D621 Series

Security Systems

User's Guide

EN LED Keypad

BOSCH

This system includes a telephone line seizure feature. The system may be programmed to communicate with a central monitoring station to report system events. You will not be able to use your phone while the system is communicating with the central monitoring station. In the unlikely event that the central station is not able to receive the report, your phone may be unavailable for up to 20 minutes while the panel makes additional communication attempts.

Figure 1: Information Box

MY SECURITY COMPANY IS:

CALL BEFORE TEST: _____

THIS SECURITY SYSTEM IS CONNECTED TO TELEPHONE NUMBER:

_____

THE SECURITY CONTROL PANEL IS CONNECTED TO THE PHONE JACK LOCATED:

_____

TRANSFORMER LOCATION: _____

CIRCUIT BREAKER NUMBER: _____

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About This User's Guide

This user's guide shows you how to use and maintain your security system. It covers basic functions, such as turning the system on and off.

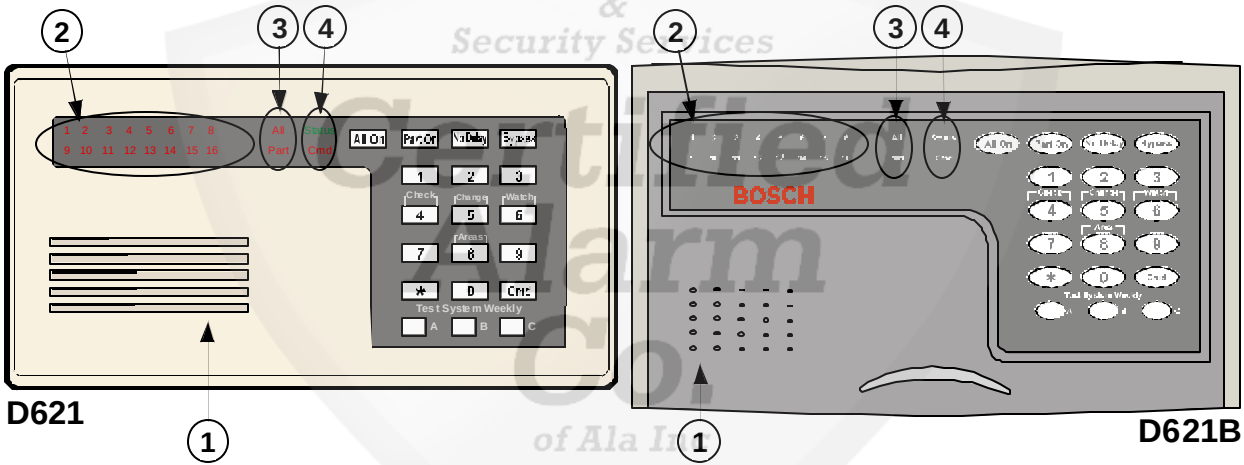
This guide describes functions that are programmed by your security company. Your system may not have all of them. Certain functions covered may require you to enter your personal passcode.

Introduction

Your security system helps to secure life, property, and investments against fire, theft and bodily harm. It consists of one or more keypads, motion sensors (such as detectors or devices located on doors and windows), and sensing devices designed to detect the presence of smoke or combustion. Each device is connected to a sophisticated control panel with a microprocessor, which processes all events registered by the system.

Control of your security system is achieved through the keypad (the D621, D621W or D621B), which offers a variety of basic and advanced features. The keypads, shown in *Figure 2*, are tailored to meet your individual needs. Moreover, they have been designed with you, the user, in mind.

Figure 2: D621/D621B Front Panel Features



1 - Sounder

2 - Point status indicators

3- All On and Part On indicators

4 - Status and Cmd indicators

Security System Basics

What Is A Point?

A Point is a detection device or group of devices connected to your security system. Points are identified by the area they monitor, such as a front door, bedroom window, or hallway.

What Is A Faulted Point?

When a point (such as a door or window) is closed, it is normal. When the door or window is open, the point is faulted or not normal. When you turn your system on, you will usually want all of the points in your system to be normal. However, you can turn your system on with faulted points by using the Bypass Points command.

If a point indicator on the Keypad is on, the point is faulted. When the faulted point has returned to normal, the point indicator on the Keypad turns off.

Are All Points The Same?

Not all points are the same. In fact, there are two basic types of points: Controlled and 24-Hour.

Controlled Points

Controlled Points respond to alarm conditions depending upon whether the system is turned on or off. They are programmed to either respond instantly to alarm conditions or to provide a delay for you to reach the keypad and turn the system off. Various controlled points may be located throughout your house and/or office.

When you turn your system on, you have the option of turning on all controlled points (All On), or just some of the controlled points (Part On). Refer to *All On* and *Part On* on page 9 for more information.

24-Hour Points

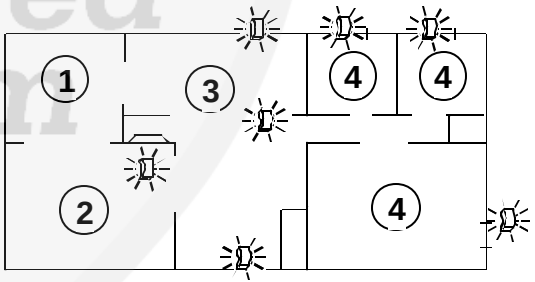
24-Hour Points are always on, even when the system is turned off. There are two types of 24-Hour Points: Fire and Non-Fire. Refer to *Reset the system* for more information.

- Fire Points: Only monitor fire detection devices, such as smoke detectors. They are always on and cannot be turned off.
- Non-Fire Points: Monitors non-fire detection devices. They are always on and cannot be turned off.

All On

When you turn your system All On (refer to *Figure 3*), you are turning on all controlled points, both interior (motion detectors) and perimeter (doors and windows of the building).

Figure 3: Controlled Points are All On

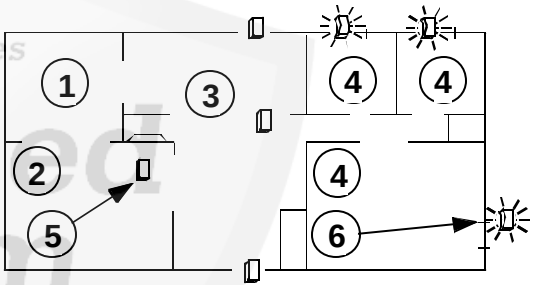


1 - Dining room *3 - Kitchen*
2 - Living room *4 - Bedroom*

Part On

When you turn your system Part On (refer to *Figure 4*), you are turning on only a portion of the controlled points. The particular points included in this portion are determined by your security company. Part points may include only the perimeter (doors and windows) of your system, or the points on the first floor of a two-story house. Check with your security company to learn which points are Part points.

Figure 4: Controlled Points are Part On



1 - Dining room
2 - Living room
3 - Kitchen
4 - Bedroom
5 - controlled point
6 - Part point

Command Center Keys

Your keypad has nineteen keys to perform the various functions described in *Table 1*.

