D1265

AREA 1 WAREHOUSE
READY TO ARM

Help?   Menu
1 2 3 4 5 CMD
6 7 8 9 0 ENTER

BOSCH

Owner's Manual

EN | Touchscreen Keypad

BOSCH

☑ This system includes a telephone line seizure feature. The system might be programmed to communicate with a central monitoring station to report system events. You cannot 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 might be unavailable for up to 20 minutes while the control panel makes additional communication attempts.

☑ Some commands listed below might not be available. Contact your security company for more information.

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Introduction

Your security system helps to secure life, property, and investments against fire, theft, and bodily harm. The D1265 Touchscreen Keypad is an SDI compatible device that works with GV2/GV3 Series Control Panels. Each keypad has an illuminated touchscreen to display system messages and graphics buttons for data or command entry, and a sounder that emits eight warning tones.

Your Keypad

The D1265 keypad uses up to four rows of 20 characters each to display system messages and graphical buttons used to select a menu and associated functions. In addition to system messages and buttons, the keypad shows, as needed, ten numerical buttons (0 to 9) and two function buttons (**CMD** and **ENTER**). Use the **CMD** button in combination with numeric buttons to perform a function. Use the **ENTER** button to enter your passcode.

When several events occur, the keypad shows each event in order of priority.

Figure 1: D1265 Touchscreen Numerical

Part I: Security System Basics

Using the keypad

Your security system provides quick access to functions by pressing the **CMD** button and one or two additional buttons.

Another way to access functions is through the function list. To access the function list, press the **Menu** button.

Pressing the **Previous** or **Next** button while in the Menu List allows you to scroll through the list of functions enabled and programmed by your security company.

Pressing press the button for the function you wish to perform.

To exit the function list, press the **Exit** button.

Use the function list to locate functions you don't use often or that don't have a command number.

Command ENTER buttons

Table 1:   D1265 Keypad Buttons

Button	Name	Description
	CMD	Use the **CMD** button in combination with one or two numeric buttons to perform a function.
	ENTER	The **ENTER** button is used to complete the entry of your passcode at the keypad. Whenever a function requires that you enter your passcode at the keypad, first press the digits of the code and then press the **ENTER** button. Your system will not recognize your passcode until you press **ENTER**.
	Exit	When the **Exit** button appears in the keypad display, pressing it brings you one level up in the function or exits you from the function you are in. These functions might be shown on either side of the display.
	Previous	When viewing a list, pressing the **Previous** button takes you back to the previously shown item.
	Next	Press the **Next** button to pass over the present item(s) in a menu or function.

Points

What is a Point

A "point" is a detection device, or group of devices connected to your security system. Points display individually at the keypad with custom text. The text can describe a single door, motion sensor, smoke detector, or an area such as UPSTAIRS or GARAGE. 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 (armed) or turned off (disarmed). Controlled points are programmed to respond instantly to alarm conditions or to provide a delay for you to reach the keypad and disarm the system.

The type of alarm appears before the point text when there is an alarm. There are two types of controlled points, perimeter points and interior points.

Perimeter Points

These points usually include all exterior doors and windows of the building.

Interior Points

These points usually include interior forms of burglary detection devices, such as motion sensors, or inside doors, for example.

24-Hour Points

24-hour points are always on, even when the burglary system is disarmed (turned off). There are two types of 24-hour points, fire points and non-fire points.

Fire Points

Fire points exclusively monitor fire detection devices. They are always armed and cannot be disarmed. You can clearly distinguish fire points from other non-fire points at the keypad.

When there is a fire alarm, the display shows the following:

FIRE ALARM is shown on the first line, text identifying the point as a fire point is shown on the second line, and instructions for silencing the alarm are shown on the third and fourth lines.

Fire alarms have a unique audible warning signal.

Non-Fire Points

Non-fire 24-hour points are always armed and cannot be disarmed.

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Your Custom Display

"At an idle state" means that the system is not currently performing a function entered by a user. There are three idle states the system might be in:

- Turned on (Armed)
- Turned off (Disarmed) with no points faulted (doors or windows open) in the area
- Turned off with faulted points (doors or windows open) in the area. This manual uses the default idle state shows for examples of these idle states. Your security company might have programmed custom text for the idle shows in your system. The custom text and the default text for the three system idle displays follow.

	Default Text	Custom Text
Area Name Text Appears on the top line of the display and is customizable using Remote Programming Software (RPS)	P240	_ _ _ _ _ _ _ _ _ _ _ _ _ _ _

> Throughout this manual, all examples of "AREA # NAME TEXT" use "AREA 1 WAREHOUSE." The actual name of Area 1 differs depending on the specifics of your system.

		Custom Text
Area Is On Text	P240 A1 AREA IS ON Help?　　　Menu 1 2 3 4 5 CMD 6 7 8 9 0 ENTER	_ _ _ _ _ _ _ _ _ _ _ _ _ _ _
Area Off Text Indicates the area is turned off (disarmed). 24-hour points remain armed.	P240 A1 AREA IS OFF Help?　　　Menu 1 2 3 4 5 CMD 6 7 8 9 0 ENTER	_ _ _ _ _ _ _ _ _ _ _ _ _ _ _
Area Not Ready Text Indicates that the area is turned off, but not ready to arm.	P240 NOT READY TO ARM View Points Help?　　　Menu 1 2 3 4 5 CMD 6 7 8 9 0 ENTER	_ _ _ _ _ _ _ _ _ _ _ _ _ _ _

> The **Silence** button only appears if the trouble tone is sounding.

View Faulted or Bypassed Points

To properly arm your system, all the exterior points (doors and windows) and interior points (motion sensors, inside doors, and so on) in the system must be in the normal (not faulted) condition. Viewing the faulted points helps you find faulted points (such as doors or windows that are left open) and correct them so proper arming is possible.

Your keypad offers a way of displaying faulted and bypassed point information.

To Scroll Faulted or Bypassed Points

1. Ensure your keypad shows idle text.

```
       AREA 1 WAREHOUSE
      NOT READY TO ARM
              View Points
     Help?              Menu
      1   2   3   4   5   CMD
      6   7   8   9   0  ENTER
```
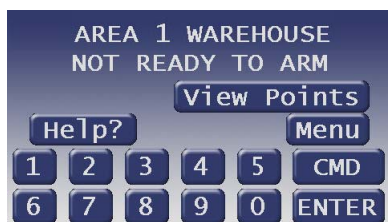
2. Press the **View Points** button to show the first faulted point.
3. Press the **Next** button or the **Previous** button repeatedly to show the faulted and bypassed point information.
4. If faulted or bypassed points in other areas exist, then the display indicates the Area number and the number of faulted/bypassed points before returning to idle text.
5. If there are no faulted or bypassed points in other areas, the display returns to idle text.

Warning Displays and Tones

Your keypad emits one of several distinct tones and displays custom text to alert you to system events. Additional bells or sirens might also be connected to your system. Bells or sirens mounted on the exterior of your premises alert neighbors to emergencies and provide an audible guide for police and fire fighters.

Keypad Quiets for Button presses

Pressing any button on the keypad quiets any warning tones. If you don't press another button within 7 sec, the warning tones resume.

Priority of Events

If more than one event occurs, your system sorts them into one of four groups. The groups (highest priority first) are:

1. Fire Alarms
2. Burglary Alarms
3. Fire Troubles and Fire Supervisory conditions
4. Non-Fire Troubles and Non-Fire Supervisory conditions

The group with the highest priority scrolls first in the keypad's display. Descriptions of the tones and displays for each group and instructions for silencing the tones are included in the descriptions that follow.

Fire Alarms

Fire alarms are the highest priority events. When a fire point activates, your keypad emits a pulsating high-pitched fire tone. Evacuate all occupants and investigate for smoke or fire. Ensure that all occupants know the difference between the burglary tone and the fire tone. The tone sounds for the time set by your security company.

The keypad display shows the point text of the first point that went into fire alarm and shows the message **Enter Passcode and ENTER key to silence**.

```
*FIRE ALARM*
SMOKE DETECTOR
Enter Passcode and
ENTER key to silence
1  2  3  4  5  CMD
6  7  8  9  0  ENTER
```
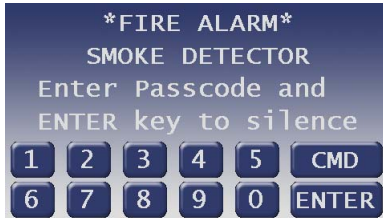
Silencing Fire Alarms

Entering a personal passcode with the proper authority level silences a fire alarm and disarms the system if it was armed.

```
* Alarm Silenced *
Clear Display
1  2  3  4  5  CMD
6  7  8  9  0  ENTER
```

The system now shows ***Alarm Silenced*** and then the number of points in alarm (**# FIRE ALARMS**) and then the area text appears (**AREA 1 NAME TEXT**) followed by the custom text of all the points in alarm (for example, **SMOKE DETECTOR**), in the order of occurrence.

If there is more than one point causing an alarm, the display shows each point for 3 sec before showing the next one.

When the last alarm is shown, the next display is the first alarm.

Your system might be programmed so that you cannot silence some fire alarms until the fire event clears.

The ***Alarm Silenced*** message continues to alternate with idle text as a reminder that it is still possible to view the text of the points in alarm by using the View Alarm Memory function (refer to *View Alarm Memory (CMD + 4 + 0)* on page 23 for more information.

To clear the event memory and remove the ***Alarm Silenced*** message from the display, press the **Clear Display** button.

```
* Alarm Silenced *
Clear Display
1  2  3  4  5  CMD
6  7  8  9  0  ENTER
```

The display shows the instructions for clearing the message. Enter a valid passcode and press the **Clear** button.

If a fire trouble still exists, the ***Alarm Silenced*** display will not be cleared. To remove this display, the fire point(s) must be returned to normal.

If you have not cleared the ***Alarm Silenced*** display and wish to review cleared events, use CMD **40**.

Burglary Alarms

Burglary alarms are the second priority. When a burglary point activates while your system is armed, your keypad emits a steady high-pitched burglary tone. The tone sounds for the time set by your security company.

The keypad display shows the number of burglary points activated, the message **Enter Passcode to silence alarm** and then custom text for each activated point.
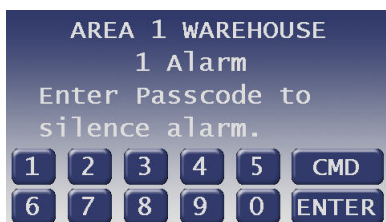
```
        AREA 1 WAREHOUSE
            1 Alarm
      Enter Passcode to
      silence alarm.
    1   2   3   4   5   CMD
    6   7   8   9   0   ENTER
```

If there is more than one point causing an alarm, the display shows each point for 3 sec before showing the next one. When the last alarm is shown, the next display is the first alarm.

Silencing Burglary Alarms

Entering a personal passcode with the proper authority level silences a burglary alarm and disarms the system if it was armed.

The system now shows ***Alarm Silenced*** and then the number of points in alarm (**### ALARMS**) and the custom text of all the points in alarm, in ascending numeric order by area.

```
        AREA 1 WAREHOUSE
            1 Alarm
      P5 FRONT DOOR
    1   2   3   4   5   CMD
    6   7   8   9   0   ENTER
```

Entering **CMD 4** clears the scrolling point text from the display.

The ***Alarm Silenced*** message continues to alternate with idle text as a reminder that it is still possible to view the text of the points in alarm by using the View Alarm Memory function (refer to *View Alarm Memory (CMD + 4 + 0)* on page 23 for more information).

To clear the event memory and remove the ***Alarm Silenced*** message from the display, press the **Clear Display** button.

The display shows the instructions for clearing the message. Enter a valid passcode and press the **Clear** button.

Fire Trouble and Fire Supervisory Events

When a fire trouble or fire supervisory condition occurs, your keypad emits three warble tones, then a pause (repeatedly).

The system shows the number of fire points that are in a trouble or supervisory condition as well as the point text of the affected points.

```
        AREA 1 WAREHOUSE
         1 Fire Trouble
         P1 FIRE
                    Silence
    1   2   3   4   5   CMD
    6   7   8   9   0   ENTER
```

Silencing Fire Trouble and Fire Supervisory conditions

Pressing **CMD 4** or the **Silence** button silences and clears the Fire Trouble and/or the Fire Supervisory conditions.

In addition to this, entering a personal passcode with the proper authority level silences a fire trouble and disarms the control panel if it was armed. Use **CMD 40** if you wish to review these cleared troubles.

> ☑ Some systems might be programmed to automatically re-sound the keypad's trouble tone after a period of time if the fire trouble or fire supervisory condition remains. Consult your security company for further information.

Special Fire Trouble and Fire Supervisory Display

If you silence the keypad or clear a trouble or supervisory condition for a Fire Point from the display and the fire point remains faulted, **Fire Trouble** appears in the keypad's display.

The Fire Trouble display persists until the detector causing it is restored to normal.

Viewing Fire Trouble and Fire Supervisory Conditions

After pressing **CMD 4** or the **Silence** button, Fire Trouble continues to automatically scroll through the display. To view the faulted fire points, press any numeric key, then press **Next** to scroll these displays manually. Events scroll from oldest to newest.

Non-Fire Trouble and Supervisory Events

When a trouble event occurs, your keypad might be programmed to emit three warble tones, then a pause (repeatedly).

If the system was armed, the keypad display shows the number of non-fire trouble events or non-fire supervisory events and then custom text for each activated point.

Silencing Non-Fire Trouble and Supervisory Events

Pressing **CMD 4** or the **Silence** button silences and clears Trouble and/or non-fire Supervisory conditions. In addition to this, entering a personal passcode with the proper authority level silences a trouble and disarms the control panel if it was armed. If you wish to review these cleared troubles, press **CMD 40**.

Viewing Non-Fire Trouble Events

After pressing **CMD 4** or the **Silence** button, press any numeric button to view the faulted points. Press **Next** to scroll these displays manually if you wish. Events scroll from oldest to newest.

Special System Trouble Display

These displays appear on all keypads in the system. Refer to *Standard Displays* on page 86 for a description of each system trouble display. Pressing **CMD 4** or the **Silence** button silences a system trouble tone, but the **System Trouble** display will not clear until the faulted condition is corrected.

A system trouble display begins by sounding a trouble tone and then 3 sec later the specific System Trouble Display is shown, such as **Service AC Fail.**

Some systems might be programmed to not initiate a trouble tone during these conditions.

Events Cleared from the Keypad Are Not Lost

If you clear the alarms and troubles from the display, you can still view all the events that occurred since the last time the system was armed by using **CMD 40** (View Alarm Memory).

Entry Delay Tone and Display

When you enter an armed system through a point programmed for entry delay, the keypad emits a repeating warble tone and displays a warning that the area is in entry delay. This display alternates with one notifying you that a passcode entry is needed to turn off your security system.

If you fail to turn off the security system before the entry delay time expires, it will sound the burglary tone and might also send an alarm report to your security company.

If enabled by your security company, there is a short period of time after the start of the alarm that a passcode entry aborts the transmission of the alarm report. **Alarm Aborted** shows if this occurs.

Exit Delay Tone and Display

After you arm your system, the keypad emits a repeating beep tone, shows **Exit Now!** And counts down the exit delay time.

During the last 10 sec of the Exit Delay time, the keypad will emit a more urgent tone.

Button Press Checking Tones

Valid Entry

If you press an appropriate button for the function or entry you desire, the keypad emits a muted beep tone, indicating it accepted your button stroke.

Invalid Entry

A flat buzz tone sounds when you perform a function that is not allowed or when the keypad has no information to display.

Silencing an Alarm

The audible alarm sounds for a specific period of time before it automatically shuts off. If an alarm occurs and you want to silence the siren before the time expires, simply enter your personal passcode and press **ENTER**.

To Silence an alarm:

Enter your passcode and press **ENTER**.

How Your System Reports Alarms

Your security system might be programmed to automatically seize your telephones when sending reports to your security company. Once the report is completed, your security system restores the telephone line to normal operation (check with your security company). Other methods of communicating alarm conditions are also available. Please consult your security company for services available in your area.

Your system makes repeated attempts to send reports to your security company.

In the event your security system fails to communicate, the keypad sounds a Trouble Tone and shows **Comm Fail Route Grp1** (where the Route Group can be 1, 2, 3, or 4):

```
        AREA 1 WAREHOUSE
     Comm Fail Route Grp1
                   Silence
     Help?              Menu
     1   2   3   4   5   CMD
     6   7   8   9   0  ENTER
```
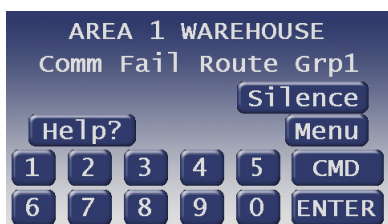
Notify your security company of the communications failure.

> ☑ If your system uses telephone lines as its means of communication and telephone service is interrupted, your security system cannot send reports to your security company unless it has an alternate means of transmitting them.

Part II: System Commands

☑ Some of these functions might not be available in your system. Please consult your security company to determine which commands have been made available to you.

If you attempt to enter a function that is not available or if the function is available in the system but your passcode is not authorized to perform the function, then ****No Authority**** shows on the keypad.

```
**No Authority**

Please try again...

1  2  3  4  5  CMD
6  7  8  9  0  ENTER
```

Press the **CMD** button and then the one or two digits shown in *Table 2* to perform the function. When you use a command to perform a function, the displays in the function list below do not appear at your keypad.

☑ Some commands listed in *Table 2* might not be available. Contact your security company for more information.

Table 2:   Keypad Commands

COMMAND	Function
1	Master Arm
1 + 1	Master Arm Instant
2	Perimeter Instant
3	Perimeter Delay
4	Silence Trouble Sounder and Clear Trouble Display
4 + 0	View Memory
4 + 4	Walk Test
4 + 7	Reset Sensors
6	Watch Mode
7	Special Alert
8	Perimeter Partial
9	Special Alert
0	Bypass a Point
0 + 0	Unbypass a Point

☑ Some commands listed below might not be available. Contact your security company for more information.

Passcode Protected Commands and Functions

Commands and/or Functions within your system might be programmed to require a valid passcode prior to gaining access to that function. This ensures that only authorized people have access to specific functions.

1. The display might prompt you to enter your passcode.

```
Enter passcode:

then press ENTER
     Exit
 1   2   3   4   5   CMD
 6   7   8   9   0   ENTER
```

2. The passcode is shown as asterisks (*) when entered and advance from the right side of the display to the left until all passcode digits (from a minimum of 3 to a maximum of six) are entered.

```
Enter passcode:
Entering: ******

     Exit
 1   2   3   4   5   CMD
 6   7   8   9   0   ENTER
```

3. Press **ENTER**.

Turning the System On (Arming)

Your security system can be turned on (armed) in many different ways, depending on the arming command used. Arming Commands are those commands used to turn the system on. The most basic arming command is to arm the entire system.

There are several other arming commands to turn the system on. These are described later in this manual.

To Turn Your Security System On (Arm)

1. Enter your passcode and press **ENTER**.

2. After you arm your system, the keypad emits a repeating beep tone, shows **Exit now! # seconds remaining** and counts down the exit delay time.

```
Exit Now! 16
seconds remaining.




 1   2   3   4   5   CMD
 6   7   8   9   0   ENTER
```
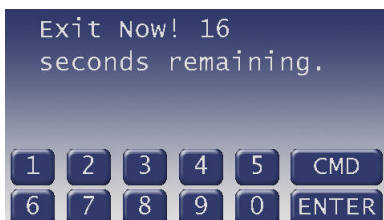
Turning the System Off (Disarming)

Entering your personal passcode turns off your security system. When the system is turned on, you must enter through a designated entry door to prevent an instant alarm condition. Opening the door starts entry delay time and the keypad emits a pulsing "beep" tone to remind you to turn the system off. Enter your passcode before the delay time expires and the system turns off.

If you enter through the wrong door or fail to disarm before the entry delay time expires, you cause an alarm.

If this happens, silence the alarm (by entering your personal passcode and pressing **ENTER**) and call your security company to let them know that it is not an emergency situation.

☑ If enabled by your security company, there is a short period of time after the start of the alarm that a passcode entry aborts the transmission of the alarm report. **Alarm Aborted** shows if this occurs.

To Turn Your Security System Off (Disarm):

1. Enter your passcode and press **ENTER**.

2. You must press the **ENTER** button within 5 sec of entering your passcode, or the passcode entry is invalid.

3. The display returns to idle disarmed text.

```
AREA 1 WAREHOUSE
 A1 AREA IS OFF


 Help?              Menu
 1   2   3   4   5   CMD
 6   7   8   9   0   ENTER
```
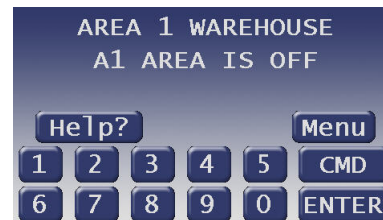
Turning On the System (Arming) With a Duress Passcode

Your passcode might have a special duress feature that can be your personal passcode with its last digit increased by one or two digits. Alternately, some systems might have a specific passcode designated as the Duress disarm passcode. Consult your security company for your security system's configured duress option.

For example, if your passcode is 1234, your duress passcode might be 1235 or 1236.

If an intruder demands that you arm or disarm the security system, you can use your duress passcode. The duress passcode arms or disarms the system and sends a duress report to your security company. There is no alarm tone or visual indication at the premises that the report is sent. Check with your security company before attempting to use this feature.

Turning On the System (Arming) With Doors or Windows Open

If a protected door or window is open, you might have the option of "force arming" with that point faulted. Faulted points (opened doors or windows) that are force armed are not included in the system. The remaining points arm normally.

Force armed points either return to normal operation after you turn your system off or return to normal when the door or window is closed. Your system might not offer force arming or it might be restricted to specific points. Contact your security company for more information.

Use your passcode or an arming function to start the arming process.

1. Ensure the display shows **Check Area #**.

2. One of the messages below might display in place of **Check Area #**.
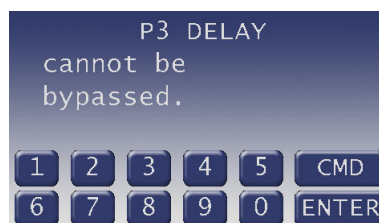
This display indicates the system is programmed not to arm with particular points faulted (doors or windows open).
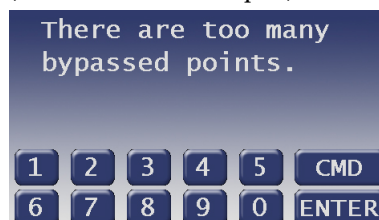
This display indicates that the system's number of allowable bypassed points has been reached. Your system's maximum number of bypassed and/or force armed points is set by your security company. Check with them to learn this number.

```
There are too many
faulted points.

1  2  3  4  5  CMD
6  7  8  9  0  ENTER
```
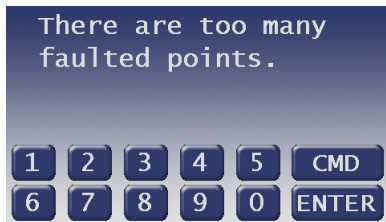
This display indicates that more than the number of allowable points are faulted. Bypassed points are counted as faulted. Your system's maximum number of bypassed and/or force armed points is set by your security company. Check with them to learn this number.

