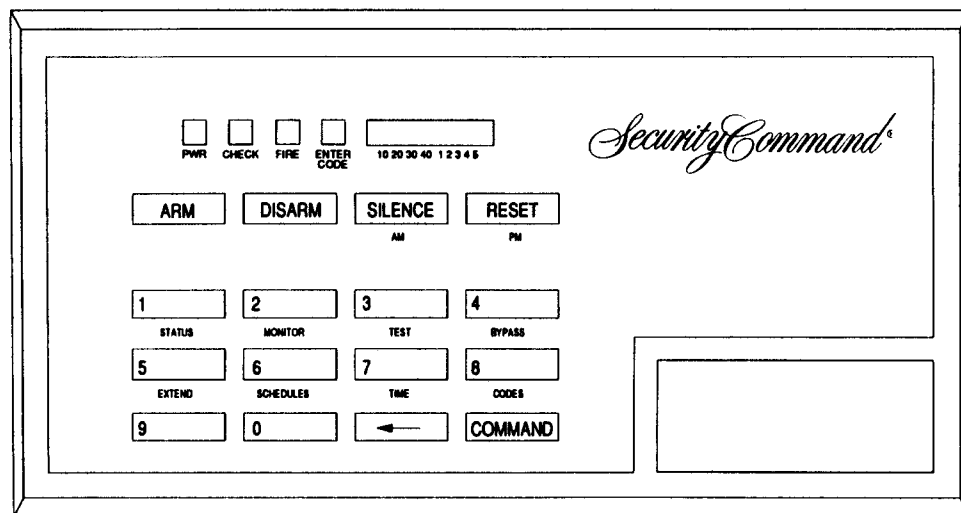


Security Command[®]



USER'S GUIDE

Model 772, 773 Security Command User's Guide

For use with DMP Series 1512 and 1912 Controls

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FCC Information Supplied to Users

This equipment complies with Part 68 of the FCC rules. On the top of this equipment is a label that contains, among other information, the FCC Registration Number and Ringer Equivalence Number (REN) for this equipment. You must, upon request, provide this information to your telephone company.

The REN is useful to determine the quantity of devices you may connect to your telephone line and still have all of those devices ring when your telephone number is called. In most, but not all areas, the sum of the RENs of all devices connected to one line should not exceed five (5.0). To be certain of the number of devices you may connect to your line, as determined by the REN, you should contact your local telephone company to determine the maximum REN for your calling area.

If your telephone equipment caused harm to the telephone network, the Telephone Company may discontinue your service temporarily. If possible, they will notify you in advance, but if advance notice is not practical, you will be notified as soon as possible. You will be informed of your right to file a complaint with the FCC.

Your telephone company may make changes in its facilities, equipment, operations or procedures that could affect the proper functioning of your equipment. If they do, you will be notified in advance to give you an opportunity to maintain uninterrupted telephone service.

If you experience trouble with this telephone equipment, please contact Digital Monitoring Products, Incorporated, 2841 E. Industrial Drive, Springfield, MO 65802, for information on obtaining service or repairs. The telephone company may ask that you disconnect this equipment from the network until the problem has been corrected or until you are sure that the equipment is not malfunctioning.

This equipment may not be used on coin service provided by the telephone company. Connection to party lines is subject to state tariffs.

The device is equipped with an USOC RJ31Xconnector.

Special SECURITY COMMAND Indicator Lights

Display



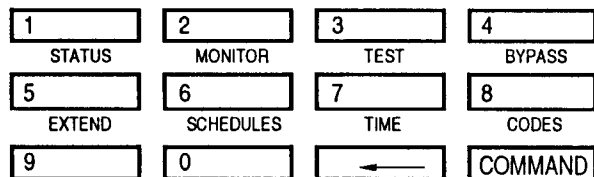
The indicator lights are Light Emitting Diodes commonly called LEDs.

PWR LED -	On: AC power is OK Off: AC power has failed Flashing: Battery power is low	FIRE LED -	On: A fire loop is in a bad or trouble condition. Rapid Flashing: A fire loop is in an alarm condition. On 10 Seconds: Indicates that a fire reset is in progress.
CHECK LED -	On: A loop indicated by the BAR LEDs is in a bad or trouble condition. Rapid Flashing: A loop indicated by the BAR LEDs is in an alarm condition On 1/2 Sec., Off 2 Sec.: Indicates that a communication test is in progress. 2 Flashes: Indicates that a loop has been bypassed.	ENTER CODE LED -	Flashing: A valid code number should be entered. Code numbers are needed for arming, disarming and various system options. Always press COMMAND after you complete the entry of your code number.