Table 1: Keypad Keys

Key	Function
[1], [2], [3], [4], [5], [6], [7], [8], [9], [0]	Numeric keys used for entering passcodes and issuing commands.
[Cmd]	Used in conjunction with numeric keys to enter commands. Also displays system status.
[All On]	Lets you turn your system All On. Refer to *Turning the system All On*.
[Part On]	Lets you turn your system Part On. Refer to *Turning the system Part On*.
[No Delay]	Lets you turn your system All On or Part On without entry or exit delay. Refer to *Turning the system on with no delay.*

Table 1: Keypad Keys (continued)

Key	Function
[Bypass]	Lets you bypass one or more points. Refer to *Bypass points*.
[*]	When available, advances to the next display.
[A], [B], [C]	Emergency functions (Fire, Panic, or Emergency Alarms) may be assigned to these keys by your installing company. To activate the special function, press the key twice (consecutively) within two seconds. Your security company labels each key to its assigned function.

Keypad Tones

The keypad emits several distinct tones and illuminates lights to alert you to system events as described in *Table 2*.

Table 2: Keypad Tones

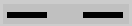
Tone	Tone Pattern	Description
Fire Alarm		When a fire point activates, the keypad emits a repeated one frequency tone (on for two seconds, then briefly off).
Burglary Alarm		When a burglary point activates while your system is turned on, the keypad emits a continuous one frequency tone. The sounder remains on for the duration of the time set by your security company.

Table 2: Keypad Tones (continued)

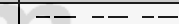
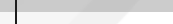
Tone	Tone Pattern	Description
Exit Delay	**Error! Objects cannot be created from editing field codes.**	After you turn your system on, the keypad emits an intermittent beep and counts down the Exit Delay time. If you do not exit before the exit delay time expires and an Exit Delay point is faulted, an alarm event begins.
Entry Delay		
Error		If you press an incorrect key, the keypad emits an error tone to indicate an invalid entry. The error tone is the same one frequency tone as the Trouble Tone, but is not repeated.
OK		Indicates a keypad entry is accepted, such as a correctly entered passcode. The keypad emits a single, high-pitched beep for one second.

Table 2: Keypad Tones (continued)

Tone	Tone Pattern	Description
Watch	various	Keypad emits a tone to alert you when any watched point is faulted. The tone varies in duration, depending on the selected Watched Tone. (Refer to *Select watch tone*.)

Keypad LED Descriptions

Table 3 describes the keypad LEDs.

Table 3: Keypad LED Descriptions

LED	Status	Description
Status	On	No system troubles.
	Slow Flash	AC failure, system trouble, or keypad was moved away from its assigned area.
	Fast Flash	keypad in Command Mode System Test was initiated.
Cmd	Off	User logged off and no command is active.
	Fast Flash	Waiting for passcode entry.
	On	Exit Delay timer is active or a command is in progress.

Table 3: Keypad LED descriptions (continued)

LED	Status	Description
All	Off	Panel disarmed or armed Part On.
	Slow Flash	Panel armed All On with No Delay.
	On	Panel armed All On with Entry/Exit Delay.
Part	Off	Panel disarmed or armed All On.
	Slow Flash	Panel armed Part On/Part 2 On with No Delay.
	On	Panel armed Part On/Part 2 On with Entry/Exit Delay.

Commands

Commands allow you to carry out various tasks such as add or delete passcodes, set the date and time, or test the system. Each command is detailed throughout this user guide.

Commands are written as: [Cmd] [6] [3]. To enter this command, first press and release the [Cmd] key, followed by the [6] key, and then the [3] key.

System Events

Your system responds to four types of alarm events. If more than one event occurs, your system sorts them into one of four groups:

- Fire alarms (highest priority)
- Burglary alarms
- Fire troubles
- Non-Fire troubles (lowest priority)

Events grouped as highest priority are always sent to the central station first.

Fire Alarms

Fire alarms are the highest priority events. When a fire point activates, your keypad emits a Fire Alarm tone. Evacuate all occupants and investigate for smoke or fire. Make sure all occupants know the difference between the Burglary Alarm tone and the Fire Alarm tone.

Burglary Alarms

Burglary alarms are the second priority. When a burglary point activates, your keypad emits a Burglary Alarm tone. Ensure all occupants know the difference between the Burglary Alarm tone and the Fire Alarm tone (refer to *Table 2* on page 11).

The keypad display shows each burglary point that went into alarm by flashing the point number (up to Point 16).

Trouble Events

When a trouble event (such as a loose wire or low battery condition) occurs, your keypad emits a trouble tone.

The keypad status indicator is on steady. Refer to *Check System Troubles* on page 37 for more information on determining the nature of the trouble.

How Your System Reports Alarms

Your security system may be programmed to automatically disconnect your telephone when sending reports to your security company. Once the report is complete, the system returns the telephone to normal operation (verify with your installing company).

Your system makes repeated attempts to send reports to your security company. If your system fails to report, the keypad signals a system trouble. Refer to *Check System Troubles* on page 37 for more information on determining the nature of the trouble.

If your telephone service is interrupted, your security system cannot send reports to your security company unless it has an alternate means of transmitting them.

Silence Alarms

When there is an alarm, the alarm tone sounds and the point(s) in alarm illuminate on the display. If you enter your passcode before the system dials your security company, the alarm report is aborted.

1. Enter your passcode to silence the alarm and turn the system off (if it was turned on). An alarm report is sent if not acknowledged in time.
2. Press and hold the [Cmd] key to remove the alarm(s) (flashing point numbers) from the keypad display. Refer to *View Alarm Memory (Cmd 40)* on page 38 to see which points caused the alarm.

Figure 5: Alarm indication

Keypad Adjust (Cmd 49)

- ☐ I can perform this command.
- ☐ I cannot perform this command.

Use this command to adjust the keypad sounder volume.

1. Press [Cmd] [4] [9]. Enter your passcode if necessary.
2. To adjust the keypad sounder volume, press and hold the [*] key and then press [1] to increase the volume or [4] to decrease the volume.
3. Press [Cmd] to exit this command function when all adjustments are made.

Log Out Of The System

The system remembers passcodes entered for approximately 10 seconds after you have stopped pressing keys. To log out of the system, press the [Cmd] key twice. The Cmd LED remains off, acknowledging that you have successfully logged out.

Turn the System Off

You have _____ second(s) to enter premises and turn the system off.

Turn off the security system by entering your passcode. When the system is on, you must enter through a designated entry door to prevent an alarm. Opening a designated door starts the entry delay. During entry delay time, the keypad emits a entry delay tone every second to remind you to turn the system on. Enter your passcode before the entry delay time expires to turn the system off.

If you enter through the wrong door or fail to turn the system off before the entry delay time expires, you may cause an alarm. If an alarm occurs, silence the alarm by entering your passcode and call your security company to let them know it is not an emergency situation.

