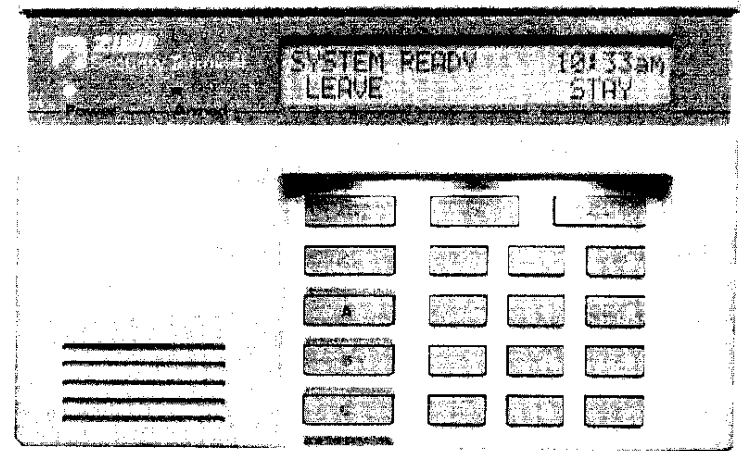
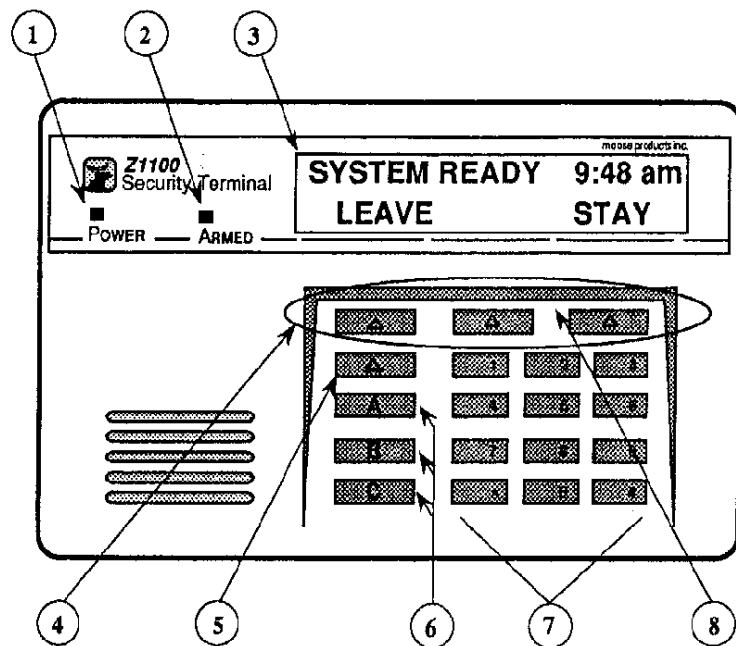


How to Use the *Z1100e* Security Control



Overview

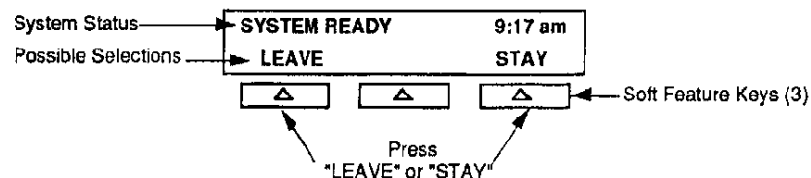


1. **Power Light** ON - System receiving house current.
OFF - System not receiving house current. Call for service.
BLINKING - System battery low or fuse blown. Call for service.
2. **Armed Light** ON - Intrusion detection system armed.
OFF - Intrusion detection system disarmed.
BLINKING - An alarm has occurred.
3. **Display** - Displays system status and selectable options.
4. **Soft Feature Keys (3)** - Used to make selections from display screen.
5. **Menu Scroll Key** - Used to display additional selection options.
6. **Emergency Keys (A, B, C)** - Used to activate emergency alarms.
7. **Numeric Touchpad** - Used to enter your PAC and other data.
8. **Touchpad Lights** - Illuminates keys and surrounding area. Pressing any key turns on the full intensity (active) setting. After thirty seconds of no touchpad activity, the lights dim to the selected low (standby) setting. See page 9.

