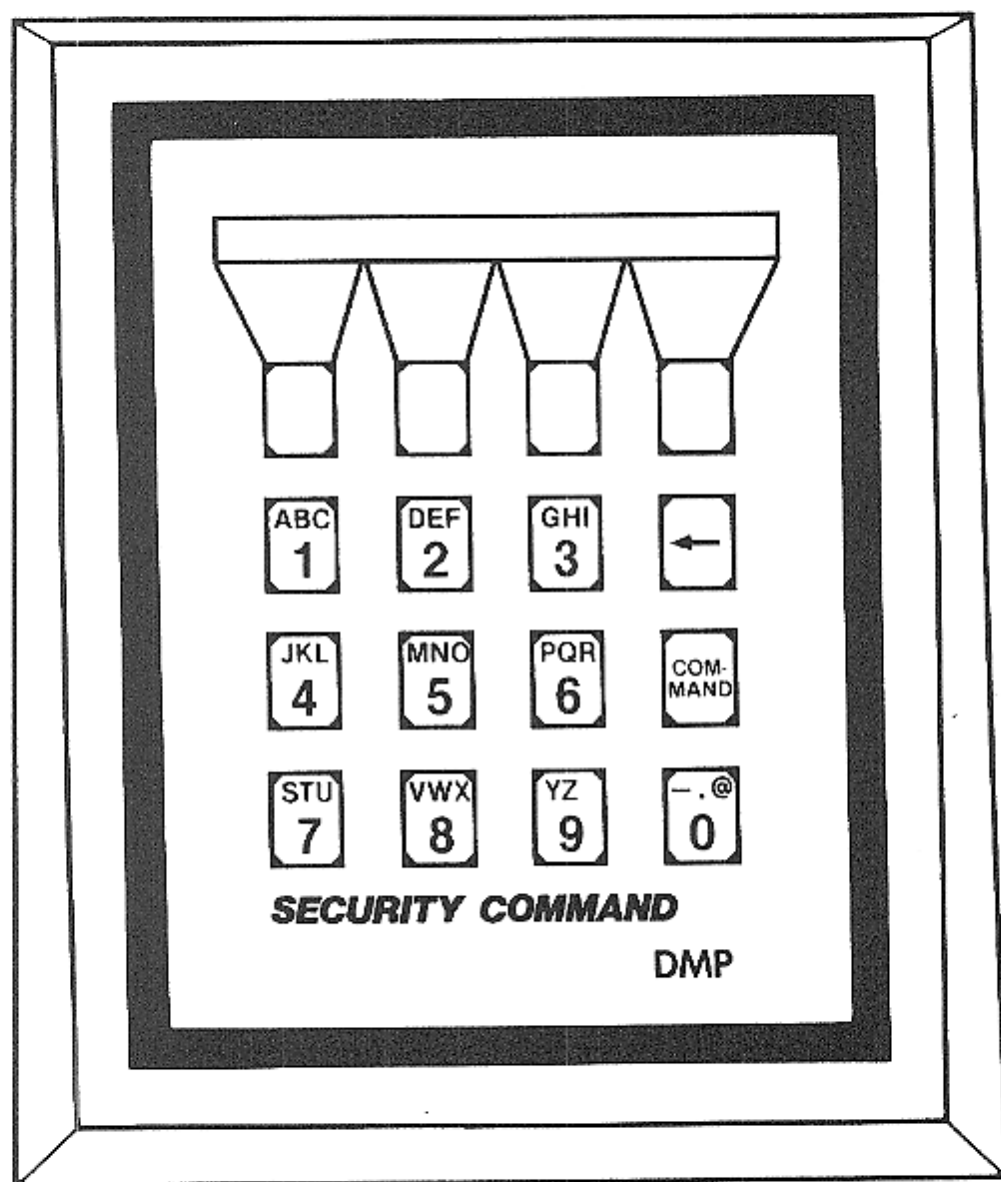


SECURITY COMMAND
COMMERCIAL OPERATIONS MANUAL
UTILIZING AREA ARMING



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

COMMERCIAL OPERATIONS MANUAL

UTILIZING AREA 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, while at the same time, its microprocessor technology will offer many 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".

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

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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.

