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Security

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# CS5500

LCD Keypad User Manual



imagination at work

**98/482/EC Declaration**

(Applies to products that have CE mark attached)

This equipment has been approved in accordance with Council Decision 98/482/EC for Pan-European single terminal connection to the public switched telephone network (PSTN). However, due to differences between the individual PSTNs provided in different countries, the approval does not, of itself, give an unconditional assurance of successful operation on every PSTN network termination point.

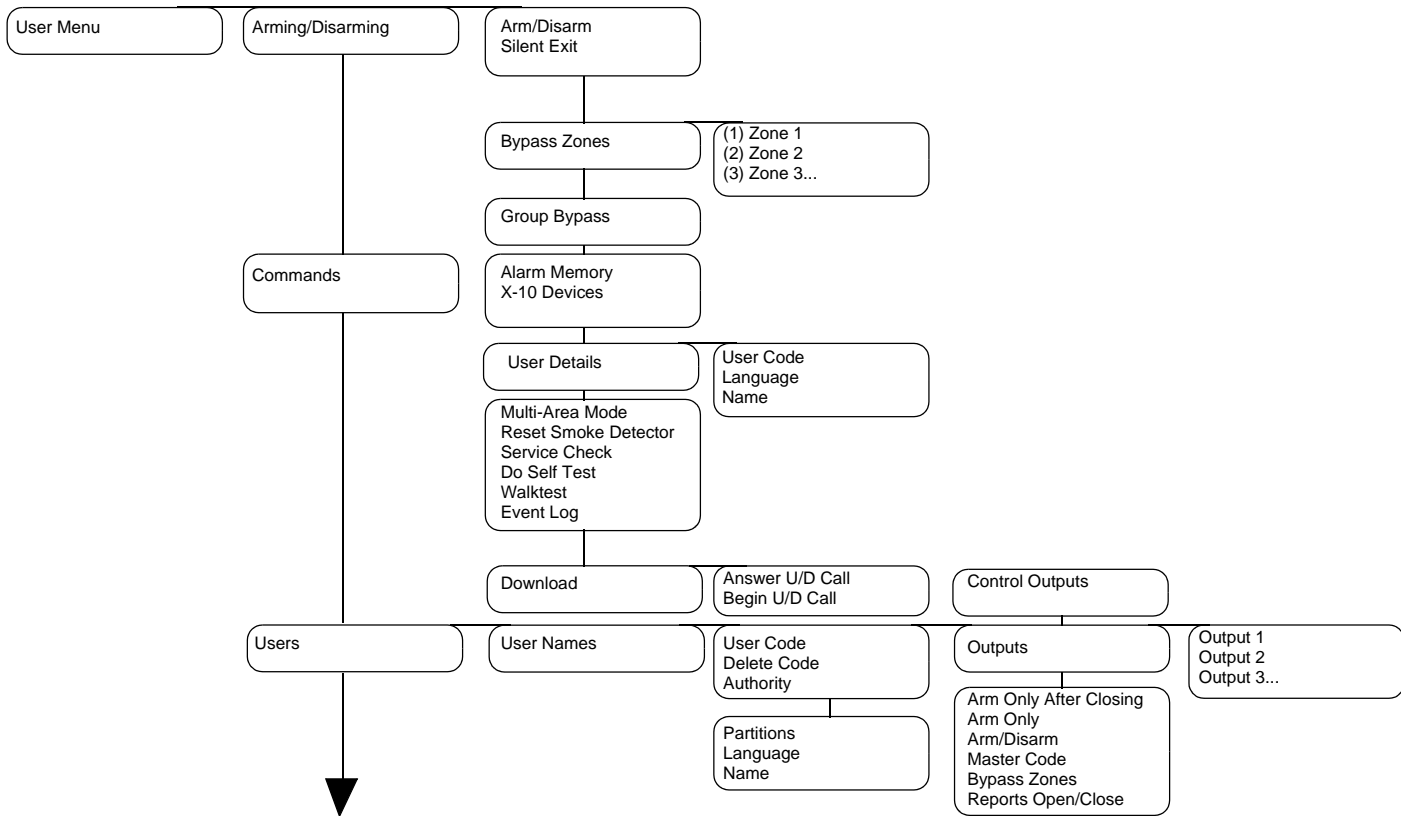
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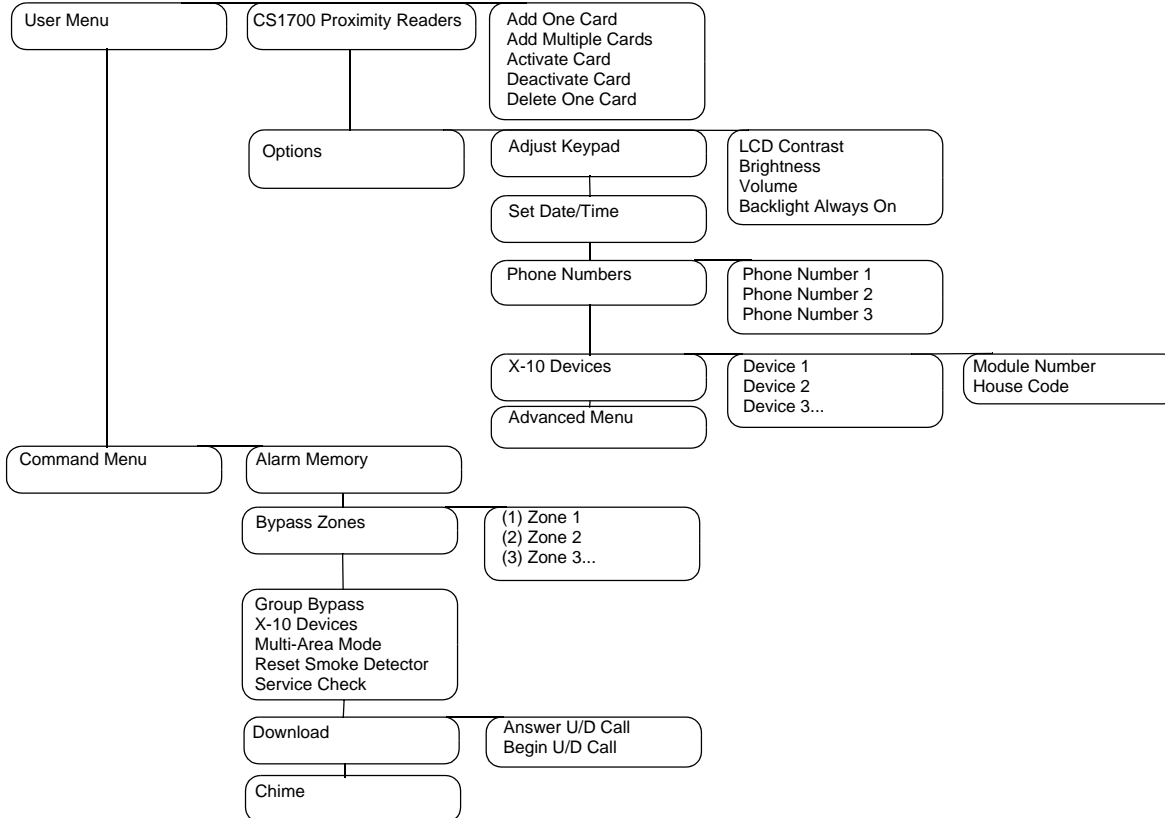
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# Menu map