Special SECURITY COMMAND Keys




The top row of keys are labeled to indicate their function. The **ARM** key is used to arm the burglary areas of the system. The **DISARM** key is used to disarm the burglary areas of the system. The **SILENCE** key can be used to silence the alarm bell or the keypad tone. The **RESET** key is used to reset smoke detectors after they have tripped.



The **COMMAND** key is used to select the special command options labeled beneath keys 1 through 8. By pressing **COMMAND** and then the desired digit key, the option will be selected. A full description for each command option is contained in the command options section of this manual.

The **COMMAND** key is also used when entering information, such as code numbers or a loop number. Think of it as a carriage return on a typewriter and press it when you have entered information on the keypad and you are ready for the SECURITY COMMAND to take it.

The  is used for backing up when operating your system. It is useful when entering information such as code numbers. If an error is made while entering information press the back arrow and re-enter the information.

If the back arrow is pressed at the first step in a command option, the option will terminate. This is a quick way to exit a command option when you are finished with it.

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 via a loop of wire is referred to as a loop. Since every loop can have a number, the **SECURITY COMMAND** can use these to identify a protection point for you.

Entry/ Exit Loop:

A loop to which an entry and exit delay time has been 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. When a combination burglary and fire alarm system is installed all fire transmissions will have priority over burglary transmissions.


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 COMMANDs** 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 command option.

Armed Status

Armed Status will display the current armed condition of your burglary system. The area numbers which are armed will be displayed one at a time on the BAR LEDs.

Examples: Four areas are armed = 
10 20 30 40 1 2 3 4 5

Areas 1 and 4 are armed = 
10 20 30 40 1 2 3 4 5

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 AC power, battery power, panel box tamper, transmit trouble to central station and phone line monitor. If more than one alarm or trouble condition is displayed the **SECURITY COMMAND** will continue to cycle through the list.

Examples:

Burglary Alarm on Loop 1



Burglary Trouble on Loop 14



Fire or Supervisory Alarm on Loop 5



Fire or Supervisory Trouble on Loop 31



 Denotes Rapid Flashing

STATUS

Phone Line 1 Trouble*

☒ PWR ☐ CHECK ☐ FIRE ☐ ENTER CODE



Phone Line 2 Trouble* (optional)

☒ PWR ☐ CHECK ☐ FIRE ☐ ENTER CODE



Transmit Trouble

☒ PWR ☐ CHECK ☐ FIRE ☐ ENTER CODE



Panel Box Tamper* (optional)

☒ PWR ☐ CHECK ☐ FIRE ☐ ENTER CODE



Closing Time

Opening and Closing Schedules may be utilized to check to see if the burglary system is armed by a scheduled time each day. The closing check feature will verify that all areas of the system are armed when the permanent and temporary schedule expires. If an area is not armed the keypad will display the closing time indication on the BAR LEDs. The steady trouble tone will also sound. If the system is not armed or a schedule extended within ten minutes, a no closing report will be transmitted to the central station receiver.

When a schedule expires the BAR LEDs will cycle

☒ ☒ ☒ ☒ ☐ ☐ ☐ ☐ ON 4 seconds then OFF 1 second and
 10 20 30 40 1 2 3 4 5 the steady trouble tone will sound. If multiple schedules are utilized, the particular area number(s) will also be indicated.

Press the top row SILENCE key to silence the tone.

The closing schedule can be lengthened by entering an extended closing time. This is described in the Extend option section of this manual.

AREA SYSTEM ARMING

Area Assignment: The Area Arming system can contain from one to four* individual areas. Your burglary alarm system has been divided into ____ separate areas. The specific area names should be listed below for easy reference.

Area	Name	Area	Name
____	- _____	____	- _____
____	- _____	____	- _____

Arming: When arming is selected a code number may be required. This is optional. The option is programmed during system installation. If a code number is required you will only be able to arm the areas which are assigned to your code number. If no code number is required you will be able to arm all areas.

All Or Selective Arming: After entering your code number you will be asked if you wish to arm all of the areas to which you have access or only selected areas. If you choose to arm all areas the system will begin checking to see that all loops are in a good condition. If you choose to arm selective areas the SECURITY COMMAND will allow you to choose the individual areas you want to arm before beginning the loop check.

