

OPERATING GUIDE FOR YOUR RP1016e KEYPAD

Troubleshooting



DESIGN PATS. PENDING

KEYPAD CONTROLS & INDICATORS

Number Display

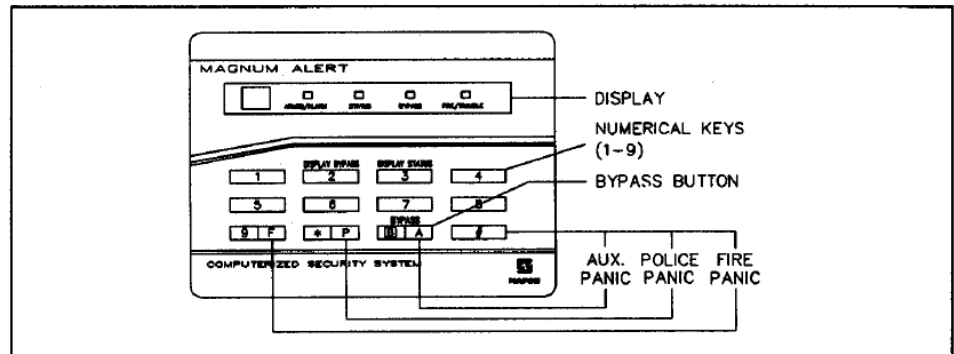
- Flashing Number – Indicates which non-24-Hour Zones are in an alarm condition and which Day Zones are in a trouble condition. Options: Zones open (while disarmed); Chime Zones open (if enabled).
- Flashing Number with Flashing ARMED/ALARM, STATUS, and BYPASS lights – System trouble; see **SETTING THE ALARM WHEN LEAVING**.
- Displays "P" (with steady sounder) – indicates a priority condition: an attempt to arm (a) with a Priority Zone in trouble or (b) without resetting a Day Zone or a system trouble indication; enter code again to return to disarmed state.
- Displays "o" – Manager's Mode.

ARMED/ALARM (Red) Light

- Steady – system is armed.
- Flashes – alarm on a non-24-Hour Zone (alarm memory).
- Flashes (fast) – instant protection; entry delay cancelled.

STATUS (Green) Light

- Steady – system disarmed, all non-24-Hour Zones okay.
- Pulses once/second – trouble on a non-24-Hour Zone.
- Flashes (fast) – trouble on Day Zone.



BYPASS (Yellow) Light

- Steady (with red or green light steady or flashing) – one or more zones manually bypassed.

ARMED/ALARM, STATUS, & BYPASS Lights

- Slow Flashing (with number displayed) – System Trouble; see **SETTING THE ALARM WHEN LEAVING**.
- Rapid Flashing (with pulsing sounder) – User Program Mode; press [B/A] three times to exit.

FIRE/TROUBLE (Red) Light

- Steady – Fire Zone in alarm condition.
- Flashes – Fire Zone in trouble condition.

Keypad Sounder

- Steady Tone (with "P" displayed) – a priority condition exists. Enter code again to silence sounder and return to disarmed state.
 - Steady tone (when entering) – entry delay in progress.
 - Beep (of programmed duration) – Chime tripped.
 - Beep (2 seconds) – system armed with a zone in trouble.
 - Pulsing – Day Zone trouble; Fire Zone trouble or alarm.
- (To stop sounder "Trouble" warnings, hold down Key [9] for 2 seconds.)

