Using the Burglary Zone Test (XR550N/XR550E only)

1. With the system disarmed, access the User Menu.
2. Press COMMAND until SYSTEM TEST? displays.
3. Press any select key or area. The keypad displays: SYSTEM TEST? SYSTEM ZONES. Select ZONES.
4. The keypad displays SYSTEM TEST? BURG PANICS. Select BURG.
5. The Burg Zone Test begins automatically and the keypad displays TRIPS: 000 END.
6. During the Burg Zone Test, trip each burg zone.

Note: Each time you trip a burg zone, the display number increments and the keypad buzzer sounds for two seconds.

7. The number of burg zones tripped displays until the test ends or no burg zone activity has occurred for 20 minutes.
8. Select END to stop the Burg Zone Test.
9. BURG TEST OKAY displays when the Burg Zone Test is completed and all zones tested OK.
10. When the Burg Zone Test ends and a zone failed (did not trip) during the test, the keypad displays the zone name and number and the buzzer sounds for one second. Press the COMMAND key to display the next failed zone.

User Profiles

Add, delete, or change User Profiles, that define the authority of each user code in the system. Several characteristics define the authority of each User Profile within the system. Make sure that at least one administrator in your system has a profile with all authorities and all areas. Up to four profiles may be assigned per user.

In All/Perimeter or Home/Sleep/Away operation, User Profiles will not display in the User Menu. When adding User Codes, use the default profiles 1 through 10. Refer to the User Profiles Chart.

In Home/Sleep/Away with Guest operation, the User Profiles option does not display in the User Menu but when adding User Codes, enter a profile number 1 through 9 for the main house system, profiles 11-19 for the Guest 1 house system, and profiles 21-29 for the Guest 2 house system (XR550 only). Profiles 2-9 will default to have Arming/Disarming for all eight areas, while profiles 12-19 and 22-29 only have Arm/Disarm assigned to Guest 1 and Guest 2 respectively. Profiles 1, 11, and 21 do not have any Arming/Disarming authority assigned. Refer to the User Profiles Chart.

Profile Number - Each profile may be assigned a unique number from 1 to 99.

Profile Name - Each profile may be assigned a 32-character name. The Profile Number is the default name.

Area Number - Each profile may be assigned specific areas of the system for arming and disarming. When profiles 1 to 98 are created, NO areas are assigned by default. The default for profile 99 is ALL areas assigned. Profile 99 is predefined in the system by the factory. For the XR150 Series system you can assign areas 1 to 8. For the XR550 Series panel you can assign areas 1 to 32.

Access Area Number - Each profile may be assigned door access area assignments. Default for profile 1 to 98 is NO areas assigned. Default for profile 99 is ALL areas assigned. Profile 99 is predefined at the factory.

Output Group Assignment - Each profile may be assigned an output group number from 1 to 10. Default for profile 1 to 98 is NO output group assigned. Default for profile 99 is output group 10. Your system may by programmed to turn on an output group at certain keypads when door access occurs.

User Menu Assignments - Each user profile may have any of the menus assigned to it as shown in the User Profile Record. The User Profile Record lists the user menu profile assignments and the system functions users are allowed to access based on the profile numbers assigned to their codes.

Adding User Profiles

1. Access the User Menu. Press COMMAND to USER PROFILES?.
2. Press any select key or area. The keypad displays ADD DEL CHG. Select ADD to add a new user profile.
3. At the PROFILE NO: - option, enter an unused profile number and press COMMAND. The display changes to PROFILE NAME.
4. Press any select key or area. Enter a profile name of up to 32 characters. Press COMMAND. See Appendix B.
5. At the ARM/DIS AREAS: option, select the area numbers for arming and disarming assigned to this profile.
6. The keypad displays ACCESS AREAS: . Select the area numbers assignment to allow door access for this profile. Press the COMMAND key.
7. The keypad displays OUTPUT GROUP: -. Enter the number for the Output Group assigned to this profile. Press the COMMAND key.
8. The keypad displays each of the menus as shown in the Profile Table for you to enable for this profile number. Select YES or NO and press the COMMAND key to advance to the next menu Selection.
9. When you have completed selecting all User Profile menu assignments, the keypad displays the PROFILE ## ADDED message for 4 seconds.

Browser Feature

Refer to Appendix B in this guide for a diagram showing you how to use the Add User Profiles browser.

Changing User Profiles

1. Access the User Menu.
2. Press COMMAND until USER PROFILES? displays.
3. Press any select key or area. The keypad displays ADD DEL CHG.
4. Select CHG to change a user profile.
5. At the PROFILE NO: - option, enter a profile number and press COMMAND. The display changes to PROFILE NAME.

Note: The panel's authority check determines whether your User Profile is authorized to change another profile. The message NO AUTHORITY appears if you are not authorized to change the profile.

6. Press any select key or area to display -. Enter a profile name of up to 32 characters. The default Profile Name uses the Profile Number. Enter the name and press COMMAND.
7. At the ARM/DIS AREAS: option, enter the area numbers for arming and disarming assigned to this profile.

8. The keypad displays ACCESS AREAS: . Enter the area numbers assignment to allow door access for this profile. Press the COMMAND key.
9. The keypad displays OUTPUT GROUP: -. Enter the number for the Output Group assigned to this profile. Press the COMMAND key.
10. The keypad displays each of the menus as shown in the Profile Table. You then enable or disable the menu function for this profile number. Select YES or NO and press the COMMAND key to advance to the next menu selection.
11. When you complete Selecting all User Profile menu assignments, the keypad displays the PROFILE CHNGD message for 4 seconds, indicating the profile is changed.

Browser Feature

Refer to Appendix B in this guide for a diagram showing you how to use the Change User Profiles browser.

Deleting User Profiles

1. Access the User Menu.
2. Press COMMAND until USER PROFILES? displays.
3. Press any select key or area. The keypad displays ADD DEL CHG.
4. Select DEL to delete a user profile.
5. At the PROFILE NO: - option, enter a profile number and press COMMAND. The display changes to DELTD.

Note: User codes assigned to deleted profiles will not function.

Browser Feature

Refer to Appendix B in this guide for a diagram showing you how to use the Delete User Profiles browser.

TEMP CODE

When you select YES for this menu option, the keypad displays EXPIRATION DATE?. Enter the ending date for the profile to expire. The keypad displays EXPIRATION TIME?. Enter the ending time for the profile to expire. The keypad displays USER CODE?. Enter a user code to activate.

ANTI PASS NO

Anti-passback requires that you properly exit (egress) an area previously accessed. If you fail to exit through the proper location you cannot access it until you properly exit. Default is No. See Failed to Exit (Anti-Passback) for more information.

ACCESS SCHEDULES

This option allows you to assign up to eight Schedules to a profile for door access. When the keypad displays FIRST ACCESS SCHEDULE: - press any of the first three select keys or areas to enter the desired Schedule number. Press the fourth select key or area to browse available Schedules in the LIST option. Press the select key or area under the desired Schedule to display the Schedule number then press COMMAND. The keypad displays SECOND ACCESS SCHEDULE: - repeat the same process for the third through eighth access schedule and press COMMAND to return to the User Menu.

Note: To program a profile with anytime access, do not assign the profile number to any Schedules.

RE ARM DELAY

RE ARM DELAY allows the entry of 0 to 720 minutes to be used to delay automatic rearming when the user disarms an area outside of schedule. If zero is selected, the rearming occurs based on permanent programming in the panel. If another user enters a valid user code or credential after the RE ARM DELAY countdown has started, and their user profile RE ARM DELAY is greater, then the RE ARM DELAY countdown starts over with the new time.

RE ARM DELAY is also used to delay a late to close message to the central station when the panel does not use automatic arming.

If the user has Extend Schedule authority, 2HR 4HR 6HR 8HR displays at disarming. If the user does not make a choice, the RE ARM DELAY is used to extend the schedule.

Application example: An exit door near the trash is scheduled to be armed at all times. When the custodian needs to remove trash, program 10 minutes for the activity. Or, an overhead door only requires access when a delivery is made. Program up to 720 minutes to allow the loading dock supervisor to load or unload a semi-truck.

EASY ARM/DISARM?

When entering your code, Easy Arm/Disarm allows you to automatically arm or disarm all areas that are assigned to your code. The ALL NO YES? option does not display when this option is enabled.

USE SECONDARY LANGUAGE

This option allows you to set the programmed secondary user language to display when the Easy Arm/Disarm option is enabled and the user presents their credential or enters their user code at the Status List.

CARD PLUS PIN

For a Profile using Card Plus PIN, two code entries are required by a user to operate the system from a keypad. The first must be entered from a proximity patch, credential card, fob, etc., on a keypad with a built-in or external reader. The second code is a PIN number keyed in at the keypad or can be a second credential.

Select YES to require users in this Profile to present a proximity credential and enter a PIN number wherever user code entry is required for system functions accessed from a keypad. Select NO to disable Card Plus PIN operation. Default is NO.

If any profile assigned to a user has Card Plus PIN enabled, the user is required to enter their user code and PIN to Arm/Disarm or to perform a door access for the areas assigned to that profile.

If all profiles assigned to a user have Card Plus PIN enabled, the user is required to enter their user code and PIN to access the user menu.

Note: When enabled, all existing user codes assigned to the profile need a PIN number assigned.

Note: The Card Plus PIN option is only available on Area systems.

WIFI SETUP

Selecting YES for this menu option enables Wi-Fi Setup to display in the User Menu of the selected Profile. When enabled in your Profile you may add, remove or test Wi-Fi on your system. Default is NO.

TECHNICIAN USER

If Technician User is enabled in a profile, the user cannot disarm a system that has been armed by a standard user. If the Technician User armed the system, then he or she can disarm it. This feature allows technicians to arm and disarm a system for testing purposes only.

User Profiles Chart

Note: For All/Perimeter or Home/Sleep/Away systems use the default profiles 1 through 10. For Home/Sleep/Away with Guest systems use the default profiles 1 through 9 for the main house system, default profiles 12-19 for the Guest 1 house system, and default profiles 22-29 for the Guest 2 house system. Profiles 12-19 and 22-29 default to the same authorities as profiles 2-9. For example, profile 13 and 23 have the same authorities as profile 3.