# Menu map



# LCD keypad

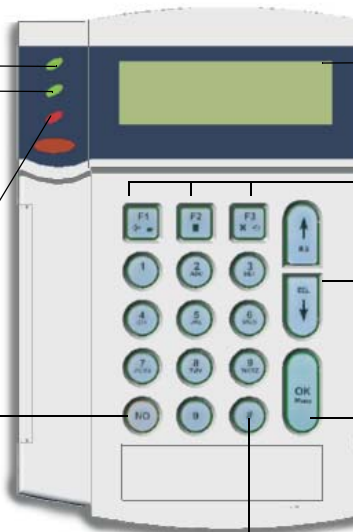
**Power** (green): Indicates that the system is connected to the mains power.

**Ready to Arm** (green): Ready to Arm (green): Indicates that the system is ready to be armed.

**Fire** (red): Displays the status of fire zones.

**NO**: A rejection and navigation key.

**#**: A key that activates the function of the next key that is pressed.



**LCD display**: System status information, menu options and other information that is entered are displayed here.

**F1, F2, F3**: Programmable keys that are set by the installer.

**F1**: \_\_\_\_\_  
**F2**: \_\_\_\_\_  
**F3**: \_\_\_\_\_

**↑↓**: Navigation and editing keys.

**OK/Menu**: An acceptance and navigation key.

# LCD keypad

## Power light

- **On** if the system is connected to the mains and the battery is OK.
- **Flashes** if the system has no battery or a low battery.
- **Off** if the system is not connected to the mains.

## Ready to arm light

- **On** when the system is ready to arm.
- **Flashes** when the system is ready to force arm.
- **Off** when the system cannot be armed.

