

# ***LYNXRA***

## ***Security Systems***

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### **User Guide**



Model: LYNXRA

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K5481AU 12/00

**ADEMCO**  
International

# TABLE OF CONTENTS

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<b>SYSTEM OVERVIEW</b> .....	3
Features .....	3
General Operation .....	4
Quick View of System Functions .....	5
About the Master Keypad .....	6
About the Display and Indicators .....	7
Master Keypad Definitions .....	8
<b>SECURING THE PREMISES</b> .....	10
Checking System Status .....	10
Arming the System .....	11
Entry/Exit Delays .....	13
Disarming the System .....	14
Bypassing Protection Zones .....	15
Panic Keys / Chime Mode .....	16
<b>USER FUNCTIONS</b> .....	17
Paging Feature .....	17
Using Powerline Carrier Device Commands (Lights On/Lights Off keys) .....	18
Message Recording/Playback/Volume Control .....	19
Aux Function .....	20
Clock/Calendar .....	21
Scheduling User Interface .....	22
<b>FIRE ALARM SYSTEM</b> .....	27
General .....	27
<b>SYSTEM FUNCTIONS</b> .....	28
Security Codes .....	28
Testing the System .....	29
Trouble Messages .....	30
Maintaining Your System .....	32
<b>SUMMARY OF AUDIBLE NOTIFICATION</b> .....	33
<b>INDEX</b> .....	35
<b>LIMITATIONS OF THIS ALARM SYSTEM</b> .....	39
<b>ONE YEAR WARRANTY</b> .....	Back Cover

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*Congratulations on your ownership of an Ademco Security System. You have made a wise decision in choosing it, for it represents the latest in security protection technology available today. ADEMCO is the world's largest manufacturer of security systems, and millions of premises are protected by ADEMCO products.*

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# SYSTEM OVERVIEW

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## Features

### General Information

This system offers you three forms of protection: burglary, fire, and emergency, depending on the configuration of your system. The system consists of a master keypad for controlling system operation, various wireless sensors which provide perimeter and interior burglary protection, and optional smoke or combustion detectors to provide early fire warning. In addition, optional wireless keypads may have been installed to allow you to control the system away from the master keypad.

The system uses microcomputer technology to monitor all protection zones and system status, display appropriate information on the keypad display, and initiate appropriate alarms. Your system may also have been programmed to automatically send alarm or status messages over the phone lines to a central alarm monitoring station.

**The user features of this security system are listed below. Ask your installer which features have been programmed for your system.**

- **STAY and AWAY arming modes:** You can protect either the perimeter only, or the entire premises.
- **3 panic key functions:** Designated keys allow you to manually activate fire, personal emergency, or silent alarms. Refer to the *PANIC KEYS* section for detailed information.
- **Real-time clock:** Keypad displays current time. Refer to the *CLOCK/CALENDAR* section for procedures for setting the time.
- **Voice announcement of system status:** The master keypad's built-in speaker announces system status at the press of a key. Refer to the *CHECKING SYSTEM STATUS* section for details.
- **Message center:** The system allows recording and play back of brief messages. Refer to the *RECORDING/PLAYBACK MESSAGES* section for procedures.
- **Device activation:** Designated keys allow you to turn lights and/or other devices on and off. In addition, some devices (e.g., a light) may be programmed to activate automatically as a result of a system event such as an alarm or trouble condition. Refer to the *USING DEVICE COMMANDS* section for detailed information.
- **AUX key function:** Designated key lets you activate a predefined series of keystrokes with a single press of the **AUX** key plus user code, if programmed to do so. Refer to the *AUX FUNCTION* section for detailed information.
- **Scheduling feature:** Allows you to schedule the automatic activation or deactivation of X-10 devices or program events (e.g. alarm clock, reminder, and latch key).

# **SYSTEM OVERVIEW**

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## **General Operation**

### **Zones**

Your system's sensing devices have been assigned to various "zones." For example, the sensing device on your entry/exit door may have been assigned to zone 01, sensing devices on windows in the master bedroom to zone 02, and so on. These numbers appear on the display when an alarm or trouble condition occurs.

### **Fire Protection**

The fire protection portion of your security system (if used) is always active and will sound an alarm if a fire condition is detected. Refer to the *FIRE ALARM SYSTEM* section for important information concerning fire protection, smoke detectors and planning emergency exit routes from the premises.

### **Burglary Protection**

Your system provides two modes of burglary protection: STAY and AWAY. STAY mode protects the perimeter only, allowing you to freely move within inside the premises. AWAY mode protects the entire system. Both modes provide an entry delay time that allows you to reenter the premises without setting off an alarm. For additional security, you can turn the entry delay off when arming the system by using the **NO DELAY** key in combination with the desired arming key. The system also allows you to bypass selected zones before arming the system, if desired. Refer to the *BYPASSING PROTECTION ZONES* section. The system also provides a CHIME mode, for alerting users to the opening of protected doors and windows while the system is disarmed.

You must turn on ("arm") the burglary protection portion of your system before it will sense burglary alarms. To arm the system, enter your security code then press the desired arming key (AWAY or STAY). Refer to the *ARMING THE SYSTEM* section for detailed procedures and information.

### **Security Codes**

At the time of installation, you were assigned a personal 4-digit security code. You must enter the security code when arming and disarming the system, and when performing other system functions. As an additional security feature, other users who do not need to know your code can be assigned up to 6 different security codes. Refer to the *SECURITY CODES* section for procedures on adding security codes to the system.

### **Alarms**

When an alarm occurs, the keypad and external sounders will sound for about 45-seconds, and the keypad will display the zone(s) causing the alarm. After 45-seconds, the siren stop temporarily and voice announcements of the zones in alarm begin. When these zones have been announced, the siren sounds again and the cycle repeats itself, until the system is disarmed (code + OFF). If your system is connected to a central monitoring station, an alarm message will be sent.

To stop the alarm sounding, simply disarm the system. The zone(s) causing the alarm remain displayed indicating memory of alarm. Refer to the *DISARMING THE SYSTEM* section for information about clearing the memory of alarm display.

# QUICK VIEW OF SYSTEM FUNCTIONS

NOTE:     = Boxes represent the entering of your 4-digit security code.

## SECURITY FUNCTIONS

Checking system status: -----  STATUS

To arm in STAY mode: -----     \* +  STAY

To restart exit delay: -----  STAY (only if programmed and system armed in Stay mode)

To arm in AWAY mode: -----     \* +  AWAY

To arm with NO DELAY: -----     \* +  AWAY or  STAY +  NO DELAY

To arm if Quick Arm is active: -----  AWAY or  STAY (hold down for at least 2 seconds)

To disarm the system and silence alarms: --     +  OFF

To bypass a zone(s): -----     +  BYPASS + 2-digit zone number(s)

To turn Chime mode on or off: -----  FUNCTION +  CHIME

\* Security code is not required if Quick Arm is active. Instead, press and hold down the  STAY or  AWAY key.

## MESSAGE CENTER

To record a message: -----  FUNCTION +  RECORD

To stop recording before end of 20 seconds:  OFF

To play back a message: -----  FUNCTION +  PLAY

## VOLUME ADJUSTMENT

To adjust message playback/announcement volume: -----  FUNCTION +  VOLUME + [3] or [6]

To mute system announcements: -----  FUNCTION +  VOLUME +  OFF

To restore announcement sounding: -----  FUNCTION +  VOLUME + [3] or [6]

## OTHER FUNCTIONS----- \*\* Only the master code can be used to add or delete another user code.

To set the time and date: -----     +  FUNCTION + [63]

To set scheduling: -----     +  FUNCTION + [64]

To activate or deactivate devices 1-6: -----  FUNCTION +  LIGHTS ON or  LIGHTS OFF + device number

To activate or deactivate devices 7 & 8: ----     +  FUNCTION +  LIGHTS ON or  LIGHTS OFF + dev. no.

