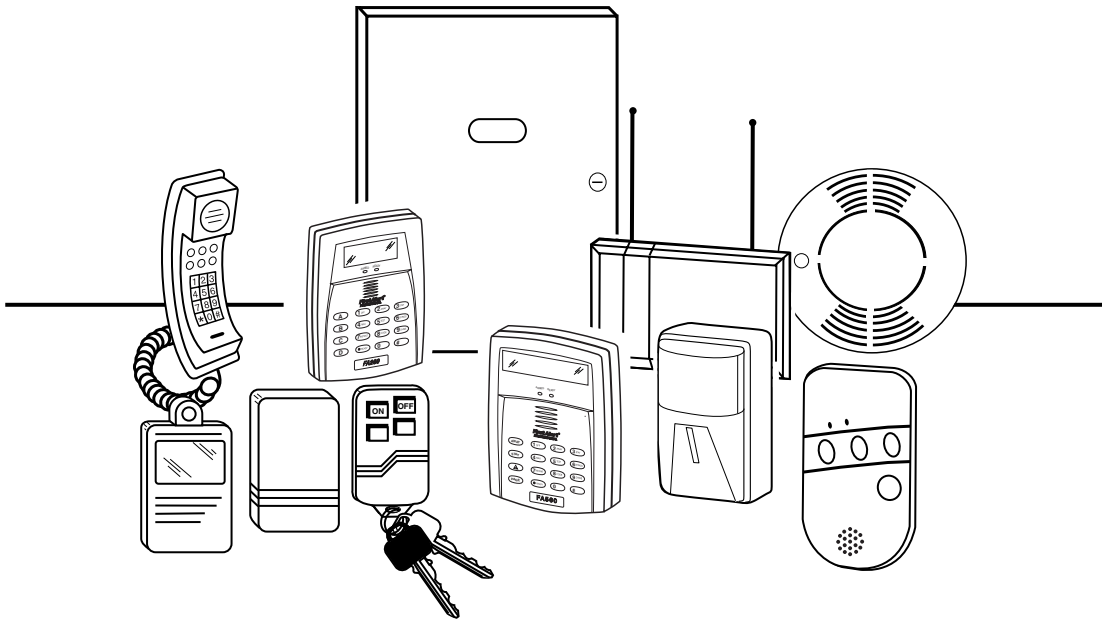


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FA168CPS **FA148CP** **Security Systems**



User's Guide



IMPORTANT!

PROPER INTRUSION PROTECTION

For proper intrusion coverage, sensors should be located at *every possible point of entry* to a home or commercial premises. This would include any skylights that may be present, and the upper windows in a multi-level building.

In addition, we recommend that radio backup be used in a security system so that alarm signals can still be sent to the Central Monitoring Station in the event that the telephone lines are out of order (alarm signals are normally sent over the phone lines).

EARLY WARNING FIRE DETECTION

Early warning fire detection is important in a home. Smoke and heat detectors have played a key role in reducing fire deaths in the United States. With regard to the number and placement of smoke/heat detectors, we subscribe to the recommendations contained in the National Fire Protection Association's National Fire Alarm Code (NFPA 72). These recommendations can be found on page 43 of this manual.

About This Manual

This manual is a step-by-step guide that will acquaint you with the system's features and benefits. It defines the components and their functions, describes their operation, and provides clear step-by-step instructions for normal and emergency procedures. Keep this manual in a convenient place so that you can refer to it as necessary.

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System Overview

Introduction

Congratulations on your ownership of a First Alert Professional Security System. You've made a wise decision in choosing it, for it represents the latest in security protection technology today. This system provides:

- Three forms of protection: burglary, fire* and emergency
- At least one keypad which provides control of system and displays system status
- Various sensors for perimeter and interior burglary protection
- Smoke or combustion detectors* designed to provide early warning in case of fire.

Your system may also have been programmed to automatically send alarm or status messages over the phone lines to a Central Monitoring Station.

* *Commercial installations and some residential systems may not include fire protection – check with your installer.*

NOTE: The features and procedures described in this manual apply to both the FA168CPS and FA148CP security systems. Differences are noted where applicable.

System Basics

Burglary Protection

- Several modes of burglary protection: Stay, Night-Stay, Away, Instant, Maximum.
STAY: arms perimeter zones only and entry delay is on
INSTANT: same as STAY, except entry delay is off
NIGHT-STAY: arms perimeter zones and selected interior zones; entry delay on
AWAY: arms perimeter and all interior zones, entry delay is on
MAXIMUM: same as AWAY, except entry delay is off
- You can BYPASS selected zones while leaving the rest of the system armed.
- CHIME mode alerts you to the opening of protected doors and windows while the system is disarmed.

Fire Protection

- Fire protection is always active (if installed) and an alarm sounds if a fire condition is detected
- If necessary, you can manually initiate a fire alarm using the keypad (if programmed).
- Refer to the Fire Alarm System section for information regarding fire protection, smoke detectors and planning emergency exit routes.

Security Codes

- You were assigned a 4-digit security code during system installation.
- Use your security code when arming and disarming the system, and when performing other system functions.
- Other users can be assigned different security codes, each with different authority levels, which define the system functions a particular user can perform.

System Overview (Continued)

Zones and Partitions

- The system sensing devices have been assigned to various “zones,” which are specific areas of protection (e.g., front door, kitchen window, etc.).
- Zone numbers are displayed at the keypad when an alarm or trouble condition occurs on a sensor.
- Partitions (FA168CPS) provide two independent areas of protection, with each partition containing a group of zones that can be armed and disarmed without affecting other zones or users.
- Partitioned systems (FA168CPS) can include a common zone area, which is an area shared by users of both partitions (such as a lobby in a building).

Arming, Step-Arming and Disarming Burglary Protection

- The system must be armed before the burglary protection can sense intrusions.
- To arm your system, enter your user code followed by the desired arming key.
- If programmed, the [#] key can be pressed instead of entering the security code when arming the system.
- You can also use the step-arming key, if programmed, to arm the system, which lets you use a function key to arm the system in one of three modes by simply pressing the key repeatedly.
- To disarm the system, enter your user code then press the [OFF] key.

Alarms

- When an alarm occurs, both the keypad and external sounders will sound, and the keypad will display the zone(s) causing the alarm.
- If your system is connected to a Central Monitoring Station, an alarm message will also be sent.
- To stop the alarm sounding, simply disarm the system.