3. The display shows **Not Ready to Arm**.

```
AREA 1 WAREHOUSE
NOT READY TO ARM
            View Points
Help?              Menu
1  2  3  4  5  CMD
6  7  8  9  0  ENTER
```
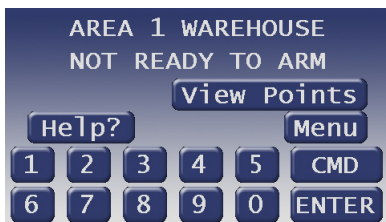
4. Pressing the **View Points** button shows the specifics for any points that are faulted or bypassed.

    Faulted points are shown first then bypassed points.

5. The display changes to show the number of faulted points in the area.

```
AREA 1 WAREHOUSE
has 1 faulted
points.        Exit
Previous       Next
1  2  3  4  5  CMD
6  7  8  9  0  ENTER
```
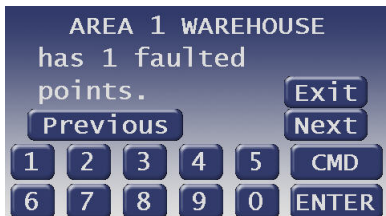
Press the **Next** button repeatedly to scroll through the point text for each faulted point.

6. Once the last bypassed point is shown, the display changes to show the button to either force arm the faulted points (**Force Arm**) or force arm the faulted/bypassed points (**Force/Bypass Arm**).

```
AREA 1 WAREHOUSE
Force/Bypass Arm
              Exit
Previous      Next
1  2  3  4  5  CMD
6  7  8  9  0  ENTER
```
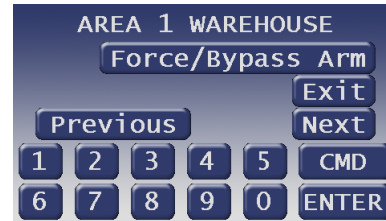
Pressing the **Next** button at this screen aborts the arm command and return to viewing the faulted points.

7. Press the appropriate button to arm your system with the faulted/bypassed points removed from service.

Master Arm (CMD + 1)

Description

Use this function to turn on both the perimeter and interior of a single area indicated on the first line (top) of the keypad display. When you turn the system on, the display shows how many seconds of exit delay time you have to exit the protected area. You should leave before exit delay time expires.

Leaving after exit delay has expired causes the entry delay to start if the person exits through a point designated Entry/Exit door. Exiting through any other point could cause an immediate alarm. Moving into the interior of the protected area causes an alarm on an interior device. If an alarm occurs, enter your personal passcode to disarm the system.

Your cleaning service, a serviceman, or others might also use this function to turn on your system when they leave.

Using Master Arm

> ☑ Using the **CMD+1** command only arms the area currently displayed on the top line of the keypad display. For example, if the keypad is assigned to AREA 1 WAREHOUSE, only AREA 1 WAREHOUSE arms when **CMD+1** is pressed.

1. Ensure your keypad shows idle text.

   ```
   AREA 1 WAREHOUSE
   A1 AREA IS OFF

   Help?              Menu
   1  2  3  4  5    CMD
   6  7  8  9  0    ENTER
   ```
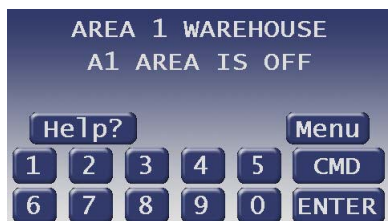
2. Press the **CMD** button.
3. The display shows ***System Command*.**

   ```
   *System Command*



   1  2  3  4  5    CMD
   6  7  8  9  0    ENTER
   ```

4. Press the **1** button.

5. If your system is programmed to require a passcode when performing a **CMD 1**, the display prompts you to enter your passcode.

   The passcode is shown as asterisks (*).

   ```
   Enter passcode:
   Entering: ******

   Exit
   1  2  3  4  5    CMD
   6  7  8  9  0    ENTER
   ```

6. If the passcode has valid authority for this command, the display shows **Exit Now! #** (# = exit delay time remaining) **seconds remaining**.

   ```
   Exit Now! 16
   seconds remaining.



   1  2  3  4  5    CMD
   6  7  8  9  0    ENTER
   ```

   ```
   AREA 1 WAREHOUSE
   A1 AREA IS ON

   Help?              Menu
   1  2  3  4  5    CMD
   6  7  8  9  0    ENTER
   ```
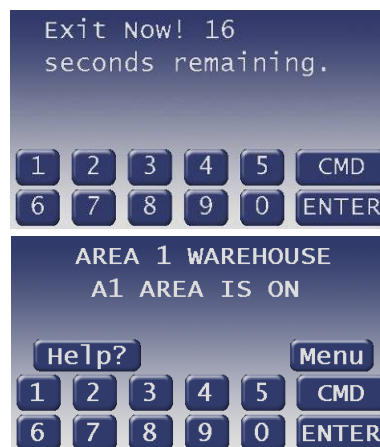
   After the exit delay time expires, the display changes to idle armed text.

7. To disarm your security system, enter your personal passcode and press **ENTER**.

Master Arming all Areas

If you prefer, you might use the **Master Arm** command in the function list. Press the **Menu** button to access the function list configured in the keypad.

1. Ensure your keypad shows idle text.

   ```
   AREA 1 WAREHOUSE
   A1 AREA IS OFF

   Help?              Menu
   1   2   3   4   5   CMD
   6   7   8   9   0   ENTER
   ```
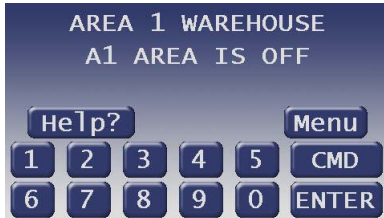
2. Press the **Menu** button to enter the function list, then press the **Next** button repeatedly.

   When you reach the **Master Arm** button, press it.

   ```
   Master Arm?
   ```

3. Press the button.

4. The display might prompt you to enter your passcode.

   The passcode is shown as asterisks (*) when entered.

   ```
   Enter passcode:

   then press ENTER
        Exit
   1   2   3   4   5   CMD
   6   7   8   9   0   ENTER
   ```

5. If more than one area is configured, the system gives the option to arm all areas with **Master Arm All**. To arm all areas, proceed to *Step 9*.

   ```
   AREA 1 WAREHOUSE
      Arm Area 1 ?

     Exit       Arm
   1   2   3   4   5   CMD
   6   7   8   9   0   ENTER
   ```

6. To arm a selected area, press **Next** until the desired area appears (Area name text along with **Arm Area #**).

7. Then press **Arm.**

   ```
   Arm?
   ```

8. The next available area appears with the option to arm it.

   Every time the **Next**, **Previous** or **Arm** buttons are pressed, the display scrolls to the next unarmed area.

9. To arm all available areas, press the **Arm** button when the display reads **Master Arm All.**

   ```
   Master Arm All ?
   Previous           Next
    Exit               Arm
   1   2   3   4   5   CMD
   6   7   8   9   0   ENTER
   ```

   The display changes to show that all authorized areas are arming.

   The display shows **Exit Now! #** (# = exit delay time remaining).

   ```
   Exit Now! 16
   seconds remaining.


   1   2   3   4   5   CMD
   6   7   8   9   0   ENTER
   ```

   After the exit delay time expires, the display changes to idle armed text.

10. To disarm your security system, enter your personal passcode and press **ENTER**.

11. The display changes to show that all the areas are disarmed.

    The display returns to idle text.

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Master Arm Instant (CMD + 1 + 1)

Use this function to turn on a single area, both perimeter and interior without delays. When entering **CMD 11**, remember that the second 1 must be pressed within 2 sec after pressing the first 1.

The menu entry **Master Arm Inst** is different in that it allows all or selected areas to be armed instantly.

☑ **CMD 11** does not comply with SIA CP-01 Standard.

☑ Using the **CMD + 1 + 1** command only instantly arms the area where the keypad has been assigned. For example, if the D1265 is assigned to Area 1, only Area 1 is armed when **CMD + 1 + 1** is pressed.

1. Ensure your keypad shows idle text.
2. Press the **CMD** button. The display shows ***System Command***.

3. Press the **1** button. Now press the **1** button again.

The keypad display shows **All On Instant**.

4. To disarm your security system, enter your personal passcode and press **ENTER**.

Perimeter Instant (CMD + 2)

Turn On the Perimeter With No Delays

Description

Use this function to turn on only the perimeter of your building, leaving the interior of the building disarmed. This function allows no exit or entry delay time through the perimeter, including the designated exit delay door.

This function is useful in residential systems when everyone is home and ready to retire for the evening. You can have the security of an armed perimeter, yet move freely throughout the interior of the premises.

It is also useful in commercial systems when you are working before or after business hours and wish to have the perimeter armed. Remember there are no entry or exit delays when you use this function. You must disarm (turn off) the system to enter or exit the premises.

Using Perimeter Instant

Interior points are not armed with this command and might remain faulted while arming with **CMD 2**.

1. Press the CMD button.
2. The display shows ***System Command***.
3. Press the **2** button.

☑ If you prefer, you might use the function list in place of *Steps 1* through *3* to initiate this function.

Press the **Menu** button to enter the function list.

Press the **Next** button repeatedly.

When you reach the **Perimeter Arm Inst** button, press it.

4. The display shows **Perimeter On Instant**.

> AREA 1 WAREHOUSE
> Perimeter On Instant
>
> Help?   Menu
> 1 2 3 4 5 CMD
> 6 7 8 9 0 ENTER
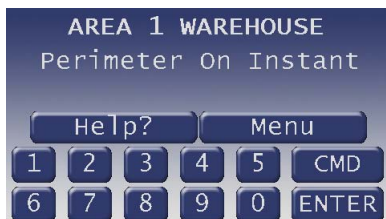
After arming the perimeter without delays, you cannot enter or exit the premises without disarming the system. Opening a perimeter door before disarming generates an alarm. If this happens, silence the alarm by turning your system off and call your security company to let them know that it is not an emergency situation.

Perimeter Delay (CMD + 3)

Turn On the Perimeter With Delays

Description

In residential systems this function allows you to only arm the perimeter and exit through a door programmed for exit delay. The interior of the building remains disarmed. People or pets are free to move throughout the interior of the premises.

This function is also useful in commercial systems when you are working before or after business hours and wish to have the perimeter armed. Other system users can enter through doors programmed for entry delay, which starts the entry delay sounder and countdown.

Using Perimeter Delay

Interior points are not armed with this command and might remain faulted while arming with **COMMAND 3**.

1. Press the **CMD** button.

2. The display shows ***System Command***.

3. Press the **3** button.

> ☑ If you prefer, you might use the function list in place of *Steps 1* through *3* to initiate this function.
>
> Press the **Menu** button to enter the function list.
>
> Press the **Next** button repeatedly.
>
> When you reach the **Perimetr Arm Delay** button, press it.
>
> Perimetr Arm Delay?

4. The display shows **Exit Now! # seconds remaining** (# = exit delay time remaining).

> Exit Now! 16
> seconds remaining.
>
> 1 2 3 4 5 CMD
> 6 7 8 9 0 ENTER

After the exit delay expires, **Perimeter On Delayed** is shown.

> AREA 1 WAREHOUSE
> Perimeter On Delayed
>
> Help?   Menu
> 1 2 3 4 5 CMD
> 6 7 8 9 0 ENTER

5. To disarm your security system, enter your personal passcode and press **ENTER**.

The display then returns to idle text.

Silence Trouble Sound/Clear Trouble Display (CMD + 4)

Description

Use **CMD 4** to silence the trouble sounder during system events. This command also clears system messages from the display. If an alarm has occurred and was silenced, the ***Alarm Silenced*** display continues to scroll to remind you that cleared events can be seen with the View Alarm Memory function. Refer to *View Alarm Memory (CMD + 4 + 0)* on page 23 for more information.

Using CMD 4

The display shows disarmed idle text.

1. Press the **CMD** button. The display shows ***System Command***.

   System Command

   [1] [2] [3] [4] [5] [CMD]
   [6] [7] [8] [9] [0] [ENTER]

2. Press the **4** button.

3. The keypad sounder is silenced.

   * Alarm Silenced *

   [Clear Display]

   [1] [2] [3] [4] [5] [CMD]
   [6] [7] [8] [9] [0] [ENTER]

View Alarm Memory (CMD + 4 + 0)

Description

Your system stores events that occurred since the last time memory was cleared. Use **CMD 40** to view Alarm Memory.

Alarm Memory allows you or a service technician to review events after they are cleared from the keypad's display. ***Alarm Silenced*** continues to scroll to remind you that events are stored in Event Memory.

Each time you turn the system on, the Event Memory is erased and the ***Alarm Silenced*** message is cleared.

Using View Alarm Memory

1. Ensure the display shows disarmed idle text.

2. Press the **CMD** button. The display shows ***System Command***.

   System Command

   [1] [2] [3] [4] [5] [CMD]
   [6] [7] [8] [9] [0] [ENTER]

3. Press the **4** button and then the **0** button.

> ☑ If you prefer, you might use the function list in place of *Steps 2* and *3* to initiate this function.
>
> Press the **Menu** button to enter the function list.
>
> Press **Next** button repeatedly.
>
> When you reach the **View Alarm Memory** button, press it.
>
> **View Alarm Memory?**

4. Your system shows event summary lines and point text in this order:

   a. fire alarm summary line

   b. point text for each fire alarm event

   c. alarm summary line

   d. point text for each alarm event

   e. fire trouble summary line

   f. point text for each fire trouble event

   g. trouble summary line

   h. point text for each trouble event

5. Press **Next** to scroll through the events.

If there are no events to view, **There are currently no events in memory** shows.

```
There are
currently no
events in memory
1  2  3  4  5  CMD
6  7  8  9  0  ENTER
```
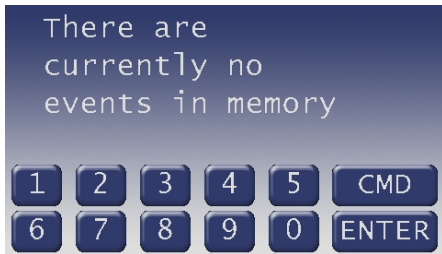
6. You can return to idle text at any time by pressing **Exit** button.

Walk Test (CMD + 4 + 4)

Description

Use this function to test keypads, detection devices, and sounders (both interior and exterior) to be certain they function properly. You can review untested points at your keypad to help pinpoint any problems.

You cannot arm your system while in the walk test mode, and no alarm reports are sent to your security company unless a 24-hour point is activated (such as fire or panic). A Walk Test Start Report might be programmed to be sent to your security company.

Upon initiation, the walk test tests the burglary bell pattern on the bell output and ring the keypad burglary bell for 2 sec. The AC is disabled for 4 minutes in order to test the system's battery power. If the battery cannot maintain the system for the 4-minute period, the keypad appears to power off. If your keypads are programmed to be supervised, the main alarm panel piezo intermittently during this 4-minute period. If this happens, contact your security company. At the end of the 4-minute period, AC is returned to the system and the control panel restores. To test individual detection devices, simply activate sensors and open protected doors and windows one-at-a-time. As each detection device is faulted, the keypad emits a brief tone and the display indicates for 60 sec that the point has been tested. This verifies that each detection device is working properly.

Using Walk Test

1. Ensure the display shows disarmed idle text.
2. Press the **CMD** button. The display shows ***System Command***.

```
*System Command*
1  2  3  4  5  CMD
6  7  8  9  0  ENTER
```

3. Press the **4** button and then the **4** button.

☑ If you prefer, you might use the function list in place of *Steps 2* and *3* to initiate this function.

Press the **Menu** button to enter the function list.

Press the **Next** button repeatedly.

When you reach the **Walk Test** button, press it.

```
Walk Test?
```

4. The burglary bell sounds for 2 sec. When the display shows **### points remain to be tested** (### is the number of points) you can begin.

```
6 points remain
to be tested.
    View untested pts
           End test
1  2  3  4  5  CMD
6  7  8  9  0  ENTER
```
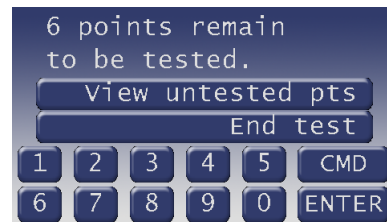
Test each point by first opening and then closing the door or window, or activating the other detection device types.

Check the display after testing each point. For interior points, walking past the device once is sufficient. If any point will not test correctly, contact your security company for service.

5. During the Walk Test you might want to refer to the points that remain untested by pressing the **View untested pts** button.

```
View untested pts
```

The display shows **### pts untested**.

```
6 pts untested
            Next Pt
   Exit     Prev Pt
1  2  3  4  5  CMD
6  7  8  9  0  ENTER
```

Press the **Next Pt** or **Prev Pt** buttons to refer to information about specific points that have not yet been tested.

---

6. Move through this list by pressing the **Next Pt** button.

```
        P3 DELAY
    Area 3, Pt 3,
    Normal,HW      [Next Pt]
    [Exit]         [Prev Pt]
    [1] [2] [3] [4] [5] [CMD]
    [6] [7] [8] [9] [0] [ENTER]
```
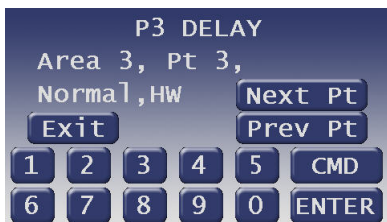
The display changes to show the information for that point.

Press the **Exit** button to return to the **### points remain to be tested** screen before continuing with the walk test.

7. When all points have been tested, **0 points remain to be tested** is shown.

Press the **Exit** button.

The display momentarily shows **All points have been tested**.

The display then shows idle text.

Reset Sensors (CMD + 4 + 7)

Description

Detection devices, such as smoke detectors and shock sensors, must be reset after being activated. This function momentarily removes power from these sensors to reset them.

Using Reset Sensors

1. Ensure the display shows disarmed idle text.

2. Press the **CMD** button. The display shows ***System Command***.

```
      *System Command*




    [1] [2] [3] [4] [5] [CMD]
    [6] [7] [8] [9] [0] [ENTER]
```

3. Press the **4** button, followed by the **7** button.

☑ If you prefer, you might use the function list in place of *Steps 2* and *3* to initiate this function.

Press the **Menu** button to enter the function list.

Press the **Next** button repeatedly.

When you reach the **Reset Sensors** button, press it.

```
                Reset Sensors?
```

4. The display shows for approximately 15 sec.

```
    Sensors
    resetting...
    Please Wait...

    [1] [2] [3] [4] [5] [CMD]
    [6] [7] [8] [9] [0] [ENTER]
```

While the sensors reset, the keypad resets before it returns to idle text.

If you enter this function and the detector or sensor resets momentarily, but then returns to a faulted condition, the conditions causing the activation might still be present or the detector might be faulty. Check to be certain that there is no smoke, fire, or other danger present. If you can't reset the detector or sensor, contact your security company.

Watch Mode (CMD + 6)

Description

With your security system disarmed, you can use watch mode to monitor some points. Each time some points are faulted (door or window is opened) the keypad chimes once and shows the point text for 60 sec. No alarms are generated by this mode except 24-hour alarms (fire, panic, and so on).

Use this function in residential systems to monitor entries or exits in your home. In commercial systems it can serve as a door chime to alert you when a customer or delivery person enters your business.

> ☑ Contact your security company to find out which points are watch points and whether or not your system automatically turns the Watch Mode on whenever you disarm.

Using Watch Mode

Description

With your security system disarmed, you can use watch mode to monitor some points. Each time some points are faulted (door or window is opened) the keypad chimes once and shows the point text for 60 sec. No alarms are generated by this mode except 24-hour alarms (fire, panic, and so on).

When the keypad's keypad lighting is on, the keypad will not chime. The buttons light for 20 sec whenever you press a button.

Use this function in residential systems to monitor entries or exits in your home. In commercial systems it can serve as a door chime to alert you when a customer or delivery person enters your business.

> ☑ Contact your security company to find out which points are watch points and whether or not your system automatically turns the Watch Mode on whenever you disarm.

Entering Watch Mode

1. The display shows disarmed idle text.
2. Press the **CMD** button. The display shows ***System Command***.

3. Press the **6** button.

> ☑ If you prefer, you might use the function list in place of *Steps 2* and *3* to initiate this function.
>
> Press the **Menu** button to enter the function list.
>
> Press **Next** button repeatedly.
>
> When you reach the **Watch Mode** button, press it.
>
>

4. The display briefly shows **Watch Mode is now on**.

The display returns to show idle text.

Exiting Watch Mode:

1. Ensure the display shows disarmed idle text.
2. Press the **CMD** button. The display shows ***System Command***.

3. Press the **6** button.

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☑ If you prefer, you might use the function list in place of *Steps 2* and *3* to initiate this function.

Press the **Menu** button to enter the function list.

Press the **Next** button repeatedly.

When you reach the **Watch Mode** button, press it.

Watch Mode?

4. The display briefly shows **Watch Mode is now off.**

Watch Mode is now off.

| 1 | 2 | 3 | 4 | 5 | CMD |
| 6 | 7 | 8 | 9 | 0 | ENTER |
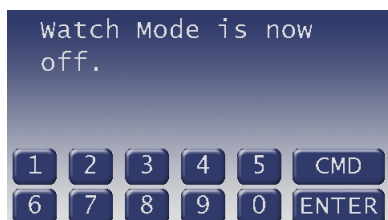
The display returns to show idle text.

Perimeter Partial (CMD + 8)

Partially Turn On the Perimeter

Description

This function is used to turn on the perimeter of your building while selected portions of the perimeter remain turned off. Perimeter points that are not secure (faulted) when this function is entered are automatically bypassed and are not included in the system. This function will not turn on the interior of your building. Entry/exit delays are provided with this arming command.

Use this function in residential systems to turn on the front of your house while the interior and the rear perimeter doors are left turned off, giving you freedom of movement between the house and patio.

In commercial systems, when you need access to the large overhead doors to receive deliveries, using this function allows you to keep the rest of the building perimeter armed.