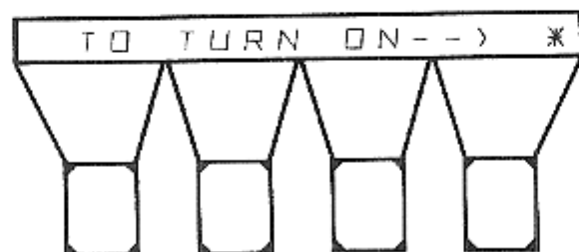
Arming and Disarming

The **SECURITY COMMAND** system can be armed and disarmed in two different ways:

1. Arming and disarming the entire system at one time.
2. Arming and disarming selected areas.

Either of these may be used at any time. Both options should be kept in mind while reading through this manual.

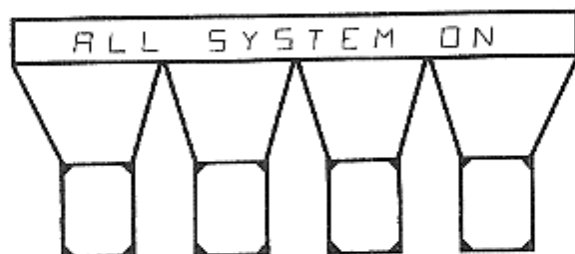
To begin operating the system, press the COMMAND key once on the **SECURITY COMMAND** unit. The following message will be displayed:



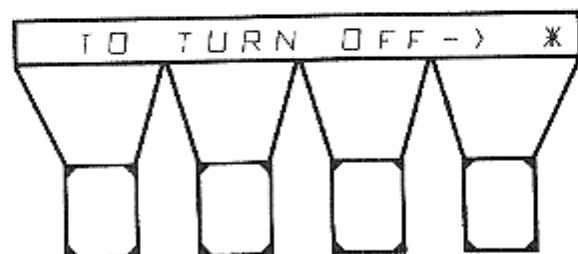
Entire System

- 1.2 At this point, the system is off and is ready to be armed. To turn on the entire system, press the top key directly below the *.¹ (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 system is now 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. The following message will then be displayed:



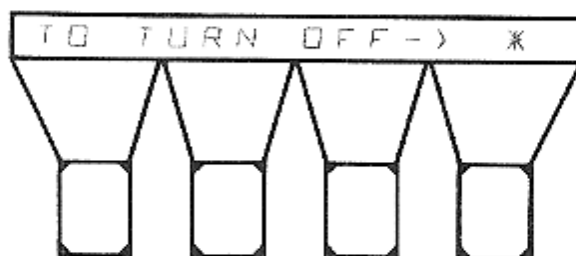
This message is followed by the system disarming message, which is:



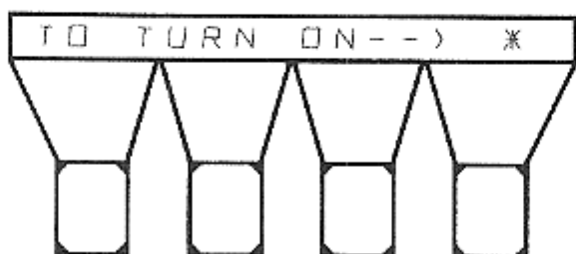
This message will be displayed for thirty seconds. After all exit delays have expired, all loops are armed and any intrusion will be transmitted to the central station. This message is displayed when any area of the system is armed. "TO TURN ON" is displayed only when the entire system is disarmed.

¹ The **SECURITY COMMAND** may request a code number to arm the system. This option is selected at the time the system is pro-

- 1.3 To disarm the entire system, the disarming message must be recalled. To do this, press the COMMAND key once. The **SECURITY COMMAND** will display:

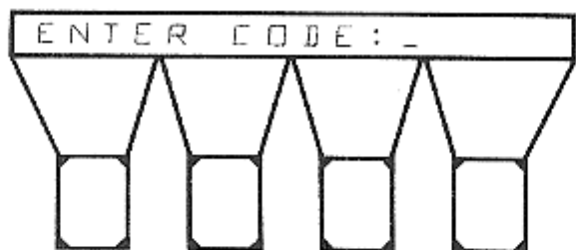


To disarm the entire system, press the * key. The **SECURITY COMMAND** will now check the opening and closing schedules to determine if this is a valid time to turn the system off. If it is, the system is disarmed.² The **SECURITY COMMAND** will now display any loops that were violated or any communication problems that occurred during the armed period. After any messages are listed, the arming message will be displayed if the entire system has been disarmed.