Memory of Alarm

- When an alarm condition occurs, the keypad displays the number(s) of the zone(s) that caused the problem, and displays the type of alarm (e.g., “FIRE”).
- The message remains displayed even after disarming the system, but can be cleared with another “off” sequence.

Function Keys

- The “A”, “B”, “C”, and “D” keys on the keypad can be programmed to perform various functions.
- Functions include: activate a Panic alarm; arm the system; provide step arming; switch lights on/off; send a message to a pager; display Time/Date; start a Macro

Scheduling

- Your system can be programmed to automatically perform certain functions (e.g., arm the system) at a predetermined time each day.

System Overview (Continued)

Phone Access

- If included, a Phone Module permits you to access the system via a touch-tone phone, either on-premises or by calling-in when away.
- You can receive synthesized voice messages over the telephone regarding the status of the security system.
- You can arm and disarm the system and perform most function commands remotely via the telephone, with voice confirmation provided after each command.
- Refer to the *Phone Access User's Guide* supplied with the Phone Module for information regarding the use of this feature.

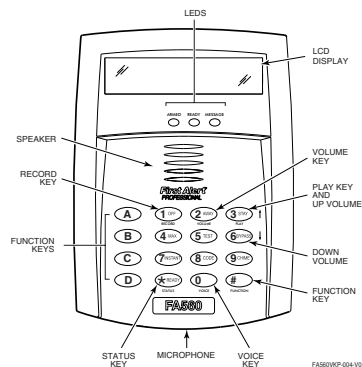
Paging Feature

- If programmed, the system can automatically send certain system condition messages to up to four (FA168CPS) or two (FA148CP) pagers.
- The system can also automatically alert a pager if the system has not been disarmed by a certain time (e.g., can let you know a child has not arrived home).
- You can also manually send a message to designated pagers.

Using the Voice Message Center

The Voice Keypads feature a voice message center that lets you record and playback one message.

- The message can be up to 2.5-minutes long
- The message remains in the keypad's memory until a new message is recorded.
- The volume control of the message is adjustable.
- Refer to the procedures below when using the Message Center functions.



Message Center Functions

To...	Press these keys...	Notes...
record a message	[#] FUNCTION + [0] VOICE + [1] RECORD	The red MESSAGE LED lights. Message remains in memory until a new message is recorded.
end recording	[1] RECORD	The red MESSAGE LED flashes, indicating message waiting.
play a message	[#] FUNCTION + [0] VOICE + [3] PLAY	The recorded message plays and the red MESSAGE LED turns off.
adjust the volume	[#] FUNCTION + [0] VOICE + [2] VOLUME keys, then press volume key [3] ↑ (up) or [6] ↓ (down)	Adjusting message volume also adjusts status volume. Volume cannot be adjusted while playing.

About The Keypads

General Information

Your keypads allow you to control all system functions. The keypads feature the following:

- A telephone style (digital) keypad
- Liquid Crystal Display (LCD) which shows the nature and location of all occurrences
- Built-in sounder which will sound during alarms and troubles. The sounder also "beeps" during certain system functions and when depressing any of the keys (to acknowledge the key press).
- Backlighting of the LCD display windows. Backlighting turns on when any key is pressed, and when opening an entry/exit door while the system is armed. This feature is helpful when a keypad is located in a dimly lit area.

IMPORTANT: If the keypad beeps rapidly upon entering the premises, it indicates that an alarm has occurred during your absence and an intruder may still be on the premises. LEAVE IMMEDIATELY and CONTACT THE POLICE from a nearby safe location.

Your keypads are functionally the same, but may have different types of displays, depending on the type installed with your system.

Alpha Display 2-line alpha display keypads feature a 2-line, 32-character alphanumeric LCD which can display system messages in friendly English. These keypads can also be programmed with custom zone descriptors.

Fixed-Word Display Fixed-Word display keypads are functionally identical to Alpha display keypads, but the LCD display uses pre-designated words to identify the nature and location of occurrences.

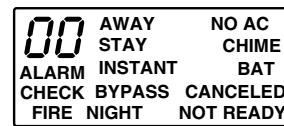
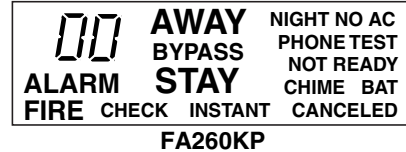
Voice Keypads Voice Keypads (if installed), are functionally the same as other keypads, except that these keypads can provide the following:

- Voice announcements of system status (see *Checking for Open Zones* section)
- Voice chime, which can alert you to the opening of doors and windows while the system is disarmed (see *Voice Chime in Chime mode* section)
- Message center, which lets you record and playback messages (see *Using the Voice Message Center in the System Overview* section).

About The Keypads (Continued)

Fixed-Word Display Keypad

- AWAY:** All burglary zones, interior and perimeter, are armed.
- STAY:** Perimeter burglary zones, such as protected windows and doors, are armed.
- INSTANT:** Entry delay is turned off:
Lit with STAY = Instant mode
Lit with AWAY = Maximum mode
- BYPASS:** This appears when one or more burglary protection zones have been bypassed.
- NOT READY:** Appears when burglary portion of the system is not ready for arming (due to open protection zones). The system is ready to arm when this message disappears and the READY indicator light comes on.
- NO AC:** Appears when AC power has been cut off. System is operating on backup battery power.
- AC:** Appears when AC power is present.
- CHIME:** Appears when the CHIME feature is activated.
- BAT:** Low battery condition in a wireless sensor (if zone number displayed) or low system battery (if no zone number displayed).
- ALARM:** Appears when an intrusion has been detected and the system is armed (also appears during a fire alarm or audible emergency alarm). Accompanied by the protection zone in alarm.
- CHECK:** Appears when a malfunction is discovered in the system at any time or if an open is detected in a FIRE zone at any time or a fault in a DAY/NIGHT burglary zone during a disarmed period. Accompanied by a display of zone number in trouble.
- FIRE:** Appears when a fire alarm is present. Accompanied by a display of the zone in alarm.
A FIRE display also appears when a fire alarm is manually activated, accompanied by a display of emergency key zone number programmed for fire.



FA215KP
FIXED-WORD DISPLAYS

Functions of the Keypads

NOTE: The functions printed directly on the keys indicate their primary purpose; the functions printed under some of the keys (shown in brackets under the respective key), indicate their alternate or secondary purpose.

DISPLAY WINDOW

Alpha Display Keypads: 2-line, 32-character Liquid Crystal Display (LCD) keypads that display protection point identification, system status, and messages.

