

# NX-1208E LED Keypad

**POWER** Light is "on" when AC power is present; flashes to indicate a low battery condition.

**CHIME** Light is "on" when the chime feature is active.

**ABORT** Light flashes during an abort delay time; is "on" during or after an alarm report to the central station.

**READY** Light is "on" when the system is ready to arm; flashes if ready to "force arm".

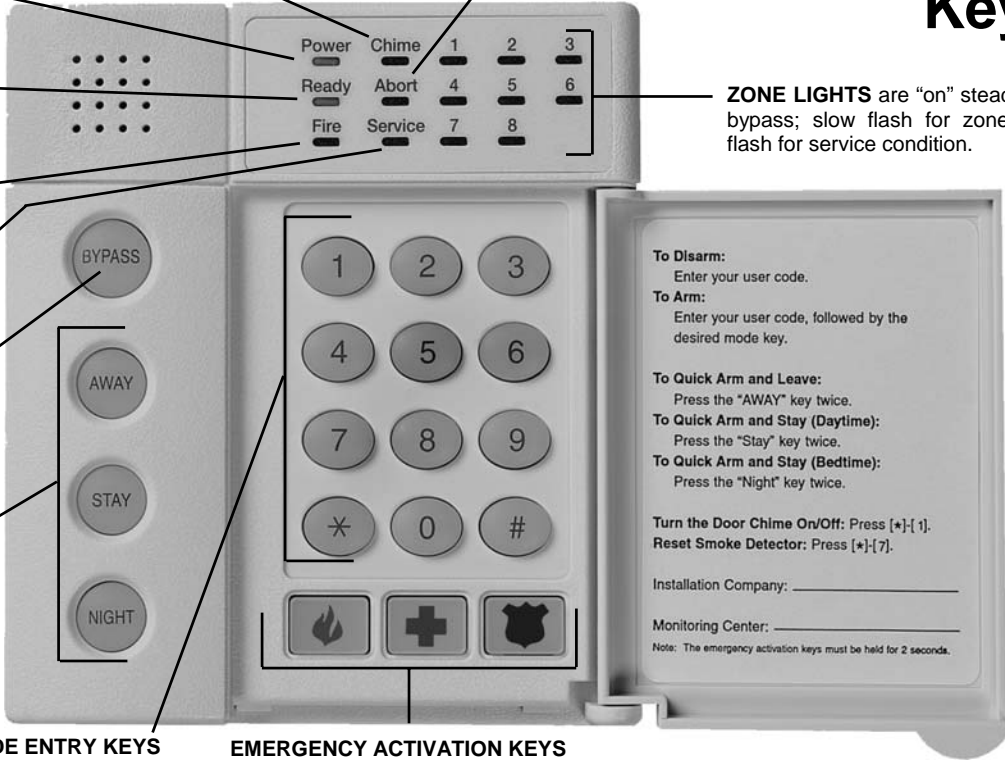
**FIRE** Light is "on" to indicate fire alarm; flashes to indicate a trouble condition with your fire system.

**SERVICE** Light is "on" to indicate a trouble condition with your system.

**BYPASS** Light is "on" when a zone is bypassed; "off" when no zones are bypassed.

**AWAY – STAY –NIGHT** Lights are "on" when the system is armed to one of these modes; "off" when disarmed; flashes to indicate a previous alarm.

**ZONE LIGHTS** are "on" steady to indicate bypass; slow flash for zone fault; rapid flash for service condition.



**NUMERIC CODE ENTRY KEYS**

**EMERGENCY ACTIVATION KEYS**

**NOTE:** Some of the features described may not be available for your system. Check with your installation company to find out how your system is programmed.

# SECURITY SYSTEM NOTES

Installing/Service Company \_\_\_\_\_

For Service Call \_\_\_\_\_

Central Station \_\_\_\_\_

Duress Code \_\_\_\_\_

## FUNCTION CODES

Function Code  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Controls Function  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

This system is  is not  partitioned.

