

**WIRELESS
RESIDENTIAL
PROTECTION
SYSTEM**

USER'S MANUAL

ADEMCO ONE YEAR LIMITED WARRANTY

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INTRODUCTION

Congratulations on your ownership of this Wireless Alarm System. You've made a wise decision in choosing it, for it offers the best security protection available to today's homeowner.

Basically, this system offers you three forms of protection: burglary, fire and emergency. To realize the system's full potential, it is important that you and your family feel comfortable in operating it.

This manual is a step-by-step guide that will fully acquaint you with your system's features and benefits. It identifies the components and their functions, describes their operation, and acquaints you with normal and emergency procedures.

The following glossary of terms used throughout the manual will avoid any confusion.

GLOSSARY

ARM/DISARM: "Armed" simply means that the burglary portion of your system is turned ON, and is in a state of readiness. "Disarmed" means that the burglary system is turned OFF, and must be rearmed to become operational. However, even in the "disarmed" state, "Emergency" and "Fire" portions of your system will still be operational.

KEYPAD: This is the area on your master console, or any remote unit, containing numbered push-buttons similar to those on telephones or calculators. These keys control the arming or disarming of the system, and perform other functions which will be described.

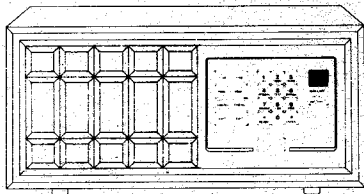
ZONE: A specific area of burglary protection.

DELAY ZONE: An area of protection containing doors household members most frequently use to enter or exit (typically, a front door, back door, or door from the garage into the house). The delay zone allows sufficient time for authorized entry or exit without activating the alarm.

BYPASS: To disarm a specific area of burglary protection while leaving other areas operational.

SENSORS: Alarm initiating devices that have been installed to provide burglary and fire protection (e.g., door/window transmitters, passive infrared intrusion detectors, smoke detectors). Each sensor has its own ID number, assigned at the time of installation.

— THE SYSTEM'S MAJOR COMPONENTS —



THE MASTER CONSOLE

The Master Console, centrally located to suit your convenience, is the main control center for your system. It is used to arm and disarm the bur-

glary portion of your system, to manually initiate alarms, and perform other necessary functions. Indicator lights and message displays inform you of the status of your system at all times. It is also the source of alarm and warning sounds. A built-in rechargeable backup battery ensures that the system remains operational for up to 8 hours in the event of a power outage.

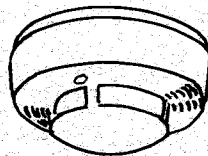
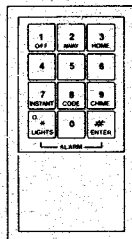


PERIMETER/SENSOR TRANSMITTERS

The Slimline Sensor/Transmitter is perfect for protecting doors and windows with a narrow design permitting mounting on most door jambs and window frames.

REMOTE WIRELESS KEYPAD

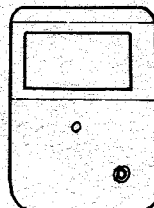
An optional hand-held unit which allows the user to turn the burglary protection on and off and perform other system functions remotely, without interconnecting wires. Instructions for this Keypad are provided in this manual (See Table of Contents).



WIRELESS PHOTOELECTRIC SMOKE DETECTOR

The System can accommodate up to four wireless photoelectric smoke detectors. When a low battery condition is detected, the signal is sent to the Master Console and the local internal sounder in the Smoke Detector is activated. When an

actual fire alarm condition is detected, a "fire alarm" message is sent and repeated as long as smoke is present and the local internal sounder is activated.

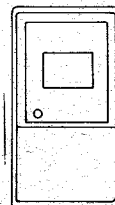


PASSIVE INFRARED INTRUSION DETECTORS (PIR)

Offer economical and stable interior protection. The body heat of an intruder will activate these sensors. The units can be corner, wall or flush mounted.

PERSONAL EMERGENCY TRANSMITTERS

The Emergency (Panic) Transmitter may be carried about the protected area in a pocket or purse. It is programmable for reporting either Police or Emergency alarms.



OVERVIEW

This system is fully supervised, and employs wireless protection for burglary and fire. The system consists of a Master Console and various battery-operated sensor/transmitters which serve to provide perimeter and interior burglary protection, plus a selected number of strategically placed smoke detector/transmitters designed to provide fire detection.

The Master Console is the "brains" of your system. It receives coded radio signals from the sensor/transmitters, analyzes them, and initiates appropriate alarms. If provisions have been made, the console will transmit a silent alarm to your police department or to a central alarm monitoring service.

The Master Console is equipped with a "soft-touch" keypad which is used to arm and disarm the burglary portion of your system, to initiate emergency or fire alarms manually, and perform other necessary functions. Indicator lights and displays on the console inform you of the status of the system at all times. The console is also the source of alarm and other warning and confirmation sounds.

For dependable protection, all sensor/transmitters in your system are automatically monitored by the Master Console at regular intervals to ensure that they are operational. For example, a weak battery will be detected and a low battery warning displayed at the console 30 days before the bat-

tery's anticipated expiration, giving you plenty of time to replace it.

Each sensor/transmitter in your system has been assigned an individual transmitter ID number. The Master Console will monitor the radio signals from up to 31 separate transmitters. Since each transmitter has a unique ID number, the console will indicate (by means of a numeric display) which particular transmitter has activated an alarm, has a low battery, or is malfunctioning. The 31 possible transmitters have been grouped into 6 separate zones. These are:

- 1. ENTRY/EXIT** (doors typically used to enter or exit the house). Up to 5 transmitters can be assigned to this zone, assigned **ID numbers 01 to 05**. This zone provides a short delay in alarm response to allow sufficient time for you to enter or exit the premises when the system is armed for burglary (may be eliminated by means of the INSTANT feature).
- 2. PERIMETER** (outside windows or infrequently used doors). Up to 15 transmitters can be assigned to this zone, assigned **ID numbers 06 to 20**.
- 3. INTERIOR** (interior doors, cabinets, passive infrared motion detectors, etc.) Up to 5 transmitters can be assigned to this zone, assigned **ID numbers 21 to 25**. This zone provides a short delay in alarm response to permit motion detection to be used in an interior area

through which passage must be made on entry to, or exit from, the Master Console (may be eliminated by means of the INSTANT feature).

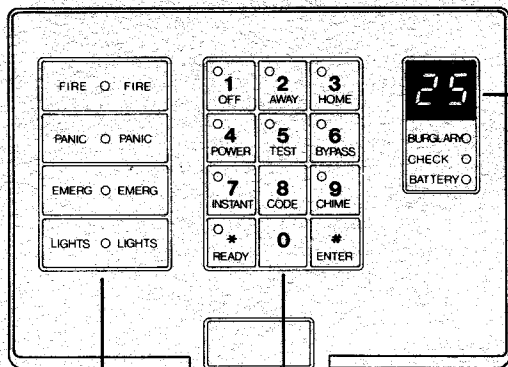
4. **FIRE** (smoke detectors or thermostats). Up to 4 transmitters can be assigned to this zone, assigned **ID numbers 26 to 29**.
5. **SILENT EMERGENCY** (Silent Police Alarm). Initiated from the Master console or optional portable emergency transmitter. Usable only if optional communication devices are connected to a local police department or alarm monitoring service. Portable transmitter is assigned **ID number 30**.
6. **AUDIBLE EMERGENCY** (Burglary Panic). Initiated from the Master Console or optional portable emergency transmitter. Portable transmitter is assigned **ID number 31**.

