FOR SERVICE, CONTACT:

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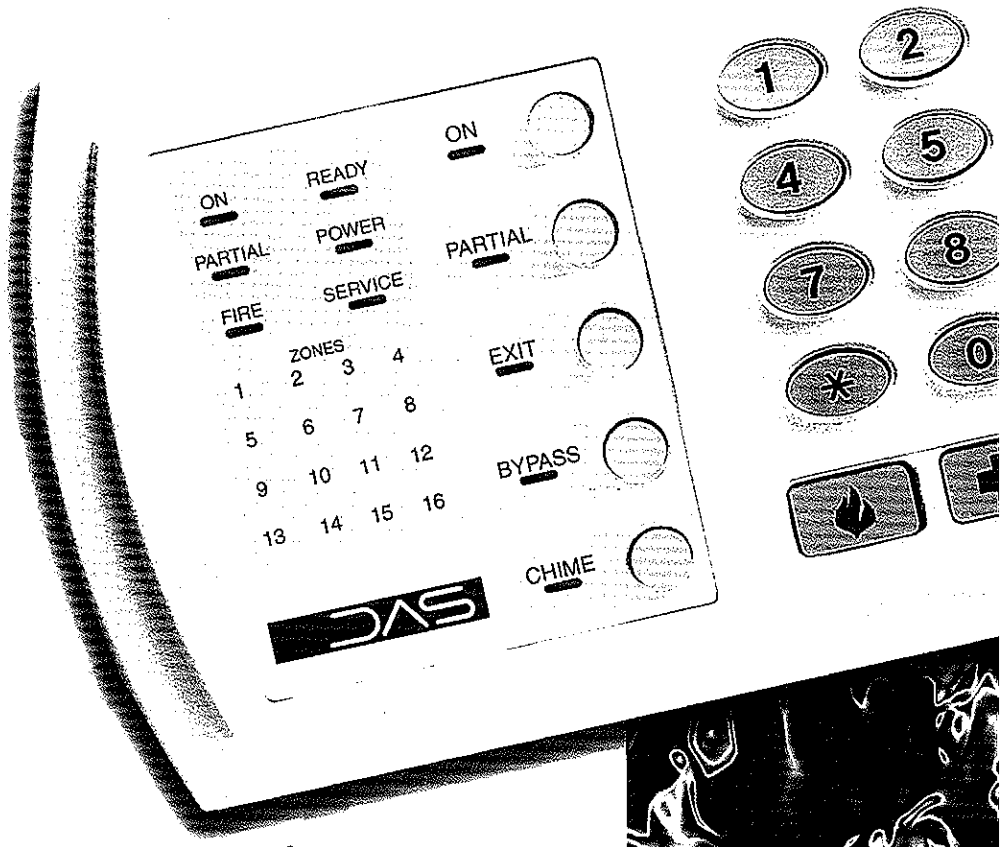

User's Manual

DAS

DIRECT ALARM SUPPLIES

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GLOSSARY OF TERMS

Abort Delay: An option that allows a delay in reporting to the central station.

Authority Level: The level of access an individual has when using an alarm panel.

Central Station: Location where alarm data is sent during an alarm report.

Chime Feature: An option that allows the code pad to sound a ding-dong whenever an entry/exit door is opened.

Codes: 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 99 four (4) digit codes or 66 six (6) digit codes, but not a mixture of the two.

Duress Code: An option that allows a special code to be sent to the central station that indicates the alarm system is being operated under duress.

Forced Arming:
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 *ready light*. (Note: Those zones that are not ready will not create an alarm.)

Function Code: A Function Code is either a four (4) or six (6) digit code that has been programmed by the installer to operate a device.

Group Bypass: An option that allows the user to bypass multiple zones with a single operation.

Master Code: A master arm/disarm code that can program other user codes.

Multi Area System: A system divided into multiple areas in which its own user or users control each area.