Turning The System On (Arming)

With the system off (disarmed) and all zones secure (all contacted doors, windows, etc. closed), the display will read **SYSTEM READY** as illustrated below. Select whether you plan to **LEAVE** or **STAY** by pressing the *Soft Feature Key* directly below the appropriate displayed word.

NOTE: Refer to page 4 if the display reads: "... ZONES NOT READY."



If You Select LEAVE:

1. The display will indicate whether the **INTERIOR** and the **DELAY** will be **ON** or **OFF** (active or inactive) when the control is armed and requests that you enter your code to permit arming. *Interior* refers to the intrusion detection devices such as interior doors and motion detectors as opposed to *perimeter* detection devices which generally include exterior doors and windows. *Delay* refers to a preset delay time which allows you to re-enter the premises and disarm the system through a designated zone.
2. Enter your Personal Authorization Code (PAC). *
3. The Security Terminal will beep and the display will indicate **SYSTEM ARMED (ON)** followed by the amount of *exit* time that is available. **Exit immediately**. The red *armed* light will be on to indicate the system is armed. **

If You Select STAY:

1. The display will indicate whether the interior and the delay zones will be on or off when the control is armed and allows changes to be made if desired. Press **CONFIRM** if the interior and delay are set-up as desired. Press the center soft key to **CHANGE** the interior status or press the right soft key to **CHANGE** the delay status, then press **CONFIRM**.
2. Updated status is displayed. Enter your Personal Authorization Code (PAC) when prompted. *
3. The system will indicate that it is now armed by displaying **SYSTEM ARMED (ON)** and by illuminating the red *armed* light.

* **Note:** If an error is made in entering your PAC, press the key to clear the entry and try your code again.

** **Note:** It is possible to arm the system with the system standby battery disconnected.

System Not Ready To Arm

When one or more protected zones are not ready (ex: a door or window is open), the display will indicate **ZONE(S) NOT READY**. Do not attempt to arm the system until all zones are ready. The display will also provide the option to **DISPLAY** the name and number of each zone that is at fault.

1. Press **DISPLAY** to obtain a display of each zone that is not ready. If more than one zone is not ready, press **NEXT** to display the next consecutive zone. When all zones that are not ready have been identified, press **QUIT**.
2. Attempt to correct all zone(s) that are not ready by checking appropriate doors, windows, etc.
3. When all zones are ready or bypassed (see step 5), the display will read **SYSTEM READY**. Press **LEAVE** or **STAY** and proceed as usual.
4. If the fault of the zone(s) that are not ready cannot be determined, call your security representative for service.
5. If your system was purchased with the option to arm while a zone is not ready, the **LEAVE** and **STAY** options will appear even if a problem exists. When you press **LEAVE** or **STAY**, the option to **BYPASS** or **OVERRIDE** (force arm) will be displayed, depending upon which options were purchased.

Pressing **BYPASS** will bypass the indicated zone that is not ready and remove it from operation prior to arming. The name and number of the zone will be followed by the word **BYPASSED**. If more zones are not ready, press **NEXT** to display the next consecutive zone and bypass it if necessary. When all zones that are not ready have been bypassed, pressing **NEXT** will display interior and delay status and request your code to authorize arming. After arming, the display will read **SYSTEM PARTIALLY ARMED (ON)**, followed by the amount of exit time remaining. Thirty seconds after the exit time expires the display changes to **SYSTEM ARMED (ON)**. This is to conceal the fact that a zone is bypassed.

Pressing **OVERRIDE** will bypass the indicated zone and remove it from operation prior to arming. If another zone is not ready, press **OVERRIDE** again. When all zones that are not ready have been overridden, the display will indicate the interior and delay status and request your code to authorize arming.