1. When the system is All On, the keypad illuminates the All On indicator. If the system is either Part On or Part 2 On (refer to *Part On* on page 9 for more information), the keypad illuminates the Part On indicator.

Figure 6: All On Keypad Indication

2. Enter your passcode to turn the system off. Once the system is off, the keypad turns the All On indicator or the Part On indicator off.

Figure 7: Part On Keypad Indication

Turn The System All On (All On or Cmd 1)

- ☐ I can perform this command.
- ☐ I cannot perform this command.

You have _____ second(s) to exit premises before system turns on.

Use this command to turn on the entire system. Once you press the All On key, the Exit Delay timer starts its countdown. Your security company programs the length of exit delay time to ensure you have adequate time to exit.

You should leave the premises before the exit time expires. Leaving after exit delay expires starts an alarm event.

1. Make sure all points are normal (not faulted). If your system has a faulted point, return it to normal or by pass the point (refer to *Bypass Points* on page 27).
2. Press [All On]. The keypad may prompt you to enter a valid passcode if necessary by flashing the Cmd indicator.

3. Enter your passcode if necessary. Exit delay begins. The All On, Status, and Cmd indicators light. You should leave at this time.

Figure 8: All On Keypad Indication

During the exit delay, you may stop the system from turning on by entering your passcode.

If you wish, you can turn the system All On with No Delay (refer to *Section Turn The System On With No Delay* on page 24) by pressing [No Delay] or you may bypass points by pressing [Bypass]. Refer to *Bypass Points* on page 27 for more information.

4. During the last 10 seconds of Exit Delay, the Exit Delay tone becomes more urgent warning you not to exit or to turn the system off. The system then turns All On. The All On indicator remains on steady.
5. To turn the system off, enter your passcode.

Turn The System Part On (Part On or Cmd 2)

- ☐ I can perform this command.
- ☐ I cannot perform this command.

You have _____ second(s) to exit premises before the system turns on.

Part On turns on part of your system, leaving the rest of the system turned off. Refer to the *Point identification* section of your keypad reference card to identify Part points designated for Part On activation.

Once you press the Part On key, the exit delay timer begins. You should leave the premises before the exit time expires. Leaving after exit delay expires starts an alarm event.

1. Make sure Part points are normal (not faulted).
2. Press [Part On]. The keypad may prompt you to enter a valid passcode by flashing the Cmd indicator.
3. Enter your passcode, if necessary. The Part On, Status, and Cmd indicators light (*Figure 9*). If your system has a faulted point (door or window open), you can either close it or bypass it (refer to *Bypass Points* on page 27).

Figure 9: Part On Keypad Indication

If you wish, you can turn the system Part On with No Delay by pressing [No Delay], or you may bypass points by pressing [Bypass].

During the exit delay, you may stop the system from turning on by entering your passcode.

4. During the last 10 seconds of Exit Delay, the Exit Delay tone becomes more urgent warning you not to exit or to turn the system off. The system then turns Part On. The Part On indicator remains on steady.
5. To turn the system off, enter your passcode.

Turn The System Part 2 On (Cmd 3)

- ☐ I can perform this command.
- ☐ I cannot perform this command.

You have _____ second(s) to exit premises before the system turns on.

Part 2 On turns on part of your system designated as Part 2, leaving the rest of the system turned off. You can select the points that turn on for Part 2 On (refer to *Set Part 2 Points (Cmd 65)* on page 23).

1. Make sure Part 2 points are normal (not faulted). If your system has a faulted point, you should return it to normal, or bypass the point (refer to *Bypass Points* on page 27).
2. Press [Cmd] [3] to turn the system Part 2 On. The keypad may prompt you to enter a valid passcode by flashing the Cmd indicator.

3. Enter your passcode, if necessary. The Part On, Status, and Cmd indicators light (*Figure 10*) and the exit delay time starts.

Figure 10: Part 2 On Keypad Indication

During exit delay, you may stop the system from turning on by entering your passcode.

If you wish, you can turn the system Part 2 On with No Delay (refer to *Section Turn The System On With No Delay* on page 24) by pressing [No Delay], or you may bypass points by pressing [Bypass].

4. During the last 10 seconds of Exit Delay, the Exit Delay tone becomes more urgent warning you not to exit or to turn the system off. The system then turns Part On. The Part On indicator remains on steady.
5. To turn the system off, enter your passcode.

Set Part 2 Points (Cmd 65)

- ☐ I can perform this command.
- ☐ I cannot perform this command.

Use this command to select which points are armed when you turn the system Part 2 On. This allows you to turn part of the system on to detect intrusion, while the remaining part of the system allows you to move freely without sounding an alarm.

1. Make sure the system is turned off (All and Part indicators are off).
2. Press [Cmd] [6] [5]. The keypad may prompt you to enter a valid passcode by flashing the Cmd indicator.
3. Enter your passcode if necessary. The keypad indicates which points are available for selections. Points that are on steady are selected for Part 2, flashing points are available for selection.
4. Enter the Point Number you want to activate or deactivate for Part 2 On followed by the [*] key. Repeat this step until all points have been designated Yes or No for Part 2 Mode (Yes = Active, ready to detect intrusion; No = Non-Active, you can move freely without sounding an alarm).
5. Press [Cmd] to exit this command.

Turn The System On With No Delay

Use this command to turn the system All On or Part On without entry or exit delays. Remember that turning the system on with no delay allows no exit or entry delay time through the designated delay point (for example, Front Door).

1. Make sure all points are normal (not faulted).
2. Press [All On] if you want to turn the system All On or press [Part On] if you want to turn the system Part On. Press [Cmd] [3] if you want to turn the system Part 2 On. The keypad may prompt you to enter a valid passcode by flashing the Cmd indicator.
3. Enter your passcode if necessary. The keypad display lights the Cmd indicator and either the All On or Part On indicator.
4. Press [No Delay] to turn the system on with no delay. There is a 10 second window before the panel arms as No Delay.
5. To turn the system off, enter your passcode.

Turn The System On With No Exit Tone

Use this command to turn the entire system All On, Part On, or Part 2 On without any exit tones. Remember that turning the system on with no exit tone eliminates the tone emitted by the keypad intended to alert occupants that the system is about to arm.

This command is useful when you want to arm the system, but not disturb the occupants while the system counts down prior to arming.

1. Make sure all points are normal (not faulted).
2. Press and hold the appropriate key to silence the exit tone (refer to *Table 4* on page 25). The keypad may prompt you to enter a valid passcode.

Table 4: Exit Tones

Arming With	To Silence Exit Tone
All On	Press and hold [All On]. or Press [Cmd], then press and hold [1].
Part On	Press and hold [Part On]. or Press [Cmd], then press and hold [2].
Part 2 On	Press [Cmd], then press and hold [3].

Silencing the Exit Delay Tone doubles the Exit Delay period.