Fixed-Word Display Keypads: Display protection zone ID and system status messages using pre-designated words in the LCD display area.

1 OFF Disarms burglary portion of the system, silences alarms and audible trouble indicators, and clears visual display after problem's correction.

[RECORD] On Voice keypads, used in conjunction with the FUNCTION and VOICE keys to record up to a 2.5-minute message.

2 AWAY Arms the entire burglary system, perimeter and interior.

[VOLUME] On Voice keypads, used in conjunction with the FUNCTION and desired volume control keys ↑ [3] or ↓ [6] to adjust the volume of a recorded message or voice system status.

3 STAY Arms perimeter portion of burglary

system only. Interior protection is not armed, allowing movement within premises without causing an alarm.

[PLAY] On Voice keypads, used in conjunction with the FUNCTION and VOICE keys to play the recorded message.

[↑] On Voice keypads, used in conjunction with the FUNCTION and VOLUME keys to raise the message and voice system status volume.

4 MAXIMUM Arms the entire burglary system,

perimeter and interior, but without entry delay feature. Entering via an entry/exit door will cause an alarm.

5 TEST Tests the system and alarm sounder if disarmed. Refer to *Testing The System* section for test procedures.

6 BYPASS Removes individual protection zones from being monitored by the system.

[↓] On Voice keypads, used in conjunction with the FUNCTION and VOLUME keys to lower the message and voice system status volume.

7 INSTANT Arms in manner similar to the STAY mode, but without the entry delay feature.

KEYS 0-9: Used to enter your security code(s) and to perform their associated system functions after the security code has been entered.

*** READY** Used to display all open protection zones.

[STATUS]: On Voice keypads, a momentary press of the STATUS key annunciates the current system status. Pressing the STATUS key a second time annunciates and displays system and/or zone faults (if they exist).

0

[VOICE] On Voice keypads, enables the RECORD, VOLUME and PLAY functions.

#

This key can be used for "Quick Arming" of the system without use of a security code (if programmed).

[FUNCTION] On Voice keypads, enables the desired voice or volume function.

FUNCTION KEYS: Keys A, B, C, D may have been programmed for a variety of functions, including panic (emergency) functions. For details, see the *Function Keys* section.

ARMED LED INDICATOR: (RED) Lit when the system has been armed.

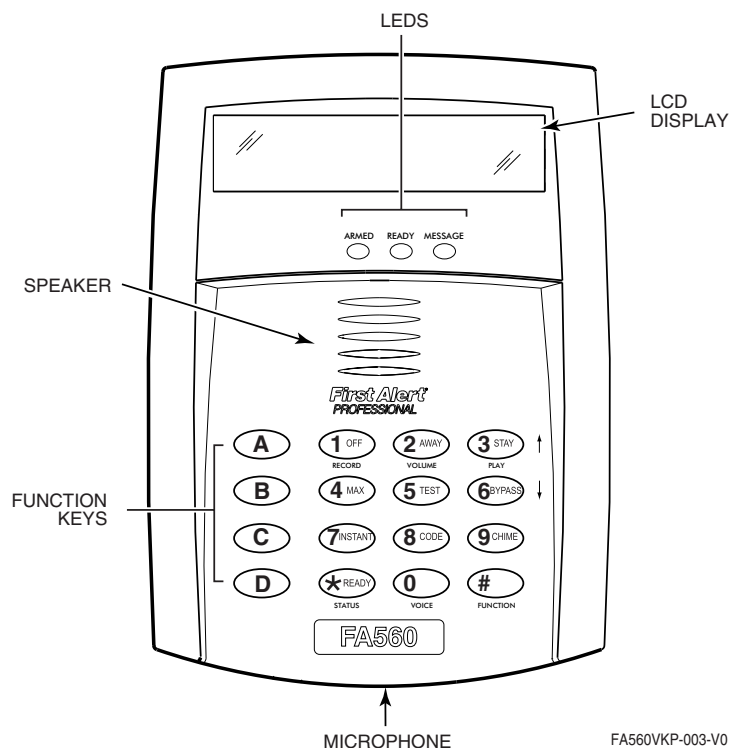
READY LED INDICATOR: (GREEN) Lit when the system is ready to be armed (no faults present). While the system is disarmed, this indicator will go on and off as protection zones are closed and opened.

MESSAGE LED INDICATOR: (RED) On Voice keypads, flashes red when message waiting or lights red (steady) when in record mode.

MIC: On voice keypads, microphone for Message Center recordings.

INTERNAL SPEAKER: The built-in speaker mimics the alarm sounder during alarms, and will also "beep" during certain system functions. The speaker also provides voice playback for any recorded messages.

Functions of the Keypads (Continued)



Voice-capable 2-line Alpha keypad

IMPORTANT!

- When entering codes and commands, sequential key depressions must be made within 4-5 seconds of one another. If 4-5 seconds elapse without a key depression, the entry will be aborted and must be repeated from its beginning. Be sure to observe this precaution when performing any of the procedures in this manual.
- If you make a mistake while entering a security code, stop, press the [*] key, and then start over. If you stop in the middle while entering a code, and then immediately start the entry over, an erroneous code might be entered.

Entry/Exit Delays

Your system has preset time delays, known as exit delay and entry delay.

Exit Delay

Exit delay gives you time to leave through the designated exit door without setting off an alarm. Exit delay begins immediately after arming your system in any arming mode and Alpha Display keypads display the message “You May Exit Now.” When “You may exit now” disappears, the system is fully armed. If programmed, a slow beeping will sound during the exit delay period until the last 10 seconds, which then changes to fast beeping (alerting you to the end of exit delay). If you cannot leave by this time, you should stop, disarm the system, and start over to avoid a false alarm.

Exit Delay Restart. If you wish to open the entry/exit door to let someone in after arming STAY, you can re-start the *exit* delay at any time – **simply press the [*] key**, then let that person in. The system automatically re-arms when exit delay expires, which avoids having to disarm the system and then re-arm it again. In addition, when the system is armed AWAY, reopening and closing the entry/exit door before exit delay time expires (e.g., reentering to get a forgotten item) will reset the exit delay time.

Entry Delay

Entry Delays give you time to disarm the system when you re-enter through the designated entrance door. You must disarm the system (simply enter your security code) before the entry delay period ends, or an alarm will occur. The keypad beeps during the entry delay period, reminding you to disarm the system. There are two entry delays (if programmed). The first is for your primary entrance and the second can be used for a secondary entrance, where a longer delay is required to walk to the keypad to disarm the system.

