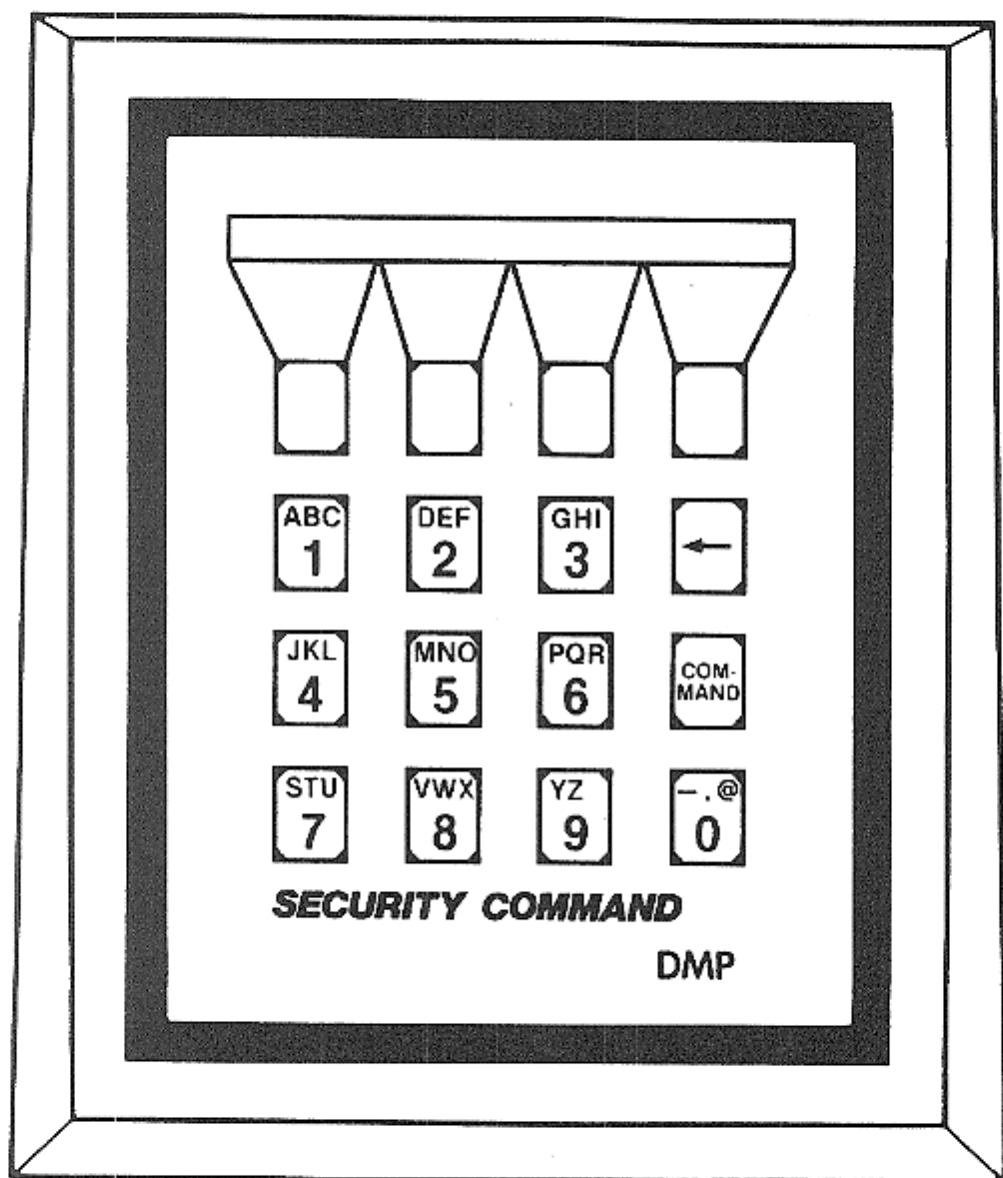


SECURITY COMMAND

RESIDENTIAL OPERATIONS MANUAL



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

CONGRATULATIONS! You have purchased the most advanced security system available. Protecting your home is very important to you, and helping you accomplish that is very important to us. Endless hours have been spent in developing a home security system that will provide the most reliable supervision of your home, while at the same time use its microprocessor technology to provide many useful features to you, the homeowner.