## Fire light

- **On** when a fire zone has been activated.
- **Flashes** when there is a problem with a fire zone.
- **Off** when all fire zones are operating correctly.

## F1 , F2, F3

*When in a menu:*

- Press **F1** to scroll to the start of the LCD message.
- Press **F3** to scroll to the end of the LCD message.

These keys can be programmed by the installer to perform certain functions.

*In multi-area mode:*

- Press **F1** to part arm the set of areas.
- Press **F2** to full arm the set of areas.
- Press **F3** to disarm the set of areas.



Press the navigation keys to scroll through menu lists and options.  
When in multi-area mode or not in a menu:

- Press **↑** to display bypassed zones.
- Press **↓** to display problem zones.

When editing text and phone numbers:

- Press **↑** to overwrite or insert text.
- Press **↓** to delete text.

## NO

- Press **NO** to cancel a change to the menu selection **or**
- navigate to a higher level in the menu structure **or**
- cancel a sequence when entering numeric data.

## OK/Menu

- Press **OK** to activate the menu **or**
- accept selection changes **or**
- move forward in the menu structure **or**
- complete a sequence when entering numeric data.

## # Hash key

When editing text and phone numbers:

- Press **# F1** to move to the first character or number.
- Press **# F3** to move to the last character or number.
- Press **# ↓** to delete from the current position to the end.

# Using the CSx75 menus

## Command menu

You can access a limited number of menu options, without entering a user code, through the command menu. Press **↑↓** to enter and navigate the command menu.

## Changing the user interface language

To change the language on your keypad, press **OK** repeatedly to find the required language. See page 21 for more information.

## User menu

Your user code allows you to perform certain keypad functions through the user menu. A master user code allows you to perform ALL keypad functions. To access the user menu, press **OK** at the default display and enter your user code. Only those menu options to which you have rights are displayed. Press **↑↓** to navigate the user menu.

## Navigating the menus

**↑↓** Press to move through different menu options.

The command and user menus contain lists of entries such as users and zones.

Press **# ↑** to move to the same menu option for the previous entry in the list. For example, if you are viewing the user code for user 2, press **# ↑** to view the user code for user 1.

Press **# ↓** to move to the same menu option for the next entry in the list. For example, if you are viewing the user code for user 2, press **# ↓** to view the user code for zone 3.

## Exiting the menu system

- Press **##** to display the *OK to Exit* prompt.
- Press **OK** at this prompt to exit the menu system.

### Note

The keypad may timeout from the menu system and return to the default display.



# Preparing your system

Before you can arm your system, you must ensure that all areas are closed. An LCD message is displayed when the system is not ready to be armed.

1. If your system is NOT ready to be armed, check if a door or window is open.

.....

System Not Ready  
For Help Press ↓

2. Press ↓ to view all problem zones.

.....



- Any open zones are shown. Close the zones before you arm the system. If you try to arm with open zones, the keypad beeps.

.....

nnn Open  
<description>

- Any tamper zones are shown. A tamper indicates a system fault and you should contact your installer to fix it.

.....

nnn Tamper  
<description>

3. Press any other key to return to the default display.

.....



4. Press ↑ to view all bypassed zones. For more information on bypassing zones, see page 16.

.....



5. Any bypassed zones are shown. Ensure that these zones need to be bypassed. .

.....

nnn Bypassed  
<description>

6. Your system is ready to be armed

.....

System Ready  
Type Code to Arm

# Arming and disarming using a single-area keypad

A keypad can be programmed as a single-area keypad or a multi-area keypad. A single-area keypad allows you to arm one area only while a multi-area keypad allows you to arm one or more areas. Both types of keypad allow you to bypass zones within the area(s) you are arming. For more information on bypassing zones, see page 16.

1. Enter your user code at the system prompt.

.....

System Ready  
Type Code to Arm

2. The keypad starts to blip and the system begins to arm.

.....

System Arming  
Leave Now

3. Leave the building. The keypad blips increase during the last 10 seconds of the exit time.

.....



4. When the exit time expires, your system is armed and the keypad sounds continuously

.....

System Armed  
All Zones Secure

## Disarming your system

.....

1. When you open the door to enter the secured area, the entry delay starts and the keypad sounds continuously.

.....

System Armed  
All Zones Secure

2. Enter your user code.

.....



3. Your system is disarmed and the keypad sounder stops.

.....

System Ready  
Type Code to Arm

# Arming and disarming using a multi-area keypad

A multi-area keypad allows you to arm one or more areas. Arm Away arms your entire system (except bypassed zones). Arm Stay part arms your system (except interior and bypassed zones) when you want to allow people to remain inside. For more information on bypassing zones, see page 16.

