

FONSAFE™

HOME SECURITY SYSTEM &
CONTROL CENTER



FÖNSAFE™

Owner's Manual

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Contents

Getting Started ***1-1***

System Components	1-2
FONSAFE Security System	1-3
How the System Works	1-4
How Components Communicate	1-4
Installation	1-5
Phone Control of Your System	1-5

MCU & Remote Controls ***2-1***

Master Control Unit (MCU)	2-1
MCU Control Buttons	2-3
MCU Control Lights	2-4
Remote Control	2-5
Operating Your System	2-6
2-Button Key Chain Touchpad	2-7

Arming & Disarming ***3-1***

Selecting an Arming Level	3-1
Entering Your Password	3-1
Arming & Disarming Your System	3-2
Entering or Leaving Your Home When the System is Armed	3-2
Disarming to OFF	3-2
Arming to HOME	3-3
Arming to AWAY	3-3

iv Table of Contents

No Delay Feature	3-4
Bypassing	3-5
Bypassing an Open Sensor(s)	3-5
Bypassing a Trouble Condition	3-6
Bypassing an Open Sensor and Trouble Condition	3-7
Duress Code	3-8
To send a silent emergency alarm:	3-8
<i>Checking System Status</i>	<i>4-1</i>
<hr/>	
Getting Status Messages	4-1
Using the MCU	4-1
Using the Remote Control	4-1
Handling Trouble Messages	4-2
To stop the interior siren from beeping and the STATUS light from flashing:	4-2
Using the RESET Button	4-4
<i>Activating Manual Alarms</i>	<i>5-1</i>
<hr/>	
Activating the Auxilliary Alarm	5-1
Activating the Fire Alarm	5-2
Activating the Police Alarm	5-3
<i>Canceling Manual or Automatic Alarms</i>	<i>6-1</i>
<hr/>	
Manual Alarms	6-1
Automatic Alarms	6-1
If Your System Reports to a Monitoring Bureau	6-2
Avoiding False Alarms	6-3

Table of Contents v

Identifying Siren Sounds **7-1**

Alarms	7-1
Beeps & Chimes	7-2

Controlling Lights & Appliances **8-1**

Setting Lamp Modules	8-2
Turning Lights On and Off	8-3
Using a Lamp Switch	8-3
Sharing the Same Light Number	8-3
Using the Motion Detector	8-3
Turning All Lights On and Off	8-4
Checking Light Status	8-4
Setting Appliance Modules	8-5
Using an Appliance	8-5
Sharing the Same Appliance Number	8-5
Turning appliances on and off	8-6
Checking Appliance Status	8-6

Using Phone Controls **9-1**

Inside Your Home	9-1
Outside Your Home	9-1
Off-Premises Access:	9-2
With an Answering Machine	9-2
Without an Answering Machine Hookup	9-3
Toll Saver Feature	9-3
On-Premises and Off-Premises Phone Controls	9-4

vi Table of Contents

Additional Features **10-1**

Setting the Sensor Chime	10-1
Watchguard	10-2

Testing Your System **11-1**

Before You Begin	11-1
Home Sensor Test	11-2
Testing Sensors	11-2
If the MCU Continues to Repeat a Sensor	11-3
Sensor Phone Test	11-3
Master Control Battery Test	11-4
System Keypad Test	11-5
Siren Test	11-5
Testing Lamps and Appliances	11-6

Troubleshooting **12-1**

MCU STATUS Light	12-1
READY Light	12-1
MCU Battery Trouble	12-1
If you receive a low battery indicator:	12-1
Motion Detector	12-2
If the Motion Detector is causing false alarms:	12-2
Interior Siren	12-2
If your interior siren doesn't work properly:	12-2
Smoke Detector	12-3
If your smoke detector beeps once per minute:	12-3
Door/Window Sensors	12-3
If you receive a low battery sensor message:	12-3

Table of Contents **vii**

Lamp and Appliance Modules	12-3
If your Lamp and Appliance Modules are not working properly:	12-3
Password	12-4
If you can't remember your password:	12-4
Replacing Batteries In System Components	12-4
Guidelines	12-4
<i>Planning for Emergencies</i>	<i>13-1</i>
<hr/>	
Floor Plan Example	13-2
Floor Plan	13-3
<i>Quick Guides</i>	<i>14-1</i>
<hr/>	
Using the MCU or Remote Control	14-1
Using a TouchTone Phone	14-2

viii Table of Contents

Getting Started

Congratulations!

You've selected a Sprint FONSAFE security system to safeguard your home. With your system installed, your home can be monitored 24 hours a day.

The system provides a quick response to police, fire, and intrusion emergencies — via the same phone lines you rely on every day.

As a new owner, you'll find that your system is simple to use and maintain. Make it part of your daily routine — you'll find that reliable security is as easy and automatic as locking the door when leaving your home.

Please take the time to read this Operations Manual carefully.

It is intended to help you operate your system properly.

**Questions?
Call your local dealer.**

Enter your local dealer's phone number here:

1-2 *Getting Started*

SIMPLE TO LEARN

You'll find that your system is simple to learn. It uses voice technology to "speak" to you. It actually tells you how to control it, prompting you step by step. It will inform you that your home is secure -- or warn you that a problem has occurred.

EASY TO CONTROL -- AT HOME OR AWAY

In this manual, you'll learn how to control your system, whether you're at home or away. To start, read this section for an overview of your new system.

QUICK TO USE

The *Quick Guide* to operating your system at the back of this manual summarizes these instructions. Keep it handy for quick reference.

System Components

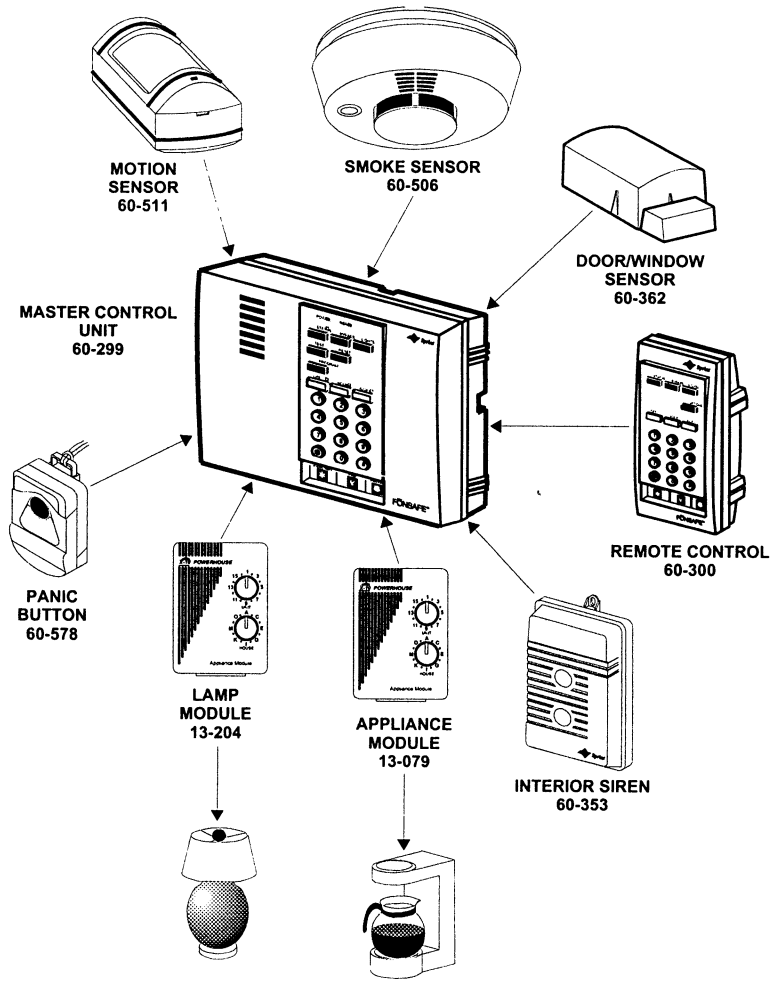
Your system may include some, or all, of the following components:

- Remote Control
- Door/Window Sensor
- Motion Detector
- Smoke Detector
- 2-Button Keychain Touchpad
- Panic Button
- Lamp Module
- Appliance Module
- Interior Siren

The total number of sensors and detectors in your system and the quantity of each type will depend on your security requirements. Your system can be customized to provide the most effective security for your individual needs.

