

# Table of Contents

Section 1. <b>Introduction</b> .....	<b>1</b>
Section 2. <b>System Overview</b> .....	<b>2</b>
Monitoring Capabilities .....	2
Access Codes .....	3
Touchpad Descriptions .....	5
System Status Lights .....	7
Touchpad Buttons .....	8
Section 3. <b>Using Your Model 4724 Security System</b> .....	<b>10</b>
Arming Your System.....	10
Disarming Your System .....	12
Resetting Alarms .....	12
Viewing Not Ready Information .....	12
Viewing Alarm, Trouble, and Supervisory Conditions .....	13
Viewing Alarm/Event Memory .....	13
Silencing Trouble Sounds .....	14
Bypassing Zones .....	14
Unbypassing Zones .....	14
Activating Chime Sounds.....	15
Sending Silent Duress (Hold Up) Alarms .....	15
Activating Emergency Alarms .....	15
Activating X-10 Module .....	15
Code 2 Operation .....	16
Activating Doorstrikes .....	16
Activating High Security Doorstrikes .....	16
Multi-Area Access Functions (Area Arm Menu) .....	17
Intercom Operation .....	18
Telephone Operation.....	19
Section 4. <b>Programming Your Model 4724 Security System</b> .....	<b>21</b>
Entering Program Mode.....	21
Viewing Menu Selections .....	21
Programming Options .....	22
If You Make a Mistake While Programming .....	22

- Exiting Menu and Program Mode ..... 22
- Resetting the Time ..... 23
- Resetting the Date ..... 23
- Programming Access Codes ..... 24
- Time Windows (Menu 0) ..... 25
- Access (Menu 1) ..... 26
- Holidays Menu (Menu 2) ..... 28
- DST Dates (Menu 3) ..... 29
- Testing Your 4724 Security System ..... 30
  
- Section 5. In Case of Trouble..... 31**
  - AC Power Failures ..... 31
  - In Case of Accidental Activation ..... 31
  - What Happens When an Alarm Occurs? ..... 31
  - Audible Alarms ..... 32
  - Beeper Sounds ..... 33
  - Household Evacuation Plan ..... 34
  
- Section 6. System Messages..... 35**
  - Trouble Messages ..... 35
  - Error Messages..... 36
  - LCD Displays ..... 36
  
- X-10 Compatible Module Data ..... 38**
  
- System Data ..... 40**
  - Touchpad Panic Buttons ..... 41
  - Zone Information ..... 42
  - Window Groups ..... 47
  
- User Programmable Options..... 50**
  - Time Windows (Menu 0) ..... 51
  - Access Options (Menu 1) ..... 52
  - Holidays (Menu 2) ..... 68
  - DST Dates (Menu 3) ..... 68

# Section 1.

## Introduction

Congratulations! You have just purchased a Regency 4000 Series Security System; one of the most sophisticated and flexible security systems available today.

The electronic heart of your security system is the Model 4720 Control Communication panel. The 4724 Control Expander increases the versatility and ease of operation of your system more than ever before. It can monitor up to 144 separate zones (sensors) divided into as many as 8 areas. In addition, you can use up to 32 X-10 modules to control lights and appliances from any touchpad.

Everyday system control is accomplished through touchpads. Touchpads are normally installed in the master bedroom and main entries. Programmable in thousands of different combinations, they allow you to quickly and conveniently arm and disarm system functions and zones, providing an extremely high degree of tamper-proof security.

Your 4724 security system has a stand-by back-up battery to prevent system shutdown during power failures. Typically, you will not have to open the control panel cabinet once it is installed.

It is vital that you familiarize yourself with the information in this manual for optimum system performance and prevention of false alarms. It is also recommended that you keep this manual in a secure place for future reference.

Talk to your system installer if you have any questions about which features are included in your system. If anything covered in this manual differs from what your installation company representative has told you, follow your representative's instructions.



The 4724 Security System is UL listed for both residential and commercial burglary and fire use.

## Section 2.

# System Overview

### Monitoring Capabilities

Your Model 4724 security system is active 24 hours a day, monitoring for fire, police, and auxiliary conditions (depending on your needs), and touchpad activated alarms. The intrusion (burglary) portion of the system must be turned on and off (armed and disarmed) as people come and go.

See pages 31-32 for instructions on what to do when an alarm sounds.

#### Intrusion

It is important that your intrusion system be on any time your home or business is not occupied, and when occupants of a household are sleeping. The intrusion system can be armed or disarmed from any of the control touchpads. In a typical residential situation, the system will be armed at night from the bedroom touchpad, and armed again when occupants leave the house in the morning. A typical commercial building will be armed on evenings, weekends, and holidays.

One or more of your doors have been "sensored" (using door contact switches, motion and smoke detectors, and so on) to allow entrance and exit alarm delays. This is done to give you an adjustable, pre-programmed amount of time to leave after arming the system, without setting off an alarm. (It is usually 20 to 25 seconds, but check with your installing company to make sure of the exit delay time programmed for you.)

#### Fire

If your alarm specialist installed smoke detectors or heat sensors, you have 24-hour fire protection. Fire protection is active even when your system is disarmed. If a fire is sensed, your system touchpad will sound a local alarm and send a fire alarm signal to your security installer's monitoring station.

#### Tamper Alarm

Certain components of your security system can be protected against attempts to disable them and prevent the system from operating properly. Items such as outside bell or siren enclosures, the control cabinet, and telephone equipment are subject to unauthorized access and tampering. Your system can be designed to monitor and report these conditions to the central station.

## Auxiliary Alarm

Your system can be designed to monitor one or more conditions that are not directly related to security, but do require a prompt response to prevent some other problem or physical damage from occurring. Typical auxiliary alarms could indicated conditions such as furnace, freezer, or equipment failures, water level, and so on. Although none of these conditions is a security concern, early detection and appropriate action could save money or property. Ask your security company representative for specifics in your particular operation.

## Emergency and Panic Alarms

A panic alarm is a user-activated alarm such as a touchpad panic button or personal wireless panic transmitter. A panic alarm condition would indicate that you are at home and manually signaling an emergency condition or break-in attempt. Emergency alarms can be programmed to be sent to service providers such as the police through your central station. You can manually send this type of alarm by pressing one of the panic buttons on a system touchpad (see page 9).

## Access Codes

An access code is a confidential 4 to 6 digit number. You enter this code into the system touchpads to program, arm and disarm, and command all functions of the system. The 4724 supports up to 255 access codes.

*Note: When selecting access codes for your system, do not use numbers such as 1111, 2222, and so forth. While they are easy codes for you to remember, they may also be easy codes to break.*

## Installer's Code (Code 0)

Your installation company uses this special code to install and initially program your system. It can also be used to arm and disarm your system, both from the touchpads and from the central station (by telephone lines).

If you do not want the installation company to have access to your system once it has been installed, ask the installer for the installation code and instructions for changing it. Once you have changed the code, only you can arm and disarm the system. If it becomes necessary to change the programming of your system, you will have to give the installation company the new code. Talk to your installer about the installation code. There are many reasons why you might want your installation company to be able to access your system at any time.

## Main User's Code (Code 1)

### **Warning**

**Without this number, it is virtually impossible for anyone to re-program or reset your security system.**

Code 1 (sometimes known as the master code) enables you to change other code numbers, and change the day and time shown on your touchpad liquid crystal display (LCD) and optional printer. This main user code number can be written down on page 40 and stored for periodic use in a safe place.

## Primary Access Codes (Codes 0-255)

These primary codes are the basic keys to your security system. They can be programmed to allow the user to arm and disarm the system, operate door access functions, and bypass (deactivate) zones. Access can be restricted to certain areas or to card users only.

Primary codes can be individually programmed with specific time windows appropriate for each employee or user. This allows access to be granted only when the person needs to be in the building. For example, shift workers in the evening hours only, or part-time workers for their scheduled work hours only.

## Secondary Access Codes (Code 2 feature)

Secondary access codes are any codes (2-999) programmed to be used by temporary users such as guests and cleaning persons. Secondary code users can usually only arm the system, not disarm. Activating the Code 2 feature when arming the system before you leave the building enables secondary users to disarm the system once. Arm-only conditions are restored when the system is disarmed with any code.

*Note: Normal 4724 programming grants all codes disarm capabilities. However, special secondary code parameters can be reprogrammed by your security system installing company if you need them.*

*Your security company representative will help you to program Code 2 parameters as well as all the code numbers you need initially for each code type (you can change them later if needed).*

## High Security Door Access Code (Optional)

*Note: This product is not listed for UL 294 access control systems.*

You can provide a higher level of security for door access control and restrict access to certain doors or users. When using the high security option, both the user's access code and a common high security code (code 255) is required to unlock a protected door. As a benefit, this means that only one code has to be changed when access requirements change.

This feature protects against unauthorized access to areas such as sensitive document storage, government security projects, and so on.