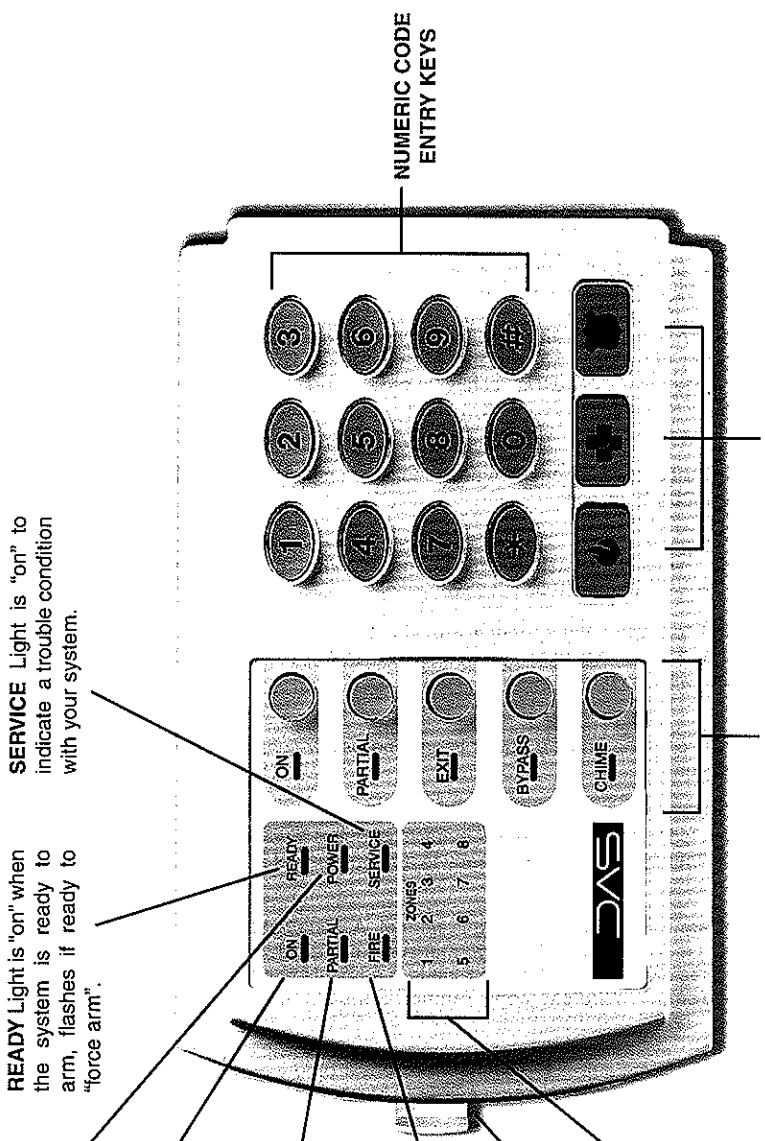
Partial Arm: A mode used to arm the perimeter and unused areas of an occupied premises.

Perimeter: The outer edge of the protected area.

Quick Arm: An option that allows you to turn on (ARM) the security system by pressing either the **[ON]** or **[PARTIAL]** key on the code pad control (for ARMING only) as programmed by the installing company.

Universal Arming (Uni Arm): When enabled, your alarm system can automatically determine whether to arm in the Full mode or in the pre-set Partial mode by looking to see if you exit your premises or stay inside after arming your system. **NOTE**: This feature can be used in conjunction with "Quick Arm".

User Code: A four (4) or six (6) digit entry used to arm or disarm the system.



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

UNDERSTANDING THE LIGHTS

Armed Light
The *armed light* is "on" when the system is armed. The *armed light* is "off" when it is disarmed. The *armed light* will flash when there has been an alarm during the previous arm cycle.

Bypass Light
The *bypass light* is "on" when any zone in this code pad's area is bypassed. The zone(s) that is bypassed will also be illuminated. If the *bypass light* is "off", no zones are bypassed.

Chime Light
The *chime light* is "on" when the chime feature is "on"; "off" otherwise.