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

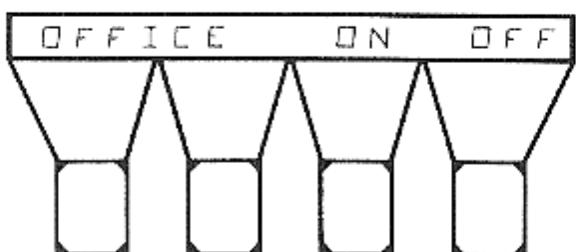
If it is not a valid time to turn the system off, the **SECURITY COMMAND** will request a code number:



A valid code number should be entered when the "PROMPT" appears.³ The areas assigned to the arming group of the code number entered will now be turned off and violated loops and/or faulty communication will be displayed. This is followed by the arming message if the entire system has been disarmed.

Selective Areas

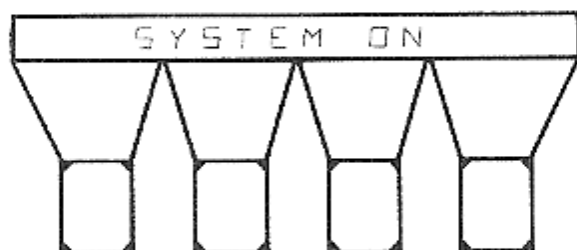
- 1.4 When only certain areas of the system are to be armed, selective arming can be used. To activate this feature, first obtain the system arming message. Now your code number should be entered. The code number will be displayed over the message as the digits are pressed on the **SECURITY COMMAND**. After the code number has been entered, press the * key. The **SECURITY COMMAND** will now list each area assigned to the arming group of your code number, followed by "ON" and "OFF". For example, if the office is the first area assigned, the following would be displayed:



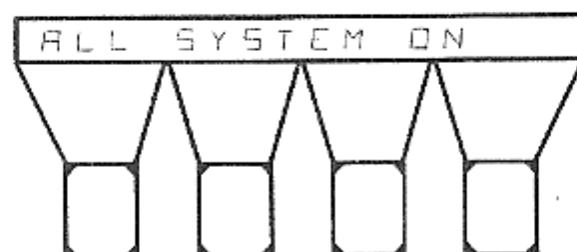
² The system may be programmed to always require a code to disarm regardless of any permanent or temporary schedule. This option is selected at the time the system is programmed.

³ "PROMPT" refers to an underline symbol (_). The **SECURITY COMMAND** will display this character when it is ready to receive a code number.

The appropriate selection should be made by pressing either the "ON" or "OFF" key. If the area is to be left in its current condition, make no selection. The **SECURITY COMMAND** will automatically step to the next assigned area. When all areas have been displayed and at least one has been turned on, the following will be displayed:



If all areas in the system have been armed, the **SECURITY COMMAND** will display:



This will be followed by the disarming message if any areas are armed, or by the arming message if no areas are armed.

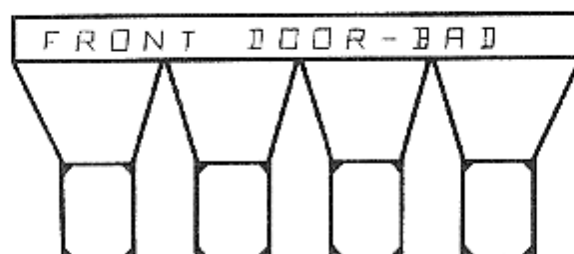
- 1.5 To disarm selected areas, the same procedures should be followed. When the correct area is displayed, the "OFF" key should be pressed. Selective arming and disarming may be done while the system is entirely armed, partially armed, or completely disarmed. Simply enter your code number before pressing the * key.