Bypassing: After you have made your arming selection the SECURITY COMMAND will display any loops which have been bypassed prior to arming. This is for your information only and they may not be reset during arming. They will remain bypassed until disarmed or reset. 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 areas you have selected 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 problems 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 areas you selected will be armed. The SECURITY COMMAND will beep once to indicate that the areas selected are being armed. The BAR LEDs will then show you the exit delay.


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 exit delay. This is to insure that your phone lines are working properly. While the system is waiting for the transmission the check indicator will flash on 1/2 second then off two seconds, continuously. If the test is okay the exit delay will start. If the test fails the tone will beep three times before the exit delay starts.

Arming Report: 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.

AREA SYSTEM ARMING



Step by Step:

1. Press . ☐ ENTER CODE will flash if required.
2. Enter your code number and press .
3. The BAR LEDs will display the available areas. 

1234
4. If arming all available areas, press . Go to step 5.
 - 4a. If arming selected areas,
press the areas to be armed.
 - 4b. Press .
5. Loops which have been bypassed prior to arming and bad 24 hour loops will be indicated by the LEDs. No action is required by you.
6. Bypass any bad loops if required.
 - 6a. If a problem exists on one or more loops, the ☐ CHECK LED will turn on with one beep and the BAR LEDs will display the bad loop number. 

1020304012345

(Example: Loop# 13)
 - 6b. If no action is taken, arming will stop. Correct the problem and return to step 1.
 - 6c. Press during the bad loop display to bypass the bad loops.

☐ BYPASS
 - 6d. Enter your code number if required to bypass loops.
7. If closing wait is selected, the ☐ CHECK LED will indicate closing wait by pulsing ON for 1/2 second and OFF for two seconds during the communication. If communication is okay, the keypad will beep once. If communication fails, the keypad will beep three times.
8. If arming is complete the BAR LEDs will all turn on  and then count down to the right to indicate the exit delay.
9. When the countdown is complete the BAR LEDs will cycle the areas that are armed one at a time. 

1234

(Example: Areas 1 & 3 armed)

AREA SYSTEM DISARMING


Disarming: You should enter the premises 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. When disarming is selected a code number may be required. This is optional. A code number may not be required within permanent or temporary* schedules, or the system may be programmed to always require a code regardless of time. If a code is required you should note that level 2 User Codes only function during permanent or temporary* schedules. If a code number is required you will only be allowed to control the areas which are assigned to your code number.

Alarm Display: After selecting your areas the SECURITY COMMAND will display any loops which tripped in the areas you are disarming or any transmission problems which occurred during the armed period. All burglary loops in the areas you selected 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.

* Temporary schedules may only be entered from alpha keypads.

Step by Step:

1. Press . ☐ ENTER CODE will flash if required.
2. Enter your code number and press .
3. The BAR LEDs will display the available areas.  1 2 3 4
4. If disarming all available areas, press .
 - 4a. If disarming selected areas,

1	2
3	4

 press the areas to be disarmed.
 - 4b. Press .
5. Any loops which tripped during the armed period will display on the BAR LEDs.
6. If any communication problems occurred during the armed period, the ☐ CHECK LED will turn on and the keypad will beep three times.

*Two areas available on Model 1512 Control.

* Four areas available on Model 1912 Control.

ALL/PERIMETER SYSTEM

If 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 and 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.


Perimeter area (Area 1)		Interior area (Area 2)	
Loop	Name	Loop	Name
---	_____	---	_____
---	_____	---	_____
---	_____	---	_____
---	_____	---	_____
---	_____	---	_____
---	_____	---	_____
---	_____	---	_____
---	_____	---	_____
---	_____	---	_____

All or Perimeter: When arming your system you may arm only the perimeter area (Area 1) 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.

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

Step by Step:

The perimeter/interior system arms the same as an area system. The perimeter is area 1 and interior is area 2. The instant arming feature is selected when the exit delay count down is being displayed.

When arming is complete the BAR LEDs will all turn on  and then count down to the right to indicate the exit delay. Press while the exit delay is displayed to immediately arm all exit loops and make them instant.

Disarming a perimeter/interior system does not require the area selection. Simply entering your code number and pressing during the entry delay will disarm both areas.

ALARM SILENCE

User Code Level: 2 - During permanent or temporary schedules.

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 . will flash.

2. Enter your code number and press .

3. The alarm bell or siren will be turned off.

FIRE RESET

User Code Level: 1 - During permanent or temporary schedules.

3 - Anytime

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 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 . will flash.

2. Enter your code number and press .

3. The system will turn off the smoke detectors for five seconds and then turn them back on. The LED will turn on during the reset.

DOOR ACCESS

User Code Level: 1 - During permanent or temporary schedules.