Menu Display			Authority	Predefined Profile Number											
				1	2	3	4	5	6	7	8	9	10	11-98	99
ALM SLNC	NO	YES	Alarm Silence	No	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	No	No	Yes
SNSR RST	NO	YES	Sensor Reset	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	No	No	Yes
LOCKDOWN	NO	YES	Lockdown	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	No	Yes
DOOR LOCK/UNLOCK	NO	YES	Door Lock/Unlock	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	No	Yes
DOOR ACS	NO	YES	Door Access	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	No	Yes
ARM AREA	NO	YES	Armed Areas	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	No	No	Yes
OUTPUTS	NO	YES	Outputs ON/OFF	No	No	No	No	Yes	Yes	Yes	Yes	Yes	No	No	Yes
ZN STATS	NO	YES	Zone Status	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	No	No	Yes
BYPAS ZN	NO	YES	Bypass Zones	No	No	No	No	No	Yes	Yes	Yes	Yes	No	No	Yes
ZONE MON	NO	YES	Zone Monitor	No	No	No	Yes	Yes	Yes	Yes	Yes	Yes	No	No	Yes
SYS STAT	NO	YES	System Status	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	No	No	Yes
SYS TEST	NO	YES	System Test	No	No	No	Yes	Yes	Yes	Yes	Yes	Yes	No	No	Yes
PROFILES	NO	YES	User Profiles	No	No	No	No	No	No	No	No	Yes	No	No	Yes
USR CODE	NO	YES	User Codes	No	No	No	No	No	No	No	No	Yes	No	No	Yes
EXTEND	NO	YES	Extend Schedules	No	No	No	No	No	Yes	Yes	Yes	Yes	No	No	Yes
SCHEDULS	NO	YES	Schedules	No	No	No	No	No	No	Yes	Yes	Yes	No	No	Yes
TIME	NO	YES	Time	No	No	No	No	No	No	No	Yes	Yes	No	No	Yes
DIS EVNT	NO	YES	Display Events	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	No	No	Yes
SERV REQ	NO	YES	Service Request	No	No	No	No	No	No	No	Yes	Yes	No	No	Yes
FIRE DRILL	NO	YES	Fire Drill	No	No	No	No	No	No	No	Yes	Yes	No	No	Yes
TEMP CODE	NO	YES	Temp User Code	No	No	No	No	No	No	No	No	No	No	No	No
ANTI PASS	NO	YES	Anti-Passback	No	No	No	No	No	No	No	No	No	No	No	No
ACCESS SCHEDULES	Sch. 1-99		Access Time	-	-	-	-	-	-	-	-	-	-	-	-
RE ARM DLY	0 – 720		Re-Arm Delay	No	No	No	No	No	No	No	Yes	Yes	Yes	No	No	Yes
EASY ARM/DISARM	NO	YES	Arm/Disarm	No	No	No	No	No	No	No	No	No	No	No	No
SEC LANGUAGE	NO	YES	Preferred Language	No	No	No	No	No	No	No	No	No	No	No	No
CARD PLUS PIN	NO	YES	Card Plus Pin	No	No	No	No	No	No	No	No	No	No	No	No
WIFI SETUP	NO	YES	WiFi Setup	No	No	No	No	No	No	No	No	Yes	No	No	Yes
TECHNICIAN USER	NO	YES	Technician User	No	No	No	No	No	No	No	No	No	No	No	No

User Codes

This option allows you to add, delete, or change a user code. You may also assign specific User Profiles to individual users.

1. 1234 = User Number
2. 34812 = User Code
3. 89456 = PIN
4. John Smith = User Name
5. 7 = Profile

User Number - Every user is numbered 1 through 9999. This number identifies the user to the system and is transmitted to the central station when the user arms or disarms areas.

User Code - Each user also has a 3- to 6-digit number to 999999, to enter into the keypad when arming or disarming the system. Only 4-digit user codes can be assigned to All/Perimeter, Home/Sleep/Away, or Home/Sleep/Away with Guest system users.

PIN - In a Card Plus PIN system, each user is assigned a unique PIN (up to 6 digits) to enter into the keypad after presenting their card/proximity credential to the reader when accessing system functions.

User Names - Each code may also be programmed with the user name. You may enter up to 32 characters for the name. As needed, refer to Appendix C for Entering User Names information.

User Profile - The user is also assigned a Profile (1 to 99) by the person administrating the system. The profile number determines the areas and functions the user can access.

Adding User Codes

1. Access the User Menu.
2. Press COMMAND until USER CODES? displays.
3. Press any select key or area. The keypad displays ADD DEL CHG BAT.
4. Select ADD or BAT (Batch) to add a new user code.
5. At the USER NUMBER: - option, enter a user number and press COMMAND. The display changes to USER CODE: - .

Note: Do NOT program a code for user number 1 unless you intend to use the Ambush function. See Ambush.

6. Enter a user code of 3 to 6 digits and press COMMAND. The user enters this number to arm, disarm, etc. If using access cards, present the card instead of entering a code. After entering the code the keypad displays USER NUMBER ### as the user name.
7. A 32-character name may be entered to identify the user. Press any top row key to clear the current name. You may then enter the new name. After entering the name press COMMAND. See Entering Names in Appendix D.
8. The display changes to PROFILE NO: -. Select the profile number to assign a set of authorized functions to the user code as outlined in the Profile Table on the previous page. Up to four profile numbers can be assigned to each user.

Note: On All/Perimeter or Home/Sleep/Away systems use the default profiles 1 through 10. For Home/Sleep/Away with Guest systems use the default profiles 2 through 9 for the main house system, default profiles 12-19 for the Guest 1 house system, and default profiles 22-29 for the Guest 2 house system.

9. At the PROFILE NO: - display, enter a profile number from 1 to 99, and press COMMAND. The displays shows USER # ADDED.

Note: If BAT (Batch) was chosen in step 4 instead of ADD, the next available user number is automatically selected and only steps 6 and 7 repeat. The User Profile assignment is automatically selected for the next user based on the previous user entered. This batch entry method speeds up user entry in large systems.

Browser Feature

Refer to Appendix B at the back of this guide for a diagram showing you how to use the Add User Codes browser.

Changing User Codes

To change a user code, you must have a user code with a profile that has user code authority.

1. Access the User Menu.
2. Press the COMMAND key until USER CODES? displays.
3. Press any select key or area. The keypad displays ADD DEL CHG BAT.
4. Select CHG to change a user code.
5. At the USER NUMBER: - option, enter the user number to change and press COMMAND.

Note: Refer to the System Setup section for the number of user codes available for your system.

6. The display changes to USER CODE: * * * * * *. Press any select key or area and enter the new user code. Press COMMAND.
7. The display then shows the current user name. Press any top row key to clear. See Entering Names in Appendix D to enter a new name.

Note: Changing a user code does not change the user number.

8. The display changes to PROFILE NO: -. Select the profile number to assign a set of authorized functions to the user code as outlined in the Users Profile Chart.
9. After entering the profile number, the keypad displays USER # CHANGED for five seconds followed by USER NUMBER: -. This display allows you to enter another user number to change. Press the Back Arrow key twice to exit the User Menu.

Changing Own User Code

Your system may be programmed at installation to allow users to change their own user code.

1. Access the User Menu.
2. Press the COMMAND key until USER CODES? displays. Press any select key or area.
3. The display changes to USER CODE: * * * * * *. Press any select key or area.
4. Type your new user code. Press Command.

Browser Feature

Refer to Appendix B for diagrams showing you how to use the Change User Codes browser.

Deleting User Codes

1. Access the User Menu.
2. Press COMMAND until USER CODES? displays.
3. Press any select key or area. The keypad displays ADD DEL CHG BAT.
4. Select DEL to delete a user code from the system. To delete a user code, you must have a user code with a profile that has user code authority.

Note: Your system must have at least one user with user code authority in order to be able to add or delete user codes. Be careful not to delete all users with user code authority from your system. Also, the user code used to enter the user menu to delete codes cannot be deleted. In other words, you can not delete yourself.

5. At the USER NUMBER: - option, enter the user number you want to delete and press COMMAND. The display changes to USER # DELETED.
6. The display then changes back to USER NUMBER: - allowing you to delete another user. Press the Back Arrow key twice to exit the User Menu.

Browser Feature

Refer to Appendix B at the back of this guide for a diagram showing you how to use the Delete User Codes browser.

Invalid Code Reporting with EasyEnroll™

The Invalid Code Reporting feature shows code output of card reads that are not programmed in the system. User code output from unprogrammed cards can be viewed in the event viewer. The EasyEnroll feature allows invalid codes to be easily added as a user from the event viewer.

When a credential (card code) is presented at a reader and the code is not recognized by the system, the credential is denied access. At a keypad, a user whose profile allows them to view events and add user codes can view and manage invalid user codes from the Display Events menu option.

1. Access the User Menu.
2. Press COMMAND until DISPLAY EVENTS? displays.
3. Press any select key. The keypad displays DISPLAY EVENTS? FRST LST SRT
   - ▫ Select FRST (first) to view the oldest to newest events. User COMMAND key to navigate through list.
   - ▫ Select LST (last) to view the newest to the oldest events. Use Back Arrow to navigate through list.
   - ▫ Select SRT (sort) to sort through the Display Events log and collect information specific to a user or system event.
     - ▪ See *About the Display Events Section* in this guide for more information on using the SRT feature.
4. After selecting FRST LST SRT and the invalid user code event has been found, select a third or fourth select key.
5. The keypad displays the code from the invalid user code for you to view and asks ADD CODE? NO YES.
   - ▫ Select NO to return to DISPLAY EVENTS? FRST LST SRT
   - ▫ Select YES and the keypad displays USER CODES? USER NUMBER:-.
6. Using the keypad, you can enter any user number that is available (range) or press the fourth select area to have the system automatically assign a user number and press COMMAND.
7. USER CODES? USER NAME ### displays on the keypad. Press a top row select key to clear the current name and enter the name you would like.
   - ▫ See Entering Names in Appendix C.
8. The keypad displays PROFILE NO:-. The profile number ranges from 1 to 99 and determines the areas and functions the user can access. Enter a number and press COMMAND until USER ### ADDED displays.
9. The keypad displays DISPLAY EVENTS? FRST LST SRT. Select an option to view another event or press the Back Arrow key to exit the User Menu.

Note: The panel will only display the last 10 instances from the keypad.

Sending User Codes to Z-Wave Doors

Your system may be pre-programmed at installation to support Z-Wave doors. This option allows you to send user codes of user numbers 2-20 to all compatible Z-Wave Doors. Once codes have been received by the lock, a valid user code entered at the lock (by user number 2-20) will lock the door or unlock and disarm the system according to the user's authorities.

1. Access the User Menu.
2. Press the COMMAND key until USER CODES? displays.
3. Press any select key or area. The keypad displays ADD DEL CHG BAT. Press COMMAND again to display FRGV SEND.
4. Select SEND to send user codes of user numbers 2-20 to all compatible Z-Wave Doors on your system. The keypad displays the progress of user codes being sent. The process may take several minutes.
5. If all doors receive the user codes, the display returns to the Status List.
6. If a lock does not receive the user codes, the keypad displays CODES NOT SENT TO ALL DOORS.

Forgive Failure to Exit

Failure to Exit is an Anti-passback violation in which a user assigned with anti-passback has attempted to re-enter an area that they did not exit through.

Forgive Failure to Exit removes the anti-passback violation. See Failed to Exit (Anti-Passback) for more information.

1. After the USER CODES? menu is accessed and ADD DEL CHG BAT displays. Press COMMAND again to display FRGV SEND.
2. Select FRGV to forgive the Failure to Exit and press COMMAND.
3. At the USER NUMBER:- option, enter the user number to be forgiven and press COMMAND. The User Code Browser described in Appendix B can help find the appropriate user by name if you do not know the number.
4. The keypad displays USER XXXX FORGVN to confirm, then returns to step 3 for the next user. Press the Back Arrow key to exit this menu.

Ambush Code

Your system may be programmed to allow user number 1 to be used as an Ambush code. This Ambush code functions identically to a standard code with the exception that it sends a silent alarm to the central station. This silent alarm alerts the operator to a duress situation at the premises and prompts immediate notification of authorities.

Refer to the System Setup section of this guide to see if your system is programmed for Ambush. If so, do NOT program a code for user number 1 unless you intend to use the Ambush function.

Extend Closing

Extending schedules allows the Closing Check operation to delay until the new closing time expires. This allows the current schedule to ignore its closing time and not send a LATE TO CLOSE message to the central station. This function is designed to allow workers to stay later and does not extend door access authority. The extended schedule erases when it expires.