To add a user code: -----     \*\* +  CODE + user no. (02-08)+ user code

To delete a user code (except Master Code):     \*\* +  CODE + user number (02-08)

To turn Test mode on: -----     +  TEST

To turn Test mode off: -----     +  OFF

To use the defined AUX function: ----- Press and hold  AUX key 2 secs (4 beeps) +

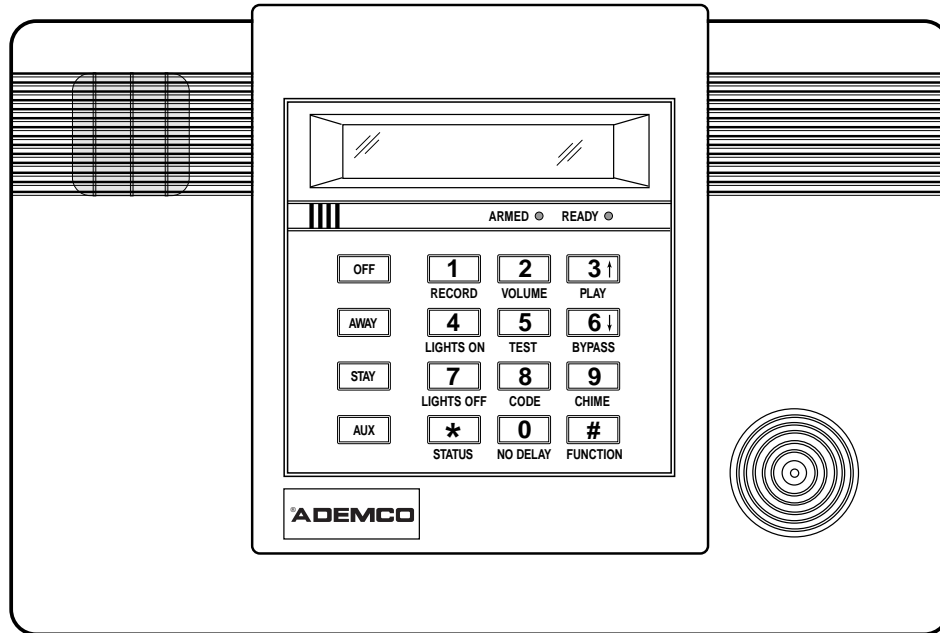
# SYSTEM OVERVIEW

## About the Master Keypad

### General

**IMPORTANT:** If the keypad beeps rapidly upon entering the premises, an alarm has occurred during your absence and an intruder may still be on the premises. LEAVE IMMEDIATELY and CONTACT THE POLICE from a nearby safe location.

The keypad allows you to control all system functions. The keypad features telephone-style keys and a Liquid Crystal Display (LCD) which shows the nature and location of all occurrences.




01000-021-V0

The keypad also features a built-in sounder which will sound during alarms and troubles. The keypad also "beeps" during certain system functions, such as during entry/exit delay times, in Chime mode, and when depressing any of the keys (to acknowledge the key press). In addition, a built-in speaker announces system status.

# SYSTEM OVERVIEW

## About the Display and Indicators

### Display Definitions (for other displays, see *Trouble Messages*)

<b>ALARM:</b>	Appears when an intrusion has been detected and the system is armed (also appears during a fire alarm or audible emergency alarm). Accompanied by the protection zone in alarm.	
<b>AWAY:</b>	All burglary zones, interior and perimeter, are armed.	
<b>INSTANT:</b>	Entry delay is turned off.	
<b>STAY:</b>	Perimeter burglary zones, such as protected windows and doors, are armed.	
<b>FIRE:</b>	Appears when a fire alarm or fire fault is present. Accompanied by a display of the zone in alarm.	
<b>LOW BAT:</b>	Low battery condition in a wireless sensor (if zone number is displayed) or low system battery (if no zone number is displayed). If 00 is displayed, a wireless keypad (5827/5827BD) has a low battery condition.	
<b>AC:</b>	Appears when AC power is present. If not lit, the system is operating on backup battery power.	
<b>CHIME:</b>	Appears when the Chime feature is activated.	
<b>TEST:</b>	Appears when the system is in Test mode.	
<b>REC:</b>	Appears when in Recording mode.	
<b>MESSAGE:</b>	Appears when a message has been recorded and has not yet been played back.	
<b>BYPASS:</b>	One or more burglary protection zones have been bypassed.	
<b>FAULT:</b>	Appears when a malfunction is discovered in the system at any time; or if an open is detected in a fire zone at any time; or when a fault in a day/night burglary zone is discovered during a disarmed period. Accompanied by a display of the zone number in trouble.	

### LED Meanings

<b>ARMED LED:</b> (Red)	ON = System armed OFF = System disarmed Blinking = System armed, but a fault exists
<b>READY LED:</b> (Green)	ON = System disarmed, ready to arm. Note: If faults exist in the exit route zones, your installer may have programmed your system to allow you to arm, wherein any such zone that remains faulted at the end of the exit delay will be automatically bypassed. Blinking = System disarmed, not ready to arm (a fault exists) NOTE: When the system is armed, the READY LED turns off.

# SYSTEM OVERVIEW

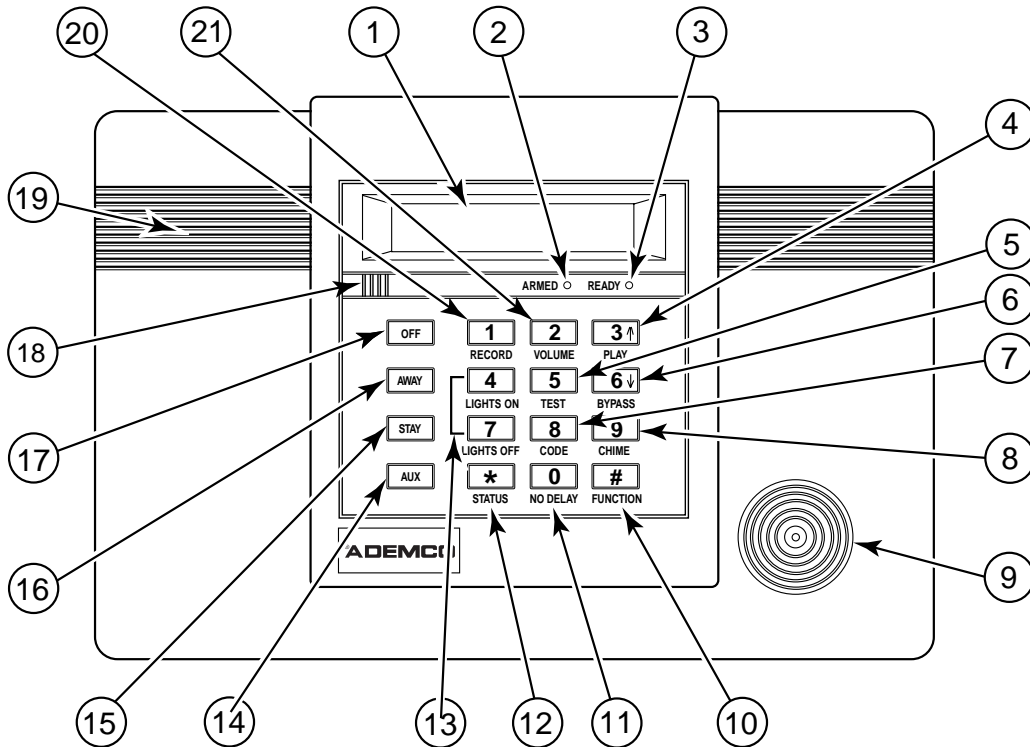
## Master Keypad Definitions

**NOTE:** The system functions described below are for reference only, and require additional key entries to activate.

1. **DISPLAY WINDOW:** Liquid Crystal Display (LCD). Displays protection point identification and system status, messages, and user instructions.
  2. **ARMED INDICATOR:** (RED) Lit when the system has been armed (STAY, AWAY, NO DELAY). Blinks when armed and fault exists.
  3. **READY INDICATOR:** When lit, indicates system is ready to be armed; blinking indicates system is not ready (a zone is open).
- Note: If programmed to do so by your installer, it is possible to arm the system if the open zones are exit route zones.
4. **PLAY KEY:** Announces a user's message if one was previously recorded. See RECORD function.
  5. **TEST KEY:** Tests the system and alarm sounder.
  6. **BYPASS KEY:** Removes individual protection zones from being monitored by the system. Displays currently bypassed zones.
  7. **CODE KEY:** Allows entry of additional user codes that can be given to other system users.
  8. **CHIME KEY:** Turns the Chime mode on and off. When on, any entry through a protected delay or perimeter zone while the system is disarmed will cause a tone and voice descriptor to sound at the keypad.
  9. **INTERNAL SOUNDER:** Source of alarm sounds (see "Summary of Audible Notifications" section).
  10. **FUNCTION KEY:** Allows alternate key functions.
  11. **NO DELAY KEY:** Used with STAY or AWAY function to eliminate the entry delay. Alarm sounds immediately if entry is opened.
  12. **STATUS KEY:** When pressed prior to arming, the keypad will display all open zones, and will announce system status.
  13. **LIGHTS ON / LIGHTS OFF KEYS:** Turns lights or other devices on or off, if programmed by the installer.
  14. **AUX KEY:** Can be programmed to either perform a predefined function.
  15. **STAY KEY:** Arms the perimeter burglary protection, guarding protected doors, windows and other perimeter protection points, and sounds an alarm if one is opened. Interior protection is not armed, which allows movement within your house without causing an alarm. Entrance can be made through an entry delay zone without causing an alarm if the system is disarmed before the entry delay time expires.
  16. **AWAY KEY:** Completely arms both perimeter and interior burglary protection for backup protection by sensing an intruder's movements through protected interior areas as well as guarding protected doors, windows, etc. Entrance can be made through an entry delay zone without causing an alarm if the system is disarmed before the entry delay time expires.
  17. **OFF KEY:** Disarms the burglary portion of the system, silences alarms and audible trouble indicators, and clears alarm trouble display after the problem has been corrected.
  18. **MICROPHONE:** Used to record personal messages up to 20 seconds long.
  19. **SPEAKER:** Source of audible internal warning and confirmation sounds, status announcements, as well as alarms (see "Summary of Audible Notifications").
  20. **RECORD:** Activates the recording function to record personal messages.
  21. **VOLUME:** Sets the volume of system announcements and status beeps.
  - **KEYS 0-9:** Used to enter your individual security access code(s).