Your alarm dealer has carefully selected the appropriate components to best fit your particular security needs, and programmed your system as you have specified.

The following pages guide you step by step through each operation of your new **SECURITY COMMAND** system. Keep in mind that you may use as many or as few of the features as you would like.

Once again, CONGRATULATIONS on the installation of your new security system.

DMP

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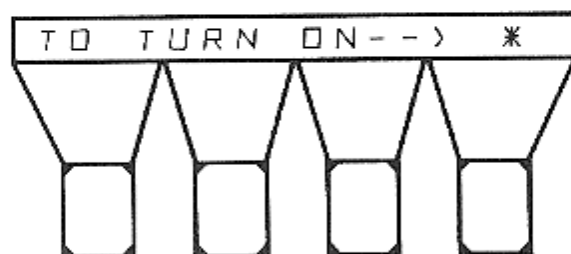
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Getting Started

- 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 show you how to enter your own personal code number.

Arming and Disarming

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



System Arming

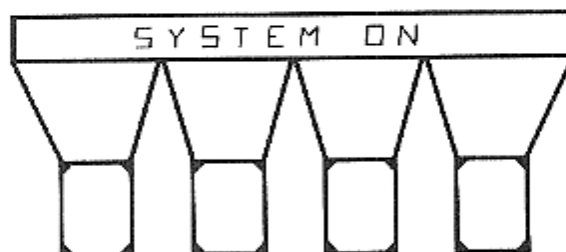
- 1.2 At this point the system is off and is ready to be armed. To turn on your system press the top key directly below the *. (Throughout the rest of the manual, when a key is to be pressed below a displayed character or name it will be stated simply, "press the * key.")

The following message will be displayed:¹



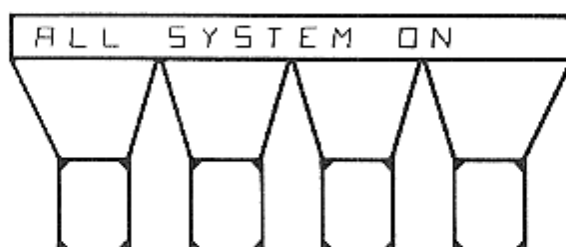
The **SECURITY COMMAND** is now wanting to know if you are going to be at home while the system is on or if you will be leaving. If "HOME" is selected only the perimeter loops will be armed. If "AWAY" is selected, the entire system will be armed. Select the appropriate situation and press the corresponding 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 you have selected "HOME", the following message will be displayed:

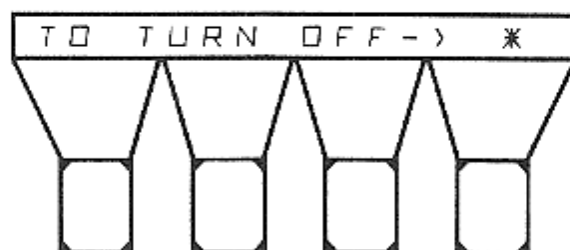


¹ Prior to this message you may be asked to enter your code number. This is a selectable option. The option is selected at the time the system is programmed.

If you have selected "AWAY", the following message will be displayed:



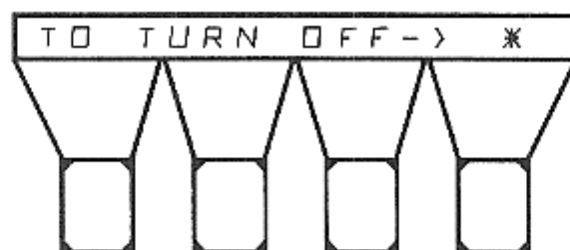
In either case, this message will display for four seconds followed by the system disarming message which is:



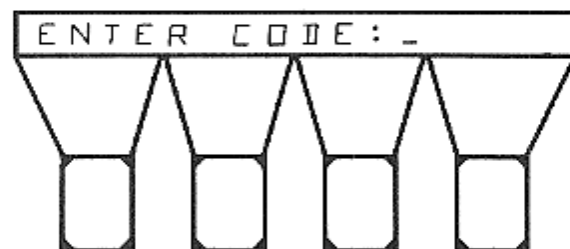
This message will be displayed for thirty seconds. After all exit delays have expired, the selected loops are armed and any intrusion will be transmitted to the central station.