Disarm Counting Option

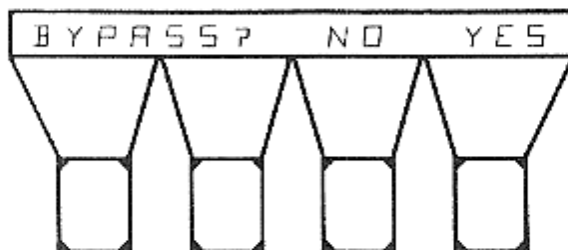
- 1.6 The disarm counting option allows personnel to enter and exit the alarm system without regard to other persons in the building. Code numbers are assigned group numbers so that the ability to turn areas on and off is restricted to only the areas that the individual has access. Any number of people may come and go, turning their part of the system on and off. Each individual need not worry who else has disarmed the system or what areas and loops are armed or disarmed. They only need to turn off that part of the system they will be entering and remember to turn it back on when they leave. If the same area is disarmed by two people, the **COMMAND PROCESSOR** will not arm that area until it has been turned on twice. Always remember, IF YOU TURN IT OFF, YOU TURN IT ON! The **COMMAND PROCESSOR** will keep a memory of all entries and will arm the areas and loops at the appropriate times. The disarm counting feature is optional. It is selected at the time the system is programmed.

Bypassing Inoperative Loops

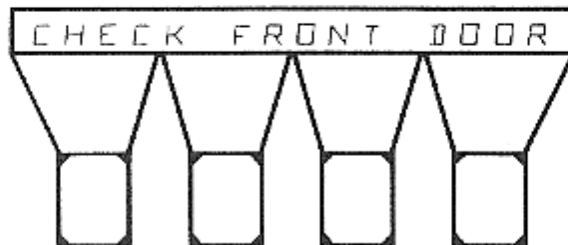
- 1.7 If during any of the above arming procedures the **SECURITY COMMAND** finds an inoperative loop, it will not display the "SYSTEM ON" message. Instead, it will display the loop name and give the cause for the bad condition. For example, if the front door has been left open the display will show:



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

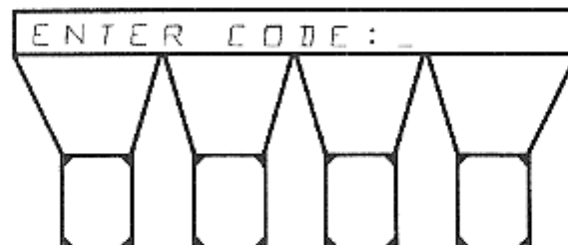


If this problem can be corrected by simply closing the front door, then this question should be answered by pushing "NO". If "NO" is selected the entire arming sequence is aborted. The **SECURITY COMMAND** will then display the following:



After the inoperative loop has been corrected, the system is ready to be armed once again and procedures in section 1.2 through 1.5 should be followed.

- 1.8 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 by pressing the "YES" key. The **SECURITY COMMAND** will then ask for a valid code number.⁴



When a valid code number of at least level 4 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 sections 1.3 through 1.5.

⁴ Entering a code number to bypass a loop is optional. The option is selected at the time the system is programmed.

Arming and Disarming Recap

1.9 Arming and Disarming without a code requirement.

1. Pressing the * key while "TO TURN ON" is displayed arms the entire system.
2. Pressing the * key while "TO TURN OFF" is displayed disarms the entire system.

Arming and Disarming with a code requirement.

1. Pressing the * key while "TO TURN ON" is displayed and then entering your code number arms all areas assigned to your arming group.
2. Pressing the * key while "TO TURN OFF" is displayed and then entering your code number disarms all areas assigned to your arming group.

Arming and Disarming selective areas.

1. Entering your code number and then pressing the * key, regardless of the message displayed, will allow you to selectively arm or disarm all areas assigned to your arming group.

Panic Signal

- 1.10 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.

