pressed in step 4 the display will show [USER NUMBER: -].

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

6. If ADD is pressed in step 4 the display will read [USER NUMBER: -].

    6a. Enter the user number to be added and press [COMMAND]. The display will then read [CODE NUMBER: -].

    6b. Enter the one to five digit Code Number and press [COMMAND]. The display will confirm the addition of the User Code and return to step 6 for the next User Code to be added.

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| User Number | Code Number | Area Access | Person Assigned To |
|---|---|---|---|
| 1 | | 1 2 3 4 5 6 7 8 | Ambush Code* |
| 2 | | 1 2 3 4 5 6 7 8 | |
| 3 | | 1 2 3 4 5 6 7 8 | |
| 4 | | 1 2 3 4 5 6 7 8 | |
| 5 | | 1 2 3 4 5 6 7 8 | |
| 6 | | 1 2 3 4 5 6 7 8 | |
| 7 | | 1 2 3 4 5 6 7 8 | |
| 8 | | 1 2 3 4 5 6 7 8 | |
| 9 | | 1 2 3 4 5 6 7 8 | |
| 10 | | 1 2 3 4 5 6 7 8 | |
| 11 | | 1 2 3 4 5 6 7 8 | |
| 12 | | 1 2 3 4 5 6 7 8 | |
| 13 | | 1 2 3 4 5 6 7 8 | |
| 14 | | 1 2 3 4 5 6 7 8 | |
| 15 | | 1 2 3 4 5 6 7 8 | |
| 16 | | 1 2 3 4 5 6 7 8 | |
| 17 | | 1 2 3 4 5 6 7 8 | |
| 18 | | 1 2 3 4 5 6 7 8 | |
| 19 | | 1 2 3 4 5 6 7 8 | |
| 20 | | 1 2 3 4 5 6 7 8 | |
| 21 | | 1 2 3 4 5 6 7 8 | |
| 22 | | 1 2 3 4 5 6 7 8 | |
| 23 | | 1 2 3 4 5 6 7 8 | |
| 24 | | 1 2 3 4 5 6 7 8 | |
| 25 | | 1 2 3 4 5 6 7 8 | |

| User Number | Code Number | Area Access | Person Assigned To |
|---|---|---|---|
| 26 | | 1 2 3 4 5 6 7 8 | |
| 27 | | 1 2 3 4 5 6 7 8 | |
| 28 | | 1 2 3 4 5 6 7 8 | |
| 29 | | 1 2 3 4 5 6 7 8 | |
| 30 | | 1 2 3 4 5 6 7 8 | |
| 31 | | 1 2 3 4 5 6 7 8 | |
| 32 | | 1 2 3 4 5 6 7 8 | |
| 33 | | 1 2 3 4 5 6 7 8 | |
| 34 | | 1 2 3 4 5 6 7 8 | |
| 35 | | 1 2 3 4 5 6 7 8 | |
| 36 | | 1 2 3 4 5 6 7 8 | |
| 37 | | 1 2 3 4 5 6 7 8 | |
| 38 | | 1 2 3 4 5 6 7 8 | |
| 39 | | 1 2 3 4 5 6 7 8 | |
| 40 | | 1 2 3 4 5 6 7 8 | |
| 41 | | 1 2 3 4 5 6 7 8 | |
| 42 | | 1 2 3 4 5 6 7 8 | |
| 43 | | 1 2 3 4 5 6 7 8 | |
| 44 | | 1 2 3 4 5 6 7 8 | |
| 45 | | 1 2 3 4 5 6 7 8 | |
| 46 | | 1 2 3 4 5 6 7 8 | |
| 47 | | 1 2 3 4 5 6 7 8 | |
| 48 | | 1 2 3 4 5 6 7 8 | |
| 49 | | 1 2 3 4 5 6 7 8 | |
| 50 | | 1 2 3 4 5 6 7 8 | |