# SYSTEM OVERVIEW

## Master Keypad Definitions



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**IMPORTANT!:** When you use the keypad to enter codes and commands, press the keys within 2 seconds of one another. If 2 seconds elapse without a key depression, the entry is aborted and must be repeated from its beginning.

**NOTE:** Different timeouts may occur when defining auxiliary functions and setting the real-time clock.

# SECURING THE PREMISES

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## Checking System Status

### General Information

Before arming your system, all protected doors, windows, and other protection zones must be closed or bypassed (see the *BYPASSING PROTECTION* section). Pressing the **STATUS** key will announce all zones that are faulted, as well as any other abnormal system condition, making it easier for you to secure any open zones.

**READY LIGHT:** The green READY indicator on the keypad will be lit if the system is ready to be armed. If blinking, the system is not ready.

### Press the **STATUS** Key

Press the **STATUS** key once to announce the general status of the system. The following phrases may be heard depending on the current state of the system:

*disarmed, ready to arm [message] [check system]*  
*disarmed, [not ready to arm], [message]*  
*armed [away] [stay] [instant] [check system] [message]*

**NOTE:** Phrases in brackets are variable, and are announced only, if appropriate in the current state of the system

Press the **STATUS** key twice<sup>†</sup> to announce specific system status. The following phrases may be heard depending on the current state of the system:

*fire alarm [zone voice descriptors]*  
*alarm [zone voice descriptors]*  
*fire fault [zone voice descriptors]*  
*fault [zone voice descriptors]*  
*low battery [zone voice descriptor]*  
*system low battery*  
*check system*  
*AC loss*  
*zones bypassed*  
*chime*

<sup>†</sup> (second press must be within 5 seconds of first press)

**VOLUME LEVEL:** The volume level of system announcements can be increased or decreased. Refer to the *MESSAGE RECORDING/PLAYBACK* section for the procedure.

### System Can Be Armed

The READY light will be lit once all protection zones have been closed or bypassed. You may now arm the system as usual.

Note: If programmed by your installer to do so, the system may be armed if the READY light is blinking and the open zones are zones in your exit route.

# SECURING THE PREMISES

## Arming the System

### Arming in Stay Mode

Use this mode when you are staying home, but expect someone to use the entrance door later. Close all protected perimeter windows and doors before arming. The green READY indicator on the keypad should be lit if the system is ready to be armed. (It may be possible to arm anyway if exit route zones are open.)

**To arm in STAY mode:**     + **STAY** OR press and hold **STAY** \*\*

Your security code\*\*

\*\* See Quick Arming paragraph.

The keypad beeps three times and displays the armed STAY message. The red ARMED indicator lights and the system announces “*armed STAY–exit now.*”

When armed in STAY mode, the system will sound an alarm if a protected door or window is opened, but you may otherwise move freely throughout the premises. Late arrivals can enter through the entrance door without causing an alarm, but they must disarm the system within the entry delay period or an alarm will occur.

### Restarting Exit Delay While System Armed

Ask your installer if this feature is active for your system. If active, you can restart the exit delay at any time after arming in STAY mode. This is useful if you wish to open the entry/exit door to let someone in after arming the system, and avoids having to disarm the system and then re-arm it again.

**To restart exit delay while system is armed in STAY mode:** Press **STAY** key

### Arming In Away Mode

Use this mode when no one will be staying on the premises. Close all protected perimeter windows and doors before arming. The green READY indicator on the keypad should be lit if the system is ready to be armed. (It may be possible to arm anyway if exit route zones are open.)

**To arm in AWAY mode:**     + **AWAY** OR press and hold **AWAY** \*\*

Your security code\*\*

\*\* See Quick Arming paragraph.

The keypad beeps twice, or beeps continuously if exit warning has been programmed for your system, and displays the armed AWAY message. The red ARMED indicator lights and the system announces “*armed AWAY–exit now.*”

When armed in AWAY mode, the system will sound an alarm if a protected door or window is opened, or if any movement is detected inside the premises. You may leave through the entrance door during the exit delay period without causing an alarm. You may also re-enter through the entrance door, **but you must disarm the system within the entry delay period or an alarm will occur.**

# **SECURING THE PREMISES**

## ***Arming the System***

### **Arming the System With No Delay**

Use NO DELAY with STAY mode when you are staying home and do not expect anyone to use the entrance door.

Use NO DELAY with AWAY mode when the premises will be vacant for extended periods of time such as vacations, etc.

When armed with NO DELAY, the system will sound an alarm if a protected door or window is opened, including the entrance door. You may leave through the entrance door during the exit delay period without causing an alarm, but an alarm will sound as soon as someone reenters.

**To arm with NO DELAY:**     + **AWAY** or **STAY** + **NO DELAY**

Your security code\*\*

\*\* See Quick Arming paragraph.

### **Quick Arming**

If Quick Arm was programmed by the installer, you do not need to enter the security code to **arm** the system. Instead, simply press and hold down the desired arming key for at least 2 seconds. The security code must always be used to **disarm** the system, however.

**To arm if Quick Arm is active:** **AWAY** or **STAY** hold down for at least 2 seconds

**To arm with NO DELAY if Quick Arm is active:** **AWAY** or **STAY** then **NO DELAY** hold down for at least 2 seconds

**IMPORTANT:** The Babysitter Code and Installer Code cannot disarm the system unless it was used to arm the system. In addition, if the system is armed by pressing and holding the Quick-Arm buttons, neither the Babysitter Code nor Installer Code can disarm the system.

# SECURING THE PREMISES

## Entry/Exit Delays

### Exit Delay

**Exit delay** begins immediately after arming the system, and gives you time to leave through the designated exit door without setting off an alarm. A slow beeping will sound throughout the exit delay period, if programmed.

### Exit Alarms

Exit Alarm Active

To minimize false alarms sent to the alarm monitoring company, your system may have been programmed for this feature. Ask your installer if Exit Alarm is active for your system.

Whenever you arm the system, the exit delay begins. If an entry/exit door or interior zone is faulted when the exit delay ends (e.g., exit door left open), the system sounds an alarm and starts the entry delay timer. If you disarm the system before the entry delay ends, the alarm sound stops and the message "CA" is displayed on the keypad, along with a zone number indicating the faulted zone. No message is sent to the alarm monitoring company. To clear the exit alarm condition, the open zone must be made re-secured; to clear the display, enter your code plus OFF.

Note: If automatic bypass of zone faults at the end of exit delay has been programmed by your installer, this Exit Alarm function is not operative.

If you do not disarm the system before the entry delay ends, and an entry/exit door or interior zone is still open, the alarm sound continues and an "exit alarm" message is sent to the alarm monitoring company. The message "EA" is displayed on the keypad, along with a zone number indicating the faulted zone. To stop the alarm, the system must be disarmed (your code plus OFF); to clear the display, enter your code plus OFF a second time. An exit alarm also results if an entry/exit door or interior zone is faulted within two minutes after the end of the exit delay.

### Entry Delay

**Entry Delays** give you time to disarm the system when you re-enter through the designated entrance door. You must disarm the system before the entry delay period ends, or an alarm will occur. The keypad beeps during the entry delay period, reminding you to disarm the system. There are two entry delays (if programmed). The first is for your primary entrance and the second can be used for a secondary entrance, where a longer delay is required to walk to the keypad to disarm the system.

You can also arm the system with no entry delay at all by using the **NO DELAY** key when arming. This can provide greater security while on the premises or while away for extended periods of time. See *ARMING THE SYSTEM* section for procedure.

See your installer for delay times programmed for your system.

Exit Delay:  00-99 seconds

Entry Delay 1:  00-99 seconds

Entry Delay 2:  00-99 seconds

# **SECURING THE PREMISES**

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## **Disarming the System**

Use the **OFF** key to disarm the system and to silence alarm and trouble sounds. See the *SUMMARY OF AUDIBLE NOTIFICATION* section for information, which will help you to distinguish between fire and burglary alarm sounds.

**IMPORTANT:** If you return and the main burglary sounder is on, DO NOT enter the premises, but call the police from a nearby safe location. If you return after an alarm has occurred and the main sounder has shut itself off, the keypad will beep rapidly upon entering. This indicates that an alarm has occurred during your absence and an intruder may still be on the premises. LEAVE IMMEDIATELY and CONTACT THE POLICE from a nearby safe location.

**To disarm the system and silence burglary alarms:**     + **OFF**  
Your security code

The READY light will light (if no alarms have occurred while armed) and the keypad will beep once to confirm that the system is disarmed.

### **Memory of Alarm**

If an alarm occurs, the keypad displays the zone number (s) that caused the alarm and the type of alarm (e.g., "FIRE ALARM"). These messages remain displayed until cleared by a user.

To clear the display, note the zone number displayed and enter an OFF sequence (enter your security code and press the **OFF** key).

If the READY light is blinking, go to the displayed zone and correct the fault (close windows, etc.). If the fault cannot be corrected, notify your alarm company.