1. Press any select key or area at the EXTEND CLOSING option to program Extended Schedules.
2. The keypad displays ENTER CLOSE TIME -: AM PM. Enter a time to extend the current Closing Check open period.
3. To select AM or PM press the select key or area under the desired option. Press COMMAND to exit the menu.

Note: If the system is not armed by the scheduled closing time, a Late to Close report is sent to the central station. If the schedule is extended, a Schedule Change report is sent to the central station.

Schedules

Schedules are ideal for individual area auto arming and disarming and for creating Opening/Closing windows during which users can access the building or disarm the system.

The Schedules function allows you to program into the system the times at which you normally turn your burglary protection on and off each day of the week. Your system may be pre-programmed at installation to allow automatic arming and disarming. When pre-programmed, you can enter a schedule for the arming and disarming times.

If your system does not use automatic arming, you can use the Closing Check/Extend feature with Schedules to help ensure your system is armed manually at a specific time. This option sounds the keypad buzzer and displays CLOSING TIME! or AREA LATE! when a schedule expires. This reminds users still on the premises to arm the system or extend the schedule to a later time.

Your system provides you with the following schedules menus:

1. **Times** allows you to create schedules 01-99 with days of the week, begin/end times, and holidays.
2. **Areas** allows you to assign areas to pre-programmed schedules set in the TIMES menu.
3. **Door** allows you to choose doors to assign schedules set in the TIMES menu.
4. **Output** allows you to choose an output to schedules set in the TIMES menu.
5. **Holiday** dates allow you to enter special dates that activate Holiday Schedules that supersede all other schedules.
6. **Favorites** allows you to activate a Z-Wave Favorite (1-20).
7. **Sunrise/Sunset** schedules use local weather information to stay synced with sunrise and sunset times throughout the

year. You can set the schedule to activate or deactivate 5, 10, 15, 30, 45, or 60 minutes before or after sunrise or sunset. Only one Sunrise and one Sunset time can be saved per schedule.

Note: A weather zip code must be entered in SYSTEM OPTIONS for this option to be available.

Setting Schedules

1. Access the User Menu and press COMMAND until SCHEDULES? displays. Press any select key or area.
2. The keypad displays TIMES AREAS DOOR. Press COMMAND to display OUTPUT HOLIDAYS. Press COMMAND to display FAVORITES. Select the function you want to program.

TIMES

The keypad displays ADD DEL CHG.

Add a Schedule

Select ADD to enter a new schedule number.

1. Enter the schedule number 01-99 that you want to add. Press the COMMAND key to accept your selection. You are then given the option to enter a schedule name. Press COMMAND to proceed.
2. The keypad displays SUN MON TUE WED. Press the COMMAND key to display THU FRI SAT HOL. Select the day you want the schedule to begin. If you select HOL, go to Setting Holiday ABC Schedules for additional instructions.

Note: After selecting the day of the week or holiday for the schedule to begin, the keypad displays any currently programmed Begin and End times previously set for that day. This feature allows you to review programmed schedules at any time.

3. If Begin and End times already exist, the keypad then displays DELETE KEEP. Select DELETE to enter new times.
4. The keypad then displays BEGIN TIME? followed by the display MON – : AM PM. Enter the new opening time and select AM or PM.
5. Enter all schedule times using a 12 hour clock. For example, to enter 6 AM you would enter a 0 + 6 + 0 + 0 and select AM. For 11 PM you would enter a 1 + 1 + 0 + 0 and select PM.
6. The keypad then displays END TIME? followed by the display MON – : AM PM. Enter the new closing time and select AM or PM. Select whichever day displays, for example, MON, allows you to scroll through the days of the week and create a schedule window that spans multiple days.

Note: You must enter a Begin and End time or the system will not recognize the schedule.

7. The new schedule is now programmed into your system.
8. The keypad goes back to the SUN MON TUE WED display. Press the Back Arrow key to enter another schedule.
9. To clear a schedule press DELETE and then AM when the opening time is requested.
10. Press the Back Arrow key to exit the User Menu.

Add a Sunrise/Sunset Schedule

Select ADD to enter a create a sunrise/sunset schedule.

1. Enter the Schedule number 01-99 that you want to add. Press the COMMAND key to accept your selection. You are then given the option to enter a schedule name. Press COMMAND to proceed.
2. The keypad displays SUN MON TUE WED. Press the COMMAND key to display THU FRI SAT HOL. Select the day you want the schedule to begin.
3. The keypad displays ENTER BEGIN TIME. Press the second select key.

4. Select SUNRISE or SUNSET and then use the select keys below the - and + to set an offset time. Choose from 5, 10, 15, 30, 45, or 60 minutes before or after sunrise or sunset.
5. Press CMD to save the schedule.

Delete a Schedule

Select DEL to delete a schedule number.

1. Enter the Schedule number 01-99 that you want to delete.
2. The keypad displays DELETE SCHEDULE SURE? YES NO. Select YES to delete the schedule.
3. The keypad displays SCHEDULE NO: - DELETED and the keypad prompts you for the next schedule number to be deleted.
4. Press the Back Arrow key to exit the User Menu.

Change a Schedule

Select CHG to edit an existing schedule.

1. Enter the schedule number 01-99 that you want to change.
2. The keypad displays ENTER SCHEDULE and the schedule name. To edit the name press any select key or area to make changes. Press COMMAND to proceed.
3. The keypad displays SELECT WEEK DAY and SUN MON TUE WED. Press the COMMAND key to display THU FRI SAT HOL.
4. Enter the Begin and End times for each day of the schedule. Refer to Adding a Schedule for more information.
5. The keypad goes back to the SUN MON TUE WED display. Press the Back Arrow key to enter another schedule.
6. Press the Back Arrow key to exit the User Menu.

Setting Area, Output, and Door Schedules

The Schedules function allows you to assign up to 8 different schedule numbers to each area, output, and door access relay connected to your system. The schedule number allows the opening and closing times for the area and on/off times for outputs and door access relays.

1. Access the User Menu.
2. Press COMMAND until SCHEDULES? displays.
3. After you have accessed the SCHEDULES? menu and the schedule options, TIMES AREAS DOOR, display, press the COMMAND key once more and the display changes to OUTPUT HOLIDAYS. Select AREAS, DOOR, or OUTPUT.
4. The keypad displays ENTER THE AREA/OUTPUT/DOOR NUMBER:- , enter the area, output, or door number you want to assign a schedule. Press the COMMAND key.
5. The keypad displays SCHEDULE NO: -. Press any select key or area and enter the schedule number (01 to 99). Press the COMMAND key.
6. The keypad displays the next schedule number allowing you to enter additional programming. To exit the user menu press the Back Arrow key.

Setting Holiday ABC Schedules

Three Holiday Schedules are available. This allows an output, area, or door to have three different schedules for holidays. For example, Holiday Schedule A for those holidays when the building stays closed, Holiday Schedule B for a day that only opens for a morning, etc. Also, Holiday Schedules can be used to cross multiple days. These schedules become active and supersede the current day's schedule when a Holiday Date occurs. See Setting Holiday Dates (HOL).

1. Navigate to the SCHEDULES? menu. The keypad displays TIMES AREAS DOOR. Select TIMES.
2. Select ADD. Enter a schedule number and name.
3. The keypad displays SUN MON TUE WED. Press COMMAND to display THU FRI SAT HOL. Select HOL.
4. The keypad displays HOL: A B C . Select A, B, or C to set the schedule's times.

   Note: After selecting the schedule, the keypad displays any current times previously set for that holiday. This feature allows you to review the programmed times.
5. If times display, the keypad then displays DELETE KEEP. Select DELETE to enter new times.
6. The keypad then displays ENTER BEGIN TIME. This is followed by the display – : AM PM.
7. Enter a new time and select AM or PM.
8. The display changes to ENTER END TIME This is followed by the display – : AM PM.
9. Enter a new time.
10. Enter all schedule times using a 12 hour clock. For example, to enter 6 AM you would enter 0 + 6 + 0 + 0 select AM. For 11 PM you would enter 1 + 1 + 0 + 0 and select PM.
11. The keypad returns to SELECT WEEK DAY. Go back to step 3 to add additional holiday schedules.

Setting Holiday Dates (HOL)

Setting Holiday Dates provides the system with dates in the year when the normal opening and closing schedules are not used and superseded by one of the Holiday Schedules A or B or C. When the panel determines that it is a holiday, the Holiday Schedule supersedes the current schedule for that day. Up to forty different holiday dates can be entered.

Note: For holidays that fall on a different date each year, be sure to update their programmed Holiday Dates annually.

1. After you access the SCHEDULES? menu and the schedule options, TIMES AREAS DOOR, display, press the COMMAND key once more. The display changes to OUTPUT HOLIDAY. Select HOLIDAY to program holiday dates.
2. The keypad display changes to HOL: xx mm/dd A. You can now enter the month and day for the first holiday. Select A to change to HOL B. Pressing again changes to HOL C. Example: July fourth would be entered by pressing the 0704 keys. The keypad displays HOL:1 07/04 B.
3. To step to the next holiday number, press COMMAND. To clear a holiday, press one of the first three select keys or areas when the appropriate holiday number displays. Press the Back Arrow key when HOL: 1 or the COMMAND key when HOL: 40 displays to exit the menu.

Note: The Holiday Dates entered indicate the days of the year when HOL schedules are used. For information on setting holiday schedules for Area, Output, and Door, see Setting Holiday ABC Schedules.

Favorites

Setting Favorites Schedules

Allows you to assign a Z-Wave Favorite to your programmed schedule.

1. Access the User Menu.
2. Press COMMAND until SCHEDULES displays. COMMAND through the options until FAVORITES displays. Press any select key or area.
3. TIME AREAS DOOR displays. Press COMMAND to display OUTPUTS HOLIDAYS. Press COMMAND to again to display FAVORITES.
4. Press the first select key or area to input a Favorite number or press the last select key or area to select from the list.

Activate Favorites

Allows you to activate a certain Z-Wave Favorite per your programmed schedule.

1. Access the User Menu.
2. Press COMMAND until SCHEDULES displays. Press any select key or area.
3. Choose the Favorite to activate (1-20) and press COMMAND to activate.
4. If the Favorite activation is successful, the keypad displays FAVORITE XX ACTIVATED (XX = Favorite number entered). If the Favorite activation is unsuccessful, the keypad displays FAVORITE XX NOT PROGRAMMED.

Setting the Date and Time

Allows you to change the current date and time displayed on the keypad and used by the system.

Setting the System's Date and Time

1. Access the User Menu.
2. Press COMMAND until TIME? displays. Press any select key or area.
3. The keypad displays the current day and time. Press the COMMAND key. The keypad displays the current date. Press the COMMAND key to make any changes.
4. The keypad displays TIME DAY DATE.
5. Select TIME to change the time. The keypad displays - : AM PM. Enter the current time and select AM or PM. The display changes back to TIME DAY DATE.
6. Select DAY to change the day of week. The keypad displays SUN MON TUE WED. Press the COMMAND key to display THU FRI SAT. Select the correct day. Use the Back Arrow key to toggle between the different day of the week displays.
7. Select DATE to change the date. The keypad displays:

   MONTH:- Enter up to 2 digits for the month. Press COMMAND.