## EMERGENCY ACTIVATION KEYS (check if enabled)

Fire

Auxiliary Emergency

Police

## PROGRAMMED FUNCTIONS

Abort Delay

Cancel Alarm

Forced Arming

Auto Bypass

Change Partitions

Group Bypass

Auto Instant

Chime

Quick Arm

Battery Test

Communicator Test

Re Exit

Siren Test

## ENTRY / EXIT DELAY TIMES

Exit Delay Time \_\_\_\_\_

Secondary Exit Delay Time \_\_\_\_\_

Entry Delay Time \_\_\_\_\_

Secondary Entry Delay Time \_\_\_\_\_

## ZONE DESCRIPTIONS

(Identify which are programmed as NIGHT zones.)

01 \_\_\_\_\_

05 \_\_\_\_\_

02 \_\_\_\_\_

06 \_\_\_\_\_

03 \_\_\_\_\_

07 \_\_\_\_\_

04 \_\_\_\_\_

08 \_\_\_\_\_

**This manual is furnished to help you understand your security system and become proficient in its operation. All users of your security system should read and follow the instructions and precautions in this booklet and, if possible, practice on the keypad control while your professional installer is on site. Failure to do so could result in the security system not working properly. This booklet should be kept in an accessible location for the life of the security system. If you do not understand any part of this manual you should notify your installing company shown on page 1.**

The SECURITY CONTROL can be turned on (ARMED) and off (DISARMED) by entering a 4 or 6 digit code into the Keypad Control, which is similar to a telephone keypad. If your Security Control has been so programmed, you may be able to turn on (ARM) your System by simply double pressing the [AWAY], [STAY] or [NIGHT] key. The system must always be disarmed using a 4 or 6 digit code. The LED keypad includes up to 18 lights and a built-in electronic sounder. These provide specific information relating to the status of the security system, which is described in the booklet. Understanding what the lights and sounds mean will help you to easily operate your system.

**Keep in mind, the level of security you will obtain with this system relates specifically with two major factors:**

1. The quantity, quality and placement of security devices attached to this system.
2. The knowledge you have of the security system and how that knowledge is utilized in a weekly test of the complete system.

**You should be aware of the following facts when preparing a safety/security plan for your home/business.**

- Your security system is an electronic device and is subject to failure or malfunction. Do not rely on it as your single source of security.
- Your system should be tested weekly.
- Your system will not work without power.
- Warning devices will need to be loud enough, wired correctly, and properly placed to provide notification of an alarm event.
- Smoke and heat detectors may not detect heat and smoke in all situations.
- Use qualified security professionals to install and maintain your security system.
- It may be possible to arm the security system without the backup battery connected. Your periodic test should be done with AC Power removed to verify the battery is connected and adequately charged.
- Care should be taken to plug in and restrain the AC Transformer after testing.

**Please read the following information and instructions carefully before operating your security control system.**

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## GLOSSARY OF TERMS

<b>Abort Delay</b>	An option that allows a delay in reporting to the central station.
<b>Authority Level</b>	The level of access an individual has when using an alarm panel.
<b>Central Station</b>	The location where alarm data is sent during an alarm report.
<b>Chime Feature</b>	An option that allows the keypad to sound a ding-dong whenever an entry/exit door is opened.
<b>Codes</b>	Can be either User Codes (relating to a person) or Function Codes (a toggle switch to turn specific functions on/off). NOTE: A system may have either 4-digit codes or 6-digit codes, but not a mixture of the two.
<b>Duress Code</b>	An option that allows a special code to be sent to the central station that indicates the alarm system is being operated under duress.
<b>Forced Arming</b>	An option that allows the system to be turned on (ARMED) with one or more zones open. A system that is ready to be "force armed" will flash the <i>ready light</i> . (Note: Those zones that are not ready will not create an alarm.)
<b>Function Code</b>	A Function Code is either a four- (4) or six- (6) digit code that has been programmed by the installer to operate a device.
<b>Group Bypass</b>	An option that allows the user to bypass multiple zones with a single operation.
<b>Instant/Delay</b>	An option that allows an instant alarm condition for Entry/Exit doors, or grants a delay to allow someone to enter/exit the building without an alarm, or before entering a user code to disarm.
<b>Master Code</b>	A master arm/disarm code that can program other user codes.
<b>Partitioned System</b>	A system divided into multiple areas in which its own user or users control each area.
<b>Perimeter</b>	The outer edge of the protected area.
<b>Quick Arm</b>	An option that allows you to turn on (arm) the security system by double pressing either the [AWAY], [STAY] or [NIGHT] key on the keypad control (for ARMING only) as programmed by the installing company.
<b>User Code</b>	A four- (4) or six- (6) digit entry code used to arm or disarm the system.