1. Enter your user code at the system prompt.§

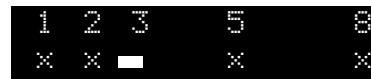
.....



2. The current status of the areas is displayed.

x Area is disarmed. ■ Area is part armed ■ Area is full armed

.....



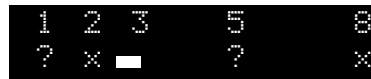
3. Press an area number to include it in the set of areas that you want to arm (or disarm). Press 0 to include all areas.

.....



4. Included areas are marked with '?' In this case, areas 1 and 5 are included in the set.

.....



- Press **F1** to arm stay or **F2** to arm away the set of areas. The keypad starts to blip and the system begins to arm.

.....



**F1 /F2/ F3**

- When the exit time expires, the selected areas are armed and the keypad sounds continuously for two seconds.

.....



- Press **F3** to disarm the selected areas and silence the keypad.

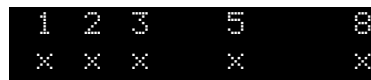
.....



**F3**

**Note:** When you open the door to enter the secured area, the entry delay starts and the keypad sounds continuously. It stops when you disarm the selected areas.

.....



# Disarming your system after an alarm

There are several different types of alarm. A burglary alarm and a tamper alarm activate a yelping siren. A fire alarm activates a temporal siren. All alarms cause the keypad to beep rapidly. For information on responding to a fire alarm, see page 13.

1. Enter your code to disarm the system.



2. The siren stops ringing, the keypad stops beeping and the alarm memory is displayed.



3. The alarm memory displays the zone(s) where the alarm has occurred. In this case, a burglary alarm occurred in zone 8.



4. Press the  $\uparrow\downarrow$  keys to scroll through the different zones listed in the alarm memory.



5. Press **OK**. Your system is ready to be armed.



**Note:** You can view the alarm memory at any time from the user menu. Select *Commands>Alarm Memory* and press **OK**.

# Resetting fire detectors

A fire alarm can occur when your system is armed or disarmed. A fire alarm sounds a temporal siren and causes the keypad to beep rapidly. To turn off a fire alarm, enter your user code. You must also reset the fire detectors after a fire alarm. You follow the same steps regardless of whether the fire alarm is automatically or manually activated.

1. Enter your user code to turn off the alarm. The siren stops ringing and the keypad stops beeping.

.....



2. The alarm memory displays the zone(s) where the fire alarm has occurred.

.....



3. Press the  $\uparrow\downarrow$  keys to scroll through the different zones listed in the alarm memory. Press **OK** to leave the alarm memory.

.....



4. Press **OK** at the default display.

.....



5. Navigate with the  $\uparrow\downarrow$  keys to *Reset Smoke Detector* and press **OK**.

.....



6. The fire detectors are reset, the fire light is turned off and your system is ready to be armed.

.....



# Using life safety functions

Your system has three life safety functions. These functions allow you to manually activate a fire alarm, a medical alert or a personal attack alarm. The combination keys are activated by pressing the combination simultaneously for 2 seconds.

## Fire

Press **1** and **3** together for two seconds. A temporal siren is activated, the keypad beeps and a report is sent to the central station.



## Medical

Press **4** and **6** together for two seconds. A report is sent to the central station.



## Personal attack

Press **7** and **9** together for two seconds. A yelping siren is activated, the keypad beeps rapidly and a report is sent to the central station.



**Note:** If the installer has programmed the personal attack alarm to be silent, a report is sent to the central station but the siren and keypad make no sound.

## Viewing the status of a zone

You can view all problem zones and bypassed zones. Any zones that are not included in these lists are closed and working normally. To view problem and bypassed zones, press **OK**.

1. Press ↓ to view all problem zones.



2. Any open zones or tamper zones are shown.



3. Press **OK** to return to the default display.



4. Press ↑ to view all bypassed zones.



5. Any bypassed zones are shown.



6. Press **OK** to return to the default display.



# Bypassing one or more zones

You can specify a set of zones that will be bypassed when you arm your system. The selection is undone when you disarm the system. To do this, press **OK** and enter your user code. Navigate with the  $\uparrow\downarrow$  keys to *Arming/Disarming* and press **OK**.

1. Navigate with the  $\uparrow\downarrow$  keys to *Bypass Zones* and press **OK**.



2. If you can access more than 24 zones, the zones are displayed in groups. Select the group containing the zone you want to bypass.



3. A list of all the zones that you can access is displayed. Scroll through the list and press **OK** to add a particular zone to the set.



