Dear Tech-Man Subscriber:

ADEMCO apologizes for any misunderstanding that has arisen due to our recent decision to have our technical information removed from the Tech-Man web site. You may appreciate that one of our key concerns is to provide installing security dealers with timely and accurate information on our products, and we were concerned about the data posted to the Tech-Man web site. For obvious reasons, we also do not wish unauthorized individuals to have access to information on installing and configuring ADEMCO systems. These concerns were what prompted us to ask Tech-Man to stop posting ADEMCO installation instructions and user manuals.

Several of you have written us to ask that we reconsider this decision. We have. We will not require Tech-Man to remove the ADEMCO data. ADEMCO, however, is not responsible for the operation and maintenance of this site - thus we cannot guarantee the timeliness or accuracy of the information posted on the Tech-Man web site.

The ADEMCO web site is located at www.ademco.com and contains accurate timely data about our products. You may request a PIN number for access to the ADEMCO Technical Support web site and FAXBACK system.

If you need assistance on troubleshooting, or if you have other technical questions about our products not addressed in the information posted at our web site, please contact ADEMCO Technical Support at 800-645-7492.

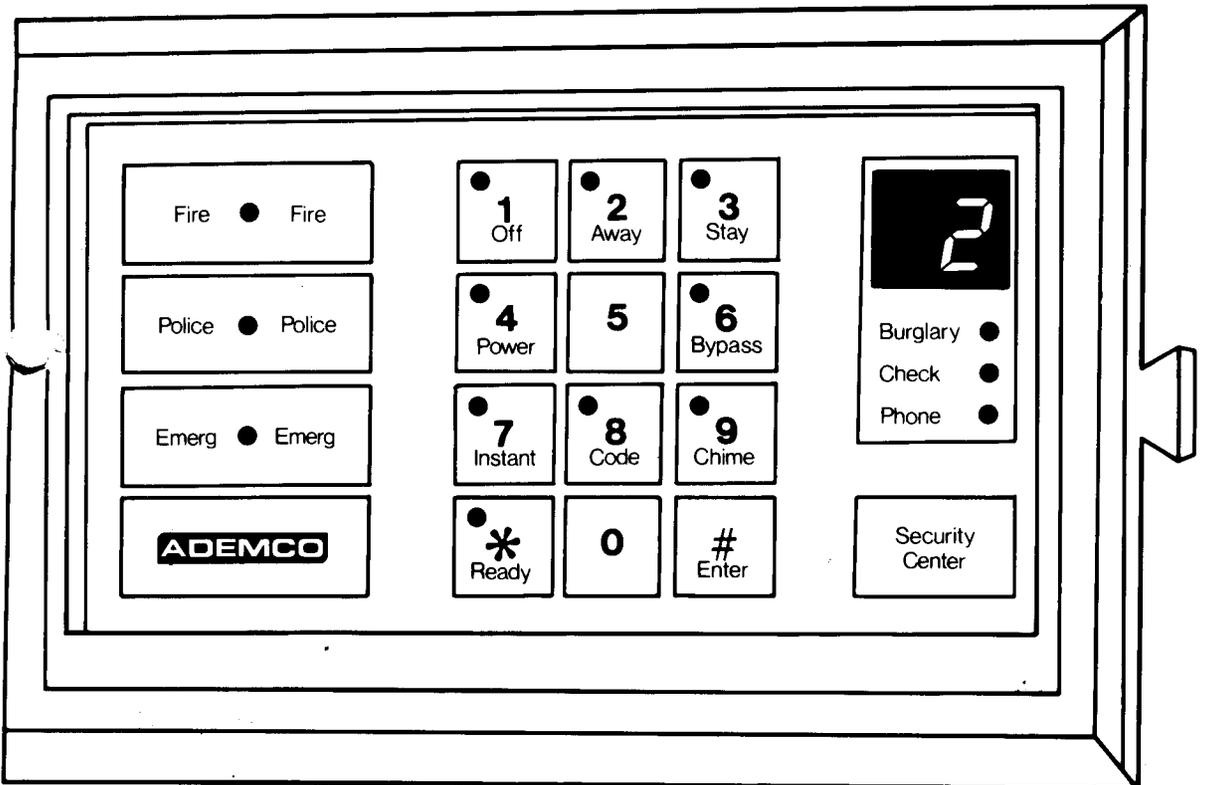Thank you for understanding.

Sincerely,

Herb Lustig

ADEMCO

A DIVISION OF PITTWAY CORPORATION

SECURITY CENTER

Protection System
4160

Version 3

Fire ● Fire	1 Off	2 Away	3 Stay	2
Police ● Police	4 Power	5	6 Bypass	Burglary ● Check ● Phone ●
Emerg ● Emerg	7 Instant	8 Code	9 Chime	
ADEMCO	✳ Ready	0	# Enter	Security Center

USER'S MANUAL

INTRODUCTION

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

Basically, SECURITY CENTER 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 SECURITY CENTER's features and benefits. It defines 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 "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 pushbuttons 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 protection.

BYPASS:

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

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.

TABLE OF CONTENTS

SYSTEM'S MAJOR COMPONENTS

Your system consists of the Control/Communicator, one or two
Master Consoles and up to four optional Remote Keypads.

THE CONTROL/COMMUNICATOR

The Control/Communicator is
the "brains" of your system.
Located out of sight, it receives
signals, analyzes them, initiates
alarms and transmits alarm
messages to your police
department or to a central alarm
monitoring service.
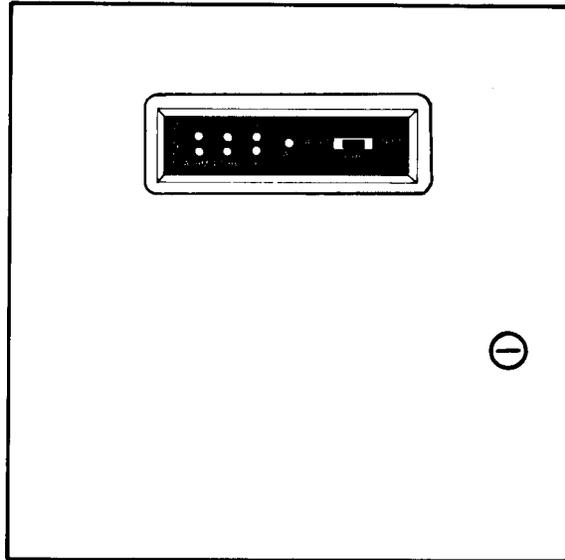
THE MASTER CONSOLE

The Master Console is centrally
located to suit your convenience.
Its individual indicator lights
display messages that inform you
of the status of your system. The
console enables you to arm or
disarm the burglary portion of your
system, and is also the source of
alarm and warning sounds.
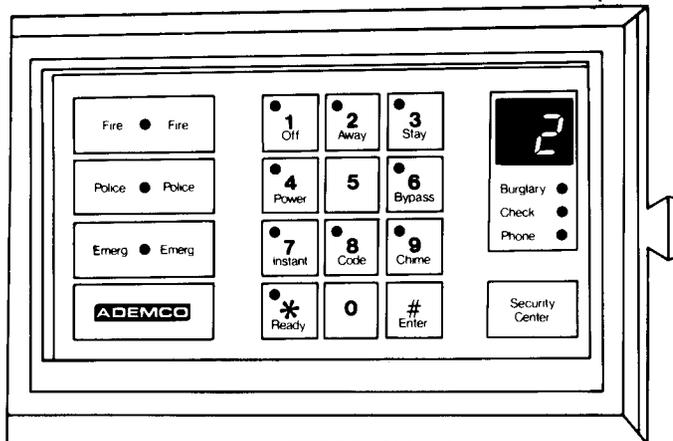
THE REMOTE KEY PAD