Security Command Features

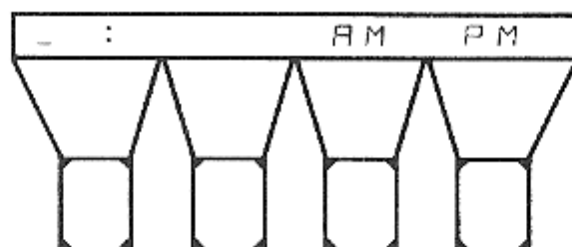
- 2.0 There are a variety of features available from the **SECURITY COMMAND**. To obtain a list of these features proceed as follows. When either the arming or disarming message is displayed, press the **COMMAND** key. The following list will be displayed:

- 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

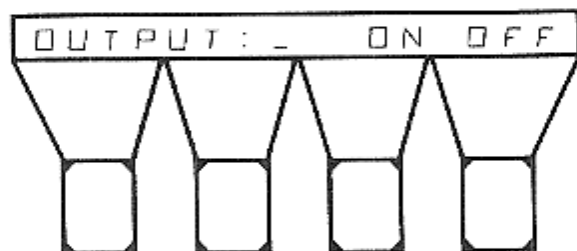
- 2.2 When this feature is activated, all armed areas will be listed on the display.

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:

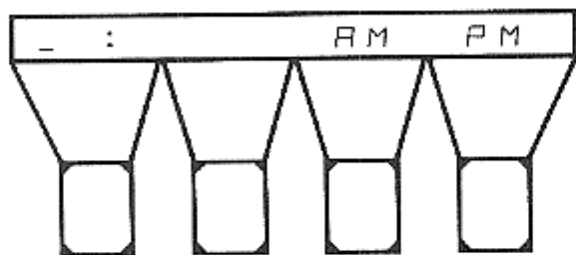


After entering the desired output number, press "ON" or "OFF". The corresponding relay output will be placed in that position. "ON" and "OFF" may be alternated back and forth as desired. To enter a new output number, press the backspace (\square). The old number will be erased and a new number can be 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.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.⁶ 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 time 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.

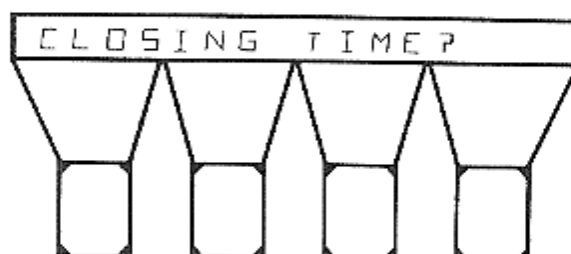
Following the entry of a new schedule, the days of the week will be displayed so a new day may be selected. If no selection is made, the feature will terminate.

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. Only one permanent schedule is available for each day. 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.⁵ This reduces the need for each employee to have his or her own code number.

⁵ A code can be required regardless of any schedule. This option is selected at the time the system is programmed.

It should be noted that when any area of the system remains disarmed past the scheduled closing time, the **SECURITY COMMAND** will sound its prewarn buzzer and display the following message on the hour:



One of two things must be done at this point. A temporary 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.

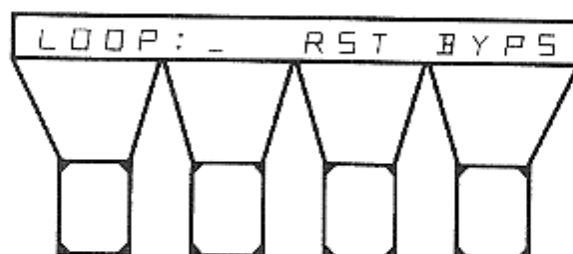
If the system is not armed or a schedule extended at five minutes past the hour, a no closing signal will be sent to the central station. Because the no closing check is made on the hour and the central station is contacted at five minutes past, no schedule should be from 1 minute to 5 minutes past the 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 as well as increasing the overall versatility of the system. Because this feature is the last option to be selected it will be covered in section 2.12.

Bypass Loops

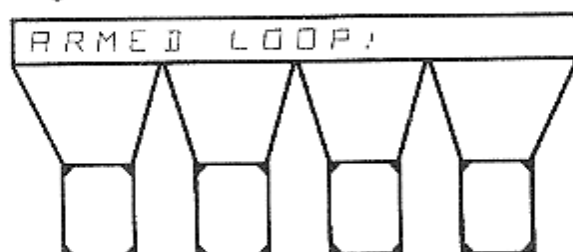
- 2.8 This feature allows the selective bypassing of loops in the system. This is helpful when a particular loop is damaged or when it would be convenient to have the loop disabled. Bypassing means that the system will not respond to any activity on the bypassed loop. When this feature is selected, a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