# UNDERSTANDING THE LIGHTS

## ABORT LIGHT

The *abort light* will flash during an abort delay time. If a code is entered while this light is flashing, all abortable reports will stop the communication process. **Note: The abort feature must be enabled.** Entering a code during or after an alarm report to the central station will cause the *abort light* to come on. It will stay on until the central station has received the cancel report. **Note: The cancel feature must be enabled.**

## AWAY - STAY - NIGHT KEYS

The *away, stay, and night keys* are “on” when the system is armed to one of these corresponding modes. The *armed, stay, and night keys* are “off” when it is disarmed. The *armed, stay, and night keys* will flash when there has been an alarm during the previous arm cycle.

## BYPASS KEY

The *bypass key* is illuminated when any zone in this keypad's partition is bypassed. The zone(s) that is bypassed will also be illuminated. If the *bypass key* is “off”, no zones are bypassed.

## CHIME LIGHT

The *chime light* is “on” when the chime feature is “on”; “off” otherwise.

## FIRE LIGHT

A steady *fire light* means a fire zone has been faulted. A rapidly flashing *fire light* means that a fire zone is in a trouble condition.

## POWER LIGHT

The *power light* is on if the primary power is on. The *power light* will flash if the system has a low battery condition.

## READY LIGHT

The *ready light* is “on” when the system is ready to arm and “flashes” if ready to force arm. The *ready light* is off when the system is not ready to arm because of a zone(s) being faulted.

## SERVICE LIGHT

The service light is “on” when the system requires service. Press [\*]-[2] to determine the service condition then refer to page 13 for details.

## ZONE LIGHT

The *zone lights* are “off” when everything is normal. A *zone light* will be “on” if the zone has been bypassed. If a *zone light* is “flashing”, that zone is in alarm or has been faulted. If a *zone light* is “flashing” rapidly, it means that the zone is in a trouble condition. Trouble conditions are:

**Tamper      Hardware      Low Battery      Loss of Supervision**

(A combination of Alarm/Fault and Tamper/Trouble will produce a rapid “flashing” light for a short period of time, followed by a slow “flashing” light.)

## EMERGENCY ACTIVATION KEYS



Fire



Auxiliary Emergency



Police

**NOTES:** You must hold these keys for 2 seconds to activate these functions. Your system may not be programmed for these activation keys (see page 1). You should press these keys only in an emergency situation that requires response by emergency personnel. If your system is programmed for these functions, the following reports can be sent.

**Fire Key** – This key can activate the fire alarm when pressed for two seconds. If your system is connected to a monitoring center, an emergency report could be sent to that center.

**Auxiliary Emergency Key** – This key can activate the auxiliary alarm when pressed for two seconds. If your system is connected to a monitoring center, an emergency report could be sent to that center.

**Police (Panic/Hold-Up) Key** - This key can sound a local audible alarm when pressed for two seconds. If your system is connected to a monitoring center, an emergency report could be transmitted to that center. **NOTE:** Some Panic/Hold-Up alarms are programmed to be silent at the protected site while reporting an alarm to the monitoring center. Check with your installing company to determine how your security system will respond to the Panic/Hold-Up activation.

## KEYPAD FUNCTIONS

### ARMING YOUR SYSTEM IN THE “AWAY” MODE

AWAY is used when the user is away from the premises; total protection; all sensors are on.

- Close all protected doors and windows.
  - *Ready light* will be on or flashing when all protected zones and sensors are secure. **NOTE:** If any zones are bypassed, a sensor in that zone can be violated without affecting the *ready light*.
  - The security system will not arm if the *ready light* is not on or flashing.
  - If the *power light* is off, you have no AC power. Restore power if possible. If not, contact your installing company listed on page 1 of this booklet for service.
- Enter your 4 or 6 digit user code to arm the system.
  - The *away key* will illuminate steady. The *stay* and *night keys* will flash during the exit delay.
  - You may now leave the building.

