APLEX/MIDIPLEX USER MANUAL

FOR USE WITH SINGLE-AREA SOFTWARE

EUROPLEX TECHNOLOGIES (CANADA) INC.
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CONTENTS

DISARM

Disarm mode is used to turn the system off after entering the premises or to stop the bells/sirens from sounding.

ENTER USER CODE, PRESS "DISARM" KEY, AND PRESS "RETURN" KEY if necessary.

DISPLAY SHOWS   DISARM

THEN DATE & TIME   MM/DD/YY HH:MM:SS

If too much time is taken to DISARM the system, then a full alarm will occur. When the panel is finally DISARMED,

DISPLAY FLASHES   *SLOW ENTRY ALARM*

Zones which remain OPEN after disarming are displayed as

                                NIGHT 16 OPEN

or   16-RECEPTION PIR

            etc.

PART ARM 1

PART ARM 1 mode is used to provide partial protection while remaining in the premises.

Close all zones that are monitored when in PART ARM 1 mode. Other zones may remain open. Note that when the system is in PART ARM 1 mode, the entry/exit door is unprotected and may be used without causing an alarm.

ENTER USER CODE, PRESS "PART ARM 1" KEY, AND PRESS "RETURN" KEY if necessary.

DISPLAY SHOWS   **PART ARM 1**

If some PART ARM 1 zones are still open, thereby preventing the arming, the panel beeps and

DISPLAY SHOWS   **CANNOT ARM**

followed by the OPEN zones

                    2-BACK DOOR

or   **MENS ROOM WINDOW**

                        etc.

PART ARM 2

PART ARM 2 mode is used to provide partial protection while remaining in the premises. In Part Arm 2 the entry/exit door is now in service.

Close all zones that are monitored when in PART ARM 2 mode. Other zones may remain open. Since the entry/exit door is protected, exit or entry through the door will cause the panel to beep. In this mode, if *entry* is made, the beeper will sound and the system **must** be DISARMED or PART ARMED 2 again to avoid a full alarm. If *exit* is desired, but the premises *will still be occupied*, the system must be PART ARMED 2 again *prior to opening the door*. Note that the exit beeper will not sound, but the usual exit time is available. Similarly, if *exit* is desired and the *premises will be vacant*, the system must be FULL ARMED prior to opening the door.

ENTER USER CODE, PRESS "PART ARM 2" KEY, AND PRESS "RETURN KEY if necessary.

DISPLAY SHOWS   **PART ARM 2**

If some PART ARM 2 zones are still open, thereby preventing the arming, the panel beeps and

DISPLAY SHOWS   **CANNOT ARM**
followed by the OPEN zones

                    2-BACK DOOR

or   **MENS ROOM WINDOW**

                        etc.

FULL ARM

FULL ARM mode is used when you are leaving the premises. Close **all** zones. Check that the display is showing Date and Time. This means that there are no open zones and the panel may be armed. (Note: EXIT zones and FOLLOWER zones on the exit route, that are open, are allowed, and will not prevent the FULL ARM mode from occurring).

ENTER USER CODE, PRESS "FULL ARM" KEY, AND PRESS "RETURN" KEY if necessary.

DISPLAY SHOWS   **FULL ARM**

If any zones, other than EXIT or FOLLOWER zones are open when FULL ARM mode is chosen, the system beeps and

DISPLAY SHOWS   **CANNOT ARM**

followed by a display of the OPEN zones.

When the system is successfully armed, the exit buzzer will pulse for the duration of the exit time. **Exit the premises promptly.** The system is fully armed when the buzzer no longer sounds. If, by accident, an alarm activation occurs during the arming procedure, the bell/siren may sound. If this happens,

FULL ARM contd.

ENTER USER CODE, PRESS "DISARM" KEY, AND PRESS "RETURN" KEY if necessary.