The Remote Keypad(s) are optional units providing additional locations from which you can arm or disarm your burglary system. Each Keypad has various indicator lights to inform you of the status of your system and is also the source of warning sounds.
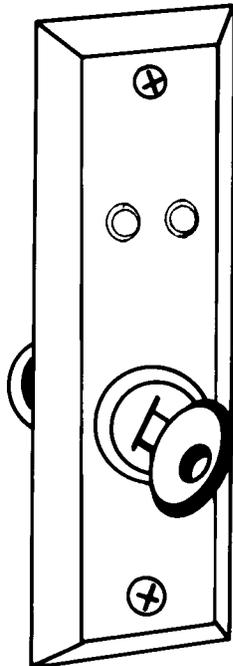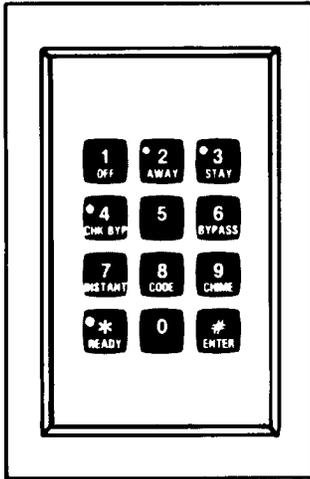
Remote Key Arming Station(s) are an alternative to (or for use in combination with) Master Consoles and Remote Keypads as described above. Uses a key and lock method of arming/disarming the system rather than a Keypad on which you enter a code.

FUNCTIONS OF MASTER CONSOLE

Items B. thru D. describe various manual alarm functions. The appropriate Red indicator will light upon manual initiation of audible alarms. These will also light for alarms triggered by smoke detectors and remote panic buttons.

Audible alarms sound both inside and outside. In each instance, the interior siren sound described is similar to the outside sound unless a bell has been selected for the exterior.
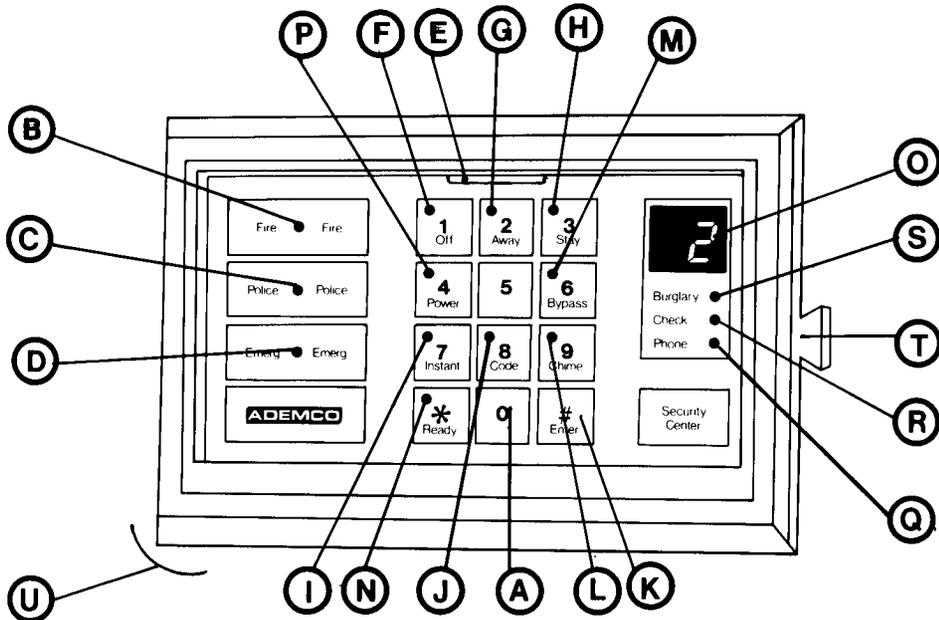
A. KEYS 0-9 are used to enter your individual four-digit Security Code.

B. FIRE/FIRE KEYS & INDICATOR LIGHT. Simultaneous depression of both keys sounds a FIRE alarm; a loud, pulsating rapid two-tone siren (Optional) or outside bell (Pulsating ringing sound.) **NOTE:** Only active if programmed for described operation at installation time.

C. POLICE/POLICE KEYS & INDICATOR LIGHT. Depending on configuration determined at time of system installation, simultaneous depression of both keys will trigger either a silent POLICE alarm (if connected to a police agency or central alarm monitoring service) or an audible POLICE alarm; a loud, rapid two-tone siren (Optional) or outside bell (Steady ringing sound).

D. EMERG/EMERG KEYS & INDICATOR LIGHT. Simultaneous depression of both keys sounds an EMERGENCY alarm; a loud, rapid two-tone siren (Optional) or outside bell (Steady ringing sound). **NOTE:** Only active if programmed for described operation at installation time.

> To turn off alarm sounding after activation of function B, C or D, enter your code and depress the OFF key.

E. KEYPAD ILLUMINATION LIGHT. Lights for convenient use of the Master Console in a darkened room.

> To accomplish functions F thru J, L or M, you must enter a Security Code BEFORE depressing the designated key(s).

F. OFF KEY & INDICATOR LIGHT. Disarms the burglary portion of your security system, silences any alarms in progress, trouble, alarm memory, loss of AC sounding and clears any lighted alarm.

indicators. (Code + OFF) The Green indicator lights to indicate that the burglary protection is turned off.

G. 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 + AWAY)

H. STAY 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 STAY function, and stays lit as long as this mode prevails. (Code + STAY)

I. INSTANT KEY & INDICATOR LIGHT. (Primarily for use when the occupants are in to stay.) Depress after pressing either the STAY or AWAY keys, and this key eliminates the entry delay period, causing an instant intrusion alarm should someone come through a main door. The Yellow indicator will light as a reminder that the Delay Zone is now an Instant Zone. [Code + AWAY (or STAY) + INSTANT]

J. CODE KEY & INDICATOR LIGHT. Depressing this key allows the immediate entry of a new temporary four-digit Security Code that can be given to those who require interim access to your place (Master Code + CODE + Code Designator [2 thru 8] + Temporary Code). Yellow indicator lights to advise when a secondary code can be used.

K. 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).

L. CHIME KEY & INDICATOR LIGHT. In disarmed (OFF) state, enter Code, 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(s) at any console(s), thereby signaling an entry (Code + CHIME). The Yellow indicator lights when the CHIME mode is on.

M. BYPASS KEY & INDICATOR LIGHT. **1. Arming in the Presence of a Fault.** Depress either the AWAY or STAY keys, then the BYPASS KEY. This turns off protection monitoring from any currently violated burglary zone (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 Yellow indicator light will light to reveal that your burglary protection is incomplete because the monitoring of one or more protective sensors has been temporarily discontinued. [Code + AWAY (or STAY) + BYPASS] **2. Individually Bypassing Particular Zone(s).** Depress the BYPASS Key and then the number of the zone to be bypassed. The Yellow Indicator function is as described (Code + BYPASS + "N").

   NOTE: Only applicable to those zones enabled for bypass function at installation time.

N. 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 STAY nor AWAY indicators are lit) your burglary system is turned off/not ready for arming. (In this event, do not arm your system. See "How to Remedy a Malfunction in a Specific Zone," page 20.) Normally, the one-digit numeric display will not indicate which zones are violated except when an attempt is made to arm

the system. To view the individual zone's status at other times, press the READY key. The zone status display can be turned off by entering your Security Code and then the OFF key.