*Note: You can easily change the primary codes and the high security door access code at any Model 4660 touchpad whenever necessary, to deny access to terminated or transferred employees (see pg. 24).*

## Touchpad Descriptions

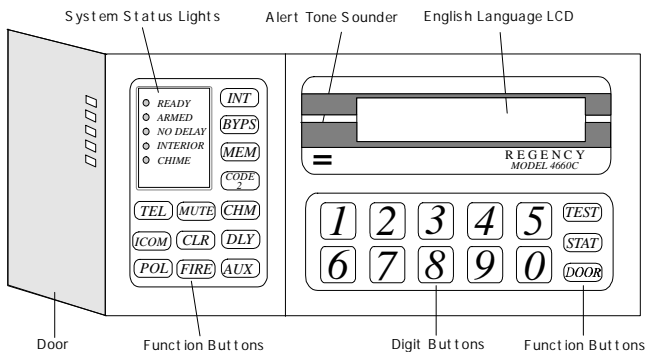
This section describes the touchpads that can be used with the 4724.

Touchpads that are not UL listed (Models 4533, 4553, and 4563) can be used with the 4724, but may have slightly different buttons or indicator lights.

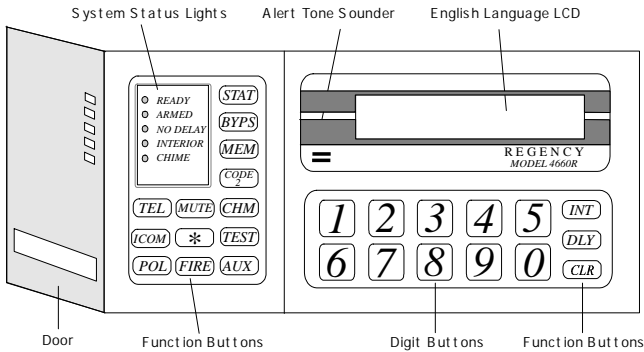
### Models 4660C and 4660R

The 4660C or 4660R touchpads are used to program options and operate most functions of your security system (see Figure 1 and Figure 2).

The Model 4640 intercom/telephone module can be used with either touchpad to provide full, 2-way intercom communication.



**Figure 1. Model 4660C LCD Touchpad**



**Figure 2. Model 4660R LCD Touchpad**

### **Model 4533, 4553, and 4563 Touchpads (not UL listed)**

The **INSTANT** button and indicator light on these models function the same as the **DLY** button and the NO DELAY indicator light on the Model 4660 touchpads. The **CHM/INT** button combines the functions of the **CHM** and **INT** buttons. Press **CHM/INT** to perform the Chime or Interior functions.

## System Status Lights





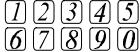




The lights on the top left of the touchpad provide information about your system, including features that have been enabled or disabled. The table below describes the LED (light-emitting diodes) functions of the 4660 touchpads.

	On	Off
○ READY	All zones in the area(s) controlled by this touchpad are ready to arm.	Either all areas controlled by this touchpad are armed, or none of the areas are ready.
	<u>Flashing.</u> Some areas have Not Ready zones.	
○ ARMED	All areas controlled by this touchpad are armed.	None of the areas controlled by this touchpad are armed.
	<u>Flashing.</u> Only some areas controlled by this touchpad are armed.	
○ NO DELAY	All zones controlled by this touchpad that are programmed for time-delayed entries and exits are set to No Delay. The delay time is disabled, so the sensors will activate alarms immediately.	None of the areas controlled by this touchpad have delayed zones that are instant.
	<u>Flashing.</u> Only some areas controlled by this touchpad have delayed zones that are instant.	
○ INTERIOR and ○ CHIME	<p><u>Armed.</u> All areas controlled by this touchpad have interior zones enabled (will sound a chime if someone enters).</p> <p><u>Disarmed.</u> All areas controlled by this touchpad have chime zones enabled (will sound a chime if someone enters).</p>	<p><u>Armed.</u> None of the areas controlled by this touchpad have interior zones enabled.</p> <p><u>Disarmed.</u> None of the areas controlled by this touchpad have chime zones enabled.</p>
(Both lights will be on, off, or flashing.)	<u>Flashing.</u> If armed, some areas controlled by this touchpad have interior zones enabled. If disarmed, some of the areas controlled by this touchpad have chime zones enabled.	

## Touchpad Buttons










Buttons always visible on the touchpad are for frequently used functions such as arming, disarming, and door access.

The buttons hidden by the door on the left side of the touchpad are for specialized system control such as zone bypassing, system testing, and programming. Some of these functions can be performed only by the installer. The 4660C and 4660R touchpads are shown on page 5.

Button	Description
	Used to enter a variety of test and programming commands.
	Used to display zones that are in Not Ready or trouble conditions.
 	When used with the proper access codes, this button allows authorized access to specific building areas and equipment. Also used to activate X-10 devices.
	Used to enter numerical information, such as access codes.
	Used for intrusion protection. Allows you to arm the perimeter of your home, leaving the interior disarmed for free movement.
	Used to bypass (deactivate) individual zones (sensors) from system monitoring or control. It also allows you to check which zones have been bypassed.
	Used to view stored information about alarm occurrences.
	Controls whether or not secondary access codes can be used to disarm the system. Also used to activate X-10 devices.

*Touchpad buttons continued on next page.*

*Touchpad buttons continued.*

Button	Description
	Controls the telephone functions. See page 19 for details.
 (press twice)	Silences audible trouble alert tones or exit program mode and return the system to normal operation.
	<p><u>Armed Areas.</u> Used to enable and disable interior zones. If an interior area is enabled, an alarm will occur if someone enters the zone. Interior zones are usually not disabled in commercial applications.</p> <p><u>Disarmed Areas.</u> Used to turn the chime feature on and off. If the chime is on, a bell-like tone will sound whenever someone enters the zone. In program mode, this button restores the factory default data.</p>
<p><i>Note: With multi-area controlling touchpads, the Chime, Delay, and Code 2 functions can be activated only from the area menu (after entering the access code).</i></p>	
	Allows communication with other intercom touchpads or with an outdoor intercom (see page 18).
	If you make a mistake while entering a code or command, press this button and start over. Used to exit the area menu.
	Used to change entry zones from delayed to instant.
  	When pressed and held for one full second, the “panic” buttons activate a police, fire, or other emergency alarm to the central monitoring station.

## Section 3.

# Using Your Model 4724 Security System

This section provides operating instructions for each of your Model 4724 security system functions or capabilities. Go over each with your installer if you have any questions, and practice them until you feel comfortable with the day-to-day operation of each function.

*Note: You have a 5-second timeframe to enter each digit of your access code. If you pause for more than 5 seconds, you will hear a short beep and the touchpad LCD will read TRY AGAIN.*

*If make a mistake entering your code, you can also press the **CLR** button and start over again.*

The following function descriptions are written for installations with single-area access capabilities. For systems allowing access to multiple areas, refer to the table on page 17.

## Arming Your System

When leaving your home or business, you will want to arm the intrusion protection of your security system using the procedures in this section.

When you attempt to arm the system and the READY light is not on or the LCD reads NOT READY, it usually means that one or more of your building's zones are not prepared for system arming. (Not Ready conditions can be a door or window left open.)

Press the **STAT** button to display the number and location of the Not Ready zone. When the condition is corrected (for example, you have closed the door), the READY light will come on. If you cannot correct the problem, you must bypass it before you arm the system (see page 14).

If the touchpad shows a TROUBLE message when you attempt to arm the system, contact your central station for servicing immediately. You can, however, press **STAT** to display the trouble condition. Do NOT attempt to arm the system until the trouble condition is cleared because your system will not be fully operational.

## Fully Arming the System

1. Press the **[INT]** button. The INTERIOR light will come on.
2. Make sure the green READY light is on, and the ARMED light is off.
3. Enter your access code (4 to 6 digits) on the touchpad.

When you finish, the green READY light will go off, the red ARMED light will come on, and your system will be armed.

You then have a specified time to exit. (You and your alarm company will have determined the exact number of seconds necessary, and written it in the data section at the end of this manual.) The touchpad may give you an exit warning tone with beeps to count down your exit time (optional). You must be out of the building with the door shut before the time runs out or an alarm will sound.

## Arming the Perimeter Only

For intrusion protection when you remain at home, you can arm the outside doors and windows and leave the interior disarmed to allow free movement inside your house.

1. Make sure the INTERIOR light is off (if it is on, press **[INT]**).
2. Enter your access code. The ARMED light will come on and the READY light will go off.

## Arming the Interior

At night, you can set the alarm system from your bedroom touchpad to alert you to an intrusion anywhere inside your home. No timed entry or exit delays will be granted for anyone entering the house, and no movement will be allowed inside the house.

1. Press **[INT]** **[DLY]**.
2. Enter your access code.

The NO DELAY, INTERIOR, and ARMED lights will come on and the READY light will go off.

To turn the no delay alarm condition off when you get up in the morning, simply press the **[DLY]** and **[INT]** buttons again. Your system will only be armed on the perimeter, assuming the Interior Lock While Armed option was not selected during programming.

## Disarming Your System

To disarm, simply enter your access code (4 to 6 digits) on the touchpad.

When you return and open a door on the delay circuit, an entry warning tone will sound and you will have a programmed amount of time to enter and disarm the system.

The warning tone will stop as soon as you enter the first digit of your access code, allowing you to clearly hear the beeps as you finish entering your code.