4. To remove a zone from the set, scroll to the zone again and press **OK**.



**Note:** The installer can set the keypad to indicate when a zone is bypassed. When you arm the system and a zone is bypassed, the keypad beeps rapidly.



# Changing your user code and name

To change your own user code or name, press **OK** and enter your user code. Navigate with the  $\uparrow\downarrow$  keys to *Commands* and press **OK**.

1. Scroll to *User Details* and press **OK**.



2. Navigate with the  $\uparrow\downarrow$  keys to *User Code* and press **OK**. Your code is displayed as either a row of numbers or a row of dashes.



3. Press the number keys to enter a new four or six digit user code.



4. The new numbers overwrite the existing code. If your code is displayed as dashes, the dashes change to stars. Press **OK**.



5. If your code is displayed as a row of stars, re-enter it to confirm that it is correct. Press **OK**.



6. Navigate with the  $\uparrow\downarrow$  keys to *Name* and press **OK**. Your user name is displayed.



7. Press  $\uparrow$  to overwrite or insert text. Press  $\downarrow$  to delete text.



8. Press the character keys to enter a new name of up to 15 characters in length and press **OK**.



# Changing another user's code and name

To change another user's code or name, enter a master user code. Navigate with the  $\uparrow\downarrow$  keys to *Users* and press **OK**.

1. A list of all users is displayed. If there are more than 20 users, they are displayed in groups of 10.

.....

User Code  
(1) John Murphy

2. Select the user group if necessary. Navigate with the  $\uparrow\downarrow$  keys to the relevant user number and press **OK**.

.....

  $\uparrow\downarrow$   **OK**

3. Scroll to *User Code* and press **OK**. The user's code is displayed as either a row of numbers or a row of dashes.

.....

(3) Susan Johnson  
- - - -

4. Press the number keys to enter a new user code. The new numbers are displayed or the dashes change to stars. Press **OK**

.....

   **OK**

5. If the code is displayed as a row of stars, re-enter it to confirm that it is correct. Press **OK**.

.....

Confirm Code  
\*\*\*\*

6. Scroll to *Delete Code* and press **OK**. The user's code is deleted from the system.

.....

  $\uparrow\downarrow$   **OK**

7. Scroll to *Name* and press **OK**. The user's name is displayed.

.....

(3) Susan Johnson  
Ann Lee

8. Press  $\uparrow$  to overwrite or insert text. Press  $\downarrow$  to delete text. Enter a new name of up to 15 characters in length and press **OK**.

.....

   **OK**

# Changing user rights

You can set a user's rights to arm, disarm, send reports and bypass zones. You can also set the user's code to be a master code and specify the areas the user can access. To do this, press **OK** and enter a master user code. Navigate with the  $\uparrow\downarrow$  keys to *Users* and press **OK**.

1. A list of all users is displayed. If there are more than 20 users, they are displayed in groups of 10.
2. Select the user group if necessary. Navigate with the  $\uparrow\downarrow$  keys to the relevant user number and press **OK**.

.....

Users Code  
(1) John Murtha

.....

  $\uparrow\downarrow$   **OK**

## To select the functions a user can perform

- Navigate with the  $\uparrow\downarrow$  keys to *Authority* and press **OK**. A list of user rights is displayed. See the glossary for more information.
- Scroll through the list of rights and press **OK** to assign rights to the selected user. Select **NO** to return to the selected user number.

.....

  $\uparrow\downarrow$   **OK**

.....

  $\uparrow\downarrow$   **NO**

## To select the areas a user can access

- Navigate with the  $\uparrow\downarrow$  keys to *Partitions* and press **OK**. The partitions the user can access are listed.
- Press a partition number to assign it to the selected user. Press the number again to unassign the partition. Press **OK**.

.....

  $\uparrow\downarrow$   **OK**

.....

Partitions  
1 \_ \_ \_ \_ 6 7 8

# Setting the system time and date

To set the system time and date, press **OK** and enter a master user code. Navigate with the  $\uparrow\downarrow$  keys to *Options* and press **OK**.

1. Scroll to *Set Date/Time* and press **OK**.



2. The current time is shown as day of the week, hours, minutes.  
The current date is shown as dd.mm.yyyy.



3. Press the  $\uparrow$  key to increase the hour or press the  $\downarrow$  key to decrease it.



4. Press **OK** to accept the change and move on. Press **NO** to cancel the change.



# Adjusting the keypad settings

You can change the user interface language and the loudness of the keypad sounder. When you enter your user code, the menu is displayed in the language associated with your code. You can change the language without entering your code.