   DAY:- Enter up to 2 digits for the day. Press COMMAND.

   YEAR:- Enter up to 2 digits for the year. Press COMMAND.

   The display returns to the TIME DAY DATE display.

   Press the Back Arrow key to exit the User Menu.

Display Events

Allows you to review up to 12,000 past door access and system events. There are six event types:

Zone Activity - Zone alarms, troubles, and restorals.

Opening and Closing - System arming and disarming.

User Code - Adding, deleting, and changing user codes.

Schedule Changes - Adding, deleting, and changing schedules.

Door Access - Each door access function used at a keypad.

Supervisory - Problems with system hardware components.

The system memory holds a maximum of 12,000 past events for 45 days. Any event older than 45 days automatically clears from the system memory. Also, once the full 12,000 events are stored, any new event causes the oldest event to be cleared. See Appendix A for Display Events.

Service Request

Your user code profile may be programmed for Service Request. This User Menu feature allows you to simply press any select key or area when SERVICE REQUEST? displays and have the system automatically send a "Request for Service" message to the central station. The display changes momentarily to REQUEST MADE to confirm your request was sent.

Fire Drill

Fire Drill is used to test the fire bells or fire horns in your system. The Fire Drill test turns your system bell circuit on, but does not send a message to the central station.

Starting a Fire Drill test

1. Access the User Menu.
2. Press COMMAND until FIRE DRILL? displays. Press any select key or area.
3. The keypad displays SURE? YES NO.
4. Select YES to start the Fire Drill test.

Ending a Fire Drill test

1. Enter your code at the keypad and press COMMAND to end the Fire Drill.
2. The Fire Drill test automatically ends with ALARM SILENCE or the programmed Bell Cutoff time.

System Setup

System Setup Record

This System Setup section allows you to track the current and future status of the programmable options on your system. If changes are made to the system, update the information contained on these pages.

❒ **XR150 System**

❒ **XR550 System**

Your system operation configuration.

❒ Area ❒ Home/Sleep/Away

❒ All/Perimeter ❒ Home/Sleep/Away with Guest

Your system is monitored by a central station.

❒ Yes ❒ No

C/S Name: _____

Address: _____

City/State: _____

Emergency Phone: _____

Service Phone: _____

Service Manager: _____

Your system sends Opening and Closing reports.

❒ Yes ❒ No

Your system sends Zone Bypass reports.

❒ Yes ❒ No

Your system sends Ambush reports.

❒ Yes ❒ No

Your XR550 system uses Card Plus PIN operation.

❒ Yes ❒ No

Keypad Record

Note: XR150 systems support 8 keypad devices. XR550 systems support 16 keypad devices.

Device #	Name	Areas
1_____	_____	_____
2_____	_____	_____
3_____	_____	_____
4_____	_____	_____
5_____	_____	_____
6_____	_____	_____
7_____	_____	_____
8_____	_____	_____
9_____	_____	_____
10_____	_____	_____
11_____	_____	_____
12_____	_____	_____
13_____	_____	_____
14_____	_____	_____
15_____	_____	_____
16_____	_____	_____

Which keypads display System Status?

❒ 1 ❒ 2 ❒ 3 ❒ 4
❒ 5 ❒ 6 ❒ 7 ❒ 8
❒ 9 ❒ 10 ❒ 11 ❒ 12
❒ 13 ❒ 14 ❒ 15 ❒ 16 ❒ N/A

Which keypads display Armed Status?

❒ 1 ❒ 2 ❒ 3 ❒ 4
❒ 5 ❒ 6 ❒ 7 ❒ 8
❒ 9 ❒ 10 ❒ 11 ❒ 12
❒ 13 ❒ 14 ❒ 15 ❒ 16 ❒ N/A

Which keypads provide Door Access reports?

❒ 1 ❒ 2 ❒ 3 ❒ 4
❒ 5 ❒ 6 ❒ 7 ❒ 8
❒ 9 ❒ 10 ❒ 11 ❒ 12
❒ 13 ❒ 14 ❒ 15 ❒ 16 ❒ N/A

Key Fob Button Programming

Enter the user name assigned to each key fob and the button action programmed for each button in the table below. Refer to the Introduction and Appendix D for more information.

Key Fob User Name	Button	Programmed Action
	TOP	
	BTM	
	LFT	
	RGT	
	TOP	
	BTM	
	LFT	
	RGT	
	TOP	
	BTM	
	LFT	
	RGT	
	TOP	
	BTM	
	LFT	
	RGT	
	TOP	
	BTM	
	LFT	
	RGT	
	TOP	
	BTM	
	LFT	
	RGT	

Area Names and Numbers Record

XR150 systems may be divided into 8 separate areas while XR550 systems may be divided into 32 separate areas. All/Perimeter systems are divided into two separate areas. Home/Sleep/Away and Home/Sleep/Away with Guest systems are divided into two or three separate areas. Each area can have a name or description that displays at the keypad. This can help you easily track events when and wherever they occur in your system.

Area	Name	Area	Name
1		17	
2		18	
3		19	
4		20	
5		21	
6		22	
7		23	
8		24	
9		25	
10		26	
11		27	
12		28	
13		29	
14		30	
15		31	
16		32	

Z-Wave Device Name

1 _____
2 _____
3 _____
4 _____
5 _____
6 _____
7 _____
8 _____
9 _____
10 _____
11 _____
12 _____
13 _____
14 _____
15 _____
16 _____
17 _____
18 _____
19 _____
20 _____
21 _____
22 _____
23 _____
24 _____
25 _____
26 _____
27 _____
28 _____
29 _____
30 _____
31 _____
32 _____
33 _____
34 _____
35 _____
36 _____
37 _____
38 _____
39 _____
40 _____

Z-Wave Favorites List

Your system has Favorites that can be used for various functions. The list below identifies the Favorite number, name, and devices.

Favorite #	Favorite Name	Devices included

User Profiles Record

Note: For All/Perimeter or Home/Sleep/Away systems use the default profiles 1 through 10. For Home/Sleep/Away with Guest systems use the default profiles 2 through 9 for the main house system, default profiles 12-19 for the Guest 1 house system, and default profiles 22-29 for the Guest 2 house system.

Profile #	Profile Name	Arm/Disarm Areas	Access Areas	Output Groups	Arm	Disarm	Alarm Silence	Sensor Reset	Lockdown	Door Lock/Unlock	Door Access	Armed Area	Outputs On/Off	Zone Status	Bypass Zones	Zone Monitor	System Status	System Test	User Profiles	User Codes	Extend Schedules	Schedules	Time	Display Events	Service Request	Fire Drill	Temp User Code	Anti-passback	First Access, 1-99	Second Access, 1-99	Third Access, 1-99	Fourth Access, 1-99	Fifth Access, 1-99	Sixth Access, 1-99	Seventh Access, 1-99	Eighth Access, 1-99	Re Arm Delay	Easy Arm/Disarm	Sec Language	Card Plus Pin	WiFi Setup

User Codes Record

As you add new users or change current user codes, you can keep track of their profile number in the system. Use the following table to track users in your system. Only 4-digit user codes can be assigned to All/Perimeter, Home/Sleep/Away, or Home/Sleep/Away with Guest system users.

User #	User Name	Profile #

User #	User Name	Profile #

Schedules Record

Schedule #	Schedule Name	Status	SUN	MON	TUE	WED	THU	FRI	SAT	HOL A	HOL B	HOL C
		Begin	: _M	: _M	: _M	: _M	: _M	: _M	: _M	: _M	: _M	: _M
		End	: _M	: _M	: _M	: _M	: _M	: _M	: _M	: _M	: _M	: _M
		Begin	: _M	: _M	: _M	: _M	: _M	: _M	: _M	: _M	: _M	: _M
		End	: _M	: _M	: _M	: _M	: _M	: _M	: _M	: _M	: _M	: _M
		Begin	: _M	: _M	: _M	: _M	: _M	: _M	: _M	: _M	: _M	: _M
		End	: _M	: _M	: _M	: _M	: _M	: _M	: _M	: _M	: _M	: _M
		Begin	: _M	: _M	: _M	: _M	: _M	: _M	: _M	: _M	: _M	: _M
		End	: _M	: _M	: _M	: _M	: _M	: _M	: _M	: _M	: _M	: _M
		Begin	: _M	: _M	: _M	: _M	: _M	: _M	: _M	: _M	: _M	: _M
		End	: _M	: _M	: _M	: _M	: _M	: _M	: _M	: _M	: _M	: _M
		Begin	: _M	: _M	: _M	: _M	: _M	: _M	: _M	: _M	: _M	: _M
		End	: _M	: _M	: _M	: _M	: _M	: _M	: _M	: _M	: _M	: _M
		Begin	: _M	: _M	: _M	: _M	: _M	: _M	: _M	: _M	: _M	: _M
		End	: _M	: _M	: _M	: _M	: _M	: _M	: _M	: _M	: _M	: _M
		Begin	: _M	: _M	: _M	: _M	: _M	: _M	: _M	: _M	: _M	: _M
		End	: _M	: _M	: _M	: _M	: _M	: _M	: _M	: _M	: _M	: _M
		Begin	: _M	: _M	: _M	: _M	: _M	: _M	: _M	: _M	: _M	: _M
		End	: _M	: _M	: _M	: _M	: _M	: _M	: _M	: _M	: _M	: _M
		Begin	: _M	: _M	: _M	: _M	: _M	: _M	: _M	: _M	: _M	: _M
		End	: _M	: _M	: _M	: _M	: _M	: _M	: _M	: _M	: _M	: _M
		Begin	: _M	: _M	: _M	: _M	: _M	: _M	: _M	: _M	: _M	: _M
		End	: _M	: _M	: _M	: _M	: _M	: _M	: _M	: _M	: _M	: _M
		Begin	: _M	: _M	: _M	: _M	: _M	: _M	: _M	: _M	: _M	: _M
		End	: _M	: _M	: _M	: _M	: _M	: _M	: _M	: _M	: _M	: _M

Holiday Date Record

Your system has up to 40 holiday dates available that supersede all regular scheduled times for that day.

#	Date (mm/dd)	HOL (circle one)	#	Date (mm/dd)	HOL (circle one)
1.	____/____	A or B or C	21.	____/____	A or B or C
2.	____/____	A or B or C	22.	____/____	A or B or C
3.	____/____	A or B or C	23.	____/____	A or B or C
4.	____/____	A or B or C	24.	____/____	A or B or C
5.	____/____	A or B or C	25.	____/____	A or B or C
6.	____/____	A or B or C	26.	____/____	A or B or C
7.	____/____	A or B or C	27.	____/____	A or B or C
8.	____/____	A or B or C	28.	____/____	A or B or C
9.	____/____	A or B or C	29.	____/____	A or B or C
10.	____/____	A or B or C	30.	____/____	A or B or C
11.	____/____	A or B or C	31.	____/____	A or B or C
12.	____/____	A or B or C	32.	____/____	A or B or C
13.	____/____	A or B or C	33.	____/____	A or B or C
14.	____/____	A or B or C	34.	____/____	A or B or C
15.	____/____	A or B or C	35.	____/____	A or B or C
16.	____/____	A or B or C	36.	____/____	A or B or C
17.	____/____	A or B or C	37.	____/____	A or B or C
18.	____/____	A or B or C	38.	____/____	A or B or C
19.	____/____	A or B or C	39.	____/____	A or B or C
20.	____/____	A or B or C	40.	____/____	A or B or C

Output Record

Your system has outputs that are used to control various functions within the building or access around its perimeter. The list below identifies the output numbers and device names.