3 - Anytime

Function: To operate the door strike

Door Access is used to operate the door strike at a single SECURITY COMMAND. When you enter your code number and it is accepted the door strike at the SECURITY COMMAND you are operating will turn on.

Door Access also functions any time any area of the system is disarmed at the door strike keypad.

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. Enter your code number and press **COMMAND** .
2. The door access relay will turn on for five seconds.

NOTE: The Model 1912 Control unit has not been investigated per UL 294 "Access Control System Units".

STATUS

User Code Level: None

Function: Displays the current status of individual loops.

Step by Step:

1. Press **COMMAND** **1** .
STATUS
2. Enter the loop number followed by **COMMAND** .
3. The BAR LED will display the loop number, the keypad tone and ☐ CHECK LED will indicate the status.

OFF = Okay 1 Beep
ON = Bad 3 Beeps
2 FLASHES = Bypassed 2 Beeps

4. The next loop number may be entered.

MONITOR

User Code Level: 4

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

Loop Monitor will monitor any disarmed loop and the BAR LEDs will display the loop number and sound the keypad monitor tone for two seconds, when the loop trips. The loop will be displayed at all SECURITY COMMANDs 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 loop number is cleared.

Step by Step:

1. Press **COMMAND** MONITOR . ☐ **ENTER CODE** will flash.
2. Enter your code number and press **COMMAND** .
3. Enter the loop number and press **COMMAND** .
4. The keypad will beep to indicate the current mode.

(1 beep) The loop is placed into monitor mode.
(2 beeps) The loop is removed from monitor mode.
5. The next loop number can now be entered.
6. A loop is automatically removed from Loop Monitor when it is armed. The loop can be returned to the Monitor mode automatically when disarmed, or it may be required to manually reenter the loop number each arming cycle. This option is selected at the time the system is programmed.

TEST

User Code Level: 4

Function: Automatically test 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 week.

Step by Step:

1. Press . will flash.
TEST
2. Enter your code number and press .
The test will begin automatically.
3. The alarm bell will sound.
4. The LED will indicate the battery condition:
on = battery OK
flashing = battery trouble
5. The communication test will begin. The LED will flash 1/2 second on and 2 seconds off during test. At the conclusion of the communication test the keypad will beep once if the test was okay and three times if the test failed.

BYPASS

User Code Level: 6

Function: Bypasses and Resets loops.

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 number will be displayed by status (command 1). 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.

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 . ☐ ENTER CODE will flash.
BYPASS

2. Enter your code number and press .

3. Enter your loop number and press

If the loop is disarmed it will be bypassed and the tone will beep once.

If the loop is bypassed it will be reset and the tone will beep twice.

If the loop is armed the error tone will beep 3 times.

4. The next loop number can then be entered.

EXTEND

User Code Level: 6

Function: To extend the schedule for that day.

This allows a new closing time to be entered in advance of the scheduled closing time.

Step by Step:

1. Press . ☐ ENTER CODE will flash.
EXTEND
2. Enter your code number and press .
3. Enter the new closing time

Example: 8:30pm

0	8	3	0	
---	---	---	---	--

PM

SCHEDULES

User Code Level: 7

Function: To enter and delete Permanent and Relay Schedules

Schedules is used to enter permanent 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 or Relay Schedules.*

Permanent Schedules provide opening and closing times for your burglary system. One Permanent opening and closing schedule is available for each area for each day of the week. 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.

Your system may be programmed to automatically arm and disarm at the permanent opening and closing times. The option is selected during system installation.

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

Once you have selected Schedules you will be asked which area and day you wish to schedule. Your system may be programmed to only use one permanent schedule for all areas of your burglary system. In this case, all schedules should be entered into Area 1. You should list your permanent schedule on the next page for easy reference.

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 one or two 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 Schedules you will be asked which output number you wish to schedule then the day of the week. You should list all of your relay schedules on the next page for easy reference.

*Relay schedules and outputs are available on Model 1912 Control.