When activated, a sensor/transmitter in a particular zone will cause a siren to produce a distinct alarm signal, enabling you to determine what type of emergency is in progress. This ability of the system to generate unique sounds is an important feature. For example, since a fire alarm can be easily distinguished from a burglary alarm, appropriate action can be taken without delay. A table in a subsequent section of this manual describes the various sounds generated by the system and under which circumstances they will occur (see "Key to Audible Signals").

Another feature of the system is the ability to "arm" the system in a selective manner for burglary protection. For example, at night when your family is at home, you may activate all the perimeter and entry/exit transmitters without arming the interior ones. This will allow you to move freely about the home, but with complete exterior protection. Or, by using a simple bypass procedure, you can arm the full system (exterior and interior), but leave part of it open (a bedroom window, for example, so you can get fresh air in at night). It should be noted that even when the system is in the "disarmed" state, the Emergency and Fire portions of the system will still be operational (these functions are operational 24 hours a day).

For added security, the system provides for the optional use of a 4-digit security access code. If this option has been selected, the code must be keyed prior to any command to arm, disarm, or prior to the use of any system functions, EXCEPT FOR MANUALLY OPERATED FIRE AND EMERGENCY ALARMS (these never require the use of a security code). The use of a security code restricts control of the system to only those individuals chosen by the owner. The code may easily be changed at any time to maintain its integrity.

FUNCTIONS OF THE MASTER CONSOLE



SENSOR IDENTIFICATION AND STATUS DISPLAY

KEYS FOR MANUAL ACTIVATION OF ALARMS/LIGHTS

Indicators also light when alarm is triggered by external devices (smoke detectors, emergency portable transmitters).

KEYPAD

Depression of each Key will produce a short confirmation tone. Entry into any of the operating modes (armed, disarmed, etc.) will produce one or more additional tones as confirmation. If more than 2 seconds elapse between successive key depressions while entries are being made, all prior entered information will be erased, thus requiring the entry sequence to be started again.

○ 1 OFF	○ 2 AWAY	○ 3 HOME
○ 4 POWER	○ 5 TEST	○ 6 BYPASS
○ 7 INSTANT	○ 8 CODE	○ 9 CHIME
○ * READY	○ 0	○ # ENTER

KEYS 0-9 Used to enter your optional individual four-digit Security Code.

○
4
POWER
POWER INDICATOR LIGHT. (Green). Indicates the presence of household AC power.

○
*
READY
READY KEY & INDICATOR LIGHT. The Green indicator reveals the status of your burglary protection. If lit, your burglary protection is turned off and all sensors are closed/ready for arming. If not lit (and neither the HOME nor AWAY indicators are lit) your burglary system is turned off/not ready for arming. (In this event, do not arm your system. See "RESPONDING TO A SENSOR MALFUNCTION"). Normally, the two-digit numeric display will not indicate which sensors are violated. To view the individual sensors' status, press the READY key.

○
3
HOME
HOME KEY & INDICATOR LIGHT. Arms the burglary portion of your system with the exception of the interior zone of protection. The Red indicator confirms successful arming using the HOME function, and stays lit as long as this mode prevails. [Code (if selected) + HOME].

○
2
AWAY
AWAY KEY & INDICATOR LIGHT. Completely arms the burglary portion of your system. The Red indicator lights to confirm successful arming of the AWAY function, and stays lit as long as the system remains in this mode. [Code (if selected) + AWAY].

○
1
OFF
OFF KEY & INDICATOR LIGHT. Disarms the burglary portion of your security system, silences any alarms in progress, turns off trouble, low battery, loss of AC power warnings, and clears any lighted alarm indicators. The Amber indicator lights while the system is in this mode. [Code (if selected) + OFF].

○
7
INSTANT
INSTANT KEY & INDICATOR LIGHT. (Primarily for use when the family is in to stay). Depressing this key after either the HOME or AWAY keys eliminates the entry delay period (15 seconds when no code is in use, 45 seconds with code), causing an instant intrusion alarm should someone come through a main door. The Amber indicator will light as a reminder that the Delay Zone is now an instant Zone [Code (if selected) + AWAY (or HOME) + INSTANT].

6
BYPASS

BYPASS KEY & INDICATOR LIGHT. Depress either the AWAY or HOME keys, then the BYPASS KEY. This turns off protection monitoring from any currently violated burglary sensor (e.g., an improperly-functioning sensor that is preventing the arming of the system, or an intentionally violated sensor that likewise inhibits the arming of the rest of the system). The Amber indicator will light to reveal that your burglary protection is incomplete because the monitoring of one or more protective sensors has been temporarily discontinued. [Code (if selected) + AWAY (or HOME) + BYPASS].

ENTER

ENTER KEY. Depress after pressing one of the other mode or function keys and this optional usage key terminates the two-second interval normally allotted to mode entries, so that the desired function can be executed immediately (rather than two seconds later).

9
CHIME

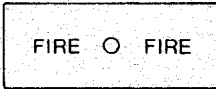
CHIME KEY & INDICATOR LIGHT. In disarmed (OFF) state, enter Security Code (if selected), then depress key to set CHIME mode. Any opening of a sensor in the Delay Zone (main doors) and/or Perimeter Zone (windows, infrequently-used doors) will produce a short tone from the speaker at the console, thereby signaling an entry. The Amber indicator lights while the system is in this mode [Code (if selected) + CHIME].

8
CODE

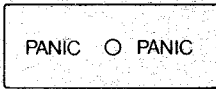
CODE KEY. If the alarm system has been programmed for the use of a four-digit Security Code, the selected code may be changed at any time by means of this key (present Code + CODE + New Code). See "Using a Four-Digit Security Code (Optional)"

5
TEST

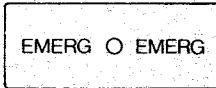
TEST KEY & INDICATOR LIGHT. In disarmed (OFF) state, enter Code (if selected), then depress key to put entire security system in a TEST mode (the Amber indicator will light). In this mode, every sensor violation and restoration -- fire, burglary or panic -- causes two loud, brief tones from the speaker at the Master Console [Code (if selected) + TEST].



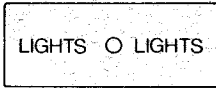
FIRE/FIRE KEYS & INDICATOR LIGHT. Simultaneous depression of both keys will sound a FIRE alarm; a loud rapidly-pulsating, two-tone siren. Indicator (Red) will also light for alarms triggered by fire detection devices in the system.



PANIC/PANIC KEYS & INDICATOR LIGHT. Simultaneous depression of both keys will trigger a silent police alarm (if connected to a police agency or central alarm monitoring service). The indicator light will not illuminate.



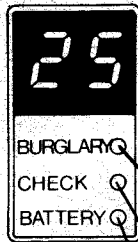
EMERG/EMERG KEYS & INDICATOR LIGHT. Simultaneous depression of both keys will sound an EMERGENCY alarm; a loud, two-tone siren. Indicator (Red) will also light for alarms triggered by optional remote emergency panic transmitters.



LIGHTS/LIGHTS KEYS & INDICATOR LIGHT. Simultaneous depression of both keys turns on lights inside your home, if provisions have been made for such capabilities.

NOTE: To turn off alarm sounding and/or lights after activation of one of the above functions, enter your security code (if selected) and depress the OFF Key.

CHIME & ANNUNCIATION VOLUME CONTROL. A thumb-wheel volume control (located on the back of the Master Console) can be used to adjust the volume level of various warning and confirmation tones. DOES NOT CONTROL ALARM SOUNDING.



SENSOR IDENTIFICATION DISPLAY (IN WINDOW). This two-digit numeric display identifies violated burglary sensors at arming time or subsequent to an alarm for determination of entry point. The display also identifies any sensor that has a malfunction or low battery condition. Numbers 01 to 25 identify burglary sensors. Numbers 26 to 29 identify fire sensors. Numbers 30 and 31 identify a low battery condition at portable panic transmitters.