Note: Bypassing or overriding zones reduces the degree of security designed for your premises. If you have pressed LEAVE or STAY and decide not to arm while a zone is not ready, press QUIT. The display will then read CANCEL ALL BYPASSES ?. Press YES. Call your security representative for service.

Turning The System Off (Disarming)

1. Press **DISARM (TURN OFF)**.
2. Enter your Personal Authorization Code (PAC) when prompted. *
3. The display will read **SYSTEMISDISARMED (SYSTEMIS OFF)** and return to the disarmed status. The red *armed* indicator light will go out. If the indicator is blinking, an alarm has occurred. See "Alarm History" on page 7 for information pertaining to the alarm. Press the * key to stop the light from blinking.

What To Do If The Alarm Sounds

1. Pressing **SILENCE** will silence the Security Terminal sounder. If the alarm was activated through Auxiliary A or C, other audible devices (bells, sirens, etc.) will also be silenced. Pressing **SILENCE** will not interrupt or cancel a report being sent to the central station if your system is being monitored.

NOTE: If upon returning to the premises it is discovered that an alarm has occurred (a blinking "Armed" light indicates this condition), DO NOT ENTER THE PREMISES. Proceed immediately to the nearest neighbor and telephone the proper authorities for help.

2. Enter your Personal Authorization Code (PAC) when prompted. *
3. Notify the alarm monitoring service or the appropriate authorities immediately if the alarm was unintentional.
4. The display will indicate the type of alarm and the option to **QUIT** or **DISPLAY**. Press **DISPLAY** to determine the zone which caused the alarm. If **TIME** is displayed, it may be pressed to display the time and date that the first zone alarmed. Press **QUIT** to exit to the normal mode.

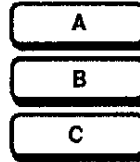
* Note: If an error is made in entering your PAC, press the * key to clear the entry and try your code again.

Emergency And Supervisory Zones

Emergency Panic Zones

Emergency zones are permanently operational, 24 hours a day. These zones may be activated by pressing designated buttons on the Security Terminal or through separate emergency buttons if purchased with your system. Your security representative may have enabled or disabled any or all of the emergency zones. Check with your security representative for details pertaining to your installation.

Emergency button A activates the _____ alarm.
 Emergency button B activates the _____ alarm.
 Emergency button C activates the _____ alarm.



To Activate Any Emergency Zone

1. Press emergency button A, B, or C and hold for three seconds..

Note: Your system may be programmed for non-indicating and/or silent Auxiliary B zone operation. In this case, there may be no visual or audible indication of alarm. Check the SYSTEM REFERENCE GUIDE.

To Silence And Reset Emergency Zones

1. Notify the alarm monitoring service or the appropriate authorities immediately if the alarm was unintentional.
2. Press SILENCE or press the * key to silence the Security Terminal sounder and the alarm.
3. Enter your Personal Authorization Code (PAC) when prompted to reset the alarm.

Supervisory/Trouble Zones

Your installer may have assigned an additional degree of security called *Supervisory/Trouble* to one or more of the system zones. With the system disarmed, the Security Terminal sounder will beep, the display will read **SUPERVISORY TROUBLE**, and the system will report the condition to the central station (if programmed) whenever the zone is insecure. This is most commonly used on Fire detection zones to notify occupants that fire sensors are inoperable, allowing corrective action to be taken.

If a Supervisory/Trouble condition ever exists, call your security representative for service.

Additional Features

Menu Scroll Key



The *Menu Scroll Key* provides menus of special features that may be selected. Selections are then made by pressing the corresponding *Soft Feature Key*. Five menus provide a total of 13 features from which to choose. The system must be disarmed to use all features except ZONE STATUS and ALARM HISTORY.

MENU 1



ZONE STATUS - Used to obtain information indicating the condition of each zone. First the display indicates the number of each zone that is not ready. Then the display indicates the name of each zone and provides a menu of three choices: **NEXT** to display status of the next consecutive zone, **BYPASS** to temporarily remove the zone from service, and **QUIT** to exit zone status mode.