Using Perimeter Partial

1. Ensure the display shows disarmed idle text.

2. Press the **CMD** button. The display shows ***System Command***

System Command

| 1 | 2 | 3 | 4 | 5 | CMD |
| 6 | 7 | 8 | 9 | 0 | ENTER |

.

3. Press the **6** button.

☑ If you prefer, you might use the function list in place of *Steps 2* and *3* to initiate this function.

Press the **Menu** button to enter the function list.

Press the **Next** button repeatedly.

When you reach the **Perimeter Arm Part** button, press it.

Perimeter Arm Part?

5. The display prompts the user to exit the area and starts counting down # seconds to arm the system.

```
Exit Now! 15
seconds remaining.

 1   2   3   4   5   CMD
 6   7   8   9   0   ENTER
```
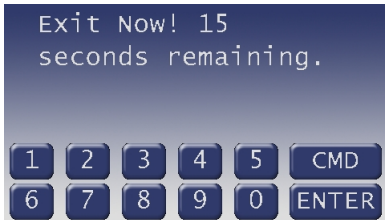
is the number of sec remaining in the countdown.

6. When exit delay time expires and the system turns on, the display shows:

```
     AREA 1 WAREHOUSE
  Perimeter On Partial

    Help?        Menu
 1   2   3   4   5   CMD
 6   7   8   9   0   ENTER
```
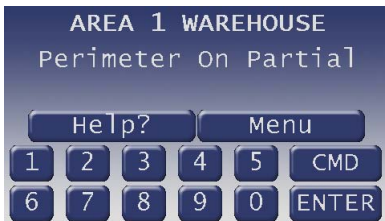
7. To disarm, enter your personal passcode and press **ENTER**.

Special Alerts (CMD + 7 and CMD + 9)

Description

Commands 7 and 9 can be programmed to respond to specific situations that might need immediate attention. They might also be used to send a silent alarm to your security company without sounding an alarm signal on the premises. Check with your security company for the options they offer.

Using CMD 7

1. Ensure your keypad shows idle text.

2. Press the **CMD** button. The display shows ***System Command*.**

3. Press the **7** button.

> ✓ If you prefer, you might use the function list in place of *Steps 2* and *3* to initiate this function.
>
> Press the **Menu** button to enter the function list.
>
> Press the **Next** button repeatedly.
>
> When you reach the **User Command 7** button, press it.
>
> ```
>    User Command 7?
> ```

4. Your Command 7 special alert has been programmed to:
   ❑ notify your alarm company
   ❑ ring a bell on your premises
   ❑ display at your keypad

   Description:

   _____
   _____

Using Command 9

1. Ensure the display shows disarmed idle text.
2. Press the CMD button. The display shows *System Command*.
3. Press the **9** button.

> ☑ If you prefer, you might use the function list in place of *Steps 2* and *3* to initiate this function.
>
> Press the **Menu** button to enter the function list.
>
> Press the **Next** button repeatedly.
>
> When you reach the **User Command 9** button, press it.
>
> ## User Command 9?

4. Your Command 9 special alert has been programmed to:
   - ❑ notify your alarm company
   - ❑ ring a bell on your premises
   - ❑ display at your keypad

   Description:

   _____

   _____

Part III: Advanced Commands

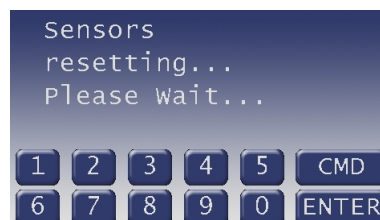Use this section of the manual to perform advanced system functions like add and delete user passcodes, reassign authority levels to user passcodes and operate or change programmed scheduled events (Skeds) from the keypads. As you make changes to the system, update the information contained in the tables in this guide to provide an accurate account of the programmed information.

Advanced Commands

> ☑ Some commands listed below might not be available. Contact your security company for more information.

Advanced	
COMMAND	**Function**
0	Bypass a Point
0 + 0	Unbypass a Point
4 + 1	Test Report
4 + 2	Status Report
4 + 3	Remote Program
4 + 5	Change Time/Date
4 + 6	Door Control
	Access Level Change
4 + 9	Change Display
5 + 0	Move to Area
5 + 1	Extend Closing

Advanced	
COMMAND	**Function**
5 + 2	Change Sked
5 + 3	Delete Passcode
5 + 4	Change Relay
5 + 5	Change Passcode
5 + 6	Add Passcode
5 + 7	Default Text
5 + 8	Fire Test
5 + 9	Display Rev
	Print Log
	View Log
	View Point Status

Terms Used in This Section

Listed below are some of the terms you'll see throughout this section. Each term is covered in greater detail later in this section and in *Part II: System Commands.*

Account	One or more areas reporting under a particular account number.
Area	A group of detection devices connected to your security system.
Arm and Disarm	To switch your burglar detection devices "on" and "off." When the burglar detection device is armed and is tripped, an alarm might be set off. When the burglar detection devices are disarmed, the security system will not detect intruders. Detection devices programmed as 24-Hour or Fire points are always on.
Authority Levels	Levels of access authority assigned to passcodes.
Keypad	Arming station used to operate your security system.
Keypad Scope	Determines which areas a particular keypad can access.
Control Panel	The main control unit, which is locked in a steel enclosure. It sends data to and receives inputs from the keypads.
Relays	Optional dry contact outputs that respond to system events.
Skeds	Functions programmed by your security company that occur at predetermined times.

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User Passcodes — A three to six digit number entered at a keypad to access the system.

Bypass a Point (CMD + 0)

Description

This command allows you to bypass points that you do not want included in the system. Points that are not included in the system do not detect intruders and cannot send any reports. You can bypass points when an area is disarmed. Bypassing a point reduces the level of security and should be used with discretion. Points remain bypassed until you unbypass them, or some points might return when the area is disarmed (refer to *Unbypass a Point (CMD + 0 + 0)* on page 33).

You could use **CMD 0** to leave a window open over night without initiating an alarm. Also refer to *Turning On the System (Arming) With Doors or Windows Open* on page 17.

Using Bypass a Point

1. Ensure your keypad shows idle text.

2. Press the **CMD** button. The display shows ***System Command*.**

   ```
   *System Command*


   1  2  3  4  5  CMD
   6  7  8  9  0  ENTER
   ```

3. Press the **0** button.

   If you prefer, you might use the function list in place of *Steps 2* and *3* to initiate this function.

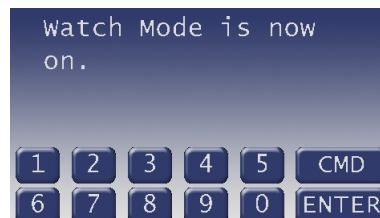   Press the **Menu** button to enter the function list.

   Press the **Next** button repeatedly.

   When you reach the **Bypass a Point** button, press it.

   Bypass a Point?

4. You might be prompted for your passcode. It appears on the display as asterisks (*).

   ```
   Enter passcode:
   Entering: ******

      Exit
   1  2  3  4  5  CMD
   6  7  8  9  0  ENTER
   ```

5. The display changes to show **Enter point number or press next key**.

   ```
   Enter point number
   or press next key.

      Exit      Next
   1  2  3  4  5  CMD
   6  7  8  9  0  ENTER
   ```
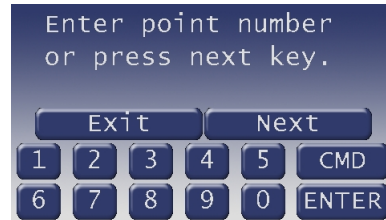
6. If a digit is pressed, the display shows **Enter point number: #**. As soon as a digit button is pressed, the display changes to **Entering point number** (# is the point number entered).

   ```
   Entering point
   number:   2
                 Enter
      Exit      Next
   1  2  3  4  5  CMD
   6  7  8  9  0  ENTER
   ```
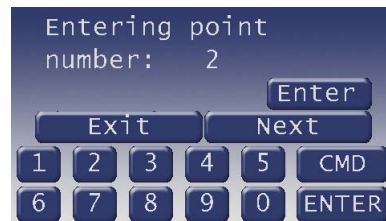
   If you know the point number you wish to bypass, enter the number and press the **ENTER** button.

   If you don't know the number of the point you wish to bypass, you can view the list of devices that can be bypassed by pressing the **Next** button.

   Continuously pressing **Next** scrolls through the available points that can be bypassed.

   When the point text of the point you wish to bypass appears, press the **Bypass** button.
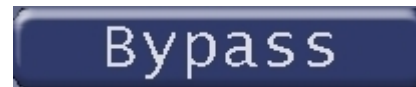
   Bypass

   P3 ENTRY DELAY is not bypassed indicates the point is not bypassed and the option is given to bypass it.
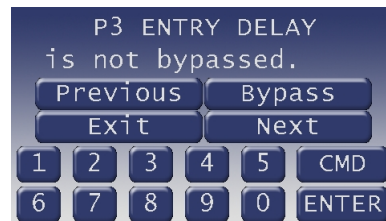
   ```
   P3 ENTRY DELAY
   is not bypassed.
   Previous    Bypass
      Exit      Next
   1  2  3  4  5  CMD
   6  7  8  9  0  ENTER
   ```

   One of the following messages shows (P3 ENTRY DELAY is used here as an example):

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P3 ENTRY DELAY is now bypassed indicates the point was successfully bypassed.

```
        P3 ENTRY DELAY
     is now bypassed.


   [1] [2] [3] [4] [5] [ CMD ]
   [6] [7] [8] [9] [0] [ENTER]
```
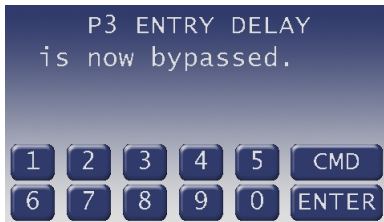
P3 ENTRY DELAY is already bypassed indicates that the point has already been bypassed.

```
        P3 ENTRY DELAY
     is already
     bypassed.

   [1] [2] [3] [4] [5] [ CMD ]
   [6] [7] [8] [9] [0] [ENTER]
```
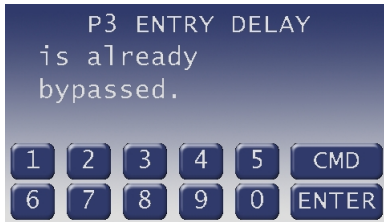
P3 DELAY cannot be bypassed indicates the system is programmed not to allow that point to be bypassed.
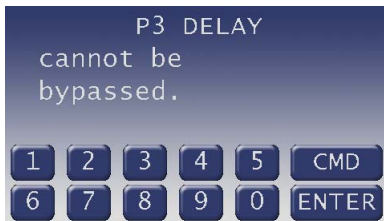
```
          P3 DELAY
     cannot be
     bypassed.


   [1] [2] [3] [4] [5] [ CMD ]
   [6] [7] [8] [9] [0] [ENTER]
```

Invalid point Please try again indicates that the entered point doesn't exist and the display returns to allow another point to be entered.

```
     Invalid point
     Please try again.



   [1] [2] [3] [4] [5] [ CMD ]
   [6] [7] [8] [9] [0] [ENTER]
```

No additional points indicates that there are no more points that can be bypassed.

```
     No additional
     points.



   [1] [2] [3] [4] [5] [ CMD ]
   [6] [7] [8] [9] [0] [ENTER]
```
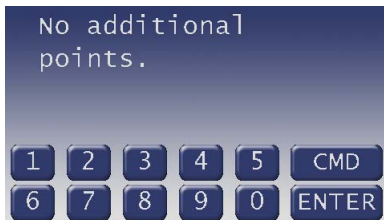
7. If the bypassed point is a Fire Point, the message Fire Point Bypassed begins alternating in the display with A1 Area Is Off.

```
     AREA 1 WAREHOUSE
     Fire Point Bypassed

     ( Help? )    ( Menu )
   [1] [2] [3] [4] [5] [ CMD ]
   [6] [7] [8] [9] [0] [ENTER]
```

8. If the bypassed point is a 24-hour point, the message **24hr Point Bypassed** begins alternating in the display with **A1 Area Is Off**.

```
     AREA 1 WAREHOUSE
     24hr Point Bypassed

     ( Help? )    ( Menu )
   [1] [2] [3] [4] [5] [ CMD ]
   [6] [7] [8] [9] [0] [ENTER]
```

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Unbypass A Point (CMD + 0 + 0)

Description

Unbypassing a point is a way to return a bypassed point to the security system so that it can once again respond to trouble and alarm conditions.

Using Unbypass a Point

1. Ensure the display shows disarmed idle text.

2. Press the **CMD** button. The display shows ***System Command***.

   System Command
   [1][2][3][4][5][CMD]
   [6][7][8][9][0][ENTER]

3. Press the **0** button twice.

> ✓ If you prefer, you might use the function list in place of *Steps 2* and *3* to initiate this function.
>
> Press the **Menu** button to enter the function list.
>
> Press the **Next** button repeatedly.
>
> When you reach the **Unbypass a Point** button, press it.
>
> Unbypass a Point?

4. You might be prompted for your passcode. It appears on the display as asterisks (*).

   Enter passcode:
   Entering: ******
   [Exit]
   [1][2][3][4][5][CMD]
   [6][7][8][9][0][ENTER]

5. The display changes to show **Enter point number or press next key**.

   Enter point number
   or press next key.
   [Exit][Next]
   [1][2][3][4][5][CMD]
   [6][7][8][9][0][ENTER]
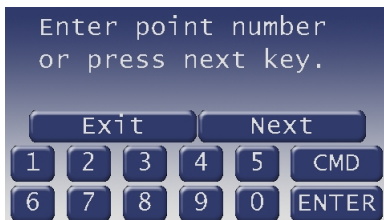
6. If digits are pressed, the display shows **Enter point number: #**. As soon as a digit button is pressed, the display changes to **Entering point number** (# is the point number that was entered).

   Entering point
   number: 2
   [Enter]
   [Exit][Next]
   [1][2][3][4][5][CMD]
   [6][7][8][9][0][ENTER]
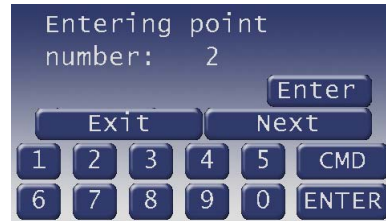
   If you know the point number you wish to unbypass, enter the number and press the **ENTER** button.

   If you don't know the number of the point you wish to unbypass, you can view the list of devices that can be unbypassed by pressing the **Next** button.

   Continuously pressing **Next** scrolls through the available points that are currently bypassed.

   When the point text of the point you wish to unbypass appears, press the **Unbypass** button.

   P3 DELAY
   is bypassed.
   [Previous][Unbypass]
   [Exit][Next]
   [1][2][3][4][5][CMD]
   [6][7][8][9][0][ENTER]
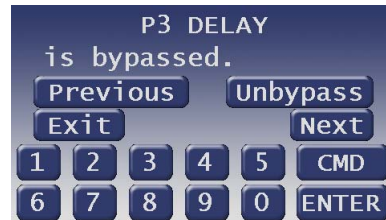
   One of the following messages shows (P3 ENTRY DELAY is used here as an example):

   P3 ENTRY DELAY is now bypassed indicates the point was successfully bypassed.
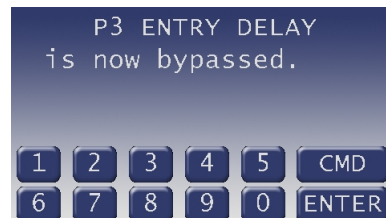
   P3 ENTRY DELAY
   is now bypassed.
   [1][2][3][4][5][CMD]
   [6][7][8][9][0][ENTER]

   Invalid point Please try again indicates that the entered point doesn't exist and the display returns to allow another point to be entered.

   Invalid point
   Please try again.
   [1][2][3][4][5][CMD]
   [6][7][8][9][0][ENTER]

No additional points indicates that there are no more points that can be bypassed.

No additional
points.

1 2 3 4 5 CMD
6 7 8 9 0 ENTER
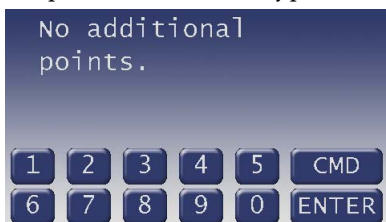
If an unbypassed point is entered, an error tone will sound and a warning will be displayed.

P9
is not bypassed.

1 2 3 4 5 CMD
6 7 8 9 0 ENTER
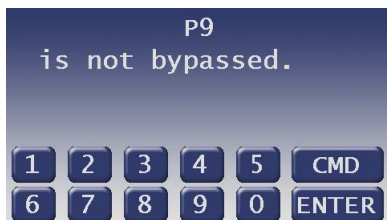
The display returns to idle text.

7. If you are attempting to unbypass a 24-Hour or Fire Point that is still faulted, the keypad shows **Cannot unbypass 24hr faulted points.**

Cannot unbypass
24hr faulted
points.

1 2 3 4 5 CMD
6 7 8 9 0 ENTER
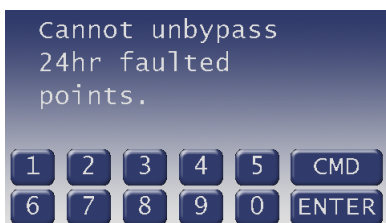
Send Report (CMD + 4+1 or 4+2)

Description

This function tests the communication link between your security system and your security company. It is an important part of maintaining a high level of security for your property.

Two types of test reports can be sent. The first type of report is a simple test report (Command 41). The second type of report is a status report (Command 42). This status report indicates the current condition of your system.

Using Send Report

1. Always call your security company before sending a test report.

2. Ensure the display shows disarmed idle text.

3. Press the **CMD** button. The display shows ***System Command***.

System Command

1 2 3 4 5 CMD
6 7 8 9 0 ENTER

4. Press the **4** button then the **1** button to send a test report.

    Press the **4** button then the **2** button to send a status report.

> ☑ If you prefer, you might use the function list in place of *Steps 3* and *4* to initiate this function.
>
> Press the **Menu** button to enter the function list.
>
> Press the **Next** button repeatedly.
>
> When you reach the **Send Report** button, press it.
>
> Send Report?
>
> Another menu appears allowing for the selection of sending a test report (**Test Rpt**) or a status report (**Status Rpt**). Press either button.

5. The keypad shows **Sending report**… **Please wait**… until the report is transmitted to the security company.

6. When the transmission is complete the keypad shows **Report sent** for 5 sec.

☑ If the **Exit** button is pressed before 5 sec have elapsed, idle text is shown.

The display returns to idle text.

7. If the test (or status) report does not successfully transmit to the central station, the keypad might sound a trouble tone and display **Comm Fail Route Grp#** (# = 1-4) after numerous unsuccessful attempts.

Remote Program (CMD + 4 + 3)

Description

This function allows the user to initiate Remote Programming Software (RPS) sessions. When the phone is ringing at the control panel, the user initiates this function to have the control panel seize the line.

Your security company can remotely program your security system using the telephone line to which your control panel is connected. Typical remote programming functions include: changing personal passcodes, changing entry/exit delays, resetting the system clock/calendar, and adding/deleting system arming commands.

Your security company might ask you to follow the steps below to begin a remote programming session. The time it takes to program the control panel is dependent on the number of changes made to the program.

You'll notice that two sets of procedures are presented. The one you use depends upon whether your system has a pre-programmed telephone number in its memory.

❑ My system does not have the RPS phone or the RPS network configured.

For systems without a phone number

1. Ensure the display shows disarmed idle text.

2. Call this phone number:

   _____

   This number is designated for the RPS.

   You must make the call using the telephone located at:

   _____

3. Identify yourself and your premises (account number, name, address, etc.) and advise the operator of the services you wish to have performed. When the operator instructs you, proceed to *Steps 4* through *6*.

4. Press the **CMD** button. The display shows ***System Command***.

5. Press the **4** button then the **3** button.

6. Advance the menu (if necessary) and select the **Allow Answer** option.

☑ If you prefer, you might use the function list in place of *Steps 2* and *3* to initiate this function.

Press the **Menu** button to enter the function list.

Press the **Next** button repeatedly.

When you reach the **Remote Program** button, press it.

```
Remote Program?
```
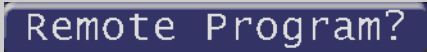
Press **ENTER**.

☑ If you prefer, you might use the function list in place of *Steps 2* and *3* to initiate this function.

Press the **Menu** button to enter the function list.

Press the **Next** button repeatedly.

When you reach the **Remote Program** button, press it.

```
Remote Program?
```
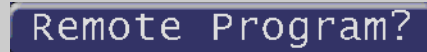
Press **ENTER**.

7. The display shows **RPS connecting**…

8. The security system now allows RPS to connect over the phone line or over the network to the control panel.

9. At the conclusion of the programming session your system sends a report to the security company and then returns your telephone to normal service and your display to idle text.

For systems with a phone number configured

❑ My system uses a phone number for Remote Programming

1. Ensure your keypad shows idle disarmed text.

2. Press the **CMD** button. The display shows ***System Command*.**

3. Press the **4** button then the **3** button.

4. Select **RPS via Phone**.

5. The display shows **RPS connecting**…

6. The security system now calls the telephone number specified for the remote programming session.

7. At the conclusion of the programming session your system sends a report to the security company and then returns your telephone to normal service and your display to idle text.

For systems with a network connection

❑ My system uses an IP Address and network connection for Unattended Remote Programming

1. Ensure your keypad shows idle disarmed text.

2. Press the **CMD** button. The display shows ***System Command*.**

3. Press the **4** button then the **3** button.

If you prefer, you might use the function list in place of *Steps 2* and *3* to initiate this function.

Press the **Menu** button to enter the function list.

Press the **Next** button repeatedly.

When you reach the **Remote Program** button, press it.

```
Remote Program?
```

Press **ENTER**.

4. Select **RPS via Network**.

5. Do one of the following:
   - ❑ My system uses the default port number for network connection. Press **Use Port ###** and then skip to Step *7*.
   - ❑ My system uses an alternate port number for network connection: _____.

```
RPS connecting...

        Exit
   1   2   3   4   5   CMD
   6   7   8   9   0   ENTER
```

6. Select the **Enter Port Number** option and enter the port number specified.

7. The security system now connects to the IP Address specified for network connection during the remote programming session.

8. At the conclusion of the programming session your system sends a report to the security company and then returns the display to idle text.

Change Time/Date (CMD + 4 + 5)

The time and date in your system must be correct for scheduled events to occur at the correct times. Check the time at least once a month to ensure accuracy. Use this function to set both the time and date. The system uses a 12-hour, AM/PM format. There is the option to continuously display the time and date in place of area status. The Time and Date is shown continuously until a new command is entered or the current area's status has changed. Refer to *Change Display (CMD + 4 + 9)* on page 42, *Time/Date Display* for more information.