O. ZONE IDENTIFICATION DISPLAY. This one-digit numeric display identifies violated burglary zones at arming time or subsequent to an alarm for determination of entry point. Numbers 1 to 3 identify burglary zones. Numbers 4 and 6 also identify burglary zones if these zones are programmed for burglary protection at installation time.

P. POWER INDICATOR LIGHT (Green). Indicates the presence of AC power.

Q. "PHONE" MESSAGE DISPLAY (Red). Lights when an audible alarm, trouble, or other message is being transmitted to a central alarm monitoring service. Flashes for 30 seconds after successful receipt of the message is acknowledged.

R. "CHECK" MESSAGE DISPLAY (Red). Lights when Zone 4 (Fire or Day/Night Burglary, determined at installation time) is open during disarmed period if Day/Night Burglary and at any time if Fire.

S. "BURGLARY" MESSAGE DISPLAY (Red). Lights when an intrusion has been detected during the armed period. It remains lit after the burglar alarm sounder has silenced, as a warning upon your return.

T. PULL-OUT DRAWER. Contains numbered zone identification information on cards, so that a number displayed on the Master Console can be quickly translated into the Zone I.D.

U. INTERNAL SPEAKER. Source of audible internal warning and confirmation sounds, as well as alarms.

FUNCTIONS OF OPTIONAL REMOTE KEYPAD
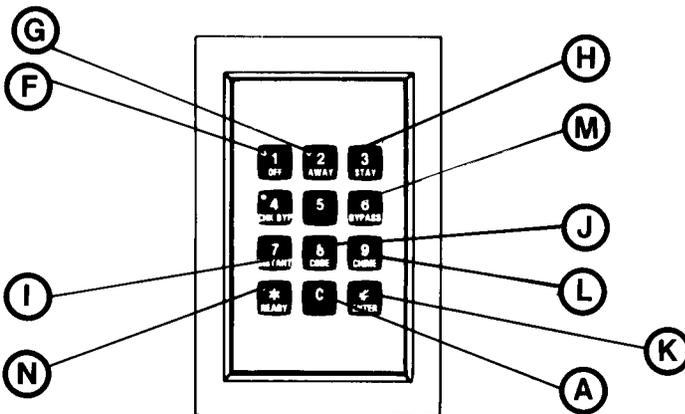
Functions A and F thru N (as described above) can be performed at the remote Keypad(s) via the same procedures as at the Master Console. However, rather than the indicator lights described, the remote Keypads contain only four indicator lights:

AWAY—Red (Same meaning as above plus it flashes for memory of previous alarm)

STAY—Red (Same meaning as above plus it flashes for memory of previous alarm)

READY—Green (Same meaning as above)
CHK. BYP—Yellow: Steady-Zone Bypassed, Flashing—Trouble in Zone 4
A buzzer serves as a source of audible internal warning and confirmation sounds, as well as alarms.

FUNCTIONS OF OPTIONAL REMOTE KEY ARMING STATION
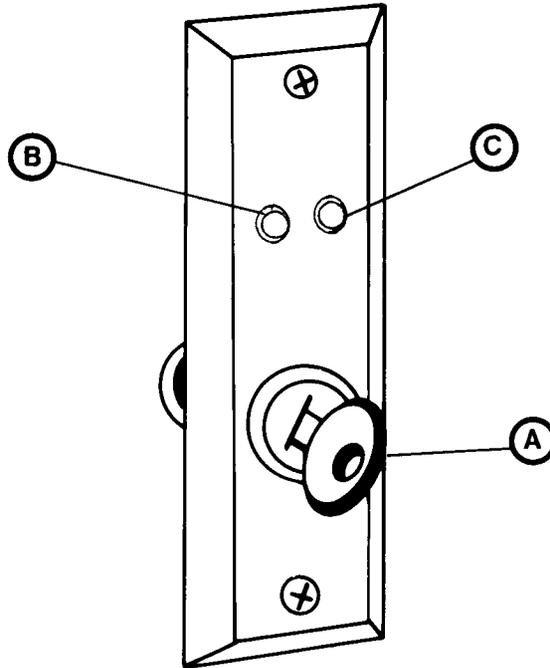
A. KEY is used to arm (AWAY)/disarm the burglary protection of your system and to silence a burglary/emergency alarm. Upon arming with the Green Zone Status Indicator light out, holding the key in the arming position for five seconds will cause any faulted zones to be bypassed (if installation programming permitted these particular zones to be so bypassed) and the system to be armed. See page 20 for "How to Remedy a Malfunction."

B. ZONE STATUS INDICATOR LIGHT (GREEN): Tells you the status of your burglary/emergency protection system. If light is ON, system is disarmed/ready for arming. Light OFF means the system is disarmed not ready for arming. Do not arm your system. See "How to Remedy a Malfunction in a Specific Zone." page 20

C. ARMING STATUS INDICATOR LIGHT (RED): Tells you the arming condition of your burglary protection system. If the light is ON STEADY, system is completely armed. If the light is ON FLASHING, the system is armed, but there was a prior intrusion that had been detected by the system (memory of alarm). If the light is OFF, your burglary protection is disarmed.

FUNCTIONS OF SYSTEM CONTROL/COMMUNICATOR
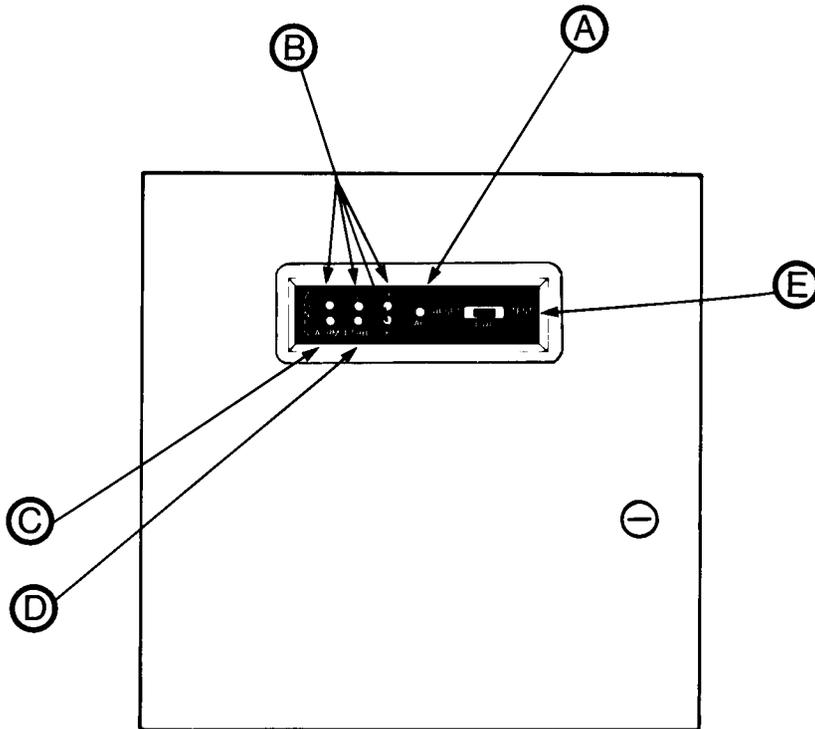
A. **AC POWER LIGHT** (Green): Lit when AC power is connected. Out when system is operating from standby power.

B. **ZONE 1 — 3, 6 LIGHTS** (Red): Lit steadily when the zone is faulted. Flashes slowly when the zone is bypassed. Flashes rapidly to denote a memory of a previous fault (that caused an alarm).

C. **ZONE 4 LIGHT** (Red): Lit steadily when the zone has an alarm fault. Flashes slowly when the zone is bypassed. Flashes rapidly to denote a memory of a previous alarm fault.