You can also arm the system with no entry delay at all by using the INSTANT or MAXIMUM arming mode. This mode provides greater security while on the premises or while away for extended periods of time.

See your installer for your delay times.

Partition 1 _____

Exit Delay: seconds

Entry Delay 1: seconds

Entry Delay 2: seconds

NOTE: Entry/Exit times set for partition 1 also apply to the common zone (FA168CPS).

Partition 2 (FA168CPS) _____

Exit Delay: seconds

Entry Delay 1: seconds

Entry Delay 2: seconds

Entry/Exit Delays (Continued)

Exit Alarms

Whenever you arm the system, the exit delay begins. If an entry/exit door or interior zone is faulted within two minutes after the end of the exit delay (e.g., exit door left open), the system sounds an alarm and starts the entry delay timer. If you disarm the system before the entry delay ends, the alarm sound stops and the message "CANCELED ALARM" or "CA" and zone number is displayed on the keypad. No message is sent to the Central Station.

To clear the exit alarm condition, make the open zone intact then enter your code plus OFF.

If you do not disarm the system before the entry delay ends, and an entry/exit door or interior zone is still open, the alarm sound continues and an "exit alarm" message is sent to the Central Monitoring Station. The message ""EXIT ALARM" or "EA" and zone number is displayed on the keypad. To stop the alarm, the system must be disarmed (your code plus OFF); to clear the display, enter your code plus OFF a second time.

Your system may have been programmed for this feature to minimize false alarms sent to the Central Monitoring Station. Ask your installer if "Exit Alarm" is active in your system. If so, check this box.

Checking For Open Zones

Using the [*] Key

Before arming your system, all protected doors, windows and other protection zones must be closed or bypassed, otherwise the keypad will display a "Not Ready" message.

Use the READY key to display all faulted zones, making it easier for you to identify and secure any open zone.

1. Press [*] (do not enter code first) to display faulted zones.
2. Secure or bypass the zones displayed.
3. The keypad's READY indicator lights when all protection zones have been either closed or bypassed.
4. Arm the system as desired.

Alpha Display:

DISARMED - PRESS *
TO SHOW FAULTS

Fixed-Word Display:

Zone no. and "NOT READY"

Voice Status: Voice Keypads (if installed), can announce system status and faulted zones (up to 3 zone descriptors) if the Voice Status feature is turned on.

To turn the Voice Status feature on/off: [#] + [0] + [2] + [4]

(also turns on Voice Chime mode; see *Chime mode* section)

To announce Status: Press [*] STATUS key once.

To announce faulted zones: Press the [*] STATUS key a second time within 5 seconds of the first press.

Arming the System

Stay Mode: Arms Perimeter Only, Entry Delay On

- Used when you want to arm the system with persons staying inside (or if you have pets that are moving throughout the premises).
- The perimeter sensors are armed, but interior sensors are left disarmed.
- Exit delay begins (you can leave through the entry/exit door, if desired).
- An alarm sounds if any protected window or non-entry/exit door is opened.
- You may otherwise move freely within the premises.
- Persons entering later can enter through an entry/exit door, but they must disarm the system within the *entry* delay period to avoid sounding an alarm.

Night-Stay Mode: Arms Perimeter Only, Plus Selected Zones

- Use Night-Stay mode to provide increased security while staying inside.
- Arms same as Stay mode, but also arms pre-selected interior sensors (programmed by your installer), while other interior sensors are left disarmed.
- Persons entering later can use an entry/exit door but they must disarm the system **and** must not violate any of the programmed interior zones to avoid sounding an alarm.
- **IMPORTANT:** When Night-Stay mode is on, the selected interior zones are armed and cause an alarm if anyone enters those areas (e.g., waking in the middle of the night). To avoid sounding an alarm, you must disarm the system before any activity takes place in those interior zones.

Instant Mode: Arms Perimeter Only, Entry Delay Off

- Used when staying inside and do not expect anyone to use an entry/exit door.
- Arms same as Stay mode.
- An alarm sounds immediately if any protected perimeter window or any door is opened, including entry/exit doors.
- **IMPORTANT:** Arming in this mode greatly increases the chance of false alarms. Use extreme care in selecting this mode of arming.

Away Mode: Arms Entire System, Entry Delay On

- Used when nobody will be staying inside (including pets).
- The entire system (interior and perimeter) is armed.
- Exit delay begins letting you leave through the entry/exit door.
- An alarm sounds if a protected window or any door is opened, or if any movement is detected inside your premises.
- You can reenter through an entry/exit door, but you must disarm the system within the *entry* delay period to avoid sounding an alarm.

Maximum Mode: Arms Entire System, Entry Delay Off

- Used when leaving the premises for extended periods (e.g., vacation).
- Arms same as Away mode, but entry delay is off.
- An alarm sounds same as Away mode, and sounds upon opening entry/exit doors.

Arming the System

Arming Commands

Before arming, close all perimeter doors and windows and make sure the Ready to Arm message is displayed.

Modes of Arming

Mode	Press these keys...	Keypad Confirms By...
Stay	security code + [3] (STAY)	<ul style="list-style-type: none">• three beeps• armed STAY message displayed• red ARMED indicator lights
Night-Stay	security code + [3] + [3]	<ul style="list-style-type: none">• three beeps• NIGHT-STAY message displayed• red ARMED indicator lights
Instant	security code + [7] (INSTANT)	<ul style="list-style-type: none">• three beeps• armed STAY message displayed• red ARMED indicator lights• also note that entry delay is turned off.
Away	security code + [2] (AWAY)	<ul style="list-style-type: none">• two beeps, or, if programmed, beeping for duration of exit delay• armed AWAY message displayed• red ARMED indicator lights <p>Leave the premises through an entry/exit door during the exit delay period to avoid causing an alarm. The keypad beeps rapidly during the last 5 seconds of the exit delay to warn you that it is ending.</p>
Maximum	security code + [4] (MAXIMUM)	<ul style="list-style-type: none">• same as Away (described above) <p>Note that entry delay is turned off.</p>

Quick Arming

If "Quick Arming" was programmed by the installer, the [#] key can be pressed in place of the security code when arming the system in any of its arming modes. However, **the security code must always be used to disarm the system.**

Function Key Arming

For any arming command, a function key may have also been programmed for your system. If so, you can press and hold the appropriate function key for 2 seconds to arm the system. See your installer for the designated functions (see **Single Button Arming** section).

Refer to the **Accessing Other Partitions** section for information on multi-partition arming (FA168CPS).