1. Ensure your keypad shows idle disarmed text.

2. Press the **CMD** button. The display shows ***System Command*.**

```
*System Command*



   1   2   3   4   5   CMD
   6   7   8   9   0   ENTER
```

3. Press the **4** and then the **5** button.

If you prefer, you might use the function list in place of *Steps 2* and *3* to initiate this function.

Press the **Menu** button to enter the function list.

Press the **Next** button repeatedly.

When you reach the **Change Time/Date** button, press it.

```
Change Time / Date?
```

4. The display shows **Enter new time**.

```
Enter new time:
   :
                  Set Date
       Exit
   1   2   3   4   5   CMD
   6   7   8   9   0   ENTER
```

To just change the date, press the **Set Date** button. Refer to *Step 6*.

If you input the wrong time, press the **Exit** button to clear the time.

Enter the new time using a 12-hour (HH:MM) format.

Example: If the desired time is 12:34, press 1 + 2 + 3 + 4

```
Enter new time:
09:37

    Exit        Enter
  1   2   3   4   5   CMD
  6   7   8   9   0   ENTER
```

The **Set Date** button disappears when the first digit is entered.

5. Press the **ENTER** button.

6. The display changes to show **AM** or **PM** buttons.

```
Enter new time:
09:39
                      AM
    Exit              PM
  1   2   3   4   5   CMD
  6   7   8   9   0   ENTER
```

Press the **AM** button to select AM.

Press the **PM** button to select PM.

7. The display shows **Enter new date**.

```
Enter new date:
   /   /
    Time/Date Display
    Exit
  1   2   3   4   5   CMD
  6   7   8   9   0   ENTER
```

Refer to *Step 9* for use of the **Time/Date Display** button.

If you input the wrong date, press the **Exit** button to clear the date.

Enter the new date using a MM/DD/YY format.

Example: If the desired time is July 28, 2010, press 0 + 7 + 2 + 8 + 1 + 0.

```
Enter new date:
07/28/10

    Exit        Enter
  1   2   3   4   5   CMD
  6   7   8   9   0   ENTER
```
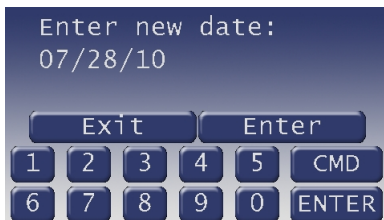
8. Press the **ENTER** button.

The **Time/Date Display** button is used to show how the time and date entered appears.

9. The new time and/or date is shown for 20 sec before the display returns to idle text.

```
AREA 1 WAREHOUSE
07/28/10  9:58AM

    Help?        Menu
  1   2   3   4   5   CMD
  6   7   8   9   0   ENTER
```

Press the **Exit** button to return to idle text.

Door Control (CMD + 4 + 6)

Description

There are three functions with the door control function:

- **Cycle Door** – momentarily unlocks a door to allow a person into an area
- **Unlock Door** – unlocks a door to allow free access
- **Secure Door** – locks a door and prohibits access regardless of a user's authority level

Using Door Control

1. Ensure your keypad shows idle disarmed text.

   AREA 1 WAREHOUSE
   A1 Area 1 Is Off
   Previous   Next
   Exit
   1 2 3 4 5 CMD
   6 7 8 9 0 ENTER

2. Press the **CMD button**. The display shows ***System Command***.
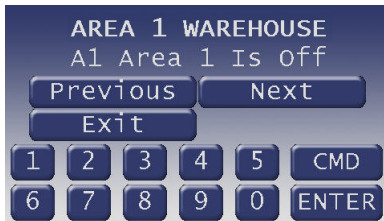
   System Command
   1 2 3 4 5 CMD
   6 7 8 9 0 ENTER

3. Press the **4** button and the **6** button.

   > If you prefer, you might use the function list in place of *Steps 2* and *3* to initiate this function.
   >
   > Press the **Menu** button to enter the function list.
   >
   > Press the **Next** button repeatedly.
   >
   > When you reach the **Door Control Menu** button, press it.
   >
   > Door Control Menu?

4. The display changes and shows all authorized choices of **Cycle Door**, **Unlock Door**, and **Secure Door**.

   * Door Control *
   Cycle Door
   Unlock Door
   Exit   Secure Door
   1 2 3 4 5 CMD
   6 7 8 9 0 ENTER

   Press the desired button.

Cycle Door

1. If you wish to momentarily unlock an access door to allow a person into an area, press the **Cycle Door** button.

2. The display reads ***Cycle Door*1 2 3 4 5 6 7 8** if all door are at a normal state and are available.

   If a door is not at a normal state, the number of the door would be replaced with a symbol indicated in *Table 3*.

   * Secure Door *
   1 2 3 4 5 6 7 8
   Select Door # and
   press Enter.   Exit
   1 2 3 4 5 CMD
   6 7 8 9 0 ENTER

   If a door is not at a normal state, the number of the door would be replaced with a symbol indicated in *Table 3*.

Table 3: Door Status	
Symbol	**Meaning**
-	Door is not active, in scope, or user will not have access level authority.
C	Door is on timed door sequence.
U	Strike and shunt are latched active (held open).
X	Strike and shunt are deactivated (secured).
F	There is a problem with the door. Call your security company.
1 - 8	Door is locked and ready for a command.

3. Enter the number of the door you wish to cycle then press the **ENTER** button. This door is cycled and the display changes to reflect the new status of the doors.

   For example, if you wanted to cycle Door 3, press **3** then press the **ENTER** button.

4. The display changes to show that all the doors are at a normal state except for Door 3, which is cycled.

   The display will return to the door number when the cycle command is complete.

   1 2 C 4 5 6 7 8

5. Enter another door number to cycle or press the **Exit** button to leave this function.

Unlock Door

1. If you wish to unlock an access door to allow free access, press the **Unlock Door** button.

2. The display reads ***Unlock Door***1 2 3 4 5 6 7 8* if all door are at a normal state and are available.

   1 2 3 4 5 6 7 8

   If a door is not at a normal state, the number of the door would be replaced with a symbol indicated in *Table 3*.

3. Enter the number of the door you wish to unlock then press the **ENTER** button. This door is unlocked and the display changes to reflect the new status of the doors.

   For example, if you wanted to unlock Door 3, press *3* then press the **ENTER** button.

   The display changes to show that all the doors are at a normal state except for Door 3, which is unlocked.

   1 2 U 4 5 6 7 8

4. Enter the door number again to return it to the normal mode. The display shows the door number again.

5. Press the **Exit** button to leave this function.

Secure Door

1. If you wish to unlock an access door to allow free access, press the **Unlock Door** button.

2. The display reads ***Secure Door***1 2 3 4 5 6 7 8* if all door are at a normal state and are available.

   ```
   * Secure Door *
    1 2 3 4 5 6 7 8
   Select Door # and
   press Enter.   [Exit]
   [1] [2] [3] [4] [5] [CMD]
   [6] [7] [8] [9] [0] [ENTER]
   ```

   If a door is not at a normal state, the number of the door would be replaced with a symbol indicated in *Table 3* on page 39.

3. Enter the number of the door you wish to secure then press the **ENTER** button. This door is secured and the display changes to reflect the new status of the doors.

   For example, if you wanted to secure Door 3, press **3** then press the **ENTER** button.

   The display changes to show that all the doors are at a normal state except for Door 3, which is secured.

   1 2 U 4 5 6 7 8

4. Enter the door number again to return it to the normal mode. The display shows the door number again.

5. Press the **Exit** button to leave this function.

Access Level

This function is used to manually enable/disable access authority levels assigned to users. It can also be used to temporarily disable a user's access level instead of deleting and then re-adding the user.

❑   I have this feature.
❑   I do not have this feature.

1. Ensure your keypad shows idle disarmed text.

2. Press the **Menu** button to enter the function list.

3. Press **Next** button repeatedly until you reach the **Change Level** button.

Press the button.

4. The display prompts you to enter your passcode. Enter your passcode and press the **ENTER** button.

5. A prompt appears asking for entry of the Authority Level to be modified.

6. Enter the level number (1 – 14) and press the **ENTER** button.

7. If the level entered is currently enabled, the keypad asks if you want to disable this level.

8. If the level entered is currently disabled, the keypad asks if you want to enable this level.

(Level 1 is used here as an example.)

9. After selecting whether to disable or enable the level, the display prompts you again to enter an Authority Level to modify.

10. Press the **Exit** button when you are finished.

Change Display (CMD + 4 + 9)

Show Continuous Time/Date

Use this function to replace the disarmed idle text with a continuous time and date display and to prevent a passersby from knowing the status of your system.

Any time your keypad has an event to display, the time and date display is automatically removed. To return the time and date display, you must perform this function again.

1. Ensure your keypad shows idle disarmed text.

2. Press the **CMD** button. The display shows ***System Command***.

3. Press the **4** and then the **9** button.

> ☑ If you prefer, you might use the function list in place of *Steps 2* and *3* to initiate this function.
>
> Press the **Menu** button to enter the function list.
>
> Press the **Next** button repeatedly.
>
> When you reach the **Change Display** button, press it.

4. Select **Time/Date Display**. The display will return to idle and the area status will be replaced with the Time and Date.

> ☑ The **Bright Display** and **Dim Display** options are not supported on the D1265 keypad.

Extend Closing (CMD + 5 + 1)

Your system might be programmed to expect you to arm within a scheduled closing window, which is a duration of time that is programmed by your alarm company. Your system might also be programmed to automatically arm at the end of the window.

CMD 51 lets you extend the scheduled closing window time either prior to the closing window time or during the closing window time. Use this function when you expect to stay past the scheduled end of the closing window. Your alarm company sets the length of time prior to the start of the closing window in which you are allowed to extend the closing window.

Close window is not currently active shows during the time when the keypad won't allow the window to be extended.
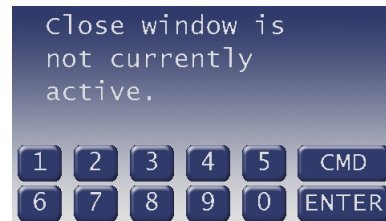
At the beginning of the closing window, the keypad beeps and shows **Please Close Now** to remind you to arm your system. It remains on the display until you arm, the close window ends, or you extend closing.

> ☑ The closing window can only be extended once the window has started.

Alarm or trouble messages replace this message in the event of an alarm or trouble condition.
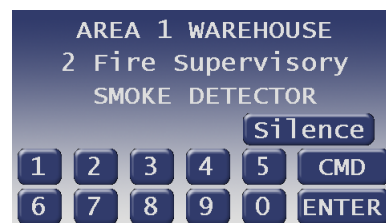
Pressing the **Silence** button silences the beep and clear the message for 10 minutes.

If the alarm or trouble condition clears before the end of the close window **Please Close Now** message returns to the keypad display.

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If you have not armed or extended closing, the **Please Close Now** message and beep reappears after 10 minutes. Your alarm company sets the length of time for the closing window. To extend the window, enter the new time at which you would like the reminder tone to begin. This time is the new beginning of the closing window. The time length of the closing window is programmed by your security company and remains fixed.

When you hear the warning you can:

- Press the **Silence** button silences the beep and clear the message for 10 minutes
- Leave before the end of the closing window
- Stay past the scheduled end of the closing window, by using **CMD 51** to extend the closing window.

☑ Extending the closing window will not effect the amount of time available to close.

For example, if your closing window starts at 4:00 p.m. and stops at 4:30 p.m. and you extend closing to 5:00 p.m., the closing window is now between 5:00 and 5:30 p.m.

1. Ensure your keypad shows idle disarmed text.

```
AREA 1 WAREHOUSE
A1 AREA IS OFF

Help?              Menu
1   2   3   4   5   CMD
6   7   8   9   0   ENTER
```

2. Press the **CMD** button. The display shows ***System Command*.**

```
*System Command*

1   2   3   4   5   CMD
6   7   8   9   0   ENTER
```
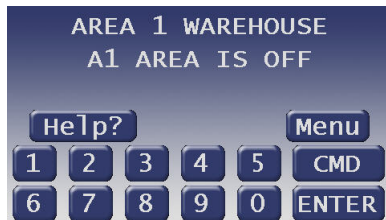
3. Press the **5** button and then the **1** button.

☑ If you prefer, you might use the function list in place of *Steps 2* and *3* to initiate this function.

Press the **Menu** button to enter the function list.

Press the **Next** button repeatedly.

When you reach the **Extend Closing** button, press it.

```
Extend Closing?
```

4. The display changes to show the current start time.

Press the **Change** button to change the start time.

Press the **Accept** button to accept the start time and return to idle text.

5. Enter the new time using a 12-hour (HH:MM) format.

Example: If the desired time is 12:34, press [1] [2] [3] [4]

Press the **AM** button to select AM.

Press the **PM** button to select PM.

6. The display changes to show the new start time briefly before returning to idle text.

7. Press the **Accept** button to accept the Close Start time.

Chg Skeds (CMD + 5 + 2)

Description

A Sked is a function programmed to be performed automatically at a scheduled time by your security system. You can change the scheduled time for some functions, disable the Sked and thus prevent it from automatically happening or restart a previously disabled Sked. Contact your security representative to determine what Skeds might be programmed for your system.

To change a Sked's time, enable a Sked, or disable a Sked, follow the procedure below to first select the Sked from a list of Skeds programmed for your system.

Using Chg SKEDS

1. Ensure your keypad shows idle disarmed text.

2. Press the **CMD** button. The display shows ***System Command*.**

3. Press the *5* button and then the *2* button.

> If you prefer, you might use the function list in place of *Steps 2* and *3* to initiate this function.
>
> Press the **Menu** button to enter the function list.
>
> Press the **Next** button repeatedly.
>
> When you reach the **Change Skeds** button, press it.
>
>

4. The number of the first Sked programmed into your system is shown, plus either its time or an indication that it is disabled.

   Press the **Next** button to scroll through the list of Sked numbers to find the one you wish to change.

   Your alarm system might be programmed with up to 40 Skeds. If the Sked number being shown is not programmed, the keypad shows **Skd11 – No program**.

When an **X** appears in the Sked display, it is an indication that "Except on Holidays" is enabled.

Specific holidays are programmed by your security company.

When an ***** appears in the Sked display, it is an indication that the Sked has or happens today.

5. If the Sked is currently enabled, the sked is shown with **Disable this sked** on the second line. Press the adjacent button.

6. The display changes to show that the sked is disabled.

   If the Sked is currently disabled, the display reads **Skd 1 is disabled.**

   Press the **Enable this sked** button.

7. The display shows two buttons:

- **Only on holiday**

   Pressing this button enables the sked only on holidays and change the first line of the display to **Skd 1 X 08:00AM** without the **X**.

- **Except on holiday**

   Pressing this button disables the sked on holidays and change the first line of the display to **Skd 1   08:00am** with the **X.**

   Consult your security company and determine which holidays have been programmed in your system.

The display changes to allow a new time to be entered.

Enter the new time using a 12-hour (HH:MM) format.

For example, if the desired time is 8:00, press **8 + 0 + 0.**

Press the **ENTER** button.

8. If the time is a valid time, the keypad display changes to show the new time with a selection of AM or PM.

   Press the **AM** button to select AM.

   Press the **PM** button to select PM.

9. The display shows the Sked with the new time.

   Press the **Exit** button to return to idle text.

Table 4: Sked Table

SKED #	Except on Holiday	Time	Date	Day of Week	Function
SKED 1	Yes / No			S M T W T F S	
SKED 2	Yes / No			S M T W T F S	
SKED 3	Yes / No			S M T W T F S	
SKED 4	Yes / No			S M T W T F S	
SKED 5	Yes / No			S M T W T F S	
SKED 6	Yes / No			S M T W T F S	
SKED 7	Yes / No			S M T W T F S	
SKED 8	Yes / No			S M T W T F S	
SKED 9	Yes / No			S M T W T F S	
SKED 10	Yes / No			S M T W T F S	
SKED 11	Yes / No			S M T W T F S	
SKED 12	Yes / No			S M T W T F S	
SKED 13	Yes / No			S M T W T F S	
SKED 14	Yes / No			S M T W T F S	
SKED 15	Yes / No			S M T W T F S	
SKED 16	Yes / No			S M T W T F S	
SKED 17	Yes / No			S M T W T F S	
SKED 18	Yes / No			S M T W T F S	
SKED 19	Yes / No			S M T W T F S	
SKED 20	Yes / No			S M T W T F S	
SKED 21	Yes / No			S M T W T F S	
SKED 22	Yes / No			S M T W T F S	
SKED 23	Yes / No			S M T W T F S	
SKED 24	Yes / No			S M T W T F S	
SKED 25	Yes / No			S M T W T F S	
SKED 26	Yes / No			S M T W T F S	
SKED 27	Yes / No			S M T W T F S	
SKED 28	Yes / No			S M T W T F S	
SKED 29	Yes / No			S M T W T F S	
SKED 30	Yes / No			S M T W T F S	
SKED 31	Yes / No			S M T W T F S	
SKED 32	Yes / No			S M T W T F S	
SKED 33	Yes / No			S M T W T F S	
SKED 34	Yes / No			S M T W T F S	
SKED 35	Yes / No			S M T W T F S	
SKED 36	Yes / No			S M T W T F S	
SKED 37	Yes / No			S M T W T F S	
SKED 38	Yes / No			S M T W T F S	
SKED 39	Yes / No			S M T W T F S	
SKED 40	Yes / No			S M T W T F S	

Delete User (CMD + 5 + 3)

This function allows a user to be deleted.

> ☑ This function deletes the passcode, Master access card/token and all sub-user access cards/tokens associated with the user number.

1. Ensure your keypad shows idle disarmed text.

2. Press the **CMD** button. The display shows ***System Command***.

3. Press the *5* button and then the *3* button.

> ☑ If you prefer, you might use the function list in place of *Steps 2* and *3* to initiate this function.
>
> Press the **Menu** button to enter the function list.
>
> Press the **Next** button repeatedly.
>
> When you reach the **Delete User** button, press it.

4. The display changes to show **Enter user # to be deleted.**

Enter the user number, not the passcode. (123 is as an example.)

Press the **ENTER** button.

5. If the user number entered is a valid user in the system, the display shows **Delete User 3? Are you sure?**
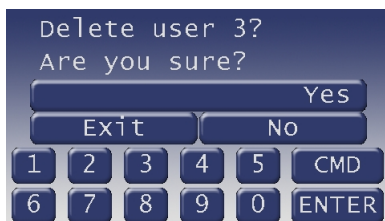
(3 is used as an example.)

If the user number entered is not a valid user in the system, the display shows **This user is currently not in use**.
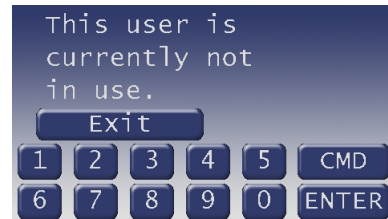
6. Press the **Yes** button to delete the user.

The display briefly shows that the user has been deleted before returning to idle text (3 is used as an example).

> ☑ The user text is not deleted when deleting a user. To modify a user's text, refer to *Add/Change User (CMD + 5 + 6)* on page 48.

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Change Relay (CMD + 5 + 4)

Your security company might program relays for automatic control and/or control from your keypad of devices such as premises lighting or entry gates. Contact them for further information regarding the use of relays in your security system.

1. Ensure your keypad shows idle disarmed text.

2. Press the **CMD** button. The display shows ***System Command*.**

System Command

1	2	3	4	5	CMD
6	7	8	9	0	ENTER

3. Press the *5* button and then the *4* button.

> If you prefer, you might use the function list in place of *Steps 2* and *3* to initiate this function.
>
> Press the **Menu** button to enter the function list.
>
> Press the **Next** button repeatedly.
>
> When you reach the **CHG RELAYS** button, press it.
>
> Walk Test?

4. The keypad display changes ***Change Relay* Enter relay number**.

Valid entries are 1 to 128, depending how the system is configured.

Change Relay
Enter relay
number:

Exit		Enter			
1	2	3	4	5	CMD
6	7	8	9	0	ENTER

Enter the relay number then press the **ENTER** button.

Change Relay
Enter relay
number: 1

Exit		Enter			
1	2	3	4	5	CMD
6	7	8	9	0	ENTER

5. If the relay is valid and turned off, the display changes to **Change Relay* Relay 123 is currently off**.

(123 is used as an example.)

Press the **Turn on** button to turn on the relay.

6. If the relay is valid and turned on, the display changes to *Change Relay* Relay 123 is currently on.*

(123 is used as an example.)

Press the **Turn off** button to turn off the relay.

7. The display returns to the ***Change Relay* Enter relay number**.

Press the **Exit** button to return to idle text.

> The on-board relays use the following numbers:
>
> | Relay A | 250 |
> |---------|-----|
> | Relay B | 251 |
> | Relay C | 252. |

Change Passcode (CMD + 5 + 5)

Description

Use this function to change your personal passcode without assistance from the security company.

Before you begin:

- Choose a new passcode three to six digits long. If you choose a passcode with the same digit in consecutive order (for example "33" in 334697), take care when entering it.
- To avoid conflicting with other passcodes and duress codes, your system will not let you change passcodes to an existing passcode or to within plus or minus 2 of an existing passcode. For example, if 1234 were an existing code, your system would not let you change your code to 1232, 1233, 1234, 1235, or 1236.

Using Change Passcode

1. Ensure your keypad shows idle disarmed text.

2. Press the **CMD** button. The display shows ***System Command***.

System Command

1	2	3	4	5	CMD
6	7	8	9	0	ENTER

3. Press the *5* button and then the *5* button.

If you prefer, you might use the function list in place of *Steps 2* and *3* to initiate this function.

Press the **Menu** button to enter the function list.

Press the **Next** button repeatedly.

When you reach the **Change Passcode** button, press it.

Change Passcode?

4. You are prompted for your passcode.

As soon as a number is pressed, **Entering:** appears on the third line next to the asterisks.

The passcode is shown as asterisks (*) when entered and advance from the right side of the display to the left until all passcode digits are entered.

Enter passcode:
Entering: ******
Exit
1 2 3 4 5 CMD
6 7 8 9 0 ENTER

5. The display changes to **Enter new passcode:**

Enter the new passcode.

As soon as a number is pressed, **Entering:** appears on the third line next to the asterisks.

Enter new
passcode:
Exit
1 2 3 4 5 CMD
6 7 8 9 0 ENTER
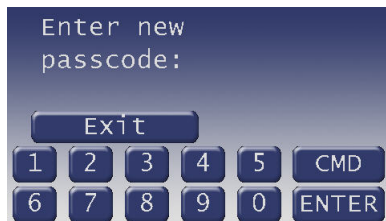
The passcode is shown as asterisks (*) when entered and advance from the right side of the display to the left until all passcode digits are entered.

