QUICK REFERENCE GUIDE

7100 Security System User's Guide

TURNING ON (arming) YOUR SYSTEM

Turn on all protection	COMMAND 1
Occupied no entry allowed	COMMAND 2
Occupied entry allowed	COMMAND 3

Custom Arming   COMMAND 4 for _____
                      COMMAND 5 for _____
                      COMMAND 6 for _____

Force Arming   Enter arming command above followed by 9

Area Bypass   COMMAND 9 followed by the AREA number

TURNING OFF (disarming) YOUR SYSTEM
    Enter your USER CODE followed by COMMAND

COMMANDS FOR OTHER SYSTEM FEATURES

Alert Mode	COMMAND 7
Area Test	COMMAND 8 1
Battery Test	COMMAND 8 0
Communicator Test	COMMAND 8 2
Error Display	COMMAND 8 7
Fire Reset	COMMAND 8 0
Indicator Light and Display Test	COMMAND 8 4
Sounder Test (alarm sounding devices)	COMMAND 8 5

Access Control   Enter your Access Code followed by COMMAND
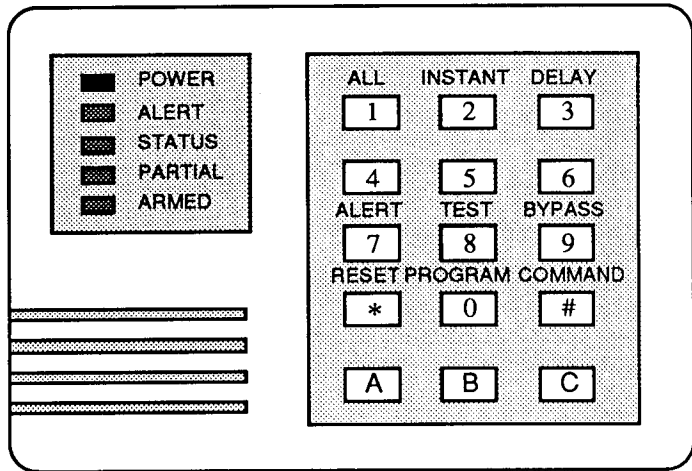
Area	Protected Area	Area	Protected Area
1		8	
2		9	
3		10	
4		11	
5		12	
6		13	
7		14	

Maintenance and Service

The system should be tested weekly to insure that it is functioning properly. If any problems are detected in testing or any changes are noticed in normal operation call your alarm company for service. The manufacturer recommends replacing the system battery every 3 to 5 years.

Monitoring Service Phone No. _____

Monitoring Service System No. _____

Audible Alarm Signalling Device Sounds

Intrusion	( ) Pulse	( ) Continuous
Fire	( ) Pulse	( ) Continuous

Keypad Emergency Alarm
( ) Pulse   ( ) Continuous   ( ) Silent

TABLE OF CONTENTS

KEYPAD INDICATOR LIGHT OPERATION

Power (green light):
    OFF – The control has lost all power (no AC or battery).
    FLASHING – Control problems exist. (See *Error Display,* page 16.)
    ON – The control is running on AC power without problems. (Normal operation.)

Alert (yellow light):
    OFF – The control is **not** in the instant mode (when armed), or in the Alert mode (when disarmed).
    FLASHING - Special Area protection is activated.
    ON – The control *is* in the instant mode (when armed), or in the Alert mode (when disarmed).

Status (green light):
    OFF – One or more areas are not secure.
    FLASHING - The system is in exit delay.
    ON – All areas are secure or bypassed.

Partial (yellow light):
    OFF – The control has *no* bypassed areas.
    FLASHING – The control has at least one bypassed area.
    ON – *All* interior areas only are bypassed.

ed (red light):
    OFF – The control is disarmed.
    FLASHING – The control is still armed, and an alarm has occurred.
    ON – The control is armed, and no alarms have occurred.

The green Status, yellow *Partial,* and red *Armed* lights **Flashing together** indicate the control is in the "Area Test" Mode (See page 13).