ALARM HISTORY - Used to obtain a display indicating which zone activated the most recent alarm. The time and date of the alarm may also be displayed by pressing and holding **TIME** when prompted. Press **QUIT** to exit.

INTERIOR - Used to obtain a display indicating whether the interior zones will be on or off (active or inactive) whenever the system is armed. Entering your PAC when prompted will change the on/off status.

MENU 2



DELAY - Used to obtain a display indicating whether the entrance delay time will be on or off (active or inactive) whenever the system is armed. Entering your PAC when prompted will change the on/off status.

DAY MONITOR - When selected, monitor on/off status is displayed. Entering your PAC will change the on/off status. When the monitor is on and the control is disarmed, the Security Terminal sounder will beep twice each time a perimeter zone is violated (ex: opening a door or window). If any zone is already violated (ex: a window left open), the Security Terminal will not respond to the violation of another device on the same zone. The monitor feature is for local annunciation only and will not report to the central station.

BATTERY TEST - (this heading reads **SMOKE RESET** during certain fire alarm conditions) Used to perform a test of the system battery. Also used to reset latching smoke detectors. Consult your installer if a fire system has been included.

Control Panel Programming Procedures

1. Press the menu scroll key three times to obtain menu 3.
2. Press **PROGRAM**. The display will read: **FOR PROGRAMMING MODE ENTER YOUR CODE**. The code being requested is NOT your PAC. The *Master Programming Code* must be entered.

Note: The program mode will be exited automatically after one minute of no key entries.

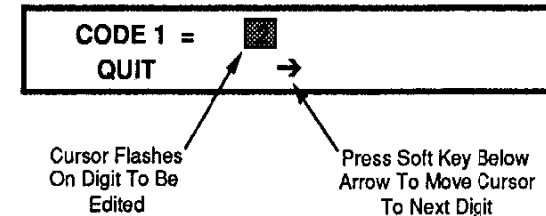
3. Enter the Master Programming Code. The display will read **CONTROL PANEL, KEYPAD, QUIT**. Press **QUIT** if you decide not to program at this time.

*Note: If your installer has programmed your system with the ability to be controlled from a remote location, the message **AUTOMATIC ANSWER ENABLED** will briefly display when your Master Programming Code is entered.*

4. Press **CONTROL PANEL**. The display will read **ENTER A FUNCTION NUMBER**.
5. Enter the number of the function to be edited and press **FIND** to find the selected function. Press **CLEAR** if you accidentally enter a wrong digit.
6. The display will indicate the present value of the selected function.
7. Enter a new value and press the center soft key. When programming a code, the center key moves the blinking cursor to the next digit as indicated by an arrow on the display. When programming other functions the center key is used as a **STORE** function to enter the new value. When the last digit of a code has been entered, programming mode will automatically be exited. Other functions may require pressing a **QUIT** key to exit.

Changing Your Personal Authorization Code (PAC)

1. Press the menu scroll key three times to obtain menu 3.
2. Press **PROGRAM**.
3. Enter your Master Programming Code.
4. Press **CONTROL PANEL**.
5. The display will read **ENTER A FUNCTIONNUMBER**. Press **01** to program PAC 1, or **17** to program PAC 17, etc., then press **FIND** when prompted.



6. The display will indicate the first digit of the present code. Enter each digit of the desired new code. As each digit is entered, the flashing cursor will advance to the right.

Note: All codes must be five digits in length. Shorter codes are possible by programming zeros as the remaining digits. The zeros will not become part of the code; therefore no code may end in zero. For example, code 234 must be programmed as code 23400.

When all five digits have entered, the code will be changed and the system will automatically exit the programming mode.

7. You may also read, edit or change any single digit of the present code. To edit a digit, press the **→** key until the flashing cursor is directly over the digit to be changed. Enter the new digit. Continue until the last digit has been read. The system will then automatically exit the programming mode.

Temporary Personal Authorization Code 17 (PAC17)

The temporary code is functionally the same as your PAC except that the number of valid uses can also be programmed, after which it will become inactive. This code is useful for assigning to anyone that you do not want to give out your regular code. The code will automatically become inactive after the programmed number of valid uses. The code may be reactivated by programming more valid uses.

