

## ❖ ❖ System Setup ❖ ❖

### Important Information About Your System

Your system requires a code for arming.  Yes  No

Your system is monitored by a central station.  Yes  No

C/S Name: \_\_\_\_\_

Address: \_\_\_\_\_

City/State: \_\_\_\_\_

Emergency Phone: \_\_\_\_\_

Service Phone: \_\_\_\_\_

Service Manager: \_\_\_\_\_

Your system sends a report to the central station when armed or disarmed.

Yes  No

Your system sends a report to the central station when a zone is bypassed.

Yes  No

### Security Command Keypad Locations.

01. \_\_\_\_\_ 03. \_\_\_\_\_

02. \_\_\_\_\_ 04. \_\_\_\_\_

### Outputs

Below is a list of devices controlled by the outputs on your system.

01. \_\_\_\_\_ 03. \_\_\_\_\_

02. \_\_\_\_\_ 04. \_\_\_\_\_

### Zones

Below is a list of protection devices on each of the zones in your system.

01. \_\_\_\_\_ 06. \_\_\_\_\_

02. \_\_\_\_\_ 07. \_\_\_\_\_

03. \_\_\_\_\_ 08. \_\_\_\_\_

04. \_\_\_\_\_ 09. \_\_\_\_\_

05. \_\_\_\_\_ 10. \_\_\_\_\_

Your system sends reports to your pager.  Yes  No

### User Check-in

This function allows a user to send a check-in message to a pager. This message indicates that the user has arrived home.

**COMMAND** + 7 + (your code) Sends a Check-in report to your pager only.

## ❖ ❖ System Setup ❖ ❖

### User Codes

Your system provides up to 12 user codes. Each code is made up of 3 parts:

12  
User Number
1234  
User Code
Master  
User Level

The **User Number** is how the system identifies a user.

The **User Code** is the 4-digit number a user enters into the keypad to arm and disarm the system or to perform other system operations.

The **User Level** - There are only 2 levels, Standard and Master. The standard level can perform all functions *except* adding, deleting, or changing user codes. The Master level can perform all functions. Users 01 to 09 are always Standard level. Users 10 to 12 are always Master level.

Your system sends Ambush reports to the central station.  Yes  No

If Yes, user 01 is a special Ambush code that must only be used in duress situations.

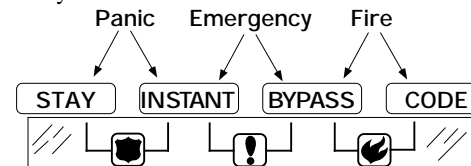
Use the table below to track users of your system.

User	User Name	Level
01		Standard
02		Standard
03		Standard
04		Standard
05		Standard
06		Standard
07		Standard
08		Standard
09		Standard
10		Standard
11		Master
12		Master

## ❖ ❖ 2-Button Panic Keys ❖ ❖

If your system has a label showing a Badge, Exclamation Mark, and Flame under the top row of keys, the optional Panic key function has been enabled.

By pressing the two keys over the icon, and holding them down for at least 2 seconds, the system will send either a Panic (Badge), non-medical Emergency (Exclamation), or Fire (Flame) report to the central station. The keypad beeps to confirm the Panic entry.



*Tomorrow's technology for today's security needs.*



*The Security Command Keypad*

### Welcome

Congratulations on your decision to purchase a Security Command system. The new Security Command, from one of America's leading security manufacturers, is quickly setting the standard for residential and commercial burglary/fire protection. You can look forward to years of superior service and system flexibility as your protection needs change.

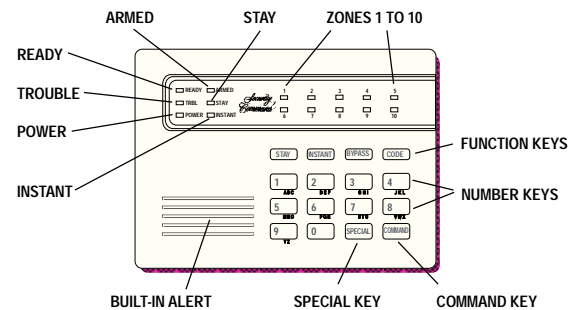
### Easy to Use

As powerful as your system is, it's also one of the easiest to use. Whether you want to turn the system on or off, or set it to chime when a door is opened, all you have to do is press a few keys on the Security Command keypad. Each keypad contains a keyboard with easy to read lettering that also lights up as you use it and 16 indicator lights that tell you everything from whether a window is open to which areas of the system are armed. There's also an internal alert sounder that gently chimes to remind you to turn the system off or that indicates someone just entered a door.

### Please Take a Moment

To learn the full range of features of your new system, we encourage you to read through this user's guide thoroughly. On the back we've included a System Setup section where the installer can fill in the programmed information about your system and where you, as your comfort with the system increases, can track any additional changes you should make.