- All On (Cmd 1) Operation: “All” and “Cmd” LEDs are on during the Exit Delay period.
- Part On (Cmd 2) Operation: “Part” and “Cmd” LEDs are on during the Exit Delay period.
- Part 2 On (Cmd 3) Operation: “Part” and “Cmd” LEDs are on during the Exit Delay period.

The Cmd indicator turns off when Exit Delay expires.

Turn The System On With Points Faulted (Force Arm)

Force-arming is not permitted in UL applications.

1. To force arm the system All On or Part On with the normal Exit Delay time and tone, press [All On] or [Part On]. The faulted point's LED indicator remains on. The Cmd indicator turns on. Press [All On] or [Part On] again. If the Cmd indicator flashes fast, enter your passcode. The All or Part indicator turns on, indicating the system is turning All On or Part On. The Exit Delay Time countdown begins with the exit tone. The faulted point's LED indicator flashes indicating that this point is force-armed.
2. To force arm the system All On or Part On with doubled Exit Delay time and no exit tone, press and hold [All On] or [Part On] until the Cmd LED lights (after approximately one second). The faulted point's LED indicator remains on. Press [All On] or [Part On] again. If the Cmd indicator flashes, enter your passcode. The All or Part indicator turns on, indicating the system is turning All On or Part On. The Exit Delay Time countdown is doubled and begins without the exit tone. The faulted point's LED indicator flashes indicating that this point is force-armed. Once the panel is armed, the Cmd indicator turns off.

   The system "forces" the faulted points on. As long as they remain faulted they do not provide protection. If they return to normal before the system is turned off they provide protection and are capable of starting alarm events. If a point becomes faulted after the exit delay begins, the keypad displays the faulted point. If the point remains faulted at the end of exit delay, it starts an alarm event.

Bypass Points

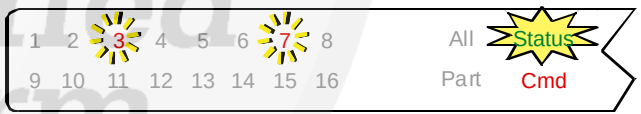
- ☐ I can perform this command.
- ☐ I cannot perform this command.

Use this command to bypass one or more points before turning the system All On, Part On, or Part 2 On. When a point is bypassed, it can be faulted without starting an alarm event.

For example, your kitchen has just been painted and you want to leave the windows open but still turn on the system. Bypassing points allows the system to be on but prevents it from monitoring undesired points.

1. Ensure the system is turned off (All and Part indicators are not illuminated).
2. Press [BYPASS]. The keypad may prompt you to enter a valid passcode by flashing the Cmd indicator.
3. Enter your passcode if necessary.
4. Enter the Point Number that you want to bypass followed by the [*] key. For example, if you want to bypass Point 10, enter [1] [0] [*]. Repeat this step until all points that are required to be bypassed are programmed.

Figure 11: Bypassed Points



Bypassed points flash on the keypad (*Figure 11*).

To un-bypass a point, repeat the steps above for the desired point number.

5. Press [Cmd] to exit this command.

Date And Time (Cmd 45)

Use this command to programs the system's date and time.

1. Ensure the system is turned off (All and Part indicators are not illuminated).
2. Press [Cmd] [4] [5]. The keypad may prompt you to enter a valid passcode by flashing the Cmd indicator.
3. Enter your passcode. The keypad lights Point 1 on the display.
4. Enter the date and time using the MM/DD/YY, HH:MM format shown in *Figure 12*.

Figure 12: Date and time format

__ __ / __ __ / __ __		__ __ : __ __
M M	**D D**	**Y Y**	**H H**	**M M**
Month of the year	Day of the month	Current Year	Hour of the day	Minute of the hour

The keypad lights points 1 through 6 (each point represents a digit to be entered) for the date and points 1 through 4 for the time

Figure 13: Date And Time Digit Indication On Keypad

The time should be entered in 24 hour format (8:00 p.m. = 20:00).

5. After you enter the date and time, the keypad sounds a long beep and automatically exits the Date and Time command.

In the event of a power cycle (power is lost to the system and then restored), the panel takes the last event in the log and uses that as a starting point for the time and date. Then, it alerts you to enter the current time and date.

Change a Passcode (Cmd 55)

- ☐ I can perform this command.
- ☐ I cannot perform this command.

Use this command to change your passcode at any time. Only use this feature under the direction of your security company. Write down your old passcode and the new one before you begin.

1. Make sure your system is off (All and Part indicators are off).
2. Press [Cmd] [5] [5]. The keypad flashes the Cmd indicator to prompt you to enter your passcode.
3. Enter your current passcode. The keypad lights your user number (1 to 16).
4. Enter a new passcode with the same number of digits as your old passcode. If the error tone sounds, try a different new passcode.
5. Enter your new passcode again.

6. The keypad sounds the OK tone and returns to the off state. You successfully changed your passcode.

Change Others' Passcodes (Cmd 56)

- ☐ I can perform this command.
- ☐ I cannot perform this command.

Use this command to change passcodes for each user in the system. This command requires the appropriate authority level to change passcodes.

> Cmd 56 is only for changing passcodes other than the one used to access Cmd 56. For example, if User 1 performs Cmd 56, User 1 cannot modify User 1's own passcode. Use Cmd 55 instead.

1. Make sure the system is turned off (All and Part indicators are off).
2. Press [Cmd] [5] [6]. The keypad may prompt you to enter a valid passcode by flashing the Cmd indicator.

3. Enter your passcode. Point indicators 1, 2, and 3 flash.

Figure 14: Available User Numbers

4. Press [1] to change passcodes. The available user numbers now flash.
5. Enter the user number you want to change followed by the [*] key. (For example, press [2] [*] to change the Passcode for User 2.) The point indicator for that particular user number now stays on steady.

If the user does not exist in the system, the keypad emits an error tone.

6. Enter a new passcode with the same number of digits as the old passcode. If the error tone sounds, try a different new passcode. Enter the new passcode again for verification.
7. Press [Cmd]. The available user numbers flash. Repeat Steps 5 and 6 to change another user passcode, or press [Cmd] twice to exit.

Change Others' Passcode Level (Cmd 56)

- ☐ I can perform this command.
- ☐ I cannot perform this command.

Use this command to change passcode authority levels for each user in the system. This command requires the appropriate authority level to change passcodes. You cannot change your own passcode authority level.

The following should be filled in by your security company.

- Authority Level 1 includes these commands:

  _____

- Authority Level 2 includes these commands:

  _____

- Authority Level 3 includes these commands:

  _____

- Authority Level 4 includes these commands:

  _____

1. Make sure the system is turned off (All and Part indicators are off).
2. Press [Cmd] [5] [6]. The keypad may prompt you to enter a valid passcode by flashing the Cmd indicator.
3. Enter your passcode. Point indicators 1, 2, and 3 flash.

Figure 15: Available User Numbers

4. Press [2] to change passcode authority levels. The available user numbers now flash.
5. Enter the user number that you want to change the authority level for, followed by the [*] key. (For example, press [3] [*] to change the authority level for User 3). The user number now turns on solid.