DISPLAY SHOWS   **DISARM**

THEN DATE & TIME **MM/DD/YY HH:MM:SS**

Details of the accidental alarm condition will then be flashed on the display:

e.g.   ****INTRUDER ALARM****

                        WAREHOUSE AREA PIR

ALARMS

If an ALARM or ALERT condition exists, the display will flash the relevant messages:

e.g.   ****INTRUDER ALARM****

                        26-PERIMETER FENCE

or   ***ID SECURITY ALERT***

                        etc.

To clear all flashing messages from the display, follow the ACKNOWLEDGE function on page 6.

ACKNOWLEDGE ALARMS

This function is used to clear the display of flashing messages, stop the beeper, and in some systems silence the siren/bells.

ENTER USER CODE, PRESS "0" (zero) KEY, AND PRESS "RETURN" KEY if necessary.

DISPLAY SHOWS   **ACKNOWLEDGE**

THEN MESSAGE TO BE CLEARED

e.g.   **WAREHOUSE PIR   ?**

Note the "**?**" on the right of the display. A yes or no answer is required.

PRESS "NO"KEY to leave the message on the display or PRESS "YES" KEY to acknowledge and remove the message.

DISPLAY SHOWS   **ACCEPTED**

Subsequent messages are cleared in the same manner. When there are no more messages to be cleared,

DISPLAY SHOWS   **FINISHED**

and the system returns to the DISARM mode.

DISPLAY SHOWS   **MM/DD/YY HH:MM:SS**

DOOR CHIME (3016 ONLY)

A door chime feature is available on the Model 3016 MIDIPLEX control panel. The system will beep for three seconds to "announce" the opening of an entry/exit door. The beeping will only occur when the door is opened and not if the door is left open or subsequently closed.
Note: No user code is needed for this feature.

To activate this feature,

PRESS "PART ARM 2" KEY TWICE within three seconds.

DISPLAY SHOWS   **DOOR CHIME ON**

alternating with   **MM/DD/YY HH:MM:SS**

To de-activate this feature,

PRESS "PART ARM 2" KEY TWICE within three seconds.

DISPLAY SHOWS   **MM/DD/YY HH:MM:SS**

HELP

This function is used to assist users who know their access code but have forgotten or are unsure of which function key to press.

ENTER USER CODE, PRESS "HELP" KEY, AND PRESS "RETURN" KEY if necessary.

DISPLAY SHOWS **SELECT AN OPTION**

AND THEN THE FIRST OPTION ALLOWED TO THAT USER

e.g. **DISARM ?**

or **FULL ARM ?**

etc.

The system is now asking for a yes or no answer. That is, does the user want to select the option displayed ?

PRESS "YES" KEY if yes, and the system will execute the option displayed

or

PRESS "NO" KEY if no, and the system will display the next valid option available to that user.

You must answer yes to some option in order to exit from the HELP mode or, if unsure, wait 90 seconds for a time out.

SINGLE ZONE SHUNT

This function allows the user to place a zone out of service (e.g., loading door, window, etc.). The panel will continuously display the number of zones shunted. Subsequent DISARMING of the panel will remove all shunts or re-entry into this mode can selectively remove individual shunts.

ENTER USER CODE, PRESS "NO" KEY, AND PRESS "RETURN" KEY if necessary.

DISPLAY SHOWS **SHUNT ZONE 0**

ENTER ZONE NUMBER to be shunted.

DISPLAY SHOWS ***ZONE TYPE #**

Notice that the zone type is preceded by an asterisk. An asterisk preceding a zone means it is shunted. To confirm your choice, you may press the "HELP" key to display a description of the zone. If the wrong zone has been chosen, press the "YES" key to unshunt that zone. Note that pressing the "YES" key turns the shunt (*) on and off.

To UNSHUNT a zone, follow the SHUNT procedure above and when the display shows an "*" then press the "YES"key to remove the shunt and the "*" disappears.

Should another zone have to be shunted/unshunted,

PRESS "DISARM (+)" key to increment the display to the desired zone or

SINGLE ZONE SHUNT contd.