Note: The 2-Button Keychain Touchpad has not been tested by UL with this system.

FONSAFE Security System



How the System Works

The Master Control Unit (MCU) monitors the sensors and detectors placed around your home via radio waves and controls Lamp Modules, Appliance Modules, and the interior siren through your house wiring.

The system verbally alerts you to the status of intrusion emergencies, fires, and break-ins.

In intrusion emergencies, the MCU quickly senses the problem (in a personal intrusion emergency, the panic button must be pushed). If your system is programmed to report to a monitoring bureau, the MCU automatically calls the monitoring bureau and communicates the alarm message.

How Components Communicate

The door/window sensor, smoke detector, motion detector, panic button, remote control, and 2-Button Keychain Touchpad communicate with the MCU via radio waves.

The MCU controls Lamp Modules, Appliance Modules, and the interior siren through your house wiring.

Don't worry about the system interfering with your home or appliances in any way -- it is designed for compatibility with home equipment.

How Components Signal...

...Via Radio Waves

- Door/Window Sensor
- Smoke Detector
- Motion Detector
- Panic Button
- Remote Control
- 2-Button Keychain Touchpad

...Or House Wiring

- Lamp Module
- Appliance Module
- Interior Siren

Installation

When your system is installed, the MCU "learns" information about each component—room locations, arming levels, and other specific details that identify each component and help the MCU monitor your home's condition.

Once installation is complete, you control your system through the MCU. The MCU will also carry out commands received from the remote control or from any TouchTone™ phone outside your home.

NOTE: If your system is connected to a special phone jack (RJ-31X jack), you may also use TouchTone phones located in your home to control the system.

Phone Control of Your System

NOTE: We strongly recommend the installation of an RJ-31X jack by your local phone company. The RJ-31X jack is required in UL listed systems.

An RJ-31X jack allows you (and the system) to do the following:

- Use any TouchTone phone located in your home to control your system.
- If your system is programmed to report to a monitoring bureau, the RJ-31X jack allows for the immediate transmission of an intrusion emergency message from the MCU to the monitoring bureau.

For example, if you are on the phone when an alarm occurs, the RJ-31X jack allows the MCU to immediately seize the phone line and send an INTRUSION EMERGENCY message to the monitoring bureau.

This will not occur if your system is connected to an RJ-11 standard jack.†

1-6 Getting Started

If your system is connected to an RJ-11 jack and you are on the phone when an alarm occurs, the MCU will attempt to send an INTRUSION EMERGENCY message to the monitoring bureau. However, since you are using the phone line, the MCU will not be able to make the connection until you hang up.

† **An RJ-11 standard jack is not intended for use in a UL listed system.**

MCU & Remote Controls

Master Control Unit (MCU)

The Master Control Unit (MCU) controls your entire system. It monitors and controls the components in your system -- the sensors and detectors that have been placed around your home.

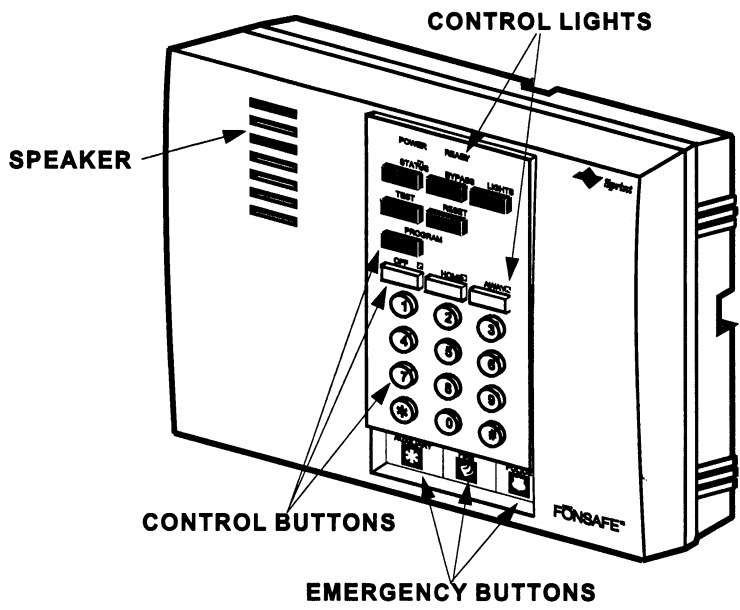
NOTE: The MCU is UL listed as a residential fire alarm and Grade A residential burglar alarm.

The control buttons and lights on the MCU correspond to different system functions. They are used to inform you about the condition of your system and to assist you in controlling it.

The charts in this section will help you identify these control buttons and lights. Look the charts over to familiarize yourself with the MCU now and refer to them later, while you are operating your system.

2-2 **MCU & Remote Controls**

MCU



MCU Control Buttons

Whenever you press a control button, the MCU will speak to you. It will tell you information about the condition of your system (system status) or prompt you through the key sequences you need to perform to activate its various features and functions.

BUTTON	FUNCTION
OFF, HOME, AWAY	Allow you to arm and disarm the system.
BYPASS	Allows you to disable open or troubled sensors when you arm the system.
STATUS	Tells you the current arming level of your system and whether trouble conditions have occurred.
LIGHTS	Allows you to manually control any Lamp Modules connected to the system.
RESET	Allows you to remove status messages from the MCU memory. You can also use it to exit Program and Test modes.
PROGRAM†	Allows you to set up and customize your system.
AUXILIARY, FIRE, POLICE	Allows you to manually signal alarms to the monitoring bureau, if your system is monitored.
TEST†	Allows you to test system functions.
0 - 9, *, #	Data Entry and Control.

† Your system will be temporarily disabled during programming. If you do not press RESET to exit program mode manually, it will be cancelled automatically after 30 minutes. While in program mode, the MCU will continually announce menu options, prompt for input, or flash its READY and STATUS lights. The MCU will only flash its READY and STATUS lights during downloading.

2-4 MCU & Remote Controls

MCU Control Lights

The MCU control lights show you, at a glance, the current status of your system. The chart below describes each light, as well as what each light condition indicates about the system.

NAME	COLOR	CONDITION	INDICATES
POWER	GREEN	ON	AC power OK.
		OFF	No power to system.
READY	GREEN	ON	System ready to be armed.
		OFF	Open sensor(s).
		FLASHING (1 second on, 1 second off)	Phone line seized by MCU for phone test or dialing monitoring bureau.
STATUS	YELLOW	OFF	Normal condition.
		FLASHING	Trouble or alarm condition in status queue.
OFF	GREEN	ON	System armed to OFF arming level.
HOME	RED	ON	System armed to HOME arming level.
		FLASHING (1 second on, 1 second off)	Exit Delay.
AWAY	RED	ON	System armed to AWAY arming level.
		FLASHING (1 second on, 1 second off)	Exit Delay.

NOTE: When the MCU is on backup battery, any LEDs that would normally be on will flash infrequently to conserve battery power.

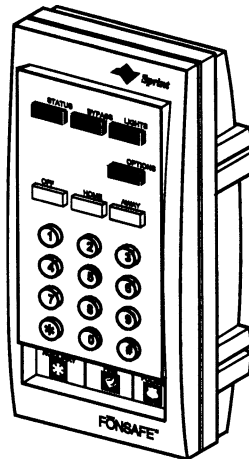
Remote Control

(60-300)

Your remote control is designed for simplicity and security. Its keypad is slightly different from the MCU.

Notice that the MCU buttons TEST, RESET, and PROGRAM are not found on the remote control. However, an additional button, OPTION, has been added that allows you to turn appliances on and off.

All other buttons operate in the same way as those on the MCU.



BUTTON	FUNCTION
OFF, HOME, AWAY	Allow you to arm and disarm the system.
BYPASS	Allows you to disable open or troubled sensors when you arm the system.
STATUS	Signals the MCU to report the current arming level of your system and tell you if trouble conditions have occurred.
LIGHTS	Allows you to manually control Lamp Modules connected to the system.
OPTION	Allows you to turn your system's appliances on and off.
AUXILIARY, FIRE, POLICE	Allows you to manually signal alarms to the monitoring bureau, if your system is monitored.
0 - 9, *, #	Data Entry and Control.