Exit Light
The *exit light* is "on" during the exit delay. Please note that the light will flash during the last 10 seconds of the exit delay as a warning that the time is running out. (The user may want to restart the exit delay if the *exit light* is flashing in order to prevent an alarm. The user may then press the [Exit] key to restart the exit delay before the delay expires.)

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.

On Light
The *on light* is "on" when the system is armed. The *on light* is "off" when it is disarmed.

Partial Light
The *partial light* is "on" when the system is armed in the Partial Mode. All non bypassed zones will be delayed and follow the Partial delay time. When armed in Partial Mode, the Arm, On, and Bypass lights will also be "on".

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.

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: **Hardwire Zone Tamper, Wireless Zone Tamper, Sensor Low Battery and Sensor 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.)

CODE PAD CONTROL TONES (BEEPS)

- Beeps for all key presses Sounds a continuous tone during the entry delay time.
- Pulses when a day zone is violated while the system is disarmed.
- Pulses when a fire zone has a trouble condition.
- Beeps 3 times for trying to arm with the "Ready" light off, if "Force Arming" has not been selected.
- Beeps for 1 second or emits a "ding-dong" sound for the "Chime" feature.
- Beeps during an exit delay; beeps rapidly for the last 10 seconds of an exit delay; and beeps 1 second at the end of the exit delay.
- Pulses when the armed status changes and the AC power is off.
- Pulses when the armed status changes and any zone(s) is bypassed.
- Pulses when the armed status changes and a low battery is detected.
- Pulses when the armed status changes and a tamper condition is detected. Beeps to indicate telephone line cut, if selected.
- Pulses when one or more of the following conditions are detected: zone or box tamper, low battery, AC power fail, or expander trouble.

Entering a valid code will silence the code pad sounder when it is pulsing. Please contact your Installation Company if a trouble condition exists.

FULLY ARMING THE SYSTEM – ON MODE

ON is used when the user is away from the premise and wants the interior protected. Listed below are the steps to arm in the ON Mode:

1. Close all protected doors and windows. Ready light will light 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. If the power light is off, you have no AC power. Restore power if possible. If not, contact your installation company.

2. Enter your 4 digit user code to arm the system. The armed and exit lights will illuminate. You may now leave the building via the designated exit path.

Note: The exit light will flash rapidly for the last 10 seconds of the exit delay as a warning to the user that the exit time is about to expire.

Key Sequence	Operation
1 2 3 4	Example shows a User code of 1234 being used to set the system to the ON Mode.

FULLY ARMING THE SYSTEM – QUICK ARM MODE

ON is used when the user is away from the premise and wants the interior protected. Listed below are the steps to arm in the ON Mode:

1. Close all protected doors and windows. Ready light will light 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. If the power light is off, you have no AC power. Restore power if possible. If not, contact your installation company.

2. The [ON] key to arm the system. The armed and exit lights will illuminate. You may now leave the building via the designated exit path.

Note: The exit light will flash rapidly for the last 10 seconds of the exit delay as a warning to the user that the exit time is about to expire.

Key Sequence	Operation
ON	Example shows ON key being used to set the system to the ON Mode.

PARTIALLY ARMING THE SYSTEM – PARTIAL or HOME MODE

Home Mode is an easy-to-use feature that allows you to temporarily exclude some rooms from security arming. For example, you may wish to exclude bedrooms at night when they are in use. Home Mode is also used for protecting exterior doors and windows (the home perimeter) when the user is inside.

1. PARTIAL is used when the user is inside the premise and wants protection around the perimeter. Listed below are the steps to arm in the PARTIAL Mode:

2. Close all protected doors and windows. Ready light will light 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. If the power light is off, you have no AC power. Restore power if possible. If not, contact your installation company.

Press the [PARTIAL] key. The bypass light will illuminate if any zone(s) is bypassed. 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.

Key Sequence	Operation
PARTIAL	Example shows PARTIAL key being used to set the system to the PARTIAL Mode.