Arming the System

Single Button Arming

The “A”, “B”, “C”, and/or “D” keys on your keypad may have been programmed for single-button arming. Note that while it will not be necessary to use a security code for arming, a security code must always be used to disarm the system.

If Single-Button Arming is programmed:

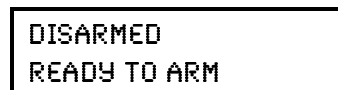
- A function key has been assigned to a specific type of arming: STAY mode, Night-STAY mode, AWAY mode, or STEP-ARMING (see Step-Arming paragraph).
- You DO NOT need to enter your security code before pressing the function key (but you always need your security code to DISARM the system).

Before arming, close all perimeter doors and windows.

1. Press and hold the assigned function key for 2 seconds (no code is required). Function keys are shown below.



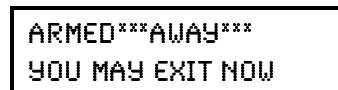
Alpha Display:



Fixed-Word Display: READY

2. The keypad begins beeping and displays the armed message. The red ARMED indicator also lights.

Alpha Display:



Fixed-Word Display: AWAY

Step Arming Feature

Single-Button “Step” arming may have been programmed into one of the lettered keys (A, B, C, or D). Check with your installer to see if this has been done in your system.

If Step-Arming is programmed:

- The assigned key provides a choice of three levels of security.
- The selected key can be pressed once, twice, or three times, increasing the level of security with each press, as follows

Key	First Press	Second Press	Third Press
↓	↓	↓	↓
A, B, C, D	Armed-STAY	Armed Night-STAY (if programmed)	Armed-AWAY

Using the Keyswitch

Using the Keyswitch

Your system may be equipped with a keyswitch for use when arming and disarming. Red and green lights on the keyswitch plate indicate the status of your system as follows:

Green Light: Lights when the system is **disarmed and ready** to be armed (no open zones). If the system is disarmed and the green light is off, it indicates the system is not ready (one or more zones are open).

Red Light: Lights or flashes when system is armed in AWAY or STAY mode. See your installer for the meanings of the lit red light:

Lit Steady = system armed AWAY or

system armed STAY and exit delay has expired

Flashing = system armed STAY and exit delay timer active

Rapid flashing = an alarm has occurred (memory of alarm).

Before arming, close all perimeter doors and windows.

To arm in the AWAY mode:

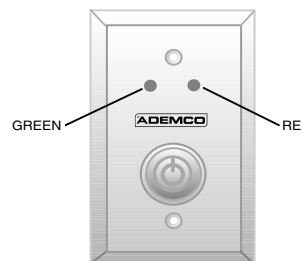
Turn the key to the right for 1/2 second and release. Keypads beep twice and the red indicator lights or flashes.

To arm in the STAY mode:

Turn the key to the right and hold for longer than 1 second, then release. Keypads beep three times and the red indicator lights or flashes.

To disarm the system:

Turn the key to the right and release. The red light turns off



Disarming and Silencing Alarms

Using the [OFF] key

The **OFF** key is used to disarm the system, silence alarm and trouble sounds, and clear alarm memories.

IMPORTANT: If you return and the main burglary sounder is on, DO NOT ENTER, but CONTACT THE POLICE from a nearby safe location.
If you return after an alarm has occurred and the main sounder has shut itself off, **the keypad will beep rapidly upon your entering, indicating that an alarm has occurred during your absence.**
LEAVE AT ONCE, and CONTACT THE POLICE from a nearby safe location.

1. + 1

(Security Code) **OFF**

The “READY” indicator light will be lit if all zones are secure, and the keypad will emit a single tone to confirm that the system is disarmed.

NOTE: If entry delay has started (you’ve opened the entry door), you do not need to press the OFF key; simply enter your security code.

Alpha Display:

DISARMED
READY TO ARM

Fixed-Word Display: **READY**

2. **To Silence a Burglary Alarm and Clear a Memory of Alarm**

Enter your security code. This disarms the system and silences the alarm (or warning tones of a Memory of Alarm).

Note the zone in alarm on the keypad display, and make that zone intact (close door, window, etc.). Now enter the security code plus OFF to clear the keypad’s **Memory of Alarm** display.

3. **To Silence a Fire Alarm and Clear Memory of Alarm**

Simply press the **OFF** key to silence the alarm. Then enter the **security code** plus **OFF** sequence to clear the keypad’s **Memory of Alarm** display. See the *Fire Alarm System* section.

Bypassing Protection Zones

Using the BYPASS Key

Use this key when you want to arm your system with one or more zones intentionally unprotected.

Vent Zones: Your system may have certain windows set as “vent” zones, which are automatically bypassed if left open when arming the system (you do not need to manually bypass them). However, if a vent zone window is closed **after** arming, it becomes protected and will cause an alarm if opened again while the system is armed.

When bypassing zones:

- The system must be disarmed before you can bypass zones.
- Bypassed zones are unprotected and will not cause an alarm if violated.
- The system will not allow fire zones to be bypassed.
- Zones are automatically unbypassed when the system is disarmed.

1. + 6 + zone numbers (see below)

(Security Code) **BYPASS**

Enter the 2-digit zone number(s) for the zone(s) to be bypassed (e.g., 06, 10, 13, etc.). Single digit zone numbers must be preceded by a zero (e.g. 05, 06).

2. When finished, the keypad will momentarily display a "Bypass" message for each bypassed zone number. Wait for all bypassed zones to be displayed.

Arm the system as usual. When armed, the arming message is displayed with “ZONE BYPASSED.”

To display bypassed zones prior to arming, enter your security code and press the [6] BYPASS key.

Alpha Display:

DISARMED - PRESS
* TO SHOW FAULTS

Fixed-Word Display: NOT READY

Alpha Display:

DISARMED BYPASS
READY TO ARM

Fixed-Word Display: BYPASS

ARMED: STAY
ZONE BYPASSED

Typical armed alpha display after bypassing zones.

Bypassing Protection Zones

Quick Bypass

If programmed, "Quick Bypass" allows you to easily bypass all open (faulted) zones without having to enter zone numbers individually. This feature is useful if, for example, you routinely leave certain windows open when arming at night.

1. + 6 + [#]

(Security Code) **BYPASS**

In a few moments, all open zones will be displayed and automatically bypassed. Make sure that only those zones that you wish to leave unprotected are bypassed, and that there are no other zones unintentionally left open.