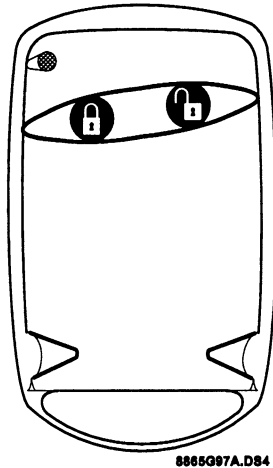
2-6 MCU & Remote Controls

Operating Your System

WHEN TO USE	TO:	PRESS
SYSTEM	Disarm to OFF	OFF, Password
	Arm to Home	HOME
	Arm to Away	AWAY
	Bypass Open Sensor	BYPASS, Sensor Number, Password
	Check System Status	STATUS
LIGHTS	Turn ON/OFF	LIGHTS, Light Number
	Turn ALL Lights ON or Return to Previous State	LIGHTS, 0
	Check Light Status	LIGHTS, #
APPLIANCES	Turn ON/OFF: MCU	*, 6, Option Number
	Remote	OPTION, Option Number
	Check Appliance Status (MCU only)	*, 6, #
ALARMS (Use On-Premises Only)	Signal an Auxiliary (not fire or break-in)	AUXILIARY
	Signal a Fire	FIRE
	Signal a Break-in	POLICE
	Cancel an Alarm	OFF, Password
SENSOR CHIME	Turn ON/OFF (MCU only)	TEST, Master Password, 6

2-Button Key Chain Touchpad

(60-607)



The 2-Button Keychain Touchpad is a small remote control that allows you to arm and disarm the system. The buttons work as follows:

Arm

The Arm button switches the system from *Off* to *Home* ; from *Home* to *Away*, or *Off* to *Away, no delay*. (See Section 3 for a complete description of the no delay feature.)

Disarm

The Disarm button turns the system off.

Arm + Disarm

Pressing both buttons simultaneously is the same as pressing the Police Emergency panic button.

2-8 MCU & Remote Controls

Arming & Disarming

Your system is extremely simple to operate. You arm and disarm the system by pressing one of three buttons on either the MCU or the remote control. If you want, you can also use a TouchTone phone, whether at home or away to arm and disarm. (See *Using Phone Controls*, Section 9.)

Selecting an Arming Level

Simply select one of the three arming levels listed below, according to the level of security you decide is appropriate at that time.

- OFF** *Disarms System. †*
- HOME** *Arms perimeter sensors and detectors.*
- AWAY** *Activates ALL sensors.*

†The smoke detector and panic buttons are always active, with the system armed to OFF. You can always activate a manual alarm, regardless of the current arming level of the system.

NOTE: The MCU asks for your password if something needs to be bypassed.

Entering Your Password

The MCU will not ask for your password when you choose a higher arming level. However, it will ask for your password when you select a lower arming level (Away to Off or Home to Off). This security feature prevents unauthorized persons from disarming your system.

Use the Master, Visitor, or Emergency password to disarm the system. The Visitor password allows temporary access and is intended for baby-sitters, cleaners, service people, and guests.

3-2 Arming / Disarming

The Emergency password (Duress Code) enables you to disarm the panel and silently send an emergency call to the central station. Use this feature if you are being threatened when entering your home. (See Duress Code later in this section.)

Arming & Disarming Your System

You can arm your system whenever the MCU READY light is on and the MCU STATUS light is not flashing. Press the button for Home, Away, or Off.

You can also arm your system if a sensor is open and/or there is a problem with your system by using the bypass feature. (For details, see *Bypassing* in this section.)

Entering or Leaving Your Home When the System is Armed

Anyone entering or leaving the premises should use a "delayed" door and do so quickly to avoid setting off the alarm when the entry/exit delay has elapsed.

Disarming to OFF

WHEN TO USE	WHAT TO DO	WHAT HAPPENS
To turn off all door/window sensors and motion detectors	Press OFF on MCU or remote control.	MCU announces: <i>PLEASE ENTER PASSWORD.</i>
To cancel an alarm	Enter Password.	MCU and interior siren each sound 1 beep (meaning armed to OFF)
To stop an interior siren from sounding		MCU announces OFF. MCU OFF light turns on.

Arming / Disarming 3-3

Arming to HOME

WHEN TO USE	WHAT TO DO	WHAT HAPPENS
When you are home and want exterior or perimeter windows and doors secured and motion detector off	Press HOME on MCU or remote control.	MCU announces: <i>HOME</i> . MCU and interior siren each sound 2 beeps (meaning armed to HOME). MCU HOME light turns on. (HOME light flashes during delay time.) Lamps set to Light No. 8 (Entry/Exit light) turn on during entry/exit delay.

Arming to AWAY

WHEN TO USE	WHAT TO DO	WHAT HAPPENS
To activate all sensors	Press AWAY on MCU or remote control.	MCU announces: <i>AWAY</i> . MCU and interior siren each sound 3 beeps (meaning armed to AWAY). MCU AWAY light turns on. (AWAY light flashes during delay time.) Lamps set to Light No. 8 (Entry/Exit light) turn on during entry/exit delay.

3-4 Arming / Disarming

No Delay Feature

The No Delay feature allows you to cancel the entry and exit delay and arm the system immediately. If your system is armed to Home or Away, activating the No Delay feature turns off delay lights and arms exterior doors and windows immediately. Use this feature to prevent someone from following you into your home or entering it during the exit delay.

WHEN TO USE	WHAT TO DO	WHAT HAPPENS
When you are home and want exterior doors and windows armed to No Delay.	Press HOME twice within 5 seconds.	MCU announces: <i>Home, no delay</i> . Entry and exit delays are canceled. MCU HOME light turns on.
When you are leaving and want all sensors armed to No Delay.	After you've left the house, press Away twice within 5 seconds on the remote control or press the arming button on an appropriately programmed Keychain Touchpad.	MCU announces: <i>Away, no delay</i> . Entry and exit delays are canceled. MCU AWAY, light turns on.
When you are coming home and the system is armed to No Delay.	Before you enter the house, disarm the system with the remote control or Keychain Touchpad.	MCU announces: Off.

When the system is armed with No Delay, opening any exterior door or window causes an immediate alarm. Therefore, you must use a remote control, TouchTone phone, or 2-Button Keychain Touchpad from outside the home to arm/disarm the system with No Delay.

Bypassing

Bypassing allows you to arm some sensors, while ignoring others. For example, you can leave a window open and unarmed, while your other sensors remain armed.

NOTE: Bypassing a sensor leaves it temporarily disabled. Bypasses are automatically removed the next time the MCU is placed in OFF arming level.

BYPASS also allows you to arm your system even if there is a trouble condition.

Bypassing an Open Sensor(s)

WHEN TO USE	WHAT TO DO	WHAT HAPPENS
READY light is OFF (open sensor).	Press HOME or AWAY.	MCU announces: <i>BYPASS</i> , sensor number and location and <i>open</i> .
	Press BYPASS.	MCU announces: <i>Please enter sensor number</i> .
	Enter Sensor Number. † OR Close open sensor. †	MCU announces: <i>Please enter password</i> . MCU announces: <i>Sensor [N] OK. Please enter password</i> .
	Enter Password.	If arming to HOME, the MCU and interior siren beep two times, and the system arms to HOME. If arming to AWAY, the MCU and interior siren beep three times, and the system arms to AWAY.

† You must bypass all open sensors before the MCU will ask for your password.

Bypassing a Trouble Condition

WHEN TO USE	WHAT TO DO	WHAT HAPPENS
STATUS light is flashing (trouble message)	Press HOME or AWAY.	MCU announces: <i>Bypass</i> , trouble message, and <i>please press BYPASS</i> .
	Press BYPASS.	MCU announces: <i>Please enter password</i> .
	Enter password.	If trying to arm to HOME, the MCU and interior siren beep two times, and the system arms to HOME. If trying to arm to AWAY, the MCU and interior siren beep three times, and the system arms to AWAY

NOTE: If you choose to bypass the trouble, please attempt to correct the problem as soon as possible.