D. **ZONE 4 TROUBLE LIGHT** (Red): Lit steadily when the zone has a trouble fault. Flashes rapidly to denote a memory of a previous trouble fault.

E. **FIRE TEST/RESET SWITCH:** Rightward momentary operation of the switch causes Fire Zone Light 4 to come on and rapid warbling siren (and/or pulsing bell) will sound until the switch is momentarily moved leftward to the Reset position. Use the Test function weekly to test the fire circuit. A Test signal will be sent to a central monitoring agency (if used) during this test.

NOTE: Operation of the switch to the RESET position for at least 5 seconds will cause Zone 4 to be bypassed if it was configured as a Fire Zone. A Fire Trouble Indication will result.

KEY TO AUDIBLE SIGNALS

INTERNAL SPEAKER SOUND	EXTERIOR SOUND	CAUSE	DISPLAY(S) PRESENT
LOUD, **RAPIDLY PULSATING, SIREN** SOUND	RAPIDLY PULSATING, TWO-TONE SIREN SOUND OR PULSING BELL RING	**FIRE ALARM**	"FIRE" indicator lit
LOUD, **SLOWLY ALTERNATING TWO-TONE SIREN** SOUND	SLOWLY ALTERNATING, TWO-TONE SIREN SOUND OR STEADY BELL RING	**BURGLARY/AUDIBLE POLICE/EMERGENCY ALARM**	"BURGLARY" Message, "EMERG" indicator or "POLICE" indicator lit. If "BURGLARY" lit, the number of the zone in alarm will be displayed (i.e. 1 through 4, 6)
ONE SHORT BEEP, NOT REPEATED	NONE	**SYSTEM WAS TURNED OFF OR AN ATTEMPT WAS MADE TO ARM THE SYSTEM** WHEN ONE OR MORE SENSORS WERE FAULTED.	GREEN "READY" indicator may or may not be lit. GREEN "OFF" indicator lit.
TWO SHORT BEEPS	NONE	**SYSTEM HAS JUST BEEN ARMED IN THE "AWAY" MODE.**	RED "AWAY" Indicator lit.
THREE SHORT BEEPS	NONE	**SYSTEM HAS JUST BEEN ARMED IN THE "STAY" MODE.**	RED "STAY" Indicator lit.
ONE LONG BEEP	NONE	**SYSTEM IS DISARMED AND IN THE CHIME MODE AND A SENSOR IN EITHER THE DELAY OR PERIMETER ZONE HAS JUST BEEN ACTIVATED.**	The number of the zone is displayed.
RAPIDLY PULSING BEEPS*	NONE	1. **A PROBLEM IN THE FIRE ZONE AT ANY TIME OR IN DAY/NIGHT BURGLARY ZONE (IF FIRE NOT USED) WHEN DISARMED.** 2. **AC POWER HAS BEEN LOST FOR MORE THAN AN INSTALLER PROGRAMMED INTERVAL** (4-32 minutes) 3. **A MEMORY OF ALARM** THAT IS ACTIVATED DURING ENTRY	"CHECK" Message lit plus the number of the zone having the problem (i.e. 4). GREEN "POWER" indicator **not** lit. "BURGLARY" Message "FIRE", "POLICE" or "EMERG", indicator lit plus the number of the zone that caused either the burglary or fire alarm.
CONTINUOUS LOW TONE**	NONE	**PROLONGED AC POWER OUTAGE HAS RESULTED IN SYSTEM SHUTDOWN. SYSTEM INOPERATIVE.**	GREEN "POWER" indicator not lit. "C" appears in ZONE ID display area.

*Any pulsating tone (beeps) or alarm sounds from the Console will be immediately silenced when the first digit of your security code 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 on the keypad is depressed. If the entire security code, plus OFF, are not keyed within 10 seconds, the pulsating 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 charged, 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.

BURGLARY PROTECTION

HOW TO ARM YOUR BURGLARY SYSTEM

Your system provides two levels or 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 inside.

FOUR-DIGIT SECURITY ACCESS CODES

At the time of installation, you choose a personal four-digit code, known only to you and yours, and programmed by your installer. ARMING and DISARMING of your burglary alarm system is accomplished by entering this code and the desired function (e.g. STAY, AWAY, etc.) at the Master Console and at any Remote Keypad.

NOTE: If more than 2 seconds elapse after a keystroke, the security access code and function must be re-entered.

Security Code **+** [**3** STAY] Or [**2** AWAY]

As an additional safety feature, up to 7 secondary codes may be utilized at any time. Employees who, in your absence, must arm the system upon departure, can be provided with a different temporary code that allows arming and disarming. However, if the system was armed by the master code, a secondary code cannot override the master code to disarm the system, unless the system was programmed otherwise at the time of installation (check with your installer).

NOTE: Your master code remains in effect even when a secondary code is present.

A secondary code can be entered, or changed, at the Master Console or at any Remote Keypad, as follows: Enter the master code, depress the CODE key, then key in the code designator (2 through 8) and the desired temporary secondary code. To eliminate a secondary code, repeat this sequence, keying-in another code as a secondary code (not the master code).

*NOTE: Yellow "Code" Indicator not lit.

Master Code **+** [**8** CODE] **+** Code Designator 2 Thru 8 **+** Secondary Code
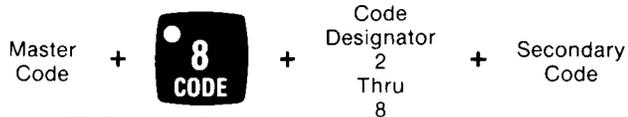
INDIVIDUAL ZONE BYPASS

There may be times when it is desired to leave doors (for access), windows (for ventilation) or parts of your system unprotected intentionally. This may be accomplished by selectively bypassing one or more zones of protection PRIOR to (or AFTER) arming.

Security Code **+** [**6** BYPASS] **+** Number(s) of the Zone(s) to be Bypassed

1. At your Master Console, enter your security code and depress the BYPASS key followed by the number(s) of the zone(s) to be bypassed. The Yellow BYPASS Indicator Light will turn on here and at remote keypads (CHK·BYP).

2. Check to see that the bypass is effective by depressing the READY key and by opening and closing sensors in the "bypassed" zones to see if the Green READY Light will turn off and if the Zone Identification Display indicates the number of the bypassed zone. If it does, the procedure of steps 1 and 2 should be repeated.

3. Arm the system using the procedures in the following sections if the BYPASS was performed prior to arming.

4. The zone BYPASS is automatically removed when the system is turned OFF.

IMPORTANT: Only those zones agreed upon with your installer at installation time can be bypassed using this procedure.

WHILE INSIDE

1. Check the Green READY Indicator Light on your Master Console or Remote Keypad. It should be on to indicate that your system is ready to be armed. Enter your security code and depress the STAY Key at your console. The Red STAY Indicator Light will illuminate and you will hear three tones from your Master Console and any Remote Keypads. You have now ARMED successfully with the the ability to walk freely through the interior.

Security Code + **3 STAY**
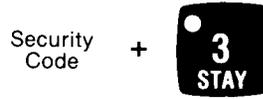
2. "Delay Off' Armings. If you wish the act of opening one of your main access doors to instantly trigger an alarm, do the following: Enter your security code. Depress the STAY Key and then the INSTANT Key. Both the Red STAY and the Yellow INSTANT Indicator Lights will illuminate and you will hear three tones from your Master Console and any Remote Keypad(s). Disarming automatically removes the "Delay Off" function.

Security Code + **3 STAY** + **7 INSTANT**

NOTE: If the Green READY Indicator Light on your Master Console is not on, check the Zone Identification Display after depressing the READY Key or after attempting to arm the system. A number appearing there indicates a violated zone (and its location). The problem must be corrected before arming can take place. See "How To Remedy a Malfunction in a Specific Zone" on page 20.