System Disarming

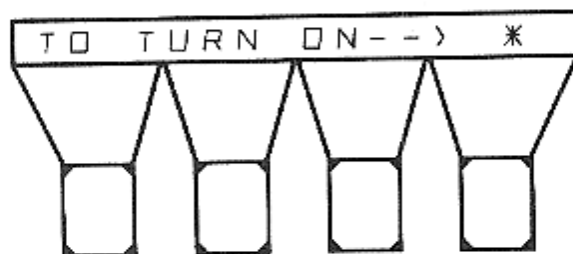
- 1.4 To recall the disarming message, press any top key once. The **SECURITY COMMAND** will display:



To disarm your system, press the top key directly below the *. The following message will be displayed:



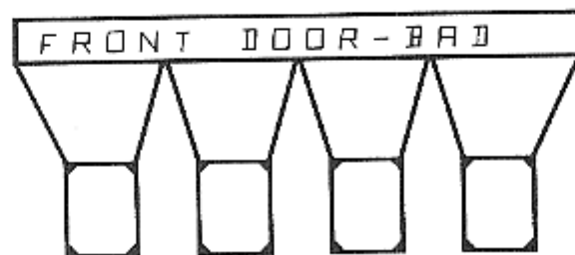
Enter your code number when the "Prompt" appears.² The system will be turned off. The **SECURITY COMMAND** will now display any loops that were violated or any communication problems that occurred during the armed period. After any messages are listed, the arming message will be displayed:



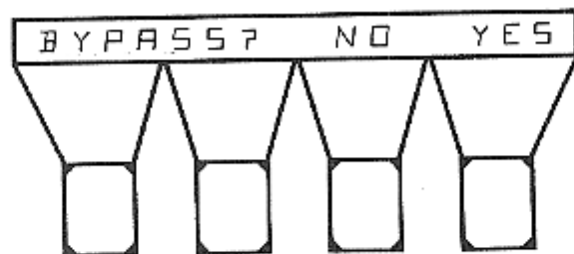
The system is now disarmed and is ready to be armed once again.

Bypassing Inoperative Loops

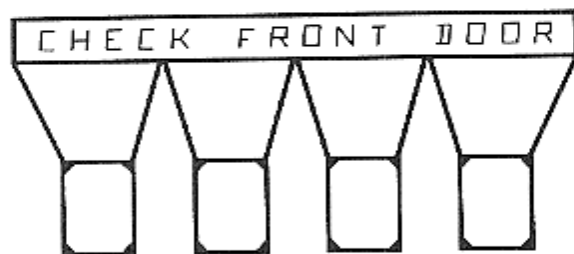
- 1.5 If after the "Home-Away" selection described in section 1.3 the **SECURITY COMMAND** finds a door or window open, it will not display the "System On" message. Instead, it will notify you of the problem via the **SECURITY COMMAND** display. For example, if the front door has been left open, the display will show:



The **SECURITY COMMAND** will immediately ask if you would like to "Bypass" this loop.

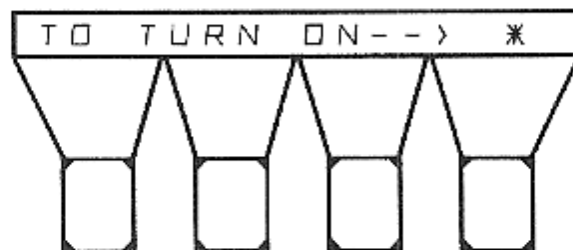


If this problem can be corrected by simply closing the front door, then you should respond by pushing the top key directly below NO. The **SECURITY COMMAND** will then display the following:



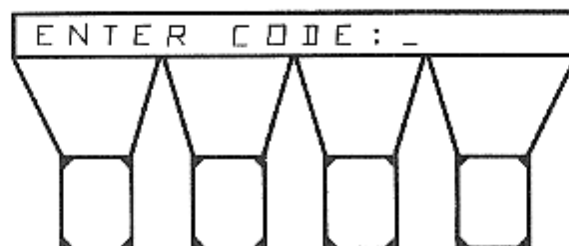
Then

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 you should proceed as directed in Section 1.2

- 1.6 If the inoperative loop is in some way damaged and cannot be corrected as simply as the front door example, you may wish to "Bypass" the loop. 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 your 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 your code number:³



When your 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 home or away 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 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 your **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:

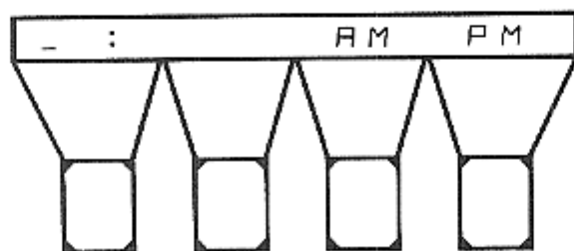
Time
Armed Areas
Armed Loops
Outputs On/Off
Temporary Schedules
Permanent Schedules

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 of these features.

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 ask you to enter your 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

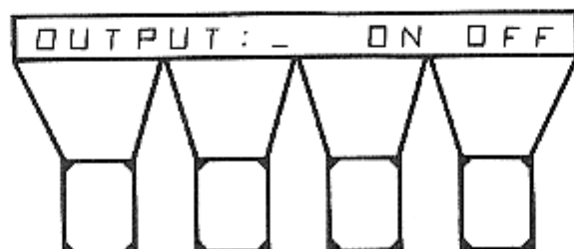
- 2.2 When this feature is activated, all armed areas will be listed on the display.

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 you to individually control each of your relay outputs. This is especially useful for silencing the alarm bell or siren. When it is selected, the **SECURITY COMMAND** will ask you for your code number. A code number of at least level four 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 backspace (␣). 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 is not normally used in the home environment.

Permanent Schedules

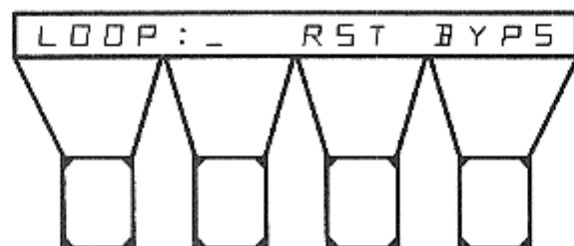
- 2.6 This feature is not normally used in the home environment.

Change Codes

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

Bypass Loops

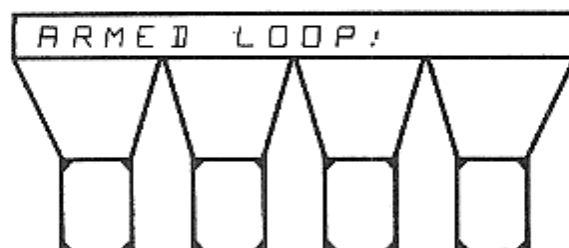
- 2.8 This feature allows you to selectively "Bypass" loops in your system. This is helpful when a particular loop is damaged or when it would be convenient to have the loop disabled. Bypassing means that the system will not respond to any activity on the bypassed loop. When this feature is selected 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:



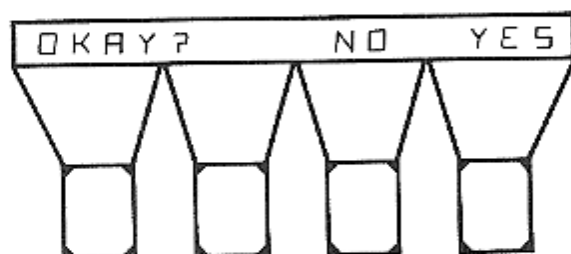
At this time the loop number may be entered. Then by pressing "BYPSS", the loop will be bypassed. The **SECURITY COMMAND** will then clear the loop number and display the prompt symbol so that additional loops may be selected. If no entry is made in 10 seconds, this feature will terminate.