Bypassing an Open Sensor and Trouble Condition

WHEN TO USE	WHAT TO DO	WHAT HAPPENS
READY light is OFF and STATUS light is flashing.	Press HOME or AWAY.	MCU announces: <i>BYPASS</i> , sensor number and location, and <i>open</i> .
	Press BYPASS.	MCU announces: <i>Please enter sensor number</i> .
	Enter sensor number or close open sensor.†	MCU announces: <i>BYPASS</i> , trouble message, and <i>Please press BYPASS</i> .
	Press BYPASS.	MCU announces: <i>Please enter password</i> .
	Enter password	If arming to HOME, the MCU and interior siren beep two times, and the system arms to HOME. If arming to AWAY, the MCU and interior siren beep three times, and the system arms to AWAY.

- † You must bypass all open sensors before you can bypass trouble messages. You may also close open sensors. If you close the open sensor, the MCU announces "Sensor [N] OK."

Duress Code

The Duress Code enables you to disarm the panel and simultaneously send a silent alarm to the central station. This code is a combination of the first two digits of your master password and a number between 00 and 99. Your installer will program the Duress Code.

Using the Duress Code to disarm the panel does not appear different from using the master password. Any current alarm is canceled, sirens are silenced, lights go back to normal, and the MCU says "Off." The panel silently calls the central station.

Note: You can not cancel this alarm!

When the system is armed or in alarm, you can send this silent emergency alarm.

To send a silent emergency alarm:

1. Press OFF on the MCU or remote control.
 2. Enter the Duress Code.
- Your system responds as it normally does; however, the panel sends an emergency alarm to the central station.

Checking System Status

Using the MCU or the remote control, you can check the status of your system to confirm that it is operating normally or to identify alarms and trouble conditions. You can also use a TouchTone phone to check system status (see *Using Phone Controls*, Section 9).

Getting Status Messages

Using the MCU

When you press STATUS, the MCU will tell you the current arming level and the current time. It will give you specific trouble messages if a problem exists. Press RESET to clear the trouble message after the problem is corrected (see *Using the RESET Button* in this section).

Using the Remote Control

When you press STATUS, the current arming level of the system will be signaled by the number of "beeps" you hear from the MCU and interior siren.

WHEN TO USE	WHAT TO DO	WHAT HAPPENS
To determine current arming level.	Press STATUS on MCU or remote control.	MCU and interior siren sound 1, 2, or 3 beeps to indicate the current arming level.
To identify alarms and/or system problems		MCU announces the current arming level.
		MCU announces alarms and system problems that may exist.
		MCU announces the current time.

Handling Trouble Messages

If trouble occurs with your system, the STATUS light on the MCU will flash and the interior siren will beep (2 beeps per minute).

To stop the interior siren from beeping and the STATUS light from flashing:

1. Press STATUS.
The MCU will tell you the type of trouble that has occurred.
2. Correct the trouble.
3. Press RESET.

If the problem is one of the trouble types described below, call your local dealer. Refer to page 1 for your local dealer's phone number.

TROUBLE TYPE	MEANING
Power Failure †	AC power problem.
Master Control Battery	Battery is low or battery is disconnected in MCU.
Phone Trouble	Phone is not working properly. Phone line problem detected (if phone options have been set appropriately).
Phone Call Failure	System attempted to call monitoring bureau and cannot complete call.
System Failure	Major system failure has occurred.
Sensor Trouble ‡	A sensor did not report in properly during supervisory check.
Sensor Battery Trouble	Low battery in sensor.

- † If AC power is cut from the system, a 15-minute timer starts. If this time expires and AC power is still out, a report is sent to the monitoring bureau within 30 minutes after the timer expires.

- ‡ Every 64 minutes, each sensor sends a signal to the MCU. (This is called a supervisory check.)

4-4 System Status

Using the RESET Button

The RESET button allows you to clear trouble messages and exit from program and test modes.

WHEN TO USE	WHAT TO DO	WHAT HAPPENS
To clear a trouble message	Press OFF.	(System arming level must be OFF to clear trouble messages.)
To stop trouble beeps from the interior siren	Press STATUS.	MCU tells you the type of trouble.
	Fix the trouble.	
	Press RESET.	STATUS light stops flashing. Interior siren stops.
To exit test or program modes	Press RESET, OFF.	MCU announces: <i>EXIT</i> .

If you don't correct the trouble but press the RESET button anyway, the trouble beeps will stop until the next repeat time. (Repeat times are 8 a.m., 12 p.m., and 6 p.m.) Pressing the RESET button without correcting the trouble can be used to limit trouble beeps while people are sleeping.

NOTE: System failures cannot be cleared by simply pressing the RESET button. To clear a system failure, you must arm to a higher level and bypass the trouble condition before you can clear it.

Activating Manual Alarms

You can use the MCU, remote control, or panic button to signal an alarm yourself. You can also use a TouchTone phone at home for this purpose (see *Using Phone Controls*, Section 9).

Activating the Auxillary Alarm

WHEN TO USE	WHAT TO DO	WHAT HAPPENS
To signal an Auxiliary alarm (not fire or break-in)	Press AUXILIARY on the MCU or remote control; hold it for one full second.	<p>MCU announces <i>Emergency master control</i> and the source of the alarm.</p> <p>MCU sends an AUXILIARY call to the monitoring bureau, so the proper authorities can be dispatched.</p> <p>Interior siren emits a low-volume pulsing siren sound for the programmed length of the siren time (10-20 minutes, default is 15 minutes) or until you disarm the system to OFF.</p> <p>All lights connected to Timed Lamp Modules turn on (constant, not flashing) and stay on while the siren sounds. When siren ends, lights return to their previous state.</p> <p>Lamp set to Light 9 (Alarm Memory Light) stays lit after siren ends, until you disarm the system to OFF.</p> <p>MCU STATUS light flashes until the system is disarmed to OFF and you press the RESET button to clear the message.</p>

Activating the Police Alarm

WHEN TO USE	WHAT TO DO	WHAT HAPPENS
To signal for Police	<p>Press POLICE on the MCU or remote control; hold it for two seconds.</p> <p>OR</p> <p>Press the button on the panic button for at least one second.</p>	<p>MCU sends POLICE call to monitoring bureau, so proper authorities can be dispatched.</p> <p>Interior siren emits loud, pulsing siren for the length of the siren time or until you disarm the system to OFF.</p> <p>All lights linked to system turn on and flash on and off while siren sounds. When siren ends, lights return to their previous state.</p> <p>Lamp set to Light 9 (Alarm Memory Light) stays lit after siren ends, until you disarm the system to OFF.</p> <p>MCU STATUS light flashes until the system is disarmed to OFF and you press the RESET button to clear the message.</p> <p>MCU stays silent so as not to attract the intruder to the MCU.</p>

Activating the Fire Alarm

WHEN TO USE	WHAT TO DO	WHAT HAPPENS
To signal a Fire	Press FIRE on the MCU or remote control; hold it for one full second.	<p>MCU announces: <i>Fire emergency</i> and the source of the alarm.</p> <p>MCU sends a Fire call to the monitoring bureau, so the proper authorities can be dispatched.</p> <p>Interior siren emits a loud, constant siren for the programmed length of the siren time (10-20 minutes, default is 15 minutes) or until you disarm the system to OFF.</p> <p>All lights linked to system turn on (constant, not flashing), and stay on while siren sounds. When siren ends, lights return to their previous state.</p> <p>Lamp set to Light 9 (Alarm Memory Light) stays lit after siren ends, until you disarm the system to OFF.</p> <p>MCU STATUS light flashes until the system is disarmed to OFF and you press the RESET button to clear the message.</p>

5-4 *Manual Alarms*

Canceling Manual or Automatic Alarms

You can use the MCU or remote control to cancel an alarm if it was tripped inadvertently or if you no longer need emergency aid.

Manual Alarms

Any alarm that you activate yourself using the MCU, remote control, panic button, or a TouchTone phone is a manual alarm.

Automatic Alarms

Any alarm tripped by system sensors is an automatic alarm. For example, if a protected window is opened while the system is armed, an alarm will sound.