# WHEN LEAVING WITH NO ONE REMAINING

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 and depress the AWAY Key. The Red AWAY Indicator Light will illuminate and you will hear two tones from your Master Console and any Remote Keypad(s) signifying that the system is ARMED. You have 15 to 135 seconds (programmed at time of installation, in 15 second increments) to leave through your chosen exit door before such passage will cause an alarm to sound.

Security Code + **2 AWAY**
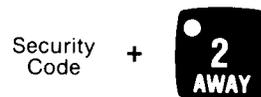
HOW TO DISARM YOUR BURGLARY SYSTEM UPON ENTERING

1. Enter via a door in your Delay Zone. You will hear a slowly pulsating tone from your Master Console and any remote Keypad(s). Depending on the programming at time of installation, you have 15 to 135 seconds (programmed at time of installation in 15 second increments) to reach your Master Console or Remote Keypad and DISARM the burglary portion of your system.
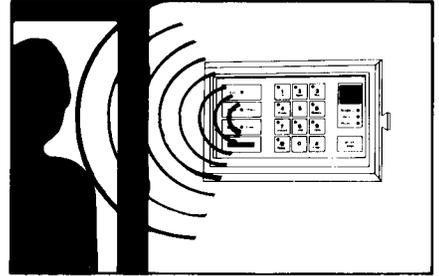
2. Enter your code and depress the OFF Key. The Red AWAY Indicator Light will go out and you will hear a single tone from your Master Console and any Remote Keypad(s). You may open and close doors and windows, and move freely inside, without setting off an alarm. The Green OFF Indicator Light will then be ON.

NOTE: If Yellow CODE Indicator Light is not lit, only the Master Code can disarm the system.

Security Code + [1 OFF]

NOTE: Keying of the first digit of your security code will immediately silence any pulsating tones or alarm sounds that your Console may be emitting as you enter (any alarms from external sounders will continue, however). This will allow you to hear the confirmation tone emitted by the Console as each key on the keypad is depressed. If the entire security code, plus OFF, are not keyed within 10 seconds, the pulsating tones or alarm sounds will resume at the Console.

IMPORTANT

BEFORE keying your code, observe the BURGLARY Message Indicator on your Master Console. If it is lit, or if you hear a rapidly-pulsating tone from your Console, an intrusion has occurred during your absence. Leave immediately and contact the police from the nearest safe location.

WHILE INSIDE

1. Go directly to the nearest Console or Keypad, enter your code and depress the OFF Key. The Red STAY Indicator Light will go out and the Green OFF Indicator Light will go on, and you will hear a single tone from your Master Console and any Remote Keypad. You may now open and close doors and windows, and move freely inside without setting off an alarm.

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

Security Code + [1 OFF]

FIRE PROTECTION (IF INSTALLED)

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 and heat detectors strategically located throughout your home will automatically send signals to your Control/Communicator, triggering a loud, interrupted warbling siren sound from your Master Console. A similar sound will be produced by optional exterior speakers (unless bells are used). The Red FIRE Indicator Light at your Master Console will illuminate, and remain lit until you silence the alarm.

Should you become aware of a fire emergency before your detectors sense the problem, go to your nearest console. Manually initiate an alarm by depressing both FIRE Keys simultaneously.
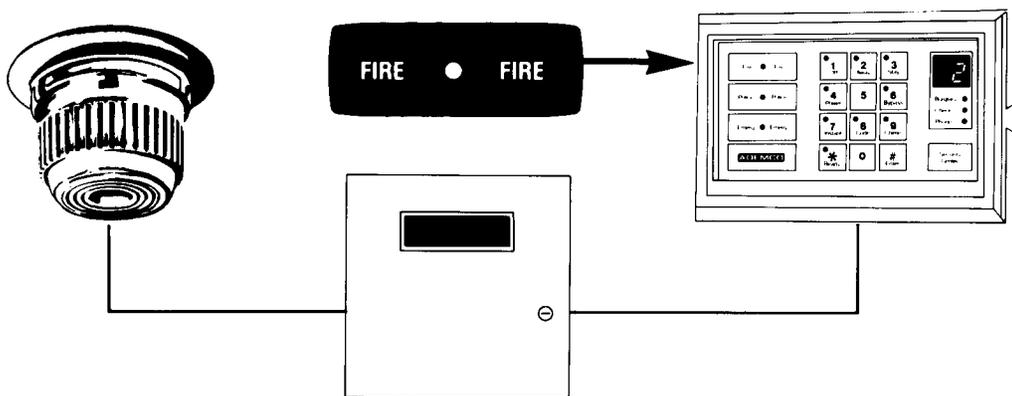
In any event, your first action should be to make sure that all occupants are safely evacuated. That done, if no flames or dense smoke are apparent, investigate the cause of the alarm.

1. Silence the alarm by entering your code and pressing the OFF Key.

2. Go to the Control/Communicator and operate the FIRE TEST/RESET switch to the leftward RESET position.

3. If the alarm continues, check all 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.

4. 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.

5. When the problem has been corrected, repeat Steps 1 and 2 to silence the alarm.

NOTE: If your system is so-programmed during installation, you may, if desired, bypass the fire zone during a period when it is known that smoke will be produced (e.g. deep fat frying or broiling) that could activate a smoke or products of combustion detector. Enter your code, press BYPASS, and enter the Fire Zone Designator (i.e. 4) or go to the control/communicator and operate the FIRE TEST/RESET switch leftward to the RESET position and hold the switch in that position for at least 5 seconds. The fire zone will now be indicating a CHECK condition audibly and visually. The audible can be cleared by entering your security code and by depressing OFF. Subsequent entry of your security code and depression of OFF will cause the zone to be re-enabled for alarm detection, as will subsequent brief operation of the FIRE TEST switch leftward to the RESET position.

Security Code **+** **1 OFF**
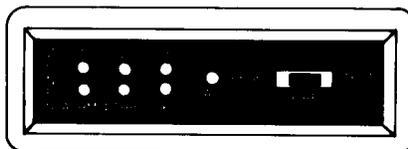
NATIONAL FIRE PROTECTION ASSN. RECOMMENDATIONS ON SMOKE DETECTORS