“BURGLARY” MESSAGE INDICATOR. (Red). Lights when an intrusion has been detected during the armed period. It remains lit after the burglary alarm sounder has silenced, as a warning upon the return home.

“CHECK” MESSAGE INDICATOR. (Red). Lights when your console fails to receive regular check-in messages from one or more burglary or fire sensors. It appears in conjunction with a numeric display to identify the problem sensor.

“BATTERY” MESSAGE INDICATOR (Amber). Lights when low battery indication is received from one or more burglary or fire sensors, or panic transmitters. It appears in conjunction with a numeric display to identify the problem sensor.

YOUR BURGLARY PROTECTION SYSTEM

Your system provides two levels of burglary protection: exterior and interior. The former guards doors, windows, etc., sounding an alarm if one is opened by an intruder. Interior protection offers backup defense, sensing when an unauthorized person is moving about inside your home.

Exterior protection (only) can be used if you plan to remain inside your home but would like to have all exterior doors and windows protected against entry (HOME mode). This procedure is described in "ARMING WHILE INSIDE YOUR HOME".

Full protection (exterior and interior) is desirable when no one is in the home (AWAY mode). This procedure is described in "ARMING WITH NO ONE REMAINING AT HOME".

USING A SECURITY CODE (Optional)

At the time of installation, you may have chosen a personal four-digit code, known only to members of your family and programmed by your installer. ARMING and DISARMING of your burglary alarm system is accomplished by entering this Security Code and the desired function (e.g., HOME, AWAY, etc.) at the Master Console.

CHANGING THE EXISTING SECURITY CODE (if used)

The existing Security Code may be changed at any time to

a new four-digit code. To change codes (from the Master Console), proceed as follows: Enter the original four-digit Security Code, depress the CODE Key, then key in the desired new four-digit code. Be sure to record this code in the System Reference Chart at the end of this manual.

Present 4-digit code +

8 CODE

 + New 4-digit code

Note: The old code will be erased as soon as the new code is successfully used.

Caution: Do not select 1111 as a new security code. The use of this particular code will result in system operating problems that can only be corrected by your service company.

SINGLE KEY OPERATION (No Security Code)

At the time of installation, you may have elected not to operate your system with a four-digit Security Code, preferring the simplicity of a single key operation. If so, your installer will have programmed the system so that the desired function can be selected by simply pressing the appropriate key (HOME, AWAY, etc.) at the Master Console.

ARMING WHILE INSIDE YOUR HOME

1. Check the Green READY Indicator light on your Master Console. It should be on to indicate that your system is ready to be armed.

Note: If the Green READY Indicator Light on your Master Console is not on, check the Sensor Identification Display after depressing the READY Key or after attempting to arm the system. A number appearing there indicates a violated sensor (and its location). The problem must be corrected before arming can take place. See "Responding to a Sensor Malfunction" in the section on TROUBLE CONDITIONS.

2. Enter your security code (if selected)* and depress the HOME key at your console. The Red HOME Indicator light will illuminate and you will hear three tones from your Master Console. You have now ARMED the exterior of your home successfully with the ability to walk freely through the interior.

4-digit code (if selected) +



DELAY OFF (INSTANT) ARMING

Normally, the system provides a 15-second Entry delay (45 seconds if using the optional 4-digit security code) in alarm sounding when a monitored entry/ exit door is opened. This delay is incorporated so that, when arming the entire sys-

* Review page 13 for information on the optional use of Security Codes.

tem (AWAY mode), you can subsequently re-enter the house and turn off the alarm before it sounds.

When arming only the exterior portion of your burglary system (HOME mode), you may not want that 15- or 45-second delay (after everyone is in for the night, for instance). To cancel this delay so that the opening of one of your main access doors triggers an immediate alarm (recommended only in the HOME mode), do the following: Enter your security code (if selected), depress the HOME key, and then the INSTANT Key. The Red HOME and the Amber INSTANT indicator lights will illuminate and 3 tones will be emitted by the console. Following a period of 60 seconds, the system will go into the "Instant Alarm" mode.

4-digit code (if selected) +



Note: When the system is disarmed (OFF), the entry/exit delay will be automatically restored.

USING THE BYPASS FEATURE



If you wish to leave a door or window open, while still having the remaining monitored doors and windows guarded, you can use the bypass feature. Bypassed doors and windows may be opened or closed without activating an alarm.

BYPASS PROCEDURE

1. With the system in the disarmed state (OFF), open all doors and/or windows that you wish to leave open.

The Green READY light will not be on at this time (due to intentionally activated sensor/transmitters). To make certain that all other doors and windows, etc., are in a closed (non-faulted) condition, press the READY Key. The ID numbers of only those doors or windows intentionally opened should be displayed on the console (two or more ID numbers will be displayed sequentially).

2. Enter your security code (if selected), press the HOME Key, then the BYPASS Key. The Red HOME and Amber BYPASS indicators will light, and 3 tones will also be heard as audible confirmation of arming.

4-digit code (if selected) +  + 


Note: All bypasses are automatically cancelled when the system is disarmed, or if an attempt is made to directly arm from the HOME mode to the AWAY mode.

TURNING OFF AN ALARM

If the system is armed and an intrusion alarm is activated, **the siren will sound for approximately 8 minutes** and then automatically turn off. However, it will sound again if another intrusion is detected.

To turn off an alarm in progress (or to disarm the system), proceed as follows:

Enter your security code (if selected), immediately followed by depression of the OFF Key.


4-digit code (if selected) + 

The alarm will stop and the Master Console will display the ID number of the sensor/transmitter that activated the alarm. To clear the display, enter security code (if selected) again, followed by depression of the OFF key.

TURNING THE SYSTEM OFF

Turning the system off causes the burglary portion of the system to be disarmed (fire and emergency functions are on 24 hours a day).


Enter security code (if selected) and press the OFF key.

4-digit code (if selected) + 

The Green indicator on the OFF key will light when the system is disarmed.

ARMING WITH NO ONE REMAINING AT HOME

1. Check the Green READY Indicator Light on your Master Console. It should be on, indicating that the system is ready for arming.
2. Enter your security code (if selected) and depress the AWAY Key. The Red AWAY Indicator Light will illuminate and you will hear two tones from your Master Console, signifying that the system is ARMED. You have 60 seconds to leave your home through your chosen exit door before such passage will cause an alarm to sound.

4-digit code (if selected) +  → 60-second exit delay starts

Note: If the system was in the HOME mode while you were at home, it is possible to arm it directly into the AWAY mode when you leave.

If you wish, you can use the bypass feature for certain areas, even in the AWAY mode.

ENTRY AND EXIT DELAYS

Entry Delay Period: As indicated previously, the system provides a 15-second delay (45 seconds if using a

security code) in alarm sounding when a monitored entry/exit door is opened. At this time, any disturbance in the **interior zone** will also be ignored until the entry period expires, thus acting like another delay zone. When you re-enter your house, this will enable you to open the entry/exit door, pass through the interior of the house and go to the master console's location to disarm the system without sounding an alarm. This feature permits the use of space protection devices (passive infrared motion detectors, for example) to protect the area between the entry/exit door and the console while you are away. It should be noted that if intrusion is detected in the interior zone **prior to your re-entry through the entry/exit door**, (for instance, by intruders who stay behind or who enter via a zone other than the entry/exit zone), **the system will sound an immediate alarm.**

Exit Delay Period: Immediately after arming in the AWAY mode, a 60-second delay is provided in both the entry/exit zone and interior zone. This will provide sufficient time for you to leave the console, pass through a protected interior zone, and then exit via the entry/exit door without sounding an alarm. As soon as the exit delay expires, the interior zone is armed for immediate alarm (unless preceded by opening of the entry/exit door).

