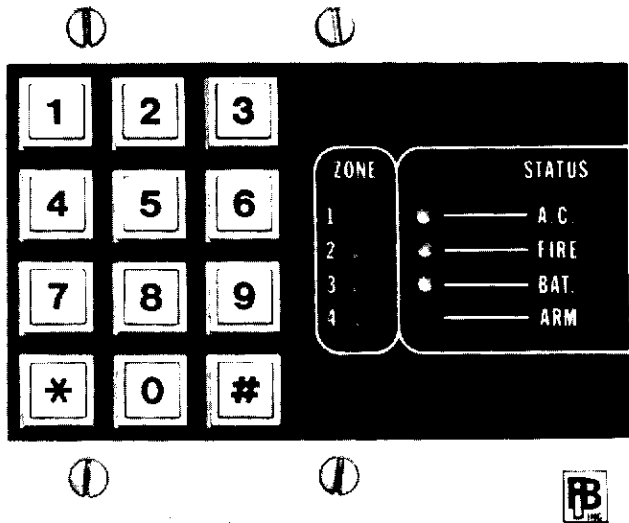## THE "USER-FRIENDLY"
XL1218R
Total Control at Your Fingertips!

USER'S GUIDE TO
OPERATION
and
PROGRAMMING

ARM/DISARM OPERATION

Arming the System

To <u>arm</u> your security system (with no zones bypassed):

1. Make sure that all of the Zone Status green lights are <u>lit.</u> If any of the <u>green lights</u> are <u>off</u>, the number will show you which zone has an "open loop" (open window, etc.). You <u>cannot arm</u> the system with an <u>open loop</u>. Once all protected openings are secured,:

2. Enter your <u>5-digit</u> secret code by gently depressing each number key until you hear a momentary beep.

3. When all 5-digits have been entered, the <u>red</u> "ARM" light will go <u>on</u> and all of the <u>green</u> zone lights will go <u>off</u>. You now have a pre-set amount of time (exit delay time) to <u>leave the premises</u> through a door designated by your installer as a <u>delay zone</u>.

Instant (Home) Feature

If you are <u>staying within the premises</u>, and <u>no-one is expected to return</u> while the system is ARMED, you will want your time delay doors to report an Alarm instantly. This is accomplished by selecting the "INSTANT" option.

To select the "Instant" option:

1. <u>Arm</u> the system

2. Press [*]

3. The zone 1 green light will go <u>on</u>

NOTE: This option automatically <u>resets</u> when the system is <u>disarmed</u>.

Disarming the System

To <u>disarm</u> your security system:

1. Enter your 5-digit secret code

2. The red "ARM" light will go <u>off</u>

| Zone Bypass |

If you wish to arm only a part of your system, such as the front doors and windows, but still have the freedom to come and go, for instance, through the back door, you may bypass the desired zone(s) and then arm the rest of the system.

To bypass one or more zones:

1. Make sure that the system is disarmed (red light off),

2. Press [9] ("Bypass")

3. Press the number of the zone to be bypassed

   Example: To bypass zone 3, Press [9] , then [3]

4. The green zone light will blink slowly to indicate that that zone is bypassed

   NOTE: To bypass additional zones repeat steps 2 and 3 above

5. Now arm the system by entering your 5-digit code. (All of t green lights will go off; the red light will go on)

NOTE: This option automatically resets when the system is disarmed

| Zone Reactivation (Unbypass) |

Under normal conditions, bypassed zones are automatically reactivated (unbypassed) when the system is disarmed. However AFTER A BURGLARY ALARM, you must manually unbypass any bypassed zones.

To Unbypass a single zone:

1. System must be disarmed

2. Press [9]

3. Press number of the zone to be unbypassed

4. The green zone light should stop blinking

                    OR

To Unbypass all bypassed zones:

1. System must be disarmed

2. Press [#] ("Reset")

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KEYPAD LIGHTS

Green Zone Lights

Each green light corresponds to a particular zone number (1-4). Each may be on steady, blinking or off at various times, indicating different conditions of the zone. Since your security system has been customized to suit your specific needs, your installer will identify any "24-hour" zones in your system. The chart below shows the meaning of the green lights.

Burglary Zones

ZONE STATUS	SYSTEM DISARMED	SYSTEM ARMED
Good	Light On	Light Off
Trouble	Light Off	Fast Blink *
Bypassed	Slow Blink	Does Not Display in Armed State

* To stop blink, disarm system, then press # ("Reset")

24-Hour Zones

ZONE STATUS	ALARM ZONE	TROUBLE ZONE
Good	Light Off	Light On
Trouble	Light Off	Light Off
Bypassed	Cannot Be Bypassed	Slow Blink

Amber Status Light

Each amber light monitors a particular function of your security system, and is labelled accordingly. If the function is operating normally, the light is on.
"A.C." light off: the main electrical power supply is off.
"FIRE" light off: trouble in the fire circuit
"BAT(TERY)" light off: low battery (back-up power supply)

Red Arm Light

Light off: System Disarmed
Light on: System Armed
Slow blink: Central Station did not receive transmission**
Fast blink: Alarm condition *

**To stop blink, press # ("Reset")

* To stop blink, disarm system, then press # ("Reset")

THE KEYPAD BUZZER

Trouble (AC Fire Bat) Buzzer

At the same time that any of the AMBER LIGHTS go off to indicate a system problem, a trouble buzzer may sound. (Installer option)

To silence the trouble buzzer:

1. Press [9] ("Bypass")

2. Press [0] ("Trouble Zone")

NOTE: Remember to unbypass the trouble buzzer after the problem has been corrected. This is accomplished by repeating steps 1. and 2. above.