With regard to the number and placement of smoke and heat 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 or heat 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.
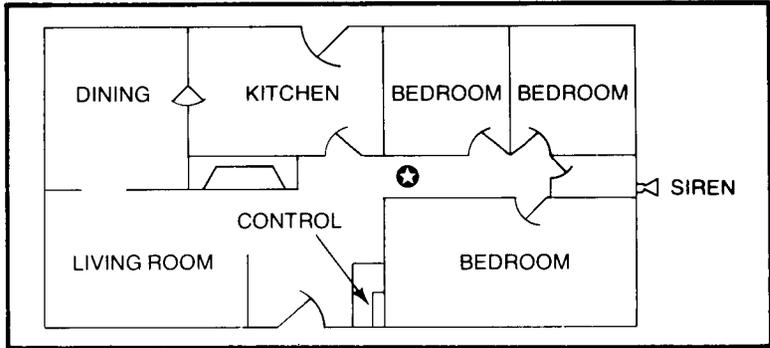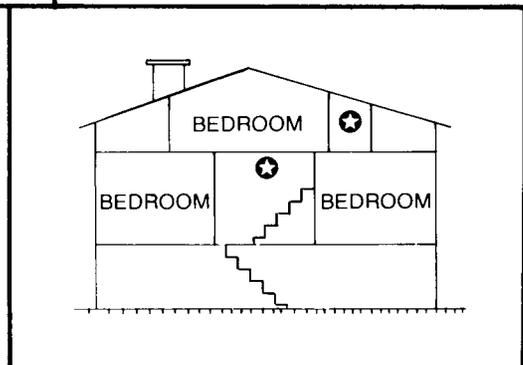
BEST RESIDENTIAL DETECTOR PLACEMENT:
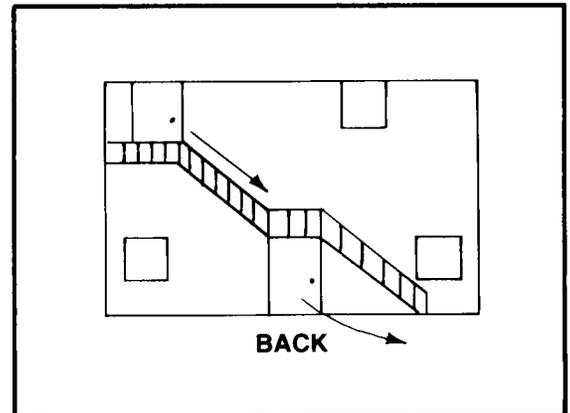BETWEEN BEDROOMS and REST OF HOUSE
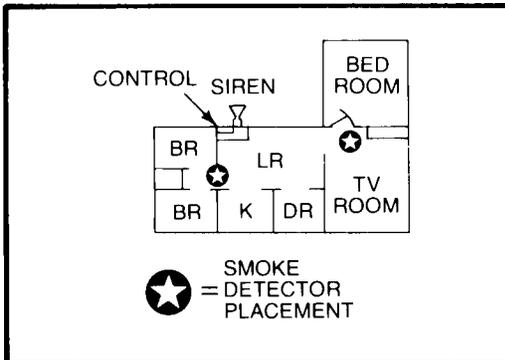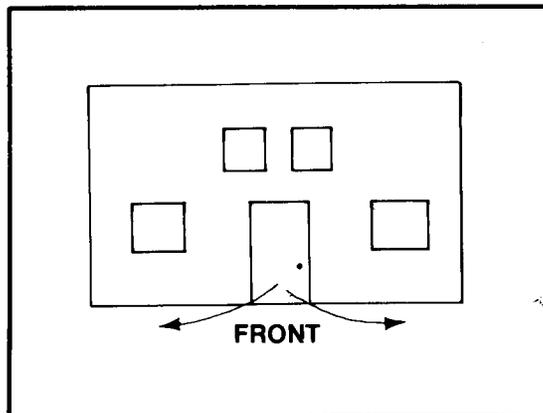
PLACE DETECTOR NEAR ALL SLEEPING AREAS
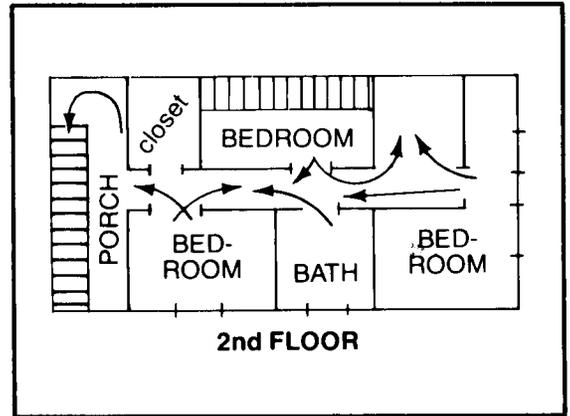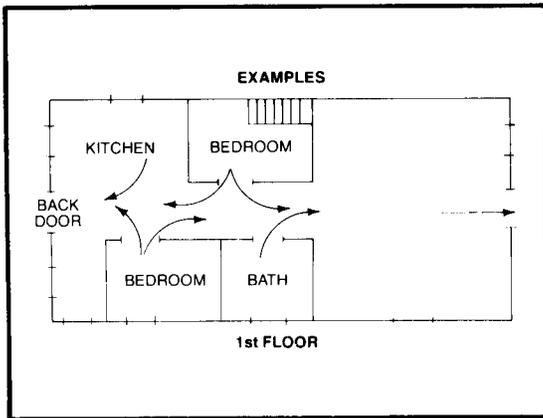
SMOKE = DETECTOR PLACEMENT

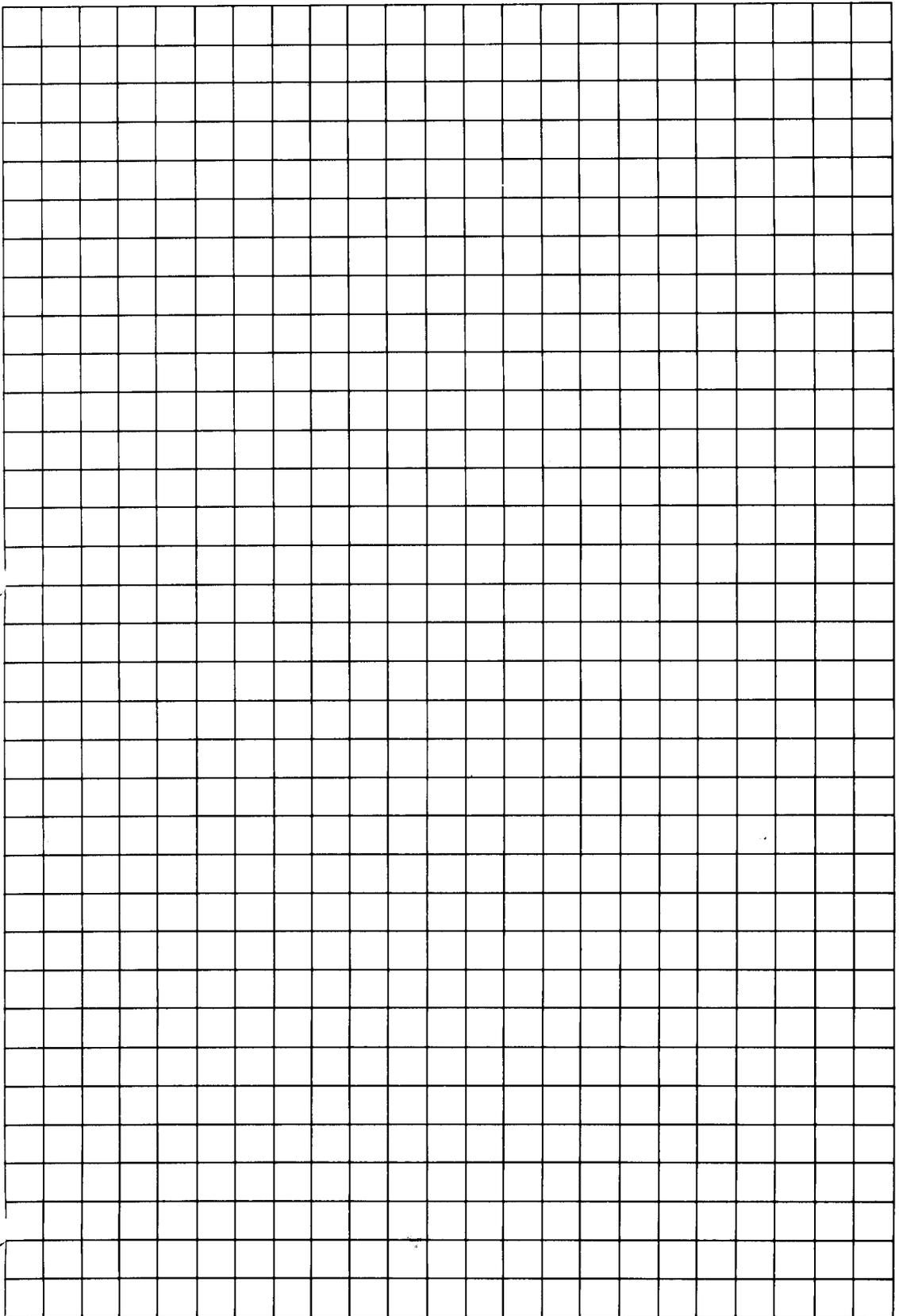MAXIMUM FLOOR COVERAGE — DETECTORS AT TOP OF STAIRWELLS

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 bedroom 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.