KEYPAD INFORMATION

    All = **Arm** (turn on) all areas not bypassed
    Instant = **Arm** only Perimeter areas , make them Instant alarms
    Delay = **Arm** only Perimeter areas , allow delayed entry
    Alert = Perimeter Alert tone enable
    Test = Test selected system functions
    Bypass= Bypass violated areas
    Reset = Cancel present keypad sequence entries
    Program = Enter the Program mode
    Command = Pressed before the above "Commands"
        A = _____
        B = _____
        C = _____

COMMAND ALL TURNING ON YOUR SYSTEM
(#) (1)

To turn on (arm) the system, the green Status light must be on. If the Status light is off, see AREA BYPASS on page 9 or FORCE ARMING on page 8.

( ) DO ( ) DO NOT, enter your User Code before entering the Arming Command.

Enter the command sequence above. **After entering the proper code sequence, the red *Armed* light will turn on,** the green Status light will flash during the exit delay interval, then it will turn off. You should leave the premises *before* the delay period ends but only after the following sound is heard.

( ) Bell or Siren for 2 seconds.
( ) Control Station sounds a **single** beep for 1 second.
( ) _____

This sound may be delayed while the control verifies the phone line connection. **If the above sound is not heard, or the control station sounds a three beep tone, disarm the control and call your Monitoring Service listed on the inside cover of this manual.**

Note: The control battery is automatically tested every 24 hours, however it is possible to arm the control in a residential application with a depleted battery. See BATTERY TEST page 14.

TURNING ON YOUR SYSTEM with someone remaining on premise, no entry allowed
COMMAND INSTANT (#) (2)

To turn on (arm) the system, the green Status light must be on. If the Status light is off, see AREA BYPASS on page 9 or FORCE ARMING on page 8.

( ) DO ( ) DO NOT, enter your User Code before entering the Arming Command.

Enter the command sequence above. **After entering the proper code sequence, the red *Armed* light will turn on,** the green Status light will flash during the exit delay interval, then it will turn off. You should leave the premises *before* the delay period ends if you desire to leave. Remember that if you re-enter after arming the control with this command an alarm will result.

The control will acknowledge that the protection is in place by sounding a single Control Station beep.

Arming the system with this command will cause the yellow *Partial* light to turn ON constant. The control will arm only Perimeter protection areas (including entry/exit). Areas programmed as Interior protection will **not** be armed (that is, interior protection remains off, and movement in the premise is allowed). The yellow *Alert* light will also light indicating instant alarm.

TURNING ON YOUR SYSTE⬤
with someone remaining on premise, allow entry

(#) (3)

To turn on (arm) the system, **the green Status light must be on**. If the Status light is off, see AREA BYPASS on page 9 or FORCE ARMING on page 8.

( ) DO ( ) DO NOT, enter your User Code before entering the Arming Command.

Enter the command sequence above. **After entering the proper code sequence, the red *Armed* light will turn on,** the green Status light will flash during the exit delay interval, then it will turn off. You should leave the premises *before* the delay period ends if you desire to leave.

The control will acknowledge that the protection is in place by sounding a single Control Station beep.

Arming the system with this command will cause the yellow *Partial* light to turn ON constant. The control will arm only Perimeter protection areas. Areas programmed as Interior protection will **not** be armed (that is, interior protection remains off, and movement within the premise is allowed).

⬤CUSTOM ARMING YOUR SYSTEM

To turn on (arm) the system, **the green Status light must be on**. If the Status light is off, see AREA BYPASS on page 9 or FORCE ARMING on page 8.

( ) DO ( ) DO NOT, enter your User Code before entering the Arming Command.

Enter the command sequence above. **After entering the proper code sequence, the red *Armed* light will turn on,** the green Status light will flash during the exit delay interval, then it will turn off. You should leave the premises *before* the delay period ends if you desire to leave.

The control will acknowledge that the protection is in place by sounding a single Control Station beep.

This feature must be disabled on UL certificated installations.

COMMAND
(#) (4) _____

COMMAND
(#) (5) _____

COMMAND
(#) (6) _____

FORCE ARMING YOUR SYSTEM ●
when the green STATUS light is not on

When one or more areas are faulted (the green STATUS light is off), the control may be forced to arm the system by bypassing the violated areas.

To Force arm the control, first enter any of the arming command sequences on pages 4, 5, 6 or 7, at which time the sounder will start

BYPASS

[Arm Sequence] (9)

sounding a 5 second long beep. Then (during the beep), press [Bypass/9]. All violated areas will be bypassed, the sounder will cease, and the control will arm.
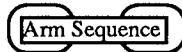
If a three beep tone is heard instead of the 5 second long beep, then the control may not be forced armed. Any violated areas will have to be cleared of alarms prior to attempting to arm the control. (See *Area Bypass*, Page 9, for individual area bypassing.)