## ARMING YOUR SYSTEM IN THE “STAY” AND “NIGHT” MODES

STAY is used when you are inside the premises; selected door and window sensors are on. NIGHT is used at bedtime; window and interior sensors are on.

↳ *The night mode is currently only supported by the NX-8E controls.*

- Close all protected doors and windows.
  - *Ready light* must be on or flashing when all protected zones and sensors are secure. The system will not arm if the *ready light* is not on or flashing.
  - **NOTE:** If any zones are bypassed, a sensor in that zone can be violated without affecting the *ready light*.
  - If the *power light* is off, you have no AC power. Restore power if possible. If not, contact your installing company listed on page 1 of this booklet for service.
- Enter your 4 or 6 digit user code.
  - If “Auto Bypass” is enabled, all interior zones will be bypassed if you do not leave through a designated entry/exit door. Omit Step 3.
- Press **[STAY]**.
  - The *stay key* will illuminate indicating that all interior zones are bypassed. (All interior devices will bypass automatically, giving the user freedom of movement within the interior area.) The *away* and *night* keys will flash during the exit delay.
  - The *bypass key* will illuminate if any zone(s) are bypassed. If any zone(s) have been bypassed previously by the user, the light(s) corresponding to the bypassed zone(s) will illuminate, alerting the user that a zone(s) may be unprotected and can be faulted without an alarm.
- To toggle between the STAY and NIGHT mode, double press the key corresponding to the mode you desire.
- To upgrade from the STAY or NIGHT mode to the AWAY mode, double press **[AWAY]**. **Note:** Once the AWAY mode is activated, the system must be disarmed to revert to the STAY or NIGHT mode.

## USING THE QUICK ARM (Optional, see page 1)

The Quick Arm feature may be used if it is enabled. Quick Arm will allow the user to arm the security system in the AWAY, STAY, or NIGHT mode by pressing the corresponding key twice. This feature is used for ARMING ONLY, and will not disarm the security system. This is ideal for a maid or baby sitter, etc.

## CHANGING MODES WHILE SYSTEM IS ARMED (Optional, see page 1)

Double pressing the **[AWAY]**, **[STAY]**, or **[NIGHT]** key will change to the corresponding mode. Once the AWAY mode is entered, the system must be disarmed to change modes.



## DISARMING THE SYSTEM

When you enter the protected area through one of the designated Entry/Exit doors, the keypad control will sound a continuous tone for the duration of the entry delay time, or until you enter a valid code. The *away*, *stay* and *night keys* will go off and the tone will stop. The security system is now DISARMED. If a valid code is not entered before the end of the entry delay, an alarm will occur. **(NOTE: If the *away*, *stay* or *night keys* are flashing during the entry delay, the alarm system has been activated in your absence. Leave the building immediately and call your alarm company and/or the police from a safe location.)**

## ABORT FEATURE (Optional, see page 1)

The *abort light* will flash during an abort delay time. If a code is entered while this light is flashing, all abortable reports will stop the communication process. Entering a code during or after an alarm report to the central station will cause the *abort light* to come on. It will stay on until the central station has received the cancel report.

## TURNING THE DOOR CHIME ON AND OFF

The door chime is turned on or off by pressing [\*]-[1] while the system is in the disarmed state. If the chime is “on”, the *chime light* will be illuminated. If the chime is “off”, the *chime light* will be off. Each time [\*]-[1] is pressed it will toggle the chime feature on/off and produce a momentary ding-dong sound.

## BYPASSING ZONES

If you wish to bypass one or more zones, it must be done while the system is in the disarmed state.

1. Press [BYPASS].
2. Enter user code, if required. The *bypass key* flashes.
3. Enter the zone number you wish to bypass, i.e. press [4] for zone 4.
4. Press [BYPASS] again.
5. The corresponding *zone light* will illuminate indicating the zone has been bypassed. Repeat steps 3 and 4 for any other zone(s) that need to be bypassed.
6. Press [BYPASS] again -or- press [#] to exit the Bypass Mode. The *bypass key* will stop flashing upon exiting the Bypass Mode.

## GROUP BYPASS

Pressing [BYPASS]-[0]-[BYPASS] will bypass all zones that are designated as group bypass zones. Press [BYPASS] again to exit group bypassing.