## ❖❖ Your Security Command Keypad ❖❖



### How the lights operate

- Pulse** - 1 second on, 1 second off
- Flash** - 1/2 second on, 1/2 second off
- Rapid Flash** - 1/4 second on, 1/4 second off
- Wink** - 1/4 second on, 1 3/4 seconds off

<b>READY</b>	<b>On</b> when the system is ready to be armed. <b>Off</b> when the system is armed or a zone is faulted. <b>Rapid Flash</b> when an alarm has occurred and the system is disarmed. <b>Pulse</b> for optional transmit test during arming.
<b>TROUBLE</b>	<b>On</b> when the system is unable to send a report to your central station. <b>Off</b> when the system is operating correctly. <b>Pulse</b> when there is a problem with the system. Call for service.
<b>POWER</b>	<b>On</b> when AC and battery power are okay. <b>Off</b> during AC trouble. <b>Flash</b> when the system's battery is low but AC is okay.
<b>ARMED</b>	<b>On</b> when Perimeter and Interior are armed. <b>Off</b> when Perimeter and Interior are off. <b>Rapid Flash</b> when an alarm has occurred and the system is armed. <b>Pulse</b> during exit delay after you've armed the system.
<b>STAY</b>	<b>On</b> when the Perimeter only is armed. <b>Off</b> when all areas are armed or disarmed. <b>Pulse</b> when Perimeter and Interior areas armed and Bedrooms disarmed.
<b>INSTANT</b>	<b>On</b> when the system is instant armed. <b>Off</b> when the system is armed with entry/exit delays or is disarmed.
<b>ZONE</b>	<b>On</b> when the zone is disarmed and open. <b>Off</b> when the zone is closed. <b>Rapid Flash</b> means a zone alarm. This flashes until the zone is disarmed and a user code is entered a second time. <b>Wink</b> means the zone is bypassed. <b>Pulse</b> means the zone is in a trouble or zone monitor condition.

## ❖❖ Arming and Disarming Your System ❖❖

### Arming the system with a code

When the READY light is on, enter your own user code in place of *(your code)*:  
**(your code)** Arms Perimeter and Interior.

**STAY** + *(your code)* Arms only the Perimeter protection.

**SPECIAL** + *(your code)* Arms the Perimeter and Interior protection but leaves any Bedroom area protection off.

You can press the INSTANT key before starting the arming sequence or after (while the READY light is pulsing) to arm the system without any exit or entry delays.

### Arming the system without a code

When the READY light is on, enter:

**COMMAND** + 1 Arms Perimeter and Interior.

**STAY** or **COMMAND** + 2 Arms only the Perimeter protection.

**SPECIAL** or **COMMAND** + 3 Arms the Perimeter and Interior protection but leaves any Bedroom area protection off.

You can press the INSTANT key before starting the arming sequence or after (while the READY light is pulsing) to arm the system without any exit or entry delays.

### Disarming the system

When the ARMED light is on, enter:

*(your code)* Disarms Perimeter and Interior. You can enter your code again to clear any zone alarm memory (lights that are flashing rapidly).

### Disarming during an alarm

When the ARMED light is on and a zone is in alarm, enter:

*(your code)* Silences the alarm and disarms the system. Enter again to clear any zone alarm memory (lights that are flashing rapidly). Burglary zone alarm lights clear automatically after a few minutes.

## ❖❖ Built-in Alert Operation ❖❖

### How the Alert tone operates

**Steady Tone** A trouble condition on the system or a fire zone. Follows bell. Pressing any key silences a steady alert tone.

**1 One Second Beep** A burglary zone alarm or when a monitored zone is opened.

**1 Short Beep** Each time a key is pressed or a valid function is entered.

**4 Short Beeps** When an incorrect key or function is entered.

## ❖❖ Security Command Functions ❖❖

### Bypassing a Zone

Bypassing means the system ignores events that occur on the zone. You can bypass a disarmed zone, such as a patio door, so it can be used while the rest of the Perimeter protection is turned on. Use 2-digit zone numbers; example: 01, 05....

**BYPASS** + *(your code)* + (zone) Bypasses the zone.

If already bypassed, the zone will unbypass.

### Resetting Sensors

Use this function to reset smoke detectors after an alarm when the Fire zone light is flashing in alarm memory.

*(your code)* or **COMMAND** + 4 + 7 The system resets the smoke detectors and stops the flashing light if the zone restores to normal.

### Easy Exit (Home/Away systems only)

This function allows you to exit your home while the system is armed.

**BYPASS** or **COMMAND** + 9 Restarts the exit delay. Systems arms at expiration or at second press of BYPASS key.

### Testing the System

It's good practice to test your system at least once each week. This assures you that the system is working correctly and identifies any potential problems.

**COMMAND** + 4 + 1 The bell rings for 2 seconds then the battery and communications to the central station are tested.

### Turning Outputs On or Off

Your system may have lights or other devices connected to outputs that you can turn on or off from the keypad. Use 2-digit output numbers; example: 01, 05....

**COMMAND** + 5 + 4 + *(your code)* + (output) Turns the specified output on or off depending on which state it had been in previously.

### Monitoring Zones

You can monitor zones in the system so that the keypad emits a short alert beep any time that zone is opened. Use 2-digit zone numbers; example: 01, 05....

**COMMAND** + 6 + *(your code)* + (zone) Monitors this zone only.

**COMMAND** + 6 + *(your code)* + **STAY** Monitors all Perimeter zones.

**COMMAND** + 6 + *(your code)* + **SPECIAL** Monitors Perimeter/Interior zones.

Repeat to remove a zone from monitor mode.

### User Codes

This function allows a Master user (users 10-12) to add, change, or delete a user code from the system.

**CODE** + *(your code)* + ## + C C C C Adds or changes a user code

**CODE** + *(your code)* + ## + 0 0 0 0 Deletes a user code

## = 2-digit user number    0 = Enter four zeroes    C = New user code number