DISARMING – FROM THE ON OR PARTIAL MODE

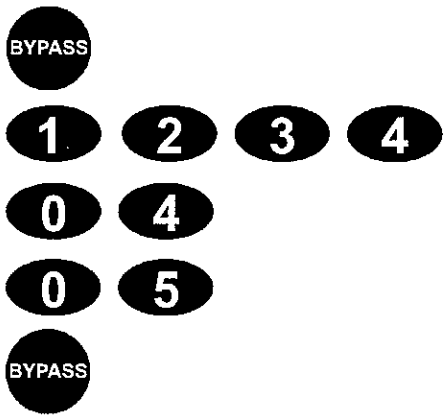
When you enter the protected area through one of the designated Entry/Exit doors, the code pad control will sound a solid continuous tone for the duration of the entry delay time, or until you enter a valid code. After entering a valid code the red armed light will go off and the tone will stop. The 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 red armed light is 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.)

Key Sequence	Operation
1 2 3 4	Example shows a User code of 1234 being used to Disarm the system from the ON or PARTIAL Mode.

BYPASSING – INDIVIDUAL ZONES

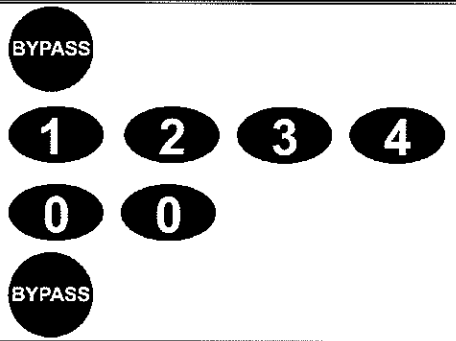
This is used to temporarily exclude one or more zones that would normally be protected. For instance, a pet may need to be left in a part of the house that is usually protected.

If you wish to bypass one or more zones, this must be done while the system is in the disarmed state. The following steps are used for bypassing zones. Once you have Bypassed the zone(s) you may Arm the system via the **ON** or **PARTIAL** Mode. When your security system is disarmed, any zones which have been temporarily isolated or bypassed will be reset, and will therefore be protected when the system is armed again. ***To manually un-bypass zones, perform the bypassing procedure on a zone that is already bypassed. The corresponding light for that zone will go off when un-bypassed.***

Key Sequence	Operation
	This example shows a user bypassing zones 4 and 5. **1.** Press the **[BYPASS]** key. **2.** (OPTIONAL) Enter a user code. (The bypass light flashes.) **3.** Enter a 2-digit zone indicating the zone you wish to bypass. (Example: Press the [0]-[4] key for zone 4, press [0]-[5] for zone 5.) The corresponding light for that zone will turn on when bypassed. **4.** Press the **[BYPASS]** key again.

GROUP BYPASS

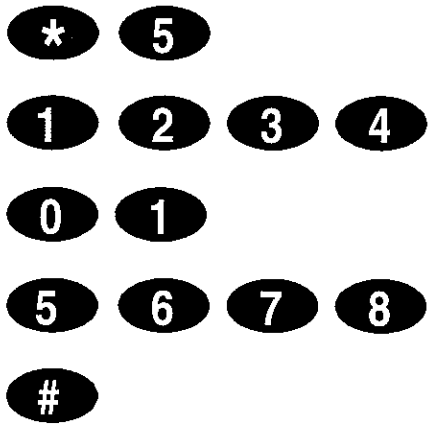
By pressing the **[BYPASS]** key, followed by the [0][0] key, then the [BYPASS] key again, all zones that are designated as group bypass zones will be bypassed. Now you can arm your system in either the [ON] or [PARTIAL] mode. Once armed pressing the [BYPASS] key again will toggle the bypassed zones on and off.

Key Sequence	Operation
	**1.** Press the **[BYPASS]** key. **2.** (OPTIONAL) Enter a user code. (The bypass light flashes.) **3.** Press the [0]-[0] keys. The group bypass zone lights will turn on when bypassed. **4.** Press the **[BYPASS]** key again.