If you accidentally trip an alarm, cancel it immediately using the following steps:

6-2 Canceling Alarms

WHEN TO USE	WHAT TO DO	WHAT HAPPENS
To cancel an alarm	Press OFF.	MCU announces: Please enter password.
	Enter password	MCU announces: <i>Off</i> . MCU OFF light turns on. MCU and interior siren each sound one beep, indicating system is armed to OFF. All alarms stop. Lights controlled by Lamp Modules return to their previous state. Monitoring bureau call is canceled if system was disarmed before the phone call was initiated. (May not apply to manual alarms or panic button.)

If Your System Reports to a Monitoring Bureau

If you accidentally trip an alarm, you may receive an inquiry call if the alarm was not canceled in time. It may not be possible to cancel certain manual alarms. For instance, if an alarm is activated using the panic button, emergency personnel may respond immediately. Check with your monitoring bureau for detailed information on their specific emergency procedures.

Avoiding False Alarms

False alarms are a major problem for fire and police departments. They waste time and money and keep emergency personnel from responding rapidly to real alarms.

False alarms are often caused...

When Entering and Exiting Your Home:

- You forget to disarm the system when entering. Once the entry delay elapses, an alarm goes off.
- You arm the system to AWAY, then you don't exit quickly enough. Once the entry delay elapses, an alarm goes off.

By Pets:

- Your pet trips the motion detector while the system is armed to AWAY.

Accidentally:

- You inadvertently press an alarm button on the MCU or remote control.
- You inadvertently press the panic button.
- You inadvertently open a protected door or window when you are home and the system is armed.

False alarms are avoidable. Please take the precautions necessary to prevent them.

Identifying Siren Sounds

Your interior siren makes distinct sounds to alert you to various system conditions: alarms, beeps, and chimes.

- | | | |
|---|---|--|
| <p>Alarms:</p> <ul style="list-style-type: none"> • Auxiliary • Fire • Police | <p>Beeps:</p> <ul style="list-style-type: none"> • Status • Protest • Trouble • Entry Delay • Low Battery | <p>Chimes:</p> <ul style="list-style-type: none"> • Sensor Chime |
|---|---|--|

Alarms

SIREN TYPE	WHEN IT SOUNDS	THE SOUND
AUXILIARY	When you press AUXILIARY OR enter the Auxiliary alarm keystroke sequence from an on-premises TouchTone phone.	Low-volume, pulsing siren
FIRE	When smoke detector triggers OR you press FIRE OR you enter the Fire Alarm keystroke sequence from an on-premises TouchTone phone.	Loud, constant siren
POLICE	If you press POLICE OR Panic Button OR enter the police alarm keystroke sequence from an on-premises TouchTone phone.	Loud, pulsing siren

NOTE: The fire alarm takes priority over the police and auxiliary alarms. The police alarm takes priority over the auxiliary alarm.

Beeps & Chimes

SIREN TYPE	WHEN IT SOUNDS	THE SOUND
Status Beeps	When you arm/disarm the system OR press STATUS.	Low-volume beeps: 1 for OFF 2 for HOME 3 for AWAY(MCU and interior siren)
Protest Beeps	Attempt to arm / disarm system with an open sensor.	Rapid, repeated beeps.(Interior siren only)
Trouble Beeps	When a problem exists in the system.	2 low-volume beeps per minute. (Interior siren only)
Entry Delay Beeps	When you enter your home.	For duration of Entry Delay: 2 beeps if armed to HOME. 3 beeps if armed to AWAY. (Interior siren only)
Low Battery	When the battery in your interior siren needs to be replaced.	1 low-volume beep in Interior Siren per minute. (Interior siren only)
Sensor Chime	When a protected door or window is opened and the system is armed to OFF. (See <i>Additional Features</i> , Section 10 for more details.)	2 rapid beeps and MCU announces the sensor number. (interior siren only)
Low Battery in Smoke Detector	When the battery in your smoke detector needs to be replaced.	1 beep every 40 seconds.

NOTE: If you hear protest or trouble beeps, press STATUS on the MCU or remote control, or press *, 0 on a TouchTone phone. The MCU will tell you specific information about the condition of your system. To clear the trouble message from the MCU, you must correct the problem first. Then, press RESET. The STATUS light will stop flashing, and the interior siren will stop beeping.

Controlling Lights & Appliances

You can turn the lamps and appliances linked to your system ON and OFF, using the MCU, remote control, or TouchTone phone. (To use a TouchTone phone, see *Using Phone Controls*, Section 9). You can also set lights to turn on and off at preset times. And the system can add a random delay of up to 30 minutes to your scheduled on and off times to give your home a lived-in look.

8-2 Lights & Appliances

Setting Lamp Modules

1. Set the Lamp Module to a Light Number and Light Housecode (default light housecode is A).
2. Any lamp plugged into that Lamp Module will turn on or off as described on the next page.

CAUTION: DO NOT PLUG AN APPLIANCE INTO A LAMP MODULE; CERTAIN APPLIANCES WILL EXCEED THE CAPACITY OF YOUR LAMP MODULES.

LIGHT MODE	NUMBER	WHAT HAPPENS
Untimed	1 and 2	You turn lamp ON and OFF manually using the MCU or remote control.
Motion Detector	3 and 4	If lamp is linked to motion detector, lamp turns on each time someone walks past the motion detector (between 5 p. m. and 7 a. m.) Lamp turns off after 5 minutes of inactivity.
Timed: ON 5 p.m. – 10 p.m.	5	Lamp turns ON and OFF automatically at preset times, if enabled.
ON 6 p. m. – 11 p.m.	6	NOTE: Timed lamps and appliances turn ON and OFF automatically whether the system is armed or disarmed.
ON 7 p. m. – 12 a. m.	7	NOTE: Default times can be reprogrammed.
Entry/Exit	8	Lamp turns ON automatically as you arm the system or when an entry door is opened for the duration of the Entry/Exit delay.
Alarm Memory	9	Lamp remains ON after interior siren stops to alert you that an alarm was triggered until the system is disarmed.

Turning Lights On and Off

You can use the MCU or the remote control to turn your lights on or off, even if the system is disarmed.

WHEN TO USE	WHAT TO DO	WHAT HAPPENS
To turn lights ON and OFF using the MCU or remote control	Press LIGHTS on the MCU or remote control.	MCU announces: Please enter light number.
	Press Light Number of lamp you want to turn ON or OFF.	Lamp turns ON if it was OFF, or turns OFF if it was ON. MCU announces new status of lamp and its location. For example, Light 1, upstairs, is now ON.

Using a Lamp Switch

Any lamp, whether timed or untimed, can be turned on and off directly from the lamp. Remember to leave the switch turned on if the lamp is set as a timed or untimed light or the system will not be able to control the lamp.

Sharing the Same Light Number

You can set more than one lamp to the same light number. Lamps sharing the same light number are controlled together. They will all turn on or off at the same time.

Using the Motion Detector

You can set a lamp to turn on each time someone walks past the motion detector. This feature functions only between the hours of 5 p.m. and 7 a.m., if the motion detector is not armed. The lamp will turn off after 5 minutes of inactivity. (When the system is armed to AWAY, the motion detector will continue to protect your home.)

8-4 Lights & Appliances

Turning All Lights On and Off

WHEN TO USE	WHAT TO DO	WHAT HAPPENS
To turn all lamps ON at the same time	Press LIGHTS on the MCU or remote control.	MCU announces: <i>Lights. Please enter light number.</i>
	Press 0.	All lamps plugged into Lamp Modules turn ON.
To return all lamps to their previous state.	Press LIGHTS on the MCU or remote control.	MCU announces: <i>Lights. Please enter light number</i>
	Press 0.	Lamps that were originally ON stay ON. Lamps that were originally OFF turn OFF within approximately 15 seconds.

Checking Light Status

WHEN TO USE	WHAT TO DO	WHAT HAPPENS
To check status of all programmed lamps in your system.	Press LIGHTS on the MCU or remote control.	MCU announces: <i>Lights. Please enter light number.</i>
	Press #.	The MCU tells you the status of each lamp programmed in your system. <i>For example: Light 1 upstairs, is now OFF. Light 3, master bedroom is now on.</i>

Setting Appliance Modules

You can control your appliances remotely, or you can set them to turn on and off at preset times.