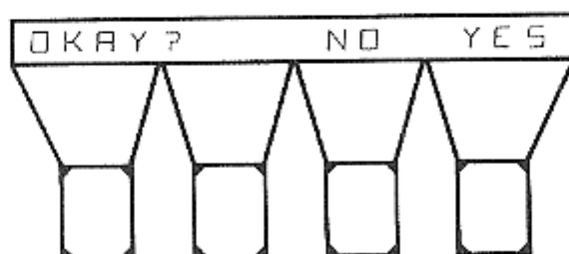
At this time the loop number may be entered. Then by pressing "BYPS" the loop will be bypassed. The **SECURITY COMMAND** will then clear the loop number and display the prompt symbol so that additional loops may be selected. If no entry is made this feature will terminate.

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

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:



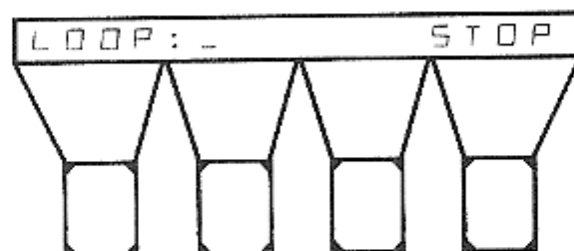
When the system is operating with one or more bypassed loops, the arming procedures as described in section 1.2 will be altered slightly. After pressing "ON", the **SECURITY COMMAND** will display the name(s) of the bypassed loop(s) and ask if that condition is okay:



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

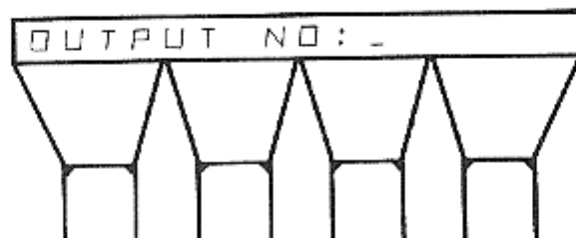
- 2.9 This feature is provided to allow individual testing of each loop without a signal being sent to the central station. When selected, the display will show:



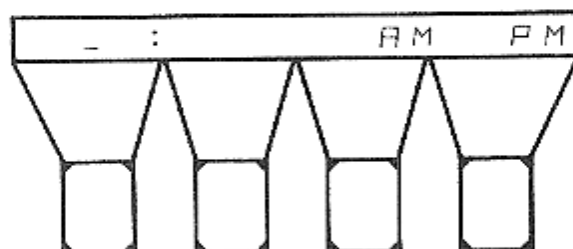
Enter the loop number to be tested. Now when the loop is violated, the **SECURITY COMMAND** buzzer will sound insuring its operation. Use the backspace to clear old numbers so that new loops may be tested. Press "STOP" to terminate this feature. Be sure the loop is restored before entering a new number 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.⁸ 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 start with 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 |

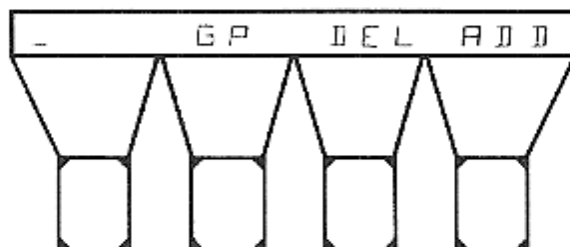
The **COMMAND PROCESSOR** places all code numbers in a list and assigns each one a sequential number.⁹ Up to 50 different code numbers may be entered. Code number 99 has been entered into the user 50 position. The first code entered will be placed in the first position. The code in the first position has a very special value; it is the "AMBUSH" code. Anytime this code is used¹⁰, the **SECURITY COMMAND** will appear to function normally, but an "AMBUSH" signal will be sent immediately to the central station.

⁸ One on and off time per day is available for each output.