If the user does not exist in the system, the keypad will emit an error tone.

6. Enter the new authority level (1 to 4) followed by [Cmd].
7. The available user numbers flash. Select another user, or press [Cmd] twice to exit.

Add A Passcode (Cmd 56)

- ☐ I can perform this command.
- ☐ I cannot perform this command.

Use this command to add new passcodes to the system. This command requires the appropriate authority level to add passcodes. To add a new passcode to the system, you must assign an area(s) to the new user in addition to using the other Cmd 56 features (changing a passcode and changing a passcode authority level) as outlined below. Only use this feature under the direction of your security company.

1. Make sure the system is turned off (All and Part indicators are off).
2. Press [Cmd] [5] [6]. The keypad may prompt you to enter a valid passcode by flashing the Cmd indicator.
3. Enter your passcode. Point indicators 1, 2, and 3 flash.
4. Press [3] to assign an area(s) to the new user. The point indicators flash to indicate available users.

5. Enter the user number you want to add followed by the [*] key. (For example, to add User 4, press [4] [*].)
6. Enter the area(s) you want to assign to the new user by pressing the appropriate numeric key(s). For example, if the new user is to be assigned to Areas 1 and 2, press the [1] and [2] keys. To remove a currently assigned area(s), press the corresponding numeric key(s). The appropriate point indicator turns off. (For example, if User 4 is assigned to Areas 1 and 2, but should only be assigned to Area 1, press [2] to remove Area 2 from User 4's area assignment.)
7. Press [Cmd] twice. Point indicators 1 to 3 flash.
8. Press [1] to assign a new passcode.
9. Enter the user number followed by the [*] key. (For example, press [4] [*] to create the passcode for User 4.)
10. Enter a new passcode. If the error tone sounds, try a different new passcode.
11. Enter the new passcode again for verification. Press [Cmd] twice. Point indicators 1 to 3 flash.
12. Press [2] to assign a passcode authority level to the new user.
13. Enter the user number followed by the [*] key. (For example, press [4] [*] to assign an authority level for User 4.)
14. Enter the authority level.
15. Press the [Cmd] key until the keypad emits a single beep tone, the Cmd indicator turns off and the Status indicator turns on. This indicates that the keypad has exited this command.

The new user passcode, area assignment, and authority level are automatically logged into the system's programming memory. Make sure your security company's programming records are properly updated.

Delete A Passcode (Cmd 58)

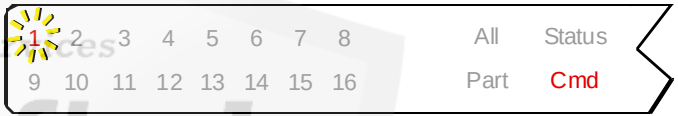
- ☐ I can perform this command.
- ☐ I cannot perform this command.

Use this command to delete passcodes. This command requires the appropriate authority level to delete passcodes.

> You cannot delete your own passcode using this command.

1. Make sure the system is turned off (All and Part indicators are off).
2. Press [Cmd] [5] [8]. The keypad may prompt you to enter a valid passcode by flashing the Cmd indicator.
3. Enter your passcode. The available user numbers flash.

Figure 16: Available User Numbers



4. Enter the user number you want to delete. (For example, press [2] [*] to delete User 2). You cannot delete yourself as a user.

> If the user does not exist in the system as set up by your security company, the keypad emits an error tone.

5. Press [Cmd] to exit this command.

Renew One-Time Passcodes (Cmd 53)

- ☐ I can perform this command.
- ☐ I cannot perform this command.

One-time passcodes can only be used once to turn the system off. This command allows those with the applicable authority level to renew previous one-time passcodes. Once renewed, the one-time passcode is again able to turn the system off only once.

1. Make sure the system is turned off (All and Part indicators are off).
2. Press [Cmd] [5] [3]. The keypad may prompt you to enter a valid passcode by flashing the Cmd indicator.
3. Enter your passcode. The keypad sounds the OK tone.
4. Press [0] [*] if you want to renew all one-time passcodes, or press the number of the user whose one-time code you want to renew followed by the [*] key. (For example, press [5] [*] to renew passcode 5.)
5. Press [Cmd] to exit this command.

Check System Troubles (Cmd 4)

Your system emits a trouble tone to alert you to a system trouble event, for example low batteries. Use this command to learn what is causing the trouble and what steps to take to correct it.

1. The system may be on or off when a system trouble occurs. If the system is on, you must turn it off to check the trouble.
2. Press [Cmd] [4] to silence the trouble tone. The keypad displays all system troubles. Follow the keypad point indicators to determine the type of system trouble. Refer to *Table 5*.

Table 5: System Troubles

Point #	Description
1	**Weekly Test Due** Prompts you to conduct your weekly system test (refer to *System Test (Cmd 41)* on page 42).

Table 5: System Troubles (continued)

Point #	Description
2	**System Trouble** Press [2] to determine the specific trouble (refer to *View System Trouble (Cmd 42)* on page 39).
3	**Remote Program Session Active** Security company is currently connected to your system via the telephone line.
5	**Date and Time Lost** Press [5] to set the date and time.
6	**Running on Battery Only** Power to your system is disconnected or has failed.
8	**Point Trouble** Press [8] to determine which point trouble is current (refer to *View Point Trouble (Cmd 48)* on page 41).
10	**Alarm Memory** Press [0] to view previous alarms that occurred.

3. Press [Cmd] to exit this command.

The trouble tone for Power Failure events sounds at all keypads in all areas. However, the trouble tone must be silenced in each area (silencing it in one area does not silence it in the other areas).

View Alarm Memory (Cmd 40)

- ☐ I can perform this command.
- ☐ I cannot perform this command.

After an alarm has been silenced and cleared from the display, you may still review the points that were in alarm.

1. Make sure the system is turned off (All and Part indicators are off).
2. Press [Cmd] [4] [0]. Enter passcode if prompted. The keypad displays all points that are in alarm memory.
3. To clear the alarm memory, turn the system on and then off.
   - If the point indicator is flashing fast, the point is currently in alarm.
   - If the point indicator is flashing slow, the alarm was aborted. No reports for the alarm event were sent to the security company.

The keypad only displays Points 1 to 16.

View System Trouble (Cmd 42)

Use this command to view system trouble events. A system trouble condition may occur if there is a communications trouble, or it is time for the system to be serviced by your security company.

1. Make sure the system is turned off (All and Part indicators are off).
2. Press [Cmd] [4] [2]. The keypad may prompt you to enter a valid passcode by flashing the Cmd light.
3. Enter your passcode. The keypad displays current system trouble events by lighting the point indicators. Refer to *Table 6* on page 40.