6. Press the **ENTER** button.

If a duplicate passcode is entered, the keypad momentarily reads **Passcode is already in use. Please try again.**

Passcode is
already in use.
Please try again.
1 2 3 4 5 CMD
6 7 8 9 0 ENTER
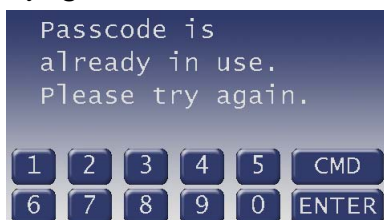
7. If the new passcode is valid, the display changes to **Enter new passcode again:**

Enter the new passcode again.

As soon as a number is pressed, **Entering:** appears on the third line next to the asterisks.

Enter new
passcode again:
Entering: ******
Exit
1 2 3 4 5 CMD
6 7 8 9 0 ENTER

The passcode is shown as asterisks (*) when entered and advance from the right side of the display to the left until all six passcode digits are entered.

8. If the passcode matches the previously entered passcode, the display changes to **Passcode changed**.

Passcode changed.
1 2 3 4 5 CMD
6 7 8 9 0 ENTER

If the passcode does not match, the keypad emits an error tone and displays **Passcode not changed.**

9. The display automatically returns to idle text after 3 sec.

Add/Change User (CMD + 5 + 6)

Use this function to add or change a user to your system without assistance from your security company. You need to know which user numbers are available, the authority level you want to assign to the new passcode and the areas in which it is valid before you add it.

The user numbers identify users in reports transmitted from your system. Additionally, you are able to change the following:

- the authority level (which determines what system functions the passcode can access)
- the area number (which identifies which parts of your security system the user has access to)
- the name of the user
- door access card or token they use for access control
- the door access card or token associated with the Master or Sub-User.

Contact your security company if you don't know what user numbers, authority levels, or areas are available. Refer to the *Appendix* on page 67 for further information on adding passcodes.

Before you begin, keep these points in mind:

- Do not try to add new users without knowing the available user numbers. An already defined user number is overwritten when the new user is defined. These are two or three digit numbers, not to be confused with passcodes that identify users at your security company.

- When choosing passcodes, choose a new passcode three to six digits long. If you choose a passcode with the same digit in consecutive order (for example "33" in 334697), take care when entering it.

- To avoid conflicting with other passcodes and duress codes, your system will not let you change passcodes that are the same within plus or minus 2 of an existing passcode. For example, if 1234 were an existing code, your system would not let you add or change your code to 1232, 1233, 1234, 1235, or 1236.

- Choose an authority level for each area. Not assigning the authority level for an area denies the passcode access to that area.

1. Ensure your keypad shows idle disarmed text.

2. Press the **CMD** button. The display shows ***System Command*.**

3. Press the *5* button and then the *6* button.

> ☑ If you prefer, you might use the function list in place of *Steps 2* and *3* to initiate this function.
>
> Press the **Menu** button to enter the function list.
>
> Press the **Next** button repeatedly.
>
> When you reach the **Add/Change User** button, press it.
>
> Add / Change User?

4. The display changes to show **Add / Change User Enter user #:**

5. Enter the user number and press the **ENTER** button.

6. The display changes to show the user number entered and the user's name (if any).

(User 3 is used as an example.)

Press the **Continue** button to proceed on to changing the user's information.

If there is no name for the user, the default user name text appears in the second line.

(User 3 is used as an example.)

Press the **Continue** button to change the user's information.

7. The display changes to **Add/Change Menu.**

The display varies depending on the type of control panel that was installed in your system.

- ❑ Door access control in the control panel (D9412GV2, D9412GV3, D7412GV2, D7412GV2)

- ❑ My system does not have door access control in the control panel (D7212GV3, D7212GV2)

If your system has a door access control available in the control panel, this menu allows the following User items to be changed:

- Passcode - Press the **Passcode** button to change the user's passcode.
- Level - Press the **Level** button to change the user's Authority Level.
- Name - Press the **Name** button to change the user's name.
- Card - Press the **Card** button to change the user's card.
- Sub-User - Press the **Sub-User** button to change the user's sub-user status.

```
Add/Change Menu
 Passcode      Name
 Level         Card
 Exit          Sub-User
 1  2  3  4  5  CMD
 6  7  8  9  0  ENTER
```
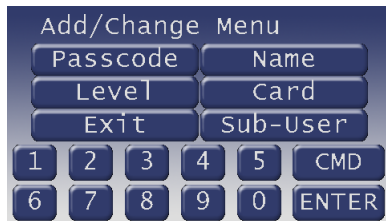
If your system does not have door access control available in the control panel, this menu allows the following User items to be changed:

- Name - Press the **Name** button to change the user's name.
- Passcode - Press the **Passcode** button to change the user's passcode.
- Level - Press the **Level** button to change the user's Authority Level.

Add/Change Passcode

1. Pressing the **Passcode** button allows you to add/change a user's passcode.

☑ User 3 is used here as an example.

2. The display changes to **User 3 Add/Change** a passcode for this user

   Press the **Yes** button to add a new passcode.

   Go to *Step 3*.

   Pressing the **No** button advances to Add/Change Level, if the control panel does not have access control, or **Add/Change Access Card**, if the control panel has access control.

3. The display changes to **Enter new passcode:**

   Enter the new passcode.

   As soon as a number is pressed, **Entering:** appears on the third line next to the asterisks.

```
Enter new
passcode again:
Entering: ******
   Exit
 1  2  3  4  5  CMD
 6  7  8  9  0  ENTER
```

The passcode is shown as asterisks (*) when entered and advance from the right side of the display to the left until all passcode digits are entered.

Press the **ENTER** button.

If the passcode matches the previously enter passcode, the display changes to **Passcode Added** (or **Passcode Changed** if user exists).

Pressing the **Next** button advances to the **Add/Change Level** (if the control panel does not have access control) or **Add/Change Access Card** (if the control panel has access control).

If a duplicate passcode is entered, the keypad momentarily reads **Passcode is already in use. Please try again.**

```
Passcode is
already in use.
Please try again.

1  2  3  4  5  CMD
6  7  8  9  0  ENTER
```

If the passcode does not match, the keypad emits an error tone and shows **Passcode not changed.**

```
Passcode not
changed.

1  2  3  4  5  CMD
6  7  8  9  0  ENTER
```

Pressing the **Next** button advances to the **Add/Change Level** (if the control panel does not have access control) or **Add/Change Access Card** (if the control panel has access control).

4. The display changes to **User 3 Change this user's passcode**.

```
User 3
Change this user's
passcode?          Yes
Exit                No
1  2  3  4  5  CMD
6  7  8  9  0  ENTER
```
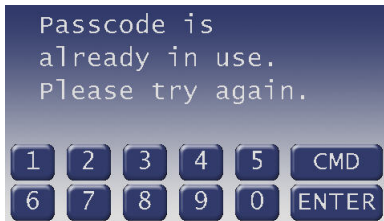
Press the **Yes** button to change the passcode.

Press the **No** button not to change the passcode and skip ahead to **Add/Change Level** (if the control panel does not have access control) otherwise if the control panel has access control, the **Add/Change Card** appears next.

You are prompted for the user's passcode.

As soon as a number is pressed, **Entering:** appears on the third line next to the asterisks.

It appears on the display as asterisks (*).

```
Enter passcode:
Entering: ******

     Exit
1  2  3  4  5  CMD
6  7  8  9  0  ENTER
```

Press the **ENTER** button.

The display changes to Enter new passcode again:

```
Enter new
passcode again:
Entering: ******
    Exit
1  2  3  4  5  CMD
6  7  8  9  0  ENTER
```

Enter the new passcode again.

Press the **ENTER** button.

If a duplicate passcode is entered, the keypad momentarily reads **Passcode is already in use. Please try again.**

If the passcode matches the previously entered passcode, the display changes to **Passcode changed.**

```
Passcode changed.

1  2  3  4  5  CMD
6  7  8  9  0  ENTER
```
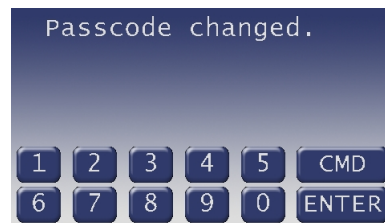
If the passcode does not match, the keypad emits an error tone and shows **Passcode not changed**.

5. Press the **Exit** button to return to the **Add/Change Menu**.

Add/Change Level

1. Pressing the **Level** button allows you to add/change a user's authority level.

2. The display changes to **User 3 Add Auth. Level for this user**.

```
User 3
Add Auth. Level for
this user?        Yes
  Exit            No
 1   2   3   4   5   CMD
 6   7   8   9   0   ENTER
```
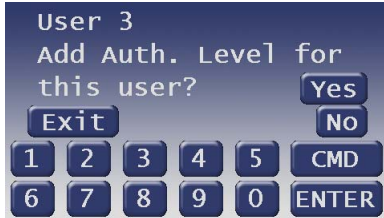
Press the **Yes** button to add an Authority Level.

Press the **No** button to advance to Add/Change Passcode (if the control panel does not have access control) or to Change Sub-User ID (if the control panel has access control).

Press the **Exit** button to exit from this menu and return to the **Level changed** display (refer to *Step 6*).

The display changes to **Is this user authorized in Area 1?**. Press the **Yes** button to/add change this user's authority level in Area 1.

Press the **No** button if the user isn't authorized in Area 1 and proceed to display user's authorization in Area 2.

Press the **Exit** button to exit from this menu and return to the Level changed display.

If the user is authorized in Area 1, the display changes to the User's current authority level: 15 for Area 1 (for example).

```
User's current
authority
level: 15
  Exit        Enter
 1   2   3   4   5   CMD
 6   7   8   9   0   ENTER
```
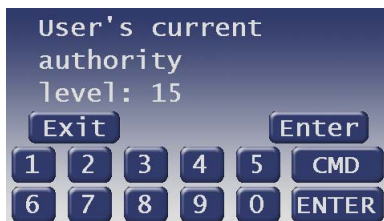
To change the Authority Level, enter a new authority level (from 1 to 15), if desired, and press the **ENTER** button.

Before determining the Authority Level for a user, please consult your security company to assist you in selecting the correct authority level.

Press the **Exit** button to exit from this menu and return to the **Level changed** display.

3. Repeat *Step 2* for each area through Area 8.

4. The display changes to **User 3 Change this user's Auth. Level**

Press the **Yes** button to add/change this user's authority level in Area 1.

Press the **No** button to advance to **Add/Change Passcode** (if the control panel does not have access control) or to Change Sub-User ID (if the control panel has access control).

Press the **Exit** button to exit from this menu and return to the **Level changed** display (refer to *Step 6*).

If the user is authorized in Area 1, the display changes to **User's current authority level: 14** for Area 1.

(14 is used as an example here.)

To change the Authority Level, Enter a new authority level (from 1 to 14), if desired, and press the **ENTER** button.

Before determining the Authority Level for a user, please consult your security company to assist you in selecting the correct authority level.

Press the **Exit** button to exit from this menu and return to the **Level changed** display.

5. Repeat *Step 4* for each area through Area 8.

6. Once the user's authority level has been verified for Area 8, the display changes to **Level changed.**

If the **Next** button is pressed, the display changes to Add/Change Sub-User ID (if the control panel has access control).or Add/Change Passcode (for control panel without access control).

If the **Exit** button is pressed, the display changes to **Add / Change User Enter User #:**

```
Add / Change User
  Enter user #:

    Exit       Enter
 1   2   3   4   5   CMD
 6   7   8   9   0   ENTER
```

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Adding/Changing a User's Name

1. Pressing the **Continue** button once you enter a user changes the display to **Add/Change Menu.**

2. Pressing the **Name** button changes the display.

3. To change the name use the following buttons:

   Pressing this button shows a series of help screens where the keypad can be used to enter specific letters.

   Pressing either of these buttons causes the currently underlined character to change the previous or next character in the list. The available characters are A-Z, 0-9, @, #, $, and, *, /, -, _, , and +.

   Pressing either of these buttons causes the cursor of the currently underlined character to move left to the previous position in the name or right to the next position in the name.

Another option is to use the numeric buttons to add characters to the text. For the buttons with letters, pressing the digit allows you to cycle through the letters on the button. For instance, pressing '2' shows an A. Pressing it again shows a B, and pressing it a third time shows a C.

The '0' (zero) button shows a 0. The '1' button functions like a space bar - it puts a space in the current position, and advances to the next position.

Pressing the button shows a list of the letters for each digit.
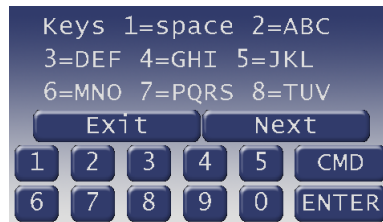
4. Once the name appears as desired, press the **Continue** button.

5. The display changes to **New user name is GERRY Is this correct?.**

   At this point you can accept or reject the changes.
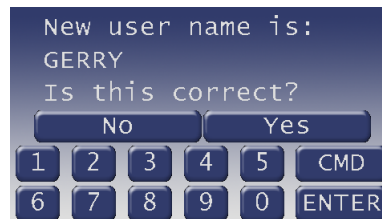
   Press the **Yes** button to accept the name and return to the idle text screen.

   Press the **No** button to reject the name and return to *Step 2.*

Add/Change Card

1. Pressing the **Card** button allows you to add/change a user's access card or credential.

2. The display changes to either one of the following depending on if an access card exists for the user:

   User 123 Add Access Card for this user - if no access card exists for that user.

   ```
   User 123
   Add Access Card for
   this user?        Yes
   Exit              No
   1  2  3  4  5  CMD
   6  7  8  9  0  ENTER
   ```
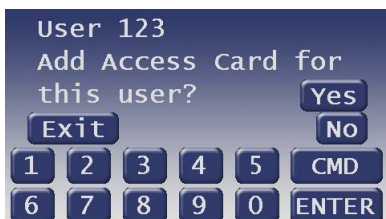
   Pressing the **Yes** button jumps to *Step 3*.

   Pressing the **No** button jumps to the **Add/Change Level** screen.

   User 123 Change this user's Access Card - if an access card already exists for this user and you wish to change it. (In both cases, 123 is used as an example).

   Pressing the **Yes** button jumps to *Step 3*.

   Pressing the **No** button jumps to **Add/Change Level**.

3. If a card reader is connected to your system, the display changes to **Present card to card reader now.**

   If the display changes to **D9210 not ready, contact your security company.**

   Pressing the **Exit** button exits from this function and returns the display to idle text.

4. If the card you are trying to add to the system already exists, an error tone sounds and the display changes to **Card already exists. Please try again.**

   Then the display returns to **Present card to card reader now.**

5. If the card is accepted, the display changes to either **Card added** or **Card changed** if the card already exists in your system.

   Pressing the **Next** button exits from this function and returns the display to **Add/Change Level**.

Add/Change Sub-User ID

For each user in the control panel with access control, there can be up to four access cards; one Master User (assigned in the **Card** prompt) and up to three sub-users.

1. Pressing the **Sub-User** button allows you to add/change a user's Sub-User access card or credential.

2. The display changes to **Add/Change Sub-User IDs** to add or change any of this user's sub-user IDs.

   Pressing the **Yes** button jumps to *Step 3*.

   Pressing the **No** button jumps to **Add/Change Passcode**.

3. The display changes to **Select Sub-User**. Do one of the following:

   Press the **Sub-User 1** button to add or change sub-user 1.

   Press the **Sub-User 2** button to add or change sub-user 2.

   Press the **Sub-User 3** button to add or change sub-user 3.

   Press the **Exit** button to return to the main **Add / Change User** display.

4. If adding or changing a sub-user and a card reader is connected to your system, the display changes to **Add** (or **Change**) **Sub-User 1: Present card to card reader now**.

   If the display changes to **D9210 not ready**, contact your security company.

   If 20 sec elapse without pressing a button the display returns to idle text. Pressing the **Exit** button exits from this function and returns the display to the main **Add / Change User** display.

5. If the card you are trying to add to the system already exists, an error tone sounds and the display changes to **Card already exists. Please try again.**

   If 20 sec elapse without pressing a button returns the display to idle text. Pressing the **Exit** button exits from this function and returns the display to the main **Add / Change User** display.

   Press the **Exit** button to exit from this function and return the display to idle text.

6. If the card is accepted, the display changes to either **Card added** or **Card changed** if the card already exists in your system.

    Pressing the **Exit** button exits from this function and returns the display to the main **Add / Change User** display.

    Pressing the **Next** button exits from this function and returns the display to **Add/Change Passcode** depending on if a passcode already exists for the user.

Default Text (CMD + 5 + 7)

This function allows the current state of the area for 3 sec before returning to idle text.

1. Ensure your keypad shows idle disarmed text.

2. Press the **CMD** button. The display shows ***System Command*.**

3. Press the *5* button and then the *7* button.

> If you prefer, you might use the function list in place of *Steps 2* and *3* to initiate this function.
>
> Press the **Menu** button to enter the function list.
>
> Press the **Next** button repeatedly.
>
> When you reach the **Default Text** button, press it.

4. The current state of the area is shown for 3 sec before returning to idle text.

Fire Test (CMD + 5 + 8)

Use this function to test fire points and other 24-hour points to be certain they function properly. You can review both the tested and untested points at your keypad to help pinpoint any problems.

Upon initiation, the fire test tests the fire bell pattern on the bell output and ring the keypad fire bell for 2 sec. The AC is disabled for 4 minutes in order to test the system's battery power. If the battery cannot maintain the system for the 4-minute period, the keypad appears to power off. If this happens, contact your security company. At the end of the 4-minute period, AC is returned to the system and the control panel restores. A message is sent to your security company upon initiation and completion of the Fire Test. **During the Fire Test, no 24-hour alarms are sent to your security company.**

If there is no activity on the system for 20 minutes, the system automatically exits from the Fire Test.

Any 24-hour points left in a faulted condition at the end of the test are automatically removed from service by bypassing them. Once the 24-hour device is reset to normal, use the Unbypass command (refer to *Unbypass A Point (**CMD** + 0 + 0)* on page 33) to return them to service.

Using Fire Test

1. Ensure your keypad shows idle disarmed text.

2. Press the **CMD** button. The display shows ***System Command*.**

3. Press the *5* button and then the *8* button.

> If you prefer, you might use the function list in place of *Steps 2* and *3* to initiate this function.
>
> Press the **Menu** button to enter the function list.
>
> Press the **Next** button repeatedly.
>
> When you reach the **Fire Walk Test** button, press it.

4. When the display shows **### points remain to be tested** you can begin. (### is the number of points).

   Test each point by first activating the detection device to fault the point.
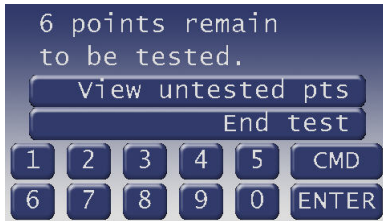
   ```
   6 points remain
   to be tested.
       View untested pts
            End test
   1   2   3   4   5   CMD
   6   7   8   9   0   ENTER
   ```

   > ☑ If you know the point number, you can enter it by pressing its number button and then the **ENTER** button.
   >
   > The display changes to show the point that was entered. If the point is invalid the message "Invalid Point" or "This is not a valid walk point" appears.

5. As you fault each point, your keypad shows the point text for 60 sec and ring the fire sounders for 2 sec. This verifies that the detection device is working properly. Your system automatically resets smoke detectors.

• When a resettable point (such as a smoke detector) is faulted, the display shows **Sensors**…**resetting**…**please wait**… for 5 sec. During this time power is removed from smoke power relays.

   ```
   Sensors
   resetting...
   Please Wait...

   1   2   3   4   5   CMD
   6   7   8   9   0   ENTER
   ```
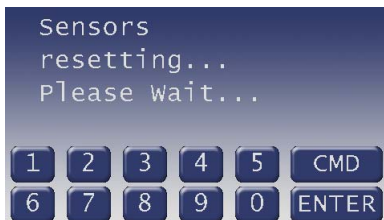
• Faulting a point more than once will not increment the test count. However, the keypad emits a brief tone and shows the point text each time you fault the point allowing you to test multiple devices assigned to one point.

6. When the point has been tested, the display changes to show **SMOKE DETECTOR tested.**

7. During the Fire Test you might want to refer to the points that remain untested by pressing the **View untested pts** button.

   ```
   View untested pts
   ```

   The display shows ### pts untested.

   ```
   6 pts untested

              Next Pt
     Exit     Prev Pt
   1   2   3   4   5   CMD
   6   7   8   9   0   ENTER
   ```

   Press the **Point information** button to see information about specific points that have not yet been tested.

   The display changes to show the information for that point.

   Move through this list by pressing the **Next Point** button.

   Press the **Exit** button to return to the **### points remain to be tested** before continuing the Fire Test.

8. When all 24-hour points have been tested, **0 points remain to be tested** is shown.

   Press the **Exit** button.

   The display momentarily shows **All points have been tested** before returning to idle text.

Display Rev (CMD + 5 + 9)

1. Ensure your keypad shows idle disarmed text.
2. Press the **CMD** button. The display shows ***System Command***.

```
*System Command*


  1   2   3   4   5    CMD
  6   7   8   9   0   ENTER
```

3. Press the *5* button and then the *9* button.

> ☑ If you prefer, you might use the function list in place of *Steps 2* and *3* to initiate this function.
>
> Press the **Menu** button to enter the function list.
>
> Press the **Next** button repeatedly.
>
> When you reach the **Display Revision** button, press it.

4. The display changes to ***BOSCH D7412GV2***.

   (D7412GV2 is used as an example, other control panels could be D9412GV3/D9412GV2, D7412GV3, D7212GV3/D7212GV2.)

```
*BOSCH D7412GV2*
   Revision 7-08


  1   2   3   4   5    CMD
  6   7   8   9   0   ENTER
```
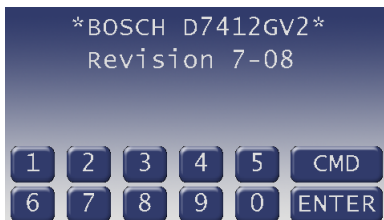
5. The display returns to idle text after *5* sec.