# SECURING THE PREMISES

## *Bypassing Protection Zones*

### **Bypassing Individual Zones**

Use the **BYPASS** key when you want to arm your system with one or more zones intentionally unprotected.

Bypassed zones are unprotected and will not cause an alarm when violated while your system is armed. **All bypasses are removed when an OFF sequence (security code plus OFF) is performed.** Bypasses are also removed if the arming procedure that follows the bypass command is not successful.

**The system will not allow fire zones to be bypassed.**

**The system must be disarmed first.**

**To bypass a zone(s):**     + **BYPASS** + 2-digit zone number(s)  
Your security code for zone(s) to be bypassed  
(e.g., 01, 02, 03, etc.)

**Important!** All single-digit numbers must be preceded by a zero (for example, enter 01 for zone 1).

The keypad will provide a confirmation beep and display the word “BYPASS” along with each bypassed zone number. Wait for these zones to be displayed, to be sure that intended zones are bypassed.

Arm the system as usual when the keypad displays the READY LED on steady.

### **Quick Bypass**

Your system may allow you to easily bypass all open (faulted) zones without having to enter zone numbers individually. Ask your installer if this feature is active.

**To bypass a zone(s):**     + **BYPASS** + **FUNCTION**  
Your security code

In a few moments, all open zones will be displayed along with the word “BYPASS.” Wait for these zones to be displayed before arming. Arming the system before zones are displayed eliminates all bypasses.

Arm the system as usual when the keypad displays the READY LED on steady.

### **Displaying Bypassed Zones**

The system allows you to determine what zones have been previously bypassed. Bypassed zones can be displayed only when the system is disarmed, and when the “BYPASS” message described above is displayed.

**To display bypassed zone(s):**     + **BYPASS** + WAIT  
Your security code

In a few moments, all open zones will be sequentially displayed along with the word “BYPASS.”

# SECURING THE PREMISES

## Panic Keys / Chime Mode

### Panic Keys

Your system may have been programmed to use special keys to manually activate panic functions. The functions that might be programmed are listed below. See your installer for the function(s) that may have been programmed for your system.

Active Panic Functions

Your installer should note the functions that are active in your system.	Keys	Zone	Function
	1 and *	95	
	3 and #	96	
	* and #	99	

To use a paired key panic function, simply press both keys of the assigned pair at the same time. If your keypad has lettered keys for panic functions, press the designated key and hold down for at least 2 seconds to activate the panic function.

### Types of Panic Alarms

A **silent emergency** sends an alarm signal to the alarm monitoring company,<sup>†</sup> but there will be no audible alarms or visual displays.

An **audible emergency** sends an emergency message to the alarm monitoring company<sup>†</sup> and sounds a loud, steady alarm at your keypad **and** at any external sounders that may be connected (“**ALARM**” plus a zone number are also displayed).

A **personal emergency** alarm sends an emergency message to the alarm monitoring company<sup>†</sup> and sounds at keypads, but not at external sounders. (“**ALARM**” plus a zone number are also displayed).

A **fire alarm** sends a fire alarm message to the alarm monitoring company<sup>†</sup> and uniquely activates keypad and any external sounders (“**FIRE ALARM**” plus a zone number are also displayed).

<sup>†</sup> If your system is connected to an alarm monitoring company

### Chime Mode

Your system can be set to alert you to the opening of a door or window while it is disarmed by using CHIME mode. When activated, three beeps will sound at the keypad whenever a protected perimeter door is opened and the zone voice descriptor will be announced. Pressing the **STATUS** key will display the open protection points.

Note that the Chime mode can be turned on only when the system is disarmed.

To turn Chime mode on or off: **FUNCTION** + **CHIME**

The “CHIME” message displays while Chime mode is on, and disappears from the display when Chime mode is off.

# **USER FUNCTIONS**

## ***Changing the audio “Beeps” telephone number***

### **“Follow me”**

If the Audio ‘beeps feature has been programmed for your system, your system will call a telephone number designated by you when an alarm occurs to alert you to that alarm by producing an audible series of “beep” tones when the telephone is answered.

If you desire to view or change the telephone number at which you wish to be called, this capability will be governed by the access capability programmed by your installer:

- You may be able to view and change this number without needing an access code.
- You may need an access code to change this number but not to view it.
- You may need an access code to view or change the number.

Note: Consult with your installers to determine what access he has programmed for you.

The keying sequence to you need to enter differs only by whether or not a security access code must be entered (one of the codes that is used in your system for arm/disarm control.

### **No code needed**

**To read the telephone number present:** Enter #65

**To write or change the telephone number:** Enter #66, followed by the telephone number (up to 20 digits)

**To end the entry:** Press \*

### **Code needed to Write or Change the Number**

**To read the telephone number present:** Enter #65

**To write or change the telephone number:** Enter     then enter #66, followed by the telephone number (up to 20 digits)  
Your security code\*\*

**To end the entry:** Press \*

### **Code needed to View or Write/Change the Number**

**To read the telephone number present:** Enter     then enter #65

Your security code\*\*

**To write or change the telephone number:** Enter     then enter #66, followed by the telephone number (up to 20 digits)  
Your security code\*\*

**To end the entry:** Press \*

# USER FUNCTIONS

## Using Device Commands (Lights On/Lights Off Keys)

### General Information

Your system may be set up so that certain lights or other devices can be turned on or off by using the device command from the keypad. Ask your installer if this has been done in your system. If programmed for your system, some devices may activate automatically upon certain system conditions. In this case, the following commands can be used to override the device activation. See your installer for a full explanation of this feature.

To activate devices 1-6: **FUNCTION** + **LIGHTS ON** + device no. (2 beeps)

To deactivate devices 1-6: **FUNCTION** + **LIGHTS OFF** + device no. (2 beeps)

To activate devices 7 & 8\*\*:     + **FUNCTION** + **LIGHTS ON** + device no.  
Your security code (2 beeps)

To deactivate devices 7 & 8\*\*:     + **FUNCTION** + **LIGHTS OFF** + device no.  
Your security code (2 beeps)

\*\* Devices 7 and 8 may be assigned to system devices, such as alarm bells, which should not be activated using this command because they are activated automatically under certain system conditions. See your installer and the table below.

### Device Descriptions

See your installer for device numbers assigned for your system.

Device	Description
1	
2	
3	
4	
5	
6	
7	
8	

# USER FUNCTIONS

## Message Recording/Playback/Volume Control

### Recording a Message

Your system can record a brief message (up to 20 seconds) that can be played back later.

To record a message: **FUNCTION** + **RECORD**

The keypad beeps and displays "REC MESSAGE." Begin speaking into the microphone.

**NOTE:** The Record function can only be performed from the master keypad. It cannot be performed from any other wireless keypad (ex. 5827BD, 5827).

To stop recording before the end of 20 seconds: Press **OFF**

Otherwise, the recording automatically stops after 20 seconds. The keypad beeps twice, the REC display turns off, but the MESSAGE display remains on.

### Message Playback

The lighted word MESSAGE indicates that a new message is in memory. After playing the message, the MESSAGE display turns off. See NOTE below if using a wireless keypad.

To play back a message: **FUNCTION** + **PLAY**

### Adjusting the Volume

The volume level of message playback, system announcements, and status beeps can be changed. You can also mute system announcements if desired. See NOTE below if using a wireless keypad.

To adjust message playback/system announcement volume:

**FUNCTION** + **VOLUME** + [3] or [6] where: [3] = increases volume one level, [6] = decreases volume one level (The keys beep at the selected volume when pressed.)

Repeat the key sequence until the desired volume level is achieved.

To mute system announcements: **FUNCTION** + **VOLUME** + **OFF**

When muted, no system announcements will be made. Recorded messages will be announced, though, when **PLAY** is pressed.

To restore announcement sounding: **FUNCTION** + **VOLUME** + [3] or [6]

Volume level will be restored to the level that was selected prior to muting the sound.

**NOTE:** If a wireless keypad (5827/5827BD) has been installed and is programmed for quick arming, it cannot be used to activate message playback or adjust the volume. In this case, you must use the master keypad to perform these functions.

# USER FUNCTIONS

---

## AUX FUNCTION

### General Information

The **AUX** key may have been programmed to perform a predefined function. Ask your installer which function has been assigned for your system.

If programmed for the AUX function, you can use the **AUX** key to activate a string of up to 20 keystrokes that have been stored in the system's memory. Typical functions include:

- Seldom used but repeatable sequences
- Arming sequences that involve bypassing zones before arming
- Device activation sequences

### Defining the AUX Function

The system must be disarmed before defining a function.

1. Enter Master Code + **FUNCTION** + **AUX** (hold down until 4 beeps sound).
2. Press the desired command sequence, up to 20 keystrokes. Press the **AUX** key between each command in the sequence.
3. Press the **AUX** key twice to end the definition.

For example, to bypass Zones 10 and 11 and arm AWAY with NO DELAY, enter the following string:

**Master Code + FUNCTION + AUX hold until 4 beeps sound, then 6 10 11 AUX AWAY 0 AUX AUX**

Note that the **AUX** key is included in the 20 keystroke maximum.

