

INSTRUCTION MANUAL

Code Changes  
Instructions

*Power series*  
*PC 1000*



## **PROGRAMMING ADDITIONAL ACCESS CODES**

Programming additional access codes can only be done with the Master Code.

To program a new access code, enter [\*], [5] and [Master Code]. Zone light 1 will be ON to indicate that the Master Code is already programmed. If other codes are programmed, the respective zone lights will be on (i.e. zone light 2 will be ON to indicate that a second code has been programmed).

Press any key from [2] to [4] to select which of the 3 additional codes is to be programmed. The zone light will flash to indicate which code is being programmed.

Now enter a [4 digit access code]. Do not use the [\*] or [#] keys as part of the code. The system will acknowledge the new code by beeping several times. The zone light will stop flashing and remain ON to indicate a programmed code. After the new code has been entered, enter a number from [2] to [4] to program another code, or press [#] to return to Ready.

If [\*\*\*\*] instead of a [4 digit code] is entered, any previously programmed code in this location will be eliminated. The zone light will go OFF after [\*\*\*\*] is entered to indicate that there is no longer a code programmed in this location.

Note that during code programming, the zone light is ON steadily for codes which have already been programmed. Note that the Master Code is always indicated by the zone 1 light. To program a new Master Code, enter [\*], [5], [CURRENT Master Code], [1], [NEW Master Code]. Do not enter [\*] or [#] as part of the new Master Code, and do not try to erase the Master Code by entering [\*\*\*\*].

### **Summary: To program a new code:**

Enter [\*], [5], [Master Code], [2 to 4], [4 digit code]

When code is programmed, press [#] to return to Ready.

### **To eliminate an existing code:**

Enter [\*], [5], [Master Code], [2 to 4], [\*\*\*\*]

When code is erased, press [#] to return to Ready.

## **QUICK-ARM FEATURE**

When the Quick-Arm feature is enabled, the panel may be armed simply by entering [\*], [0] instead of a 4 digit code. The [\*], [0] command will not disarm the panel. This feature is useful when individuals are required to arm the system, but are not desired to be able to disarm it as well. In the home, this feature could be used for visitors, and in a commercial application, it could be used with junior employees and maintenance staff.

To activate the Quick-Arm feature, enter [\*], [5], [Master Code], [5] (note that keys 1 to 4 are used to program codes). When the command is entered, the keypad will beep 3 times if the feature is being enabled and will beep once if the feature is being disabled.

Press [#] to return to Ready.