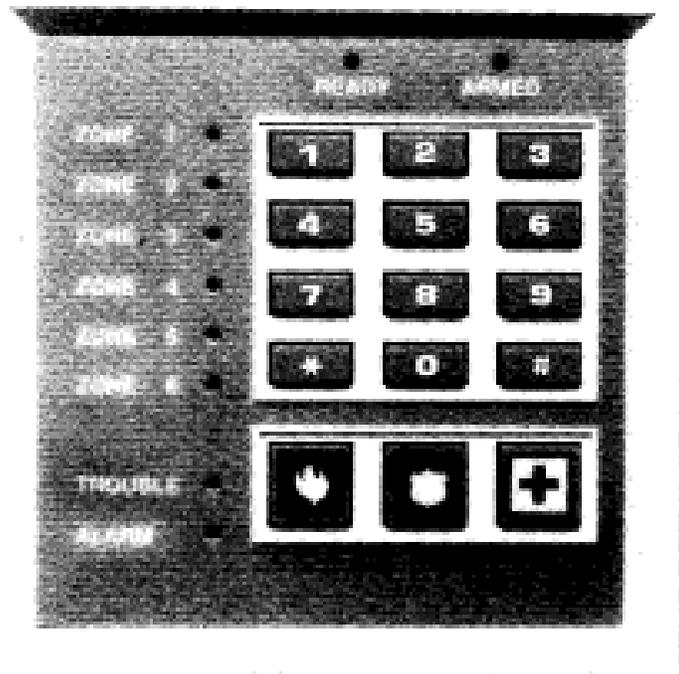


How to Use the Z900 Security Control

Code Changes



Zone Identification Card

Space is provided for recording the areas of protection which are assigned to each zone. Depending upon the installation, this card pulls out from the left or right side of the control station.

Trouble Indicator

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

Important Phone Numbers

Alarm Co:	
Police:	
Fire:	

Individual Zone Status

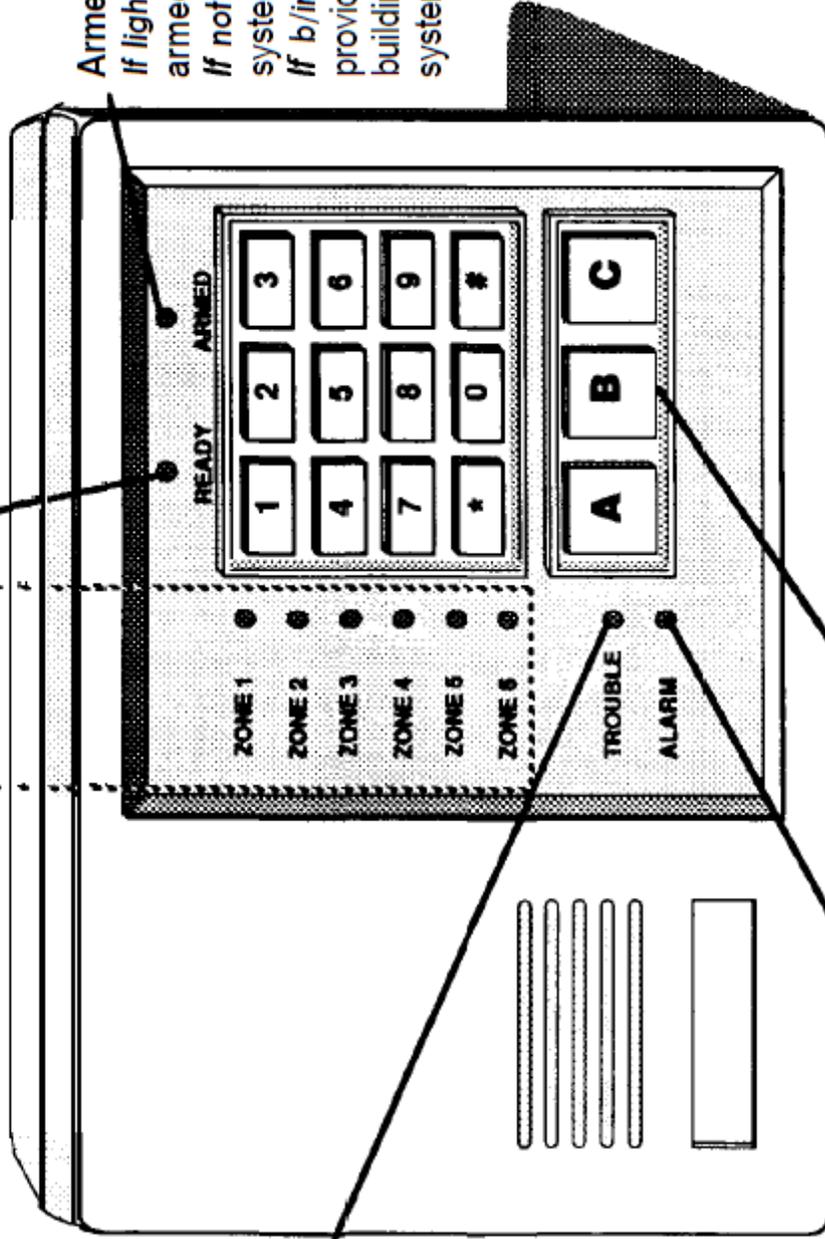
If lighted, zone is not secure. Check doors, windows, etc. **If not lighted**, zone is secure. **If blinking**, zone is bypassed.

Ready status

If lighted, the system is ready to be armed. **If not lighted**, one or more zones are faulted. Indicator(s) of zone(s) at fault will be lighted.

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 armed.



Alarm Indicator

If lighted, an alarm has occurred.

Emergency Panic Keys

PANIC A = _____
PANIC B = _____
PANIC C = _____

NOTE: The Emergency Panic Keys may or may not be active. Check with your security representative for details.

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 any four digit sequence. (Do not program 1234 or 1111 as User Codes). 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.

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

The system must be disarmed.

Press key 9 and hold for three seconds. The control station will beep three times.

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 repeatedly when the programming mode is successfully entered.

Press a key (1-6) 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. Enter the desired new 4 digit code sequence. After the fourth digit is entered, the control station will emit one short beep followed by one long beep then the system will exit the programming mode automatically. To program another code, return to step 2.

To delete a user code – Note never delete user 1 master code.

The system must be disarmed.

Press key 9 and hold for three seconds. The control station will beep three times.

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.

Press key 1, then key 0, then # which instructs the control that you wish to delete a code. The control station will beep three times to signify acceptance. Enter the number of the code (1-6) to be deleted. The code is now deleted. The system will automatically exit the programming mode.