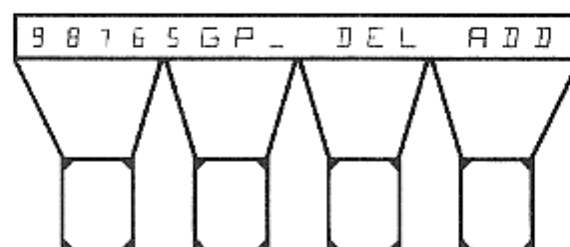
⁹ This sequential number will be referred to as the user number

¹⁰ The AMBUSH code must be used by the **SECURITY COMMAND** to perform an operation. Simply entering the AMBUSH code on the

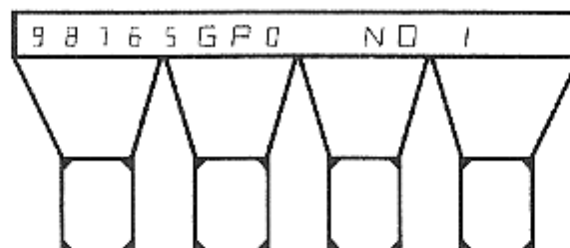
When "CHANGE CODES" is selected, the **SECURITY COMMAND** will ask for a code number. A code of at least level eight is required. When a valid code is entered, the following will be displayed:



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. The group number determines which areas the code number will have access too. The selection of group numbers is described in section 3.1. For demonstration purposes enter "ZERO". The following will then be displayed:



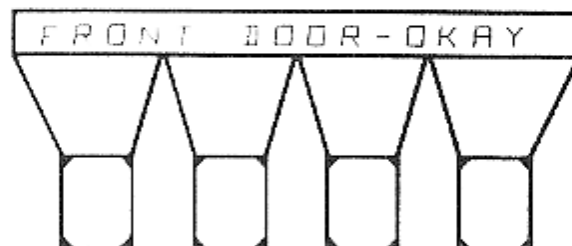
The last statement on the display, "NO 1", identifies that the code number has been placed in the first user position. The **SECURITY COMMAND** will clear the above message and the level eight code number will be requested again. The **SECURITY COMMAND** will request the level eight code number following 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.

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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

User 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. There are two things to be assigned with each code number: the operational level and the arming group.

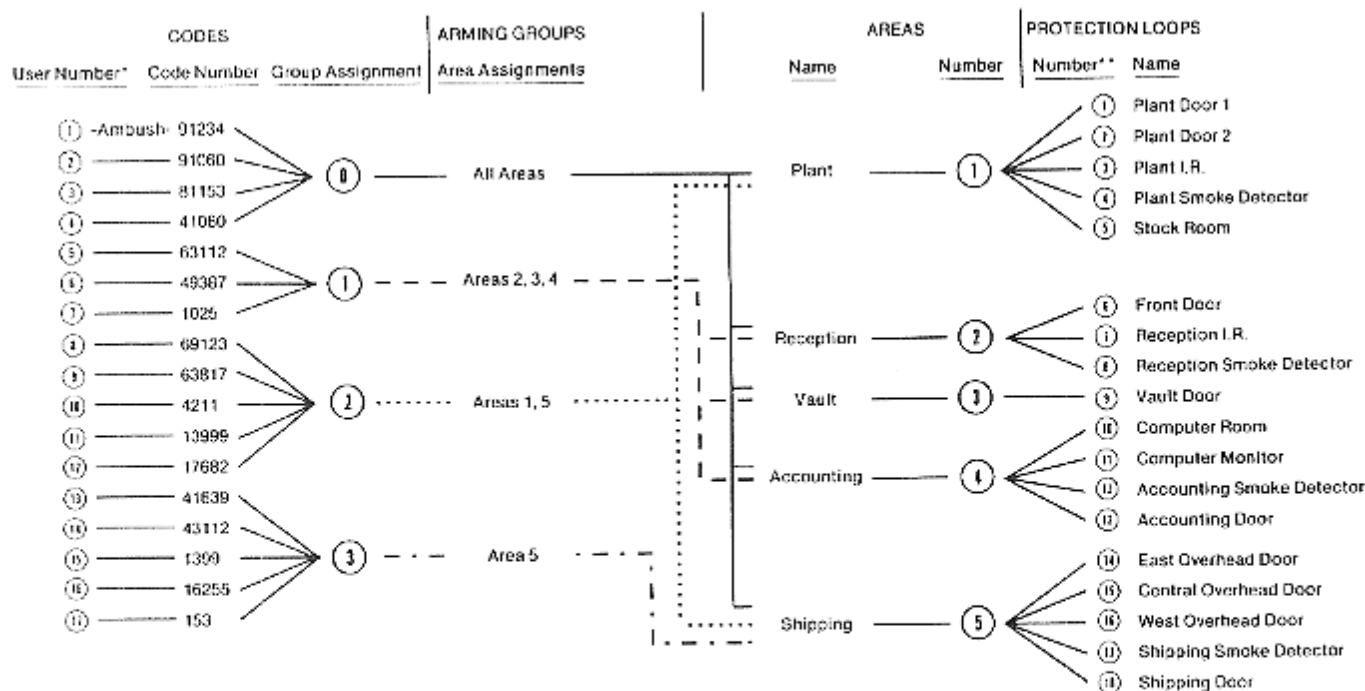
The operational level determines what **SECURITY COMMAND** features may be operated. This assignment is made by the first digit in the code number. If code number 63827 is entered, it is a level six code. The list of features attained by each code level is given in section 2.12.