*Optional

| User Number | Code Number | Area Access | Person Assigned To | User Number | Code Number | Area Access | Person Assigned To |
|---|---|---|---|---|---|---|---|
| 51 | | 1 2 3 4 5 6 7 8 | | 76 | | 1 2 3 4 5 6 7 8 | |
| 52 | | 1 2 3 4 5 6 7 8 | | 77 | | 1 2 3 4 5 6 7 8 | |
| 53 | | 1 2 3 4 5 6 7 8 | | 78 | | 1 2 3 4 5 6 7 8 | |
| 54 | | 1 2 3 4 5 6 7 8 | | 79 | | 1 2 3 4 5 6 7 8 | |
| 55 | | 1 2 3 4 5 6 7 8 | | 80 | | 1 2 3 4 5 6 7 8 | |
| 56 | | 1 2 3 4 5 6 7 8 | | 81 | | 1 2 3 4 5 6 7 8 | |
| 57 | | 1 2 3 4 5 6 7 8 | | 82 | | 1 2 3 4 5 6 7 8 | |
| 58 | | 1 2 3 4 5 6 7 8 | | 83 | | 1 2 3 4 5 6 7 8 | |
| 59 | | 1 2 3 4 5 6 7 8 | | 84 | | 1 2 3 4 5 6 7 8 | |
| 60 | | 1 2 3 4 5 6 7 8 | | 85 | | 1 2 3 4 5 6 7 8 | |
| 61 | | 1 2 3 4 5 6 7 8 | | 86 | | 1 2 3 4 5 6 7 8 | |
| 62 | | 1 2 3 4 5 6 7 8 | | 87 | | 1 2 3 4 5 6 7 8 | |
| 63 | | 1 2 3 4 5 6 7 8 | | 88 | | 1 2 3 4 5 6 7 8 | |
| 64 | | 1 2 3 4 5 6 7 8 | | 89 | | 1 2 3 4 5 6 7 8 | |
| 65 | | 1 2 3 4 5 6 7 8 | | 90 | | 1 2 3 4 5 6 7 8 | |
| 66 | | 1 2 3 4 5 6 7 8 | | 91 | | 1 2 3 4 5 6 7 8 | |
| 67 | | 1 2 3 4 5 6 7 8 | | 92 | | 1 2 3 4 5 6 7 8 | |
| 68 | | 1 2 3 4 5 6 7 8 | | 93 | | 1 2 3 4 5 6 7 8 | |
| 69 | | 1 2 3 4 5 6 7 8 | | 94 | | 1 2 3 4 5 6 7 8 | |
| 70 | | 1 2 3 4 5 6 7 8 | | 95 | | 1 2 3 4 5 6 7 8 | |
| 71 | | 1 2 3 4 5 6 7 8 | | 96 | | 1 2 3 4 5 6 7 8 | |
| 72 | | 1 2 3 4 5 6 7 8 | | 97 | | 1 2 3 4 5 6 7 8 | |
| 73 | | 1 2 3 4 5 6 7 8 | | 98 | | 1 2 3 4 5 6 7 8 | |
| 74 | | 1 2 3 4 5 6 7 8 | | 99 | | 1 2 3 4 5 6 7 8 | |
| 75 | | 1 2 3 4 5 6 7 8 | | | | | |

# SCHEDULES

**User Code Level:** 7

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

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

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

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

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

**Step By Step:**

1. Press the `COMMAND` key until `SCHEDULES?` is displayed.

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

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

4. Press `PRM` to enter permanent schedules, then go to step 5.

   Press `TMP` to enter permanent schedules, then go to step 5.

   Press `OUT` to enter output schedules, then go to step 6.

## PERMANENT SCHEDULE

|         | SUN | MON | TUE | WED | THU | FRI | SAT |
|---------|-----|-----|-----|-----|-----|-----|-----|
| Opening | : _M | : _M | : _M | : _M | : _M | : _M | : _M |
| Closing | : _M | : _M | : _M | : _M | : _M | : _M | : _M |

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**Permanent or Temporary Step By Step:**

5. If PRM or TMP is pressed in step 4 the display will read

   | SUN MON TUE WED | then | THU FRI SAT | .

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

           KEEP
   5b. Press [      ] to keep the current schedule and return to step 5.

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

           AM
   5c. Enter the new opening time and press the [      ] or
           PM
   [      ] key.
   (Note: a zero must be entered for the tens digit of the hour if the hour is less than 10)

   The display will read | CLOSING TIME? | then | - :      AM PM | .

           AM
   5d. Enter the new closing time and press the [      ] or
           PM
   [      ] key. The display will return to step 5 for the next day to be scheduled.

Relay outputs provided on your alarm system can be programmed to turn on and off at pre-selected times each day. Your system may have from two to 16 relay outputs. Each output has a seven day schedule and can have a different on and off time for each day. Once you have selected Relay Schedules you will be asked which output number you wish to schedule then the day of the week. The **SECURITY COMMAND** will show you the current schedule for that relay number and day. It can be deleted and the new on and off times may be entered. You should list all of your relay schedules on the back of this page for easy reference.

**Relay Step By Step:**

6.  If OUT is pressed in step 4 the display will read │OUT/AREA NO : - │ .

6a. Enter the output number you wish to schedule and press│COMMAND│. The display will read │ SUN MON TUE WED │ then │ THU FRI SAT │ .

6b. Press the │ │ key below the desired day when it is displayed. The SECURITY COMMAND will show you the currently scheduled opening and closing times for that day │ ON TIME ??:?? ?M │ then │ OF TIME ??:?? ?M │ then │ DELETE KEEP │ .

KEEP
6c. Press │ │ to keep the current schedule and return to step 6a.
DELETE
Press │ │ to delete the current schedule. The display will read │ ON TIME? │ then │ - : AM PM │ .

AM
6d. Enter the new on time and press the │ │ or
PM
│ │ key.
(Note: a zero must be entered for the tens digit of the hour if the hour is less than 10)

The display will read │ OFF TIME? │ then │ - : AM PM │ .