1. Set the Appliance Module to an Option Number and the Option Housecode (default option housecode is B).
2. Any appliance plugged into the Appliance Module will turn on or off as described in the chart below.

OPTION MODE	NUMBER	WHAT HAPPENS
Untimed	1 through 3	You turn appliance ON and OFF manually using the MCU or remote control.
Special Untimed (for X-10 Universal module; not for regular appliance modules.)	4 and 5	You turn Universal modules ON or OFF manually using the MCU, Remote Control or phone. The Universal module can hook up to a garage door opener to raise or lower the garage door.
Timed	6 through 9	Appliance turns ON and OFF automatically at preset times or manually as above.

Using an Appliance

Any appliance, whether timed or untimed, can be turned on and off directly from its switch. Remember to leave the switch turned on whether the appliance is set as a timed or untimed appliance or the system will not be able to control the lamp.

Sharing the Same Appliance Number

You can set more than one appliance to the same Option Number. Appliances sharing the same Option Number are controlled together. They will all turn on or off at the same time.

CAUTION: DO NOT PLUG AN APPLIANCE INTO A LAMP MODULE; CERTAIN APPLIANCES WILL EXCEED THE CAPACITY OF YOUR LAMP MODULES.

8-6 Lights & Appliances

Turning Appliances On and Off

Using the MCU or remote control, you can turn appliances on or off from a remote location.

WHEN TO USE	WHAT TO DO	WHAT HAPPENS
To turn appliances ON and OFF using the MCU or remote control	Press* , 6 on the MCU or phone or press OPTION on the remote control.	MCU announces: <i>Please enter option number.</i>
	Press the Option Number of appliance you want to turn ON or OFF.	Appliance turns ON if it was OFF, or turns OFF if it was ON. For options 4 and 5, the MCU always says: <i>Option 4/5 ON.</i> MCU announces new status of the appliance. For example: <i>Option 1, kitchen, is now ON.</i>

Checking Appliance Status

WHEN TO USE	WHAT TO DO	WHAT HAPPENS
To turn appliances ON and OFF using the MCU or remote control	Press* , 6 on the MCU or phone.	MCU announces: <i>Please enter option number.</i>
	Press #.	MCU announces status of each appliance in your system. For example: <i>Option 1, kitchen, is now ON. Option 6, living room is now OFF.</i>

Using Phone Controls

You can control your system from any TouchTone phone -- inside or outside your home.

NOTE: The system will only respond to TouchTone (not pulse or rotary dial) phones.

Inside Your Home

If you want to control your system using your home phones (on-premises access), you must have an RJ-31X jack installed. Your installer should arrange for this installation.

On-Premises Access

WHEN TO USE	WHAT TO DO	WHAT HAPPENS
To call your system from any home TouchTone phone	Pick up the receiver and press * * . Control your system using the <i>On-Premises and Off Premises Phone Controls</i> chart in this section.	MCU announces menu options .

Outside Your Home

If you are away from home, first dial into the system following the appropriate Off-Premises Access instructions in this section. Then use the *Phone Controls* chart in this section to control your system. Note that an RJ-31X jack is NOT required for you to control your system outside your home; however, the RJ-31X jack is required in UL listed systems.

Off-Premises Access:

With an Answering Machine

If your system is connected to a phone that is also connected to an answering machine and if your answering machine is set for four or more rings, follow the steps below:

WHEN TO USE	WHAT TO DO	WHAT HAPPENS
To call your system from any off-premises TouchTone phone	Enter the phone number your system is connected to. Let the phone ring twice, then hang up.	MCU announces menu options .
	Pause for 10 seconds, then call again.	Your system will pick up after the 2nd ring and ask for your password.
	Enter your password.†	MCU announces menu options .
	Enter your selection. When done, press *, #, then hang up.	NOTE : The MCU will repeat the menu once. If you do not respond within 15 seconds after the menu is repeated, the MCU will hang up.

† You have nine attempts to enter your password (three calls with three tries per call). If you fail to enter the correct password after the ninth attempt (third call, third try), the MCU will hang up, and remote access to the MCU will be disabled for 15 minutes.

Without an Answering Machine Hookup

WHEN TO USE	WHAT TO DO	WHAT HAPPENS
To call your system from any off-premises TouchTone phone	Enter the phone number your system is connected to.	MCU will answer after 10 rings and ask for your password..
	Enter your password.†	MCU announces menu options .
	Enter your selection. When finished, press *, #, then hang up.	NOTE : The MCU will repeat the menu once. If you do not respond the MCU will hang up.

Toll Saver Feature

Use this method only if your system is connected to a home phone that is NOT connected to an answering machine.

WHEN TO USE	WHAT TO DO	WHAT HAPPENS
To check system status (for alarm and trouble conditions)	Enter the phone number your system is connected to. Let the phone ring 7 times. Enter your password.† Follow the MCU's instructions or hang up.	MCU will answer by the 8th ring if an alarm or trouble has occurred. It will then ask for your password. (If the system does not answer, the system has no status to report.)

† You have nine attempts to enter your password (three calls with three tries per call). If you fail to enter the correct password after the ninth attempt (third call, third try), the MCU will hang up, and remote access to the MCU will be disabled for 15 minutes.

9-4 Phone Controls

On-Premises and Off-Premises Phone Controls

WHEN TO USE		PRESS
SYSTEM	Disarm to OFF	* , 1, password
	Arm to HOME	* , 2
	Arm to AWAY	* , 3
	Bypass a Sensor	* , 4, Sensor Number, password
	Check System Status	* , 0
LIGHTS	Turn ON / OFF	* , 5, Light Number
	Turning ALL Lights ON OR Return to Previous State	* , 5, 0
	Check Light Status	* , 5, #
APPLIANCES	Turn ON/OFF	* , 6, Option Number
	Check Light Status	* , 5, #
ALARMS (Use on-premises only)	AUXILIARY	* , 7, 7, 7, 7, 7
	FIRE	* , 8, 8, 8, 8, 8
	POLICE	* , 9, 9, 9, 9, 9
PHONE EXIT		* , #

Test and **program** are the only modes you cannot access using a TouchTone phone.

Additional Features

Setting the Sensor Chime

If you would like to know each time a protected door or window is opened (for example, whenever your children enter and leave the house), the sensor chime is a convenient feature to use.

Once you set the sensor chime feature to ON, the interior siren will sound two rapid beeps when any protected door or window is opened. In addition, the MCU will tell you which door or window was used. This feature is available on door/window sensors that are not active in the current level. A sensor armed to Away will chime when the system is armed to Home.

WHEN TO USE	WHAT TO DO	WHAT HAPPENS
To activate Sensor Chime to inform you when any protected door or window is opened.	Press TEST.	MCU announces: Please enter password.
	Enter Master password.	MCU announces menu options .
	Press 6.	MCU toggles chime mode state and announces current sensor chime mode status: <i>System test 6. Sensor chime is not ON or Sensor chime is now off.</i>
NOTE: the Sensor CHime feature turns ON or OFF each time you press 6.		

NOTE: Once the sensor chime feature is activated, it will remain on until you deactivate it.

10-2 Additional Features

Watchguard

The Watchguard feature enables the MCU to monitor activity within the home. You will be able to get help even if you can't reach the phone. If the MCU doesn't sense activity within a pre-set time period, it will call the central station.

The pre-set time period can be from 1 to 24 hours. Your installer will program an appropriate time period for you.

To reset the Watchguard activity timer, trip any sensor, pick up the phone, or change the arming level from the panel, remote control, or a Keychain Touchpad.

Cancel a Watchguard alarm as you do any other alarm: press OFF followed by your password.

Testing Your System

Your system uses state-of-the-art technology developed specifically for security and reliability. To ensure that your system is monitoring your home correctly, you should perform the following tests on a weekly basis.

- Home Sensor Test
- Sensor Phone Test
- Master Control Battery Test
- System Keypad Test
- Siren Test

Before You Begin

These system tests are quick and simple to perform. If your system is armed, press OFF to disarm your system before you begin to test; you cannot enter test mode while the system is armed. **All** test procedures must be performed in the OFF arming level.