CHANGING / ADDING USER CODES

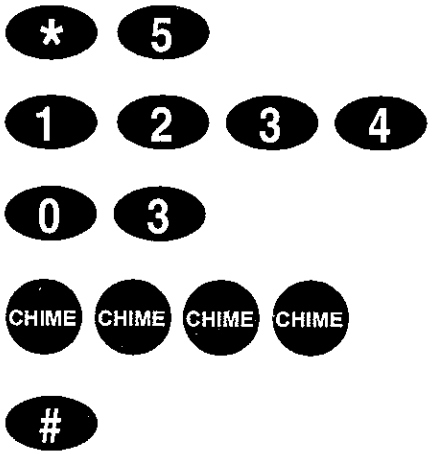
On occasion you may need to change your arm/disarm codes, either as a security measure or for your own convenience.

User Codes are 4 digits long and must all be different to each other. A master Code must be used to Change and Add user codes. The default master code is user code one **[01]** with a code of **[1234]**. Any user code can be assigned as a master code (See User Code Authorisation). Note the system must be disarmed before user codes can be changed or added.

Key Sequence	Operation
	Example shows user one [01] code change. **1.** Enter function five [*5]. **2.** Enter an existing master code. **3.** Enter the user code to add or change. **4.** Enter the new four-digit user code. **Repeat steps 3 and 4 for additional user codes.** **5.** Enter [#] when completed.

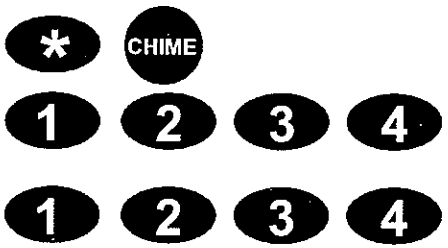
DELETING A USER CODE

You may be required to delete a user code, for example, when a member of the household leaves permanently.

Key Sequence	Operation
	Example shows user three [03] deleted. **1.** Enter function five [*5]. **2.** Enter an existing master code. **3.** Enter the user code to be deleted eg. User three [03] **4.** Press the [CHIME] key five (5) times to delete the user code. **5.** Enter [#] when completed. **Repeat steps 3 and 4 for additional user codes to be deleted.**

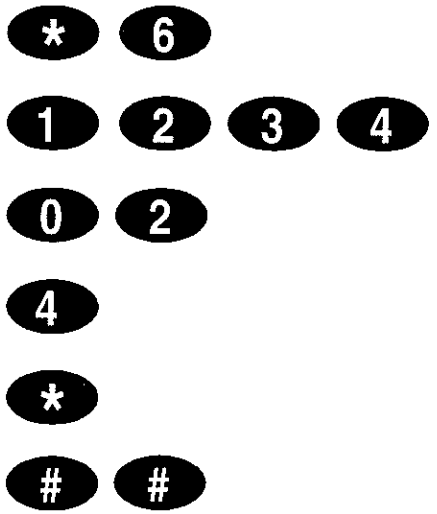
WALK TEST

Walk test is used to test the functionality of your entire zones, and should be performed regularly. When in walk test mode the code chime sounder will sound each time a zone is activated, while each activated zone will display on the code pad for the duration of the walk test period. Once you have activated all zones we can exit the walk test mode. During walk test the system will not report to the control room.

Key Sequence	Operation
	**1.** Enter [*] [CHIME]. **2.** Enter a master code. The system is now in walk test mode. **3.** Enter a master code to exit walk test. If no master code is enter walk test mode will automatically exit in 15 minutes.

USER CODE AUTHORISATION

Any User Code can be assigned a master code so that code can change or add other codes and have access to other functions available on this system.

Key Sequence	Operation
	Example shows user two [02] code change. 1. Enter function six [*6]. 2. Enter an existing master code. 3. Enter the user code to have changed to a master code. 4. Enter the four-[4] key. **Repeat steps 3 and 4 for additional user codes.** 5. Enter [*] to save changes. 6. Enter [#][#] when completed.

SETTING THE DOOR CHIME

Chime Mode provides only an audible warning at the premises. A ding-dong is sounded from the code pad when the protected area is entered, for example, when an infant opens the door.