This feature must be disabled on UL certified installations.

> The user is cautioned that any area bypassing or force arming removes some of your protection. Therefore, an intrusion may not be detected or the detection may be delayed. Use area bypassing and force arming with caution, and always attempt to correct any area problems (open doors and windows etc.) before using these features.

◣REA BYPASS

COMMAND BYPASS

(#) (9) [Area No.]

There may be occasions when it is desirable or necessary to temporarily bypass one or more areas prior to arming the system. For instance, a faulty detector causing the green STATUS light to remain off.

( ) DO ( ) DO NOT, enter your User Code before entering the Bypass Command.

Area bypassing is accomplished by entering [Command/#] [Bypass/9], then the area number (01 through 14).

Only one area may be bypassed each time the command is used. If more than one area requires bypassing, repeat the command for each area that must be bypassed.

When one or more areas have been successfully bypassed, the yellow *Partial* light will pulse on and off to draw attention to the bypass, and will continue to pulse even when the control is armed.

If a area is already bypassed, re-entering the command will cancel the bypass for that area. Disarming the control will cancel all previously entered Area Bypass commands. To cancel all areas bypassed, enter [Command/#] [Bypass/9] [Reset/*].

NOTE: See *Force Arming*, Page 8, for another method of area bypassing.

TO TURN OFF (disarm) YOUR SYSTEM

COMMAND

```
( User Code (with Disarm) )  ( # )
```

To turn off the system enter your User Code, then press [Command/#]. Then the red *Armed* light will turn OFF.

TO TURN OFF THE SYSTEM UNDER DURESS

Entering a code one (1) digit higher than your User Code is a Duress code. **A Duress code is used when someone demands, by threatening your life or well-being, that the system be turned off. When used, the code will both turn off the system and report a silent duress alarm if connected to a monitoring service.**
    Example; if your User Code = 222, then 223 is a Duress code. The control will give no indication that the Duress code was used, and will outwardly respond the same as if the Default Disarming code was used.   **NOTE:** *Be careful of User Codes that end in a 9.* Example; if your User Code is 229, then the Duress Code is 220, *and not 230*.

( )   This system has the Duress Alarm feature.
( )   This system **does not have** the Duress Alarm feature.

IN THE EVENT OF AN ALARM

A CAUTIONARY NOTE:
    How you respond in the event of an alarm will depend, for the most part, on the type of alarm and the time the alarm occurs. You should seek the advice of your installing company in developing your response plan during the installation phase of your system ..... and not later, after an alarm has occurred.

    Above all else, common sense should prevail. *If there is any threat or hint of danger to yourself or others on the premises, such as in the event of a fire alarm, everyone should be instructed to leave the premises immediately. Do not enter the premises unless in company with the appropriate Emergency Services' personnel, or after they have given the OK to do so.*

    To silence an alarm enter your user code, which will silence the alarm and turn off (disarm) the control.

CAUTION WHEN ENTERING A BUILDING:

IF THE RED *ARMED* LIGHT IS FLASHING, AND/OR THE CONTROL STATION IS SOUNDING A PULSING TONE, THE CONTROL IS SIGNALLING THAT AN ALARM HAS OCCURRED. IF THE ALARM HAS NOT BEEN PREVIOUSLY INVESTIGATED, **DO NOT ENTER THE BUILDING UNLESS IN THE COMPANY OF THE APPROPRIATE EMERGENCY SERVICES' PERSONNEL.**

( ) DO ( ) DO NOT, enter your User Code before entering a Command

ACCESS CONTROL

Your system may feature electric locking control of a door:

[Access Control Code] **COMMAND** [#]

usually the main entrance door or a door into a restricted area. If so, then one or more User Codes may be programmed as Access Control Codes allowing the door to be electrically unlocked.

To operate the locking mechanism, first enter the access control code, then [Command/#]. The door will then remain unlocked for the programmed time period. *This feature must be disabled on UL certificated installations.*

This system features Access Control of the _____

_____

ALERT MODE

This mode causes the control station sounders to beep each time a Perimeter or Entry/Exit area is violated while the control is turned off (disarmed).