Output #	Output Name
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Use the Output number in the User Menu when setting Output Schedules or using the Outputs ON OFF option to manually toggle the relays.

About the Display Events Section

This section of the User's Guide shows the Display Events items. While in the Display Events function, use the COMMAND and Back Arrow keys to go forward or backward through the list of events. To view more information about each display, press the select key or area as directed in the explanations below.

Using the Display Events

1. Access the User Menu.
2. Press the COMMAND key until DISPLAY EVENTS? displays. Press any select key or area.
3. The keypad displays FRST LST SRT. Select FRST (first) to view the oldest to newest events. Select LST (last) to view the newest to oldest events. If you select FIRST, use the COMMAND key to scroll up through the events. If you select LAST, use the Back Arrow key to scroll down through the events.
4. Select SRT to sort through the Display Events log and collect information specific to a user or system event.
5. To use the Sort feature, select SRT. The keypad displays FRST DATE: 8/21. Press any select key or area and enter a 4-digit beginning date for the sort. Press COMMAND.
6. The keypad displays LAST DATE: 10/17. Press any select key or area and enter a 4-digit ending date for the sort. Press COMMAND.
7. The keypad displays USER NUMBER: -. To sort events for a particular user, enter their user number or press COMMAND to sort for all users. To search for a user, press any select key or area then use the COMMAND and Back Arrow keys to browse through the user names in the system. When the user you want displays, press any select key or area then press COMMAND.
8. The keypad next displays five event types that you can include in the sort. Press the fourth select key or area to display YES when the event type name displays on the keypad. Press COMMAND. The following are the sort event types:

9. **ACCESSES** = door accesses granted.

10. **DOOR NUMBER** = leave blank for all doors.

Note: If you select yes for access then only Door Access Granted Events are included in the sort.

ZONE EVENTS = zone alarms, troubles, and restorals.
ARM/DISARM = arming and disarming events.
USER EVENTS = adding, deleting, and changing user codes.
SUPERVISORY = system hardware problems and door access denied events.

11. After the last event type displays, the keypad again displays FRST LST SRT. You can now view or print the sorted Display Events or press SRT to define a new sort.

Appendix A

Arming and Disarming Event Displays

This displays any system area arming or disarming events.

Keypad Display	Description
ARM 5:10P 10/17 WAREHOUSE	The Warehouse was armed on October 17 at 5:10 PM. Press any select key or area to display the area number and user number, and then any select key or area to display the user name.

Arming Event Types - There are two event types you may see:

ARM - User armed the system **DIS -** User disarmed the system

Zone Event Displays

This displays alarms, troubles, and other events that may occur on your protection zones.

Keypad Display	Description
ALR 10:23P 10/17 BASEMENT DOOR	An alarm occurred on October 17 at 10:23 PM. Press any select key or area to see the zone number and zone type.

Zone Type - There are seven possible zone types you may see:

FIRE - Fire **PANC -** Panic **BURG** - Burglary
EMRG - Emergency **SUPV -** Supervisory
AUX1 - Auxiliary 1 **AUX2 -** Auxiliary 2

Event Types - There are seven event type you may see:

ALR - Alarm **TBL** - Trouble **RST** - Restore
FLT - Zone Fault **SVC** - Service smoke detector
LOW - Low battery **MIS -** Missing wireless transmitter

Note: LOW and MIS are for wireless systems only.

Supervisory Event Displays

This displays the date and time of an automatic test report.

Keypad Display	Description
MSG 11:58P 10/ 17 AUTO RECALL	The test report was sent to the central station at the date and time shown.

User Code Change Event Displays

This displays any addition, deletion, or change to a user code.

Keypad Display	Description
ADD 11:41A 10/17 U:19 BY U:12	User 19 added at 11:41 AM by user 12. Select either user (US:) number for the user name.

User Code Event Types - There are three event type you may see:

ADD - User added **DEL -** User deleted
CHG - User code or authority level changed.

Zone Bypass Event Displays

This displays zone bypass events.

Keypad Display	Description
BYP 5:18P 10/17 EAST WINDOW	The east window zone was bypassed. Press any select key or area for the zone number and user number. Press again for the user name.

Bypass Event Types - There are three event types:

BYP - Bypass **RST** - Restore **FRC** - Force Arm

Note: You may sometimes see the user as SWG. This is short for Swinger Bypass which is an automatic function that allows the system to automatically bypass a zone.

Door Access Event Displays

This displays the keypad address where a Door Access occurred and the user number of the person granted access.

Keypad Display	Description
ACC 5:18P 10/17 3 USER:024	User 24 accessed door (keypad) #3 at 5:18 PM on October 17. Press the first select key or area to display the Door name where the access occurred. Press the second select key or area to display the reason access was denied. Press the third select key or area for the name of the device, or the fourth select key or area for the user name.

About Door Access

Door Access is a feature available on certain keypads that contain a built-in door releasing relay and proximity readers. When power for an electric door strike or magnetic lock is connected to the relay contacts, only users entering a valid user code can release the lock and gain access to the area.

The Display Events feature logs the user number and name of the person granted access, the date and time, and from which keypad they entered their code.

System Monitor Event Displays

This displays any problems with the system AC power, battery, or phone line(s), or any opening of a tampered panel box.

Keypad Display	Description
TBL 11:41A 10/17 POWER	An AC failure occurred on October 17 at 11:41 AM.

System Monitor Event Types - There are two event types:

TBL - Trouble **RST -** Restore

System Monitor Event Names - There are five system monitors:

POWER - AC power to panel **BATTERY -** On panel
LINE 1 - Phone line number 1 **LINE 2 -** Phone line number 2
TAMPER - On panel box

Schedule Change Event Displays

This displays Changes made to the system schedules.

Keypad Display	Description
S1 9:41A 10/17 MON USER:024	S1 schedule for Monday was changed by user 24 at 9:41 AM on October 17.

Schedule Types - There are five possible schedule types:

S1 S2 S3 S4 - Standard **OUT -** Output
DOOR - Door **HOL -** Holiday **EXT -** Extend

MON - This is the day of the week in which the schedule change occurred. The days display using three letters. Press the first select key or area or area to display the scheduled Opening time and once again for the scheduled Closing time.

024 - User number of the person who made the change. Press the third select key or area under 024 to display the user name.

Wireless Jamming Event Displays

This displays wireless jamming events that have occurred.

Keypad Display	Description
ALM 11:41A 10/17 WIRELESS	The DMP wireless receiver detected jamming on October 17 at 11:41 AM.

Wireless Jamming Event Types - There are three event types:

TBL - Trouble (a jamming event occurred when the panel was disarmed)

ALM - Alarm (a jamming event occurred when any area was armed)

RST - Restore

Note: Trouble and Restore events display WIRELESS as the device.

Wireless Trouble Event Displays

This displays events when the wireless receiver was not communicating with the panel.

Keypad Display	Description
TBL 11:41A 10/17 WIRELESS	A DMP wireless device trouble occurred on October 17 at 11:41 AM.

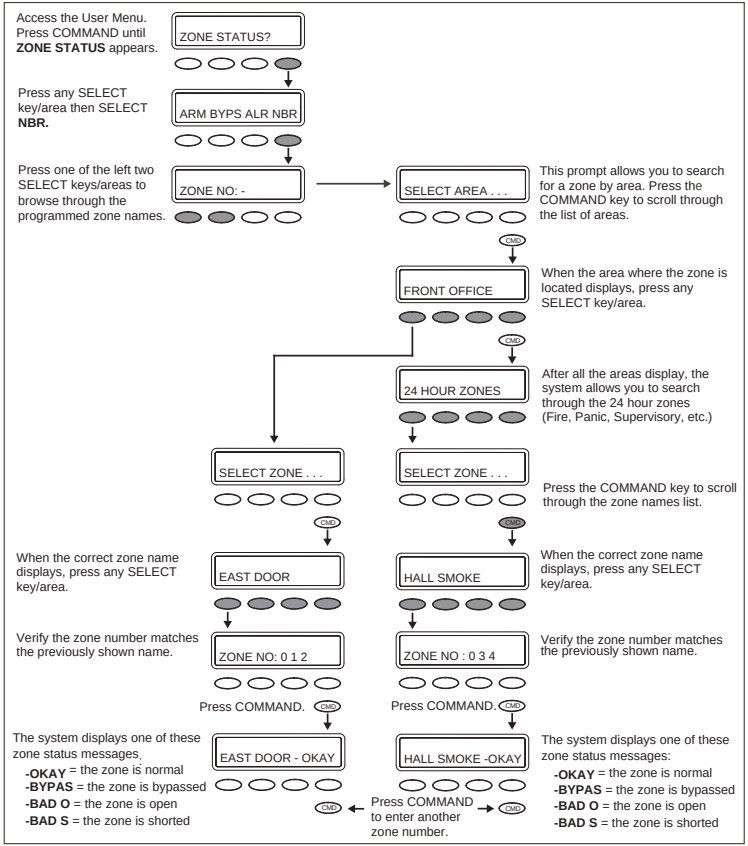
Wireless Trouble Event Types - There are two event types:

TBL - Trouble **RST -** Restore

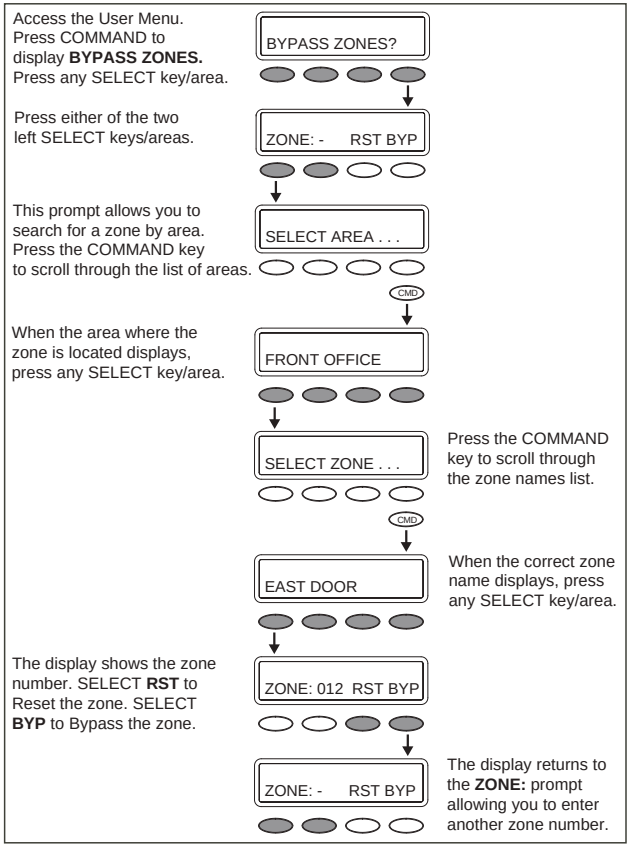
Note: Trouble and Restore events display WIRELESS as the device.