The ARMED light will go off, and the READY light will go back on.

## Resetting Alarms

After an alarm condition occurs, you can silence the local touchpad sirens by entering your access code. Secondary users can reset alarms only if the Code 2 function is enabled (see page 16).

## Viewing Not Ready Information

If the LCD reads indicates that the system is not ready to be armed or that a trouble condition exists, you can locate the problem by pressing **STAT**.

See page 35 for trouble condition displays. Before you can arm the system, you must identify and correct the Not Ready condition.

The **STAT** button can also be used to obtain the following information:

Press	The LCD will display:
<b>1</b> <b>STAT</b>	All the zone numbers and names in the areas controlled by this touchpad.
<b>2</b> <b>STAT</b>	The touchpad number and location.
<b>4</b> <b>STAT</b>	The current version of the 4724 software.

## Viewing Alarm, Trouble, and Supervisory Conditions

### Viewing Alarms

When an alarm occurs, the touchpad displays ALARM on the first line of the LCD. Press **[MEM]** to view the location of the alarm.

### Viewing Trouble and Supervisory Conditions

When a system trouble or sprinkler supervisory condition occurs, the touchpad will beep and display TROUBLE or SUPERVISORY on the first line of the LCD. Press **[STAT]** to view the location of the condition.

## Viewing Alarm/Event Memory

The 4724 stores information about alarms and other system occurrences in Alarm Memory and Event History.

### Alarm Memory

Press **[MEM]** to display the zone number and location of any alarms that have occurred since the last time the system was armed. Alarms remain in memory for a single arming period. The next time you arm the system, memory from the previous arming period is automatically erased.

### Event History

Event history records up to 500 events, including alarms, trouble conditions, tests, and door access. To view all events that have occurred since a particular date, first press **[1] [MEM]**. When prompted to do so, enter a start date. All alarms that have occurred on or since that date will be displayed.

To view the complete event history (up to the last 500 events), enter **[0] [0] / [0] [0]** as the starting date.

To erase events stored in event history, press **[1] [0] [TEST]**.

## Silencing Trouble Sounds

To silence a trouble condition alert tone, press **[MUTE]** **[MUTE]**. In a multi-area system, you must first enter a code and then press **[MUTE]** for each area. The LCD will read SILENCED instead of TROUBLE (see page 37). If a new condition occurs, the TROUBLE display and alert tone will be reactivated.

If your system has a trouble condition, it will not be completely functional until the problem is repaired. See page 35 for more information on trouble conditions.

## Bypassing Zones

You may need to bypass certain zones at certain times. Remember that while a zone is bypassed, there is no protection on that zone. Do not give the code that allows for bypassing to casual users of the system such as cleaning or delivery persons.

The **[BYP]** button is used to disable individual zones. You cannot bypass 24-hour fire and panic zones.

1. Enter the number of the zone you wish to bypass.
2. Press **[BYP]**.
3. Enter your access code, if required.

*If the touchpad beeps and displays RESTRICTED, you have attempted to bypass a fire or emergency zone that cannot be bypassed.*

To find out what zones are bypassed, simply press **[BYP]**. The LCD will show the number and location of bypassed zones.

## Unbypassing Zones

1. Enter the number of the zone you wish to unbypass.
2. Press **[BYP]**.
3. Enter your access code, if required.

If the zone is in a Not Ready condition and the area is armed, the LCD will read RESTRICTED ZONE. You will not be able to unbypass the zone because doing so would cause an alarm.

## Activating Chime Sounds

The chime function causes a chime to sound whenever any chime zone sensor (typically a door) is activated while the system is disarmed.

When the system is disarmed, you can turn the chime function on and off by pressing **[CHM]**. If the touchpad controls more than one area, you must first enter a code.

The Chime and Interior functions are controlled together, but have different operation depending on whether the system is armed or disarmed. Chime applies to disarmed systems, interior applies to armed. See page 11 for interior functions.

## Sending Silent Duress (Hold Up) Alarms

If forced to disarm the system under duress, for example, during an armed robbery, you can still trigger an alarm.

A duress alarm is silently transmitted to the alarm central station by pressing a predetermined 1-2 digit duress code (record on page 40) before entering your access code. The system lights and alarms will not indicate that a silent duress alarm is being sent.

## Activating Emergency Alarms

To generate immediate alarms to the central station, press one of the panic buttons (**[POL]**, **[FIRE]**, and **[AUX]**) for one full second.

To rest the system and stop the sounding of the alarm tone after a fire or other emergency is over, simply enter your access code.

## Activating X-10 Module

*Note: The Model 4181 and the X-10 modules are for supplementary use only and are not UL listed as control unit accessories.*

If your system includes a Model 4181 Power Line Interface, you can use X-10 compatible modules to control lights and activate appliances in up to 32 locations in the installation. You can use any system touchpad to control these modules. They can also be programmed by your installer for automatic activation.

Your installer has assigned a one-letter house code to each module. Each module also has a pair of digits associated with it. This information is

shown on pages 38-39. Work with your installer to decide which light or appliance will be controlled by each module.

1. Enter digits from the chart on pages 38-39.
2. Press the [\*] (or [DOOR]) button.
3. Press [1] to turn the module on, or [0] to turn it off.

## Code 2 Operation

Under normal operating conditions, anyone to whom you assigned a secondary access code can arm your security system one time, but cannot disarm. However, when you enable the Code 2 feature, an authorized person (maid, baby-sitter, gardener) can also disarm the system once.

Press [CODE 2] + primary access code to activate the Code 2 function.

When the system is disarmed using any access code, Code 2 is no longer active.

*Note: For multi-area systems, Code 2 is activated per area from within the Area Arm menu (see page 17).*

## Activating Doorstrikes

The [\*] or [DOOR] button is used to activate doors in areas programmed for authorized access only. Your installing company may program your system to disarm automatically when door access is granted. If this is the case, all areas assigned to the door station and code are disarmed at the same time.

1. Press [DOOR].
2. Enter the proper access code.

## Activating High Security Doorstrikes

With this optional feature, you can designate some locations within your installation as high security areas, allowing access to specified users only.

1. Press [\*] or [DOOR]. The LCD will read ENTER CODE.
2. Enter your access code. The display will read ENTER CODE B.
3. Enter the high security access code (code 255; see page 66).

## Multi-Area Access Functions (Area Arm Menu)

In a split arming system, some users and touchpads may be granted access to multiple areas. The system response is different for these users. When the access code is entered, the display shows the status of the first area to which the user has access. The Area Arm menu will be displayed and the key prompts repeat continuously on the second line.

The following table explains the Area Arm menu functions:

**Table 1. Area Arm Menu  
(Button Functions)**

Button	Function
<b>0</b>	Disarms any areas to which the user has access and returns to the normal operating display. Resets alarms for any areas in alarm.
<b>1</b>	Causes area status to change from armed to disarmed and vice versa. Also resets alarms in area(s).
<b>2</b>	Arms any areas to which the user has access, and returns to the normal operating display. (The areas must be ready to arm.)
<b>TEST</b>	Displays the status of the next area in the user's group of areas. Can be used to examine each area's status until you press <b>CLR</b> .
<b>CODE<sub>2</sub></b>	Controls whether or not secondary access codes can be used to disarm the system for the area displayed.
<b>CHM</b>	Turns the area's chime zones on and off. (The system must be disarmed.)
<b>INT</b>	Turns the area's interior (armed) zones on and off. (The system must be armed.)
<b>DLY</b>	Enables or disables the entry and exit delays for the area.
<b>3</b>	Allows the user to reset the arm delay. After pressing this button, enter the number of minutes desired and press <b>TEST</b> . Press <b>0</b> to cancel the auto arm.
<b>STAT</b>	Shows Not Ready zones in the area.
<b>MUTE</b>	Silences trouble condition for each area in the Area Arm menu.

**Important:** When a multi-area system has an alarm condition, all areas that are in alarm must be reset before the alarm can be silenced.

## Intercom Operation

In conjunction with the Model 4640 Audio Module, the 4660C and 4660R touchpads can function as an intercom system providing two-way or listen-only communications.

*Note: The intercom feature is not UL listed.*

### Two-way Communications on All Intercoms (Paging)

Press **ICOM** so that all touchpads attached to your system can communicate with each other.

To turn off, press **ICOM**.

### Two-way Communications on One Intercom

1. Press the number of the touchpad you wish to call.
2. Press **ICOM**.

To turn off, press **ICOM**.

### Listen-only Communications With All Intercoms

1. Press the **1** key.
2. Press the **0** key.
3. Press **ICOM**.

To turn off, press **ICOM**.

### Listen-only Communications With One Intercom

1. Press the number of the touchpad you wish to listen to twice (for example, press **1 1** to listen to intercom 1).
2. Press **ICOM**.

*You can now hear activity in that touchpad intercom area, but they cannot hear you.*

To turn off, press **ICOM**.

## Preprogrammed Time-out

The time-out option allows you to automatically limit touchpad intercom or telephone usage to anywhere between 15 and 255 seconds. The touchpad intercom (or telephone) will automatically hang-up after the programmed time has elapsed, emitting a warning beep 10 seconds before it turns off.