COMMAND [#] **ALERT** [7]
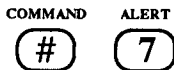
When the control is turned off (disarmed), the Alert mode will light the yellow *Alert* light on all control stations. Arming and disarming the control does not affect the Alert mode, although the *Alert* light will turn off during armed periods.

AREA TEST

COMMAND [#] **TEST** [8] **ALL** [1]
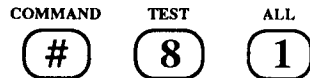
The Area Test is used to assure detectors connected to a area will report an alarm to the Control.

( ) DO ( ) DO NOT, enter your User Code before entering the Area Test Command.

While in Area Test, the yellow *Partial* and red *Armed* lights will pulse on and off together. Each detector should then be tested one at a time as instructed by the installing company.

While in Area Test, *all* control station sounders will turn *ON* continuously while any area detector is alarmed.

Area Test works on all burglary areas. However, the Fire zone is not affected, and will function normally. While in Area Test, no Control alarms will occur with the exception of a fire alarm which will override the Area Test function.

To exit the Area Test mode at any time, press [Reset/*].

BATTERY TEST

In the event there is a power failure, your control should have a built-in battery that will continue to power the control for many hours. The control will then automatically recharge the battery when power is restored.

COMMAND	TEST	PROGRAM
(#)	(8)	(0)

SAME AS FIRE RESET COMMAND

In addition to an automatic battery test performed every 24 hours, the battery may also be tested with the above key-command. However, as the Battery test uses the same key-command sequence as the Fire reset, *the user is cautioned to understand that testing the battery will also reset any smoke detectors that may be in an alarm condition.*

The green *Power* light will pulse on and off during the key-command battery test. If the battery tests OK, the *Power* light will return to normal after 10 seconds. If the test fails, the *Power* light will continue to pulse. (See *Error Display,* page 16 if the *Power* light continues to flash.)

COMMUNICATOR TEST

COMMAND	TEST	INSTANT
(#)	(8)	(2)

The alarm communications may be manually tested by entering this sequence. The green *Power* light will pulse on and off while a "Test" report will be sent to the monitoring service. You should call your monitoring service listed on the inside cover before testing the communicator.

A long beep will initially sound to acknowledge the start of the test. If the test is successful, the sounder will again issue one long beep, and the *Power* light will return to normal. If the test fails, the Power light will continue to pulse. The keypad sounder will turn ON constant until the [Reset/*] key is pressed. (See *Error Display,* page 16 if the *Power* light continues to flash.)

( ) This system has the communicator test feature.
( ) This system does **not** have the communicator test.

EMERGENCY KEYPAD ALARMS

The Alarm Keys [A], [B] and [C] may generate Fire, Emergency and Panic alarms if programmed by the installer. The functions, if any programmed for these keys, are listed on page 3.

When using the Alarm Keys, they must be held for two seconds to generate an alarm.

Use the Disarming command sequence to cancel these emergency alarms (Page 10).

( ) DO ( ) DO NOT, enter your User Code before entering a Comm

ERROR DISPLAY

COMMAND TEST ALERT
(#) (8) (7)

Control problems are indicated by a pulsing green *Power* light.

This keypad can not display the problem codes. If the green Power light is flashing one of the following problems exist. If there are no problems the three beep error tone will sound.

Contact your installing company if the problems persist.

1) AC power failure. *To arm without AC, enter the arming squence desired (pages 4, 5, 6 or 7) then press [Bypass/9].*

2) Battery problem. If system has just been through a power failure, wait at least two hours for the battery to begin recharging to full potential, then enter the Battery Test command shown on page 14.

3) Communicator failed to communicate.

4) Internal error in the control memory.

ERROR RESET

COMMAND TEST ALERT RESET
(#) (8) (7) (*)

To reset the pulsing green *Power* light, enter the key sequence shown to the right only after displaying the errors above on another keypad if possible.

DO ( ) DO NOT, enter your User Code before entering a Command.

FIRE RESET

COMMAND TEST PROGRAM
(#) (8) (0)

This command will reset any smoke detectors after a fire alarm has occurred.

This command initiates two functions: resets fire detectors, and performs a battery test. *Before this command is used, determine which smoke detector had alarmed.*

INDICATOR LIGHT TEST

COMMAND TEST
(#) (8) (4)

To test the Control Station indicator lights to see if they are in working condition, enter this sequence. When this test is run, all control station lights will turn *ON* constant for five (5) seconds. At the end of this time, the lights will return to their previous condition and three beeps will sound.