### Performing the AUX function

Press and hold down the **AUX** key at least 2 seconds until 4 beeps sound, then enter your security code.

The defined function will begin.

# USER FUNCTIONS

## Clock/Calendar

Your system can display the current time (see your installer). The date is not displayed, but has an internal function. **The system must be disarmed with no faults present.**

**To set the time and date:**     + **FUNCTION** + [63]

Master Code or Installer Code

### NOTES:

1. The keypad beeps twice for invalid data entries (e.g., an hour greater than 12), and the entry will not be accepted. The keypad beeps once for valid entries.
2. Clock-Setting mode automatically ends if no keys are pressed for one minute.
3. Daylight savings time may have been programmed to automatically begin and end.

**Hour**  (The current hour will be displayed with the AM/PM indication.)

Enter the 2-digit hour (i.e., 01-12).

Press [\*] to accept the entry and continue to the AM/PM selection.

Press [#] to exit Clock-Setting mode (keypad beeps 4 times).

**AM/PM**  (The current AM/PM setting will display A or P.)

Enter 1 for PM or 0 for AM.

Press [\*] to accept the entry and continue to the minute selection.

Press [#] to return to hour-setting prompt.

**Minute**  (The current minute will display.)

Enter the 2-digit minute (i.e., 00-59).

Press [\*] to accept the entry and continue to the month selection.

Press [#] to return to AM/PM setting.

**Month**  (The current month will display.)

Enter the 2-digit month designation (i.e., 01-12).

Press [\*] to accept the entry and continue to the day selection.

Press [#] to return to the minute setting.

**Day**  (The current day of the month will display.)

Enter the 2-digit day of the month (i.e., 01-31).

Press [\*] to accept the entry and continue to the year setting.

Press [#] to return to the month setting.

**Year**  (The current year will display.)

Enter the last two digits of the year (i.e., 00-99).

Press [\*] to accept the entry and exit Clock-Setting mode (keypad beeps 4 times).

Press [#] to return to the day setting.

# USER FUNCTIONS

## Scheduling User Interface

Upon getting into the scheduling user interface by entering master or installer code + FUNCTION + "64", the following entries will be sequentially prompted to the user. Note that all inputs are checked for validity upon entry and all invalid entries are rejected. Hitting a "\*" will allow the entries to be accepted and advance to the next field. Hitting a "#" will reject the entry and back up one field. Hitting the "#" in the "Schedule Number" screen will exit the schedule programming.

**NOTE:** During the schedule programming, if three minutes passes and no key was entered, the programming will be terminated and no values will be saved. Furthermore, if a zone is troubled while in schedule programming, the system will abort the programming mode and show the troubled zone, and any uncompleted program event will not be saved.

Because the keypad display does not show prompt titles, you must refer to these instructions while programming the system. The prompts are indicated by a number/letter combination.

The prompts for option #64 are as follows:

- |                      |                      |                      |                      |   |   |
|----------------------|----------------------|----------------------|----------------------|---|---|
| <input type="text"/> | <input type="text"/> | <input type="text"/> | <b>n</b>             | Schedule number-----for selecting a schedule number (1-8)   |   |
| <input type="text"/> | <input type="text"/> | <input type="text"/> | <b>i d</b>           | Event identifier-----for selecting a schedule action (0-5)  |   |
| <input type="text"/> | <input type="text"/> | :                    | <input type="text"/> | <b>A b</b>  | Begin time (hrs, am/pm)----for selecting a schedule begin time<br>(hour, am/pm) entry (00-12) |
| <input type="text"/> | <b>b</b>             | :                    | <input type="text"/> | <input type="text"/>  | Begin time (min)-----for selecting a schedule begin time<br>(minute) entry (00-59)            |
| <input type="text"/> | <input type="text"/> | <input type="text"/> | <b>b d</b>           | Begin day----- for selecting a schedule begin day (01-17)   |   |
| <input type="text"/> | <input type="text"/> | :                    | <input type="text"/> | <b>A E</b>  | End time (hrs, am/pm)----- for selecting a schedule end time<br>(hour, am/pm) entry (00-12)   |
| <input type="text"/> | <b>E</b>             | :                    | <input type="text"/> | <input type="text"/>  | End time (min)----- for selecting a schedule end time<br>(minute) entry (00-59)               |
| <input type="text"/> | <input type="text"/> | <input type="text"/> | <b>E d</b>           | End day-----for selecting a schedule end day (01-17)        |   |
| <input type="text"/> | <input type="text"/> | <input type="text"/> | <b>d n</b>           | Device number----- for selecting a X-10 device number (1-8) |   |

# USER FUNCTIONS

## Scheduling User Interface

**NOTE:** The keypad beeps twice for invalid data entries (e.g.: an hour greater than 12), and the entry will not be accepted. The keypad beeps once for valid entries and four times when a schedule event is programmed successfully.

**[x] = the value that was last stored in the memory.**

<div style="border: 1px solid black; padding: 5px; display: inline-block;"> <i>x n</i> </div>	<p><b>Schedule number</b>  [x] = schedule number 1 to 8  [*] = continue  [#] = exit schedule programming mode</p>	<p>Enter the 1-digit schedule number to be programmed, then press [*] to accept and advance to the next programming field: Event Identifier.</p> <ul style="list-style-type: none"> <li>Press the [#] key in this entry will exit the schedule programming mode. The keypad will beep four times and exit.</li> <li>Schedule number 7 and 8 are always random events that are meant to work only with X-10 devices.</li> </ul> <p><b>Note:</b> This feature should be implemented when the user is trying to give the impression that a premises is “lived in”. The events will occur at random times (0-59 minutes) within the defined hour.</p>
<div style="border: 1px solid black; padding: 5px; display: inline-block;"> <i>x id</i> </div>	<p><b>Event Identifier</b>  [x] = event identifier 0 to 5  [*] = continue  [#] = return to previous prompt</p>	<p>0 = Empty - no event scheduled (or schedule temporarily disabled). Keypad will beep four times and return to Schedule Number with the schedule number advanced.  1 = X-10 Device - the user is required to enter data up to and include the Device Number screen. Selection #1 is a time driven event that requires a begin and end time.  2 = Latch Key Report - the user is required to enter data up to and include the End Day screen. Selection #2 is a window driven event that requires a begin/end time.  3 = Automatic Stay Arming - the user is required to enter data up to and include the Begin Day screen. Selection #3 is a time driven event that requires a begin time to send a report.  4 = Reminder Announcements - the user is required to enter data up to and include the Begin Day screen. This is a reminder announcement.  5 = Alarm Clock - the user is required to enter the field values up to and include the Begin Day screen. This is an alarm clock.</p> <p><b>Note:</b> See figure 1 for an explanation of each entry of the event identifier.</p>
<div style="border: 1px solid black; padding: 5px; display: inline-block;"> <i>xx : Ab</i> </div>	<p><b>Begin Time (hour)</b>  [xx] = begin hour 00 to 12  [*] = continue  [#] = return to previous prompt</p> <p><b>Begin Time (am/pm)</b>  [0] = begin time, am (A)  [1] = begin time, pm (P)  [*] = continue  [#] = return to previous prompt</p>	<ul style="list-style-type: none"> <li>The begin hour is a two-digit entry. To enter the hour 3, press “0” followed by “3”.</li> <li>The begin hour “00” indicates this schedule does not have a begin time.</li> <li>Press “0” to select AM or “1” to select PM.</li> </ul> <p><b>Note:</b> When programming schedule number 7 and 8, do not program turn on/off to occur within the same 1-hour period. This will prevent this random feature from causing a reversal of the on/off times.</p>

# USER FUNCTIONS

## Scheduling User Interface

<div style="border: 1px solid black; padding: 5px; display: inline-block;"> <i>b : xx</i> </div>	<p><b>Begin Time (minute)</b>          [xx] = begin minute 0 to 59          [*] = continue          [#] = return to previous prompt</p>	
<div style="border: 1px solid black; padding: 5px; display: inline-block;"> <i>xx : bd</i> </div>	<p><b>Begin Day</b>          [xx] = begin day 01 to 17          [*] = continue          [#] = return to previous prompt</p>	<ul style="list-style-type: none"> <li>• If the value programmed in the Event Identifier is “3”, “4”, or “5”, and the current entry is completed, the system will save all field data up to this field. The system will beep four times and go back to the first field (Schedule Number) with the schedule number advanced.</li> <li>• If the value programmed in the Event Identifier is “1” or “2”, and the current entry is completed, the system will advance to the next programming field - End Time (hour).</li> </ul> <p><b>Note:</b> See figure 2 for the definition of begin day entries.</p>
<div style="border: 1px solid black; padding: 5px; display: inline-block;"> <i>xx : RE</i> </div>	<p><b>End Time (hour)</b>          [xx] = begin hour 00 to 12          [*] = continue          [#] = return to previous prompt</p> <p><b>End Time (am/pm)</b>          [0] = end time, am (A)          [1] = end time, pm (P)          [*] = continue          [#] = return to previous prompt</p>	<ul style="list-style-type: none"> <li>• The end hour is a two-digit entry. To enter the hour 3, press “0” followed by “3”.</li> <li>• The end hour “00” indicates this schedule does not have a end time.</li> <li>• Press “0” to select AM or “1” to select PM.</li> </ul>
<div style="border: 1px solid black; padding: 5px; display: inline-block;"> <i>E : xx</i> </div>	<p><b>End Time (minute)</b>          [xx] = end minute 0 to 59          [*] = continue          [#] = return to previous prompt</p>	
<div style="border: 1px solid black; padding: 5px; display: inline-block;"> <i>xx : Ed</i> </div>	<p><b>End Day</b>          [xx] = end day 01 to 17          [*] = continue          [#] = return to previous prompt</p>	<p><b>Note:</b> See figure 2 for the definition of end day entries.</p> <ul style="list-style-type: none"> <li>• If the event identifier is set to “2” upon completion of this field, the current schedule data will be saved and the system will go back to the next schedule number.</li> </ul>
<div style="border: 1px solid black; padding: 5px; display: inline-block;"> <i>x : dn</i> </div>	<p><b>Device Number</b>          [xx] = device number 1 to 8          [*] = continue          [#] = return to previous prompt</p>	<p>[*] will accept and save the entire schedule event. The system will beep four times and go back to the beginning of the programming field (Schedule Number) with the schedule number advanced. If the current schedule number is 8, the system will wrap around and set the schedule number to 1.</p> <p><b>Note:</b> For X-10 devices.</p>

