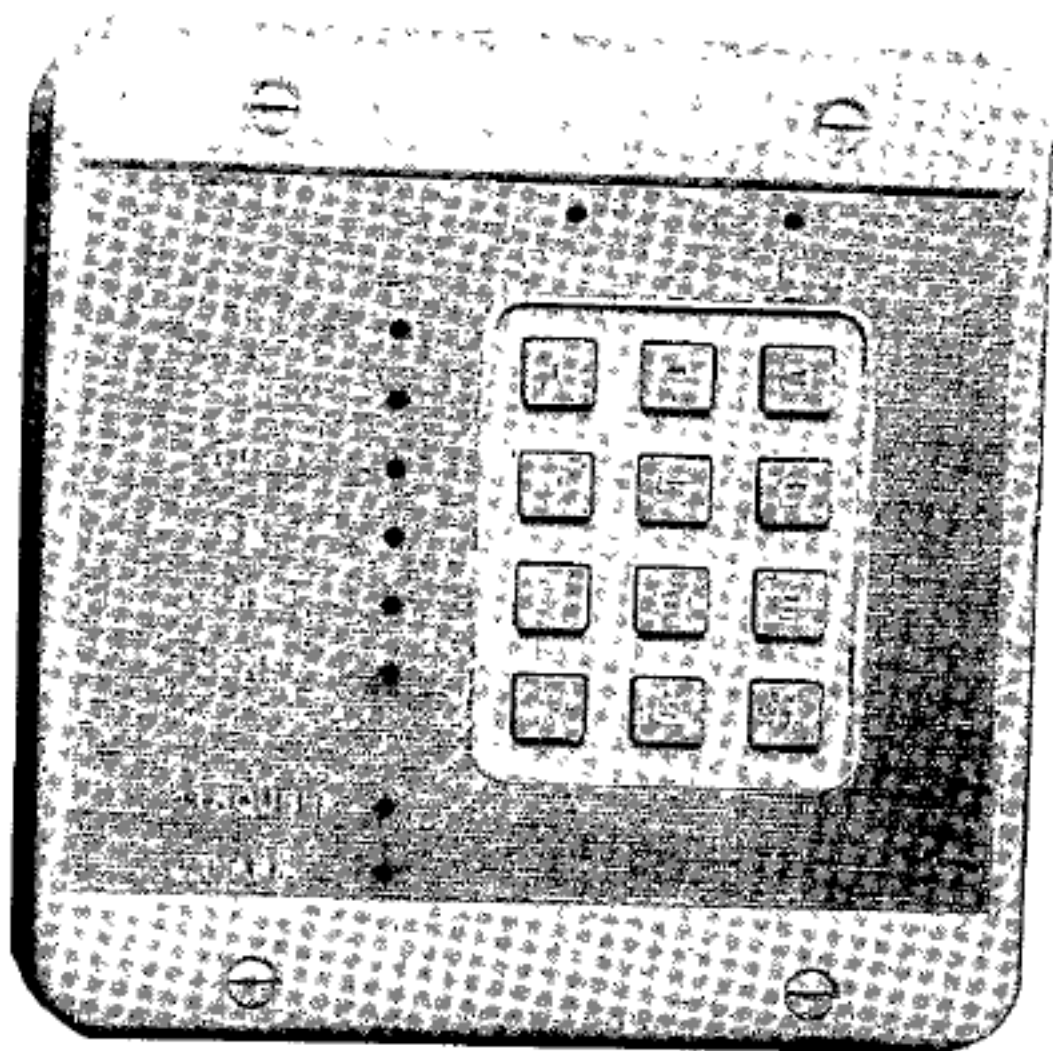# How to Use the Z700 Security Control

Code Changes

Ready Status

If lighted, the system is ready to be armed.