PRESS "PART ARM 1 (-)" key to decrement the display to the desired zone.

PRESS "YES" KEY to shunt the desired zone and again an asterisk will appear.

To exit from this routine

PRESS "RETURN" KEY.

The system now exits and momentarily displays the total number of shunted zones.

DISPLAY SHOWS   **FINISHED**

THEN   **X SHUNTS**

The system then returns to the DISARM mode.

DISPLAY SHOWS   **SHUNTED ZONES = X**

alternating with   **MM/DD/YY HH:MM:SS**

When all shunts are cleared or the system is DISARMED,

DISPLAY SHOWS   **MM/DD/YY HH:MM:SS**

BLOCK SHUNT - MEMORY

This function is used to automatically apply a pre- programmed shunt to a block of zones. When you choose MEMORY, the panel will recall the previous pattern of shunted zones and re-apply them. This is useful if it desirable to shunt the same zones on a daily basis. If no pattern exists, choose BLOCK SHUNT - SHUNT (see page 12) to establish one.

ENTER USER CODE, PRESS "SHIFT" KEY, "NO" KEY, AND PRESS "RETURN" KEY if necessary.

DISPLAY SHOWS   **MEMORY-SHUNT-CLEAR**

PRESS "DISARM" KEY (under the word **MEMORY**).

DISPLAY SHOWS   **PRE-PROGRAMMD SHUNT**

THEN   **X SHUNTS**

(where **X** is the number of zones now shunted)

AND THEN   **QUIT ?**

PRESS "NO" KEY to return to the three-option sub-menu or

PRESS "YES" KEY to exit to DISARM mode and

DISPLAY SHOWS   **SHUNTED ZONES = X**

alternating with   **MM/DD/YY HH:MM:SS**

When all zones are unshunted (cleared) or the panel is DISARMED,

DISPLAY SHOWS   **MM/DD/YY HH:MM:SS**

BLOCK SHUNT - SHUNT

To shunt a zone or block (range) of zones:

ENTER USER CODE, PRESS "SHIFT" KEY, "NO" KEY, AND PRESS "RETURN" KEY IF NECESSARY.

DISPLAY SHOWS   **MEMORY-SHUNT-CLEAR**

PRESS "PART ARM 2" KEY (under the word **SHUNT**).

DISPLAY SHOWS   **SHUNT FROM 1**

ENTER NUMBER OF FIRST ZONE IN BLOCK to be shunted AND PRESS "RETURN" KEY:
e.g., "6"   "RETURN".

DISPLAY SHOWS   **SHUNT TO   6**

THEN ENTER NUMBER OF LAST ZONE IN BLOCK to be shunted AND PRESS "RETURN" KEY:
e.g.,   "12"   "RETURN".

DISPLAY SHOWS   **7 SHUNTS**
THEN   **QUIT ?**

PRESS "NO" KEY to return to the three-option sub-menu or

PRESS "YES" KEY to exit to DISARM mode and

DISPLAY SHOWS   **SHUNTED ZONES = X**
alternating with   **MM/DD/YY HH:MM:SS**

When all zones are unshunted (cleared) or the panel is DISARMED,

DISPLAY SHOWS   **MM/DD/YY HH:MM:SS**

BLOCK SHUNT - CLEAR SHUNTS

To clear a zone or block of shunted zones:

ENTER USER CODE, PRESS "SHIFT" KEY, "NO" KEY, AND PRESS "RETURN" KEY if necessary.

DISPLAY SHOWS   **MEMORY-SHUNT-CLEAR**

PRESS "HELP" KEY (under the word **CLEAR**).

DISPLAY SHOWS   **CLEAR FROM 1**

ENTER NUMBER OF FIRST ZONE IN BLOCK to be cleared AND PRESS "RETURN" KEY:

e.g., "6" "RETURN".

DISPLAY SHOWS   **CLEAR TO 6**

THEN ENTER NUMBER OF LAST ZONE IN BLOCK to tobe cleared.

e.g., "12" "RETURN".