If your system is connected to a monitoring bureau, perform **ALL** tests.

If your system is not connected to a monitoring bureau, perform only the following tests:

- Home Sensor Test
- Master Control Battery Test
- System Keypad Test
- Siren Test

NOTE: Your system will be temporarily disabled during testing. If you do not press RESET to exit test mode manually, it will be canceled automatically after 30 minutes. While in test mode, the MCU will continually announce test menu options or prompt for input.

11-2 Testing

Home Sensor Test

Testing Sensors

The MCU will tell you the total number of sensors in your system and the name of each one. It will repeat this list continuously during the test. As you trip each sensor and it tests OK, the MCU will remove it from the list. Test 2 is complete when you have tripped all your sensors and each one has tested OK.

WHEN TO USE	WHAT TO DO	WHAT HAPPENS
To test all sensors, detectors, panic button, and remote control.	Press TEST.	MCU announces: Please enter password.
	Enter Master password.	MCU announces test menu options .
	Press 2.	MCU announces the total number of sensors, then names each one.
TRIP EACH SENSOR Trip D/W Sensors: Open protected doors and windows. Trip Smoke Detector: Press TEST button until detector starts to beep. Hold button 10 seconds more. Trip Motion Detector: Leave area for 3 minutes, then walk in front of detector. Trip Panic Button: Press the button for 4 seconds. Trip Remote Control: Press any key. If Sensor Test is OK, press RESET to exit.		Interior siren beeps as each sensor is tripped. MCU removes each sensor name from the list only after it tests OK. MCU announces: Sensor Test OK.

If the MCU Continues to Repeat a Sensor

If the MCU repeats a Sensor Number with its Location Number, trip the sensor again. If you continue to receive the same message, the sensor may be causing the problem. If this occurs, press RESET to exit test mode and call your local dealer. Refer to page 1 for your local dealer's phone number.

Sensor Phone Test

This test can be conducted only if your system is programmed to report to a monitoring bureau and only after the MCU has been connected to the phone network.

WHEN TO USE	WHAT TO DO	WHAT HAPPENS
To test the phone line connection between you home and the monitoring bureau.	Press TEST.	MCU announces: <i>Please enter password.</i>
	Enter Master password.	MCU announces test menu options .
	Press 3.	MCU announces System Test 3...
	Trip any sensor. For example, open a protected door or window	The READY light on the MCU begins to flash and the MCU dials the monitoring bureau. MCU and interior siren beep. MCU announces: <i>Phone call OK</i>
	Press RESET to exit.	READY light stops flashing.

NOTE: If you receive the trouble message *Phone call failure* from the MCU or if you encounter any other problems in conducting this test, press RESET to exit test mode, and call your local dealer.

11-4 Testing

Master Control Battery Test

WHEN TO USE	WHAT TO DO	WHAT HAPPENS
To test the MCU back-up battery	Press TEST.	MCU announces: <i>Please enter password.</i>
	Enter Master password.	MCU announces test menu options .
	Press 4.	MCU announces <i>System Test 4 Master Control Battery test is on. Exit system test 4.</i> This initiates a 5 minute battery test (the MCU is powered from the battery). If a problem exists, STATUS light flashes.
	Press STATUS.	MCU announces: <i>OFF, trouble, and time.</i>

NOTE: The MCU conducts this test automatically every 24 hours.

System Keypad Test

WHEN TO USE	WHAT TO DO	WHAT HAPPENS
To test the buttons on the MCU, remote control, and TouchTone phone.	Press TEST.	MCU announces: <i>Please enter password.</i>
	Enter Master password.	MCU announces test menu options .
	Press 5	MCU announces <i>System Test 5 is on. Press RESET to exit.</i>
	Press each button you want to test on the MCU, remote control, or TouchTone phone.	MCU tells you which buttons you've pressed. NOTE: The * and # buttons DO NOT function on the remote control.
	Press RESET to exit.	

Siren Test

WHEN TO USE	WHAT TO DO	WHAT HAPPENS
To test the interior siren.	Press TEST.	MCU announces: <i>Please enter password.</i>
	Enter Master password.	MCU announces test menu options .
	Press 7.	MCU announces <i>Test 7 Siren Test, exit test.</i> The interior siren then beeps for 4 seconds If a problem exists, STATUS light flashes.
	Press RESET to exit.	

11-6 Testing

Testing Lamps and Appliances

If you want to test whether the lamps and appliances connected to your system are working correctly, press LIGHTS and the Light Number of the lamp you want to test. To test your appliances, press OPTION and the Option Number of the appliance you want to test on the remote control, or press *,6 and the Option Number of the appliance you want to test on the MCU.

Troubleshooting

NOTE: If the following troubleshooting tips do not solve your problem, call your local dealer. Refer to page 1 for your local dealer's phone number.

MCU STATUS Light

If the STATUS light is flashing, press STATUS to determine the problem. All system troubles will be announced.

READY Light

If the READY light is OFF, press STATUS. The MCU will tell you which door or window is open. Close the door or window, if desired.

MCU Battery Trouble

If you receive a low battery indicator:

- Wait 24 hours.
- Check status again. If the same low battery message occurs, call your local dealer. Refer to page 1 for your local dealer's phone number.

12-2 Troubleshooting

Motion Detector

If the Motion Detector is causing false alarms:

- Make sure it is not pointing toward a forced air heating/cooling system or vent. Also, make sure that the detector is not pointing at something that can be moved by forced air, for example, draperies.
- Make sure it is not pointing at windows with heavy sun exposure -- heat may set it off.
- Check the detector's positioning. Make sure it is at the recommended height (6' 8").
- Check that pets are kept out of the area protected by the detector.

Interior Siren

If your Interior siren doesn't work properly:

- Make sure the siren is correctly plugged into an electrical outlet not controlled by a switch.
- Press STATUS .
- Check status. The siren should sound either 1, 2, or 3 beeps for the current arming level.
- Press RESET on the remote control. The LED on the siren should flash momentarily.

If it does not:

- Unplug the siren.
- Remove the battery and wait 1 minute.
- Re-install the same battery.
- Plug the siren back into the outlet.
- Press STATUS.
- The siren should now work properly.

Smoke Detector

If your smoke detector beeps once per minute:

- A low battery condition exists. Replace the battery. See the battery replacement chart at the end of this section.

Door/Window Sensors

If you receive a low battery sensor message:

- Replace the lithium battery in the sensor as soon as possible. (All batteries should be replaced at this time.)

Lamp and Appliance Modules

If your Lamp and Appliance Modules are not working properly:

- Check the housecode of the modules. Your Lamp and Appliance Module housecodes should be set to the appropriate letters.
- If your module is plugged into an outlet controlled by a switch, check that the switch is turned on.
- Check that the lamp switch on your lamp is in the ON position.

12-4 Troubleshooting

Password

If you can't remember your password:

- Call your local dealer. Refer to page 1 for your local dealer's phone number.

Replacing Batteries in System Components

Guidelines

- When it becomes necessary to replace one 3.5-volt lithium battery, it is suggested that you replace all the other 3.5-volt lithium batteries in your system at the same time.
- The remote control is not supervised -- it does not check in regularly with the MCU. Test it often to ensure that the battery is strong enough for it to operate properly.

COMPONENTS	BATTERY	LIFE EXPECTANCY	REPLACE WITH
MCU	6-volt rechargeable	3 years	Panasonic LCR6V3.2P
Door/Window Sensor	3.5-volt lithium	1 year	Tadiran TL5151 Saft LS14250SCBA
Motion Detector	3.5-volt lithium	1 year	3.5-volt lithium
Interior Siren	9-volt alkaline	1 year	Duracell MN-1604 Eveready 522
Remote Control	3.5 volt lithium	1 year	Tadiran TL5151 Saft LS14250SCBA
Panic Button	3.5-volt lithium	3 to 5 years	Tadiran TL5151 Saft LS14250SCBA
SmokeDetector	Two 9-volt alkaline or lithium	1 year	Two 9-volt: Duracell MN-1604 Eveready 522 Ultralife U9VL

Planning for Emergencies

To protect yourself and others on the premises, create a map of the premises. Develop a plan for various emergencies, and practice your emergency plan. The figure on the next page is an example of a floor plan. Draw a floor plan of your premises on page 13-3. Include the location of all system components. Be sure to show exits from each room (two exits per room are recommended).