DISARMING UPON ENTERING YOUR HOME

1. Enter via an entry/exit door in your Delay Zone. You will hear a slowly pulsating, low-level tone from your Master Console if no alarm(s) had occurred while you were out. You have 45 seconds (15 seconds if no security code is in effect) to reach your Master Console and DISARM the burglary portion of your system. If the system is not disarmed (turned OFF) within the allotted time after entry, an alarm will be activated.
2. To disarm the system, enter your security code (if selected) and depress the OFF Key. The Red AWAY Indicator Light will go out and you will hear a single tone from your Master Console. You may now open and close doors and windows, and move freely inside your home, without setting off an alarm.

4-digit code (if selected) +



IMPORTANT

If one or more alarms have sounded while you were away, you will hear a series of loud, rapidly-pulsating tones throughout the delay period (if there is no sound from the console, an alarm had occurred in the entry/exit zone). If so, exercise caution when entering.

Before attempting to disarm the system, observe the BURGLARY message indicator light. If it is lit and you hear the audible indication described above, an intrusion has occurred during your absence. Leave your house immediately and contact the police from the nearest safe location.

If there had been an alarm, the faulted sensor/transmitter ID number will still be displayed. To clear this display, again enter your code (if selected) and press OFF.

Note: It is possible to arm the system directly into the HOME mode when you enter by keying your Security code (if selected) and depressing the HOME Key before the alarm delay expires.

DISARMING WHILE INSIDE YOUR HOME

1. Go directly to the Master Console and enter your Security code (if selected) and depress the OFF Key. The Red HOME Indicator Light will go out and you will hear a single low level tone from your Master Console. You may now open and close doors and windows, and move freely inside your home, without setting off an alarm.

4-digit code (if selected) +



While the system is DISARMED, the Green READY Indicator Light will go on and off as various sensors are activated by your normal household activities.

CHIME ANNUNCIATION FEATURE

The Chime Annunciation Feature can alert you to the opening of any monitored door, window, etc. while the system is in the DISARMED state. The chime volume can be adjusted by the CHIME and ANNUNCIATION VOLUME CONTROL on the back of the console. To use the chime feature:

1. Enter your security code (if selected), then press the CHIME Key.

4-digit code (if selected) +



CHIME indicator will light

2. Each time a monitored door or window is opened, a single tone will sound from the console. If the READY Key is depressed, the ID number of the activated sensor will be displayed.
3. The CHIME mode is automatically overridden when arming the system in either the HOME or AWAY modes. When the system is subsequently disarmed, the CHIME mode will be automatically restored.

The chime feature can be turned off at any time by again entering your security code (if selected) and pressing the CHIME Key. The CHIME indicator light will go off.

HOW TO INITIATE LIGHTS ON ACTIVATION

If provisions have been made for Lights On activation, you may use the LIGHTS Key as a visible intrusion alarm should you detect an intruder.

1. To turn on lights manually, simultaneously press both LIGHTS Keys on the console.



LIGHTS O LIGHTS

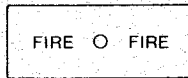
2. The lights in your house activated by the LIGHTS Keys will remain on until the Security Code (if selected) is entered and the OFF Key depressed at the Master Console.
3. Your alarm system is configured to have the same lights in your home automatically activated upon entry when the system is armed HOME or AWAY. These lights will remain on until the Security Code (if selected) is entered and the OFF Key depressed.

OPERATION OF YOUR FIRE ALARM SYSTEM

Your fire alarm system is "ON" 24 hours a day, for continual protection. In the event of an emergency, the smoke detectors strategically located throughout your home will sound loudly and will automatically send signals to your Master Console, triggering a loud, continuous rapidly-pulsating siren sound. The Red FIRE Indicator Light and the Sensor Identification Display (for the signalling detector) at your Master Console will illuminate, and remain lit until you silence the alarm.

MANUAL FIRE ALARM

Should you become aware of a fire emergency before your detectors sense the problem, go to your Console and manually initiate an alarm by depressing both FIRE Keys simultaneously.



In any event, your first action should be to make sure that all occupants are safely evacuated. That done, if no flames or dense smoke are apparent, investigate the cause of the alarm.

TO SILENCE A FIRE ALARM:

1. Silence the alarm by entering your Security code (if selected) and pressing the OFF Key.

4-digit code (if selected) +



2. If the alarm continues, check all smoke detectors to make sure they are not responding to smoke or heat-producing objects in their vicinity. Should this be the case, eliminate the source of heat or smoke.
3. If this does not remedy the problem, there may still be smoke in the detector. Clear it by fanning the detector for about 30 seconds.
4. When the problem has been corrected, repeat Step 1, to silence the alarm.

Note: If all above attempts fail to stop the sounding of an alarm by a particular detector (when no cause for the alarm exists), the alarm may be stopped by putting the system into the TEST mode (see "HOW TO TEST YOUR FIRE ALARM SYSTEM") and/or by removing the battery from the detector.

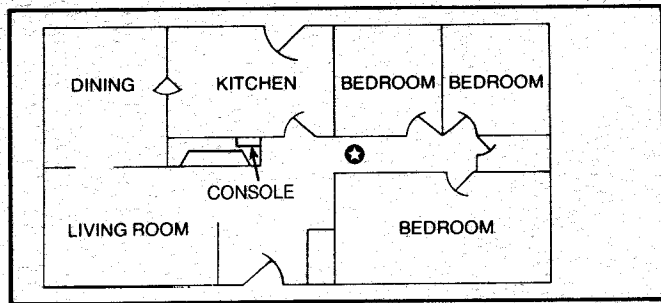
NATIONAL FIRE PROTECTION ASSN. RECOMMENDATIONS ON SMOKE DETECTORS

With regard to the number and placement of smoke detectors, we subscribe to the recommendations contained in the National Fire Protection Association's Standard #74, noted below.

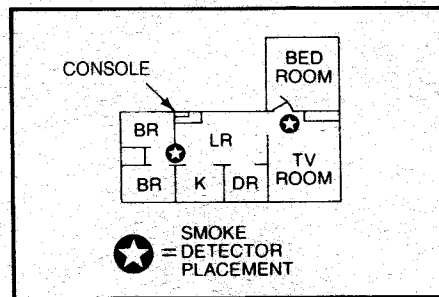
Smoke detectors shall be installed outside of each separate sleeping area in the immediate vicinity of the bedrooms and on each additional story of the family living unit, including basements and excluding crawl spaces and unfinished attics.

These provisions represent the minimum number of detectors required by this standard. It is recommended that the householder consider the use of additional smoke detectors for increased protection for those areas separated by a door from the areas protected by the required smoke detectors.

The recommended additional areas are living room, dining room, bedroom(s), kitchen, attic (finished or unfinished), furnace room, utility room, basement, integral or attached garage and hallways. However, the use of the additional detectors remains the option of the householder.