# **USER FUNCTIONS**

## **Scheduling User Interface**

### **Event Identifier Entries**

<b>Entry</b>	<b>Event</b>	<b>Comment</b>
0	Empty	No event scheduled (or schedule is temporarily disabled)
1	X-10 Device	Turn an X-10 device, either on or off at begin/end times. (will have a start and end time to program) ( <i>time driven</i> )
2	Latch Key Report	Send a special beeps report indicating system not yet disarmed. (will have a start/end time to send the report) ( <i>window driven</i> ). <b>Notes:</b> Option *49 must be programmed to be 6 or higher. Make sure unit is armed prior to start of window time.
3	Automatic Stay Arming	Will arm the system automatically, and bypass any open zones, at a given time. It will send a report to the central station, indicating system has been auto armed stay, plus all bypass reports. (will have only a start time to send the report) ( <i>time driven</i> ) <b>Note:</b> Prior executing auto stay arming, force bypass will be executed - if option *23 was enabled.
4	Reminder Announcements	Will beep three times and then announce custom words 72, 73 and 74. This will be repeated every minute until a key is depressed, or a button type zone does an arm or disarm. <b>Note:</b> Make sure installer programmed custom words 72-74 at the time of installation.
5	Alarm Clock	Will start a trouble tone on the speaker, which will continue until a key is depressed.

**Figure 1.**

# **USER FUNCTIONS**

## **Scheduling User Interface**

---

### **Day of Week Entries**

<b>Entry</b>	<b>Day</b>
00	Invalid day entry
01	Do event on next time match on the next Monday (will remove itself after executing)
02	Do event on next time match on the next Tuesday (will remove itself after executing)
03	Do event on next time match on the next Wednesday (will remove itself after executing)
04	Do event on next time match on the next Thursday (will remove itself after executing)
05	Do event on next time match on the next Friday (will remove itself after executing)
06	Do event on next time match on the next Saturday (will remove itself after executing)
07	Do event on next time match on the next Sunday (will remove itself after executing)
08	Do event on next time match every day (will run continuously, remains in schedule after executing)
09	Do event on next time match every weekday (will run continuously, remains in schedule after executing)
10	Do event on next time match every day of the weekend (will run continuously, remains in schedule after executing)
11	Do event on next time match on the next Monday (will run continuously, remains in schedule after executing)
12	Do event on next time match on the next Tuesday (will run continuously, remains in schedule after executing)
13	Do event on next time match on the next Wednesday (will run continuously, remains in schedule after executing)
14	Do event on next time match on the next Thursday (will run continuously, remains in schedule after executing)
15	Do event on next time match on the next Friday (will run continuously, remains in schedule after executing)
16	Do event on next time match on the next Saturday (will run continuously, remains in schedule after executing)
17	Do event on next time match on the next Sunday (will run continuously, remains in schedule after executing)

**Figure 2.**

# **FIRE ALARM SYSTEM**

---

**(If Installed)**

## **General**

Your fire alarm system (if installed) is active 24 hours a day, providing continuous protection. In the event of an emergency, the installed smoke and heat detectors will automatically activate your security system, triggering a loud, intermittent sound from the keypad. An intermittent sound will also be produced by optional exterior sounders, and interlaced with the voice descriptor, sounding every 45 seconds. A “FIRE” message will appear at your keypad and remain on until you silence and clear the alarm display.

## **In Case of Fire**

1. Should you become aware of a fire emergency *before* your detectors sense the problem, go to the keypad and press the key pair assigned as FIRE emergency (if programmed by the installer) and hold down for at least 2 seconds. The alarm will sound.
2. Evacuate all occupants from the premises.
3. If flames and/or smoke are present, leave the premises and notify your local Fire Brigade immediately.
4. If no flames or smoke are apparent, investigate the cause of the alarm. The zone number of the zone(s) in an alarm condition will appear at the keypad.

## **Silencing a Fire Alarm**

1. Silence the alarm by pressing the **CODE** + **OFF** key. To clear the alarm display, enter your code and press the **OFF** key again.
2. If the keypad indicates a trouble condition after the second OFF sequence, check that smoke detectors 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, clear the display by entering your code and pressing the **OFF** key.

# SYSTEM FUNCTIONS

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## Security Codes

### General Information

For additional security, users other than you who do not need to know your code can be assigned different security codes. These secondary users are identified by "user numbers" when their codes are assigned. You can assign up to 6 user codes (2-digit user numbers 03-08). Note that the master (primary) user of the system is the only one who can assign codes to secondary users, and is designated user no. 02; user no. 01 is the installer's code.

All codes can be used interchangeably when performing system functions (a system armed with one user's code can be disarmed by another user's code), with the exception of the Babysitter Code described below.

**Babysitter Code (User 07):** This code can be used to arm the system, but cannot disarm the system **unless** the system was armed with this code. This code is typically assigned to someone (such as a babysitter) who needs to arm/disarm the system only at certain times. The Babysitter Code is assigned to User 07.

**Duress Code (User 08):** This feature is intended for use when you are forced to disarm or arm the system under threat. When used, the system will act normally, but can silently notify the alarm monitoring company of your situation, if that service has been provided. Duress Code is assigned to User 08.

**The Duress Code is useful only when the system is connected to an alarm monitoring company.**

### To Add/Delete a User or Change a User's Code

#### Changing the Master Code

Follow the procedure for changing a user's code, but enter User No. 02 and enter the new code twice.

**IMPORTANT:** Temporary users of the system (e.g., babysitters, cleaning staff) should not be shown how to use any system function they do not need to know, such as bypassing protection zones for example.

Sequential key depressions for all steps in a procedure must be made within 2 seconds of one another, or else the entire entry is aborted and must be repeated from its beginning.

**Add a user code:**     +  Key + user number (03-08) + user's code  
Master Code

**Delete a user code:**     +  Key + user number (03-08)  
Master Code

Wait (about 3 seconds) until the keypad beeps once before pressing any other key. The code is automatically deleted.

# **SYSTEM FUNCTIONS**

## ***Testing the System (to be conducted weekly)***

### **Entering Test Mode**

The **TEST** key puts your system into the Test mode, which allows each protection point to be checked for proper operation. The keypad sounds a single beep every 45 seconds as a reminder that the system is in the Test mode.

**Note:** An alarm message will not be sent to your alarm monitoring company during the following tests.

Disarm the system and close all protected windows, doors, etc. The “READY” message should be displayed and the green READY indicator (if present on the keypad) should also be lit.

#### **Enter the security code then press TEST**

**WATCH.** All LCD segments will light for 3 seconds.

**LISTEN.** The external sounder should sound for 2 seconds and then turn off.  
If the sounder does not sound, notify your service company.

**FAULT ZONES.** Open each protected door and window in turn and listen for three beeps from the keypad. Identification of each faulted protection point should appear on the display. The display will clear when the door or window is closed.

Walk in front of any interior motion detectors (if used) and listen for three beeps. The identification of the detector should appear on the display when it is activated, and its voice descriptor will be announced (if programmed). The display will clear when no motion is detected. Note that if wireless motion detectors are used, there is a 3-minute delay between activations. This is to conserve battery life.

To test all smoke detectors, follow the manufacturer's instructions. The identification of each detector should appear on the display when each is activated.

If a problem is experienced with any protection point (no confirming sounds, no display), notify your service company.

When all protection points have been checked and are intact (closed), there should be no zone identification numbers displayed on the keypad.

### **Exit Test Mode**

When testing is completed, exit the TEST mode by entering your security code and pressing the **OFF** key.

If the Test mode is inadvertently left active, it automatically turns off after 4 hours.

# SYSTEM FUNCTIONS

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## Trouble Messages

### Typical Trouble Condition Displays

To silence the beeping sound for fault conditions, press any key.