If not lighted, one or more zones are faulted. Indicators of zones at fault will be lighted.
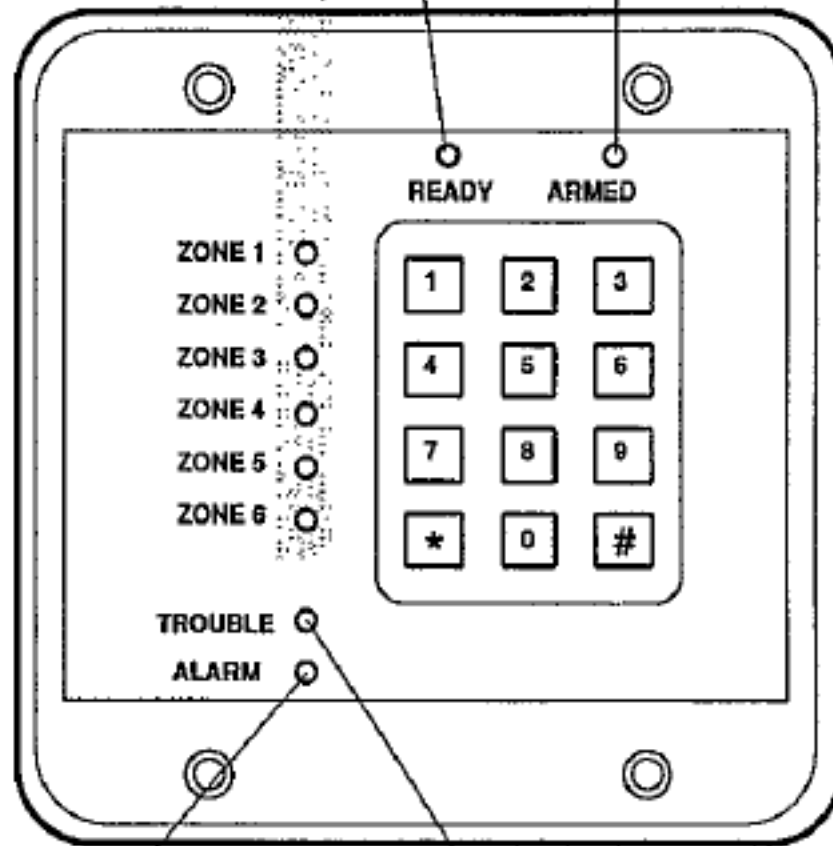
Individual Zone Status

If lighted, zone is not secure. Check doors, windows, etc.

If not lighted, zone is secure.

If blinking, zone is bypassed.

Armed Status

If lighted, the system is armed.

If not lighted, the system is disarmed.

If blinking, time is being provided to exit the building, after which the system will be fully armed.

READY   ARMED

ZONE 1
ZONE 2
ZONE 3
ZONE 4
ZONE 5
ZONE 6

1	2	3
4	5	6
7	8	9
*	0	#

TROUBLE
ALARM

Alarm Indicator

If lighted, an alarm has occurred.

Trouble Indicator

If lighted, a trouble condition exists. Contact your security representative.

2

Programming

Certain features of your system are programmable through the control station. The programming mode is entered by pressing key 9 and holding for three seconds, then entering the Master User Code. Other programming functions may be possible that are not detailed in this section. Consult your security representative for a list of the user programmable features of your system.

USER CODES

Your system may be programmed to accept up to five regular User Codes and one Master User Code. Each code may be comprised of may four digit sequence. Codes may be added, deleted, or changed as necessary. The Master User Code (code 1) performs all of the User Code functions plus allows access to the programming mode.

User Code 6 may be programmed as a Temporary User Code with a limited number of valid uses, after which it becomes inoperable. This code may be assigned to a maintenance person, maid, or anyone who you would like to be able to arm and disarm the system for a selected number of times without having to reveal your regular code.

Changing User Codes

Determine your desired new User Code or Master User Code sequence. If you make an error while programming, press the '*' key five times and start over from step 1.

WARNING: Pressing the '#' or '*' key while programming a code may result in improper code operation, therefore, you MUST return to step 1 when an error is made.

To Change A User Code

1. The system must be disarmed.
2. Press key 9 and hold for three seconds. The control station will beep three times.
3. Enter the Master User Code. The control station will beep two times. The READY and ARMED indicators will blink alternately and the other eight indicators will blink in sequence with each other when the programming mode is successfully entered.
4. Press a key (2-6) which corresponds to the User Code you wish to program, or press key 1 to change the Master User Code, then press the '#' key. For example, press 1 then # to change the Master User Code, or 4 then # to program User Code 4 etc. The control station will beep three times to signify acceptance.
5. Enter the desired new 4 digit code sequence. After the fourth digit is entered, the control station will emit 1 short beep followed by one long beep then the system will exit the programming mode automatically. To program another code, return to step 2.

Deleting a Code

1. The system must be disarmed.
2. Press key 9 and hold for three seconds. The control station will beep three times.
3. Enter the Master User Code. The control station will beep two times. The READY and ARMED indicators will blink alternately and the other eight indicators will blink in sequence with each other when the programming mode is successfully entered.
4. Press keys 1 plus 0 plus # which instructs the control that you wish to delete a code. The control station will beep three times to signify acceptance.
5. Enter the number of the code (1-6) to be deleted.
6. The code is now deleted. The system will automatically exit the programming mode.