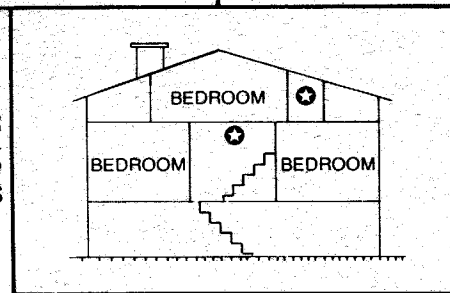


BEST RESIDENTIAL DETECTOR PLACEMENT:
BETWEEN BEDROOMS and REST OF HOUSE



PLACE DETECTOR
NEAR ALL SLEEPING
AREAS

MAXIMUM FLOOR
COVERAGE—
DETECTORS AT TOP
OF STAIRWELLS



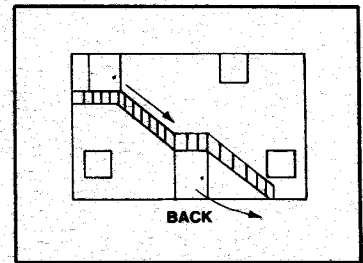
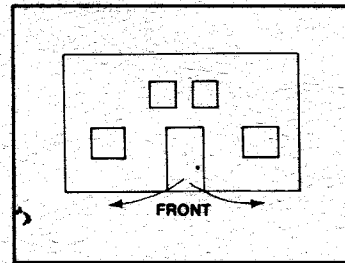
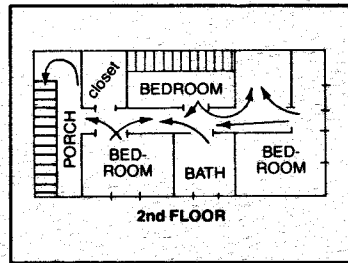
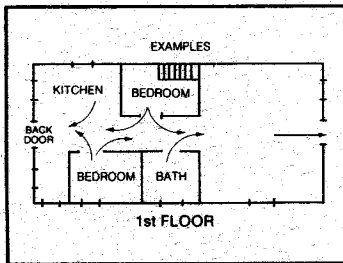
EMERGENCY EVACUATION

Every family should take steps to establish and regularly practice a plan of escape in the event of a fire. The following steps are recommended by the National Fire Protection Association and can be used as a guide in developing your own emergency plan.

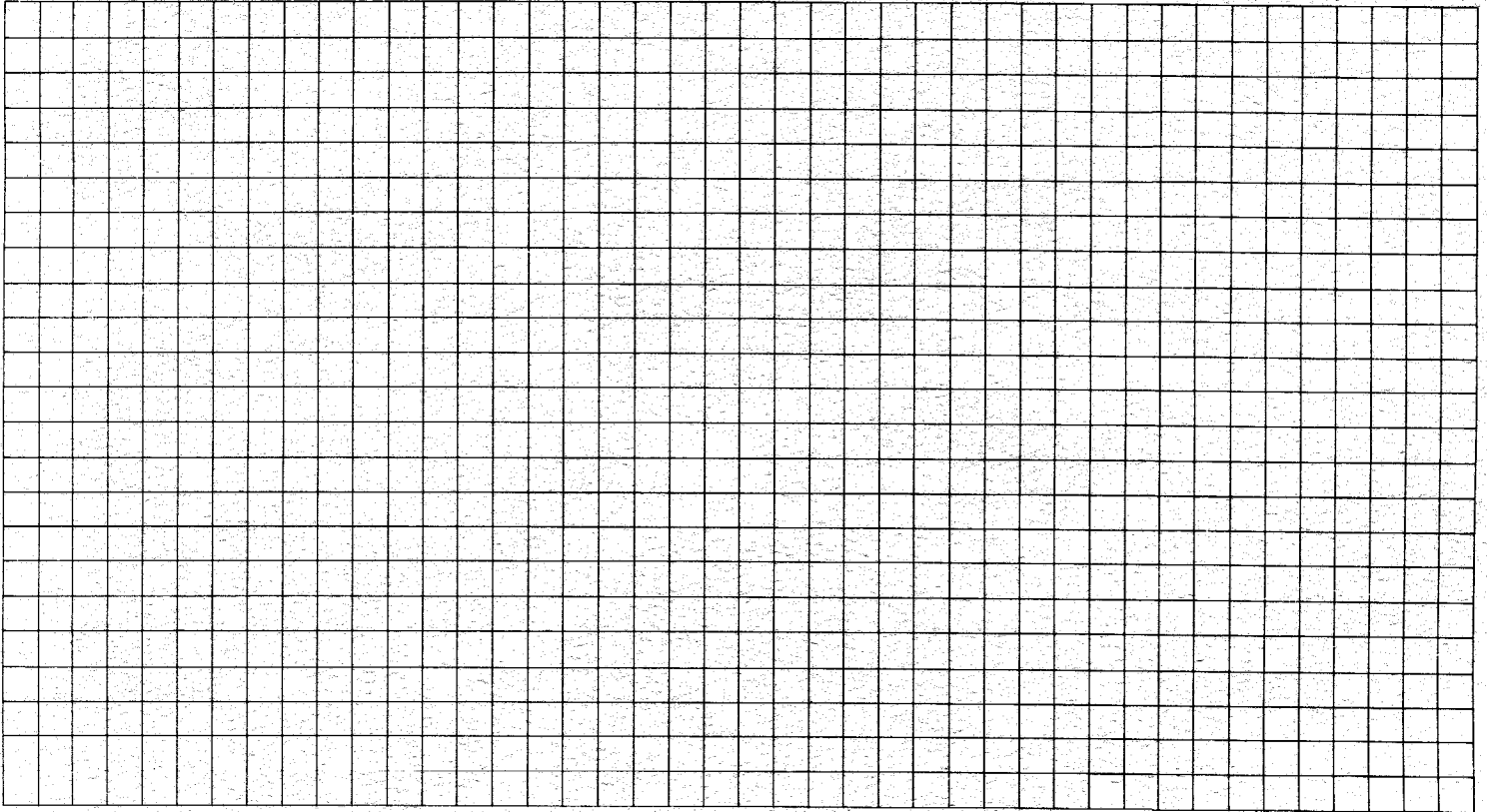
1. Plan on your detector or your interior and/or exterior sounders waking the family.
2. Determine two means of escape from each room in your home, particularly the bedrooms, since most home fires occur at night when everyone is asleep. One path of escape should lead to the door that permits normal exit from the house. The other may be a window which opens easily to permit escape should your primary path be unpassable. It may be necessary to station an escape ladder at such windows if there is an unusually long drop to ground below.
3. Sketch a floor plan of your home. Show windows, doors, stairs and rooftops that can be used to escape in the event of fire.

Indicate escape routes for each room. Remember to keep these routes free from obstruction and post copies of the escape route sketch in every room.

4. Make sure that all bedrooms doors are shut while the family is asleep. This will prevent deadly smoke from entering while you escape.
5. Try the door, if it is hot, check your alternate escape route. If the door is cool, use your shoulder to open it cautiously. Be prepared to slam the door if smoke or heat rushes in.
6. Crawl in the smoke and hold your breath.
7. Escape quickly: don't panic.
8. Establish a common meeting place outdoors, away from your house where everyone can meet and then take steps to contact the authorities and account for those missing. Choose someone to assure that nobody returns to the house—many die going back.




— DRAW YOUR OWN EVACUATION PLAN —



EMERGENCY ACTION

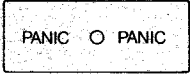
The emergency portion of your system is always "ON", whether or not the burglary system is armed. This line of defense allows you to sound a loud emergency alarm (or to send a silent emergency signal to appropriate agencies, if such provisions have been made).

HOW TO SOUND AN AUDIBLE EMERGENCY ALARM

1. To trigger the alarm, you have two options:
 - A. Simultaneously depress EMERG/EMERG Keys on the Console.
- 
- B. Press the switch on any portable Audible Emergency transmitter. Press for at least 1 second.
2. In either case, a loud, two-tone siren will sound, helping frighten away possible intruders and summoning aid. The Red Indicator Light on your Master Console will illuminate.
3. To reset, enter your security code (if selected) and depress the OFF Key at the Master Console.

HOW TO SEND A SILENT EMERGENCY ALARM

Note: Usage of this feature is relevant only if optional communication devices are connected to a local police department or alarm monitoring service.