- FAULT** Indicates that a problem exists with the zone(s) displayed, accompanied by rapid beeping. First, determine if the zone(s) displayed are intact and make them so if they are not. If the zone uses a wireless detector, check that changes in the room (moving furniture, televisions, etc.) are not blocking wireless signals from the detector. If the problem has been corrected, the zone descriptor(s) and **FAULT** should disappear from the display. If not, key an OFF sequence (security code plus OFF) to clear the display. A fault condition can also indicate a wiring problem. If the "FAULT" display persists, notify your service company. Note that the system will not allow arming if a fault condition exists. To arm the system with a fault condition present, you must first bypass the zone(s) having the fault condition.
- FC** Indicates that a failure has occurred in the telephone communication portion of your system or a problem with the phone line existed when dialing was attempted.†
- CC** Indicates that the control is on-line with the central station's remote computer. The control will not operate while on-line. Wait a few minutes. The display should disappear.
- dI** If this remains displayed for more than 1 minute, the system is disabled.†
- CA** Indicates a cancelled alarm. See *Entry/Exit Delay* section (page 13).
- EA** Indicates an exit alarm. See *Entry/Exit Delay* section (page 13).
- 90** Indicates that the system has detected an RF jam condition or excessive interference. If the condition persists, notify your service company.
- LOW BAT** (no zone no.) Accompanied by a once-per 45 seconds beeping at the keypad, indicates a low system battery condition exists. Refer to the procedure on the next page to replace the system battery.†
- LOW BAT** (with zone no.) Accompanied by a once-per-45 seconds beeping at the keypad, indicates a low battery condition exists in the wireless transmitter displayed.†
- LOW BAT** (with zone 00) Accompanied by a once-per-45 seconds beeping at the keypad, indicates a low battery condition exists in a wireless keypad.†

† Notify your service company.

# SYSTEM FUNCTIONS

## Maintaining your system

### Routine Care

- Treat the components of your security system as you would any other electrical equipment. Do not slam sensor-protected doors or windows.
- Keep dust from accumulating on the keypad and all protective sensors, particularly on motion sensors and smoke detectors.
- The keypad and sensors should be cleaned carefully with a dry soft cloth. **Do not spray water or any other fluid on the units.**

The components of your security system are designed to be as maintenance-free as possible. To make sure that your system is in working condition, perform the following:

1. Test your system weekly.
2. Test your system after any alarm occurs (see the *TESTING THE SYSTEM* section).

### Low Battery Conditions in Wireless Sensors

Each wireless sensor in your system has a 9-volt or 3-volt battery. The system detects low battery conditions in wireless sensors, including smoke detectors, personal emergency transmitter, and the portable wireless keypad, and displays a "LOW BAT" message on the master keypad, which also beeps. (A low battery in a wireless keypad is detected as soon as one of its keys is pressed, and the master keypad will display "00.>"). In addition, a wireless smoke detector with a low battery also emits a "chirp" sound approximately once every 20–30 seconds, identifying itself as the smoke detector with the weak battery.

**NOTE:** A low battery message means that battery replacement in the indicated sensor(s) is due within 30 days. In the meantime, a sensor with a low battery is still operational.

**Silencing Low Battery Warning Tones at the Keypad:** Press the **OFF** key.

The low battery message display will remain on as a reminder. When you replace the weak battery with a fresh one, the sensor will send a "good battery" signal to the control upon activation (opening/closing of door, window, etc.). To clear the "LOW BAT" enter your Master Code and press [OFF].

**When replacing batteries, use only those recommended by your installer.**

Alkaline batteries provide a minimum of 1 year of operation, and in most units and applications, provide 2–4 years of service. 3-volt lithium batteries may provide from 4–7 years of operation. Actual battery life will depend on the environment in which the sensor is used, the number of signals that the transmitter in the sensor has had to send, and the specific type of sensor. Factors such as humidity, high or low temperatures, and large swings in temperature may all lead to the reduction of actual battery life in an installation.

### Changing the LYNXRA System Battery

In the event AC power is lost, the LYNXRA is powered by a rechargeable, nickel-metal hydride battery pack. The battery pack should be replaced when a "LOW BAT" message with no zone number is displayed. **The battery pack part number LYNXRCHKIT-SC or LYNXRCHKIT-HC must be replaced by a qualified service technician.**

After one minute, the "LOW BAT" message may be displayed. The rechargeable batteries may take up to 48 hours to charge, however, the "LOW BAT" message should clear within 4 hours or by entering Test Mode.

Note: Battery packs should be changed every four years.

# Summary Of Audible Notification

\*\* UPPER CASE indicates announcements after pressing **STATUS** once, Lower case indicates announcements after pressing **STATUS** twice.

SOUND	CAUSE	DISPLAY	ANNOUNCEMENT**
INTERRUPTED Speaker and external piezo and bell	FIRE ALARM	<b>FIRE ALARM</b> is displayed; zone number in alarm displayed.	fire alarm + zone voice descriptor (Voice descriptor is interlaced with the siren and sounds every 45 seconds)
CONTINUOUS Speaker and external piezo and bell	BURGLARY/AUDIBLE EMERGENCY ALARM	<b>ALARM</b> is displayed; zone number in alarm displayed.	alarm + zone voice descriptor (Voice descriptor is interlaced with the siren and sounds every 45 seconds)
ONE SHORT BEEP (not repeated) Speaker and external piezo	a. SYSTEM DISARM b. SYSTEM ARMING ATTEMPT WITH AN OPEN ZONE. c. BYPASS VERIFY	a. Green LED on steady b. The number of the open protection zone is displayed after pressing <b>STATUS</b> . c. Numbers of the bypassed protection zones are displayed (One beep is heard for each zone displayed).	a. DISARMED-READY TO ARM  b. DISARMED-NOT READY TO ARM  c. zones bypassed
ONE SHORT BEEP (once every 45 secs) Speaker and external piezo	a. SYSTEM IS IN TEST MODE b. LOW BATTERY AT A TRANSMITTER c. SYSTEM LOW BATTERY d. FAIL TO COMMUNICATE	a. Opened zone identifications will appear. b. <b>LOW BAT</b> displayed with zone number of transmitter. c. <b>LOW BAT</b> displayed with no zone no. d. <b>FC</b> displayed with no zone no.	a. No announcement b. low battery + zone voice descriptor c. system low battery d. check system
TWO SHORT BEEPS Speaker and ext. piezo	ARM AWAY OR MAXIMUM	<b>AWAY or AWAY + INSTANT</b> is displayed. Red ARMED indicator is lit.	ARMED AWAY [INSTANT] – EXIT NOW
THREE SHORT BEEPS Speaker and external piezo	a. ARM STAY OR INSTANT b. ZONE OPENED WHILE SYSTEM IS IN CHIME MODE.	a. <b>STAY</b> or <b>STAY + INSTANT</b> is displayed. Red ARMED indicator is lit. b. <b>CHIME</b> displayed, number of open protection zone will be displayed if the Status key is pressed.	a. ARMED STAY [INSTANT] – EXIT NOW  b. zone voice descriptor
RAPID BEEPING Speaker and external piezo	a. TROUBLE  b. MEMORY OF ALARM	a. <b>FAULT</b> displayed. Number of troubled protection zone is displayed. b. <b>FIRE ALARM</b> or <b>ALARM</b> is displayed; zone number in alarm is displayed.	a. fault + zone voice descriptor  b. fire alarm or alarm + zone voice descriptor
SLOW BEEPING Speaker and external piezo	a. ENTRY DELAY WARNING b. EXIT DELAY WARNING	a. Exceeding the delay time without disarming causes alarm. b. <b>AWAY</b> or <b>AWAY + INSTANT</b> is displayed	a. DISARM SYSTEM NOW  b. ARMED [AWAY] [INSTANT] – EXIT NOW

## Additional Announcements:

Pressing **STATUS** key once will announce the following primary messages, depending on the system's status at the time:

- Disarmed-Ready to Arm [check system]
- Disarmed [not ready to arm]
- Armed [away] [stay] [instant] [check system] [exit now]

Pressing the **STATUS** key twice will announce the following secondary messages, depending on the system's status at the time:

- |                                     |                    |   |
|-------------------------------------|--------------------|---|
| Fire Alarm + zone voice descriptor  | Chime              | <b>NOTE:</b> If there are no secondary messages, the primary status messages will be announced. |
| Alarm + zone voice descriptor       | Zones Bypassed     |   |
| Fire Fault + zone voice descriptor  | System Low Battery |   |
| Fault + zone voice descriptor       | AC Loss            |   |
| Low Battery + zone voice descriptor |                    |   |

## LED Meanings

- |                    |   |
|--------------------|---|
| ARMED (Red) LED:   | ON = System armed<br>OFF = System disarmed<br>Blinking = System armed, but a fault exists           |
| READY (Green) LED: | ON = System disarmed, ready to arm<br>Blinking = System disarmed, not ready to arm (a fault exists) |
- NOTE:** When the system is armed, the READY LED turns off.