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

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



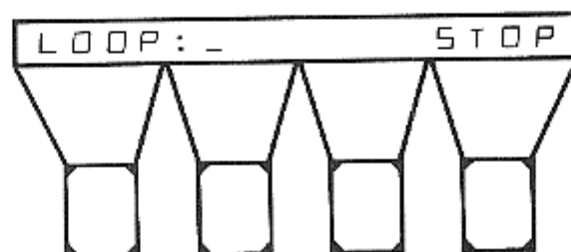
When the system is operating with one or more bypassed loops, the arming procedures as described in Section 1.3 will be altered slightly. After pressing "HOME" or "AWAY", the **SECURITY COMMAND** will display the name(s) of the bypassed loop(s) and ask if that condition is okay:



If the response is "YES" the arming sequence will continue normally, if the response is "NO", the **SECURITY COMMAND** will ask you to check that loop and the arming sequence will terminate. Each time the system is disarmed, all memory of bypassed loops will be cleared by the **COMMAND PROCESSOR**.

Walk Test

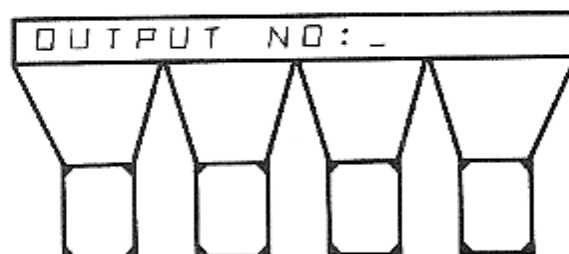
- 2.9 This feature is provided to allow individual testing of each loop without a signal being sent to the central station. When selected, the display will show:



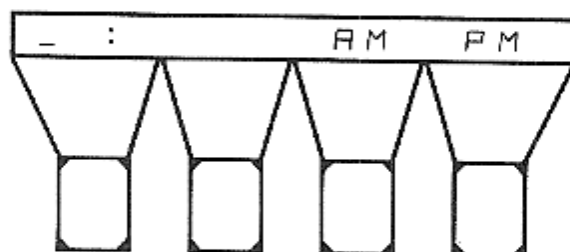
Enter the loop number to be tested. Now when the loop is violated, the **SECURITY COMMAND** buzzer will sound insuring its operation. Use the backspace to clear old numbers so that new loops may be tested. Press "STOP" to terminate this feature. Make sure the loop is restored before entering a new number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

Output Schedules

- 2.10 This feature is provided so that your system can turn relay outputs one through four on and off automatically at pre-selected 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.⁴ You will then be asked if you wish to "DELETE" or "KEEP" the present schedule. If you respond by pressing "KEEP", the schedule remains unchanged and a new output number or day can be selected. If you press "DELETE", the **SECURITY COMMAND** will ask you 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, you will be asked for the off time. It should be entered in the same way. When this is complete, you will be asked for the next output number to be scheduled. If no entry is made within 10 seconds, 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 names of all loops that were violated during the previous armed period, will be displayed. These names are cleared from memory when the system is armed again. Bypassing a loop does not prevent it from appearing in this list.

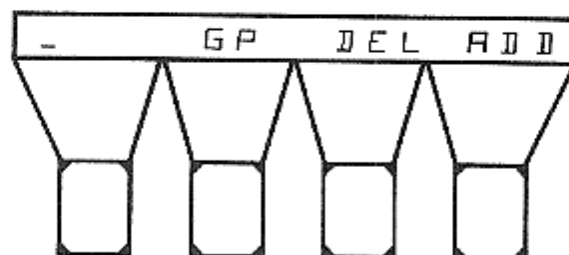
Change Codes

- 2.12 Code numbers may be up to five digits in length. The first digit may start with any number from one to nine. However, this first digit determines what operational level the code number is. In most residential applications, all code numbers should begin with nine. This will allow all features to be utilized by the code. If desired, lower level code numbers may be entered to restrict features available to that code number. The following chart describes the functions that are available to each code level:

Level 1 or above - Turn system on or off	Level 8 or above - Permanent
Walk Test	schedule changes
Level 4 or above - Bypass loops	Change code numbers
Level 6 or above - Outputs on and off	Output schedules
Temporary schedule changes	Level 9 - Set time

The **COMMAND PROCESSOR** places all code numbers in a list and assigns each one a sequential number.⁵ Up to 50 different code numbers may be entered. Code number 99 has been entered into the 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 your "AMBUSH" code. Anytime this code is used⁶, 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, you will be asked to enter your code number. A code of at least level eight is required. When a valid code is entered, the following will be displayed:

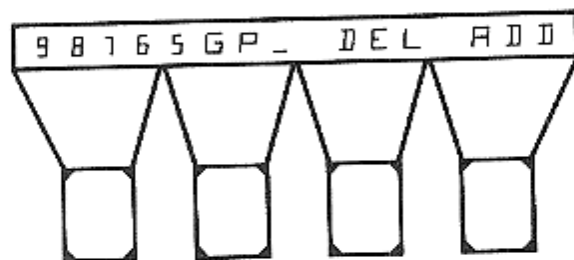


⁴ One on and off time per day is available for each output.

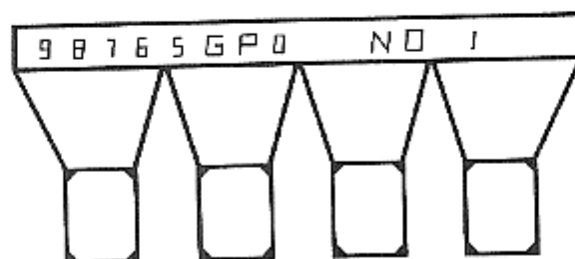
⁵ This number will be referred to as the user number.

⁶ The ambush code must be used by the **SECURITY COMMAND** to perform an operation. Simply entering the ambush code on the display will not send an ambush signal.

The new code number should now be entered. For demonstration purposes, enter the code "9 8 7 6 5". 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 is to have. This feature does not apply to residential systems, therefore, "ZERO" should be entered. The following will then be displayed:

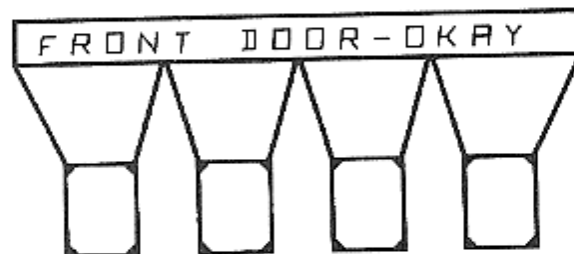


The last statement on the display, "NO 1" is telling you that the code number has been placed in the first position. The **SECURITY COMMAND** will clear the above message and request your level eight code again. The **SECURITY COMMAND** will request your code number following the addition or deletion of each code number. If no number is entered in 5 seconds, the feature will terminate.

To delete a code number, you should follow the same procedure as above. Enter the code number to be deleted and press "DEL". The code number will be deleted from the systems memory. Section 3 will assist you in entering your own personal code numbers.

Check Loop Status

- 2.13 This feature allows you 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 you have been through this manual with the installing company and understand it entirely, it is time to enter your own code numbers and begin operating the system. You first need to select how many code numbers you will need and what function level they will be. 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	CODE NUMBER	GROUP	USER	CODE NUMBER	GROUP
1	(AMBUSH)	0	26		0
2		0	27		0
3		0	28		0
4		0	29		0
5		0	30		0
6		0	31		0
7		0	32		0
8		0	33		0
9		0	34		0
10		0	35		0
11		0	36		0
12		0	37		0
13		0	38		0
14		0	39		0
15		0	40		0
16		0	41		0
17		0	42		0
18		0	43		0
19		0	44		0
20		0	45		0
21		0	46		0
22		0	47		0
23		0	48		0
24		0	49		0
25		0	50		0

- 3.2 It is now necessary to remove code 98765 from the memory so you may enter your own ambush code. 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 of your code numbers is a level nine code.

Operation

- 3.3 Your **SECURITY COMMAND** system is fully operational now. Keep this manual in a convenient place and refer to it if you have any questions while operating your system.