Service Menu (9 + 9 + Enter)

The service menu is used to access the following commands:

- **View Log** - Use this function to review events in your system at your keypad. Reviewing past events might help you identify problems. Viewing events will not require any additional equipment since the information is shown at your keypad. Events are stored in the control panel's memory in order of occurrence and tagged with the date and time.
- **Print Log** - The Print Log function lets you print the events stored in your security system's log. You can choose to print the entire log or set a start date and print the events recorded from that date up to today. Your system must include a parallel printer interface and a printer to perform this function.
- **Display Rev** (**COMMAND** + *5* + *9*) - The command retrieves the control panel's software version and display it.
- **Service Walk** (**D9412/D9112 only**) – The command allows all the points on the system to be walk tested regardless of the type of point. For D7412GV3/D7412GV2 and D7212GV3/D7212GV2 Control Panels this function must be added to the keypad's menu. Contact your security company for more information.
- **Default Text** – This command shows the current state of the area for 3 sec before returning to idle text.
- **Keypad Programming** - This optional command is only included in this menu when enabled and when all areas are disarmed. Access is restricted to the Service User only. Through this menu, you can change a limited selection of system configuration parameters. Consult your security company for details.

1. Ensure your keypad shows idle disarmed text.
2. Press the **9** button twice.
3. Press the **ENTER** button.
4. The display changes to show the service menu.

   Service Walk Test appears on D9412GV2 and D9412GV3 control panels only.

Using View Log

1. Press the **View Log** button.

2. The display changes to **Enter start date**:

   Press the **Go to last event** button to go to the last event in the log.

   Press the **Exit** button to exit this function and return to idle text.

3. Enter the start date in the form of mm/dd.

   For example, to enter 7/14 as the start date, press **0 + 7 + 1 + 4**

   Once you start entering digits, the **Go to last event** button is replaced with the **ENTER** button.

   Press the **Exit** button to exit this function and return to idle text.

4. Press the **ENTER** button.

6. If the date entered is valid, the first event for that date appears.

   Press the **Exit** button to exit this function and return to idle text.

   If the date entered is invalid (there are no events with that date in the log), it shows the next latest event in the log.

   Press the **Exit** button to exit this function and return to idle text.

7. The display shows one of two ways depending on if the date entered was for an event first in the log or not.

- If the date was for the first event in the log, it shows the next latest event in the log.

- If the date was for an event (not the first) in the log, the display is the same except the **Previous** button has been added.

   Press the **Exit** button to exit this function and return to idle text.

8. Press the **Next** button to go to the next event in the log.

   If there are no more events in the log, ***End of Log*** appears.

   Press the **Previous** button to go to the previous event in the log.

   Press the **Exit** button to exit this function and return to idle text.

Using Print Log

1. Press the **Print Log** button.

2. The display changes to **Enter start date:**

   Press the **Print all events** button to print all events in the log.

   Press the **Exit** button to exit this function and return to idle text.

   The events are sent to a connected printer and display changes to **Printing all events in history** for 3 sec before returning to idle text.

3. Enter the start date in the form of mm/dd.

   For example, to enter 12/21 as the start date, press **1 + 2 + 2 + 1**.

   Once you start entering digits, the **Print all events** button is replaced with the **ENTER** button.
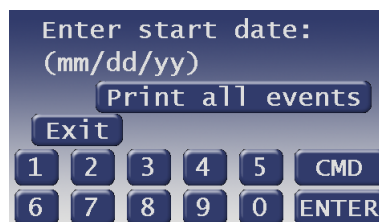
   Press the **ENTER** button.

4. If the date entered is valid, the events for that date is sent to a connected printer and the display shows **Printing events.** for 3 sec, before returning to idle text.

Using Display Revision

1. Press the **Display Revision** button.

2. The display changes to show the revision number.
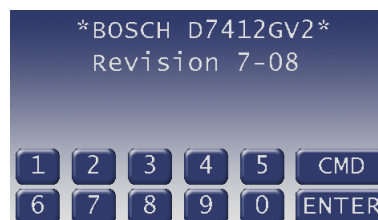
3. The display returns to idle text after 5 sec.

Using Service Walk Test

> ✓ The Service Walk Test function is only available in the Service Menu for D9412GV3/D9412GV2 control panels. If the control panel model is D7212GV3/D7212GV2, you must enable the Service Walk Test on the Function list for the keypad through the control panel's programming.

1. When the display shows **### points remain to be tested** you can begin. (### is the number of points).

> ✓ If you know the point number, you can enter it by pressing its number button and then the **ENTER** button.
>
> The display changes to show the point that was entered. If the point is invalid the message "Invalid Point" or "This is not a valid walk point" appears.

Test each point by first opening and then closing the door or window or other detection device.

Check the display after testing each point. For interior points, walking past the device once is sufficient. If any point will not test correctly, contact your security company for service.

2. During the Walk Test you might want to refer to the points that remain untested by pressing the **View untested pts** button.

View untested pts

The display shows **### pts untested.**

Press the **Point information** button to see information about specific points that have not yet been tested.

The display changes to show the information for that point.

Move through this list by pressing the **Next Point** button.

Press the **Exit** button to return to the **### points remain to be tested** before continuing the Service Walk Test.

3. When all points have been tested, **0 points remain to be tested** is shown.

Press the **Exit** button.

The display momentarily shows **All points have been tested** before returning to idle text.

Using Default Text

This function allows the current state of the area for 3 sec before returning to idle text.

1. Press the **Default Text** button to display the current state of the area.

2. The current state of the area is shown for 3 sec before returning to idle text.

Keypad Setup Menu

The **Keypad Setup** menu is accessible at anytime from any keypad menu. To start the menu, press and hold the **0** button for at least 5 sec.

The adjustable functions that are available in this menu are:

- Set the keypad's SDI Bus address
- Adjust the keypad volume and display brightness
- Turn the button click tone on or off
- Set the screen on time

Use the up and down buttons for each function to change the setting for the options:

- Keypad Address, SDI bus address
- Keypad Volume. Applies to low priority tones only
- Button Click. Key press acknowledgement
- Brightness
- Screen On Time. Time in minutes before power saving mode activates.

Press **Save** to save your changes when finished. The display returns to idle text. Press **Back** to exit the menu.

Part IV: Multi-Area Use

Working with Multiple Areas from a Single Keypad

Each of the functions described in the preceding section on Advanced Commands is presented as though your system includes only one area. If your system includes more than one area, it can be set up in one of two ways by the installing company:

- Each keypad only has access to the local area to which it is assigned, or
- Each keypad might access either some or all areas beyond the one to which it is assigned. This factor is referred to hereafter as **keypad scope**.

If your keypad allows access to areas other than the local area (that is to say, has scope in other areas), then the keypad limits your access to those areas within the keypad scope and for which your personal passcode has authority.

Given that you have access to areas beyond the local area, the means of accessing the various system functions depends upon the specific function.

For some functions, the keypad allows you to select the area (or point) in which to perform the function. These "selectable" functions are:

- Disarm
- Master Arm Area
- Bypass A Point
- Unbypass A Point

Another group of functions might automatically work in all areas in which you have passcode authority and which are within the scope of the keypad. These are:

- Turning Off Multiple Areas with a Passcode
- Disarm All
- Master Arm All
- View Alarm Memory
- Walk Test
- Reset Sensors
- Add Passcodes
- Fire test
- View Point Status
- View Area Status

Some functions might be area-specific. To perform these functions, you must first use the Move To Area function (CMD 50) to gain access to the desired area. Once in the desired area you can perform the functions you wish. Area-specific functions include:

- Perimeter Instant (Perimeter On Instant)
- Perimeter Delay (Perimeter On Delay)
- Perimeter Partial (Perimeter On Partial)
- Extend Closing

- Watch Mode
- CMD 7
- CMD 9

A last group of functions don't relate to specific areas and are thus system-wide. These are:

- Send Report
- Remote Program
- Change Time/Date
- Change Skeds
- Delete Passcodes
- Change Relays
- Change Passcodes
- Print Log
- View Log

View Area Status

Use this function when you need to know the status (whether armed or disarmed) of areas other than the one you're in.

1. Ensure your keypad shows idle disarmed text.

2. Press the **Menu** button to enter the function list.

3. Press **Next** repeatedly until you reach the **View Area Status** button.

   Press the button.

4. The display changes to show on the top line the area name and the current status on the second line.

   Pressing the **Next** button changes the display to the next area and remain for 20 sec or until the **Next** button is pressed for the next area. If the time has elapsed, the display returns to idle text.

   Pressing the **Previous** button changes the display to the previous area.

5. Press the **Exit** button to return to idle text.

View Point Status

Use this function to identify the number or location of each point in an area, and to show the current condition of any point you select.

1. Ensure your keypad shows idle disarmed text.

2. Press the **Menu** button to enter the function list.

3. Press **Next** repeatedly until you reach the **View Point Status** button.

   Press the button.

4. In this example, Area 1 is the area and there are five points assigned to area 1 that can be viewed.

   ```
   AREA 1 WAREHOUSE
   Area 1, 5 Points
                    Next Pt
    Exit            Prev Pt
    1   2   3   4   5   CMD
    6   7   8   9   0  ENTER
   ```
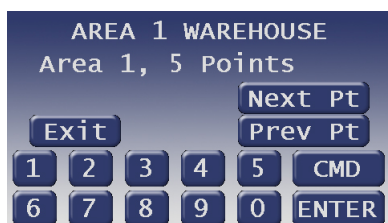
   Press the **Next** button to view the first point in the last area; press the **Previous** button to view the last point in the area. You can press the **Exit** button at any time to exit this function.

5. The top line shows the point text. The second line shows the area assignment of the current point and the point number. The third line shows the points current state {Normal, Open, Short, Missing}.shows the point text.

   Pressing the **Next** button takes you to the next point in the area whereas the **Previous** button takes you to the previous point in the area.

   ```
   SMOKE DETECTOR
   Area 1, Pt 2,
   Normal,HW        Next Pt
    Exit            Prev Pt
    1   2   3   4   5   CMD
    6   7   8   9   0  ENTER
   ```
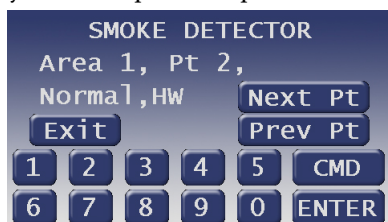
6. Refer to Table 5 for more information.

Table 5: Screen Area Definitions

Line #	Area Name	Definition	
1	Point text	This displays the customized name for the point.	
2	Area #	This displays the area number.	
	Pt #	This displays point numbers 1 to 127 and 129 to 247.	
3	(Point State), HW	Normal	Indicates that the point is not in the faulted state.
		Open	Indicates that the point is in an open state.
		Short	Indicates that the point is in a shorted state.
		Missing	Indicates that the point is missing.

Move To Area (CMD + 5 + 0)

With this function you can perform tasks in an area other than the one you're in without having to physically go to that area. Your access to other areas is limited by the scope of the keypad and your authority level. For example, if your passcode gives you authority to all areas supported by the control panel, but the keypad you're working with is limited in scope to areas 1 and 2, then you only can move to either area 1 or area 2.

Upon moving to another area, the range of tasks you might perform depends upon the keypad you're working with. Once you have performed a task (such as Turning the Area On), the keypad reverts back to its programmed area after 10 sec. Thus only one task can be performed in another area at a time.

1. Ensure your keypad shows idle disarmed text.

2. Press the **CMD** button. The display shows ***System Command***.


3. Press the **5** button and then the **0** button.

> ☑ If you prefer, you might use the function list in place of *Steps 2* and *3* to initiate this function.
>
> Press the **Menu** button to enter the function list.
>
> Press the **Next** button repeatedly.
>
> When you reach the **Move To Area** button, press it.

4. You might be prompted for your passcode. If so, enter your passcode and press the **ENTER** button. It appears on the display as asterisks (*).

The **Exit** button quits this function and return to idle text.

5. The keypad shows the Area Name Text of each area that falls within the scope of the keypad and authority level of the user, if applicable.

> ☑ If the user's authority level will not permit access to a certain area and that area is not within the scope of the keypad, or the area is not enabled, it will not appear in the display.

If the area you wish to move to will not appear in this list, press the **Next** button to display additional areas.

To select an area, simply press the button corresponding to the Area Name.

6. **Moving to**…**AREA 1 WAREHOUSE** shows briefly, and then the text of the area you have moved to is shown (AREA 1 WAREHOUSE is used as an example here).

7. You are now able to perform tasks in this area. The number of areas to which you can move is limited by the scope of the keypad.

8. When you have completed all tasks in the area you have moved to, simply allow the keypad to time-out and revert to the area from which you started or enter the Move to Area function again.

Turning On the System

Turning on Selected Areas

Areas covered in the scope of the keypad can be armed individually by accessing the Master Arm function through the menu.

1. Press the **Menu** button to enter the function list.

2. Press the **Next** button repeatedly until you reach the **Master Arm** button, and then press it.

3. You might be prompted for your passcode. It appears on the display as asterisks (*).

4. The display changes and shows **Master Arm All** with the following options:

- **Previous** button– scrolls to the last area that can be armed (based on passcode and authority level)

- **Next** button – scrolls to the first area that can be armed (based on passcode and authority level)

- **Arm** button – arms all areas (based on passcode and authority level)

- **Exit** button – returns the display to idle text

```
Master Arm All ?
Previous        Next
Exit            Arm
1   2   3   4   5   CMD
6   7   8   9   0   ENTER
```

5. If the **Next** button is pressed, the first area that can be armed (based on passcode entered and user authority level) is shown (**AREA 1 WAREHOUSE** is used an example of the first area that can be armed).

6. Pressing the **Arm** button causes **AREA 1 WAREHOUSE is now arming**… to display for 3 sec before the prompt to arm the next available area is shown.

Turning on Multiple Areas with a Passcode

You can use your personal passcode to turn on both perimeter and interior points in all areas where your passcode has authority. If there are areas already turned on, this function rearms those areas in addition to turning on all authorized areas that are currently off.

1. Enter your passcode and press **ENTER**.

```
Arming 1
All user-
authorized areas
are now arming.
1   2   3   4   5   CMD
6   7   8   9   0   ENTER
```
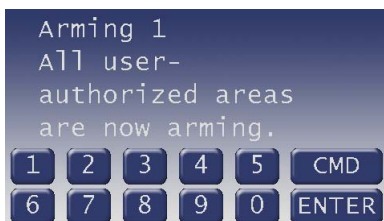
2. The keypad shows the following:

```
Exit Now! 15
seconds remaining.
1   2   3   4   5   CMD
6   7   8   9   0   ENTER
```
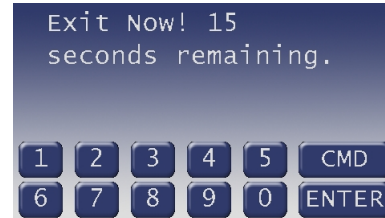
Keypad scope and/or your authority level limit the actual number of areas you might turn on. For example, if you have authority to arm all areas but the scope of the keypad you're using is limited to areas 1, 2, and 5, then you only can turn on areas 1, 2, and 5.

3. If a point is faulted (door or window open for example). Refer to *Turning On the System (Arming) With Doors or Windows Open* on page 17 for more information.

Faulted Points in Other Areas

If there is a faulted point in an area you select (other than the one you are in), **Check Area 1** (1 is used as an example here) appears for 3 sec and then the display returns to the area disarmed idle text.

If there is a faulted point in more than one area and the system is being armed, the display prompts **Check Area 1 *3*** meaning there are faulted points in Areas 1 and 3.

Try one of the following:

- Clear faulted points (close doors and/or windows) and return to step 1.

- Bypass faulted points (if your system and/or authority allows) and return to step 1.

- Force arm (if your system and/or authority allows). Refer to *Turning On the System (Arming) With Doors or Windows Open* on page 17 for more information.

Turn On the Entire System Without Delays

You can use this function list function to turn on the entire system, both perimeter and interior, without delays. You might use this function in all of the areas or some of the areas where your passcode has authority. If there are areas already turned on, this function rearms those areas in addition to turning on (without delay) all authorized areas that are currently off.

Turning on All or Selected Areas

Areas covered in the scope of the keypad can be armed individually by accessing the Master Arm function through the menu.

1. Press the **Menu** button to enter the function list.

2. Press the **Next** button repeatedly until you reach the **Master Arm Instant** button, and then press it.

> **Master Arm Instant?**

3. You might be prompted for your passcode. It appears on the display as asterisks (*).

> Enter passcode:
> Entering: ******
>
> Exit
> 1 2 3 4 5 CMD
> 6 7 8 9 0 ENTER

4. The display changes and shows **Master Arm All** with the following options:

-   **Previous button**– scrolls to the last area that can be armed (based on passcode and authority level)
-   **Next** button – scrolls to the first area that can be armed (based on passcode and authority level)
-   **Arm** button – arms all areas (based on passcode and authority level)
-   **Exit** button – returns the display to idle text

> Master Arm All ?
> Previous   Next
> Exit   Arm
> 1 2 3 4 5 CMD
> 6 7 8 9 0 ENTER

5. If the **Next** button is pressed, the first area that can be armed (based on passcode entered and user authority level) is shown (**AREA 1 WAREHOUSE** is used an example of the first area that can be armed).

6. Pressing the **Arm** button causes **AREA 1 WAREHOUSE is now arming**… to display for 3 sec before the prompt to arm the next available area is shown.

> Arm Instant All?
> Previous   Next
> Exit   Arm
> 1 2 3 4 5 CMD
> 6 7 8 9 0 ENTER

7. To instantly arm all the areas that are within the scope of the keypad, press the **Arm** button.

8. This display changes to show **On Instant** indicating that the areas are armed.

> AREA 1 WAREHOUSE
> All On Instant
>
> Help?   Menu
> 1 2 3 4 5 CMD
> 6 7 8 9 0 ENTER

Turning Off the System

Turning Off Multiple Areas with a Passcode

This function is useful for turning off multiple areas with a few button presses. It is quicker than disarming several areas independently. Your passcode must have the proper authority level for each area.

• After enter your passcode, the following shows **Disarm: 12345678 All user-authorized areas are now disarmed.** (Not all area number might appear due to what areas are in the scope of the keypad.
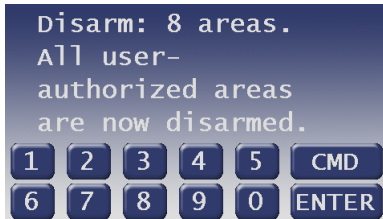
```
Disarm: 8 areas.
All user-
authorized areas
are now disarmed.
1  2  3  4  5  CMD
6  7  8  9  0  ENTER
```

• When an area is turned on (armed), you must enter a door programmed for entry delay time. Opening the door, starts the entry delay time. Failing to turn off the system before the entry delay time expires or entering through a door not programmed for entry delay time, causes an alarm.

• If this happens, silence the alarm by entering your personal passcode and pressing **ENTER**. Call your security company to let them know that it is not an emergency situation.

Turning Off Multiple Areas with Disarm All

• This function turns off multiple areas with a few button presses. It is quicker than disarming several areas independently. Your passcode must have the proper authority level for each area. This function works the same as entering your passcode to disarm, but allows the Disarm All feature to be included in the function list.

• When an area is turned on (armed), you must enter a door programmed for entry delay time. Opening the door, starts the entry delay time. Failing to turn off the system before the entry delay time expires or entering through a door not programmed for entry delay time, causes an alarm.

• If this happens, silence the alarm by entering your personal passcode and pressing **ENTER**. Call your security company to let them know that it is not an emergency situation.

1. The display initially shows that the system is armed.

2. Press the **Menu** button to enter the function list.

3. Press the **Next** button repeatedly until you reach the **Disarm Menu** button, then press it.

4. If entering through a door which is part of an area that is armed, the display instructs you to enter your passcode to disarm.

5. Enter your passcode and press **ENTER**.

   The passcode is shown as asterisks (*) when entered and advance from the right side of the display to the left until all the passcode digits are entered.

```
Enter passcode:
Entering: ******

Exit
1  2  3  4  5  CMD
6  7  8  9  0  ENTER
```

6. If the entered passcode is valid, the display changes to show **Disarm All**.

```
Disarm All ?
Previous        Next
Exit          Disarm
1  2  3  4  5  CMD
6  7  8  9  0  ENTER
```
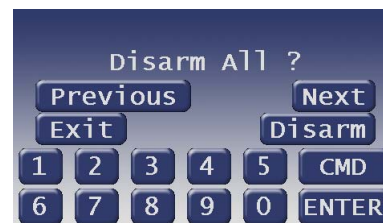
   Press the **Disarm** button to disarm all armed areas.

   Press the **Next** button to go to the first armed area (refer to *Turning Off Selected Areas* on page 66).

   Press the **Previous** button to go to the last armed area.

   Press the **Exit** button to return to idle text.

7. If the **Disarm** button is pressed to disarm all areas, the display changes to show **Disarm: 12345678 All user-authorized areas are now disarmed** indicating that all areas are being turned off. Keypad scope and/or your authority level limit the actual number of areas you might turn off.

```
Disarm: 1
All user-
authorized areas
are now disarmed.
1  2  3  4  5  CMD
6  7  8  9  0  ENTER
```
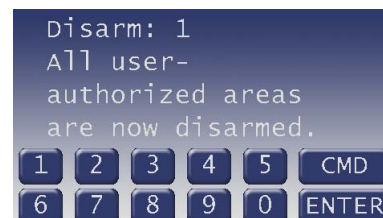
For example, if you have authority to disarm all 8 areas but the scope of the keypad you're using is limited to areas 1, 2, and 5, then you only can turn off areas 1, 2, and 5.

Turning Off Selected Areas

If your passcode has the proper authority level this function allows you to turn off areas other than the one you are in.

1. The display initially shows that the system is armed.

2. Press the **Menu** button to enter the function list.

3. Press the **Next** button repeatedly until you reach the **Disarm Menu** button, and then press it.

4. If entering through a door which is part of an area that is armed, the display changes to show:

5. Enter your passcode and press **ENTER**.

   The passcode is shown as asterisks (*) when entered and advance from the right side of the display to the left until all the passcode digits are entered.

6. If the entered passcode is valid, the display changes to show **Disarm All**.

7. Press the **Next** button to go to the first armed area.

8. The display changes to show **Disarm Area 1** (or the first area that is armed).

   Press the **Disarm** button to disarm this area. A confirmation of the areas disarmed status is shown, and then the display advances to the next armed area.

   Press the **Next** button to scroll through the remaining areas you have the authority to turn off.

   To disarm the area, press the **Disarm** button.

9. After turning off all armed areas or pressing the Exit button, the keypad's display returns to the idle text for the area you are in.

Appendix

Supplementary Information for Adding Passcodes

Use the information contained in this Supplement to help you add user passcodes.