The door chime is turned on or off by pressing the **[CHIME]** key 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 press of the **[CHIME]** key will toggle the chime feature on/off. Chime Mode must be programmed by your Installation Company. Tell the installer if Chime Mode is required for any areas.

Key Sequence	Operation
	Press the [CHIME] key to turn on or turn off the chime feature.

EXIT MODE

Exit Mode is used when you have already armed your Security System, but need to extend your exit time. Pressing the exit button will re-start your exit time, but you may only press time button **TWICE**. The code pad will beep faster in the last ten (10) seconds as a warning.

Key Sequence	Operation
EXIT	Press the [EXIT] key to extend your exit time.

CODE PAD EMERGENCY KEYS

Three (3) emergency features are available to be programmed into your code pad to provide support in the areas of personal safety, medical alert and fire alarm. You must hold these keys for two (2) seconds to activate these functions. You should press these keys only in an emergency situation that requires response by emergency personnel.

Check with your installation company whether your system is programmed for these activation keys.

Key Sequence	Operation
	Press this key and hold for two (2) seconds to activate the fire alarm.
	Press this key and hold for two (2) seconds to activate the medical/auxiliary alarm.
	Press this key and hold for two (2) seconds to activate the police/duress (panic/hold-up) alarm.

VIEWING ALARM MEMORY

Whenever an alarm activation occurs on your system, all zones that were in alarm during that activation will be held in memory. The last alarm activation can be reviewed via the function listed below. ie. You can see which area has activated the alarm.

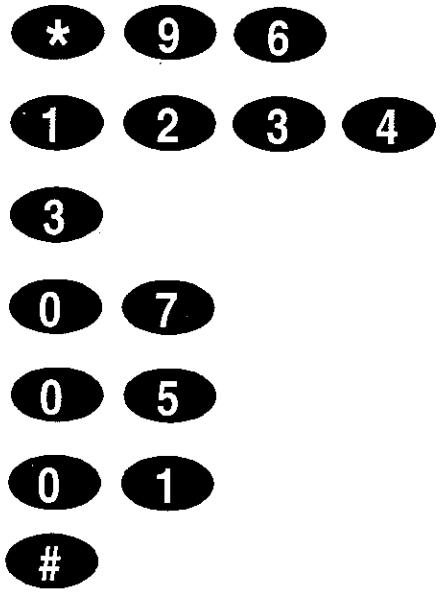
Key Sequence	Operation
* 3	The ALARM MEMORY feature will flash those zones that created alarms and will light steady those zones that were bypassed during the last alarm.

RESET LATCHED ALARMS

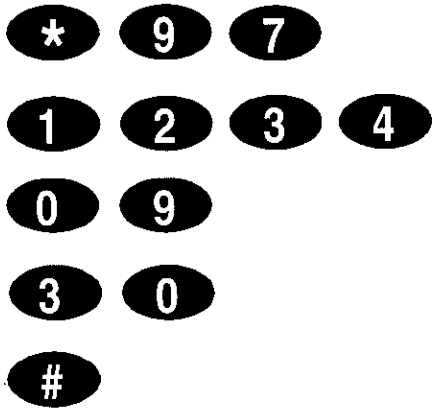
To reset Smoke Detectors, Zone Troubles and Zone Tampers the Reset Latched Alarms function must be used. Note: If the code pad begins beeping, the reset did not execute properly. Enter your code to silence the code pad. Wait a few minutes and repeat the reset function to attempt another reset. If the code pad still beeps after repeated attempts, please contact your installer.

Key Sequence	Operation
1 2 3 4 * 7	1. Enter you code to silence the code pad sounder. 2. Enter the reset function.

SETTING SYSTEM DATE

Key Sequence	Operation
	Example shows setting date as Tuesday, July 5th 2001. **1.** Press [*] [9] [6]. **2.** Enter the master code. **3** Enter the day of the week (1=Sunday, 7=Saturday) Eg. [3] for Tuesday **4.** Enter the month code. This must always be two (2) digits. Eg. [0] [7] for July. **5.** Enter the day code. This must always be two (2) digits. Eg. [0] [5] for the 5th day. **6.** Enter the last two (2) digits of the year code. Eg. [0] [1] for 2001. **7** Press {#} to exit. Your date is now set.