Meanings of Buzzer

- A MOMENTARY BEEP occurs whenever a key is depressed, indicating that the system has received the number you have entered
- Approximately 7 to 10 CONTINUOUS BEEPS is verification that your system has successfully reached the central monitoring station with a signal.

- STEADY BUZZING is a reminder to DISARM your system after entering the premises through one of the predetermined exit and entry zones.

OPTIONAL DIGITAL KEYPAD FUNCTIONS:

PANIC (installer pre-set option)

If your system has been designed to incorporate the "panic" option, it will send a signal to the central station and may or may not sound an alarm at your premises (depending on the option you selected).

To send a panic signal:

1. Press [*] and [#] simultaneously for approximately ½ second

NOTE: If silent panic was selected, you will not receive the verification buzzer.

2. To reset audible panic, press [#] for about ½ second.

AMBUSH (installer pre-set option)

If your system has been designed to incorporate the "ambush" option, you will program a special AMBUSH CODE for "User 0" (see programming Ambush Code, p.6.)

To send an ambush signal:

1. Enter your User 0 5-Digit Ambush Code
   Example 0-6-4-3-7

or 2. Enter any other user number (1-3) plus User 0's 4-Digit Ambush Code
   Example: 2-6-4-3-7

NOTE: If Ambush is not used, your user 0 code will function like all other user arm/disarm codes).

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KEYPAD PROGRAMMING

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ARM/DISARM CODES

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Your system is preprogrammed with a "FALLBACK" ARM/DISARM CODE. Be sure to record this code. In the event of a total loss of power (AC and battery), all codes with be erased. Your "Fallback" code will enable you to arm and disarm the system and re-program your personal secret code.

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USERS

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As many as four separate arm/disarm codes can be programmed. Each code must begin with a different digit, which we call the "User Number"; for example, "User 1's arm/disarm code would be 1 and any four additional numbers; "User 2's" code would be 2 and any four additional numbers, etc. It is not necessary to program all four codes.

A user code may be programmed for temporary use for a service person, guest, etc. and then erased (see below) when no longer needed. This maintains the secrecy of your regularly used codes.

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THE SYSTEM MUST BE IN A DISARMED MODE TO ACCOMPLISH ANY PROGRAMMING. ALL PROGRAMMING IS DONE USING USER 1's COD (functions as an authorization code) THE NUMBER 9 MAY NOT BE USED IN ANY CODE.

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USER 1 CODE

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To Program User 1's Arm/Disarm Code

1. Press ⊡ (Code Key)

2. Press number ⬚1⬚ , then the 4-Digit FALLBACK CODE

3. Press ⬚1⬚ again (The Zone 1 Green Light will blink slowly)

   • Now Press Any 4 Numbers Desired For User 1's Code. Do not use
     (Upon completion of the 4th digit the zone 1 light will stop blinkir

4. Test the new code by attempting to arm the system

   NOTE: Remember to DISARM the system before attempting to pro-gram any additional codes.

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USERS 2, 3, 0

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1. Press ⊡ (Code key)

2. Enter your (New) User 1 (Authorization) Code

3. Press ⬚2⬚ (The Zone 1 Green Light Will blink slowly)

   • Now press the 4 Numbers Desired for User 2's Code. Do not u #9.
     (Upon completion of the 4th digit the Zone 1 light will stop bl   g.)

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Repeat for User 3 and 0

User 0's Code may be programmed exactly as all other user codes only if the keypad "AMBUSH" feature is <u>not</u> used. This feature is pre-set by your installing company, if desired. (See explanation of "AMBUSH" below.)

AMBUSH

Ambush is a 4-digit code that will either turn the system ON if it is off, or OFF if it is on. AT THE SAME TIME it will send a SILENT EMERGENCY SIGNAL to the central monitoring station. The Ambush Code is programmed as User 0, following standard USER CODE PROGRAMMING as described on page <u>5.</u>

ERASING A USER CODE

User 1 can erase any user's code except his own, as follows:

1. Press |*| (Code Key)

2. Enter User 1 Code

3. Press User Number of Code to be Erased (e.g., if User 2 Code is to be erased depress <u>only</u> the number |2| to erase <u>entire</u> code.

4. Press |#| (Reset Key)

CHANGING A USER CODE

Repeat Steps 1, 2, and 3 above, entering User Number of code to be <u>changed</u> in Step 3

4. Enter new 4-digit code desired (do not use #9)

EXIT and ENTRY DELAY TIMES

The exit and entrance delay times have been <u>previously set</u> for your convenience and security. These allow you to enter or leave the premises through specified "Delay Openings" while the system is armed. If you feel these delay times are unsatisfactory, call your installing company.