Table 6: System Trouble Events

Point #	Description	
1	On	Telephone Line Fail
	Flashing Slow	Comm Fail, Destination 1
	Flashing Fast	Comm Fail, Destination 2
2	On	Alternate Comm Trouble
3	On	Installer Switch Closed
4	On	Backup Battery Low
	Flashing Slow	Backup Battery Missing
5	On	Bell Supervision Fail
6	On	RF Receiver Jammed
	Flashing Slow	RF Receiver Trouble
7	On	Data Bus Device Missing
	Flashing Slow	Data Bus Tamper
	Flashing Fast	Data Bus Device Trouble/Reset

Table 6: System Trouble Events (continued)

Point #	Description	
8	On	System Fault
	Flashing Slow	Service Interval
	Flashing Fast	Ground Fault Condition

4. Press [Cmd] twice to exit the View system trouble command.

View Point Trouble (Cmd 48)

- ☐ I can perform this command.
- ☐ I cannot perform this command.

Use this command to view which points (if any) are in trouble.

1. Make sure the system is turned off (All and Part indicators are off).
2. Press [Cmd] [4] [8]. The keypad may prompt you to enter a valid passcode by flashing the Cmd light.
3. Enter your passcode. The keypad displays all points that are in trouble (if any). Refer to *Table 7*.

The keypad only displays Points 1 to 16.

Table 7: Trouble Points

Point	Trouble Condition
Off	No Point Trouble
On	Wiring Fault
Flashing Slow	RF Sensor Low Battery
Flashing Fast	RF Sensor Missing

4. Press [Cmd] twice to exit the View point trouble command.

System Test (Cmd 41)

- ☐ I can perform this command.
- ☐ I cannot perform this command.

The System Test command allows you to ensure your system is operating correctly. Your security company configures the system test for you.

My system test includes:

- ☐ System Bell
- ☐ Battery
- ☐ System Strobe
- ☐ Phone Line

If any of these components fails to test, contact your security company for assistance. Be sure to contact your security company before you begin the system test if a phone line is connected.

1. Make sure the system is turned off (All and Part indicators are off).
2. Press [Cmd] [4] [1]. The keypad may prompt you to enter a valid passcode by flashing the Cmd indicator.
3. Enter your passcode if necessary. The system starts the test. As each test is underway, the corresponding point indicator lights. Refer to *Table 8*.

Table 8: System Test Lights

Point #	**Testing**
1	Bell
2	Strobe (may take up to 20 min.)*
3	Backup Battery (may take 4 min.)*
4	Communications (may take up to 10 min.)*

* To skip to the next text, press the [*] key.

When testing the bell and strobe, check for bell/strobe activation. The LED testing status does not indicate bell/strobe test failure (point indicator does not flash fast upon test failure).

As the system tests each bell, strobe, battery, and system's communication, the corresponding point indicator displays the stage of each test. Refer to *Table 9*.

Table 9: System Test Point Status

Point	Testing Status
Flash Slow	Testing Segment Underway
Flash Fast	Testing Segment Failed
On	Testing Segment Complete

4. When the test is complete, the keypad automatically exits this command.
5. To stop the test currently in progress and skip to the next test, press the [*] key. To abort all system tests and return to the normal display, press the [Cmd] key.

Walk Test (Cmd 44)

- ☐ I can perform this command.
- ☐ I cannot perform this command.

Use this command to walk-test detection devices connected to your system. Perform the walk test on a weekly basis. The points included in the walk test are set by your security company.

1. Make sure the system is turned off (All and Part indicators are off).
2. Press [Cmd] [4] [4]. The keypad may prompt you to enter a valid passcode by flashing the Cmd indicator.
3. Enter your passcode if necessary. The keypad emits a single tone.
4. To test each point, trigger the corresponding detection device (such as open a door or walk in front of a motion detector) until all points are tested. When a point is tested, the keypad emits a single one second tone and the corresponding point indicator turns on. When the tested point is restored, the keypad emits a second single one second tone and the corresponding point indicator turns off.
5. To exit the walk test, press [Cmd]. The Status indicator flashes rapidly. The walk test is over when the Status indicator stops flashing.

Test fire detection devices (smoke/heat detectors) weekly as instructed by your security company and in accordance with the devices instructions.

Reset The System (Cmd 47)

- ☐ I can perform this command.
- ☐ I cannot perform this command.

Use this command to reset the system (including fire points) after an alarm. Detection devices, such as smoke detectors and shock sensors, must be reset after being activated. Resetting the system takes about 20 seconds.

If points do not reset, contact your security company for help.

1. Ensure your system is off (All and Part indicators are off).
2. Press [Cmd] [4] [7]. The keypad may prompt you to enter a valid passcode by flashing the Cmd indicator.
3. Enter your passcode if necessary. The system now resets. After the system resets, the keypad automatically exits this command.

Turn Watch On/Off (Cmd 61)

- ☐ I can perform this command.
- ☐ I cannot perform this command.

Use the Watch feature to "watch" points when the system is off. For example, parents with small children may want a tone to sound whenever a door or window is opened as a way of monitoring the location of the children.

Use this command to turn the watch feature on and off.

Once you have programmed the system with points to watch (refer to *Select Watch Points* on page 48) and the responses (refer to *Select Watch Tone* on page 46), you need to turn the watch function on and off.

1. Make sure your system is off (All and Part indicators are off).
2. Press [Cmd] [6] [1]. The keypad may prompt you to enter a valid passcode by flashing the Cmd indicator.

3. Enter your passcode, if necessary. The keypad beeps for one second.
    - If Watch Tone is ON, the LED indicator for Point 2 flashes. Press [2] to turn off.
    - If Watch Tone is OFF, the LED indicator for Point 1 flashes. Press [1] to turn on).

Select Watch Tone (Cmd 62)

- ☐ I can perform this command.
- ☐ I cannot perform this command.

The watch feature gives you the ability to "watch" points when the system is off. For example, parents with small children may want a tone to sound whenever a door or window is opened as a way of monitoring the whereabouts of the children.

Use this command to set the type of response your system produces when a watch point is faulted. If you wish, you may tell your system to display the point's LED indicator and sound a short tone whenever certain doors or windows are opened. Refer to *Select Watch Points* on page 48 for information on programming which points in your system are to be "watched."

1. Make sure your system is off (All and Part indicators are off).

2. Press [Cmd] [6] [2]. The keypad may prompt you to enter a valid passcode by flashing the Cmd indicator.
3. Enter your passcode if necessary. The keypad displays steady the current choice and flashes the other possible choices. The factory default watch tone setting is Short Beep (Choice 2).
4. Select the type of watch tone you want by pressing the required digit. Refer to *Table 10*.

Table 10: Watch Tones

Choice #	Tone
1	No Tone
2	Short Beep
3	Beep Until Key
4	Beep Until Closed

5. If you just want to review (not change) the current watch tone setting, press [Cmd] to exit this function.

   Table 11 gives a description of each watch tone.