SOUNDER TEST

COMMAND TEST
(#) (8) (5)

To test the alarm sounding devices, enter this sequence. This will cause the Control Station sounders and all alarm sounding devices to operate for two (2) seconds. **If the alarm sounding devices do not sound or the green POWER light starts flashing, call your alarm monitoring company listed on the inside cover of this manual. Also see ERROR DISPLAY page 16.**

USERS CODE GENERAL INFORMATION

Your system will support thirty (30) User codes. Each code may be from one to five digits in length. *All codes should be programmed for at least 3 digits.*

Of the User codes, only the *Master code* may be used to add, delete or change other User codes. There is only one Master code and it occupies slot number 01. *The factory shipped (default) Master Code is the four digit sequence of 1 2 3 4. This code should be changed to one of your personal preference, and must be programmed for arm and disarm with bypass privileges.*

Temporary codes will be cancelled the next time a Permanent code is used to **disarm** (turn off) the system. *Temporary codes should not be programmed with bypass privileges.*

A *Duress code* will both disarm the system and report a silent duress alarm to a central station. This feature must be enabled by the system installer and does not require a special code to be programmed. Review page 10, *Duress Disarming* for details.

An *Access Control code* is used to control devices such as electric door locks. (Review page 12, *Access Control* for details.)

NOTE: *An attempt to program a user code to the same digits as an existing code, or one higher or lower than an existing code, will produce the three beep error tone, and will not change the code.*

USERS CODE CHANGE FORMAT

All User Code changes will follow the same basic format regardless of the change involved. First enter the present

Present Master Code [#] [0] **COMMAND PROGRAM**

FOLLOWED BY

[SLOT] [F-D] [New/Same User Code] [#] **COMMAND**

Master Code followed by [Command/#] [Program/0] [Slot number] [F-D], the same or new User Code, and finally [Command/#].
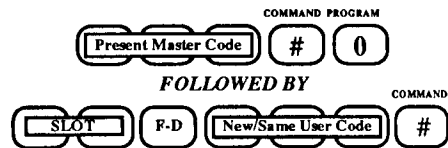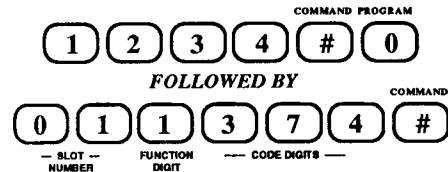
There are 30 slots (01-30). Each slot can store only one Users Code. *Attempting to assign the same User Code to two different slots will result in the three beep error tone and the change will not be made. Slot 01 is the Master Code which requires F-D=1.*

The Function Digit [F-D] selections are:
  0 = Arm, only, with bypass privileges.
  1 = Arm and disarm, with bypass privileges.
  2 = Temporary code; Arm, only, with bypass privileges.
  3 = Temporary code; Arm and disarm, with bypass privileges.
  4 = Arm, only, *without* bypass privileges.
  5 = Arm and disarm, *without* bypass privileges.
  6 = Temporary code; Arm, only, *without* bypass privileges.
  7 = Temporary code; Arm and disarm, *without* bypass privileges.
 8 = *Not used.*
  9 = Access code.

TO CHANGE THE MASTER CODE

COMMAND PROGRAM

(1) (2) (3) (4) (#) (0)

FOLLOWED BY

COMMAND

(0) (1) (1) (3) (7) (4) (#)

— SLOT — FUNCTION —— CODE DIGITS ——
NUMBER DIGIT

As an example, we wish to change from the 4-digit factory pre-set Master Code 1 2 3 4, to a new 3-digit Master Code 3 7 4.

This is the master code, therefore Slot Number 01 must be used. We must also use the Function Digit 1 (F-D=1).

If entered correctly, a long beep will sound. Wait no longer than twenty (20) seconds between key presses when entering the *new* code information, or the three beep error tone will sound and the sequence will have to be restarted.