# INDEX

<b>A</b>		<b>E</b>	
AC.....	7	EA.....	13
Adjusting The Volume.....	19	End Day .....	24
Alarm .....	4, 7	End Time .....	24
Audible Emergency .....	16	Entry Delay .....	4, 13
Armed Indicator.....	8	Event Entries.....	25
Aux Function .....	5, 20	Event Identifier .....	23
Aux Key Function.....	3	Exit Alarms .....	13
Away.....	7	Exit Delay .....	13
Away Mode .....	4, 5, 11, 12		
<b>B</b>		<b>F</b>	
Babysitter Code .....	28	Fault .....	7, 30
Battery Conditions .....	31	FC .....	30
Begin Day .....	24	Features.....	3
Begin Time .....	23, 24	Fire.....	7
Burglary Protection.....	4	Fire Alarm System .....	27
Bypass.....	5, 7, 15	Fire Protection .....	4
<b>C</b>		<b>I</b>	
CA.....	13	Instant .....	7
CC.....	30	Internal Sounder.....	8
Central Monitoring Station .....	4		
Chime.....	7	<b>L</b>	
Chime Mode .....	4, 5, 6, 16	Low Bat .....	7, 30, 31
Clock/Calendar .....	21		
<b>D</b>		<b>M</b>	
Day Of Week Entries.....	26	Master Code.....	28
Daylight Savings Time .....	21	Master Keypad.....	3, 6, 8
Device Activation .....	3	Memory of Alarm .....	14
Device Commands .....	18	Message .....	7
Device Descriptions.....	18	Message Center.....	3, 5
Device Number.....	24	Message Playback.....	19
dI .....	30	Microphone.....	8
Disarm .....	5, 14		
Display Definitions .....	7	<b>N</b>	
Displaying Bypassed Zones .....	15	No Delay .....	5, 12
Duress Code.....	28		

<b>P</b>	
Pager .....	5
Paging Feature .....	17
Panic Key .....	3
Panic Keys .....	16
Play Back A Message .....	5

<b>Q</b>	
Quick Arm .....	5, 11, 12
Quick Bypass .....	15

<b>R</b>	
Ready Indicator .....	8
Ready Led .....	15
Ready Light .....	10, 14
Real-Time Clock .....	3
Rec .....	7
Rechargeable, Nickel-Metal Hydride Battery .....	31
Record .....	8
Record A Message .....	5
Recording A Message .....	19
Restart Exit Delay .....	5, 11
RF Jam Condition .....	30

<b>S</b>	
Schedule Number .....	23
Scheduling .....	22
Security Codes .....	4, 28
Security Functions .....	5
Silence Alarm .....	14, 27
Silencing Low Battery Warning Tones .....	31
Smoke Detectors .....	4
Speaker .....	8
Status .....	32
Status Of The System .....	10
Stay .....	4, 5, 7, 11, 12
Stop Recording .....	5
System Battery .....	31

<b>T</b>	
Test .....	7
Test Mode .....	5, 29
Time And Date .....	5, 21
Trouble Messages .....	30

<b>U</b>	
User Codes .....	28

<b>V</b>	
Voice Announcement .....	3
Volume .....	5, 8, 10

<b>W</b>	
Wireless Keypads .....	3
Wireless Sensors .....	31

<b>Z</b>	
Zone Number .....	23
Zones .....	4

## **WARNING!**

### **THE LIMITATIONS OF THIS ALARM SYSTEM**

While this system is an advanced design security system, it does not offer guaranteed protection against burglary or fire or other emergency. Any alarm system, whether commercial or residential, is subject to compromise or failure to warn for a variety of reasons. For example:

- Intruders may gain access through unprotected openings or have the technical sophistication to bypass an alarm sensor or disconnect an alarm warning device.
- Intrusion detectors (e.g. passive infrared detectors), smoke detectors, and many other sensing devices will not work without power. Battery operated devices will not work without batteries, with dead batteries, or if the batteries are not put in properly. Devices powered solely by AC will not work if their AC power supply is cut off for any reason, however briefly.
- Signals sent by wireless transmitters may be blocked or reflected by metal before they reach the alarm receiver. Even if the signal path has been recently checked during a weekly test, blockage can occur if a metal object is moved into the path.
- A user may not be able to reach a panic or emergency button quickly enough.
- While smoke detectors have played a key role in reducing residential fire deaths, they may not activate or provide early warning for a variety of reasons in as many as 35% of all fires. Some of the reasons smoke detectors used in conjunction with this System may not work are as follows. Smoke detectors may have been improperly installed and positioned. Smoke detectors may not sense fires that start where smoke cannot reach the detectors, such as in chimneys, in walls, or roofs, or on the other side of closed doors. Smoke detectors also may not sense a fire on another level of a residence or building. A second floor detector, for example, may not sense a first floor or basement fire. Moreover, smoke detectors have sensing limitations. No smoke detector can sense every kind of fire every time. In general, detectors may not always warn about fires caused by carelessness and safety hazards like smoking in bed, violent explosions, escaping gas, improper storage of flammable materials, overloaded electrical circuits, children playing with matches, or arson. Depending upon the nature of the fire and/or the locations of the smoke detectors, the detector, even if it operates as anticipated, may not provide sufficient warning to allow all occupants to escape in time to prevent injury or death.
- Passive Infrared Motion Detectors can only detect intrusion within the designed ranges as diagrammed in their installation manual. Passive Infrared Detectors do not provide volumetric area protection. They do create multiple beams of protection, and intrusion can only be detected in unobstructed areas covered by those beams. They cannot detect motion or intrusion that takes place behind walls, ceilings, floors, closed doors, glass partitions, glass doors, or windows. Mechanical tampering, masking, painting or spraying of any material on the mirrors, windows or any part of the optical system can reduce their detection ability. Passive Infrared Detectors sense changes in temperature; however, as the ambient temperature of protected area approaches the temperature range of 32° to 40°C, the detection performance can decrease.
- Alarm warning devices such as sirens, bells or horns may not alert people or wake up sleepers if they are located on the other side of closed or partly open doors. If warning devices sound on a different level of the residence from the bedrooms, then they are less likely to waken or alert people inside the bedrooms. Even persons who are awake may not hear the warning if the alarm is muffled from a stereo, radio, air conditioner or other appliance, or by passing traffic. Finally, alarm warning devices, however loud, may not warn hearing-impaired people or waken deep sleepers.
- Telephone lines needed to transmit alarm signals from a premises to a central monitoring station may be out of service or temporarily out of service. Telephone lines are also subject to compromise by sophisticated intruders.
- Even if the system responds to the emergency as intended, however, occupants may have insufficient time to protect themselves from the emergency situation. In the case of a monitored alarm system, authorities may not respond appropriately.
- This equipment, like other electrical devices, is subject to component failure. Even though this equipment is designed to last as long as 10 years, the electronic components could fail at any time.

The most common cause of an alarm system not functioning when an intrusion or fire occurs is inadequate maintenance. This alarm system should be tested weekly to make sure all sensors and transmitters are working properly.

Installing an alarm system may make one eligible for lower insurance rates, but an alarm system is not a substitute for insurance. Homeowners, property owners and renters should continue to act prudently in protecting themselves and continue to insure their lives and property.

We continue to develop new and improved protection devices. Users of alarm systems owe it to themselves and their loved ones to learn about these developments.

## **ONE YEAR LIMITED WARRANTY**

Pittway Corporation, and its divisions, subsidiaries and affiliates ("Seller"), 165 Eileen Way, Syosset, New York 11791, warrants its security equipment (the "product") to be free from defects in materials and workmanship for one year from date of original purchase, under normal use and service. Seller's obligation is limited to repairing or replacing, at its option, free of charge for parts, labor, or transportation, any product proven to be defective in materials or workmanship under normal use and service. Seller shall have no obligation under this warranty or otherwise if the product is altered or improperly repaired or serviced by anyone other than the Seller. In case of defect, contact the security professional who installed and maintains your security equipment or the Seller for product repair.

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Seller does not represent that the product may not be compromised or circumvented; that the product will prevent any personal injury or property loss by burglary, robbery, fire or otherwise; or that the product will in all cases provide adequate warning or protection. Buyer understands that a properly installed and maintained alarm may only reduce the risk of a burglary, robbery, fire or other events occurring without providing an alarm, but it is not insurance or a guarantee that such will not occur or that there will be no personal injury or property loss as a result. CONSEQUENTLY, SELLER SHALL HAVE NO LIABILITY FOR ANY PERSONAL INJURY, PROPERTY DAMAGE OR OTHER LOSS BASED ON A CLAIM THE PRODUCT FAILED TO GIVE WARNING. HOWEVER, IF SELLER IS HELD LIABLE, WHETHER DIRECTLY OR INDIRECTLY, FOR ANY LOSS OR DAMAGE ARISING UNDER THIS LIMITED WARRANTY OR OTHERWISE, REGARDLESS OF CAUSE OR ORIGIN, SELLER'S MAXIMUM LIABILITY SHALL NOT IN ANY CASE EXCEED THE PURCHASE PRICE OF THE PRODUCT, WHICH SHALL BE THE COMPLETE AND EXCLUSIVE REMEDY AGAINST SELLER. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. No increase or alteration, written or verbal, to this warranty is authorized.

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