Appendix B

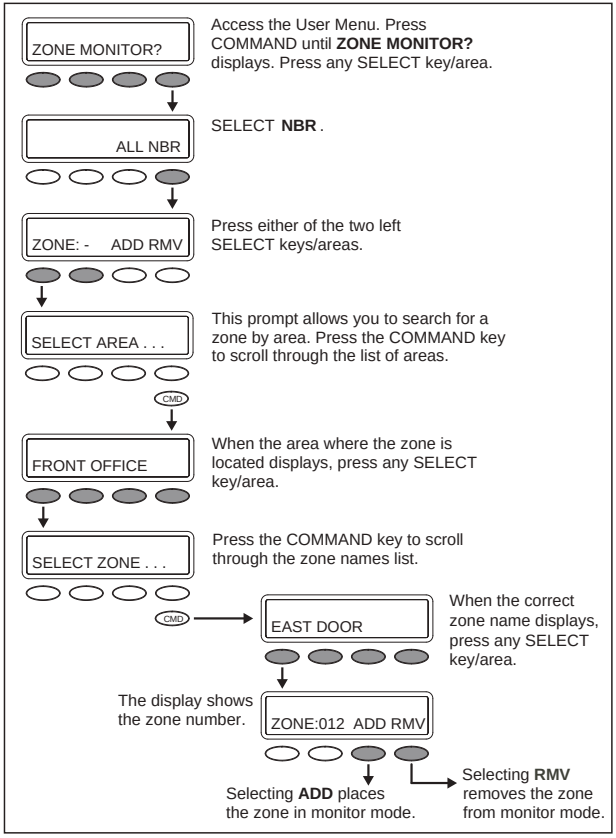
Zone Status Browser



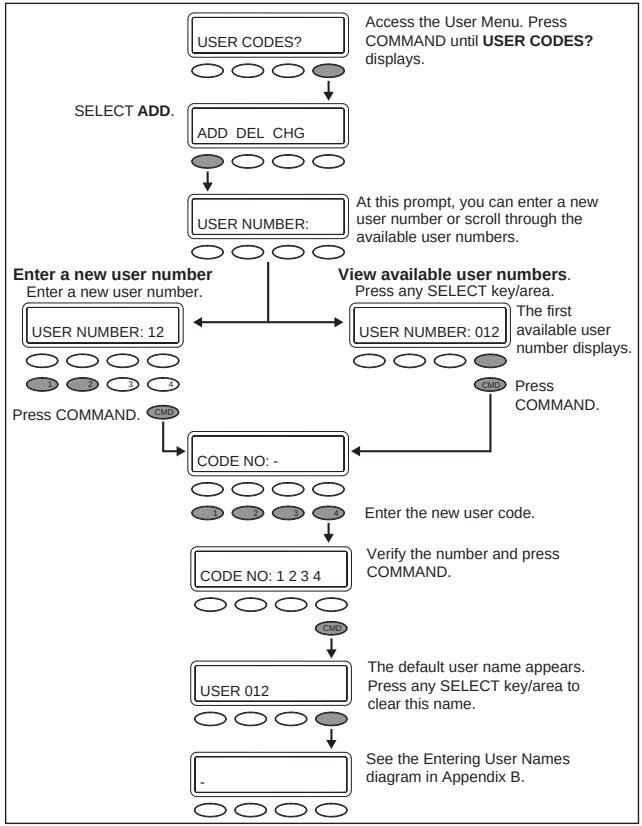
Bypass Zones Browser



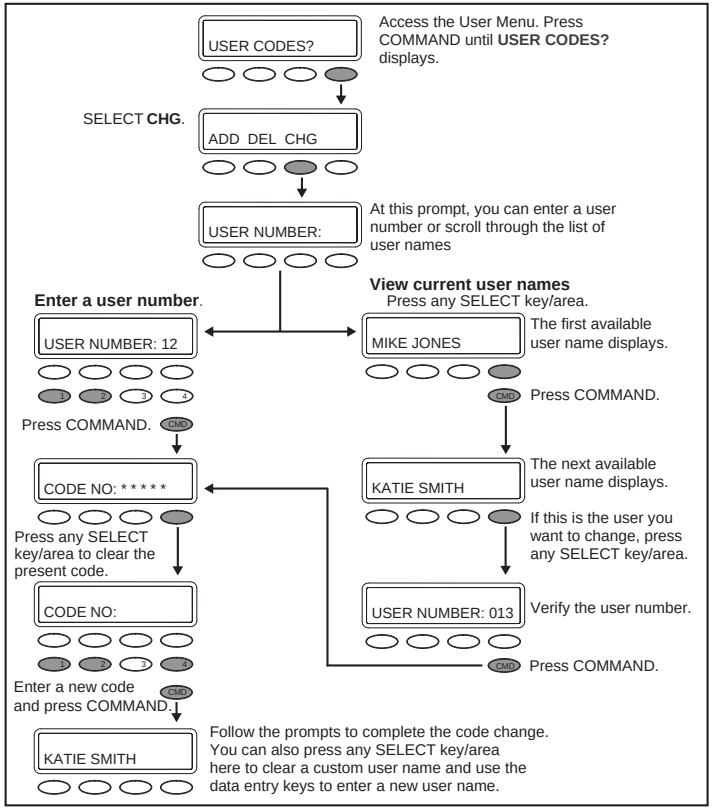
Zone Monitor Browser



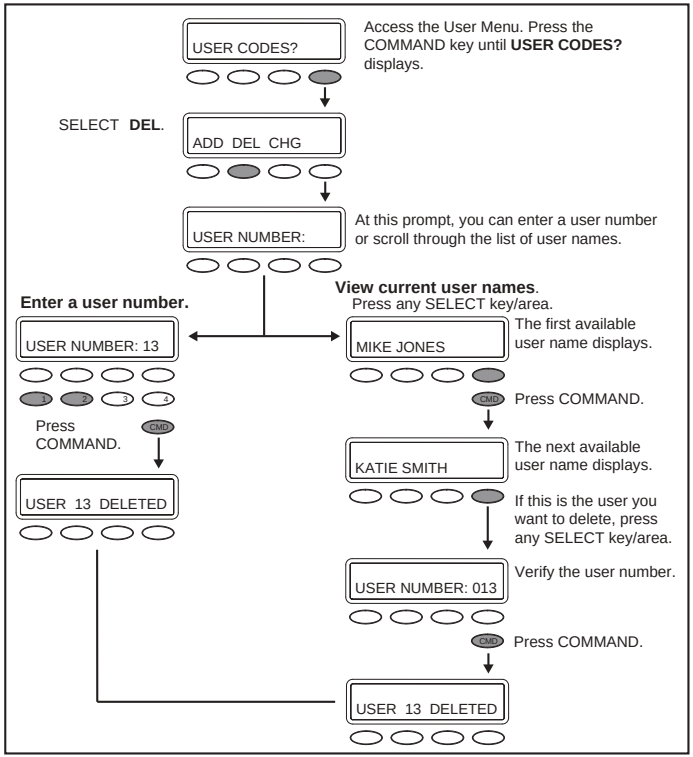
Add User Codes Browser



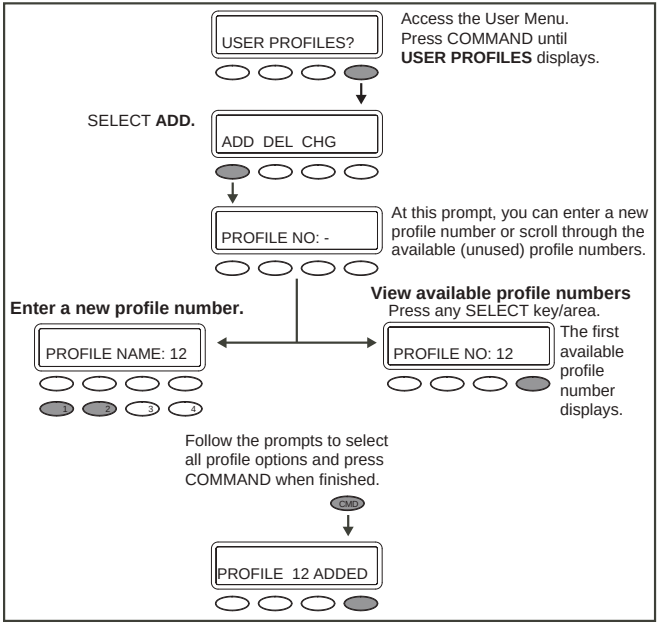
Change User Codes Browser



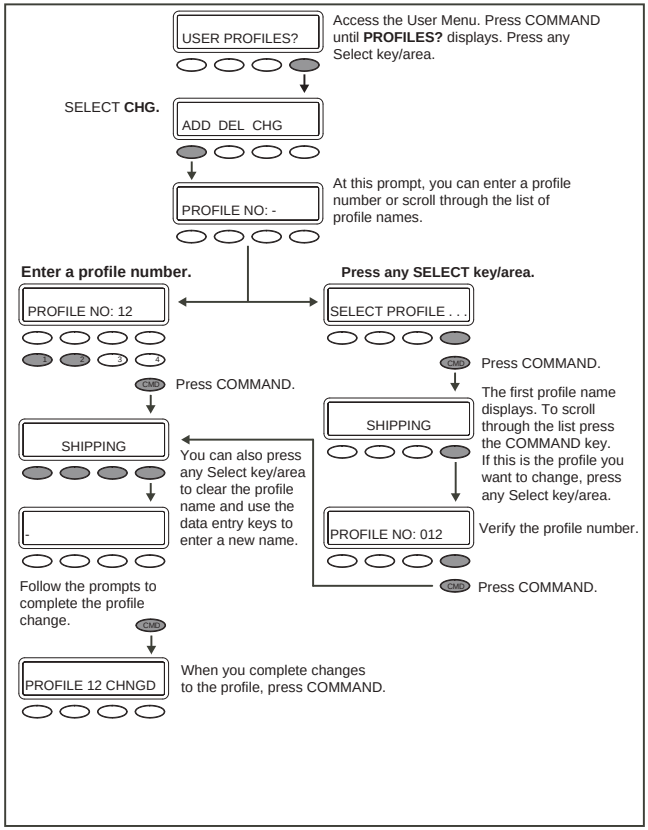
Delete User Codes Browser



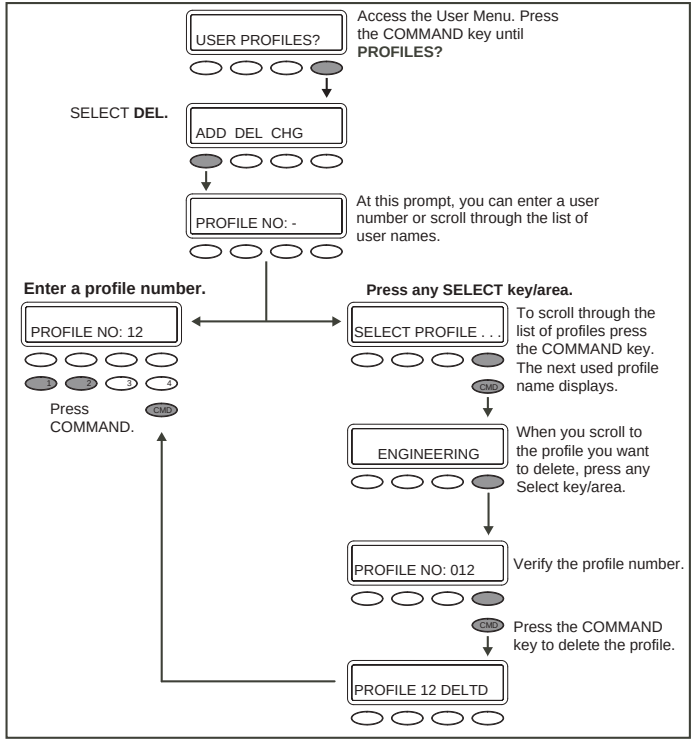
Add User Profiles Browser



Change User Profiles Browser

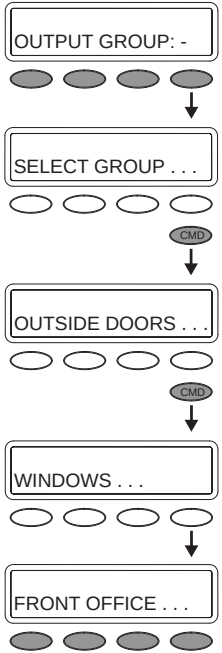


Delete User Profiles Browser



Appendix C

Output Groups Browser



Access OUTPUT GROUP: - in the USER PROFILES? menu. Press any Select key/area.