2. Wait for all bypassed zones to be displayed, then arm the system as desired.

Ask your installer if "Quick Bypass" is active for your system, and if so, check here:

Alpha Display:

DISARMED - PRESS
* TO SHOW FAULTS

Fixed-Word Display: NOT READY

Alpha Display:

DISARMED BYPASS
READY TO ARM

Fixed-Word Display: BYPASS

Chime Mode

CHIME mode alerts you to the opening of a perimeter door or window while the system is disarmed. When Chime mode is activated:

- Three tones sound at the keypad whenever a perimeter door or window is opened.
- Interior zones do not produce a tone when they are faulted.
- Pressing the **READY** key will display the open protection points.
- Chime mode can be used only while the system is disarmed.

To turn Chime Mode on: + 9

(Security Code) **CHIME**

The CHIME message will appear. Perimeter zones will cause a tone when faulted.

Alpha Display:

DISARMED CHIME
READY TO ARM

Fixed-Word Display: CHIME

To turn Chime Mode off: + 9 again (CHIME message disappears)

(Security Code) **CHIME**

Voice Chime: You can set the Voice Keypads (if installed) to announce faulted (opened) entry/exit or perimeter zones whenever normal Chime mode is on.

To turn Voice Chime Mode on or off: # + 0 + 2 + 4

(normal Chime mode must be on first)

When Voice Chime is on, faulted zones cause a voice status announcement, chime and display. When off, the sounder still provides chime if normal Chime mode is on.

Date and Time

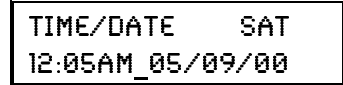
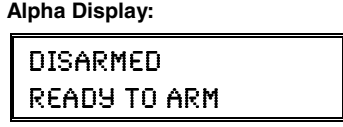
Viewing the Current Date and Time

The system lets you view its time and date setting on alpha keypad.

+[#] + [6] [3]
(Security Code)

OR, press the function key (A, B, C, or D) for viewing current date and time, if programmed.

A typical time/date display is shown.
The display will remain on for about 30 seconds.



“A” “B” “C” “D”

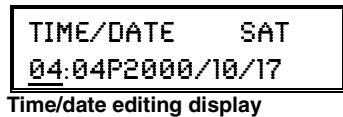
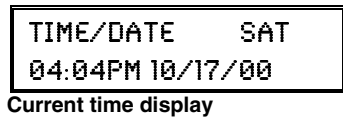
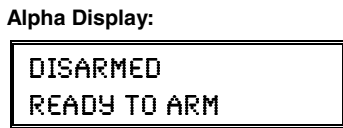
If one of the above keys has been programmed for the date/time display feature, place a check mark in the box beneath that key.

Setting the Date and Time

You can set the time and date by doing the following:

1. +[#] + [6] [3]
(Security Code)

2. Press [*] when the time/date is displayed.
A cursor appears under the first digit of the hour.
To move cursor ahead, press []. To go back, press [#].*
- Enter the 2-digit hour setting.
 - Enter the 2-digit minute setting.
 - Press [1] for PM or [0] for AM.
 - Enter the last two digits of the current year.
 - Enter the 2-digit month setting.
 - Enter the 2-digit day setting.
3. To exit, press [*] when cursor is at the last digit, or wait 10 seconds.



Panic Keys

Using Panic Keys

Your system may have been programmed to use special keys to manually activate emergency (panic) functions as follows:

This Function	Sends this signal*	With This Sounding...
Silent Alarm	silent alarm	no audible alarm or change in normal display to indicate that a silent alarm has been initiated.
Audible Alarm	audible alarm	a loud, steady alarm at keypad(s) and at any external sounders that may be connected.
Personal Alarm	auxiliary alarm	steady alarm sound at keypad(s), but not at external bells or sirens.
Fire Alarm	fire alarm	temporal (pulsing) sound at external bells and sirens.

*All panic functions send signals to the Central Monitoring Station, if connected.

To activate a Panic Function:

Press and hold down for at least 2 seconds whichever lettered key on the keypad has been programmed for the desired emergency function.

OR

Press both keys of the assigned key pair at the same time.

Alpha Display:

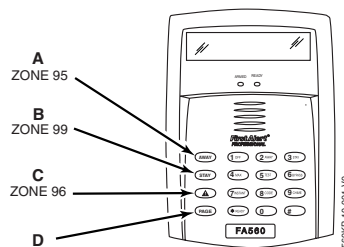
DISARMED
READY TO ARM

Fixed-Word Display: READY

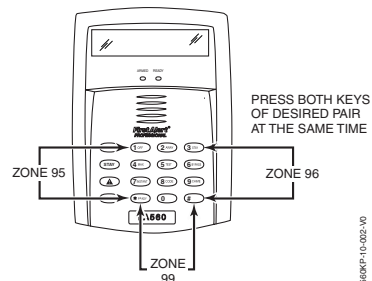
Typical Panic Alpha Display:

ALARM 99

Fixed-Word Display: 99 and ALARM



Lettered Panic Keys



Panic Key Pairs

See your installer and use the chart provided in the **Features Programmed in Your System** section to note the functions that have been programmed for your system.

Macro Key Programming & Usage

About Macro Keys

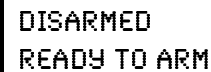
The “A”, “B”, “C” or “D” keys can be used to automatically activate a series of commands of up to 16 keystrokes, if programmed for this function. These keystrokes, as a group, are called “macros” and are stored in the system's memory.

- Typical macro functions can include:
 - Arming sequences: STAY, Night-STAY, INSTANT, or AWAY
 - Bypassing particular zone(s)
 - Activating relay(s) for turning on (or off) lights, fans, etc.
- Up to four (FA168CPS) or two (FA148CP) macros can be assigned – but no more than one macro to a key.
- Macros can be activated only by users with authority levels authorized to perform the macro’s function.

NOTE: The installer must activate the desired function key before macros can be assigned. See the chart at the back of this manual for the key(s) assigned for macros.

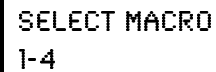
1. + [#] + [6] + [6]
(Security Code)

Alpha Displays:



DISARMED
READY TO ARM

2. Enter the macro number (1-4 for FA168CPS; 1-2 for FA148CP) to be programmed at the “Select Macro?” prompt. Remember, only one macro can be assigned to each key.



SELECT MACRO
1-4 0

3. If a macro has been previously defined, the keystrokes are shown on the bottom line of the display, otherwise the display is blank.