The arming group to which the code number is assigned determines what areas can be armed and disarmed by using that code. This feature maximizes security by limiting employee access to their assigned work areas.

Figure 3-1 shows a graphic description of how the arming group assignment works. Looking at the right hand side of Figure 3-1 you can see that the example system has protection loops assigned to different areas much the same way they have been programmed into your system by your alarm dealer. Looking at the left hand side you can see that the example company has 17 people with varying operational levels. The code needs for your company will be similar to this, different individuals in the organization having different level codes for operating different system features.

These codes all have one thing in common though, they all can arm or disarm the system. A level one code is all that is required to arm or disarm, so how to limit the access of these codes to defined areas of the system is the next step. Arming groups will handle this access control problem. Any arming group may be programmed to allow code access to any area or areas of the system. As shown in Figure 3-1 these areas may overlap allowing one area to be armed or disarmed by many arming groups, (area 5 by groups 0, 2 and 3). Group zero always has the ability to disarm all areas in a system. Up to nine arming groups are available for programming. The next page should be used for listing the area names of your system and defining each arming group you plan to use.

Figure 3-1



* User numbers in this example are shown in order 1 - 17. In an actual installation any user number may be assigned to any group. It is always a good idea to assign the Ambush Code, (user 1) to group zero since it may be needed to disarm any area. 50 user numbers maximum per system.

** Loop numbers in this example are shown in order 1 - 18. In an actual installation the loop number may be in any order and assigned to any one area. 32 loops maximum per system.

3.2 List the area names of your system below.

| | |
|--------------|--------------|
| Area 1 _____ | Area 5 _____ |
| Area 2 _____ | Area 6 _____ |
| Area 3 _____ | Area 7 _____ |
| Area 4 _____ | Area 8 _____ |

Now list the accessible area numbers with name beside each group number below. Immediately below each group number list the type of employees that will have a code number in that group; salesmen, secretaries, plant workers, janitors, etc. All code numbers assigned to group zero will have access to all areas.

GROUP 1: Accessible Areas - _____

Employee Type - _____

GROUP 2: Accessible Areas - _____

Employee Type - _____

GROUP 3: Accessible Areas - _____

Employee Type - _____

GROUP 4: Accessible Areas - _____

Employee Type - _____

GROUP 5: Accessible Areas - _____

Employee Type - _____

GROUP 6: Accessible Areas - _____

Employee Type - _____

GROUP 7: Accessible Areas - _____

Employee Type - _____

GROUP 8: Accessible Areas - _____

Employee Type - _____

GROUP 9: Accessible Areas - _____

Employee Type - _____

- 3.3 Once the Arming Groups have been defined by you and programmed by your alarm dealer you are ready to enter your own code numbers. The chart below should now be filled out according to your companies needs. First select an "AMBUSH" code. This code should be assigned to group zero since it may be needed at any time for any purpose. Continue listing code numbers, assigning them to specific groups and listing the individual it is assigned to. Up to fifty code numbers may be entered.

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

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

When all code numbers have been listed, proceed to section 2.12 to enter them. The first step will be to remove code 98765 from memory so the permanent "AMBUSH" code may be entered. Before doing this, advise the central station, since an ambush message will be transmitted. Repeat the code entry sequence 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 is a level nine code.

Operation

- 3.4 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. The three previous charts should be detached from the manual and kept in a safe place.