At this prompt you can scroll through the list of output group names.

Press COMMAND.

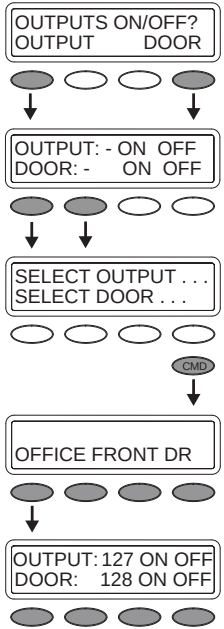
The first output group name displays.

Press COMMAND.

The next output group name displays.

Press any Select key/area and the output group number displays.

Outputs On/Off Browser



Access the **User Menu**. Press the COMMAND key to display **OUTPUTS ON/OFF?**. Press the Select key/area under **OUTPUTS** or **DOOR.**

Press either of the two left SELECT keys/areas.

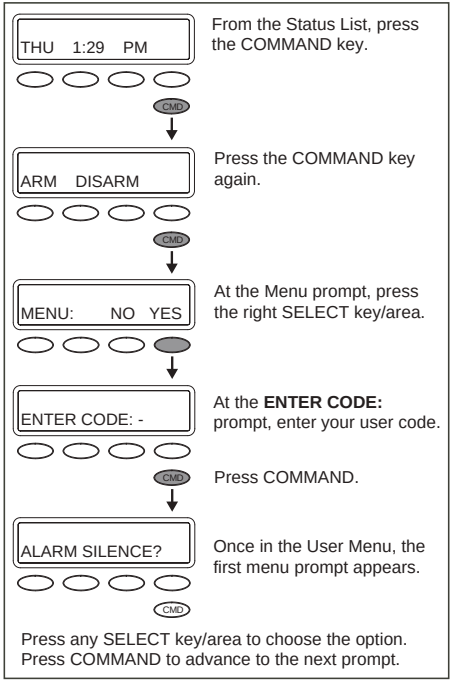
This prompt allows you to search for a door or an output. Press the COMMAND key to scroll through the list of doors or output names.

When the door or output you want displays, press any Select key/area.

The display shows the door or output number.

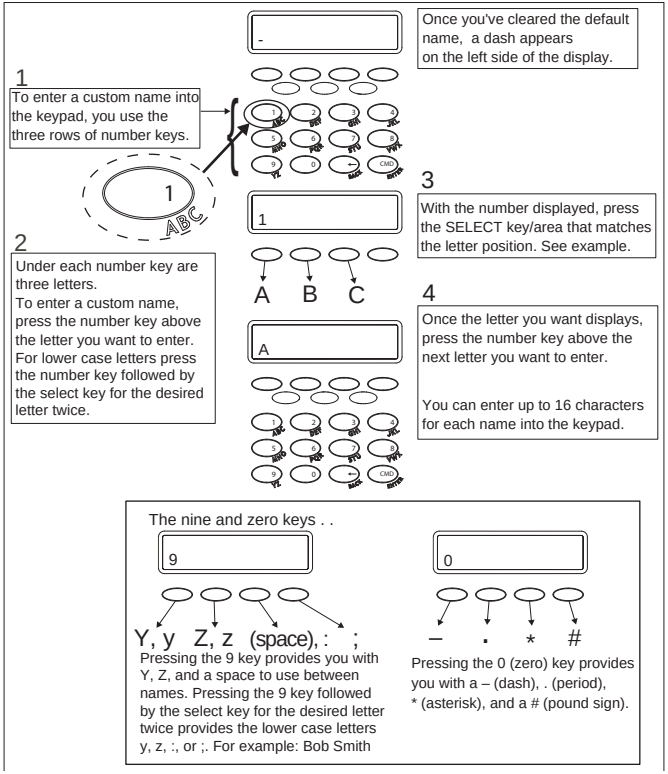
User Disarm and Entry

Use the following steps to disarm your system and silence an alarm.



Entering User Names

Refer to the following when entering names information into the keypad.



Appendix D

DMP Wireless Description

If your system uses DMP Wireless devices and includes key fob(s), refer to the following information. The DMP Wireless section includes a brief discussion of key fob(s) and a drawing identifying the key fob buttons. Refer to the System Setup section of this guide to check the button programming list for key fob(s) connected to your system.

For best operation, allow the LED to light and turn off before pressing another button. The key fob may not complete sending the signal for the button press if another button is pressed too soon.

LED Status Operation

Depending on the programmed action of a key fob button, the Status LED lights to acknowledge a button press or to indicate the armed state of the system.

- When the button is programmed for Panic, Panic 2, Emergency, Emergency 2, Output, or Sensor Reset, a 1/2 second Green light displays to acknowledge the button press.
- When the button is programmed for Arm, Disarm, Toggle arm/disarm, or Status, the system armed status is received by the key fob and the LED lights once as shown in the table below.

LED Color	Duration	Description
Red	2.0 Seconds	All System On
Green	2.0 Seconds	All System Off
Green/Red	2.0 Seconds	System On (Some Areas Armed)

When a button programmed as Unused is pressed, the LED does not operate.

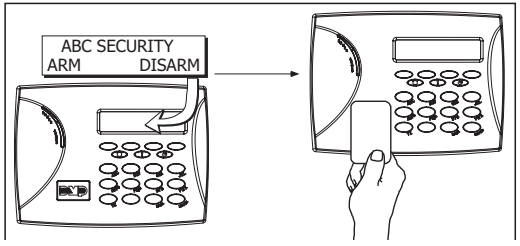
Appendix E

Easy Entry™ User's Guide

Door Strike

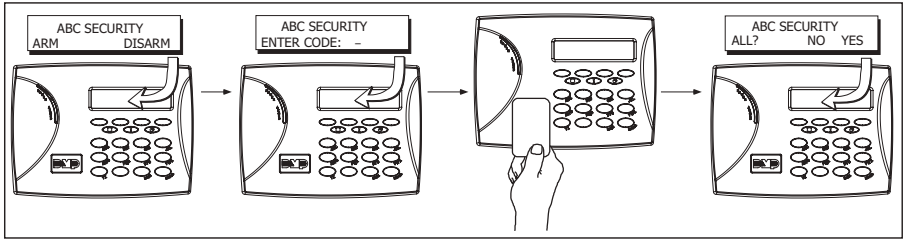
From the Status List, present your card to the reader. Once validated by the system, the Door Strike relay activates. If you are entering an armed area to which you are assigned, accessing the area automatically causes it to be disarmed.

While the keypad displays the Status List, present your access card. The relay activates momentarily during which you must open the door. Once you open the door, you have 30 seconds to exit and close the door before the zone 2 Soft-Shunt expires and triggers an alarm.



Arming and Disarming an Area System

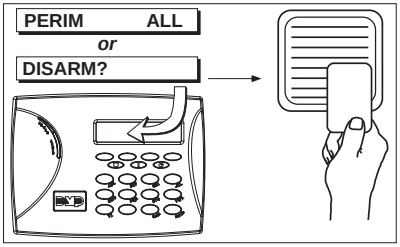
Press Command, the keypad displays **ARM DISARM**. Press the select key or area under the desired option. The keypad displays **ENTER CODE-** . Present your card to the reader. Once validated by the system, all areas assigned to your code arm or disarm automatically. Select **NO** to arm or disarm individual areas. Select **YES**, or simply wait, and the keypad automatically arms or disarms all areas for which you are authorized.



Arming and Disarming an All/Perimeter System

Press COMMAND. The keypad displays **PERIM ALL** (when arming) or **DISARM?**. Press the select key or area under the desired option. The keypad displays **ENTER CODE: -**.

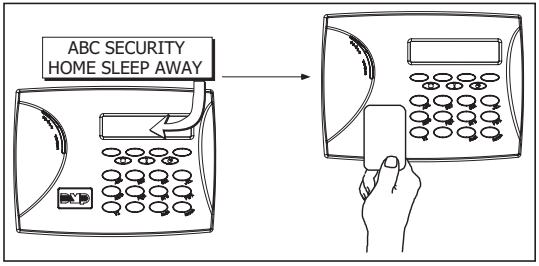
Present your card to the reader. Once the system validates the card, if you choose **PERIM,** only the perimeter arms. If you choose **ALL,** both areas arm. If programmed on a 32-character keypad, **ALL** may be automatically chosen for you after a short delay. Present your card to the reader and all armed areas disarm automatically.



Arming and Disarming a Home/Sleep/Away System and a Home/Sleep/Away with Guest System

Present your card to the reader. If the system is armed, once the system validates the card, all areas are disarmed and the keypad displays **ALL SYSTEM OFF**.

If the system is disarmed when you present your card, once the system validates the card, **HOME SLEEP AWAY** displays. You can manually press the select key or area under the desired option or after short time all areas may be automatically armed in the **AWAY** mode.

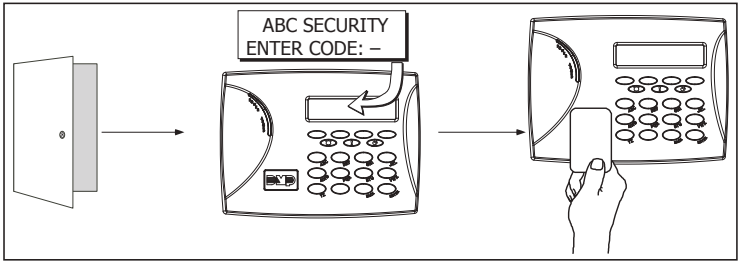


Disarming with Entry Delay

All Systems - Once the protected door is opened and the entry delay starts, the keypad displays **ENTER CODE: -** . Present your card to the reader. Once validated, the system disarms all areas accessible by you. Area systems provide a delay to allow selected areas only to be disarmed. See Arming and Disarming above and on the previous page.

Using the Access Reader for User Menu Access

You can also use a card reader to access the User Menu. When **MENU? NO YES** displays, select YES and enter a code when requested.



Appendix F

Email/Cell Phone Message User's Guide

Your security system's reporting capability can be used to send reports to an email address or cell phone number in much the same way as someone sending you an email would do. You can receive reports of alarms, troubles, or system arming and disarming and know at a glance your system status.