1. You have two options:
 - A. Simultaneously press both PANIC Keys on the Console.
- 
- B. Press the switch on any portable Silent Panic transmitter. Press for at least 1 second.
2. Your system's Silent Alarm communication equipment will activate immediately, but no siren will sound. The Red PANIC Indicator Light on your Master Console will not illuminate.
3. To turn off your Silent Emergency alarm, enter your security code (if selected) and press the OFF Key at the console.

KEY TO AUDIBLE SIGNALS

INTERNAL SPEAKER SOUND	EXTERIOR SOUND (IF USED)	CAUSE	DISPLAY(S) PRESENT
LOUD, RAPIDLY PULSATING, TWO-TONE SIREN SOUND.* **	SAME	FIRE ALARM	"FIRE" indicator lit plus the number of the detector in alarm (i.e. 26 through 29).
LOUD, SLOWLY ALTERNATING TWO-TONE SIREN SOUND*. **	SAME	BURGLARY ALARM or EMERGENCY ALARM	"BURGLARY" Message indicator or "EMERG" indicator lit. If BURGLARY, the number of the detector in alarm will be displayed (i.e. 1 thru 25).
ONE SHORT TONE, NOT REPEATED.	NONE	SYSTEM WAS TURNED OFF OR ATTEMPT MADE TO ARM SYSTEM WITH SENSOR(S) FAULTED.	GREEN "READY" indicator may or may not be lit. No. of faulted sensor may be displayed. AMBER "OFF" indicator lit.
ONE SHORT TONE, REPEATED EVERY 30 SECONDS	NONE	REMINDER THAT THE SYSTEM IS IN "TEST" MODE.	AMBER "TEST" indicator lit.
TWO SHORT TONES	NONE	1. SYSTEM HAS JUST BEEN ARMED IN "AWAY" MODE.	RED "AWAY" indicator lit.
		2. SYSTEM HAS JUST BEEN PUT IN "TEST" MODE.	AMBER "TEST" indicator lit.
		3. SENSOR ACTIVATED OR DE-ACTIVATED WHILE SYSTEM IS IN "TEST" MODE.	If sensor is a burglary sensor, the number of the sensor will be displayed when the sensor is activated.
THREE SHORT TONES	NONE	SYSTEM HAS JUST BEEN ARMED IN "HOME" MODE.	RED "HOME" indicator lit.
ONE TONE (REPEATED EACH TIME A SENSOR IS FAULTED).	NONE	SYSTEM IS DISARMED AND IN "CHIME" MODE AND A SENSOR IN EITHER THE DELAY OR PERIMETER ZONE HAS JUST BEEN ACTIVATED.	"CHIME" indicator lit.

*Siren will sound for approximately 8 minutes unless manually turned off.

INTERNAL SPEAKER SOUND	EXTERIOR SOUND (IF USED)	CAUSE	DISPLAY(S) PRESENT
RAPIDLY PULSING TONES**	NONE	1. FAILURE TO RECEIVE REGULAR CHECK-IN MESSAGE FROM ONE OR MORE BURGLARY OR FIRE SENSORS.	"CHECK" message indicator lit plus the number of the detector failing to report (i.e., 1 thru 29).
		2. LOW BATTERY DETECTION IN ONE OR MORE DEVICES.	"BATTERY" message indicator lit plus the number of the device with low battery.
		3. AC POWER HAS BEEN LOST FOR MORE THAN 30 MIN.	GREEN "POWER" indicator not lit.
		4. MEMORY OF ALARM THAT IS ACTIVATED DURING ENTRY.	"BURGLARY" message or "FIRE", "PANIC" or "EMERG" indicator lit plus number of sensor/transmitter that caused either the burglary or fire alarm.
SLOWLY PULSING TONES	NONE	AUDIBLE WARNING OF YOUR ENTRY DURING THE ENTRY DELAY PERIOD (IF NO PRIOR ALARM HAS OCCURRED DURING YOUR ABSENCE).	No message display.
CONTINUOUS LOW TONE***	NONE	PROLONGED AC POWER OUTAGE HAS RESULTED IN SYSTEM SHUTDOWN. SYSTEM IS INOPERATIVE.	GREEN "POWER" indicator not lit. "OC" will appear in display area.

**Any pulsing tones or alarm sounds from the Console will be immediately silenced when the first digit of your security code (if used) is keyed (any alarms from external sounders will continue, however). This will allow the confirmation (feedback) tone emitted by the Console to be heard as each key is depressed. If the security code (if used) plus OFF are not keyed within 10 seconds, the pulsing tones or alarm sounds will resume at the Console.

***The continuous tone can be silenced by depressing the "4" key, but note that until AC power is restored and the built-in battery sufficiently recharged, the System will be incapable of sounding and communicating alarms. After a sustained AC power outage, the battery may require a recovery period of up to 24 hours before the System is again fully operative.

SUMMARY OF SYSTEM OPERATION

Type of Sensor/Transmitter

Transmitter Identification Number		Entry/Exit	Perimeter	Interior	Fire	Panic (Police)	Emergency
		01-05	06-20	21-25	26-29	30	31
Modes	Number of Tones When Entering Modes	System Response When Transmitter is Activated					
OFF	1	Inactive	Inactive	Inactive	Immediate Alarm	Silent Alarm	Immediate Alarm
AWAY	2	Entry Delay Alarm	Immediate Alarm	Immediate Alarm*	Immediate Alarm	Silent Alarm	Immediate Alarm
AWAY-INSTANT	2	Immediate Alarm	Immediate Alarm	Immediate Alarm	Immediate Alarm	Silent Alarm	Immediate Alarm
HOME	3	Entry Delay Alarm	Immediate Alarm	Inactive	Immediate Alarm	Silent Alarm	Immediate Alarm
HOME-INSTANT	3	Immediate Alarm	Immediate Alarm	Inactive	Immediate Alarm	Silent Alarm	Immediate Alarm
TEST	2	Two Tones	Two Tones	Two Tones	Two Tones	Two Tones	Two Tones
CHIME	0	One	One	Inactive	Immediate Alarm	Silent Alarm	Immediate Alarm

EXIT DELAY: approximately 60 seconds

ENTRY DELAY: approximately 15 seconds with no optional security code.
approximately 45 seconds with optional security code.

* Entry/Exit Delay, then Alarm, if preceded by Entry/Exit sensor opening.

NOTE: Silent PANIC alarm operational only if communication devices are connected to a local police department or alarm monitoring service.

TESTING PROCEDURES

HOW TO TEST YOUR BURGLARY SYSTEM

Important: It is recommended that your burglary system be tested at least once a week, as follows:

1. Make sure that the system is disarmed. Enter your security code (if selected) and press the TEST Key.

4-digit code (if selected) +



Reminder: In the TEST mode, your Master Console will sound a single tone at 30-second intervals if no messages are received from any of your sensors.

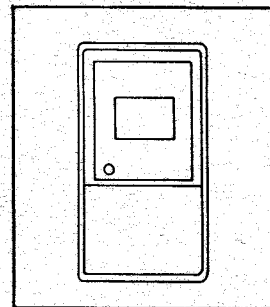
2. Open each protected door and window. Each action should produce two loud tones from your Master Console. Sensor identification numbers of all open doors and windows will appear in sequence on the Master Console display. Close all windows and doors. There will again be two loud tones as each is closed. Ascertain that no identification numbers remain visible on the Master Console display.

If you experience problems with any of the sensors, refer to RESPONDING TO A SENSOR MALFUNCTION in a subsequent section of this manual.

3. Walk in front of your interior motion detector(s) (if used). Listen for two loud tones each time the detector senses your movement. While it is activated, its identification number will remain displayed on your Master Console until the sensor is restored.

Note The interior motion detector will only sense motion once every three minutes so as to conserve battery life.