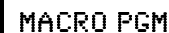


MACRO DISPLAY

To exit this mode (and keep the existing macro definition), press any key except the [*] key. The system returns to normal mode.

To define a macro for the selected key, press [*] and continue with the next prompt.

Enter the first of the series of desired commands, (do not include your user code), then press/hold the “D” key for at least two seconds to complete the first command. This key terminates each command, and appears as an “F” in the keypad display.



MACRO PGM

Macro Key Programming & Usage (cont.)

The keypad beeps to acknowledge your input and displays the command you entered (followed by “F”).

4. Enter the next command, followed by press/holding the “D” key for at least two seconds. The keypad beeps and displays the keystrokes entered so far.
5. Repeat until the all the desired commands (up to 16 characters including the “F”s) have been entered.
Be sure to check your keystrokes before continuing.
If you made a mistake, you must start over.
6. To exit, press/hold the “D” key for at least two seconds. The display returns to system status and indicates system is ready.

Typical Macro Alpha Display:

MACRO PGM 60203F#701F2F

Example of Macro Programming

Suppose you want to (1) bypass the two upstairs window zones, then (2) turn on an exterior light, and then (3) arm the security system in the AWAY mode. The procedures in the table that follows show you how you would program this macro:

Function	Keystrokes Required	Keypad Display
1. Bypass zones 02 & 03	Press BYPASS [6] key, then 2-digit zone numbers 02 & 03.	60203
2. Insert terminator.	Press the “D” key for at least 2 seconds.	60203F
3. Turn light on (device 01).	Press [#] and 7 keys for “device ON”, and [01] key for selecting device 1.	60203F#701
4. Insert terminator.	Press the “D” key for at least 2 seconds.	60203F#701F
5. Arm system AWAY	Press AWAY [2] key.	60203F#701F2
6. Insert terminator.	Press the “D” key for at least 2 seconds.	60203F#701F2F

Using a Programmed Macro Key

DISARMED READY TO ARM

ENTER USER CODE * * * *

1. Press the Macro key programmed for the desired series of commands for at least 2 seconds. The “Enter User Code” prompt appears. The prompt remains displayed for up to 10 seconds.
2. Enter your 4-digit user code.
The programmed macro sequence begins automatically after the user code is entered.

Using Device Commands

About Device Commands

Your system may be set up so that it can control certain lights or other devices.

- Some devices may be automatically turned on or off by the system.
- You may be able to override automatically controlled devices using the commands described below.
- Some devices can be manually turned on or off using the commands described below.
- See your installer for a list of devices that may be set up for your system. A list of these devices is provided at the back of this manual for you to fill out.

To Activate Devices:

+ [#] + [7] + 2-digit device number

(Security Code)

Devices associated with that device number activate.

To Deactivate Devices:

+ [#] + [8] + 2-digit device number

(Security Code)

Devices associated with that device number deactivate.

Alpha Display:



DISARMED
READY TO ARM

Fixed-Word Display: READY

Paging Feature

About Automatic Paging

Your system may be set up to automatically send alert messages to several pagers (up to four for FA168CPS, up to two for FA148CP) as certain conditions occur in your system.

- The following events can be programmed by your installer to be sent to the pagers: arming and disarming†, alarms, and trouble conditions. († reports when arming/disarming from a keypad using a security code; auto-arming/disarming, arming with assigned button, and keyswitch arming do not send pager messages.)
- You can also program the system to send an automatic pager message to alert you in the event that someone has not arrived home (disarmed the system) within a defined period of time (see the **Scheduling** section for details on programming a “latch key report”).
- Your installer programs the pager phone numbers and reporting events.
- The pager message consists of a 7-digit system status code that indicates the type of condition that has occurred.
- An optional, predefined 16-digit character string can precede the 7-digit system status code; these characters can consist of a PIN no., subscriber account no., or any additional data that you may wish to have sent to the pager.
- The pager display format is as follows:

Optional 16 digits
3-digit Event Code
↓
↓
AAAAAAAAAAAAAAAA – BBB – CCCC ← *1-digit Partition No. + 3-digit Zone No. or User No.*

A =	B =	C =
Optional 16-digits for Account numbers, PIN numbers, or any other data; programmed by the installer, if required.	A 3-digit code that describes the event that has occurred in your system (see for event codes table below)	A 1-digit Partition number plus a 3-digit Zone or User number, depending on the type of event that has occurred, where: <ul style="list-style-type: none"> • alarms and troubles display zone number • arming/disarming (opens/closes) display user number

The 3-digit Event Codes (BBB) that can be displayed are:

911 =	811 =	101 =	102 =
Alarms. The 4-digit number (CCCC) following this code is the partition no. and <i>zone no.</i> that caused the alarm.	Troubles. The 4-digit number (CCCC) following this code is the partition no. and <i>zone no.</i> that caused the trouble.	Open (system disarmed). The 4-digit number (CCCC) that follows this code is the partition no. and <i>user no.</i> that disarmed the system.	Close (system armed). The 4-digit number (CCCC) that follows this code is the partition no. and <i>user no.</i> that armed the system.

Ex. 1. 911-1004 = Reporting of an alarm (911) caused by a fault on zone 4 on Partition 1 (1004).

Ex. 2. 102-2005 = Reporting of a closing–system arming (102)– by user 5 in Partition 2 (2005).

Paging Feature

Manual Paging

Your system may be set up so you can manually send a message to up to four (FA168CPS) or two (FA148CP) pagers.

- Your installer programs the paging function key and the pager phone numbers.
- Pressing the paging keys sends the message to the selected pager.
- This message could mean “call home”, “call your office”, or any other prearranged meaning.
- See the Paging chart at the back of this manual for details of the paging setup for your system.

1. Hold 2 seconds then press pager no. (1-4).

Press and hold the programmed Paging Key for at least 2 seconds (wait for beep), then press the pager number* representing the pager intended to receive the message.

2. The recipient, on seeing the 999-9999 message, will understand the prearranged meaning of this signal.

* If no number is pressed, the message is sent to pager 1.

Alpha Display:

Fixed-Word Display: READY

Pager Display

Latch Key Paging

You can program a schedule that causes a pager report to be sent if the system is not DISARMED by the scheduled time (see **Scheduling** section, event “03”). For example, a working parent might want a message to be sent to a pager if their child did not arrive home from school and disarm the system by a certain time.

If programmed, the message that is sent is: .

Security Codes & Authority Levels

About Security Codes

Your installer assigned a master code that is used to perform all system functions. In addition, you can assign different security codes for use by other users (FA168CPS provides 46 additional codes; FA148CP provides 30 additional codes).