If only zones 6-12 were previously shunted,

DISPLAY SHOWS   **QUIT ?**

BLOCK SHUNT - CLEAR SHUNTS cont.

If more than zones 6-12 were previously shunted,

DISPLAY SHOWS   X SHUNTS

(where **X** is the remaining number of zones still shunted)

AND THEN   **QUIT ?**

PRESS "NO" KEY to return to the three-option
sub-menu

or

PRESS "YES" KEY to exit to DISARM mode and

DISPLAY SHOWS   **SHUNTED ZONES = X**

if any zones remain shunted

alternating with   **MM/DD/YY HH:MM:SS**

When all zones are unshunted (cleared) or the panel is
DISARMED,

DISPLAY SHOWS   **MM/DD/YY HH:MM:SS**

SET DATE/TIME

This function is used to change the date and time. The entry
must be in the military format MM/DD/YY   HH:MM:SS.

ENTER USER CODE, PRESS "SHIFT"KEY, "9" KEY,
AND PRESS "RETURN" KEY if necessary.

The current date and time is displayed with the flashing cursor
over the first number of the date. To change the date and time

ENTER NEW NUMBER AND/OR PRESS "YES" KEY to
move the cursor to the right. Continue in this manner. To
move the cursor to the left, PRESS "BACKSPACE" KEY.

For example, to change to March 19 1994 4:15 PM, when

DISPLAY SHOWS   **03/01/90   10:55:21**

ENTER "0" "3" PRESS "YES" ENTER "1" "9" PRESS
"YES" ENTER "9" "4" PRESS "YES" "YES" "YES" "YES"
ENTER "1" "6" PRESS "YES" ENTER "1" "5" PRESS
"YES" ENTER "0" "0" AND PRESS "RETURN" KEY.

Note: Military time is used. If the date and time are not
entered in the correct format, ****INVALID ENTRY**** will be
displayed when the "RETURN" key is pressed. Re-enter data
as above.

DISPLAY SHOWS   **ENTER DAY NO. 1**

(where Sun.= 1, Mon.= 2, Tue.=3....... Sat.= 7).

CONFIRM/ ENTER DAY NUMBER, PRESS "RETURN"
KEY

and the system returns to the DISARM mode.

DISPLAY SHOWS   **MM/DD/YY HH:MM:SS**

DAYLIGHT SAVING TIME CHANGE (Hour Change)

This function is used to prepare the panel to automatically adjust forward or backward for the daylight saving time change.

On **any** day of the week prior to the Sunday changeover,

ENTER USER CODE, PRESS "SHIFT" KEY, "HELP" KEY, AND PRESS "RETURN" KEY if necessary.

DISPLAY SHOWS   **HOUR CHNGE ON SUNDAY**

On Sunday at 2:00 AM, the panel will automatically add or subtract one hour and cancel the message.

If the hour change is entered by mistake, RE-ENTER USER CODE, PRESS "SHIFT"KEY, "HELP" KEY, AND PRESS RETURN KEY if necessary.

DISPLAY SHOWS   **CANCEL HOUR CHANGE**

and then returns to DATE AND TIME. This option has now been cancelled.

CLOSING WARNING

This feature is used to provide an audible warning that the closing time is approaching. It is activated by the installer. If this feature is in use, and the system is not armed by the programmed warning time, the buzzer beeps and

DISPLAY FLASHES   **CLOSING TIME SOON!**

The user now has a fixed amount of time (closing delay) to arm the panel (see pages 2-4) or to enter a new closing time (see page 18).

If the system is not fully armed at the end of the closing delay, the buzzer beeps and

DISPLAY FLASHES   ***PAST CLOSING TIME***

If your system is monitored by an alarm company, you should telephone the company and tell them when you expect to close Alternatively, they may telephone you and enquire as to when you will be closing.

If you choose to stay longer, select a NEW CLOSING TME (see page 18 for procedure).