## Telephone Operation

Your touchpad can function as an intercom, or as a "hands-free" telephone, if the Model 4640 Audio Module and Model 4140 Telephone Intercom Controller are included in your system. If programmed timeout has been selected, the telephone will timeout after the same number of seconds as the intercom.

### Basic Telephone Operation

To:	Steps
Answer the phone	Press <b>[TEL]</b> .
Place a phone call	<ol style="list-style-type: none"> <li>1. Press <b>[TEL]</b>.</li> <li>2. Enter digits of the phone number you wish to call (up to 12 digits).</li> </ol>
Hang up	Press <b>[TEL]</b> .
Put caller on hold	Press <b>[MUTE]</b> .
<i>The touchpad will beep while the Mute function is activated.</i>	
Remove hold	Press <b>[MUTE]</b> .
Transfer a call to another touchpad	<ol style="list-style-type: none"> <li>1. Answer an incoming call by pressing <b>[TEL]</b>.</li> <li>2. Put caller on hold by pressing <b>[MUTE]</b>.</li> </ol>
<i>A short beep will sound while the call is on hold.</i>	
	<ol style="list-style-type: none"> <li>3. Press the number of the touchpad to which you want to transfer the call.</li> <li>4. Press <b>[ICOM]</b> and announce the call.</li> <li>5. To complete the call transfer, the person receiving the call must press <b>[TEL]</b>.</li> </ol>

### Automatic Redialing

The 4660C and 4660R touchpads can store two 12-digit phone numbers.

1. To redial the last phone number called, press 9.
2. Press **[TEL]**.

### Preprogrammed Time-out

The time period is the same as the intercom time-out (see page 19).

### Memory Dialing

To:	Steps
Store a phone number in memory	<ol style="list-style-type: none"><li>1. Press <b>[TEL]</b>.</li><li>2. Press digits of the phone number you wish to store.</li><li>3. Press <b>[MEM]</b>.</li><li>4. Press either digit 1 or 2 (for memory location 1 or 2).</li></ol>
<i>The phone number is now in memory and a call has been placed to the phone number.</i>	
	<ol style="list-style-type: none"><li>5. Press <b>[TEL]</b> to terminate the call.</li></ol>
Dial a memory phone number	<ol style="list-style-type: none"><li>1. Press digit 1 or 2 (for memory location 1 or 2).</li><li>2. Press <b>[TEL]</b>.</li></ol>
Clear a phone number from memory	<ol style="list-style-type: none"><li>1. Press <b>[TEL]</b>.</li><li>2. Press <b>[MEM]</b>.</li><li>3. Press either digit 1 or 2 (for whichever number you wish to erase).</li><li>4. Press <b>[TEL]</b>.</li></ol>

## Section 4.

# Programming Your Model 4724 Security System

Your security dealer or installer will complete all initial programming for you. However, as time goes on, you will undoubtedly want to make changes.

You can access the 4724 built-in programmer from any touchpad with an LCD. This section shows you how to program some system features directly from the touchpad. Before you begin programming, make sure that all areas are disarmed.

## Entering Program Mode

To enter programming mode, press **[1]** **[1]** **[TEST]** + your main user's code.

Once you are in programming mode, the available menus display continuously on the second line of the LCD until you select one. The menus are:

- 0 Time Windows
- 1 Access
- 2 Holidays
- 3 DST Dates

To access a menu, press the menu number + **[TEST]**.

*Note: Your system is disabled while you are programming. You will not be protected until you exit programming mode.*

## Viewing Menu Selections

Pressing the **[TEST]** button lets you view the current option settings in a menu. The top line of the display shows the option description and the current setting. The bottom line displays the keys that are available to you. Continue to press **[TEST]** until you locate the option you want to change.

Some menus (Access, for example) repeat options for many numbered items. The first step in the menu allows you to choose which numbered item you wish to program. When you have finished programming the options for that item, the menu advances to the next numbered item.

## Programming Options

For some options, the available choices are numbered and appear on the bottom line of the display. To choose a new option setting, press the number shown by the desired choice. The second line of the touchpad display will show the new choice.

For options that you either select or do not select, press **[0]** for No and **[1]** for Yes.

Press the **[TEST]** button after making programming changes to accept changes, similar to the way you use the **[ENTER]** key on a computer.

## If You Make a Mistake While Programming

If you make a mistake in programming and have not yet pressed **[TEST]**, press **[CLR]**. The LCD will show 0 or the first choice for the option. Enter the correct data and press **[TEST]**.

If you begin to program the wrong option and you have not yet pressed **[TEST]**, press the **[CHM]** button to cancel the new data and restore the factory-programmed (default) data. Press **[TEST]** to advance to the next option.

If you have already pressed **[TEST]**, you must press **[MUTE]** to exit the current menu, re-enter the correct menu, and locate the option.

## Exiting Menus and Program Mode

When you finish programming options for a particular menu, press **[MUTE]** to return to the menu selections.

To exit programming mode, press **[MUTE]** once or twice (depending on where you are in the program).

## Resetting the Time

1. Press **9** **TEST**.
2. Enter your main access code. The LCD will read TIME HH:MM.
3. Enter a 6-digit time setting. The **first** digit is for the day of the week. Choose the number of the day from the list below:

0 - Sunday	4 - Thursday
1 - Monday	5 - Friday
2 - Tuesday	6 - Saturday
3 - Wednesday	

The **second** digit is 0=AM or 1=PM

Enter the **last four digits** as the actual time in hours and minutes. Enter leading zeros before single-digit numbers.

4. Press **TEST** to enter the new time.

Example: To reset the time for Tuesday 3:15 PM you would enter:

Hour
Minutes  
**9** **TEST** (access code) **2** **1** **0** **3** **1** **5** **TEST**  
Day of
Indicates  
week
PM

Press **MUTE** to exit set time mode.

## Resetting the Date

The system will automatically prompt you to set the date after setting the time. To set the date without first setting the time,

1. Press **8** **TEST**.
2. When the LCD reads DATE?, enter a 6-digit date in MMDDYY format. (Enter leading zeros for single-digit months and days.)

Example: To reset the date for March 25, 1995, you would enter:

Day  
**0** **3** **2** **5** **9** **5**  
Month
Year

3. Press **TEST**. The system will automatically set the day of the week.

## Programming Access Codes

Do NOT program new access codes unless you check first with your installer. He or she will inform you as to which functions and time windows apply to each code. Make sure the system is disarmed and that you are NOT in set time mode.

Users who have programming capabilities can change their own secret codes, or the secret codes for any higher code.

1. Press  .
2. Enter your 4-digit main access code. The display will read CODE:2.
3. Enter the number of the code you want to program, and press .

The display will show the code number and the most recently programmed secret code (for example, CODE#6: 6666).

To skip to a different code, press  followed by the number of the code you want to program. Press . The new code number will appear on the display along with the previously programmed secret code. If no secret code has been programmed, the code number will be shown without a secret code.

4. Press , and then enter the new secret code.

*Note: Do not enter leading zeros for codes less than 6 digits in length. For example, the code 005555 is six digits and not the same as the 4-digit code, 5555.*

5. Press .

If you are using a high security code, the secret code you program for code #255 will be the high security code. After you press , the program will return to the first code.

To exit the program, press  .

## Time Windows (Menu 0)

You can specify up to 32 time windows (periods) to control when users can access the system or when arming and disarming can occur. (For example, all users can access the building 8 a.m.-5 p.m., Monday-Friday.) Each time window specifies a week day, starting time, and ending time. Before you begin programming, see page 51 where the time windows you wish to program are recorded.

For auto-arming systems, you can program a delay period that would allow you to cancel the auto-arm or extend the delay period. During the delay, the time remaining is displayed on the touchpads and an audible warning can be heard.

Time window groupings have been pre-set by your installer. You can change individual time periods using Menu 0, or change access code assignments using Menu 1. Talk to your installer for changing window groups.

Enter programming mode (see page 21), then use the following steps to change or assign time windows:

1. Press   for the Time Window menu.
2. Enter the number of the time window to program and press .
3. Enter the start time using the 24-hour clock (military time) and press . For example, to enter 5 p.m., you would enter     .
4. Enter the end time in the 24-hour format and press .
5. The display shows the days of the week chosen for this time window (a dash indicates a day is not selected). From the table below enter the digit that corresponds to the days you want to assign to the first time window. Pressing the digit selects—or deselected—a day.

Digit	Day	Digit	Day
0	Sunday	4	Thursday
1	Monday	5	Friday
2	Tuesday	6	Saturday
3	Wednesday	7	Holiday

6. Press  when you are finished.

Continue programming for as many time windows as you need. If you want to skip past options without making changes, press the  button until you reach the time windows you wish to program.

## Access (Menu 1)

In this menu, you can select the functions that you want each user (other than the main user) to be able to perform. For each function, an example of the display is shown followed by instructions for entering or changing data.

1. In programming mode (page 21), press   for the Access menu.

NUMBER:#2  
1-ACCESS

2. This display indicates for which user code you will be programming options (not the Code 2 feature or the actual 4-6 digit access code). Press  to continue programming for user code #2, or enter the number of the user (2-999) that you want, then press .