1. Program PAC 17 using the instructions on page C.
2. After PAC 17 is programmed, repeat steps 1-4.
3. Press **19 + FIND** to program the number of valid uses for this code. The display will read **FUNCTION 19 =** (number of valid uses).
4. Enter the number of times that you want the code to be valid (up to 254) then press **STORE**. A value of 255 will make the code permanent.
5. Press **QUIT** to exit the programming mode.

Changing The Master Programming Code

1. Change the Master Programming Code by following the instructions for "Changing Your Personal Authorization Code (PAC)" on page C. The Master Programming Code is code 18.

Warning: Be sure to record this code in a safe place after changing. If this code is lost, call your security representative for assistance.

Deleting A Code

1. Enter the programming mode using steps 1-4 of "Control Panel Programming Procedures."
2. Press **22 + FIND**.
3. Enter the number of the code to be deleted. This number must be 2 digits in length. Example: PAC number 1 must be entered as **01**.
4. The code is now deleted. The system will automatically exit the programming mode.

Additional Features (cont. from page 8)

MENU 4

VIEWING ANGLE	ADJUST LAMP	ADJUST BEEPS
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VIEWING ANGLE - Used to raise or lower the angle (viewing height) from which the display can be read. Press and hold the **HIGHER** or **LOWER** key until the display can be easily read from the desired viewing height. Press **QUIT** to exit this mode.

ADJUST LAMPS - Used to adjust the intensity of the Security Terminal lamps for both *active* (alarms and key entries, see page 2 item 8) and *standby* modes. Press **QUIT** to exit this mode.

ADJUST BEEPS - Used to adjust the volume of the Security Terminal sounder. Enter a number from 1 to 7 to increase or decrease the volume as necessary. Press the menu scroll key to exit this mode.

WARNING: Do not reduce the volume of the sounder to the extent where it cannot be heard as it is also used to provide system trouble signals.

MENU 5

SET CLOCK

SET CLOCK - Used to change the date and time. Upon entry of this mode, a black square (cursor) will be flashing over the first digit of the day of the month. Enter the new digit or press the indicated right arrow key to move to the next digit. Move the cursor to the far right and press any digit to change the am/pm status. Press **RETURN** to exit this mode.

Additional Features (cont.)

MENU 3

WALK TEST	PROGRAM	BYPASS
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WALK TEST - Used to enter a mode which commands the Security Terminal to beep continuously whenever a zone is violated (ex: an open door or window), with the system disarmed. The beeping stops when all zones are secure. When a zone is violated, the Security Terminal displays the number of the zone and all previously tested zones to help you keep track of which zones have been tested. Walk test is also useful to check the detection pattern of interior motion detectors. Be sure that the interior is on when used for that purpose. When testing is complete, press the * key to return to normal mode.

Note: A test of the system should be performed at least once per week. WALK TEST mode does not necessarily indicate that all detection devices have been successfully tested, nor does it indicate that the devices "tested" will perform properly during an alarm condition. Consult your security representative for testing procedures and to set up a regular system maintenance program.

PROGRAM - This feature is used for displaying or changing the internal memory of the Security Terminal and main control panel. This is normally only performed by your installer or serviceperson. To prevent unintentional changes to the system, a *Master Programming Code* is required to use this function.

Your system may also be serviced remotely from the alarm company's central station or service office provided that the system is set up for "Remote Programming." Look to see if the box labeled "Remote Programming Enabled" is checked on page 13 or check with your installer.

BYPASS - This feature is used to temporarily remove zones from the system, making them inactive. This feature may be used to permit arming with a contacted door or window open or to bypass zones that require service. All bypasses are automatically removed upon disarming (after expiration of the exit delay) and may be manually removed by pressing # + 9.

Note: Bypassing zones reduces the degree of security designed for your premises.