- Only the System Master and Partition Master can assign user codes to users.
- Users are identified by 2-digit user numbers and are pre-assigned to either partition 1 or partition 2 (FA168CPS).
- Only the Installer or System Master can change user partitions.
- In addition to a security code, each user is assigned various system attributes.
- User codes can be used interchangeably within a partition when performing system functions (a system armed with one user's code can be disarmed by another user's code), with the exception of the guest code described below.
- User code programming involves these steps:
 1. Choose a user number from the set of users assigned to the partition in which the user will be operating, and assign a 4-digit security code.
 2. Assign an authority level to that user.
 3. Assign other attributes as necessary (see attributes on the next page).

<p>NOTE: The factory settings are designed to meet most normal user situations. Therefore, the only step you usually need to do when adding users is assign a user number (from the partition's pre-assigned user numbers) and a security code.</p>
--

Authority Level Definitions

Authority levels define the system functions a particular user can/cannot perform.

Level	Title	Explanation
N/A	System Master (default = 1234)	Reserved for user 02; Can perform all system functions and assign codes in both partitions; can change its own code as follows: <code>Master code + [8] + 02 + new master code + new master code again</code>
0	Standard User	Can only perform security functions in assigned partition. Cannot perform other system functions.
1	Arm Only	Can only arm the system. Cannot disarm or do other functions.
2	Guest	Can arm the system in assigned partitions, but cannot disarm the system unless the system was armed with this code. This code is typically assigned to someone (e.g., babysitter or cleaner) who has a need to arm/disarm the system only at certain times. The user of this code should not use the "Quick Arming" feature.
3	Duress Code	Intended for use when you are forced to disarm or arm the system under threat. When used, the system will act normally, but can silently notify the Central Monitoring Station of your situation, if that service has been provided.
4	Partition Master	(FA168CPS) Can do everything a standard user can do, and can assign user codes to users in their partition.

Security Codes & Authority Levels (Cont.)

How to Assign User Codes and Attributes

The following lists the various command strings for adding user codes and attributes.

Refer to the User Setup chart at the back of this manual for factory assignments of user attributes and to keep a record of user programming.

NOTE: Partition Master codes (FA168CPS only) apply only to those user numbers previously assigned (by the system master/installer) to the partition master's partition.

Add User Code:

(Users 03/33 are preset to partition programmers, but can be changed.)

System/Partition Master code + [8] + user no. + new user's code

User 01 = installer User 03 = partition 1 master
User 02 = master User 33 = partition 2 master
The Keypad beeps once to confirm that new user was added.

Delete User Code:

System/Partition Master code + [8] + [user no.] + [#] [0]

The user code and all attributes* programmed for this user number, including any associated RF keys, are erased from the system. (*except assigned partition)

Authority Level:

Factory Assignments:
users 04-32/34-49 = 0
users 03/33 = 4

System/Partition Master code + [8] + [user no.] + [#] [1]+ auth. level

Authority Levels (see definitions on previous page):
0 = standard user 3 = duress
1 = arm only 4 = partition master (FA168CPS only)
2 = guest

Access Group:

Factory Assignments: none

System/Partition Master Code + [8] + [user no.] + [#] [2]+ group (1-8)

You can assign users to a group, then set an access schedule that defines the times this group of users can operate the system. The system ignores these users outside the scheduled times.

User's Partition:

(FA168CPS only)
Factory Assignments:
Part. 1 = users 03-32
Part. 2 = users 33-49

System Master Code + [8] + [user no.] + [#] [3] + [0] + partition(s) + [#]

This command assigns the partitions the user can access. If more than one, enter partition numbers sequentially, then press [#] to end. E.g., master code + [8] + [user no.] + [#] [3] + [0] + [1] [2] + [#] gives the user access to partitions 1 and 2 and the common partition.
Partition Entries: 1 = partition 1 and common
2 = partition 2 and common
3 = common partition only

RF User Number:

Factory Assignments: none

Master/Part. Prog. Code + [8] + [user no.] + [#] [4]+ zone no.

Use this command to assign a wireless button device (keyfob) to this user (keyfob must be enrolled in system first; see installer).
Zone number: enter the zone number assigned to a button on the keyfob that will be used for arming/disarming by this user.

Pager On/Off:

Factory Assignments:
users 01-49 = 1 (on)

Master/Part. Prog. Code + [8] + [user no.] + [#] [5] + 0 or 1

You can program a user so that a message is sent to a pager whenever this code is used to arm or disarm the system.
Paging On/Off: 1 = allow paging; 0 = no paging for this user

Accessing Other Partitions (FA168CPS) (GOTO Command and Multi-Partition Arming)

About Accessing Partitions

Each keypad is assigned a default partition for display purposes, and will show only that partition's information.

- If the user is authorized, a keypad in one partition can be used to perform system functions in the other partition by using the **GOTO** command. Refer to the GOTO section.
- If the user is authorized, that user can arm other partitions. Refer to the Multi-Partition Arming section.

The following table shows the relationship of the keypads in each partition when system is armed and disarmed.

		PARTITION 1		PARTITION 2		COMMON ZONE (LOBBY, etc.)	
		Arming State	Keypad Status	Arming State	Keypad Status	Arming State	Keypad Status
Condition 1	⇒	Disarmed	Partition 1 Only	Disarmed	Partition 2 Only	Disarmed	Common Zone Only
Condition 2	⇒	Disarmed	Partition 1 and Common Zone	Armed	Partition 2 Only	Disarmed	Common Zone Only
Condition 3	⇒	Armed	Partition 1 Only	Disarmed	Partition 2 and Common Zone	Disarmed	Common Zone Only
Condition 4	⇒	Armed	Partition 1 Only	Armed	Partition 2 Only	Armed	Common Zone Only

When both partitions are disarmed, the keypad in each partition displays zone status for its partition only. The common zone keypad shows the status in that zone only. See Condition 1 above.

When partition 1 is disarmed and partition 2 is armed, the keypad in partition 1 shows the status of partition 1 **and** the common zone. Partition 2 will display the status of partition 2 **only**. See Condition 2 above.

When partition 1 is armed and partition 2 is disarmed, the keypad in partition 1 shows the status of partition 1 **only**. Partition 2 will display the status of partition 2 **and** the common zone. See Condition 3 above.

As long as any one of the two partitions is disarmed, the common zone will always be disarmed. The common zone will be armed only when both partition 1 and 2 are armed. See Condition 4 above.

- Notes -