*Note: For each option, remember to press  after each selection or to skip to the next option if accepting the default selection.*

CODE#2:500244  
ENTER DIGITS

3. Enter the secret code digits for access code (#2).

ARE#2:12345678  
MUTE-EXIT

4. Using buttons -, enter the areas that the code (#2) can access, then press . A displayed digit indicates it has been selected. To de-select a digit, press the number again (a dash will be shown in its place).

DOOR#2:YES  
1-YES

5. Indicate whether or not this user code will be able to gain door access to the areas selected in Step #4.

BYPASS#2:YES  
1-YES

6. When this option is selected, this user code can enable or disable individual intrusion zones. You cannot bypass 24-hour fire and emergency zones. Note that bypassing a zone leaves that zone unprotected.

ARM#2:YES  
1-YES

7. When this option is selected, this user code will be able to arm the system when returning to the home or business.

DISARM#2:YES  
1-YES

8. When this option is selected, this user code will be able to disarm the system when returning to the home or business.

PROGRAM#2:YES  
1-YES

9. When this option is selected, this user code can program the options described in this manual.

**Caution:**

Selecting Yes enables this user to change other users' secret codes. Give this option only to people who should have access to the programming menus.

CODE2#2:NO  
0-NO

10. When this option is selected, secondary users such as housekeepers and baby-sitters can arm the system. If the Code 2 feature is activated (see page 16), secondary users can also disarm the system once.

HIGH SEC#2:NO  
0-NO

11. When this option is selected, this user code has high security access and must enter both their secret code and the high security code to gain access to any doors. The high security code is code #255.

CARD ONL#2:NO  
0-NO

12. When this option is selected, this user code is programmed as “card only”, which means the user can gain access only with the card (not by entering the code on the touchpad).

WIN GRP#2:32  
0-110

13. Enter the window group during which this code can be used.

If you want a code to be usable all the time, select window group 32. If you want to make it impossible to use a particular code (for example, because the card has been lost), select window group 33.

NUMBER:#3  
ROUTE-EXIT

14. Repeat Steps 2-13 for each access code that will be used (through #255). To skip codes, enter the number of the next code desired.

*Note: If any codes are selected as high security (Step 11), code #255 must be programmed for high security also. If high security codes are not used, code #255 can be used as a normal access code.*

## Holidays Menu (Menu 2)

The Holidays menu lets you determine up to 16 days that will be treated as holidays. Certain time windows can be enabled on holidays. For example, a business owner may allow only a few specific users to gain entrance on holidays.

1. In programming mode (page 21), press   for the Holidays menu.

DATE#1:01/01  
2-HOLIDAYS

2. Enter the month and day of the first holiday. Use a leading zero for single-digit months. Press .

DATE#2:00/00  
TEST-ENTER

3. Continue programming any other holidays. If you need to change the date of a holiday, press  as many times as necessary to locate the holiday, then make the changes.

*Note: To disable holidays, press  or enter   /  .*

## DST Dates (Menu 3)

This menu is for programming the dates the system will be adjusted one hour forward for daylight savings time or one hour back for standard time.

1. In programming mode (page 21), press **3** **TEST** for the DST Dates menu.

FWD DATE:00/00  
3-DST DATES

2. Enter the date that daylight savings time will begin, and press **TEST**.

BACK DATE:00/00  
BYPASS-SHIFT

3. Enter the date that daylight savings time will begin, and press **TEST**.

*Note: To disable DST dates, press **CLR** or enter **00/00**.*

## Testing Your 4724 Security System

**Important**  
**Weekly tests are recommended to ensure proper system operation.**

Discuss testing with your security company installer to develop the optimum schedule and procedures that will be right for your system and operation.

Testing is required for UL Household Fire (NFPA 72 Central Station Regulations) and is described below. This test must be performed with AC power disconnected. The purpose of this procedure is to ensure that battery malfunctions will be discovered during the test.

Disconnect the AC power transformer by unscrewing the mounting screws that hold the cover in place. Remove the transformer from the wall receptacle to disconnect the AC power from the unit.

Once the test has been completed, reconnect AC power by plugging the transformer into its receptacle. Replace the transformer cover and mounting screws.

*Note: While the system transformer is unplugged, the LCD display may read TROUBLE - AC. Press **[MUTE]** **[MUTE]** to silence. If the touchpad controls more than one area, you must first enter a code and then press **[MUTE]** for each area.*

To test overall system operation:

1. Call and warn your security company's central station that you plan to run a system test.
2. Be sure the system is disarmed.
3. Press the **[TEST]** button followed by your access code.

If all systems are operating properly, all of the touchpad lights will flash, your alarm will sound for a few seconds, and a dialer test will be transmitted to the central station. There are a variety of central station response procedures. Your security company will inform you as to what response you should expect from a test.

*Note: The system tests will not test the sensors and detection devices that activate alarms. Be sure to test smoke and other fire detectors regularly, following the procedures provided by the detector manufacturers. Regular tests ensure they are operating properly.*

## Section 5.

# In Case of Trouble

### AC Power Failures

During brief power outages in your home or building, your security system will function normally using the rechargeable battery installed in the master control panel.

When the power returns, these batteries will automatically recharge.

### In Case of Accidental Activation

In the event that your security system is accidentally activated, do not panic. It is important to cancel the alarm as soon as possible by entering your access code on the nearest touchpad.

If your system is programmed for delayed reporting and you disarm your system before reporting begins, an alarm will not be transmitted to your dealer's central station. Consult your security system for further instructions.

### What Happens When an Alarm Occurs?

#### **Important**

**If you enter your home or building and find an alarm message on the LCD, LEAVE IMMEDIATELY and call your central station or the police.**

Should your security system go into an alarm condition, three things will happen:

1. A loud audible warning will be heard from all system speakers. The sound will vary depending on the type of alarm. See Audible Alarm descriptions on page 32.
2. The touchpad LCD will indicate that an alarm has occurred. You can press **MEM** to see the type of alarm, its zone number, and location.
3. Your security dealer's central monitoring station will be automatically dialed, reporting the nature and location of the alarm. They, in turn, will dispatch the proper authorities to your home or building.

When an alarm occurs in zone programmed for silent alarm, the audible warning and displayed message will NOT occur, but the alarm condition will still be reported to the central station.

## Audible Alarms

In conjunction with the optional audio module, the 4660C and 4660R touchpads provide audible indications of alarms, troubles, and exit/entry delays. Your system can also have high volume speakers connected at the main panel. The alarms below are ranked in priority order. See pages 2-3 for more information.

Type	Sound	Description
Fire	High volume, high pitch pulsing tone	This alarm has precedence over all other alarms. For example, if an intrusion alarm has been sounded, and subsequently a fire condition is detected, the fire alarm will take priority over the intrusion alarm. See page 2 for more information.
Emergency (Panic)	High volume, slowly alternating high/low pitch tone	Triggered manually whenever anyone presses one of the panic keys ( <b>POL</b> ), <b>FIRE</b> , or <b>AUX</b> on the touchpad).
Intrusion	High-volume, alternating high/low pitch steady tone	An intrusion (or burglary) alarm causes this alarm to sound and sends a report to the central station. See page 2 for more information.
Auxiliary	High-volume, alternating high/low pitch pulsing tone	An auxiliary alarm has the lowest priority if other alarms such as fire, panic, or intrusion are sounding simultaneously. See page 2 for more information.

## Beeper Sounds

The following table describes other audible signals:

Type	Sound	Description
Alarms	During alarms, the touchpad beeper will beep as the LCD continuously displays affected zones.	
Trouble Condition	A beep once every 4 seconds.	Alerts users to system trouble conditions. (Can be silenced by pressing <b>MUTE</b> <b>MUTE</b> .)
Entry Warning	A beep sounds once each second during countdown.	The touchpad LCD counts down the number of seconds you have left to disarm the system and avoid an alarm.
Exit Warning (Optional)	A short beep sounds each second during countdown.	The touchpad LCD counts down the number of seconds you have to leave the building after arming the system to avoid an alarm.
Door Chime	Low-volume, high-to-low pitch tone similar to a doorbell. Sounds once each time a perimeter sensor is opened or closed.	Two beeps indicate that a door programmed for the chime feature has been opened or closed.
Arm delay	A beep sounds once every 10 seconds until the end of the arm delay time.	

## Household Evacuation Plan

It is vital for every household or business to develop and rehearse an evacuation plan in case of fire.

Fire is the third major cause of accidental death. Within minutes from its start, a fire can be deadly. It is important that you draw up and regularly practice a fire evacuation plan to ensure rapid escapes.