User Authority Levels

Your security company uses the information contained on this page to establish authority levels for system users. For each of the 1- 14 authority levels, each keypad function is either enabled (E), disabled (blank), or Passcode enabled (P). A function that is enabled (E) is available to all users. A function that is passcode enabled (P) is only available to users assigned an authority level that includes that function. If you do not want a particular command included in a given authority level, leave it blank.

If you are having trouble understanding the concept of authority levels, try this simple exercise. Refer to the column titled E/P in the *User Interface* section starting on page 67. Notice that your security technician has marked some of the cells in this column with the letter "E", others the letter "P", while others are left blank. An "E" indicates that this function is enabled for all authority levels. A "P" indicates that the function is passcode protected. Look across the same row, and notice that some of the cells in the authority level area have the letter "E". For each authority level in which an "E" appears, this function is enabled (with a passcode required). A blank cell in the E/P column means that this function is unavailable for any authority level.

Under the heading Authority Level, you'll refer to columns 1-14, representing the fourteen authority levels. Now look at the column labeled 1. Following down this column, you'll refer to that some cells are blank while some contain the letter "E", which stands for enabled. Wherever there is an "E", it means that that function is available to users with an authority level of 1.

Passcode Worksheet

The passcode worksheet presents the information discussed previously onto one page, and also includes the user's ID number, assigned passcode, and his or her name.

An important piece of information included in the passcode worksheet is the listing of areas to which the user has access, along with the authority level assignment for each of those areas.

User Interface

#	Functions*	Command	E/P	Authority Levels													
				1	2	3	4	5	6	7	8	9	10	11	12	13	14
1	Disarm		P	*E*	*E*	*E*	*E*	*E*									
2	Master Arm Delay	CMD 1	P	*E*	*E*	*E*	*E*	*E*									
3	Master Arm Instant	CMD 11		*E*	*E*												
4	Perimeter Instant	CMD 2	P	*E*	*E*	*E*	*E*										
5	Perimeter Delay	CMD 3	P	*E*	*E*	*E*	*E*										
6	Watch Mode	CMD 6	E	*E*	*E*	*E*											
7	Perimeter Part	CMD 8	P	*E*	*E*	*E*	*E*										
8	View Area Status		P	*E*	*E*												
9	View Memory	CMD 40	E	*E*	*E*	*E*											
10	View Pt Status		E	*E*	*E*	*E*											
11	Walk Test	CMD 44	E	*E*	*E*												
12	Fire Test	CMD 58	P	*E*	*E*												
13	Send Report	CMD 41/42	P														
14	♦Door Control	CMD 46	P	*E*	*E*												
	♦Cycle Door		E	*E*	*E*												
	♦Unlock Door		E	*E*	*E*												
	♦Secure Door		E	*E*													
37	♦Access Control Level		P	*E*													
15	Change Display	CMD 49	E	*E*													
16	Change Time/Date	CMD 45	E	*E*													
17	Change Passcode	CMD 55	P	*E*													
18	Add User	CMD 56	P	*E*													
19	Del User	CMD 53	P	*E*													

				Authority Levels														
20	Extend Close	CMD 51	P															
21	View Log		E	*E*														
22	Print Log		P	*E*														
23	User Command 7	CMD 7	P															
24	User Command 9	CMD 9	P															
25	Bypass a Point	CMD 0	P	*E*	*E*	*E*	*E*											
26	Unbypass a Point	CMD 00	P	*E*	*E*	*E*	*E*											
27	Reset Sensors	CMD 47	E	*E*	*E*	*E*	*E*											
28	Change Relays	CMD 54	P	*E*	*E*													
29	Remote Program	CMD 43	P	*E*	*E*	*E*	*E*											
30	Move To Area	CMD 50	P	*E*	*E*													
32	Display Rev	CMD 59	E	*E*														
33	Service Walk		P															
34	Default Text	CMD 57	P															
35	Change Skeds	CMD 52	P	*E*														
36	Invisible Walk Test		P	*E*														

* Keypad Function Authority Level Options: Blank = Disabled, E = Enabled.

♦ D9412GV3/D7412GV3/D9412GV2/D7412GV2 only.

Authority Level 15 can not be edited.

User Interface

				Authority Levels													
#	Functions*	Command	E/P	1	2	3	4	5	6	7	8	9	10	11	12	13	14
#	**Custom Functions**																
128	Custom Function 128		P	*E*													
129	Custom Function 129		P	*E*													
130	Custom Function 130		P	*E*													
131	Custom Function 131		P	*E*													
132	Custom Function 132		P	*E*													
133	Custom Function 133		P	*E*													
134	Custom Function 134		P	*E*													
135	Custom Function 135		P	*E*													
136	Custom Function 136		P	*E*													
137	Custom Function 137		P	*E*													
138	Custom Function 138		P	*E*													
139	Custom Function 139		P	*E*													
140	Custom Function 140		P	*E*													
141	Custom Function 141		P	*E*													
142	Custom Function 142		P	*E*													
143	Custom Function 143		P	*E*													
	♦ Access Levels**																
	♦ Security Level		E	*M*	*M*	*P*	*P*	*P*	*D*								
	♦ Disarm Level		E	*I*	*D*	*D*	*D*	*D*									
	♦ Function Level		D														

* Keypad Function Authority Level Options: Blank = Disabled, E = Enabled.

Authority Level 15 can not be edited.

♦ D9412GV3/D7412GV3/D9412GV2/D7412GV2 only.

** Access Authority Level Options:

Security Level	M = Any Armed State, P = Perimeter Armed, D = Disarmed, Blank = No Access
Disarm Level	I = Disarm to Perimeter Instant, D = Disarm All, Blank = No Disarm Rights
Function Level	Function Level M = Any Armed State, D = Disarmed state, C = Any Armed state, Blank = Function disabled

User (Passcode) Worksheet (User 000 to 038) *Note: Text shown in Times font (ex. 15) indicates sample text.*

User ###	Passcode	User Group	Area Authority								User Name	
			1	2	3	4	5	6	7	8		
000	*1 2 3* _ _ _		*15*	*15*	*15*	*15*	*15*	*15*	*15*	*15*	*SERVICE*	*PASSCODE*
001	*123456* _____	___	*1*	_	_	_	_	_	_	_	*USER 1*	_____
002	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 2*	_____
003	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 3*	_____
004	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 4*	_____
005	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 5*	_____
006	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 6*	_____
007	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 7*	_____
008	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 8*	_____
009	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 9*	_____
010	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 10*	_____
011	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 11*	_____
012	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 12*	_____
013	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 13*	_____
014	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 14*	_____
015	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 15*	_____
016	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 16*	_____
017	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 17*	_____
018	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 18*	_____
019	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 19*	_____
020	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 20*	_____
021	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 21*	_____
022	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 22*	_____
023	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 23*	_____
024	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 24*	_____
025	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 25*	_____
026	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 26*	_____
027	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 27*	_____
028	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 28*	_____
029	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 29*	_____
030	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 30*	_____
031	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 31*	_____
032	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 32*	_____
033	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 33*	_____
034	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 34*	_____
035	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 35*	_____
036	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 36*	_____
037	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 37*	_____
038	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 38*	

Product Handler Note: RADXUSR1 is for Users 000 - 124; RADXUSR2 is for Users 125 - 249.

♦ **User (Token) Worksheet (User 000 to 038) D9412GV3/D7412GV3/D9412GV2/D7412GV2 Only**

User ###	Master ID ###-0		Sub-User ###-1		Sub-User ###-2		Sub-User ###-3	
	Site	Card Data	Site	Card Data	Site	Card Data	Site	Card Data
000	Not Available							
001								
002								
003								
004								
005								
006								
007								
008								
009								
010								
011								
012								
013								
014								
015								
016								
017								
018								
019								
020								
021								
022								
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024								
025								
026								
027								
028								
029								
030								
031								
032								
033								
034								
035								
036								
037								
038								

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User (Passcode) Worksheet (User 039 to 075)

User ###	Passcode	User Group	Area Authority								User Name
			1	2	3	4	5	6	7	8	
039	_ _ _ _ _ _ _ _	___	__ __ __ __ __ __ __ __								*USER 39* _____
040	_ _ _ _ _ _ _ _	___	__ __ __ __ __ __ __ __								*USER 40* _____
041	_ _ _ _ _ _ _ _	___	__ __ __ __ __ __ __ __								*USER 41* _____
042	_ _ _ _ _ _ _ _	___	__ __ __ __ __ __ __ __								*USER 42* _____
043	_ _ _ _ _ _ _ _	___	__ __ __ __ __ __ __ __								*USER 43* _____
044	_ _ _ _ _ _ _ _	___	__ __ __ __ __ __ __ __								*USER 44* _____
045	_ _ _ _ _ _ _ _	___	__ __ __ __ __ __ __ __								*USER 45* _____
046	_ _ _ _ _ _ _ _	___	__ __ __ __ __ __ __ __								*USER 46* _____
047	_ _ _ _ _ _ _ _	___	__ __ __ __ __ __ __ __								*USER 47* _____
048	_ _ _ _ _ _ _ _	___	__ __ __ __ __ __ __ __								*USER 48* _____
049	_ _ _ _ _ _ _ _	___	__ __ __ __ __ __ __ __								*USER 49* _____
050	_ _ _ _ _ _ _ _	___	__ __ __ __ __ __ __ __								*USER 50* _____
051	_ _ _ _ _ _ _ _	___	__ __ __ __ __ __ __ __								*USER 51* _____
052	_ _ _ _ _ _ _ _	___	__ __ __ __ __ __ __ __								*USER 52* _____
053	_ _ _ _ _ _ _ _	___	__ __ __ __ __ __ __ __								*USER 53* _____
054	_ _ _ _ _ _ _ _	___	__ __ __ __ __ __ __ __								*USER 54* _____
055	_ _ _ _ _ _ _ _	___	__ __ __ __ __ __ __ __								*USER 55* _____
056	_ _ _ _ _ _ _ _	___	__ __ __ __ __ __ __ __								*USER 56* _____
057	_ _ _ _ _ _ _ _	___	__ __ __ __ __ __ __ __								*USER 57* _____
058	_ _ _ _ _ _ _ _	___	__ __ __ __ __ __ __ __								*USER 58* _____
059	_ _ _ _ _ _ _ _	___	__ __ __ __ __ __ __ __								*USER 59* _____
060	_ _ _ _ _ _ _ _	___	__ __ __ __ __ __ __ __								*USER 60* _____
061	_ _ _ _ _ _ _ _	___	__ __ __ __ __ __ __ __								*USER 61* _____
062	_ _ _ _ _ _ _ _	___	__ __ __ __ __ __ __ __								*USER 62* _____
063	_ _ _ _ _ _ _ _	___	__ __ __ __ __ __ __ __								*USER 63* _____
064	_ _ _ _ _ _ _ _	___	__ __ __ __ __ __ __ __								*USER 64* _____
065	_ _ _ _ _ _ _ _	___	__ __ __ __ __ __ __ __								*USER 65* _____
066	_ _ _ _ _ _ _ _	___	__ __ __ __ __ __ __ __								*USER 66* _____
067	_ _ _ _ _ _ _ _	___	__ __ __ __ __ __ __ __								*USER 67* _____
068	_ _ _ _ _ _ _ _	___	__ __ __ __ __ __ __ __								*USER 68* _____
069	_ _ _ _ _ _ _ _	___	__ __ __ __ __ __ __ __								*USER 69* _____
070	_ _ _ _ _ _ _ _	___	__ __ __ __ __ __ __ __								*USER 70* _____
071	_ _ _ _ _ _ _ _	___	__ __ __ __ __ __ __ __								*USER 71* _____
072	_ _ _ _ _ _ _ _	___	__ __ __ __ __ __ __ __								*USER 72* _____
073	_ _ _ _ _ _ _ _	___	__ __ __ __ __ __ __ __								*USER 73* _____
074	_ _ _ _ _ _ _ _	___	__ __ __ __ __ __ __ __								*USER 74* _____
075	_ _ _ _ _ _ _ _	___	__ __ __ __ __ __ __ __								*USER 75* _____

♦ **User (Token) Worksheet (User 039 to 075) D9412GV3/D7412GV3/D9412GV2/D7412GV2 Only**

User	Master ID ###-0		Sub-User ###-1		Sub-User ###-2		Sub-User ###-3	
###	Site	Card Data	Site	Card Data	Site	Card Data	Site	Card Data
039								
040								
041								
042								
043								
044								
045								
046								
047								
048								
049								
050								
051								
052								
053								
054								
055								
056								
057								
058								
059								
060								
061								
062								
063								
064								
065								
066								
067								
068								
069								
070								
071								
072								
073								
074								
075								

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User (Passcode) Worksheet (User 076 to 114) (101-249 = D9412GV3/D9412GV2 only)

User ###	Passcode	User Group	Area Authority								User Name
			1	2	3	4	5	6	7	8	
076	— — — — — — —	____	—	—	—	—	—	—	—	—	*USER 76* _____
077	— — — — — — —	____	—	—	—	—	—	—	—	—	*USER 77* _____
078	— — — — — — —	____	—	—	—	—	—	—	—	—	*USER 78* _____
079	— — — — — — —	____	—	—	—	—	—	—	—	—	*USER 79* _____
080	— — — — — — —	____	—	—	—	—	—	—	—	—	*USER 80* _____
081	— — — — — — —	____	—	—	—	—	—	—	—	—	*USER 81* _____
082	— — — — — — —	____	—	—	—	—	—	—	—	—	*USER 82* _____
083	— — — — — — —	____	—	—	—	—	—	—	—	—	*USER 83* _____
084	— — — — — — —	____	—	—	—	—	—	—	—	—	*USER 84* _____
085	— — — — — — —	____	—	—	—	—	—	—	—	—	*USER 85* _____
086	— — — — — — —	____	—	—	—	—	—	—	—	—	*USER 86* _____
087	— — — — — — —	____	—	—	—	—	—	—	—	—	*USER 87* _____
088	— — — — — — —	____	—	—	—	—	—	—	—	—	*USER 88* _____
089	— — — — — — —	____	—	—	—	—	—	—	—	—	*USER 89* _____
090	— — — — — — —	____	—	—	—	—	—	—	—	—	*USER 90* _____
091	— — — — — — —	____	—	—	—	—	—	—	—	—	*USER 91* _____
092	— — — — — — —	____	—	—	—	—	—	—	—	—	*USER 92* _____
093	— — — — — — —	____	—	—	—	—	—	—	—	—	*USER 93* _____
094	— — — — — — —	____	—	—	—	—	—	—	—	—	*USER 94* _____
095	— — — — — — —	____	—	—	—	—	—	—	—	—	*USER 95* _____
096	— — — — — — —	____	—	—	—	—	—	—	—	—	*USER 96* _____
097	— — — — — — —	____	—	—	—	—	—	—	—	—	*USER 97* _____
098	— — — — — — —	____	—	—	—	—	—	—	—	—	*USER 98* _____
099	— — — — — — —	____	—	—	—	—	—	—	—	—	*USER 99* _____
100	— — — — — — —	____	—	—	—	—	—	—	—	—	*USER 100* _____
101	— — — — — — —	____	—	—	—	—	—	—	—	—	*USER 101* _____
102	— — — — — — —	____	—	—	—	—	—	—	—	—	*USER 102* _____
103	— — — — — — —	____	—	—	—	—	—	—	—	—	*USER 103* _____
104	— — — — — — —	____	—	—	—	—	—	—	—	—	*USER 104* _____
105	— — — — — — —	____	—	—	—	—	—	—	—	—	*USER 105* _____
106	— — — — — — —	____	—	—	—	—	—	—	—	—	*USER 106* _____
107	— — — — — — —	____	—	—	—	—	—	—	—	—	*USER 107* _____
108	— — — — — — —	____	—	—	—	—	—	—	—	—	*USER 108* _____
109	— — — — — — —	____	—	—	—	—	—	—	—	—	*USER 109* _____
110	— — — — — — —	____	—	—	—	—	—	—	—	—	*USER 110* _____
111	— — — — — — —	____	—	—	—	—	—	—	—	—	*USER 111* _____
112	— — — — — — —	____	—	—	—	—	—	—	—	—	*USER 112* _____
113	— — — — — — —	____	—	—	—	—	—	—	—	—	*USER 113* _____
114	— — — — — — —	____	—	—	—	—	—	—	—	—	*USER 114* _____

♦ **User (Token) Worksheet (User 076 to 114) D9412GV3/D7412GV3/D9412GV2/D7412GV2 Only (101-249 = D9412GV3/D9412GV2 only)**

User ###	Master ID ###-0		Sub-User ###-1		Sub-User ###-2		Sub-User ###-3	
	Site	Card Data	Site	Card Data	Site	Card Data	Site	Card Data
076								
077								
078								
079								
080								
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082								
083								
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085								
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102								
103								
104								
105								
106								
107								
108								
109								
110								
111								
112								
113								
114								

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User (Passcode) Worksheet (User 115 to 150) (101-249 = D9412GV3/D9412GV2 only)

User ###	Passcode	User Group	Area Authority								User Name
			1	2	3	4	5	6	7	8	
115	— — — — —		—	—	—	—	—	—	—	—	*USER 115*
116	— — — — —		—	—	—	—	—	—	—	—	*USER 116*
117	— — — — —		—	—	—	—	—	—	—	—	*USER 117*
118	— — — — —		—	—	—	—	—	—	—	—	*USER 118*
119	— — — — —		—	—	—	—	—	—	—	—	*USER 119*
120	— — — — —		—	—	—	—	—	—	—	—	*USER 120*
121	— — — — —		—	—	—	—	—	—	—	—	*USER 121*
122	— — — — —		—	—	—	—	—	—	—	—	*USER 122*
123	— — — — —		—	—	—	—	—	—	—	—	*USER 123*
124	— — — — —		—	—	—	—	—	—	—	—	*USER 124*

End RADXUSR1 Handler

User ###	Passcode	User Group	Area Authority								User Name
125	— — — — —		—	—	—	—	—	—	—	—	*USER 125*
126	— — — — —		—	—	—	—	—	—	—	—	*USER 126*
127	— — — — —		—	—	—	—	—	—	—	—	*USER 127*
128	— — — — —		—	—	—	—	—	—	—	—	*USER 128*
129	— — — — —		—	—	—	—	—	—	—	—	*USER 129*
130	— — — — —		—	—	—	—	—	—	—	—	*USER 130*
131	— — — — —		—	—	—	—	—	—	—	—	*USER 131*
132	— — — — —		—	—	—	—	—	—	—	—	*USER 132*
133	— — — — —		—	—	—	—	—	—	—	—	*USER 133*
134	— — — — —		—	—	—	—	—	—	—	—	*USER 134*
135	— — — — —		—	—	—	—	—	—	—	—	*USER 135*
136	— — — — —		—	—	—	—	—	—	—	—	*USER 136*
137	— — — — —		—	—	—	—	—	—	—	—	*USER 137*
138	— — — — —		—	—	—	—	—	—	—	—	*USER 138*
139	— — — — —		—	—	—	—	—	—	—	—	*USER 139*
140	— — — — —		—	—	—	—	—	—	—	—	*USER 140*
141	— — — — —		—	—	—	—	—	—	—	—	*USER 141*
142	— — — — —		—	—	—	—	—	—	—	—	*USER 142*
143	— — — — —		—	—	—	—	—	—	—	—	*USER 143*
144	— — — — —		—	—	—	—	—	—	—	—	*USER 144*
145	— — — — —		—	—	—	—	—	—	—	—	*USER 145*
146	— — — — —		—	—	—	—	—	—	—	—	*USER 146*
147	— — — — —		—	—	—	—	—	—	—	—	*USER 147*
148	— — — — —		—	—	—	—	—	—	—	—	*USER 148*
149	— — — — —		—	—	—	—	—	—	—	—	*USER 149*
150	— — — — —		—	—	—	—	—	—	—	—	*USER 150*

User (Token) Worksheet (User 115 to 150) (101-249 = D9412GV3/D9412GV2 only)

User ###	Master ID ###-0		Sub-User ###-1		Sub-User ###-2		Sub-User ###-3	
	Site	Card Data	Site	Card Data	Site	Card Data	Site	Card Data
115								
116								
117								
118								
119								
120								
121								
122								
123								
124								

End RADXUSR1 Handler

125								
126								
127								
128								
129								
130								
131								
132								
133								
134								
135								
136								
137								
138								
139								
140								
141								
142								
143								
144								
145								
146								
147								
148								
149								
150								

User (Passcode) Worksheet (User 151 to 189) (101-249 = D9412GV3/D9412GV2 only)

User ###	Passcode	User Group	1	2	3	4	5	6	7	8	User Name
					Area Authority						
151	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 151*
152	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 152*
153	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 153*
154	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 154*
155	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 155*
156	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 156*
157	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 157*
158	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 158*
159	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 159*
160	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 160*
161	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 161*
162	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 162*
163	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 163*
164	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 164*
165	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 165*
166	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 166*
167	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 167*
168	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 168*
169	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 169*
170	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 170*
171	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 171*
172	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 172*
173	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 173*
174	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 174*
175	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 175*
176	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 176*
177	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 177*
178	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 178*
179	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 179*
180	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 180*
181	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 181*
182	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 182*
183	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 183*
184	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 184*
185	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 185*
186	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 186*
187	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 187*
188	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 188*
189	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 189*

User (Token) Worksheet (User 151 to 189) (101-249 = D9412GV3/D9412GV2 only)

User ###	Master ID ###-0		Sub-User ###-1		Sub-User ###-2		Sub-User ###-3	
	Site	Card Data	Site	Card Data	Site	Card Data	Site	Card Data
151								
152								
153								
154								
155								
156								
157								
158								
159								
160								
161								
162								
163								
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182								
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184								
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186								
187								
188								
189								

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User (Passcode) Worksheet (User 190 to 226) (101-249 = D9412GV3/D9412GV2 only)