## To change the user interface language

1. Press **OK** at the default display. Press **OK** again to display the default display in a different language.
2. Press **OK** until you find the language you require. All menu options change to this language. Continue using the keypad as normal.

.....



**OK**



**OK**

.....



**OK**

## To change the loudness of the keypad sounder

1. Press **OK** and enter a master user code.
2. Navigate with the **↑↓** keys to *Options* and press **OK**.
3. Scroll to *Adjust Keypad > Volume* and press **OK**. The current volume is shown as a horizontal bar chart.
4. Press **F3** to increase the volume, or **F1** to decrease it, and press **OK**.

.....



**OK**



.....

User Menu  
Options

.....

Volume  
AAA

.....



**F3/F1**



**OK**

# Adjusting the LCD display

You can change the contrast of the LCD display and the brightness of the backlighting. To do this, press **OK** and enter a master user code. Navigate with the **↑↓** keys to *Options* and press **OK**. The LCD contrast has 10 levels. Both the LCD brightness and volume have 16 levels.

1. Navigate with the **↑↓** keys to *Adjust Keypad* and press **OK**.



2. Scroll to *LCD Contrast* and press **OK**. The current LCD contrast is shown as a horizontal bar chart.



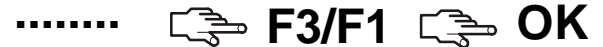
3. Press **F3** to increase the contrast, or **F1** to decrease it, and press **OK**.



4. Scroll to *Brightness* and press **OK**. The current backlight brightness is shown as a horizontal bar chart.



5. Press **F3** to increase the brightness, or **F1** to decrease it, and press **OK**.



6. Scroll to *Backlight Always On* and press **OK**.



7. Navigate with the **↑↓** keys to *Enabled* or *Disabled* and press **OK** to turned the backlight on or off.



# Reading the event log

The event log displays the details of all the events that occur from when you turn your system on. The event description is as follows:

**L1:** EventType PN PartitionName  
**L2:** Zone/User Name UN/ZN HH:MM DD/MM LOG  
**EventType:** The type of event that occurred.  
**PN:** The number of the partition in which the event occurred.  
**PartitionName:** The name of the partition in which the event occurred.  
**Zone/User Name:** The zone name or user name.  
**UN/ZN:** The user number, zone number or device number.  
**HH:MM:** The hour and the minute the event occurred.  
**DD/MM:** The day and month the event occurred.  
**LOG:** The position of the event in the event log.

To read the event log, press **OK** and enter a master user code. Navigate with the  $\uparrow\downarrow$  keys to *Commands* and press **OK**.

1. Scroll to *Event Log* and press **OK**. The last event to be added to the log is shown.



2. In this case, an alarm occurred in zone 168 in partition 3 at 17:32. No report was sent to the central station.



3. Press **F3** to scroll horizontally and view the rest of the event description.



4. In this case, the alarm occurred on September 25 . This is the 28<sup>th</sup> event in the log.



5. Press the  $\uparrow\downarrow$  keys to scroll through the events in the log.



# Changing phone numbers

In certain cases, you can change the phone number to which reports are sent. You can do this only if you are a master user and the existing phone numbers are configured to use either Siren Tone or voice protocol. Press **OK** and enter your master user code. Navigate with the **↑↓** keys to *Options* and press **OK**.

1. Navigate with the **↑↓** keys to *Phone Numbers* and press **OK**.



2. A list of phone numbers is displayed. Scroll to the relevant phone number and press **OK**.



3. Press **#F1** to move to the start of the phone number and then press **#↓** to delete the number.



4. Enter a new number and press **OK**.





# Setting up your home automation system

The home automation system allows you to turn on devices in your house from your keypad. For example, you can turn on all the downstairs lights in your house. To do this, you attach a programmable control to each light switch. You then use the keypad to assign the control to the switch and specify the house that contains the switches.

1. Press **OK** and enter your master user code. Navigate with the  $\uparrow\downarrow$  keys to *Options* and press **OK**.



2. Scroll to *X-10 Devices* and press **OK**.



3. A list of all the configurable switches in your system is displayed. Each switch has a unique identifying number.



4. Navigate with the  $\uparrow\downarrow$  keys to the relevant switch and press **OK**.



5. Scroll to *Module Number* and select the control that is attached to the selected switch.



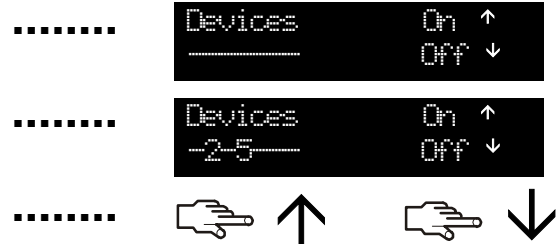
6. Scroll to *House Code* and select your house code. You set this code to ensure that you turn on the switches in the correct house!