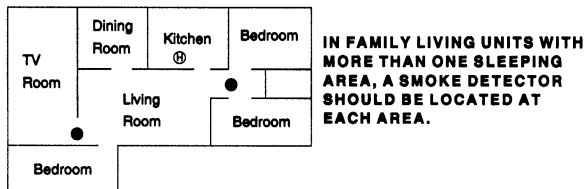
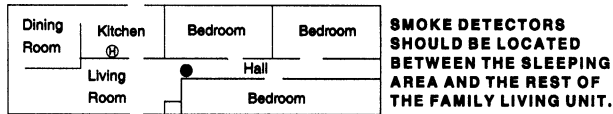
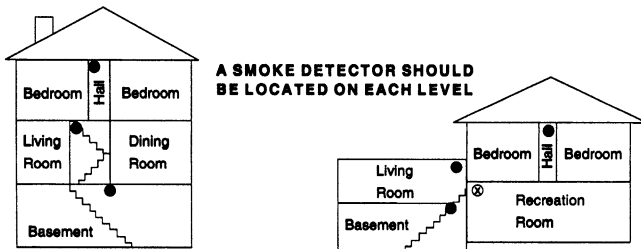
Periodically discuss emergency procedures that include the following points:

- Understanding how to use the security system.
- Knowing the normal state of premises doors and windows, either open, closed, or locked.
- Using alternate escape routes if closed doors feel hot to the touch.
- Crawling and holding breath.
- Escaping fast! (Do not stop to pack.)
- Meeting at a designated outdoor location.
- Conducting periodic rehearsals.
- Emphasizing that no one should return to the premises if there is a fire.
- Emphasizing that no one should enter the premises if they hear siren sounds.

CAUTION: IF YOU ARRIVE AT THE PREMISES AND HEAR SIRENS OR NOTICE THAT THE ALARM MEMORY LIGHT IS ON, DO NOT ENTER THE PREMISES. CALL FOR EMERGENCY ASSISTANCE FROM A NEIGHBOR'S PHONE.

13-2 Planning for Emergencies

Floor Plan Example



NOTE: CEILING MOUNTED SMOKE DETECTORS SHOULD BE LOCATED IN THE CENTER OF THE ROOM OR HALL, OR NOT LESS THAN 4 INCHES FROM ANY WALL. WHEN THE DETECTOR IS MOUNTED ON A WALL, THE TOP OF THE DETECTOR SHOULD BE 4 TO 12 INCHES FROM THE CEILING.

NOTE: DO NOT INSTALL SMOKE DETECTORS WHERE NORMAL AMBIENT TEMPERATURES ARE ABOVE 100°F OR BELOW 40°F. ALSO, DO NOT LOCATE DETECTORS IN FRONT OF AC/HEAT REGISTERS OR OTHER LOCATIONS WHERE NORMAL AIR CIRCULATION WILL KEEP SMOKE FROM ENTERING THE DETECTOR.

NOTE: ADDITIONAL INFORMATION ON HOUSEHOLD FIRE WARNING IS AVAILABLE AT NOMINAL COST FROM: THE NATIONAL FIRE PROTECTION ASSOCIATION, BATTERYMARCH PARK, QUINCY, MA 02269. REQUEST STANDARD NO. NFPA74.

● REQUIRED SMOKE DETECTOR

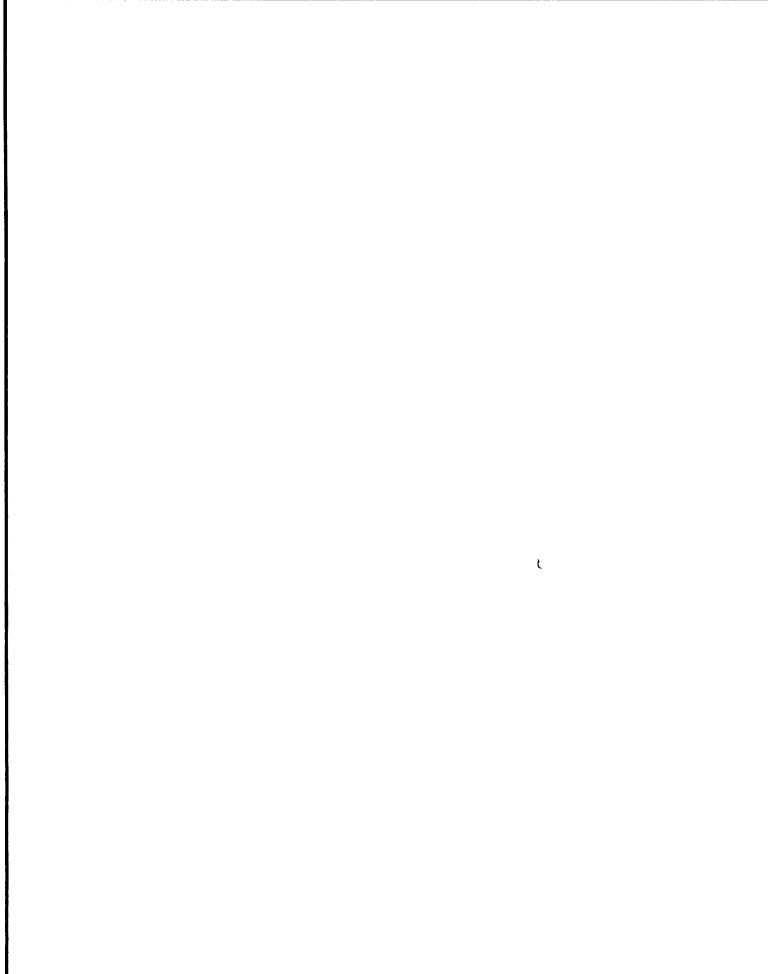
⊕ HEAT DETECTOR

⊗ INDICATES SMOKE DETECTOR IS OPTIONAL IF DOOR IS NOT PROVIDED BETWEEN BASEMENT AND RECREATION ROOMS

Planning for Emergencies 13-3

Floor Plan

Use the space below to draw your floor plan and indicate where all system components are located.



13-4 *Planning for Emergencies*

Quick Guides

Using the MCU or Remote Control

WHEN TO USE	TO:	PRESS
SYSTEM	Disarm to OFF	OFF, Password
	Arm to HOME	HOME
	Arm to AWAY	AWAY
	Bypass Open Sensor	HOME or AWAY, BYPASS, Sensor Number, Password
	Check System Status	STATUS
LIGHTS	Turn ON/OFF	LIGHTS, Light Number
	Turn ALL Lights ON or return to previous state	LIGHTS, 0
	Check Light Status	LIGHTS, #
APPLIANCES	Turn ON/OFF:MCU	*, 6, Option Number
	Remote	OPTION, Option Number
	Check Appliance Status (MCU only)	*, 6, #
ALARMS (Use On- Premises Only)	Signal an Auxiliary (not fire or break-in)	AUXILIARY
	Signal a Fire	FIRE
	Signal a Break-in	POLICE
	Cancel an Alarm	OFF, Password
SENSOR CHIME	Turn ON/OFF (MCU only)	TEST, Master Password, 6

14-2 Quick Guides

Using a TouchTone Phone

WHEN TO USE	PRESS	
SYSTEM	Disarm to OFF	* , 1, Password
	Arm to HOME	* , 2
	Arm to AWAY	* , 3
	Bypass a Sensor	Arming level, * , 4, Sensor #, Password
	Check System Status	* , 0
LIGHTS	Turn ON / OFF	* , 5, Light Number
	Turning ALL Lights ON OR Return to Previous State	* , 5, 0
	Check Light Status	* , 5, #
APPLIANCES	Turn ON/OFF	* , 6, Option Number
	Check Appliance Status	* , 6, #
ALARMS (Use on- premises only)	AUXILIARY	* , 7, 7, 7, 7, 7
	FIRE	* , 8, 8, 8, 8, 8
	POLICE	* , 9, 9, 9, 9, 9
PHONE EXIT		* , #



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