CANCELLING A USER CODE

COMMAND PROGRAM

(3) (7) (4) (#) (0)

FOLLOWED BY COMMAND

(0) (9) (#)
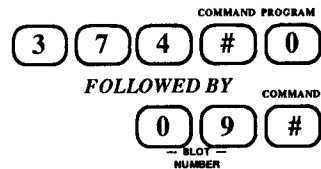
— SLOT —
NUMBER

To cancel an existing code, enter the Master Code, [Command/#] [Program/0] the User Code Slot Number to be cancelled, and then [Command/#] again.
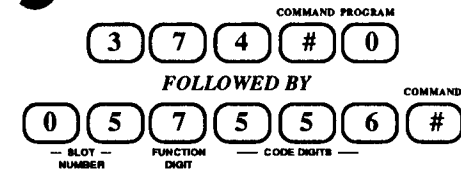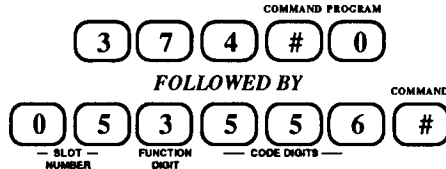
In this example, we wish to cancel the user code in slot 09 which was a permanent code assigned to contractors doing work on the building.

NOTE: *Master Codes can not be cancelled in this manner. Master Codes can be changed (as shown above, but not cancelled).*

PROGRAM TEMPORARY USER CODE

COMMAND PROGRAM

(3) (7) (4) (#) (0)

FOLLOWED BY COMMAND

(0) (5) (7) (5) (5) (6) (#)

— SLOT — FUNCTION — CODE DIGITS —
NUMBER DIGIT

To create a temporary code (for use by the cleaners later in the evening), again start with the present Master Code followed by

[Program/0] [Slot] [F-D], a new code for the cleaners, and finally [Command/#].

In this example, the Master Code is 3 7 4. We will use the fifth slot [05]. We will allow the cleaners to arm and disarm, but not bypass (F-D=7), and they will be assigned the temporary user code of 5 5 6.

MODIFYING A USER CODE

COMMAND PROGRAM

(3) (7) (4) (#) (0)

FOLLOWED BY COMMAND

(0) (5) (3) (5) (5) (6) (#)

— SLOT — FUNCTION — CODE DIGITS —
NUMBER DIGIT

Just prior to leaving for the evening, we wish to upgrade the cleaners' temporary code to include bypass privileges. In effect, we wish to

change the Function Digit from 7, to 3.

To do so, the sequence is the same as programming the temporary user code above, with the exception that [F–D]=3.

FIRE PROTECTION CONSIDERATIONS

WARNING: NO FIRE DETECTION DEVICE OR SYSTEM SHOULD EVER BE CONSIDERED 100% FOOL PROOF.

This automatic fire alarm system, can provide early warning of a developing fire. Such a system, however, does not assure protection against property damage or loss of life resulting from a fire. *Any fire alarm system may fail to warn for any number of reasons, including:*

√ Smoke detectors may not sense fires that start where smoke can not reach the detector such as in pipes or chimneys, in walls or on roofs, or on the other side of closed doors.

√ Smoke detectors may not sense a fire on another level or floor of a building. For example, a first-floor installed detector may not sense an attic, second-floor or even basement fire.

√ And smoke detectors may not always warn against fires caused by carelessness and safety hazards such as smoking in bed, violent explosions, escaping gas, improper storage or use of flammable materials, overloaded electrical circuits, children playing with matches, or arson.

INSTALLED IN FAMILY RESIDENCES

It is important to understand that no rules, regulations or even constantly tested fire warning equipment can be counted on to protect all persons at all times. For instance, adherence to the procedures outlined in NFPA Standard 74 still may not be enough to protect against the three traditional fire killers:

1.) Smoking in bed;
2.) Leaving children unattended; and
3.) Cleaning with flammable liquids, such as gasoline.

But adherence to the Standard can lead to reasonable safety from fire when the following three items are practiced:

1.) Minimizing fire hazards;
2.) Providing a fire warning system; and
3.) Having and practicing an escape plan.

The Standard recognizes that the majority of fire fatalities and deaths occur in the home, and that most of these occur at night during sleeping hours. While the Standard defines a minimum level of protection by requiring smoke detectors be installed outside of each separate sleeping area and on each additional story of the dwelling, the authors of the Standard are also of the opinion that
.....

"The installation of additional detectors should result in a higher degree of protection. "Adding detectors to rooms which are normally closed off from the required detectors will increase the escape time because the fire need not build to a higher level needed to force smoke out of the closed room to the required detector."