

# OPERATING GUIDE FOR YOUR RP1054e KEYPAD

*Troubleshooting*

## KEYPAD CONTROLS & INDICATORS

### Digital Display

- Flashes Number – indicates which non-24-Hour Zones are in an alarm condition, and which Day Zones are in a trouble condition.
- Flashes Number (with flashing ARMED/ALARM, STATUS, and BYPASS lights) – System trouble: see **SETTING THE ALARM WHEN LEAVING**.
- Flashes "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.
- Displays one or more horizontal segments — STOP! Call for service.

### ARMED/ALARM (Red) Light

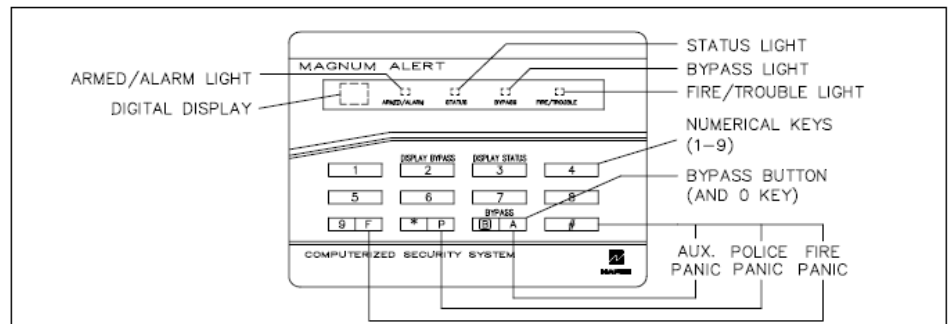
- On – system is armed.
- Flashing – alarm on a non-24-Hour Zone (alarm memory).
- Flashing (rapidly) – instant protection; entry delay cancelled.

### STATUS (Green) Light

- On – system disarmed, all non-24-Hour Zones okay.
- Flashing once per second – trouble on a non-24-Hour Zone.
- Flashing (rapidly) – trouble on Day Zone.

### BYPASS (Yellow) Light

- On (with red or green light on or flashing) – one or more zones manually bypassed.
- On (with no other lights; with or without a



digit displayed) – STOP! Call for service.

### First Three Lights

- Flashing (slowly, with number flashing) – System trouble: see **SETTING THE ALARM WHEN LEAVING**.
- Flashing (rapidly, with pulsing sounder) – User Program Mode; press [B] twice to exit.

### FIRE/TROUBLE Light

- On – Fire Zone in alarm condition.
- Flashing – Fire Zone in trouble condition.

### Keypad Sounder

- Steady Tone (with "P" displayed) – a priority condition exists. Enter code again to silence sounder.
- Steady tone (when entering) – entry delay in progress.

- Beep (of programmed duration) – Chime Zone 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.)

### BYPASS Button (Key [B/A])

To manually bypass a zone, press this button, then the digit representing the zone number. Refer to **SETTING THE ALARM WHEN LEAVING: Arming With A Zone In Trouble**.

### PANIC Buttons (Fire/Police/Auxiliary)

Activate Panic alarms. See **PROTECTING YOURSELF WHILE ON THE PREMISES**.