Programming

This feature is used for displaying or changing the internal memory of the Security Terminal or the main control panel. For your protection, a special *Master Programming Code* is required to enter this mode. Obtain this code from your security representative and record in the space provided below.

MASTER PROGRAMMING CODE _____

WARNING: Do not attempt programming unless you have been properly instructed and fully understand the procedures. Permanent alterations will be made to the system.

There are two levels of programming:

1. KEYPAD Programming

This mode of programming is used by the installer to set-up the design characteristics of the Security Terminal such as programming the zone names and characteristics of the touchpad lighting. **Do not select this feature unless instructed by your security representative to do so.** If you accidentally select this feature, press the * key to exit.

2. CONTROL PANEL Programming

This mode of programming is used to program the main system electronics. Various functions may be programmed, depending upon the pre-designed characteristics of your system. Among these features are 16 Personal Authorization Codes (PACs), one Temporary Authorization Code (PAC 17) and the Master Programming Code (code 18). Each code may be added, deleted, or changed as necessary.

Electrical Power And The Standby Battery

Power Light On

The green *power* light on the Security Terminal is on when the system is receiving house current. In the event of a power failure, the system automatically switches to standby battery power. This battery should power the system for a minimum of 4 hours and recharge when the electrical power is restored. The standby battery voltage level is monitored by the control whenever AC power is lost and an automatic test is performed automatically every 24 hours.

Power Light Off

If the POWER light is off for any reason other than a general power failure, a complete check of the building's circuit breakers, fuse panel, and the plug-in transformer that powers the alarm system should be performed. If the problem cannot be found and corrected, call your security representative for service.

Power Light Blinking

If the standby battery is weak or a system fuse is blown, the green *power* light will blink, the Security Terminal sounder will beep and the display will read **LOW BATTERY OR BAD FUSE** and provide a choice to **SILENCE** the sounder. Extended power outages discharge the standby battery. It normally recharges itself within 16 hours.

1. Press **SILENCE** to silence the Security Terminal sounder.
2. Press the menu scroll key twice to obtain menu 2. Press **BATTERY TEST** and enter your PAC when prompted. The display will indicate whether the battery **PASSED** or **FAILED** the test. If the battery fails the test, allow sufficient time for the standby battery to recharge (generally about 16 hours) then test again. If the system fails the test again, call your security representative for service.

Fire Detection

Your system may or may not include fire detection, depending upon what options were purchased, and the local codes and regulations for your area. It should be noted that **all** fire systems require regular testing and maintenance. Common household dust build-up in smoke detectors can cause them to false alarm or fail in a time of need. Consult your security representative for a scheduled maintenance program.

What To Do If The Fire Alarm Sounds

1. Press **SILENCE**.
2. Enter your Personal Authorization Code (PAC) to clear the alarm.
3. Notify the alarm monitoring service or the proper authorities immediately if the alarm was unintentional.

Fire Supervisory/Trouble (Resetting Smoke Detectors)

Many smoke detectors "latch on" and illuminate a built in indicator when triggered. This feature allows you to determine which detector caused the alarm. If a smoke detector remains latched after resetting a fire alarm activation, the display will read **SUPERVISORY/TROUBLE**. If this condition is displayed:

1. Check all smoke detectors for the presence of a latched condition to determine which detector triggered the alarm. If all detectors appear normal, a wire may be broken or shorted. Call for service.
2. Press the menu scroll key once to display the supervisory/trouble zone(s). Press the menu scroll key two more times to obtain menu 2.
3. Press **SMOKE RESET** and enter your Personal Authorization Code (PAC) when prompted. The system will attempt to reset the smoke detectors and also test the system battery. The system will automatically exit this mode when the test is completed. If the smoke detector did not reset, the display will continue to display: **SUPERVISORY/TROUBLE**. Call your security representative for service.

Glossary

ALARM HISTORY: Indication of the zone that last alarmed. See page 7.

ARM: To turn the intrusion detection system on.

BYPASS: To remove a zone from the system. Bypasses are automatically removed when the system is disarmed after the exit time has expired. See page 4 and 8.