## UNBYPASSING

To manually unbyypass zones, perform the bypassing procedure on a zone that is already bypassed. The corresponding light for that zone will go off when unbyypassed.

**NOTE: All zones will automatically be unbyypassed each time the system is disarmed.**

## ADDING AND CHANGING USER CODES

Your system must be **Disarmed** to change user codes.

1. Press [\*]-[5]-[“Master Arm/Disarm” Code].

**NOTE:** For partitioned systems, someone changing the code of another person must have access to all or more partitions than the user being changed.

2. The *ready light* will flash.
3. Enter the “user number”. (Depending on the control panel in your system, this will be either a 2-digit or 3-digit number. Remember to enter leading zeros such as [0]-[3] for user 3, or [0]-[5]-[2] for user 52).
4. The zone lights will illuminate specifying the first digit of the “user code”. (Lights 1-8 on = code is blank, lights 1-8 off = “0”, lights 1 and 8 = “9”).
5. To DELETE a user code, enter [\*]-[\*]-[\*]-[\*] for a 4-digit code, or [\*]-[\*]-[\*]-[\*]-[\*]-[\*] for a 6-digit code.
6. The *ready light* will flash indicating you are back at Step 2 above. If the code is rejected, the sounder will beep 3 times.
7. Return to step 3 if another “user code” is to be programmed.
8. Press [#] while the *ready light* is flashing to exit the User Code Programming Mode.

## ASSIGNING USER CODE AUTHORITY LEVELS

Assign authority levels to users by following the steps below. Assign user codes before assigning authority levels.

1. Press **[\*]-[6]-[“Master Arm/Disarm Code”]**.  
Someone changing the authority of another person can only add or remove partition authorization for partitions to which they have access.
2. The *ready light* will flash.
3. Enter the “user number” to be assigned authority. (Depending on the control panel in your system, this will be either a 2-digit or 3-digit number. Always enter leading zeros such as **[0]-[3]** for user 3, or **[0]-[5]-[2]** for user 52).  
The *ready light* is constant and the *instant light* will flash.
4. Illuminated lights indicate the authority levels assigned to this code. An explanation of the lights is listed in the following table. You may toggle (turn on/off) the authority level by pressing the number for that authority level.

LIGHT	AUTHORITY LEVELS IF LIGHT 8 IS OFF
1	Reserved (Note: Do not change if on.)
2	Arm Only
3	Arm Only After Closing Time
4	Master Arm/Disarm (can program other codes)
5	Arm/Disarm
6	Bypass Zones
7	Open / Close Reporting
8	If this light is on, this code is programmed as a function code. Do not change! Press <b>#[#]-[#]</b> to exit.

5. Press **[\*]**. The *ready light* will flash. This moves you to the partition enable. (The user has access in partitions that are illuminated.)
6. The illuminated numbers indicate each partition where the user has access. To change any of the partitions where the user has access, press numbers corresponding to areas where you want to give the user access or deny access. (Example: If zone light #2 is lit, then the user is assigned access to partition #2. By pressing **[2]**, the light will go off, denying access to partition #2.

Light	Partition	Light	Partition
1	Partition 1	5	Partition 5
2	Partition 2	6	Partition 6
3	Partition 3	7	Partition 7
4	Partition 4	8	Partition 8

7. When the partitions are assigned, press [\*]. This returns you to Step 2. At this point you may enter another user number to assign authority level. Repeat Steps 3 - 7 until you have assigned authority levels to all user numbers.
8. Press [#] to exit the Assigning Authority Level Program.

## OTHER KEYPAD FUNCTIONS

### SETTING THE KEYPAD TONE

1. Press [\*]-[0]. Keypad is now in the "Adjust Tone" mode.
2. Press [1] to make the keypad sounder go to higher tones, and press [2] to make the keypad sounder go to lower tones.
3. When the desired tone is reached, press [#] to set this tone and exit from the "Adjust Tone" mode.

### VIEW ALARM MEMORY

1. Press [\*]-[3]. The zone(s) that created the last alarm will be displayed on the keypad.
2. The **ALARM MEMORY** feature will flash those zones that created alarms and will light steady those zones that were bypassed during the last alarm.