User ###	Passcode	User Group	Area Authority								User Name
			1	2	3	4	5	6	7	8	
190	— — — — — —	— —	—	—	—	—	—	—	—	—	*USER 190* _____
191	— — — — — —	— —	—	—	—	—	—	—	—	—	*USER 191* _____
192	— — — — — —	— —	—	—	—	—	—	—	—	—	*USER 192* _____
193	— — — — — —	— —	—	—	—	—	—	—	—	—	*USER 193* _____
194	— — — — — —	— —	—	—	—	—	—	—	—	—	*USER 194* _____
195	— — — — — —	— —	—	—	—	—	—	—	—	—	*USER 195* _____
196	— — — — — —	— —	—	—	—	—	—	—	—	—	*USER 196* _____
197	— — — — — —	— —	—	—	—	—	—	—	—	—	*USER 197* _____
198	— — — — — —	— —	—	—	—	—	—	—	—	—	*USER 198* _____
199	— — — — — —	— —	—	—	—	—	—	—	—	—	*USER 199* _____
200	— — — — — —	— —	—	—	—	—	—	—	—	—	*USER 200* _____
201	— — — — — —	— —	—	—	—	—	—	—	—	—	*USER 201* _____
202	— — — — — —	— —	—	—	—	—	—	—	—	—	*USER 202* _____
203	— — — — — —	— —	—	—	—	—	—	—	—	—	*USER 203* _____
204	— — — — — —	— —	—	—	—	—	—	—	—	—	*USER 204* _____
205	— — — — — —	— —	—	—	—	—	—	—	—	—	*USER 205* _____
206	— — — — — —	— —	—	—	—	—	—	—	—	—	*USER 206* _____
207	— — — — — —	— —	—	—	—	—	—	—	—	—	*USER 207* _____
208	— — — — — —	— —	—	—	—	—	—	—	—	—	*USER 208* _____
209	— — — — — —	— —	—	—	—	—	—	—	—	—	*USER 209* _____
210	— — — — — —	— —	—	—	—	—	—	—	—	—	*USER 210* _____
211	— — — — — —	— —	—	—	—	—	—	—	—	—	*USER 211* _____
212	— — — — — —	— —	—	—	—	—	—	—	—	—	*USER 212* _____
213	— — — — — —	— —	—	—	—	—	—	—	—	—	*USER 213* _____
214	— — — — — —	— —	—	—	—	—	—	—	—	—	*USER 214* _____
215	— — — — — —	— —	—	—	—	—	—	—	—	—	*USER 215* _____
216	— — — — — —	— —	—	—	—	—	—	—	—	—	*USER 216* _____
217	— — — — — —	— —	—	—	—	—	—	—	—	—	*USER 217* _____
218	— — — — — —	— —	—	—	—	—	—	—	—	—	*USER 218* _____
219	— — — — — —	— —	—	—	—	—	—	—	—	—	*USER 219* _____
220	— — — — — —	— —	—	—	—	—	—	—	—	—	*USER 220* _____
221	— — — — — —	— —	—	—	—	—	—	—	—	—	*USER 221* _____
222	— — — — — —	— —	—	—	—	—	—	—	—	—	*USER 222* _____
223	— — — — — —	— —	—	—	—	—	—	—	—	—	*USER 223* _____
224	— — — — — —	— —	—	—	—	—	—	—	—	—	*USER 224* _____
225	— — — — — —	— —	—	—	—	—	—	—	—	—	*USER 225* _____
226	— — — — — —	— —	—	—	—	—	—	—	—	—	*USER 226* _____

♦ **User (Token) Worksheet (User 190 to 226) D9412GV3/D7412GV3/D9412GV2/D7412GV2 Only (101-249 = D9412GV3/D9412GV2 only)**

User	Master ID ###-0		Sub-User ###-1		Sub-User ###-2		Sub-User ###-3	
###	Site	Card Data	Site	Card Data	Site	Card Data	Site	Card Data
190								
191								
192								
193								
194								
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214								
215								
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217								
218								
219								
220								
221								
222								
223								
224								
225								
226								

Bosch Security Systems, Inc. | 9/10 | F01U169130-02

User (Passcode) Worksheet (User 227 to 249) (101-249 = D9412GV3/D9412GV2 only)

User ###	Passcode	User Group	Area Authority								User Name
			1	2	3	4	5	6	7	8	
227	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 227* _____
228	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 228* _____
229	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 229* _____
230	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 230* _____
231	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 231* _____
232	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 232* _____
233	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 233* _____
234	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 234* _____
235	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 235* _____
236	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 236* _____
237	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 237* _____
238	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 238* _____
239	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 239* _____
240	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 240* _____
241	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 241* _____
242	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 242* _____
243	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 243* _____
244	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 244* _____
245	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 245* _____
246	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 246* _____
247	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 247* _____
248	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 248* _____
249	_ _ _ _ _ _	___	_	_	_	_	_	_	_	_	*USER 249* _____

User (Token) Worksheet (User 227 to 249) (101-249 = D9412GV3/D9412GV2 only)

User ###	Master ID ###-0		Sub-User ###-1		Sub-User ###-2		Sub-User ###-3	
	Site	Card Data	Site	Card Data	Site	Card Data	Site	Card Data
227								
228								
229								
230								
231								
232								
233								
234								
235								
236								
237								
238								
239								
240								
241								
242								
243								
244								
245								
246								
247								
248								
249								

User (Passcode) Worksheet (Blank)

User ###	Passcode	User Group	Area Authority								User Name
			1	2	3	4	5	6	7	8	
	— — — — — —	— —	—	—	—	—	—	—	—	—	*USER* ___ _____
	— — — — — —	— —	—	—	—	—	—	—	—	—	*USER* ___ _____
	— — — — — —	— —	—	—	—	—	—	—	—	—	*USER* ___ _____
	— — — — — —	— —	—	—	—	—	—	—	—	—	*USER* ___ _____
	— — — — — —	— —	—	—	—	—	—	—	—	—	*USER* ___ _____
	— — — — — —	— —	—	—	—	—	—	—	—	—	*USER* ___ _____
	— — — — — —	— —	—	—	—	—	—	—	—	—	*USER* ___ _____
	— — — — — —	— —	—	—	—	—	—	—	—	—	*USER* ___ _____
	— — — — — —	— —	—	—	—	—	—	—	—	—	*USER* ___ _____
	— — — — — —	— —	—	—	—	—	—	—	—	—	*USER* ___ _____
	— — — — — —	— —	—	—	—	—	—	—	—	—	*USER* ___ _____
	— — — — — —	— —	—	—	—	—	—	—	—	—	*USER* ___ _____
	— — — — — —	— —	—	—	—	—	—	—	—	—	*USER* ___ _____
	— — — — — —	— —	—	—	—	—	—	—	—	—	*USER* ___ _____
	— — — — — —	— —	—	—	—	—	—	—	—	—	*USER* ___ _____
	— — — — — —	— —	—	—	—	—	—	—	—	—	*USER* ___ _____
	— — — — — —	— —	—	—	—	—	—	—	—	—	*USER* ___ _____
	— — — — — —	— —	—	—	—	—	—	—	—	—	*USER* ___ _____
	— — — — — —	— —	—	—	—	—	—	—	—	—	*USER* ___ _____
	— — — — — —	— —	—	—	—	—	—	—	—	—	*USER* ___ _____
	— — — — — —	— —	—	—	—	—	—	—	—	—	*USER* ___ _____
	— — — — — —	— —	—	—	—	—	—	—	—	—	*USER* ___ _____
	— — — — — —	— —	—	—	—	—	—	—	—	—	*USER* ___ _____
	— — — — — —	— —	—	—	—	—	—	—	—	—	*USER* ___ _____

User (Token) Worksheet (Blank)

User ###	Master ID ###-0		Sub-User ###-1		Sub-User ###-2		Sub-User ###-3	
	Site	Card Data	Site	Card Data	Site	Card Data	Site	Card Data

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 will 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 will not detect intrusion.

- Smoke detectors cannot detect smoke in chimneys, walls, or roofs, or smoke blocked by a closed door. They might not detect smoke or fire on a level of the building different from the one on which they are located. Smoke detectors might 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 from service, reports from the security system to the Security Company cannot be sent unless there is an alternate means of communication. 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 might 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.

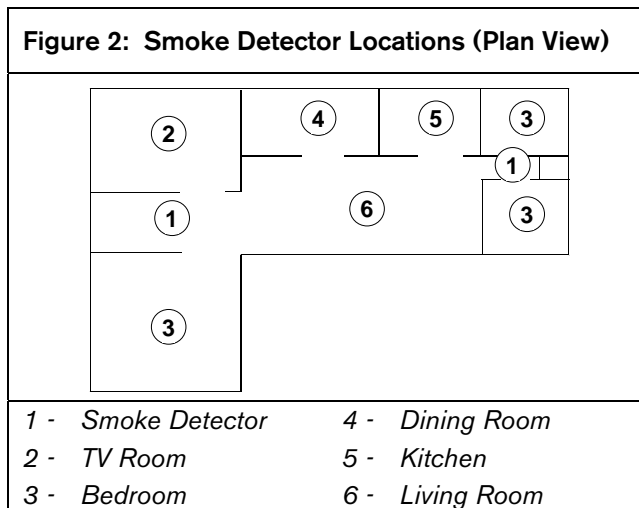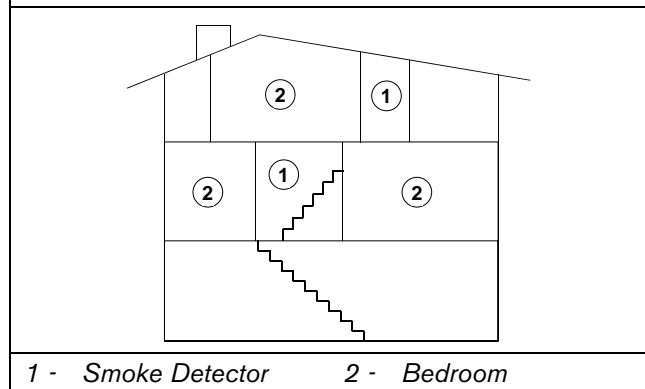3. A smoke detector should be provided to protect each sleeping area in a home (*Figure 2* and *Figure 3*).

Figure 2: Smoke Detector Locations (Plan View)

1 -	Smoke Detector	4 -	Dining Room
2 -	TV Room	5 -	Kitchen
3 -	Bedroom	6 -	Living Room

Figure 3: Smoke Detector Locations (Elevation View)

1 -	Smoke Detector	2 -	Bedroom

4. Practice an escape plan. Because there might 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 might 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 will 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 know that everyone is accounted for.

Figure 4: Escape Route

1 -	Fire	5 -	Dining Room
2 -	Escape Routes	6 -	Living Room
3 -	Bedroom	7 -	Smoke Detector
4 -	Kitchen		
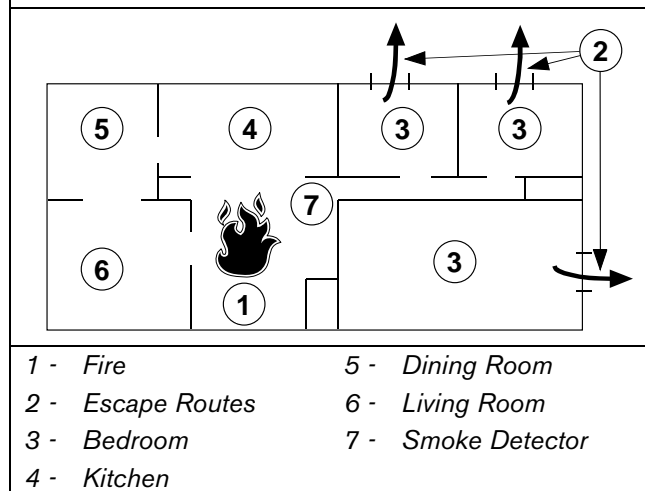
7. If it is determined that the alarm was accidentally sounded, the bell should be silenced, the detectors reset, and your security company notified immediately that there is no emergency situation.

Standard Displays

Your keypad uses standard and custom displays to show the status of the security system. Many standard displays are described below. Your system might not use all of them. Descriptions of your custom text follow.

System Command

Shows when you press the **CMD** button. The system is waiting for you to enter a one or two digit number to complete the command.

```
*System Command*

 1  2  3  4  5  CMD
 6  7  8  9  0  ENTER
```

Entry Delay/Enter Passcode to Disarm

When the system is turned on, entering through a delay door starts entry delay time.

The keypad emits a tweedle tone and alternates between **Enter Passcode and press the ENTER button to disarm** and **AREA # AREA TEXT is in entry delay**.

```
Enter Passcode and
ENTER key to silence
 1  2  3  4  5  CMD
 6  7  8  9  0  ENTER
```

```
AREA 1 WAREHOUSE
is in entry delay.
    FRONT DOOR
               Menu
 1  2  3  4  5  CMD
 6  7  8  9  0  ENTER
```

You must turn off the system before entry delay time expires to avoid creating an alarm event.

Exit Now

Arming your system starts exit delay time. The keypad emits a repeating beep tone and shows **Exit Now!**.

```
Exit Now! 16
seconds remaining.

 1  2  3  4  5  CMD
 6  7  8  9  0  ENTER
```

No Authority

The system will not recognize the passcode entered.

```
**No Authority**

Please try again...

 1  2  3  4  5  CMD
 6  7  8  9  0  ENTER
```

Perimeter On Delayed

Indicates that the perimeter is armed (turned on) with entry/exit delay time and shows **Perimeter On Delayed**. (Refer to *Perimeter Delay (CMD + 3)* on page *22*).

```
AREA 1 WAREHOUSE
Perimeter On Delayed

  Help?      Menu
 1  2  3  4  5  CMD
 6  7  8  9  0  ENTER
```

Perimeter Instant

Indicates that the perimeter is armed (turned on) without entry/exit delay time and shows **Perimeter On Instant**. (Refer to *Turn On the Perimeter With No Delays* on page *21.*).

```
AREA 1 WAREHOUSE
Perimeter On Instant

  Help?      Menu
 1  2  3  4  5  CMD
 6  7  8  9  0  ENTER
```
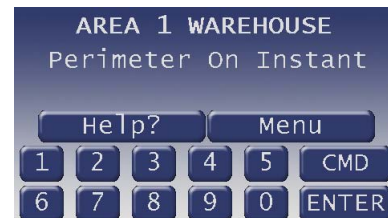
Area must be disarmed first

Indicates that the function requested can only be performed when the area is disarmed. Disarm the area to perform the function.

```
Area must be
disarmed first.



 1  2  3  4  5  CMD
 6  7  8  9  0  ENTER
```
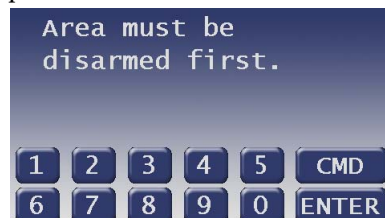
System Trouble Displays

If you refer to any of the system trouble displays shown below, contact your security company to determine whether repairs are needed.

> ☑ The **Silence** button is only shown if a trouble tone is present. Press the **Silence** button to silence the following trouble conditions.

Call for Service

Call your security company. Your security system might have failed (Your Alarm Company is replaced with the name of your security company).

```
Call for Service
Contact us at:
  Your Alarm Company

1  2  3  4  5  CMD
6  7  8  9  0  ENTER
```

Service Battery Low

Indicates the security system's battery is low, or temporarily draining faster than the system can charge it. If this display remains or appears frequently, call your security company for service.

```
AREA 1 WAREHOUSE
Service Battery Low
              Silence
Help?           Menu
1  2  3  4  5  CMD
6  7  8  9  0  ENTER
```

Service AC Failure

Indicates that AC power to the security system is interrupted. Check the plug-in transformer and circuit breaker. Entering **CMD 4** silences the trouble buzz. The display clears when AC power returns.
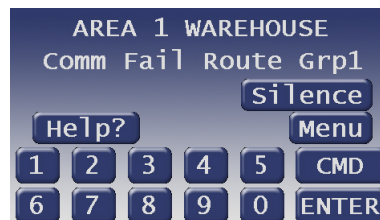
```
AREA 1 WAREHOUSE
Service AC Failure
              Silence
Help?           Menu
1  2  3  4  5  CMD
6  7  8  9  0  ENTER
```
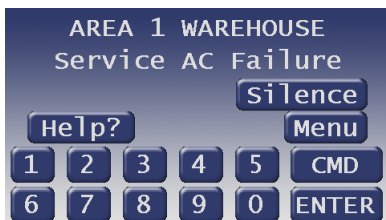
Serv Battery Missing

Indicates the security system's battery is disconnected or shorted.

```
AREA 1 WAREHOUSE
Serv Battery Missing
              Silence
Help?           Menu
1  2  3  4  5  CMD
6  7  8  9  0  ENTER
```
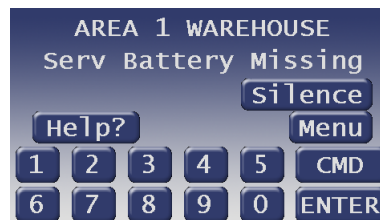
Service Communication Fail

Your security system makes repeated attempts to communicate with the security company.

In the event your security system fails to communicate, the keypad buzzes and shows **Comm Fail Route Grp1** (Route Group number can be from 1 to 4).

```
AREA 1 WAREHOUSE
Comm Fail Route Grp1
              Silence
Help?           Menu
1  2  3  4  5  CMD
6  7  8  9  0  ENTER
```
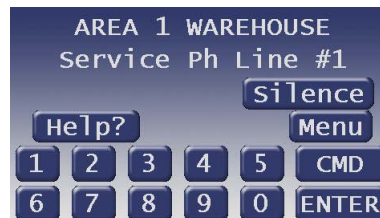
Notify your security company of the communication trouble.

Service Keypad

Indicates that a keypad, other than the one displaying the message, is in a trouble condition. Notify your security company.

```
AREA 1 WAREHOUSE
Service Keypad
              Silence
Help?           Menu
1  2  3  4  5  CMD
6  7  8  9  0  ENTER
```

Service Phone Line #1 (or #2)

Indicates telephone line trouble. Call your phone company from another phone to report telephone trouble. This message might not appear in some systems.

```
AREA 1 WAREHOUSE
Service Ph Line #1
              Silence
Help?           Menu
1  2  3  4  5  CMD
6  7  8  9  0  ENTER
```
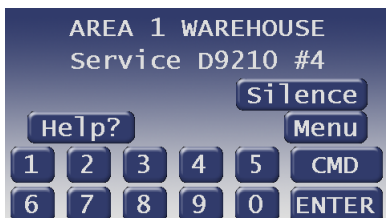
Service Printer

Printer number could also be 18 or 19

Indicates that a local printer (if installed) at your premises is in a trouble condition. Check to be sure the printer is powered on, the paper is correctly is inserted, and the printer is selected. Contact your security company if you have questions or the display doesn't clear. You system might not include a local printer.

```
    AREA 1 WAREHOUSE
     Service Printer
              [Silence]
 [Help?]        [Menu]
 1  2  3  4  5  [CMD]
 6  7  8  9  0  [ENTER]
```
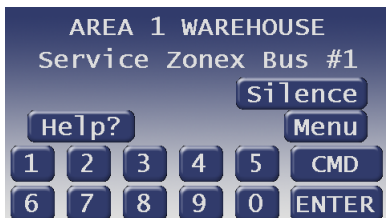
Service D9210

Indicates that one of the D9210 Access Control Modules (possible of 8 total) connected to the control panel has encountered a problem. Contact your security company.
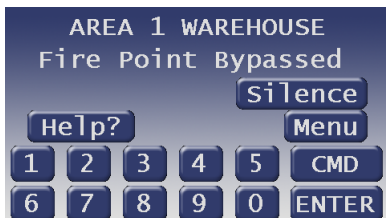
```
    AREA 1 WAREHOUSE
    Service D9210 #4
              [Silence]
 [Help?]        [Menu]
 1  2  3  4  5  [CMD]
 6  7  8  9  0  [ENTER]
```

Service Zonex Bus 1 (or 2)

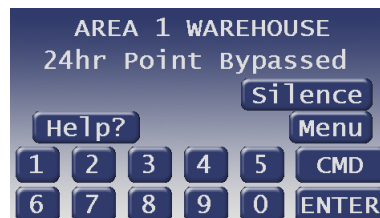Shows when a problem has occurred with the control panel's Point Bus Wiring. Call your security company.

```
    AREA 1 WAREHOUSE
  Service Zonex Bus #1
              [Silence]
 [Help?]        [Menu]
 1  2  3  4  5  [CMD]
 6  7  8  9  0  [ENTER]
```

Fire Point Bypass

This display indicates that fire points have been bypassed.

```
    AREA 1 WAREHOUSE
   Fire Point Bypassed
              [Silence]
 [Help?]        [Menu]
 1  2  3  4  5  [CMD]
 6  7  8  9  0  [ENTER]
```

24 Hour Point Bypass

This display indicates that 24-hour points have been bypassed.

```
    AREA 1 WAREHOUSE
  24hr Point Bypassed
              [Silence]
 [Help?]        [Menu]
 1  2  3  4  5  [CMD]
 6  7  8  9  0  [ENTER]
```

Security System Glossary

Area A group of detection devices connected to your security system.

Arm To turn on your controlled points (burglar detection devices). When an area is armed and a controlled point trips, an alarm occurs or entry delay begins. When an area is disarmed, faulting controlled points will not generate alarms.

Authority Level Your security company or security representative assigns an authority level to your passcode. The authority level determines what keypad functions you can execute.

Bypass Selectively remove points from the security system. You might bypass a point in order to arm the perimeter with a window open.

Central Station A facility where trained personnel monitor your security system 24 hours a day. Your security system might be programmed to contact the central station during alarm conditions, enabling central station personnel to dispatch the proper authorities.

Closing Report A report your system can be programmed to send to the central station indicating that an area has been armed. Opening and closing reports are commonly used by commercial accounts.

Function List A list of functions programmed by your security company. They can perform most keypad functions with only two or three button presses.

Entry Delay A programmed delay of system alarm response, which allows you to enter an armed area through the correct point and disarm the area. If you don't disarm before the delay time expires, the system begins an alarm response, which might include reports to the central station.

Exit Delay A programmed delay of system alarm response, which allows you to exit after arming an area. If you don't exit before the delay time expires, entry delay begins. You must disarm the system.   If you don't disarm before the delay time expires, the system begins an alarm response, which might include reports to the central station.

Faulted Point A point that is not normal (a door or window is open).

Force Arm To turn on (arm) the security system even though one or more points are faulted. Force arming bypasses the faulted points.

Idle Text The security system shows idle text at keypads when it is not performing a user-requested function. Idle text shows the arming status of the system.

Master Arm To turn on (arm) both interior points and perimeter points.

Menu A list of functions you execute from a keypad.

Opening Report A report your system can be programmed to send to the central station indicating that an area has been disarmed. Opening and closing reports are commonly used by commercial accounts.

Perimeter Arm An arming command that arms only the perimeter points.

Point A detection device or group of devices connected to your security system. Points display individually at the keypad with custom text. The text can describe a single door, motion sensor, smoke detector, or an area such as UPSTAIRS or GARAGE.

Relay Your system might have relays programmed to provide control of devices such as premises lighting or entry gates. Your security company programs relays for automatic control and/or control from your keypad.

Trouble A service condition that needs to be corrected, such as a broken wire

Maintenance and Service

This 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.

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.

Your Alarm Company

Name:

Call This
Number
Before
Testing

Notes

WPP

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