SCHEDULES

Schedule	Sun	Mon	Tues	Weds	Thurs	Fri	Sat
Area 1							
Opening	: _M	: _M	: _M	: _M	: _M	: _M	: _M
Closing	: _M	: _M	: _M	: _M	: _M	: _M	: _M
Area 2*							
Opening	: _M	: _M	: _M	: _M	: _M	: _M	: _M
Closing	: _M	: _M	: _M	: _M	: _M	: _M	: _M
Area 3*							
Opening	: _M	: _M	: _M	: _M	: _M	: _M	: _M
Closing	: _M	: _M	: _M	: _M	: _M	: _M	: _M
Area 4*							
Opening	: _M	: _M	: _M	: _M	: _M	: _M	: _M
Closing	: _M	: _M	: _M	: _M	: _M	: _M	: _M
Output 1*							
On Time	: _M	: _M	: _M	: _M	: _M	: _M	: _M
Off Time	: _M	: _M	: _M	: _M	: _M	: _M	: _M
Output 2*							
On Time	: _M	: _M	: _M	: _M	: _M	: _M	: _M
Off Time	: _M	: _M	: _M	: _M	: _M	: _M	: _M

* Available on Model 1912 Control.

Step by Step:

1. Press **COMMAND** . ☐ ENTER CODE will flash.

SCHEDULES

2. Enter your code number and press **COMMAND** .

3. Enter the permanent area schedule or relay output schedule and press **COMMAND** .

Area 1-4 Enter 1-4
Relay output 1,2 Enter 5,6

Example: Relay output 1 **COMMAND**

4. Enter the day to be scheduled and press **COMMAND** .

SUN-SAT Enter 1-7

Example: Monday **COMMAND**

5. Enter the opening or on time.

Example: 12:45pm

PM

6. Enter the closing or the off time.

Example: 6:20pm

PM

7. The next day can be entered.

TIME

User Code Level: 8

Function: To set the day, time and date

Step by Step:

1. Press . ☐ ENTER CODE will flash.
TIME

2. Enter your code and press .

3. Enter the new time.

Example: 9:18 a.m.

AM

4. Enter the day of the week and press .

SUN-SAT Enter 1-7

Example: Saturday

5. Enter the month, date, year and press .

Example: November 5th, 1991

November

5

1991

CODES

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. Up to 32 different user codes may be available. Each consists of 4 assignments; the user number, the user code, the code level and the area access.

User Number: A number from one to 32 to 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 command 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 command options available to that code.

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

NOTE: Area Access does not function on all/perimeter systems.

Command 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
Outputs On/Off					x	x	x	x	x
Bypass Loops, Extend						x	x	x	x
Schedules							x	x	x
Set Time								x	x
Remote Authorization								x	x
User Codes									x

* only during permanent or temporary schedules

When User Codes is selected you will be asked to enter your code number. After your code number is accepted you will enter the user number to be added, deleted or changed. If you are adding a code you will then enter the Code Number and the Area Access. 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 32) 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.

CODES

Step by Step:

1. Press **COMMAND** **8** . **ENTER CODE** will flash.
2. Enter your code number and press **COMMAND** .
3. Enter the user number and press **COMMAND** .

Example: User Number 7


0 7 COMMAND

4. Enter the code number and press **COMMAND** . If the user is to be deleted, enter 0 and press **COMMAND** .

Example: Code number 95631

9	5	6	3	1	COMMAND
---	---	---	---	---	---------

If an existing code number needs only areas of access changed, Press **COMMAND** without a code entry to skip to the area assignment.

After the code number is entered the current areas of access for the user will be  displayed on the BAR LEDs.

10 20 30 40 1 2 3 4 5

(Example: Areas 2 & 4)

5. Enter the desired area access and press **COMMAND**.
To remove an area, press the desired digit.

Example: Areas 1, 3 and 4

1 3 4 COMMAND

The BAR LED will display the area numbers as they are added or removed.

Note: Areas of access does not function on All/Perimeter systems.

6. The next user number may be entered.

User Number	Code Number	Area Access**	Person Assigned To
1		1 2 3 4	Ambush Code*
2		1 2 3 4	
3		1 2 3 4	
4		1 2 3 4	
5		1 2 3 4	
6		1 2 3 4	
7		1 2 3 4	
8		1 2 3 4	
9		1 2 3 4	
10		1 2 3 4	
11		1 2 3 4	
12		1 2 3 4	
13		1 2 3 4	
14		1 2 3 4	
15		1 2 3 4	
16		1 2 3 4	

* Optional

** Not Functional on All/Perimeter Systems

User Number	Code Number	Area Access**	Person Assigned To
17		1 2 3 4	
18		1 2 3 4	
19		1 2 3 4	
20		1 2 3 4	
21		1 2 3 4	
22		1 2 3 4	
23		1 2 3 4	
24		1 2 3 4	
25		1 2 3 4	
26		1 2 3 4	
27		1 2 3 4	
28		1 2 3 4	
29		1 2 3 4	
30		1 2 3 4	
31		1 2 3 4	
32		1 2 3 4	