EXAMPLES

KITCHEN | BEDROOM

BACK DOOR

BEDROOM | BATH

1st FLOOR

closet

PORCH | BEDROOM

BED-ROOM | BATH | BED-ROOM

2nd FLOOR

FRONT

BACK

14

DRAW YOUR OWN EVACUATION PLAN

EMERGENCY ACTION

NOTE: 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 panic alarm (or to send a silent emergency signal to appropriate agencies, if such provisions have been made).

HOW TO SOUND AN AUDIBLE PANIC ALARM (IF INSTALLED)

NOTE: Applicable only if Zone 6 has been configured during installation as an emergency zone. Otherwise EMERG Keys are non-functional.

1. To trigger the alarm, you have two options:
   A. Simultaneously depress both EMERG Keys on any console.
   B. Press any remote emergency switch.
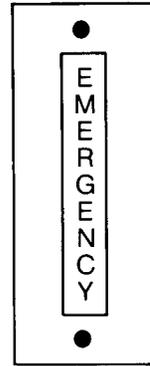
2. In either case, a loud continuous two-tone siren will sound at your Master Console. Your exterior siren or bell will sound. The Red EMERG Indicator Light on your Master Console will illuminate.

3. To reset, enter your security code and depress the OFF Key at the Master Console or nearest Remote Keypad.

Emerg ● Emerg   or

Security Code   +   1 OFF

E M E R G E N C Y

HOW TO SEND A SILENT EMERGENCY ALARM (IF INSTALLED)

NOTE: Usage of this feature is relevant only if connected to a local police department or alarm monitoring service.

1. You have three options:
   A. Simultaneously press both POLICE Keys on any Console. (Applicable only if silent alarm has been configured at installation time. Otherwise, pressing both Police Keys will activate an **audible** alarm.)
   B. Press any Silent Emergency switch.
   C. Enter your Duress Code to disarm the system (if your **normal** code does not end with a 9). Your Duress Code is your normal master or temporary access code with an increase of 1 to the fourth code digit (e.g. If normal code is 1-2-3-4, Duress Code is 1-2-3-5). If the code is keyed with this last digit, normal system disarming takes place plus the action of the next step. This code could be used if you were hostage to an intruder and were directed to disarm your system.
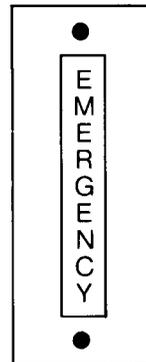
2. Your system's Silent Emergency communication equipment will activate immediately, but no siren or bell will sound. The Red Police Indicator light and phone display on your Master Console will not illuminate.

3. To turn off your Silent Emergency alarm, enter your security code and press the OFF Key at the nearest console.

POLICE ● POLICE

E M E R G E N C Y

Security Code   +   1 OFF

NOTES:

1. The two EMERG keys only function to activate an audible panic alarm if your installer has configured Zone 6 of your system as an emergency zone. If that zone has been configured as an additional burglary protection zone, these two keys are non-functional.

2. The two POLICE keys will always produce a panic alarm. Whether or not this alarm is audible or silent is determined between you and your installer at the time of system installation.

CHIME ANNUNCIATION

Your system is capable of alerting you to the opening of a door or window during the DISARMED state. To use this feature:

1. Enter your security code, then press the CHIME Key.

2. Should a door or window open, a single tone will sound from the Master Console.

3. To turn off this feature, again enter your security code and press the CHIME Key.

Security Code + **9 CHIME**

TESTING PROCEDURES

HOW TO TEST YOUR BURGLARY SYSTEM

IMPORTANT: It is recommended that your burglary system be tested at least once a week (if connected to a police department or alarm monitoring service, that agency should be alerted before the test is conducted and afterwards informed of its successful completion.)

1. Arm the system.

2. Create an intrusion in one of the burglary zones.

3. The inside warning sounder in the console will immediately produce the burglary sound.

• The Zone Identification Number of the intruded zone will appear on the Master Console Display.

• The Zone Indicator Light on the Control/Communicator will light.

• The outside alarm sounder will turn on (immediately or delayed, dependent upon how burglary sounding is programmed at installation time).

4. Disarm the system.

5. Repeat steps 1 to 4 for each zone.

HOW TO TEST YOUR FIRE ALARM SYSTEM

IMPORTANT: It is recommended that your fire alarm system be tested at least once a week. (If connected to a fire department or alarm monitoring service, that agency should be alerted before the test is conducted, and afterwards informed of its successful completion.)

1. Depress the TEST switch on your control/communicator. Your Master Console will emit a loud, interrupted warbling tone, similarly sounded outside, unless an exterior bell is used. The Red Fire Indicator Light will illuminate.

2. To reset the system, release the TEST switch and push the same switch to the RESET position.

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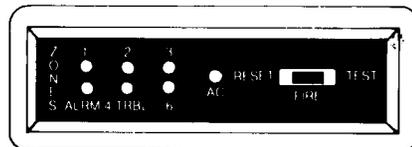
TROUBLE CONDITIONS

RESPONDING TO A CHECK WARNING

Your day/night burglary zone is programmed to produce a CHECK warning if the zone is faulted during the disarmed period. If your system is configured with a fire zone instead of a day/night burglary zone, an open in the zone at ANY time will produce a CHECK warning.

1. The CHECK Message will appear on your Master Console display or the "CHK.BYP" LED will flash on a remote keypad.
A rapidly pulsating tone is sounded from the Master Console and any Remote Keypad.

2. If zone 4 is a day/night burglary zone, check the problem zone in an attempt to correct the problem. If zone 4 is a fire zone, proceed to Step 3.

3. At the Master Console or any Remote Keypad, enter your security code and press the OFF Key. The audible CHECK sound will cease but the display remains. When the problem is corrected, the CHECK display on the console (and audible, if present) will be automatically turned off. If you cannot correct the cause of the CHECK Message, contact your service company for assistance.