DISPLAY SHOWS   **MM/DD/YY HH:MM:SS**

or you may

FULLY ARM PANEL (see page 4) and leave the premises.

NEW CLOSING TIME

This function is used in conjunction with the CLOSING WARNING option to allow the user to select a new closing time for the current day.

ENTER USER CODE, PRESS "6" KEY, AND PRESS "RETURN" KEY if necessary.

DISPLAY SHOWS   **NEW CLOSING TIME**

THEN   **HH:MM/[8 NEW CLOSING]**

ENTER NEW CLOSING TIME (military time: e.g., **21:00**).

DISPLAY SHOWS   **21:00/[8 NEW CLOSING]**

PRESS "RETURN" KEY

DISPLAY SHOWS   **BUSY..RE-SCHEDULING**

and the system returns to the DISARM mode.

DISPLAY SHOWS   **MM/DD/YY HH:MM:SS**

SET TIME COMMANDS

This function is used if the panel has been activated to permit a closing warning (see page 17). It allows the user to programme new closing times for the week.

ENTER USER CODE, PRESS "SHIFT" KEY, "BACK SPACE" KEY, and if user code is less than four digits PRESS "RETURN" KEY.

DISPLAY SHOWS   **SET TIME COMMANDS**

THEN MAY SHOW **02:00/[9 DAYLGHT SAV**.

PRESS "RETURN" KEY repeatedly until

DISPLAY SHOWS   **17:55/[1 SUN. CLOSE]**

ENTER NEW CLOSING TIME FOR SUNDAY (military time) AND PRESS "RETURN" KEY

or

PRESS "RETURN" KEY if the premises is closed on a Sunday.

In a similar manner, examine those choices involving the message **......CLOSE**.   When **all** entries have been examined, the system automatically returns to the DISARM mode.

DISPLAY SHOWS   **MM/DD/YY HH:MM:SS**

SETTING USER IDS (Codes)

This function allows a Master user to assign unique ID codes to each of the various users. Depending on the software version, up to 36 or 250 users can be assigned. In this section, we shall assign to two users the codes "1234" and ".5678". A four-digit code (optional five-digit in the 100 zone panel) should be used in order to offer the highest security.

ENTER MASTER USER CODE (DEFAULT "1" "8"), PRESS "SHIFT" KEY, "DISARM" KEY, AND PRESS "RETURN" KEY if necessary.

DISPLAY SHOWS   **IDS-OPTIONS-NAMES**

PRESS "DISARM" KEY.

DISPLAYSHOWS   **ENTER USER NO. 1**

ENTER USER NUMBER AND PRESS "RETURN" KEY.

DISPLAY SHOWS   **ENTER CODE _ _ _ _ _**

ENTER "1" "2" "3" "4" AND PRESS "RETURN" KEY.

DISPLAY SHOWS   **ENTER USER NO. X**

(where **X** is one higher than the previous user number).

ENTER USER NUMBER AND PRESS "RETURN" KEY.

DISPLAY SHOWS   **ENTER CODE _ _ _ _ _**

SETTING USER IDS (Codes) cont.

ENTER "5" "6" "7" "8" AND PRESS "RETURN" KEY.

DISPLAYSHOWS   **ENTER USER NO. X**

At this point, you may continue to enter the codes for the rest of the users or you may

PRESS "NO" KEY to exit from this option.

DISPLAY SHOWS   **QUIT ?**

PRESS "YES" KEY to exit to DISARM mode or

PRESS "NO" KEY to return to the three-option sub-menu.

REMOVING USER IDS

If a user code is no longer necessary, you may remove the code from the system. To do this choose the SETTING USER IDS option (see page 20).

ENTER USER NO. AND PRESS RETURN KEY.

DISPLAY SHOWS   **ENTER CODE _ _ _ _ _**

ENTER "0" (zero) AND PRESS "RETURN" KEY.

DISPLAY SHOWS   **ENTER USER NO.   X.**

Exit as above.