# Activating your home automation system

The home automation system allows you to turn on devices in your house from your keypad. To do this, press **OK**. Navigate with the **↑↓** keys to *X-10 Devices* and press **OK**.

1. A list of all the configured devices in your system is displayed.  
Each device has a unique code.
2. Press the relevant number to add the device to the set of selected devices. In this case, device 2 and 5 are selected.
3. Press **↑** or **↓** to switch all selected devices on or off. The devices are turned on or off depending on their current state.



# Up/downloading data

The installer can use up/download software to program your system. For security reasons, the installer cannot do this without your authorisation. To allow the installer to upload data, set the control panel to answer an up/download call from the installer's computer. To download data, set the control panel to make a call to the installer's computer.

- Press **OK** and navigate with the  $\uparrow\downarrow$  keys to *Download* and press **OK**.



## To make a call

1. Navigate with the  $\uparrow\downarrow$  keys to *Begin U/D Call* and press **OK**.



2. The control panel calls the computer. Downloading begins when the call is answered.



## To answer a call

1. Navigate with the  $\uparrow\downarrow$  keys to *Answer U/D call* and press **OK**.



2. The control panel answers the computer and uploading begins.



# Testing your system

You can perform various tests on your system to ensure that it is working correctly. To perform these tests, press **OK** and enter your user code. To perform a walktest, enter a master user code. Navigate with the **↑↓** keys to *Commands* and press **OK**.

1. To test each sensor in your system, scroll to *Walktest* and press **OK**. Enter each zone and check its sensors (doors/windows).



2. A chime sounds when you activate a zone and the zone status is displayed on the LCD. If it is not, try to activate the zone again.



3. Enter your user code to exit the walktest.



4. To run the system tests that the installer has programmed, scroll to *Do Self Test* and press **OK**.



5. The keypad lights and display are tested. Any other programmed tests are run at this time. Press **NO** to exit the *Do Self Test*.



6. To view any system problems, such as a battery fault or damaged phone line, scroll to *Service Check* and press **OK**.



7. If there are any problems, a service message is displayed on the LCD. See page 30 for more information.



**Note:** Use the **↑↓** keys to scroll through the walktest and service check results on the LCD display.

# Adding and deleting cards

If you have a proximity reader installed, you can use a proximity card to activate various keypad functions by holding the card against the reader. As a master user, you can add one or multiple cards to the system or delete existing cards. To do this, press **OK** and enter a master code. Navigate with the  $\uparrow\downarrow$  keys to *CS1700 Proximity Readers* and press **OK**.

1. To add one card, navigate with the  $\uparrow\downarrow$  keys to *Add One Card* and press **OK**.

.....



**OK**

2. Enter the user number to be assigned to the card and press **OK**. LED1 on any enabled readers begins to flash.

.....



3. Scan the card. If it is not already in the system, it is added and LED1 stops flashing. If it is in the system, the reader triple beeps.

.....



4. To add multiple cards, navigate with the  $\uparrow\downarrow$  keys to *Add Multiple Cards* and press **OK**. Carry out step 2 and scan the first card.

.....



**OK**

5. If the user card is not already in the system, it is added and LED1 continues flashing, indicating that the next card can be scanned.

.....



6. To delete a card, navigate with the  $\uparrow\downarrow$  keys to *Delete One Card* and press **OK**. Carry out step 2 and scan the card.

.....



**OK**

7. The user card information for the entered user number is cleared and LED1 stops flashing.

.....



**Note:** 40 seconds after you have finished scanning cards, all the readers in the system are updated with the new card information.

# Service messages

The LCD displays service messages as a result of manual and automatic tests. If you cannot solve the problem, contact the installer. When the keypad beeps due to a fault condition, press the # key to view the fault condition information.

	Why	Action
Control Over-Current	The control panel has detected an excessive amount of current being drawn from an output.	Contact the installer.
Control Siren Trouble	The connection to the control panel's siren is broken.	Contact the installer.
Control Box Tamper	There has been interference with the control panel casing.	Check the casing for damage. If there is no damage, close it securely.
Control Phone Trouble	The phone line connected to the control panel is not working properly.	Ensure that the phone line is connected properly.
Control Fail to Comm.	The control panel tried to send a message to the central station but failed.	Ensure that the phone line is connected properly.