- Draw up a floor plan of your home or business, clearly showing at least two exits from each room. Since most fire deaths in a home occur while a family is sleeping, pay particular attention to bedrooms. Make sure that each family member knows the location of the exit nearest his or her bedroom. Make sure that each worker knows the location of the exit nearest his or her workplace.
- Make sure family members or workers are familiar with and can quickly recognize your system's audible alarm signals. (See page 32.)
- Instruct family members to feel closed doors **BEFORE** opening them. If a door is warm, **DO NOT OPEN IT**. Use an alternate route, such as through a bedroom window.
- Thick smoke usually accompanies a fire. When moving through smoke, stay as close to the ground as possible, crawling if necessary. It is a good idea to keep a flashlight in a designated place in each room for emergencies.
- Make sure all family members or workers realize that personal belongings can be replaced, but people cannot. Warn them to get out of the building as soon as a fire is detected. Do NOT stop to pack or look for belongings for any reason. **Under no condition should anyone return after escaping from a burning building.**
- A good evacuation plan should specify a certain meeting place outside the building so that all family members or workers can be accounted for and given medical treatment if necessary.
- Once all family members have safely evacuated the building, call the fire department immediately from a nearby phone. Do NOT stop inside a burning building to call the fire department.
- Once the fire evacuation plan has been drawn up and you have discussed it with your family or workers, you should review and practice it periodically to make sure everyone knows exactly what to do if a fire occurs.

## Section 6.

# System Messages

### Trouble Messages

Your security system is designed to provide you with many years of reliable trouble-free protection, but unforeseen problems may occur. For many problems with a component or zone in your system, a low volume, high-pitched tone will sound and your touchpad LCD will read TROUBLE.

After pressing the **STAT** button, the LCD will show one of the following indications along with the zone number, if appropriate:

1-144 LOCATION	Indicates location of a zone with a problem.
AC	System has lost AC power.
BATTERY	Low battery condition in the control panel or the battery is disconnected.
DATA LOST	Communication failed and an event was not reported to the central station.
DEFAULT ALL	Failure of critical system components. <b>Shut down the system and call your installation company.</b>
DEVICE 0	Problem with the control panel communicator.
DEVICE 1	Problem with the (optional) printer interface.
DEVICE 2	Zone expander 1 problem.
DEVICE 3	Zone expander 2 problem.
DEVICE 4	Problem with the intercom or telephone module.
DEVICE 5	Problem with the auxiliary control module.
DEVICE 7	Problem with the EEPROM memory.
FAILED	Communication to the central station is not working.
LINE 1	Phone line #1 is faulty or needs service.
LINE 2	Phone line #2 is faulty (if your system uses 2 phone lines).
PAPER	Onsite printer needs a replacement roll of paper.
TOUCHPAD 1-15	Problem with a particular touchpad unit.

Contact your security company immediately for repairs whenever any of these conditions are indicated. The loss of normal “house power” will also turn off the power light on your control panel.

## Error Messages

If operation or programming errors occur, the LCD will display the following messages to explain the problem:

RESTRICTED CODE	Either the code entered cannot be used at the touchpad being used or it cannot be used to operate the function that was attempted.
RESTRICTED DOOR	The code entered cannot be used to open the door.
RESTRICTED ZONE	Zone cannot be bypassed (fire or other 24-hour zones cannot be bypassed) or turned off.
TRY AGAIN	An invalid code or command was used. You may have pressed the wrong digit or paused too long while entering a code. Restart from the beginning.

## LCD Displays

The English language LCD will normally display the day and time, plus status and instructions for many status lights and touchpad functions. The LCD will also display the following messages (in addition to trouble and error messages):

#MIN TO ARM	The system is preparing to auto-arm the areas. The arm delay can be extended or stopped after you enter a user code. The touchpad beeps every 10 seconds during the arm delay.
#SEC TO ALARM	Visual countdown of seconds before an alarm will be sounded and a message is sent to the central monitoring station, after an entry delayed door has been opened. A beep sounds once every second during this delay time.
#SEC TO EXIT	(Displays after arming.) Visual countdown of seconds before end of exit delay. Exit delayed zones are disabled during this period. If programmed to do so, the touchpad beeper will sound once every second until the delay time is up. If a user leaves after the delay time expires, an alarm will sound.
ALARM	The system is in the Area Arm menu (page 17) and the area shown is in alarm condition.

ARMED	The system is in the Area Arm menu (page 17) and the areas have been armed.
AUXILIARY ALARM	A problem with or failure of special sensors installed to protect appliances such as furnaces and freezers.
BYPASSED	One or more of the zones have been bypassed (turned off so they do not respond to alarm conditions).
CODE 2	Displayed (Area Arm menu only) - Secondary (temporary) access codes can be used to disarm the system once.  Not displayed - Secondary access codes cannot be used to disarm the system.  Use the <span style="border: 1px solid black; padding: 2px;">CODE 2</span> button to toggle this feature on and off.
FIRE ALARM	One or more zones programmed for fire monitoring are in alarm.
INTRUSION ALARM	One or more zones programmed for intrusion protection are in alarm.
NOT READY	The system is in the Area Arm menu (page 17). One or more zones in the area shown to be armed are in a Not Ready condition (a sensed door or window may be open).
PANIC ALARM	A user has activated an alarm to summon the police.
READY	The system is in the Area Arm menu (see page 17) and all zones in the area shown are ready to be armed.
SILENCED	A trouble condition alarm has been silenced, but the trouble still exists in the system.
TAMPER ALARM	A zone programmed to detect system tampering is in alarm.
TROUBLE	Trouble condition exists in the system (a broken wire, low battery, loss of system power, and so on).

# X-10 Compatible Module Data

Work with your installer to determine which X-10 compatible module will activate each light or appliance (see page 15). For example, if you wanted the front door light to be activated by pressing \*, your installer would configure the system so that FRONT DOOR LIGHT was unit 1 in the first house code. The installer would write FRONT DOOR LIGHT in the first column and the appropriate house code letter in the House Code column.

To Activate (Light or Appliance)	Press	For Installer's Reference (Do NOT press these digits)	
		House Code	Unit
	<input type="text" value="1"/> <input type="text" value="1"/> *		1
	<input type="text" value="1"/> <input type="text" value="2"/> *		2
	<input type="text" value="1"/> <input type="text" value="3"/> *		3
	<input type="text" value="1"/> <input type="text" value="4"/> *		4
	<input type="text" value="1"/> <input type="text" value="5"/> *		5
	<input type="text" value="1"/> <input type="text" value="6"/> *		6
	<input type="text" value="1"/> <input type="text" value="7"/> *		7
	<input type="text" value="1"/> <input type="text" value="8"/> *		8
	<input type="text" value="1"/> <input type="text" value="9"/> *		9
	<input type="text" value="2"/> <input type="text" value="0"/> *		10
	<input type="text" value="2"/> <input type="text" value="1"/> *		11
	<input type="text" value="2"/> <input type="text" value="2"/> *		12
	<input type="text" value="2"/> <input type="text" value="3"/> *		13
	<input type="text" value="2"/> <input type="text" value="4"/> *		14
	<input type="text" value="2"/> <input type="text" value="5"/> *		15
	<input type="text" value="2"/> <input type="text" value="6"/> *		16

*X-10 Compatible Module Data continued on next page.*

Note: The [\*] and [DOOR] buttons have the same function.

X-10 Compatible Module Data continued.

To Activate (Light or Appliance)	Press	For Installer's Reference (Do NOT press these digits)	
		House Code	Unit
	[2][7][*]		1
	[2][8][*]		2
	[2][9][*]		3
	[3][0][*]		4
	[3][1][*]		5
	[3][2][*]		6
	[3][3][*]		7
	[3][4][*]		8
	[3][5][*]		9
	[3][6][*]		10
	[3][7][*]		11
	[3][8][*]		12
	[3][9][*]		13
	[4][0][*]		14
	[4][1][*]		15
	[4][2][*]		16

# System Data

**Keep the following information CONFIDENTIAL and stored in a safe place.**

System installation company: \_\_\_\_\_

Name of alarm company representative: \_\_\_\_\_

For service, call: \_\_\_\_\_ or \_\_\_\_\_

Before testing, call: \_\_\_\_\_ or \_\_\_\_\_

Your account # is: \_\_\_\_\_

Number of seconds programmed for exit delay: \_\_\_\_\_ sec.

Number of seconds programmed for entry delay: \_\_\_\_\_ sec.

Your main user's code (code 1) is: \_\_\_\_\_

Your high security door access code (code 255) is: \_\_\_\_\_

Your duress digits are: \_\_\_\_\_

Your system is custom programmed for the following features:

- |   |  |
|---|--|
| <input type="checkbox"/> Delayed reporting        | <input type="checkbox"/> Area Arming         |
| <input type="checkbox"/> Panic (Emergency) Alarm  | <input type="checkbox"/> Card Access Control |
| <input type="checkbox"/> Fire and Smoke Detection | <input type="checkbox"/> On-site Printer     |
| <input type="checkbox"/> Auxiliary Alarm for:     | <input type="checkbox"/> X-10 Modules        |
| _____   | _____  |
| _____   | _____  |
| _____   | _____  |
| _____   | _____  |

## Touchpad Panic Buttons

Your system touchpad locations and panic alarms are shown below. Your installer has selected police, fire, or auxiliary for each touchpad (see page 9). To trigger an alarm, you must press the appropriate key for one second.