SETTING USER OPTIONS

This option allows a Master user to assign operating options to each of the various users.

DISPLAY SHOWS **IDS-OPTIONS-NAMES**

PRESS "PART ARM 2" KEY.

DISPLAY SHOWS **ENTER USER NO. 1**

ENTER USER NUMBER AND PRESS "RETURN" KEY.

DISPLAY SHOWS **DISARM NO**

PRESS "NO" KEY, if no, and the selected user will not be allowed to disarm the system

or

PRESS "YES" KEY, if yes, and the

DISPLAY CHANGES TO **DISARM YES**.

The selected user will now be allowed to disarm the system. All options available to the Master user will be consecutively listed. By pressing "YES" or "NO", you can allow or deny access to each item of the list for that selected user. The display then increments to the next user. (Hint: Whenever the display shows an option, you may press the "HELP" key to jump to the next user.)

SETTING USER OPTIONS cont.

DISPLAY SHOWS **ENTER USER NO. X**

(where **X** is one higher than the previous user number).

At this point, you may continue to enter the options for the rest of the users or you may

PRESS "NO" KEY to exit from this option.

DISPLAY SHOWS **QUIT ?**

PRESS "YES" KEY to exit to DISARM mode

or

PRESS "NO" KEY to return to the three-option sub-menu.

SETTING USER NAMES

This option allows the Master user to record the names of the users. This is useful when examining the log.

DISPLAY SHOWS **IDS-OPTIONS-NAMES**

PRESS "HELP" KEY.

DISPLAY SHOWS **ENTER USER NO. 1**

ENTER USER NUMBER AND PRESS "RETURN" KEY.

DISPLAY SHOWS ∧

The cursor will be flashing at the far left of the display. The letters of the alphabet appear on the 19 keys and the cursor is used to select the required characters. When the cursor is pointing UP, the character in the middle of the key may be selected. PRESS "SHIFT" KEY once and the cursor will point to the LEFT. PRESS "SHIFT" KEY again and the cursor will point to the RIGHT. PRESS "SHIFT" KEY again and it will return to the UP position. The direction of the cursor always indicates the character to be chosen. To enter a space character, PRESS "RETURN" KEY when the cursor is pointing to the left. To save a name entry, POSITION CURSOR UP AND PRESS "RETURN" KEY. As an example, we shall enter the name WENDY MILLER

PRESS "SHIFT" "SHIFT" AND ENTER "W".

You should now see a **W** and the cursor should be pointing to the right.

DISPLAY SHOWS **W>**

PRESS "SHIFT" "SHIFT" AND ENTER "E".

DISPLAY SHOWS **WE<**

ENTER "N" "D" "Y".

DISPLAY SHOWS **WENDY<**

PRESS "RETURN"KEY AND ENTER "M""I" "L" "L""E" "R" AND PRESS "SHIFT" "SHIFT" to return the cursor to the up position. If a mistake is made see EDITING USER NAMES on page 26.

DISPLAY SHOWS **WENDY MILLER∧**

PRESS "RETURN" KEY.

DISPLAY SHOWS **ENTER USER NO. X**

(where **X** is one higher than the previous user number).

At this point, you may continue to enter the names for the rest of the users or you may

PRESS "NO" KEY to exit from this option.

DISPLAY SHOWS **QUIT ?**

PRESS "YES" KEY to exit to DISARM mode

or

PRESS "NO" KEY to return to the three-option sub-menu.

EDITING USER NAMES

If you enter the wrong character(s), you can correct the error as follows:

PRESS "SHIFT" KEY until thecursor is pointing up.

DISPLAY SHOWS   /\

PRESS "YES" KEY to move the cursor forward (right) or PRESS "BACKSPACE" KEY to move the cursor backward (left) until it is flashing over the character to be deleted.

PRESS and hold the "SHIFT" KEY **for about one second** to delete the unwanted character from the display. If you find that you are deleting more than you intended, you are holding the SHIFT key down for too long. You may find it easier to delete the entire name and start again.