## Service messages

### Why

### Action

Control  
Loss of Time

The control panel has had a total loss of power and the clock must be reset.

See page 20 for information on setting the system clock.

Control  
Power Trouble

The mains power supply to the control panel is missing.

Reconnect the power supply and ensure it is working properly.

Control  
Low Battery

The standby battery for the control panel is low.

Contact the installer.

Expansion  
Over-Current

The control panel has detected an excessive amount of current being drawn from an expansion module.

Contact the installer.

Expansion  
Aux. Comm. Fail

A reporting module tried to send a message to the central station but failed.

Ensure that the phone service is available and the module is connected and working properly.

Expansion  
Power Trouble

The mains power supply is not connected to an expansion module power supply.

Reconnect the mains power supply and ensure it is working properly.

## Service messages

### Why

### Action

Expansion  
Low Battery

The standby battery in an expansion module is low.

Contact the installer.

Expansion  
Box Tamper

There has been interference with the casing of an expansion module.

Check the casing for damage. If there is no damage, close it securely.

Expansion  
Trouble

An expansion module or keypad is not reporting to the control panel.

Ensure that the module is connected properly to the control panel.

Expansion  
Siren Trouble

The connection to an expansion module's siren is broken.

Contact the installer.

Zone Problem.  
Press OK

There is a problem with a zone. Press **OK** to identify the zone(s).

Contact the installer.



# Glossary

<b>Alarm memory</b>	A list of alarms and where they occurred since the system was last armed.	<b>Buzzer</b>	A local low volume vibrating audio output, typically located in the keypad.
<b>Area</b>	A group of zones which operate as a unit. An area is also known as a partition.	<b>Central station</b>	A remote location that is designed to monitor signals and reports from alarm systems and summon assistance if necessary.
<b>Arm/Disarm</b>	A menu option that assigns a code to the selected user that arms or disarms the system depending on its current status.	<b>Control Outputs</b>	A yes/no option that enables/disables the Outputs menu.
<b>Armed</b>	Selected zones are protected.	<b>Control panel</b>	The central point of an alarm system monitoring the detection devices and activating any number of signalling devices.
<b>Arm Only After Closing</b>	A menu option that assigns a code to the selected user to arm the system after a certain time only.	<b>Disarmed</b>	Selected zones are not protected.
<b>Arm Only</b>	A menu option that assigns a code to the selected user that only arms the system.	<b>Event log</b>	A temporary log containing all the alarms and faults that occurred while the system is on (either armed or disarmed).
<b>Bypass Zones</b>	A menu option that specifies the rights of the selected user to bypass zones. (Authority)	<b>Expansion module</b>	A module that can be added to the control panel to increase its functionality. For example, a keypad, audio panel or wireless transmitter.
	A menu option that specifies the zones to be bypassed. (Arming/Disarming) (Command Menu)	<b>Installer</b>	The person who installs and programs the system.
<b>Bypassed zones</b>	Zones that are left open when the rest of the system is armed. They can be entered without triggering an alarm.		

# Glossary

<b>Keypad sounder</b>	An audible signal that is sounded by the keypad. This can be programmed to sound at various times.	<b>Sensor</b>	A device that detects violations and reports them to the control panel. Sensors include door and window contacts or any device used to inform the control panel of a particular condition.
<b>Master Code</b>	A menu option that assigns a master code to the selected user. This is an arm/disarm code that can program other user codes provided it has access to the same partitions as the user code.	<b>Single-area mode</b>	The mode in which a control panel can arm one area only.
<b>Multi-area mode</b>	The mode in which a control panel can arm multiple areas.	<b>Tamper</b>	Interference with the system such as an open casing.
<b>Outputs</b>	A menu option that sets a user's rights to control the control panel's auxiliary outputs.	<b>Up/download</b>	Management software that can read the software system programming information (upload) or modify or replace the system information if necessary (download).
<b>Problem zone</b>	A zone that prevents the system being armed. A problem zone typically has an open window or door (open zone) or a tamper has occurred on the zone (tamper zone).	<b>User Authority</b>	A menu option that displays user rights.
<b>Reports</b>	A menu option that sets the code of the selected user to report arms (close) and disarms (open).	<b>User code</b>	A four or six digit code used to arm or disarm the system and access the User menu.
<b>Open/Close</b>		<b>Wireless zone</b>	A sensor that transmits to the control devicepanel via a radio receiver rather than being directly wired to the control panel.
<b>Reset Smoke</b>	A menu option that resets the fire detector Detector after an alarm. The system cannot be armed until the detector has been reset.	<b>Zone</b>	An area guarded by a group of one or more detection devices.

## Notes

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