4. Press the buttons (for at least 1 second) on each portable panic (PANIC or EMERGENCY) transmitter and listen for two loud tones. No identification number for these units will appear on your Master Console display.
5. To turn off the TEST MODE, enter your security code (if selected) and press the OFF Key.

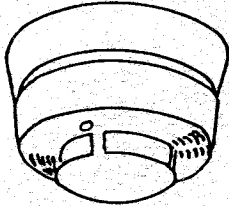


HOW TO TEST YOUR FIRE ALARM SYSTEM

Important: We recommend that your fire alarm system be tested at least once a week.

1. Place the system in the TEST mode as described in Step 1 of "HOW TO TEST YOUR BURGLARY SYSTEM".

Note: One of two types of smoke detectors may have been used in your system. One is a taller, 2-piece unit (shown as Type A), whereas the other is a shorter, 1-piece unit (shown as Type B). Follow steps 2A and 3A for Type A, or steps 2B and 3B for Type B.



TYPE A

2A. Depress the TEST button on your smoke detector and hold in. In approximately 10-20 seconds, the detector's horn will start to sound. Approximately 10-30 seconds later, your Master Console will emit

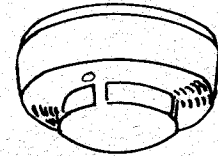
two short tones and the identification number of the smoke detector will be displayed (an alarm signal is received from the smoke detector every 6 seconds).

3A. Release the TEST button. The smoke detector's horn will stop sounding within the next 20 seconds. Within 30 seconds after the horn has stopped, another pair of tones will be emitted by the Console and the ID displayed at the Console will clear.

2B. Depress the TEST button on your smoke detector and hold in. Within 15 seconds, the detector's horn will start to sound. Approximately 10-30

seconds later, your Master Console will emit two short tones and the identification number of the smoke detector will be displayed (an alarm signal is received from the smoke detector every 6 seconds).

3B. Release the TEST button on your smoke detector. The smoke detector's horn will stop sounding within the next 10 seconds. Within 15 seconds after the horn has stopped, another pair of tones will be emitted by the Console and the ID displayed at the Console will clear.



TYPE B

4. Repeat steps 2A and 3A or 2B and 3B (whichever is applicable) for each smoke detector in the system.

5. Turn off the TEST mode at the Console by entering your Security Code (if selected) and depressing the OFF Key.

Note: After each alarm condition, the system should be tested in order to make certain that all circuits are operating properly.

TROUBLE CONDITIONS

POWER Indicator Light

The Green indicator light behind the POWER Key on the control console is normally ON. If it goes out, it indicates an interruption in the AC power to your system (power outage). However, since a back-up battery is contained in the Master Console, the system will remain operational for up to 8 hours. As a warning, however, a rapidly pulsating low-level tone from the console will start approximately **30 minutes after commencement of the power outage**. This delay period is provided to avoid unnecessary alerts from the system for brief power outages.

Restoration of AC power will not return the POWER light to the ON state. To restore the light:

Enter your security code (if selected) and press the OFF Key.

Caution: After a sustained power outage, the built-in battery may require a recovery period of up to 24 hours. If another power outage occurs during this 24-hour period, the system may not be capable of sounding and communicating alarms.

See "Key to Audible Signals" for important information regarding warnings that are present when system failure has occurred as a result of a prolonged AC power outage.

RESPONDING TO A LOW BATTERY CONDITION

When any sensor/transmitter battery has approximately 30 days of life remaining, the sensor/transmitter sends a "low battery" message to the Master Console which will indicate the condition immediately, as follows:

1. The "BATTERY" message will light on your Master Console, accompanied by a rapidly pulsating low-level tone. Numeric identification of the sensor(s) with battery problems appears on the Console's display. Portable Panic Transmitter IDs appear as 30 or 31, depending upon installer's setting, and all Remote Wireless Keypads are denoted by a display of 00. To stop warning tones, enter Security Code (if selected), immediately followed by depression of the OFF key.
2. Replace the battery of any identified sensor (or contact your service company for that purpose).
3. After battery replacement, momentarily activate the affected sensor (press a button or key; open and close a door or window; walk in front of a motion detector). This should cause the BATTERY light to go out.
4. If you are connected to an alarm monitoring service, enter your Security Code (if selected) and arm the system by pressing either HOME or AWAY, then immediately disarm the system by entering your Security Code (if selected) and pressing OFF. This resets the low battery communication signal to your monitoring service.



Note:
Occasionally, the low battery message will remain lit after these steps. If so, remove the new battery. Check its clips and reshape them for tight fit. Reinsert the battery and repeat the above procedure.

RESPONDING TO A SUPERVISION CHECK CONDITION

Your burglary and fire sensor transmitters are programmed to send regular "status" messages to your console. As long as these are received, you are aware of this activity. However, if a sensor/transmitter fails to report its status, the system detects this fact and your Master Console will indicate the condition immediately, as follows:

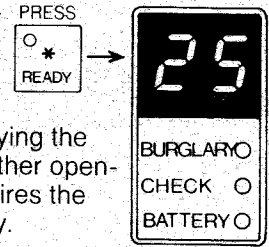
1. The "CHECK" message indicator will light on your Master Console and a rapidly pulsating low-level tone is sounded. The Sensor Identification Display will show the numeric identification of the problem sensor(s). To stop warning tones, enter Security Code (if selected), immediately followed by depression of the OFF key.
2. Check the identified sensor by activating it (open a door or window, walk in front of a motion detector).
3. At the Master Console, enter your security code (if selected) and press the OFF Key. If the CHECK message indicator goes out and remains blank for several hours, the sensor/transmitter is all right and the cause of the problem has disappeared. If the same sensor/transmitter keeps causing CHECK messages, contact your service company for assistance.



RESPONDING TO A SENSOR MALFUNCTION

Any attempt to ARM your burglary system will fail if any sensor in your system is violated (open). The Green READY light indicator at your Master Console will also remain off. To determine which sensors are open, press the READY key. The Master Console will then display the ID numbers of any sensors that are open.

1. Check the condition of any identified sensor to be sure that it is properly closed and unactivated.
2. If this is the case, yet the Master Console display continues identifying the sensor(s) as open even after another opening and closing, the problem requires the attention of your service company.
3. **As a temporary measure** until the sensor malfunction is cleared, the system may be armed with partial protection [i.e., by excluding the problem sensor(s)]. Simply use the Bypass procedure, as follows: Enter security code (if selected), press either HOME or AWAY Key, then the BYPASS Key. The Red HOME (or AWAY) and Amber BYPASS indicators will light and 3 tones will be heard as confirmation of arming. For detailed information on the Bypass feature, see "USING THE BYPASS FEATURE" in a previous section.



QUESTIONS and ANSWERS ABOUT YOUR SECURITY SYSTEM

Q. I'm home. My system is armed. I accidentally set off the burglar alarm. What should I do?

A. Go to your console. Enter your security code (if selected) and press the OFF Key. This will silence the alarm sounders. Repeat this procedure to clear alarm memory from your console. (If your alarm is connected to a police department or alarm monitoring service, telephone them immediately to advise that the alarm was accidental.)

Q. Cooking smoke has inadvertently triggered my fire alarm. What should I do?

A. If your system is connected to a fire department or alarm monitoring service, immediately advise them that it's a false alarm. At the console, enter your code (if selected) and press the OFF Key. This will silence the alarm and reset the fire protection. Should the alarm continue, check the smoke detectors in the affected area. Clear any residual smoke in the detector's chamber by fanning the detector for 30 seconds. If all attempts fail to stop the sounding of an alarm by a particular detector (when no cause for the alarm exists), the alarm may be stopped by putting the system into the TEST mode (see "How To Test Your Fire Alarm System") and/or by removing the battery drawer from the detector. If alarm still continues, call your service company.