Table 11: Watch Tone Description

Watch Tone	Description
Off	Displays point(s), but no tone when point(s) is faulted.
Short Beep	Displays point and sounds a short tone when point(s) is faulted.
Beep Till Key	Displays point and sounds a tone until the [Cmd] key is pressed.
Beep Till Closed	Displays point and sounds a tone until the point(s) is returned to normal (door or window is closed). Pressing the [Cmd] key also silences the tone.

Select Watch Points (Cmd 63)

- ☐ I can perform this command.
- ☐ I cannot perform this command.

The Watch feature gives you the ability to "watch" points when the system is off. For example, parents with small children may want a tone to sound whenever a door or window is opened as a way of monitoring the location of the children.

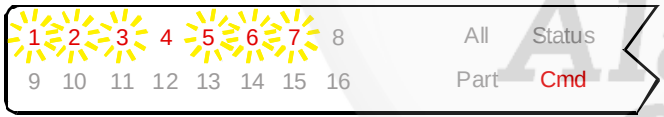
Once you have decided how your system responds to watched points (*refer to Select Watch Tone on page 46*), you need to decide which of the points in your system will be watched. Use this command to tell your system which points to watch. You cannot watch 24 hour or fire points.

Choosing which points to watch depends upon your goals. If you have small children, you may choose to watch points of entry and exit. Each time a watch point is faulted (a door or window is opened), the keypad responds as programmed. For example, you may tell your system to produce a short beep when a watch point is faulted.

1. Make sure your system is off (All and Part indicators are off).
2. Press [Cmd] [6] [3]. The keypad may prompt you to enter a valid passcode by flashing the Cmd indicator.
3. Enter your passcode if necessary. The keypad displays all points that are currently being watched (Watch On).
    - Point Indicator On Solid: indicates point(s) already being "watched."
    - Point Indicator Flashing: indicates point(s) available to be "watched."

4. Enter the point number you want to watch followed by the [*] key. (For example, press [5] [*] to watch Point 5.) Repeat this step to select all the points you want to watch. To turn Watch Mode off for a point, enter the point number followed by the [*] key. (For example, press [5] [*] to turn Watch off for Point 5.)

Figure 17: Current Watch Points



5. Press [Cmd] to exit this command.

Extend Auto On Time (Cmd 51)

- ☐ I can perform this command.
- ☐ I cannot perform this command.

Your security company can program your system to turn on automatically. This command allows you to delay the auto-on time by one hour during the auto-on pre-alert time.

1. Make sure the system is turned off (All and Part indicators are off).
2. Press [Cmd] [5] [1]. The keypad may prompt you to enter a valid passcode by flashing the Cmd indicator.
3. Enter your passcode if necessary. The keypad sounds a valid tone.

All Areas On (Cmd 80)

- ☐ I can perform this command.
- ☐ I cannot perform this command.

This command allows you to turn on all areas at the same time when the system is split into more than one area if assigned to your authority level.

1. Press [Cmd] [8] [0]. The keypad may prompt you to enter a valid passcode by flashing the Cmd indicator.
2. Enter your passcode. If your passcode is valid, the keypad illuminates the All On indicator and exit delay starts.

If an area has a faulted point(s) when you try to turn all areas All On, the appropriate point LED illuminates (Points 1 to 16). Hold down the All On key for two seconds to force all areas to All On.

The keypad lights Point Indicators 1 to 4 to indicate the areas that are forced on. These indicators are:

- Point 1 Indicator = Area 1
- Point 2 Indicator = Area 2
- Point 3 Indicator = Area 3
- Point 4 Indicator = Area 4

All Areas Off (Cmd 81)

- ☐ I can perform this command.
- ☐ I cannot perform this command.

This command allows you to turn off all areas at the same time when the system is split into more than one area if assigned to your authority level.

1. Press [Cmd] [8] [1]. The keypad may prompt you to enter a valid passcode by flashing the Cmd indicator.
2. Enter your passcode if necessary. The keypad turns off all areas at the same time.

Auto-Forward On/Off (Cmd 82)

- ☐ I can perform this command.
- ☐ I cannot perform this command.

This command allows you to turn on or off the auto-forward feature as necessary.

1. Press [Cmd] [8] [2]. The keypad may prompt you to enter a valid passcode by flashing the Cmd indicator.
2. Enter your passcode if necessary. The keypad sounds the valid entry tone.
3. Press [1] to turn auto-forward on or press [2] to turn auto-forward off.
   - Point Indicator 1 On Solid: Auto-Forward ON (Point Indicator 2 flashes)
   - Point Indicator 2 On Solid: Auto-Forward OFF (Point Indicator 1 flashes)
4. Press [Cmd] to exit this command.

Remote Arming With Telephone, Area 1

- ☐ I can perform this command.
- ☐ I cannot perform this command.

This function controls the built-in telephone arming feature for Area 1. When enabled, the panel answers the phone on the programmed ring count.

When the panel answers the phone, it

- sounds three beeps and starts the handshake tone for remote programming if the panel is All or Part On.
- sounds one short beep, waits approximately 3 seconds, and then sounds one long beep if the panel is off. Press and hold the [5] key* for two seconds immediately after the first short arming beep and before the long beep begins.
- arms if it detects a [5] key press from the telephone (All On with Delay, faulted points are force-armed). The panel sounds three beeps (new armed state) and then hangs up.

* If arming from a cell phone, quickly press the [5] key three times. If pressing and holding the [5] key for 2 seconds from a house (land-line) phone does not produce a tone long enough to arm Area 1, retry by quickly pressing the [5] key three times.

Remotely disarming the panel cannot be done with a telephone.

Remote Program (Cmd 43)

- ☐ I can perform this command.
- ☐ I cannot perform this command.

This command forces the system to connect to your security company's remote PC computer for programming alterations via the telephone line. Only use this feature under the direction of your security company.

1. Ensure the system is turned off (All and Part indicators are off).
2. Press [Cmd] [4] [3]. The keypad may prompt you to enter a valid passcode by flashing the Cmd indicator.
3. Enter your passcode. The keypad emits a single-beep tone, indicating the remote programming session has begun. When the session is completed, the keypad automatically exits this command.

Security System Limitations

Not even the most advanced security system can guarantee protection against burglary, fire, or environmental threats. All security systems are subject to possible compromise or failure-to-warn for a variety of reasons including, but not limited to, the following:

- If sirens or horns are placed outside the hearing range of people in remote areas of the building or in areas which are frequently closed off, they do not provide the intended protection.
- If intruders gain access through unprotected points of entry, the system does not detect their entrance.
- If intruders have the technical means of bypassing, jamming, or disconnecting all or part of the system, they are not detected.
- If the AC power supply is OFF and the back up battery is either missing or dead, sensors do not detect intrusion.