- |          |           |
|----------|-----------|
| 1. _____ | 9. _____  |
| 2. _____ | 10. _____ |
| 3. _____ | 11. _____ |
| 4. _____ | 12. _____ |
| 5. _____ | 13. _____ |
| 6. _____ | 14. _____ |
| 7. _____ | 15. _____ |
| 8. _____ |           |

### Zone Information

<b>Zone</b>	<b>Type</b>	<b>Location</b>	<b>Area</b>
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	_____	_____	_____

(Completed by Installer)

<b>Zone</b>	<b>Type</b>	<b>Location</b>	<b>Area</b>
31	_____	_____	_____
32	_____	_____	_____
33	_____	_____	_____
34	_____	_____	_____
35	_____	_____	_____
36	_____	_____	_____
37	_____	_____	_____
38	_____	_____	_____
39	_____	_____	_____
40	_____	_____	_____
41	_____	_____	_____
42	_____	_____	_____
43	_____	_____	_____
44	_____	_____	_____
45	_____	_____	_____
46	_____	_____	_____
47	_____	_____	_____
48	_____	_____	_____
49	_____	_____	_____
50	_____	_____	_____
51	_____	_____	_____
52	_____	_____	_____
53	_____	_____	_____
54	_____	_____	_____
55	_____	_____	_____
56	_____	_____	_____
57	_____	_____	_____
58	_____	_____	_____
59	_____	_____	_____
60	_____	_____	_____

## Zone Information

<b>Zone</b>	<b>Type</b>	<b>Location</b>	<b>Area</b>
61	_____	_____	_____
62	_____	_____	_____
63	_____	_____	_____
64	_____	_____	_____
65	_____	_____	_____
66	_____	_____	_____
67	_____	_____	_____
68	_____	_____	_____
69	_____	_____	_____
70	_____	_____	_____
71	_____	_____	_____
72	_____	_____	_____
73	_____	_____	_____
74	_____	_____	_____
75	_____	_____	_____
76	_____	_____	_____
77	_____	_____	_____
78	_____	_____	_____
79	_____	_____	_____
80	_____	_____	_____
81	_____	_____	_____
82	_____	_____	_____
83	_____	_____	_____
84	_____	_____	_____
85	_____	_____	_____
86	_____	_____	_____
87	_____	_____	_____
88	_____	_____	_____
89	_____	_____	_____
90	_____	_____	_____

(Completed by Installer)

Zone	Type	Location	Area
91	_____	_____	_____
92	_____	_____	_____
93	_____	_____	_____
94	_____	_____	_____
95	_____	_____	_____
96	_____	_____	_____
97	_____	_____	_____
98	_____	_____	_____
99	_____	_____	_____
100	_____	_____	_____
101	_____	_____	_____
102	_____	_____	_____
103	_____	_____	_____
104	_____	_____	_____
105	_____	_____	_____
106	_____	_____	_____
107	_____	_____	_____
108	_____	_____	_____
109	_____	_____	_____
110	_____	_____	_____
111	_____	_____	_____
112	_____	_____	_____
113	_____	_____	_____
114	_____	_____	_____
115	_____	_____	_____
116	_____	_____	_____
117	_____	_____	_____
118	_____	_____	_____
119	_____	_____	_____
120	_____	_____	_____

### Zone Information

<b>Zone</b>	<b>Type</b>	<b>Location</b>	<b>Area</b>
121	_____	_____	_____
122	_____	_____	_____
123	_____	_____	_____
124	_____	_____	_____
125	_____	_____	_____
126	_____	_____	_____
127	_____	_____	_____
128	_____	_____	_____
129	_____	_____	_____
130	_____	_____	_____
131	_____	_____	_____
132	_____	_____	_____
133	_____	_____	_____
134	_____	_____	_____
135	_____	_____	_____
136	_____	_____	_____
137	_____	_____	_____
138	_____	_____	_____
139	_____	_____	_____
140	_____	_____	_____
141	_____	_____	_____
142	_____	_____	_____
143	_____	_____	_____
144	_____	_____	_____

## **Window Groups**

The chart on the following pages shows which time windows your installer has assigned to each window group. You can program the starting and ending times for each individual time window. See pages 25-28 for explanations of time windows and window groups, and for programming instructions.

## Window Groups

Window Group	Windows																
0	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
2	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
3	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
4	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
5	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
6	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
7	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
8	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
9	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
10	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
11	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
12	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
13	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
14	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
15	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
16	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
17	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
18	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
19	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
20	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
21	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
22	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
23	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
24	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
25	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
26	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
27	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
28	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
29	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
30	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
31	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

**(Completed by Installer)**

Windows														Window Groups	
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	0
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	1
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	2
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	3
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	4
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	5
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	6
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	7
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	8
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	9
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	10
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	11
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	12
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	13
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	14
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	15
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	16
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	17
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	18
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	19
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	20
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	21
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	22
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	23
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	24
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	25
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	26
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	27
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	28
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	29
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	30
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	31



## User Programmable Options

This section provides a place for you to keep a record of the various options you have programmed. Fill in these tables before you begin programming.

## Time Windows (Menu 0)

Fill in the starting and ending times for each time window. Circle the days of the week that the time window will be in effect (H = holiday).

Window	Start	End	Days
0			S M T W TH F S H
1			S M T W TH F S H
2			S M T W TH F S H
3			S M T W TH F S H
4			S M T W TH F S H
5			S M T W TH F S H
6			S M T W TH F S H
7			S M T W TH F S H
8			S M T W TH F S H
9			S M T W TH F S H
10			S M T W TH F S H
11			S M T W TH F S H
12			S M T W TH F S H
13			S M T W TH F S H
14			S M T W TH F S H
15			S M T W TH F S H
16			S M T W TH F S H
17			S M T W TH F S H
18			S M T W TH F S H
19			S M T W TH F S H
20			S M T W TH F S H
21			S M T W TH F S H
22			S M T W TH F S H
23			S M T W TH F S H
24			S M T W TH F S H
25			S M T W TH F S H
26			S M T W TH F S H
27			S M T W TH F S H
28			S M T W TH F S H
29			S M T W TH F S H
30			S M T W TH F S H
31			S M T W TH F S H

## Access Options (Menu 1)

Your access code assignments are:

Code	Access Code	Assigned To:	Options
2	_____		Areas _____ DOOR BYPASS
3	_____		Areas _____ DOOR BYPASS
4	_____		Areas _____ DOOR BYPASS
5	_____		Areas _____ DOOR BYPASS
6	_____		Areas _____ DOOR BYPASS
7	_____		Areas _____ DOOR BYPASS
8	_____		Areas _____ DOOR BYPASS
9	_____		Areas _____ DOOR BYPASS
10	_____		Areas _____ DOOR BYPASS
11	_____		Areas _____ DOOR BYPASS
12	_____		Areas _____ DOOR BYPASS
13	_____		Areas _____ DOOR BYPASS
14	_____		Areas _____ DOOR BYPASS
15	_____		Areas _____ DOOR BYPASS
16	_____		Areas _____ DOOR BYPASS
17	_____		Areas _____ DOOR BYPASS
18	_____		Areas _____ DOOR BYPASS
19	_____		Areas _____ DOOR BYPASS
20	_____		Areas _____ DOOR BYPASS
21	_____		Areas _____ DOOR BYPASS
22	_____		Areas _____ DOOR BYPASS
23	_____		Areas _____ DOOR BYPASS
24	_____		Areas _____ DOOR BYPASS
25	_____		Areas _____ DOOR BYPASS
26	_____		Areas _____ DOOR BYPASS
27	_____		Areas _____ DOOR BYPASS
28	_____		Areas _____ DOOR BYPASS
29	_____		Areas _____ DOOR BYPASS
30	_____		Areas _____ DOOR BYPASS
31	_____		Areas _____ DOOR BYPASS
32	_____		Areas _____ DOOR BYPASS

*Note: The main user's code (code 1) is programmed by the installer. If high security access was selected during installation, code 255 will be the high security code.*

<b>Options</b>								<b>Code</b>
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	2	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	3	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	4	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	5	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	6	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	7	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	8	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	9	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	10	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	11	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	12	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	13	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	14	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	15	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	16	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	17	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	18	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	19	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	20	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	21	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	22	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	23	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	24	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	25	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	26	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	27	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	28	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	29	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	30	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	31	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	32	

Code	Access Code	Assigned To:	Options
33	_____		Areas _____ DOOR BYPASS
34	_____		Areas _____ DOOR BYPASS
35	_____		Areas _____ DOOR BYPASS
36	_____		Areas _____ DOOR BYPASS
37	_____		Areas _____ DOOR BYPASS
38	_____		Areas _____ DOOR BYPASS
39	_____		Areas _____ DOOR BYPASS
40	_____		Areas _____ DOOR BYPASS
41	_____		Areas _____ DOOR BYPASS
42	_____		Areas _____ DOOR BYPASS
43	_____		Areas _____ DOOR BYPASS
44	_____		Areas _____ DOOR BYPASS
45	_____		Areas _____ DOOR BYPASS
46	_____		Areas _____ DOOR BYPASS
47	_____		Areas _____ DOOR BYPASS
48	_____		Areas _____ DOOR BYPASS
49	_____		Areas _____ DOOR BYPASS
50	_____		Areas _____ DOOR BYPASS
51	_____		Areas _____ DOOR BYPASS
52	_____		Areas _____ DOOR BYPASS
53	_____		Areas _____ DOOR BYPASS
54	_____		Areas _____ DOOR BYPASS
55	_____		Areas _____ DOOR BYPASS
56	_____		Areas _____ DOOR BYPASS
57	_____		Areas _____ DOOR BYPASS
58	_____		Areas _____ DOOR BYPASS
59	_____		Areas _____ DOOR BYPASS
60	_____		Areas _____ DOOR BYPASS
61	_____		Areas _____ DOOR BYPASS
62	_____		Areas _____ DOOR BYPASS
63	_____		Areas _____ DOOR BYPASS
64	_____		Areas _____ DOOR BYPASS