Q. How does the system help me avoid false alarms?

A. A built-in fail-safe feature prevents you from arming the system while any of its sensors are not intact. Unarmed, no false alarm can occur.

Q. The Green READY light on my console is out and I am not able to arm the system. What should I do?

A. One of your sensors may be open. Press the READY Key - the console will display the ID number of the problem sensor. Then check that sensor. If it is a door or window sensor, try opening then closing it again. If the console continues identifying the sensor as open, notify your service company. As a temporary measure, the system may be armed with the problem sensor bypassed - see "Responding to a Sensor Malfunction".

Q. I become aware of an intruder in my home. What should I do?

A. If your Silent Emergency feature is connected to a police department or alarm monitoring service, push the button on your Silent Emergency transmitter or press both PANIC Keys on your console. If you don't have this optional connection, sound a loud audible alarm by pressing the EMERG Keys on the console. If you have the "Lights" provision, press the LIGHTS Keys to cause a visible intrusion alarm.

Q. I return home and my burglar alarm or my alarm memory tone is sounding. What should I do?

A. Do not enter your house. Go to the nearest phone and call the police.

Q. What should I do if I'm awakened by my fire alarm?

A. Following your prearranged Emergency Evacuation Plan, help all occupants safely out of the house, then contact the fire department from a safe location.

Q. I'm home, and want both intrusion protection and freedom of movement in the interior of my home.

A. At the console, enter your security code (if selected) and press the HOME Key, so that its related Indicator Light is ON. (You will also hear three low-level tones). The perimeter of your house is now protected.

Q. I'm home, and want an instantaneous alarm to be sounded if an intruder attempts to break in via my primary access door(s).

A. At the Master Console, enter your security code (if selected). Press the HOME Key, then the INSTANT Key. The HOME and INSTANT Indicator lights will go ON and you will hear three low-level tones. Your system is armed and the Entry Delay period has been cancelled.

Q. The POWER light on my Master Console goes out. What should I do?

A. The POWER light will go out immediately upon the loss of AC power to the system.

1. If some lights are out in your home, check circuit breakers and fuses and reset or replace as necessary.
2. Check to see that your system's AC Power plug has not been accidentally pulled out from the wall outlet.
3. If these steps do not restore power to the system, call your service company.

Refer to POWER Indicator Light on page 31 for further information.

EMERGENCY PHONE NUMBERS

Alarm Monitoring Station _____

Gas/Electric Company _____

Hospital _____

Fire Department _____

Neighbor _____

Ambulance _____

Police _____

Doctor _____

Emergency _____

SERVICING INFORMATION:

Your installation company is best qualified to service your alarm system. Arranging some kind of regular service program with them is advisable. Your local installation company is:

SYSTEM REFERENCE CHART

HOUSE ID

OPTIONAL SECURITY CODE

TRANSMITTER ID	TYPE	LOCATION
01		
02		
03		
04		
05		
06		
07		
08		
09		
10		
11		
12		
13		
14		
15		

16		
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USER INSTRUCTIONS for REMOTE WIRELESS KEYPAD

The optional Remote Wireless Keypad is designed for use with your Wireless Residential Protection System. The Keypad can be used to turn the burglary protection on and off and perform other system functions remotely, without any interconnecting wires (the transmission range is approximately 100 ft).

The Remote Keypad is similar to the keypad on the Master Console, but provides no sounds or visual system status indications (except for a red indicator on the LIGHTS key which lights when a key is depressed). Functions which cannot be initiated at the Remote Keypad are the BYPASS and TEST functions. Nor can it be used to initiate Fire and silent Panic alarms. However, audible Emergency alarms and "Lights On" (if provision has been made for it) can be initiated at the Keypad.

Burglary protection can be turned on (armed) and turned off (disarmed) from the remote keypad **only if there are no faulted burglary transmitters**. Since no READY indicator light is available on the keypad to signify that all burglary sensor/transmitters are in a "no-fault" condition prior to arming the system, and also since there is no HOME or AWAY indicator light, reliance must be placed on audible confirmation tones from the Console (following the arming procedure) as an indication that arming was successful.

FUNCTIONS OF KEYS ON THE KEYPAD

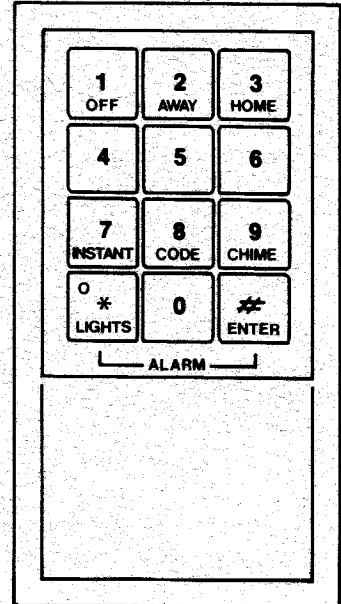
KEYS 0 - 9. Used to enter the four-digit Security Code, as applicable to your system.

OFF KEY. Disarms the burglary portion of the system, silences any alarms in progress, turns off trouble, low battery, or loss of AC power warnings, and clears any lighted alarm indicators. [Code (as applicable) + OFF].

AWAY KEY. Arms the entire burglary protection system, including the interior zone. [Code (as applicable) + AWAY]

HOME KEY. Arms the burglary portion of the system with the exception of the interior zone of protection. [Code (as applicable) + HOME]

INSTANT KEY. Depressed after pressing either the HOME or AWAY keys, this key eliminates the entry delay period in the Entry/Exit zone, causing an instant intrusion alarm should someone come through a main door. [Code (as applicable) + AWAY or HOME + INSTANT]. Always turns OFF when burglary protection is turned off.



CODE KEY. The four-digit secondary code (as applicable to your system) may be changed at any time by means of this key. [Present Code + CODE + New Code.]

CHIME KEY. In disarmed (OFF) state, enter Security code (as applicable) then depress this key to set CHIME mode. Any opening of a sensor in the Delay zone (main doors) and/or Perimeter zone (windows, infrequently-used doors) will produce a short tone from the Console, thereby signalling an entry. [Code (as applicable) + CHIME]. To turn off the CHIME feature, enter security code (as applicable) and press CHIME again.

LIGHTS KEY. Depressing this key for approximately 3 seconds will turn on lights inside the home, if provision has been made for such capabilities. The lights will remain on until the security code (as applicable) is entered and the OFF key depressed. This key incorporates a red indicator which lights when any key on the Keypad is depressed.

ENTER KEY. Depressed after pressing one of the other mode or function keys, this optional usage key terminates the 2-second interval normally allotted to mode entries, so that the desired function can be executed immediately (rather than 2 seconds later).

LIGHTS and ENTER KEYS. Simultaneous depression of both keys will trigger an audible Emergency alarm.

LOW BATTERY CONDITION

When the 9-volt battery used in the Wireless Keypad has approximately 30 days of life remaining, a low battery signal will be sent to the Console. At the Console, this will result in a lit BATTERY message indicator (accompanied by

rapidly-pulsing low level tones in late production units) and a numeric display of "00". The battery must be replaced within 30 days (within 7 days if the Keypad is used frequently every day). For additional information, see "Responding to a Low Battery Condition" in a previous section of this manual.

Battery Replacement: Remove the top cover (by inserting the blade of a small screwdriver in the slot at the bottom of the case and twisting gently), disconnect and remove the old battery, and replace with a new 9-volt Alkaline type (Eveready 522, Duracell MN 1604, or equivalent).

Caution: Care must be taken not to disturb the settings of the small coding switches adjacent to the battery compartment.