### TEST FUNCTION – Optional

If programmed, this function will perform a battery test, communicator test, and/or a siren test. Alarms and reports will not be sent, unless a communicator test is performed at which time a test signal will be sent.

1. Press [\*]-[4]. The test will be performed as programmed.
2. If the siren test is performed, enter a user code to silence the siren.

## RESET FUNCTION

This function is used to reset Smoke Detectors, Zone Troubles, and Zone Tamperers. Your system must be **Disarmed** to use the Reset function.

1. Press **[\*]-[7]**. Resets have now been performed.
2. If the keypad begins beeping, the reset did not execute properly. Enter your code to silence the keypad. Wait a few minutes and repeat step 2 to attempt another reset. If the keypad still beeps after repeated attempts, please contact your installer.

## SET SYSTEM DATE

1. Press the **[\*]-[9]-[6]-[“Master Code”]**.
2. Enter the “Day of Week “  
1=Sunday            3=Tuesday            5=Thursday            7=Saturday  
2=Monday            4=Wednesday            6=Friday
3. Enter the “Month Code”. Must always be two (2) digits.  
01 = January      02 = February      03 = March            04 = April  
05 = May            06 = June            07 = July            08 = August  
09 = September    10 = October        11 = November      12 = December
4. Enter the “Day Code”. Must always be two (2) digits.  
Example: The 5<sup>th</sup> would be entered as **[0]-[5]**.
5. Enter the last two digits of the “Year Code”.  
Example: For 2007 enter **[0]-[7]**.

## SETTING THE SYSTEM CLOCK

1. Press **[\*]-[9]-[7]-[“Master Code”]**.
2. Enter the “hour code” which must be two (2) digits. NOTE: The clock is a 24-hour clock. Refer to the following table.
3. Enter the “minutes code” which must be two (2) digits.  
Example: 7 minutes after would be entered **[0]-[7]**.

Time	Hour Code	Time	Hour Code	Time	Hour Code
12:00 Midnight	00	8:00 AM	08	4:00 PM	16
1:00 AM	01	9:00 AM	09	5:00 PM	17
2:00 AM	02	10:00 AM	10	6:00 PM	18
3:00 AM	03	11:00 AM	11	7:00 PM	19
4:00 AM	04	12:00 Noon	12	8:00 PM	20
5:00 AM	05	1:00 PM	13	9:00 PM	21
6:00 AM	06	2:00 PM	14	10:00 PM	22
7:00 AM	07	3:00 PM	15	11:00 PM	23

## SETTING THE KEYPAD LIGHTING

- Press **[\*]-[9]-[1]**. The *service light* will flash.
- Press the **[1]** and **[2]** keys to lighten or darken the illumination behind the buttons. It is usually easier to set this adjustment in a darkened room.

## SERVICE MENU

The *service light* will be "on" if the security system requires service. If the *service light* is "on", press **[\*]-[2]** to determine the service condition. One or more zone lights will illuminate indicating what service(s) is required. Call your service provider immediately for these problems. Below is a listing of what each light means in a service condition.