- Smoke detectors cannot detect smoke in chimneys, walls, or roofs, or smoke blocked by a closed door. They may not detect smoke or fire on a level of the building different from the one on which they are located. Smoke detectors may not be able to warn in time about fires started by explosions, improper storage of flammables, overloaded electrical circuits, or other types of hazardous conditions.
- If phone lines are out of service, reports from the security system to the security company cannot be sent. Telephone lines are vulnerable to compromise by several means. Inadequate maintenance and failure to test are the most common causes of alarm failure. It is strongly recommended that you test your system once a week to be sure that all system components are working properly. Although having a security system may make you eligible for reduced insurance premiums, the system is no substitute for insurance. Warning devices cannot compensate you for loss of life or property.

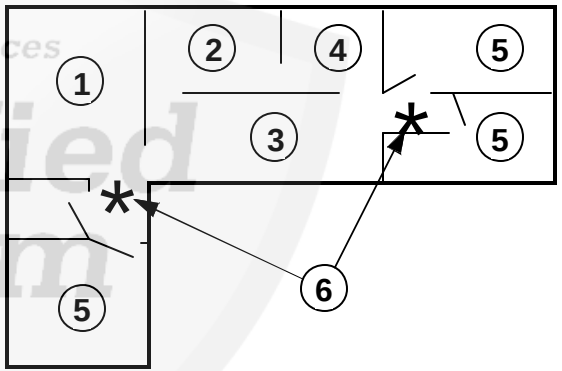
Fire Safety And Evacuation

Residential fire is a leading cause of accidental death. Most fire related deaths occur at night when occupants suffocate in their sleep from smoke and toxic gases, rather than from burns. To help reduce this risk, the following program should be implemented.

1. Minimize fire hazards. Smoking in bed, cleaning with flammable liquids such as gasoline, leaving children home alone, and using unsafe holiday decorations are some of the common causes of household fire.
2. Install a fire alarm system. The primary purpose of this system is to protect lives by giving the earliest possible warning of danger.
3. A smoke detector should be provided to protect each sleeping area in a home.
4. Practice an escape plan. Because there may be very little time between detection of a fire and the time it becomes deadly, it is important that every member of the family understand how to quickly evacuate according to the plan.

5. Plan both primary and alternate escape routes. Since stairwells and hallways may be blocked during a fire, exiting through a bedroom window must be a part of the escape plan. If the sleeping area is above the ground floor, install a means of safely descending outside the building if one does not already exist.
6. As a part of this plan, all family members should arrange to meet at a location away from the house (such as a neighbor's house) so you will know that everyone is accounted for.
7. If it is determined that the alarm was accidentally sounded, the bell should be silenced, the detectors reset, and your security company notified immediately that there is no emergency situation.

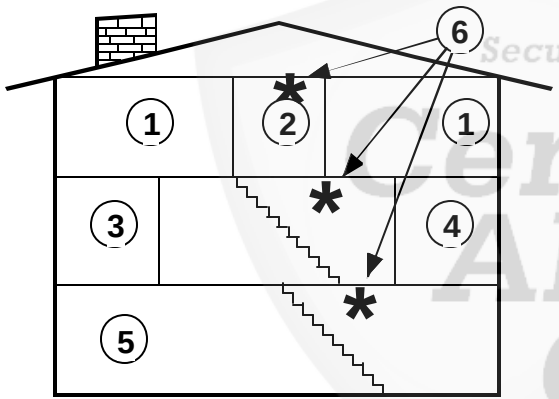
Figure 18: Smoke Detector Location - Plan View



1 - Rec room *3 - Living room* *5 - Bedroom*
2 - Dining room *4 - Kitchen* *6 - Smoke detector*

Locate smoke detectors between sleeping areas and family living areas.

Figure 19: Smoke Detector Location



1 - Bedroom *3 - Living room* *5 - Basement*
2 - Hall *4 - Dining room* *6 - Smoke detector*

A smoke detector should be located on each story including basements, but excluding crawl spaces and unfinished attics.

Maintenance and Service

Your security system requires very little maintenance; however, you should test the system weekly to ensure it is working properly. A test schedule and maintenance program can be arranged. If you notice a change in operation during normal use or testing, call for service as soon as possible. Do not attempt to repair the control panel, keypads, or detectors yourself.

Refer to the information box for security company, contact, and installation information.

Power Failure

If the keypad indicates a power failure, and you have power in the rest of your premises, there may be a problem with the electrical transformer or circuit breaker supplying power to your security control panel. First, check to be sure that the transformer is securely plugged into the electrical outlet. If it appears to be damaged in any way, do not attempt to repair it. Call your security company for service.

If the transformer is plugged in, check the circuit breaker supplying power to the outlet. If the breaker is tripped, check the appliances on the circuit for signs of electrical problems. Make sure someone has not intentionally turned the breaker off. When all is clear, reset the breaker.

Refer to the information box (refer to *Figure 1* on page 2) for the transformer information and circuit breaker number.

How To Clean The Keypad

If your keypad gets dirty, apply a household glass cleaner to a clean cloth or paper towel and wipe the surface. Do not spray any liquid directly onto the keypad. It could run inside the case and damage electrical circuits.

Glossary

24-Hour Points	Points that are always on even when the system is turned off. There are two types of 24-Hour Points: Fire Points and Non-Fire Points.
All On	Turn on all of the points in the system.
Burglary Alarm Tone	Constant warble tone.
Bypass	Selectively remove points from the security system, temporarily.
Central Station	Facility where trained personnel monitor your security system 24 hours a day. Your security system may be programmed to contact the central station during alarm conditions, enabling central station personnel to dispatch the proper authorities.
Controlled Point	Point that reports alarm conditions only when the system is turned on.
Entry Delay	Programmed delay of the system alarm response that allows you to enter the building through the entry door to turn your system off. An alarm response begins if you do not turn the system off before the entry delay expires. Entry delay is programmed by your security company.
Error Tone	Same warble tone as Trouble Tone, but not repeated.
Exit Delay	Programmed delay of the system alarm response that allows you to exit after turning the system on. If you don't exit the building before the delay time expires, an alarm response begins. Exit delay is programmed by your security company.

Faulted Point	Point that is not normal, such as an open door or window.
Fire Alarm Tone	Warble tone that is on for one second and then briefly off (repeatedly).
Fire Point	Type of 24-Hour Point that only monitors a fire detection device(s), such as a smoke detector. This type of point is always on and cannot be turned off.
Hold	Instruction to press and hold a key to perform a function.
No Delay	Turns the system on without entry or exit delay.
Non-Fire Point	Type of 24-Hour Point that is always on and cannot be turned off.
Off Display	Display that appears when the system is turned off and no keys are pressed.
Part On	Turn on part of the points in the system. Part On points are determined by your security company.
Part 2 On	Turn on part of the points in the system. Part 2 On points are determined by you, the user.
Point	Detection device or group of devices connected to your security system.
Press/Push	Interchangeable terms instructing you to push down and then release a key.
Trouble	Service condition that needs to be corrected, such as a broken wire.
Trouble Tone	Warble tone that is on briefly, followed by a pause, and then followed by the warble tone (repeatedly).

Warble Tone	Tone that is on for one second, then briefly off.

Notes:

For technical support, please contact:

BOSCH