SETTING SYSTEM TIME

Key Sequence	Operation
	Example shows setting time as 9:30am. **1.** Press [*] [9] [7]. **2.** Enter the master code. **3.** Enter the hour code which must be two (2) digits. Eg. [0] [9] for 9am. **4.** Enter the minutes code which must be two (2) digits. Eg. [3] [0] for 30 minutes. **5.** Press [#] to exit. Your time is now set.

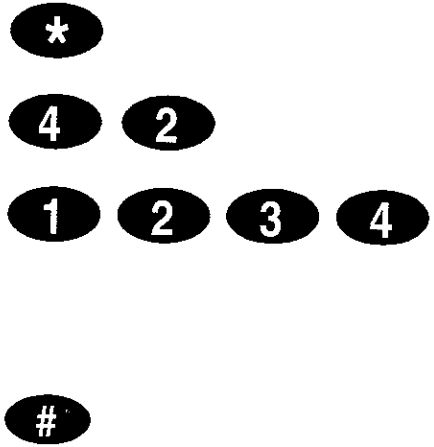
USER PROGRAMMABLE PHONE NUMBERS

ENTERING A PHONE NUMBER

You may have a requirement where, in the instance of an alarm activation, you want the panel to dial a particular phone number. Eg. Your mobile phone.

There are three (3) phone numbers that can be programmed or changed. This can only be done when pager or siren tone formats are selected.

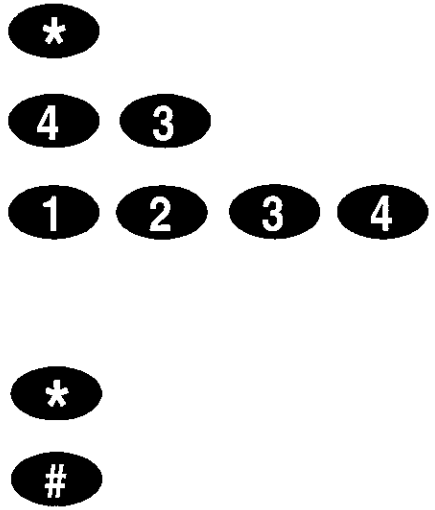
To program a new phone number you must do the following.

Key Sequence	Operation
	**1.** Press [*] **2.** Enter [4] [2] for the location of phone number 2. (Enter [4] [1] for phone number 1 and [4] [3] for phone number 3) . **3.** Enter the master code. **4.** Enter the phone number, not exceeding twenty (20) digits. (Use the table below to determine the key values). **5.** Press [#] to end and exit.

Key	Phone Digit	Key	Phone Digit
[1]	1	[9]	9
[2]	2	[0]	0
[3]	3	[ON]	Star (*)
[4]	4	[PARTIAL]	Hash (#)
[5]	5	[EXIT]	4 Sec Delay
[6]	6	[BYPASS]	Disable
[7]	7	[CHIME]	Pulse Dialing
[8]	8		

VIEWING TELEPHONE NUMBERS

You may wish to check which phone numbers have been programmed for your security system.

Key Sequence	Operation
	Example shows viewing phone number 3. **1.** Press [*] **2.** Enter [4] [3] to select the location of phone number 3. **3.** Enter the master code. You are now in the view mode, and the first phone digit will be displayed. (Use the following table to read the code pad lights). **4.** Press the [*] key to move to the next digit(s). **5.** Press [#] to end and exit.

Light	Phone Digit	Light	Phone Digit
[Zone 1]	1	[Zone 10]	0
[Zone 2]	2	[FIRE]	9
[Zone 3]	3	[SERVICE]	0
[Zone 4]	4	[ON]	Star (*)
[Zone 5]	5	[PARTIAL]	Hash (#)
[Zone 6]	6	[EXIT]	4 Sec Delay
[Zone 7]	7	[BYPASS]	Disable
[Zone 8]	8	[CHIME]	Pulse Dialing
[Zone 9]	9		