CODE: Your personal authorization code (PAC).

CONTROL PANEL: The main system electronics housed in a metal enclosure.

DELAY ZONE: Zone which allows a programmable amount of time to enter and disarm the system without activating an alarm. Also provides an exit time to leave the premises after arming. "Delay" may be assigned to any number of zones.

DISARM: To turn the intrusion detection system off.

DISPLAY: The lighted crystal display (LCD) screen which displays information and prompts. See page 2.

EMERGENCY KEYS: Keys A, B, and C. Used to activate emergency alarms. See page 2 and 6.

ENTRANCE DELAY: Time permitted to enter the armed premises.

EXIT DELAY: Time permitted to exit the premises after arming the system.

FAILED TO COMMUNICATE: The control attempted to communicate with the central station but failed. Consult your security representative.

FORCE ARM: To override. To force the system to arm when one or more zones are not ready. See page 4. Also see *Bypass*.

INTERIOR: Zones consisting of motion detectors or interior door contacts designed to detect intruders within the premises.

INTERIOR FOLLOWER FEATURE: Converts interior zones to delay zones upon entry through a delay door. Interior follower provides passage through interior detection zones to the Security Terminal in order to disarm the system.

KEYS: The pushbuttons on the Security Terminal.

KEYPAD: A generic term used to describe a control station. In this case, the Security Terminal.

LEAVE: A selection to arm the system when planning to leave the premises.

MASTER PROGRAMMING CODE: A code which must be entered to permit entry into the programming mode of operation.

MENU SCROLL KEY: The key directly above key A which may be pressed to obtain menus of features from which to select. See page 2 and 7.

OVERRIDE: See *BYPASS*, *FORCE ARM*.

PERIMETER: Zones consisting of exterior door and window contacts. The first line of defense.

PERSONAL AUTHORIZATION CODE (PAC): The number sequence that is entered to authorize selections when the display indicates ENTER YOUR CODE.

PROGRAM: To set the specific features of the Security Terminal or control panel.

REMOTE PROGRAMMING: The ability to service the system from a remote location (specified by your security representative) with the aid of an IBM PC © or compatible computer.

RESET KEY: The * key. Used to clear improper numeric entries and to silence the Security Terminal sounder.

SOFT FEATURE KEYS: Three keys directly below the display. Used to select features indicated on the display. See page 2.

STAY: A selection to arm the system when planning to stay at the premises. See page 3.

SUPERVISORY/TROUBLE: Indicates that a fault (such as a shorted or broken wire) exists on a fire or other 24 hour zone. For special applications, intrusion detection zones may also be programmed for supervisory/trouble alert. See page 6.

TWENTY FOUR HOUR ZONE: A zone that is permanently active 24 hours a day such as a FIRE or EMERGENCY zone.

ZONE: A specific area of detection that can be individually controlled.

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Emergency Evacuation Plan

PREPARATION AND EDUCATION ARE OF PRIME IMPORTANCE IN FIRE PREVENTION. ESTABLISH A HOUSEHOLD EMERGENCY EVACUATION PLAN IN THE EVENT OF FIRE.

1. Evaluate all possible escape routes from your home and draw a floor plan
2. Select two exit escape routes from each room.
3. Rooms on second floor have a rope ladder.
(Be sure it will reach the ground.)
4. Draw a rough sketch of your escape plan so that everyone is familiar with it.
5. Practice your escape plan to assure that everyone knows what they have to do.
6. Establish a meeting place outside where your family is to report.
7. Advise the local fire authority that you have installed a fire alarm system.

ALSO INCLUDE THE FOLLOWING INFORMATION WITH YOUR EVACUATION PLAN:

The following should be discussed with the family:

1. Familiarity with alarm signal.
2. Status of bedroom doors.
3. Testing of door during a fire and use of alternate escape routes if HOT to touch.
4. Crawling and holding breath.
5. Escape FAST, NO STOPPING for packing.
6. Emphasize that no one is to return to a burning house.
7. Fire department notification from a neighbor's telephone.