LIGHT	PROBLEM																
1	<p><b>SYSTEM FAULT</b> - Press <b>[1]</b>. The <i>zone light(s)</i> that is illuminated corresponds to the system fault(s) below:</p> <table border="0"> <tr> <td>1</td> <td>Over Current Fault</td> <td>5</td> <td>Expander Low Battery</td> </tr> <tr> <td>2</td> <td>Siren Trouble</td> <td>6</td> <td>Expander Box Tamper</td> </tr> <tr> <td>3</td> <td>Box Tamper</td> <td>7</td> <td>Expander Trouble</td> </tr> <tr> <td>4</td> <td>Expander Power</td> <td>8</td> <td>Ground Fault</td> </tr> </table> <p>Note: Faults 1 &amp; 2 are global in nature and will affect all partitions of a multi-partition system. Press <b>[#]</b> to return to the 1 of 8 <i>service lights</i>.</p>	1	Over Current Fault	5	Expander Low Battery	2	Siren Trouble	6	Expander Box Tamper	3	Box Tamper	7	Expander Trouble	4	Expander Power	8	Ground Fault
1	Over Current Fault	5	Expander Low Battery														
2	Siren Trouble	6	Expander Box Tamper														
3	Box Tamper	7	Expander Trouble														
4	Expander Power	8	Ground Fault														
2	<b>ZONE TAMPER</b> - Press <b>[2]</b> and the <i>zone light(s)</i> will illuminate showing the zone(s) that are tampered. Press <b>[#]</b> to return to the 1 of 8 <i>service lights</i> .																
3	<b>ZONE LOW BATTERY</b> - Press <b>[3]</b> . The <i>zone light(s)</i> will illuminate showing which zone(s) has a low battery. This only applies to wireless zones. Press <b>[#]</b> to return to the 1 of 8 <i>service lights</i> .																
4	<b>ZONE LOSS OF SUPERVISION</b> - Press <b>[4]</b> and the <i>zone light(s)</i> will illuminate showing which zone(s) has loss of supervision. This only applies to wireless zones. Press <b>[#]</b> to return to the 1 of 8 <i>service lights</i> .																
5	<b>ZONE TROUBLE</b> - Press <b>[5]</b> and the <i>zone light(s)</i> will illuminate showing which zone(s) has a trouble condition. Press <b>[#]</b> key to return to the 1 of 8 <i>service lights</i> .																

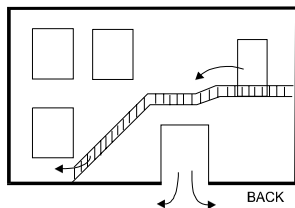
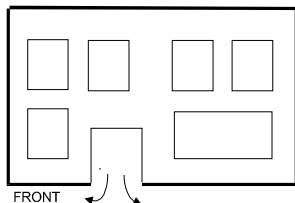
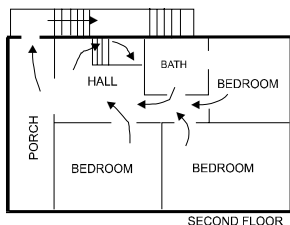
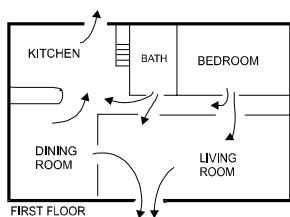


## EMERGENCY EVACUATION PLANS

An emergency evacuation plan should be established for an actual fire alarm condition. For example, the following steps are recommended by the National Fire Protection Association and can be used as a guide in establishing an evacuation plan for your building.

Draw up a floor plan of your home. Show windows, doors, stairs, and rooftops that can be used for escape. Indicate each occupant's escape routes. Always keep these routes free from obstruction. Determine two means of escape from each room. One will be the normal exit from the building. The other may be a window that opens easily. An escape ladder may have to be located near the window if there is a long drop to the ground below. Set a meeting place outdoors for a headcount of the building occupants.

Practice escape procedures. In a home, sleep with bedroom door closed; this will increase your escape time. If you suspect fire, test the door for heat. If you think it is safe, brace your shoulder against the door and open it cautiously. Be ready to slam the door if smoke or heat rush in. Practice escaping to the outdoors and meeting in an assigned spot. Call the Fire Department from a neighbor's phone. **NOTE:** After the installation of your Security System has been completed, notify your local Fire and Police Departments to give them your name and address for their records. Early warning fire detection is best achieved by the installation of fire detection equipment in all rooms. This equipment should be installed in accordance with the National Fire Protection Association's Standard 72. For additional information write the National Fire Protection Association, Batterymarch Park, Quincy, MA 02269. The following are examples of evacuation plans. A plan unique to your home or business should be drawn and memorized by each occupant.





## SYSTEM NOTES



## QUICK GUIDE

### TO DISARM:

Enter your user code.

### TO ARM:

Enter your user code, then  
press the desired mode key.

### TO QUICK ARM & LEAVE:

Press **AWAY** **AWAY**

### TO QUICK ARM & STAY (Daytime):

Press **STAY** **STAY**

### TO QUICK ARM & STAY (Bedtime):

Press **NIGHT** **NIGHT**

### TURN THE DOOR CHIME ON/OFF:

Press \* ①

### RESET SMOKE DETECTOR:

Press \* ⑦



# **GE Interlogix**