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         4

BURGLARY ❋
CHECK     ●
PHONE    ❋
```

AC POWER OUTAGE

In the event of an AC Power outage, the indicator light on the POWER key will go out immediately, but the system will continue to function on the back-up battery. A rapidly pulsing warning tone will only start when AC power has been off longer than the programmed time period (0-36 minutes, as set by the installer).

To turn off this warning tone, simply enter your security code and press the OFF key.

> If AC power is off for a **prolonged** period, the System may eventually go into a shutdown condition, at which time the Console will emit a continuous low tone, and "C" will appear in its Zone ID display area. The tone can be silenced by depressing a "4" on the keypad, but note that until AC power is restored and the battery sufficiently recharged, the System will be incapable of sounding and communicating alarms.

HOW TO REMEDY A MALFUNCTION IN A SPECIFIC ZONE

Any attempt to ARM your burglary system will fail if a sensor is open. The Green READY Light Indicator at your Master Console will remain off. A single tone will sound from your Master Console and any Remote Keypad to indicate your system is still in the OFF condition. Your Zone Identification Display will show the numeric location of any open zone(s).

1. Check the condition of any identified zone to be sure that it is properly closed and unactivated.

2. If this is the case, yet the Master Console display continues identifying the zone(s) as open even after another opening and closing, the problem requires the attention of your service company.

3. If you desire to arm the system with partial protection [excluding the problem zone(s)], enter your security code and press either the STAY or AWAY Key. Then press the BYPASS Key. The appropriate arming mode Indicator should light, as well as the Yellow BYPASS Indicator Light. Depending on mode selected, either two or three tones will be heard, as audible confirmation of arming.

Security Code + ● **3** STAY OR ● **2** AWAY + ● **6** BYPASS

If arming the system from a remote Key switch, the same BYPASS and AWAY function can be performed by holding the Key in the arming position for five seconds.

4. The Zone BYPASS is automatically removed when the system is turned OFF.

IMPORTANT: Only those zones agreed upon with your installer at installation time can be bypassed using this procedure.

"FEDERAL COMMUNICATIONS COMMISSION (FCC) STATEMENT"

This equipment has been tested to FCC requirements and has been found acceptable for use. The FCC requires the following statement for your information:

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- If using an indoor antenna, have a quality outdoor antenna installed.

- Reorient the receiving antenna to eliminate or reduce interference.

- Move the receiver with respect to the control/communicator.

- Move the antenna leads away from any wire runs to the control/communicator.

- Plug the control/communicator into a different outlet so that it and the receiver are on different branch circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

"How to Identify and Resolve Radio-TV Interference Problems".

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

In the Event of Telephone Operational Problems

In the event of telephone operational problems, disconnect the control/communicator by removing the plug from the RJ31X jack. We recommend your certified installer demonstrate disconnecting the phones on installation of the system. Do not disconnect the phone connection inside the control/communicator. Doing so will result in the loss of your phone lines. If your regular phone works correctly after the control/communicator has been disconnected from the phone lines, the control/communicator has a problem and should be returned for repair.

If upon disconnection of the control/communicator, there is still a problem on your line, notify the telephone company that they have a problem and request prompt repair service. The user may not under any circumstances (in or out of warranty) attempt any service or repairs on the system. It must be returned to the factory or an authorized service agency for all repairs.

NOTE: When the system is communicating with the central alarm monitoring service, the phone line is seized and the user phones are disconnected. Under normal circumstances, the phone line seize should be 1-2 minutes. However line seize could last up to 15 minutes if trouble exists. If this occurs regularly, contact your installer.

QUESTIONS AND ANSWERS ABOUT YOUR SECURITY SYSTEM

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

A. Go to your nearest console. Enter your security code. Press the OFF Key. This will silence the interior and exterior alarm sounders. Repeat this procedure to clear the alarm memory display from your console(s). If your alarm is connected to a police department or alarm monitoring service, telephone them immediately to advise that the alarm was accidental. NOTE: The telephone may not be available until the system has finished reporting the alarm.

Q. How can I have an employee arm the system when leaving, but have no ongoing control over it?

A. Enter a temporary code at any console and instruct your employee in its use. The temporary code can be changed when its usefulness is over, or can be overriden by your Master Code, known only to you.

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 it's a false alarm. At the nearest console, enter your security code. Press the OFF key. This will silence the alarm. Go to your control/communicator and push the FIRST TEST/RESET switch to the RESET position to reset the fire protection. Should the alarm continue, check the smoke detectors in the affected area. Clear any residual smoke in the detectors' chambers by fanning the detectors for 30 seconds. Repeat your operation of the FIRE RESET switch. 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. In addition, outside burglary alarm sounding devices may be optionally delayed for up to 135 (programmed at installation time) seconds should you inadvertently cause your system to activate when it is armed. This permits you to turn the system off before the neighbors are disturbed, and before an alarm monitoring station or the police are notified (if your system is so connected). This option should be discussed with your installer.

Q. I become aware of the presence of an intruder. What should I do?

A. If your silent Emergency feature is connected to a police department or alarm monitoring station, push your Silent Emergency switch or press both the POLICE Keys on your nearest console. If you don't have this optional connection, try to escape to the nearest safe location and call for help.

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

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

Q. What should I do if I hear my fire alarm?
A. Following your prearranged Emergency Evacuation Plan, help all occupants safely escape, then contact the fire department from a safe location.

Q. I'm alone, incur an emergency and need help. What should I do?
A. If your system is connected to a police department or alarm monitoring station you may summon help by using your nearest console. In the latter case, simultaneously press the two keys (EMERG/EMERG) your installer has configured for personal emergency (if Zone 6 was configured for this function by your installer).

Q. I'm in and want both intrusion protection and freedom of movement in the interior of my place. What should I do?
A. At the nearest console, enter your security code and then press the STAY key, so that its related Indicator Light is ON. (You will also hear three low-level tones). The perimeter is now protected.

Q. I'm in and want an instantaneous alarm to be sounded if an intruder attempts to break in via my primary access door(s). What should I do?
A. At the nearest console, enter your security code and press STAY Key, then the INSTANT Key. The STAY 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. Though the POWER light goes out immediately upon the loss of AC power to the system, the rapidly pulsating low level tone from your console(s) will not start until power is out for up to 36 minutes (programmed at installation time). This avoids unnecessary alerts to you from the system for brief power company losses of service.
   1. If some lights are out, check circuit breakers and fuses and reset or replace as necessary.
   2. Check to see that your system's plug-in transformer has not been accidentally pulled out.
   3. If these steps do not restore power to the system, call your service representative. Also see "AC POWER OUTAGE" on page 19.

EMERGENCY PHONE NUMBERS

Alarm Monitoring Station _____

_____

Fire Department _____

_____

Police _____

_____

Gas/Electric Company _____

_____

Neighbor _____

_____

Doctor _____

_____

Hospital _____

_____

Ambulance _____

_____

Emergency _____

_____

SERVICING INFORMATION:

Your local Ademco dealer is the man best qualified to service your alarm system.
Arranging some kind of regular service program with him is advisable. Your local
Ademco dealer is:

_____

_____

_____

_____

LIMITED WARRANTY

Seller warrants its products to be in conformance with its own plans and specifications and to be free from defects in materials and workmanship under normal use and service for 18 months from the date stamp control on the product or for products not having an Ademco date stamp, for 12 months from date of original purchase unless the installation instructions or catalog sets forth a shorter period, in which case the shorter period shall apply. Seller's obligation shall be limited to repairing or replacing, at its option, free of charge for materials or labor, any part which is proved not in compliance with Seller's specifications or proves defective in materials or workmanship under normal use and service. Seller shall have no obligation under this Limited Warranty if the product is altered or improperly repaired or serviced by anyone other than Ademco factory service. For warranty service, return product transportation prepaid, to Ademco Factory Service, 165 Eileen Way, Syosset, New York 11791.

THERE ARE NO WARRANTIES, EXPRESS OR IMPLIED, OF MERCHANTABILITY, OR FITNESS FOR A PARTICULAR PURPOSE OR OTHERWISE, WHICH EXTEND BEYOND THE DESCRIPTION ON THE FACE HEREOF. IN NO CASE SHALL SELLER BE LIABLE TO ANYONE FOR ANY CONSEQUENTIAL OR INCIDENTAL DAMAGES FOR BREACH OF THIS OR ANY OTHER WARRANTY, EXPRESS OR IMPLIED OR UPON ANY OTHER BASIS OF LIABILITY WHATSOEVER, EVEN IF THE LOSS OR DAMAGE IS CAUSED BY THE SELLER'S OWN NEGLIGENCE OR FAULT.

Seller does not represent that its 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 or fire without warning, 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 fixed as liquidated damages and not as a penalty, and shall be the complete and exclusive remedy against Seller.

This warranty replaces all previous warranties and is the only warranty made by Ademco on this product. No increase or alteration, written or verbal, of the obligation of this Limited Warranty is authorized.

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