ENTER CORRECT CHARACTER(S) (see page 24) and notice that the text to the right of the cursor will move ahead.

PRESS "SHIFT" KEY IF NECESSARY to return cursor to the up position AND PRESS "RETURN" KEY.

USER SET OWN ID (3016 and 3030E panels)

This function allows a general user to select their own code rather than use the code given by the Master user. The general user now has an absolutely confidential code. The Master user must first authorize the use of this option and assign a temporary code to the general user. This function can only be used once; otherwise, the Master user must reset the option.

ENTER USER CODE, PRESS "SHIFT" KEY, "0" (zero) KEY, AND PRESS "RETURN" KEY if necessary.

DISPLAY SHOWS   **USER SET OWN ID**

THEN   **ENTER CODE _ _ _ _ _**

The system requires you to enter two codes, one of which it will choose for you to keep.

ENTER A CODE AND PRESS "RETURN" KEY.

DISPLAY SHOWS   **ENTER CHOICE 2**

THEN   **ENTER CODE _ _ _ _ _**

ENTER ANOTHER CODE AND PRESS "RETURN" KEY.

DISPLAY BRIEFLY SHOWS   **NEW ID IS CHOICE X**

(where **X** is choice 1, or choice 2).

The system then returns to the DISARM mode.

DISPLAY SHOWS   **MM/DD/YY   HH:MM:SS**

The **new** user code supercedes the old temporary code, and the latter will no longer be valid.

SYSTEM LOG

This function allows authorized users the ability to either print or view the historical log.

ENTER USER CODE, PRESS "YES" KEY, AND PRESS "RETURN" KEY if necessary.

DISPLAY SHOWS   **SYSTEM LOG**

THEN   **PRINT LOG   ?**

A yes or no answer is required.

PRESS "YES" KEY if a serial-input printer has been connected to the panel (the log contains the previous 300 or 600 historical events, depending on the model of panel)

or

PRESS "NO" KEY if no printer connected, and the log will be sequentially displayed in reverse order (most recent event first) in 20 character 'bytes'. Note that date and time are now separated with two asterisks (indicating that the panel is displaying the log). Note also that you may fast forward through the log by repeatedly pressing the "+" KEY, or rewind the log by pressing the "-" KEY.

To terminate either printing or displaying of the log,

PRESS "NO" KEY.

DISPLAY SHOWS   **ABORTED**

The system then returns to the DISARM mode.

DISPLAY SHOWS   **MM/DD/YY HH:MM:SS**

BELL TEST

This function is used to test the audible devices (bells, sirens, etc.).

ENTER USER CODE, PRESS "5" KEY, AND PRESS "RETURN" KEY if necessary.

DISPLAY SHOWS   **USER TEST**

THEN   **MM/DD/YY HH:MM:SS**

The bells or sirens should now be sounding.
To silence the bells or sirens,

ENTER USER CODE, PRESS "DISARM" KEY, AND PRESS "RETURN" KEY if necessary.

DISPLAY SHOWS   **DISARM**

THEN   **MM/DD/YY HH:MM:SS**

WARNING MESSAGES

If any of the following messages appear, silence the beeping tone by following the ACKNOWLEDGE function (see page 6).

The message below indicates that the AC power has been removed from the system.

DISPLAY SHOWS   AC POWER FAIL

The message below indicates that the standby battery is faulty or disconnected.

DISPLAY SHOWS   BATTERY PROBLEM

The message below indicates that a TAMPER condition exists on one of the zones.

DISPLAY SHOWS   *ZONE TAMPER ALARM*

The messages below indicate that a fault has been detected on the multiplex cable.

DISPLAY SHOWS   LMTC DATA PROBLEM

or   **LMTC CONTROL PROBLEM**

The message below indicates that a panel fuse has blown.

DISPLAY SHOWS   FUSE 2 BLOWN

Should any of the above messages be displayed, CALL FOR SERVICE IMMEDIATELY.