<b>Options</b>							<b>Code</b>
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	33
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	34
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	35
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	36
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	37
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	38
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	39
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	40
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	41
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	42
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	43
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	44
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	45
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	46
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	47
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	48
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	49
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	50
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	51
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	52
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	53
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	54
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	55
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	56
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	57
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	58
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	59
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	60
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	61
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	62
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	63
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	64

Code	Access Code	Assigned To:	Options
65	_____		Areas _____ DOOR BYPASS
66	_____		Areas _____ DOOR BYPASS
67	_____		Areas _____ DOOR BYPASS
68	_____		Areas _____ DOOR BYPASS
69	_____		Areas _____ DOOR BYPASS
70	_____		Areas _____ DOOR BYPASS
71	_____		Areas _____ DOOR BYPASS
72	_____		Areas _____ DOOR BYPASS
73	_____		Areas _____ DOOR BYPASS
74	_____		Areas _____ DOOR BYPASS
75	_____		Areas _____ DOOR BYPASS
76	_____		Areas _____ DOOR BYPASS
77	_____		Areas _____ DOOR BYPASS
78	_____		Areas _____ DOOR BYPASS
79	_____		Areas _____ DOOR BYPASS
80	_____		Areas _____ DOOR BYPASS
81	_____		Areas _____ DOOR BYPASS
82	_____		Areas _____ DOOR BYPASS
83	_____		Areas _____ DOOR BYPASS
84	_____		Areas _____ DOOR BYPASS
85	_____		Areas _____ DOOR BYPASS
86	_____		Areas _____ DOOR BYPASS
87	_____		Areas _____ DOOR BYPASS
88	_____		Areas _____ DOOR BYPASS
89	_____		Areas _____ DOOR BYPASS
90	_____		Areas _____ DOOR BYPASS
91	_____		Areas _____ DOOR BYPASS
92	_____		Areas _____ DOOR BYPASS
93	_____		Areas _____ DOOR BYPASS
94	_____		Areas _____ DOOR BYPASS
95	_____		Areas _____ DOOR BYPASS
96	_____		Areas _____ DOOR BYPASS

<b>Options</b>							<b>Code</b>
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	65
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	66
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	67
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	68
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	69
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	70
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	71
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	72
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	73
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	74
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	75
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	76
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	77
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	78
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	79
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	80
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	81
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	82
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	83
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	84
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	85
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	86
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	87
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	88
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	89
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	90
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	91
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	92
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	93
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	94
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	95
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	96

Code	Access Code	Assigned To:	Options
97	_____		Areas _____ DOOR BYPASS
98	_____		Areas _____ DOOR BYPASS
99	_____		Areas _____ DOOR BYPASS
100	_____		Areas _____ DOOR BYPASS
101	_____		Areas _____ DOOR BYPASS
102	_____		Areas _____ DOOR BYPASS
103	_____		Areas _____ DOOR BYPASS
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111	_____		Areas _____ DOOR BYPASS
112	_____		Areas _____ DOOR BYPASS
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124	_____		Areas _____ DOOR BYPASS
125	_____		Areas _____ DOOR BYPASS
126	_____		Areas _____ DOOR BYPASS
127	_____		Areas _____ DOOR BYPASS
128	_____		Areas _____ DOOR BYPASS

<b>Options</b>							<b>Code</b>
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	97
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	98
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	99
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	100
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	101
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	102
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	103
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	104
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	105
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	106
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	107
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	108
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	109
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	110
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	111
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	112
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	113
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	114
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	115
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	116
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	117
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	118
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	119
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	120
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	121
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	122
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	123
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	124
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	125
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	126
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	127
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	128

Code	Access Code	Assigned To:	Options
129	_____		Areas _____ DOOR BYPASS
130	_____		Areas _____ DOOR BYPASS
131	_____		Areas _____ DOOR BYPASS
132	_____		Areas _____ DOOR BYPASS
133	_____		Areas _____ DOOR BYPASS
134	_____		Areas _____ DOOR BYPASS
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159	_____		Areas _____ DOOR BYPASS
160	_____		Areas _____ DOOR BYPASS

<b>Options</b>								<b>Code</b>
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	129	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	130	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	131	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	132	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	133	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	134	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	135	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	136	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	137	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	138	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	139	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	140	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	141	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	142	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	143	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	144	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	145	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	146	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	147	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	148	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	149	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	150	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	151	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	152	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	153	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	154	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	155	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	156	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	157	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	158	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	159	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	160	

Code	Access Code	Assigned To:	Options
161	_____		Areas _____ DOOR BYPASS
162	_____		Areas _____ DOOR BYPASS
163	_____		Areas _____ DOOR BYPASS
164	_____		Areas _____ DOOR BYPASS
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189	_____		Areas _____ DOOR BYPASS
190	_____		Areas _____ DOOR BYPASS
191	_____		Areas _____ DOOR BYPASS
192	_____		Areas _____ DOOR BYPASS

<b>Options</b>								<b>Code</b>
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	161	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	162	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	163	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	164	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	165	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	166	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	167	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	168	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	169	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	170	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	171	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	172	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	173	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	174	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	175	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	176	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	177	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	178	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	179	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	180	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	181	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	182	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	183	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	184	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	185	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	186	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	187	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	188	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	189	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	190	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	191	
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	192	

Code	Access Code	Assigned To:	Options
193	_____		Areas _____ DOOR BYPASS
194	_____		Areas _____ DOOR BYPASS
195	_____		Areas _____ DOOR BYPASS
196	_____		Areas _____ DOOR BYPASS
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217	_____		Areas _____ DOOR BYPASS
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221	_____		Areas _____ DOOR BYPASS
222	_____		Areas _____ DOOR BYPASS
223	_____		Areas _____ DOOR BYPASS
224	_____		Areas _____ DOOR BYPASS

<b>Options</b>							<b>Code</b>
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	193
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	194
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	195
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	196
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	197
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	198
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	199
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	200
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	201
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	202
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	203
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	204
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	205
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	206
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	207
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	208
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	209
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	210
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	211
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	212
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	213
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	214
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	215
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	216
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	217
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	218
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	219
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	220
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	221
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	222
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	223
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	224

Code	Access Code	Assigned To:	Options
225	_____		Areas _____ DOOR BYPASS
226	_____		Areas _____ DOOR BYPASS
227	_____		Areas _____ DOOR BYPASS
228	_____		Areas _____ DOOR BYPASS
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251	_____		Areas _____ DOOR BYPASS
252	_____		Areas _____ DOOR BYPASS
253	_____		Areas _____ DOOR BYPASS
254	_____		Areas _____ DOOR BYPASS
255	_____		Areas _____ DOOR BYPASS

<b>Options</b>							<b>Code</b>
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	225
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	226
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	227
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	228
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	229
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	230
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	231
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	232
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	233
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	234
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	235
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	236
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	237
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	238
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	239
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	240
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	241
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	242
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	243
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	244
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	245
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	246
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	247
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	248
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	249
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	250
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	251
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	252
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	253
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	254
ARM	DISARM	PROG	CODE 2	HI SEC	CARD ONLY	WIN GRP _____	255

### Holidays (Menu 2)

Holiday #	Date
1	/
2	/
3	/
4	/
5	/
6	/
7	/
8	/

Holiday #	Date
9	/
10	/
11	/
12	/
13	/
14	/
15	/
16	/

### DST Dates (Menu 3)

(Daylight Savings Time)

Forward Date	/
Back Date	/

### **Limited Warranty**

The manufacturer warrants that the products of its manufacture shall be free from defects in materials or workmanship for one year from the date on the panel if such goods have been properly installed, are subject to normal use, and have not been modified in any manner whatsoever. Upon return of a defective product to your alarm installer, the manufacturer will, at its sole discretion, either repair or replace, at no cost to the customer, such goods as may be of defective material or workmanship. Customers outside the United States are to return products to their distributor to repair.

**The manufacturer shall not under any circumstances be liable for any incidental or consequential damages arising from loss of property or other damage or losses owing to the failure of the manufacturers' products beyond the cost of repair or replacement of any defective products.**

**The manufacturer makes no warranty of fitness or merchantability and no other warranty, oral or written, express or implied, beyond the one-year warranty expressly specified herein.**

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Part Number 150621  
Revised April 1995

REGENCY  
7550 Meridian Circle  
Maple Grove, Minnesota 55369-4927