AM          PM
6e. Enter the new off time and press the │ │ or │ │ key. The display will return to step 6a for the next day to be scheduled.

| Output | SUN | MON | TUE | WED | THU | FRI | SAT | Output | SUN | MON | TUE | WED | THU | FRI | SAT |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 on<br>1 off | : _M<br>: _M | : _M<br>: _M | : _M<br>: _M | : _M<br>: _M | : _M<br>: _M | : _M<br>: _M | : _M<br>: _M | 9 on<br>9 on | : _M<br>: _M | : _M<br>: _M | : _M<br>: _M | : _M<br>: _M | : _M<br>: _M | : _M<br>: _M | : _M<br>: _M |
| 2 on<br>2 off | : _M<br>: _M | : _M<br>: _M | : _M<br>: _M | : _M<br>: _M | : _M<br>: _M | : _M<br>: _M | : _M<br>: _M | 10 on<br>10 off | : _M<br>: _M | : _M<br>: _M | : _M<br>: _M | : _M<br>: _M | : _M<br>: _M | : _M<br>: _M | : _M<br>: _M |
| 3 on<br>3 off | : _M<br>: _M | : _M<br>: _M | : _M<br>: _M | : _M<br>: _M | : _M<br>: _M | : _M<br>: _M | : _M<br>: _M | 11 on<br>11 off | : _M<br>: _M | : _M<br>: _M | : _M<br>: _M | : _M<br>: _M | : _M<br>: _M | : _M<br>: _M | : _M<br>: _M |
| 4 on<br>4 off | : _M<br>: _M | : _M<br>: _M | : _M<br>: _M | : _M<br>: _M | : _M<br>: _M | : _M<br>: _M | : _M<br>: _M | 12 on<br>12 off | : _M<br>: _M | : _M<br>: _M | : _M<br>: _M | : _M<br>: _M | : _M<br>: _M | : _M<br>: _M | : _M<br>: _M |
| 5 on<br>5 off | : _M<br>: _M | : _M<br>: _M | : _M<br>: _M | : _M<br>: _M | : _M<br>: _M | : _M<br>: _M | : _M<br>: _M | 13 on<br>13 off | : _M<br>: _M | : _M<br>: _M | : _M<br>: _M | : _M<br>: _M | : _M<br>: _M | : _M<br>: _M | : _M<br>: _M |
| 6 on<br>6 off | : _M<br>: _M | : _M<br>: _M | : _M<br>: _M | : _M<br>: _M | : _M<br>: _M | : _M<br>: _M | : _M<br>: _M | 14 on<br>14 off | : _M<br>: _M | : _M<br>: _M | : _M<br>: _M | : _M<br>: _M | : _M<br>: _M | : _M<br>: _M | : _M<br>: _M |
| 7 on<br>7 off | : _M<br>: _M | : _M<br>: _M | : _M<br>: _M | : _M<br>: _M | : _M<br>: _M | : _M<br>: _M | : _M<br>: _M | 15 on<br>15 off | : _M<br>: _M | : _M<br>: _M | : _M<br>: _M | : _M<br>: _M | : _M<br>: _M | : _M<br>: _M | : _M<br>: _M |
| 8 on<br>8 off | : _M<br>: _M | : _M<br>: _M | : _M<br>: _M | : _M<br>: _M | : _M<br>: _M | : _M<br>: _M | : _M<br>: _M | 16 on<br>16 off | : _M<br>: _M | : _M<br>: _M | : _M<br>: _M | : _M<br>: _M | : _M<br>: _M | : _M<br>: _M | : _M<br>: _M |

# TIME

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

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

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

## Step By Step:

1. Press COMMAND until | TIME? | is displayed.

2. When | TIME? | is displayed press any one of the top four select keys. The display will show the current day and time. Press COMMAND and the current date will be displayed.

3. To reset the day, time or date press COMMAND while the current date is being displayed. The display will read | ENTER CODE: - | .

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

NOTE: Date display available on Level 200 systems.

5. Press | TIME | to reset the time of day, then go to step 6.

   Press | DAY | to reset the day of week, then go to step 7.

   Press | DATE | to reset the date and year, then go to step 8.

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

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

7. If DAY is pressed in step 5, the display will read:

   | SUN MON TUE WED | then | THU FRI SAT |

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

8. If DATE is pressed in step 5, the display will read:

   | MONTH:- |    Enter up to two digits for the month, then

   | DAY:- |    Enter up to two digits for the day, then

   | YEAR:- |    Enter up to two digits for the year.

   The display will return to the time of day display.

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# REMOTE AUTHORIZE

User Code Level: 8

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

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

Step By Step:

1. Press `COMMAND` until `REMOTE AUTHORIZE` is displayed.

2. When `REMOTE AUTHORIZE` is displayed press any one of the top four select keys. The display will read `ENTER CODE: -`.

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

NOTE: Remote authorize available on Level 300 systems.