The following are types of messages that can be sent:

* Zone Alarms by Zone Name
* Zone Troubles by Zone Name
* Zone Bypass by User
* Armings (Closings) by User
* Disarming (Openings) by User
* Late to Close
* AC Power (and restoral)
* System Low Battery
* Ambush
* Abort & Cancel by User
* Alarm Verified by User
* System Test

For alarm messages, the message provides the system name, zone name, zone number, message type, and the time at which the panel sent the message.

For alarm messages sent to a cell phone number, you have the option to reply with "cancel" to cancel the existing alarm.

From: John's Home System (mailto: AlarmAdmin@ABCSecurity.com)
Sent: Wednesday, October 07, 2009 8:33 AM
To: JohnSmith@myhome.com
Subject: Fire Alarm Message

The John's Home System has a **Fire Alarm** on the Hall Smoke Alarm.
Message sent at: 8:31 AM

From: John's Home System (mailto: AlarmAdmin@ABCSecurity.com)
Sent: Wednesday, October 07, 2009 9:01 AM
To: JohnSmith@myhome.com
Subject: Check-in Message

Cindy H has checked in at the John's Home System.
Message sent at: 9:00 AM

From: John's Home System (mailto: AlarmAdmin@ABCSecurity.com)
Sent: Wednesday, October 07, 2009 10:05 AM
To: JohnSmith@myhome.com
Subject: System Message

John's Home System has an AC Power Failure.
Message sent at 10:02 AM

Examples of email messages

MyAccess™ Text Messaging Commands

Your system may be programmed to allow simple text messages to be sent to the security system to perform basic user operations. By texting a message from your cell phone or PDA, the following actions can be performed: Arm/Disarm, Cancel Alarm, turn Outputs On/Off, check Armed Status, Turn Lights On/Off, Lock/Unlock Doors, and Set Thermostat.

The user that is texting commands to the system must have the authority to perform the commands as if it occurred at the keypad. The cell phone number and user numbers are setup during programming.

After programming is completed, you will receive a welcome message text from the panel. Write down the phone number that the message comes from. This will be the number you use to text user operations to the system.

Note: When texting commands listed below, the commands can be either upper or lowercase.

A list of In Touch™ SMS Text commands can be obtained by texting "help" to the system phone number. Store this number in your cell phone and write the number on the Quick Reference Wallet Card located at the back of this manual.

Arming All Areas with Text Message Commands

1. Text message your system panel with the following command:
   - ARM, AWAY, or ALL: To arm all areas, depending on your system

Arming Partial Areas with Text Commands

1. Text message your system panel with the following command:
   - SLEEP: To arm the perimeter and interior of a Home/Sleep/Away system.
   - HOME: To arm just the perimeter of a Home/Away/Sleep system.
   - PERIM: To arm the perimeter of an All/Perimeter system.
   - ARM "Area Number" or ARM "Area Name": To arm specific areas of an Area system.

The NAME should identify the area name. The NUMBER should identify the area number. Names and numbers can be mixed. A comma should be used to separate areas. If only ARM is sent, all areas are armed.

If the system is already armed, you can arm it again only if you are arming more areas than were originally armed.

Disarming All Areas with Text Message Commands

1. Text message your system panel with the following command:
   - DISARM: To disarm all areas.

Disarming Partial Areas with Text Message Commands

1. Text message your Area system panel with the following command:
   - DISARM "Area Number" or DISARM "Area Name": To disarm specific areas of an Area system.

The NAME should identify the area name. The NUMBER should identify the area number. Names and numbers can be mixed. A comma should separate the areas. If only DISARM is sent, all areas are disarmed.

If the system is already disarmed, you will receive a message saying the system is already disarmed.

Cancelling an Alarm with Text Messaging

While the alarm bell or siren sounds, you may choose to cancel the alarm via text messaging.

1. If a valid alarm has not occurred, text **CANCEL** to disarm the system and cancel the alarm.

Turning Outputs On/Off/Momentary with Text Messaging

Allows you to set the state of any output to on, off, or momentary.

1. To set the Output to ON Steady, text ON followed by the Output name or number. For example, to turn Output 3 on, you would text: ON 3 or ON LIGHTS.
2. To turn the Output to OFF, text OFF followed by the Output name or number. For example, to turn Output 3 off, you would text: OFF 3 or OFF LIGHTS.
3. To turn the Output to ON MOMENTARY (the output turns on for one second, and then off), text MOMENTARY followed by the Output name or number. For example, to turn Output 3 to momentary, you would text: MOMENTARY 3 or MOMENTARY LIGHTS.

Turning Lights On/Off with Text Messaging

Allows you to turn Z-Wave compatible lights on or off.

1. To turn a specific light on, text TURN ON followed by the light name. For example, to turn Bedroom Light on, you would text: TURN ON BEDROOM LIGHT.
2. To turn a specific dimmer light on to a certain level, text TURN ON followed by the light name and the dimmer level (1-10). For example, to turn Front Dimmer Light on to level 8, you would text: TURN ON FRONT DIMMER 8.
3. To turn a specific light off, text TURN OFF followed by the light name. For example, to turn Bedroom Light off, you would text: TURN OFF BEDROOM LIGHT.

Locking/Unlocking Doors with Text Messaging

Allows you to lock/unlock Z-Wave compatible doors.

1. To lock a specific lock, text LOCK followed by the lock name. For example, to lock the Front Door, you would text: LOCK FRONT DOOR.
2. To unlock a specific lock, text UNLOCK followed by the lock name. For example, to unlock the Front Door, you would text: UNLOCK FRONT DOOR.

Setting Thermostat with Text Messaging

Allows you to set Z-Wave compatible thermostats with specific temperatures.

1. To set the thermostat to Cool or Heat with a specific temperature, text SET followed by the thermostat name followed by HEAT or COOL followed by the temperature. For example, to turn Main Thermostat on to COOL and 65°, you would text: SET MAIN THERMOSTAT COOL 65.
2. To set the thermostat to Auto with specific heat and cool temperatures, text SET followed by the thermostat name followed by AUTO followed by the high temperature and the cool temperature. For example, to turn Main Thermostat on to AUTO with temperatures of 80° and 60°, you would text: SET MAIN THERMOSTAT AUTO 80 60.
3. To set the thermostat fan to Auto or On, text SET followed by the thermostat name followed by FAN followed by ON or AUTO. For example, to turn the Main Thermostat fan on, you would text: SET MAIN THERMOSTAT FAN ON.

Activating Favorites with Text Messaging

Allows you to activate a Favorite of Z-Wave compatible devices.

1. To activate a Favorite, text ACTIVATE followed by the Favorite name. For example, to activate the Favorite named House Lights, you would text: ACTIVATE HOUSE LIGHTS.

Check Armed Status Text Command

Allows you to check the system armed status. If armed, the system sends a message stating the type of system you have followed by ON, such as ALL SYSTEM ON or HOME SYSTEM ON. If disarmed and no open zones, the system sends SYSTEM READY. If disarmed with open zones, it sends SYSTEM NOT READY followed by any open zones. A message of AC POWER TROUBLE indicates when a power failure occurs. If in alarm or trouble, the system sends ALARM ON or TROUBLE ON followed by up to 3 zone names that are in alarm or trouble.

1. To receive the Armed Status, text: STATUS.

Check Status of Lights, Doors, and Thermostats Text Command

Allows you to check the status of Z-Wave compatible lights, doors, and thermostats. The status shows which devices are currently on and any devices that are not responding

1. To receive the Status of Z-Wave compatible lights, text: STATUS LIGHTS.
2. To receive the Status of Z-Wave compatible doors, text: STATUS DOORS.
3. To receive the Status of Z-Wave compatible thermostats, text: STATUS THERMOSTATS.

Subscribe to Text Messages

Allows you to set which text messages you receive from the panel. When your system is programmed to allow text messages, you are automatically subscribed to ALL as described below. To change your subscription status, follow the instructions below for desired messages.

1. Text the words SUBSCRIBE STATUS ALL to receive a text message for all arming and disarming occurrences in addition to any alarm.
2. Text the words SUBSCRIBE STATUS NONE to not receive a text message for arming and disarming occurrences, but still receive a text message for any alarm.
3. Text the words SUBSCRIBE STATUS OTHERS to receive a text message for all arming and disarming occurrences originating from other users, in addition to any alarm. This option sends a text message for all arming and disarming occurrences except for the ones you initiate at a keypad.
4. Text the word SUBSCRIBE to show the current subscription status and the available subscription options.

Frequently Asked Questions

This section attempts to answer questions you might have regarding system operation.

Q. If I bypass an exit delay door when I arm the system, will I get an alarm if I come through it later?

A. You will not get an alarm from the door because it is bypassed, but if you happen to walk through a motion detector space or other armed door inside the premises an alarm activates.

Q. When I arm or disarm my Area system, ALL? NO YES displays. Does this mean all areas in the system?

A. Selecting YES arms or disarms all areas that are authorized for your user code.

Q. How do I create a schedule that starts at 8:00 AM on Monday and ends at 5:00 PM on Friday.

A. In the days of the week display, select MON (Monday). For the OPENING TIME?, enter 0 + 8 + 0 + 0 AM. For the CLOSING TIME?, at the MON — : AM PM display, select MON; this scrolls through the days of the week. Stop at the day you want the schedule to end. Next, enter 0 + 5 + 0 + 0 PM into the FRI — : AM PM closing time display. Press COMMAND. Press the Back Arrow key to exit the User Menu. This sets the opening time to 8:00 AM Monday and the closing time to 5:00 PM Friday. You can substitute any other day or time in this. What do I do if I want to be in the building past the scheduled closing (arming) time?

A. If your system is programmed for closing check, the keypad emits a steady tone prior to the system arming. During this tone, press any select key or area to display ENTER CODE: . Enter your user code and press COMMAND. The keypad now displays 2HR 4HR 6HR 8HR. Select the number of hours to extend the schedule. If the system is not armed by the scheduled closing time, a Late to Close report is sent to the central station. If the schedule is extended, a Schedule Change report may be sent to the central station.

Common Keypad Displays

Listed below are several keypad messages you may see on the display. Follow the instructions in the Possible Solutions column to correct the problem. In many cases, you need to call a service person to correct the problem. Displays that are not discussed here mean that your service representative should be called.

Message	Meaning	Possible Solutions
INVALID AREA	The user has attempted a door access for an area they are not assigned.	Change the user access areas if access to the area is needed. If access is not needed, the user cannot enter the area.
INVALID CODE	The user code you entered is not recognized by the system.	Check the user code and try again.
INVALID PROFILE	A user has attempted a function that is outside of the assigned profile.	Check the user profile settings.
INVALID TIME	A user code assigned to a specific schedule has entered outside of the valid schedule.	See Schedules and User Codes.
ENTER 2ND CODE	The area you are attempting to disarm or access is a Two Man Area.	A second and different user code must be entered.
CLOSING TIME	The scheduled has expired but the area has not been armed.	Users still on the premise should arm the system or extend the schedule to a later time.
LATE TO CLOSE	The system was not armed at its scheduled closing time.	Users still on the premise should arm the system or extend the schedule to a later time.
FAILED TO EXIT	A user assigned the anti-passback option has attempted to re-enter an area from which they did not exit properly.	The user must exit the area through the proper door. If not possible, your system administrator should select the Forgive option in the User Codes menu.
ZWAVE BUSY	Only one keypad at a time can access Z-Wave Setup. If a user attempts to access the menu from a second keypad Z-WAVE BUSY is displayed.	The user must exit Z-Wave Setup in one keypad before accessing it in a second keypad.

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