



## 32-Zone Wireless Transceiver Control Panel

### MG5000



MG32LED



MG32LRF



MG10LEDH



MG10LEDV

## User's Guide



# Access Codes

## How do I program Access Codes?

1. Press the **[⏏]** key. Enter your **[SYSTEM MASTER CODE]** or either **[MASTER CODE]**.
2. The **[⏏]** key will flash. When a zone LED or zone key is lit (not flashing), the user is already programmed.
3. Select a user by entering a 2-digit user number (i.e. **[0]+[9]** for user 9) or use the scroll keys and then press **[ENTER]**. For the MG10LEDV/H, press the key corresponding to the user number (i.e. **[9]** for user 9).
4. Enter a new 4- or 6-digit **[ACCESS CODE]**.
5. Confirm the code.
6. Press a button on the designated remote or press **[ENTER]** to skip if there is no remote to program.
7. (Partitioned system only) Press **[1]** and/or **[2]** to assign the user to a partition. Press **[ENTER]**, the menu will now jump to the next available user.

For security reasons, write only the user's name and not his or her access code. 4-Digit Codes  6-Digit Codes

User # and Name	Partition 1 or 2	Byp	Stay	Force	Arm Only	PGM Only	Duress
001: Master_____	1 & 2	✓	✓	✓			
002: Master1_____	1	✓	✓	✓			
003: Master2_____	2	✓	✓	✓			
004:_____	___	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Duress: Y <input type="checkbox"/> N <input type="checkbox"/>
005:_____	___	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Duress: Y <input type="checkbox"/> N <input type="checkbox"/>
006:_____	___	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Duress: Y <input type="checkbox"/> N <input type="checkbox"/>
007:_____	___	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Duress: Y <input type="checkbox"/> N <input type="checkbox"/>
008:_____	___	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Duress: Y <input type="checkbox"/> N <input type="checkbox"/>
009:_____	___	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Duress: Y <input type="checkbox"/> N <input type="checkbox"/>
010:_____	___	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Duress: Y <input type="checkbox"/> N <input type="checkbox"/>
011:_____	___	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Duress: Y <input type="checkbox"/> N <input type="checkbox"/>
012:_____	___	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Duress: Y <input type="checkbox"/> N <input type="checkbox"/>
013:_____	___	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Duress: Y <input type="checkbox"/> N <input type="checkbox"/>
014:_____	___	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Duress: Y <input type="checkbox"/> N <input type="checkbox"/>
015:_____	___	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Duress: Y <input type="checkbox"/> N <input type="checkbox"/>
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017:_____	___	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Duress: Y <input type="checkbox"/> N <input type="checkbox"/>
018:_____	___	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Duress: Y <input type="checkbox"/> N <input type="checkbox"/>
019:_____	___	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Duress: Y <input type="checkbox"/> N <input type="checkbox"/>
020:_____	___	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Duress: Y <input type="checkbox"/> N <input type="checkbox"/>
021:_____	___	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Duress: Y <input type="checkbox"/> N <input type="checkbox"/>
022:_____	___	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Duress: Y <input type="checkbox"/> N <input type="checkbox"/>
023:_____	___	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Duress: Y <input type="checkbox"/> N <input type="checkbox"/>
024:_____	___	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Duress: Y <input type="checkbox"/> N <input type="checkbox"/>
025:_____	___	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Duress: Y <input type="checkbox"/> N <input type="checkbox"/>
026:_____	___	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Duress: Y <input type="checkbox"/> N <input type="checkbox"/>
027:_____	___	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Duress: Y <input type="checkbox"/> N <input type="checkbox"/>
028:_____	___	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Duress: Y <input type="checkbox"/> N <input type="checkbox"/>
029:_____	___	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Duress: Y <input type="checkbox"/> N <input type="checkbox"/>
030:_____	___	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Duress: Y <input type="checkbox"/> N <input type="checkbox"/>
031:_____	___	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Duress: Y <input type="checkbox"/> N <input type="checkbox"/>
032:_____	___	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Duress: Y <input type="checkbox"/> N <input type="checkbox"/>

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# Overview

Thank you for selecting the Magellan Security System from Paradox Security Systems Ltd. This advanced technology security system provides you with reliable security protection and powerful features that anyone can use without memorizing complex and confusing codes. The system consists of the Magellan control panel, one or more Magellan keypad modules, various input devices (i.e. motion detectors, door contacts, etc.) and various output devices (i.e. bells, sirens, lights, etc.).

The elegant and user-friendly Magellan MG10LEDV/H, MG32LED, and MG32LRF keypad modules allow you to easily access your security system's functions and provide you with an easy-to-understand display of your security system's alarm and operational status. All of the actions performed in your security system will be executed and displayed through the keypad. Therefore, before using your security system, we highly recommend that you read this manual carefully and have your installer explain basic system operation to you.

## Basic Operations

### Auditory Feedback

When you enter information on the keypad, it will guide you with beep tones that communicate acceptance or rejection of your entries. You should be familiar with these two keypad beep tones:

**Confirmation Beep:** When an operation (i.e. arming/disarming) is successfully entered on the keypad or when the system switches to a new status/mode, the keypad produces an intermittent beep tone ("BEEP-BEEP-BEEP-BEEP").

**Rejection Beep:** When the system reverts to its previous status or when an operation is incorrectly entered on the keypad, it will emit a continuous beep tone ("BEEEEEEEEEP").

### Visual Feedback

**Keypad Indicator Lights:** All Magellan keypads include coloured lights which convey the current status of your system. The state of each light represents a specific condition in your system.



Many of the features in your system must be enabled by the installer. If the feature is not programmed, the keypad will emit a rejection beep and the action will be cancelled. Refer to System Checklist on page 12 and 13 for details.

## Overview of the Magellan Series Keypads

The numbers and keys of the Magellan series keypad's screen communicate your system's status.

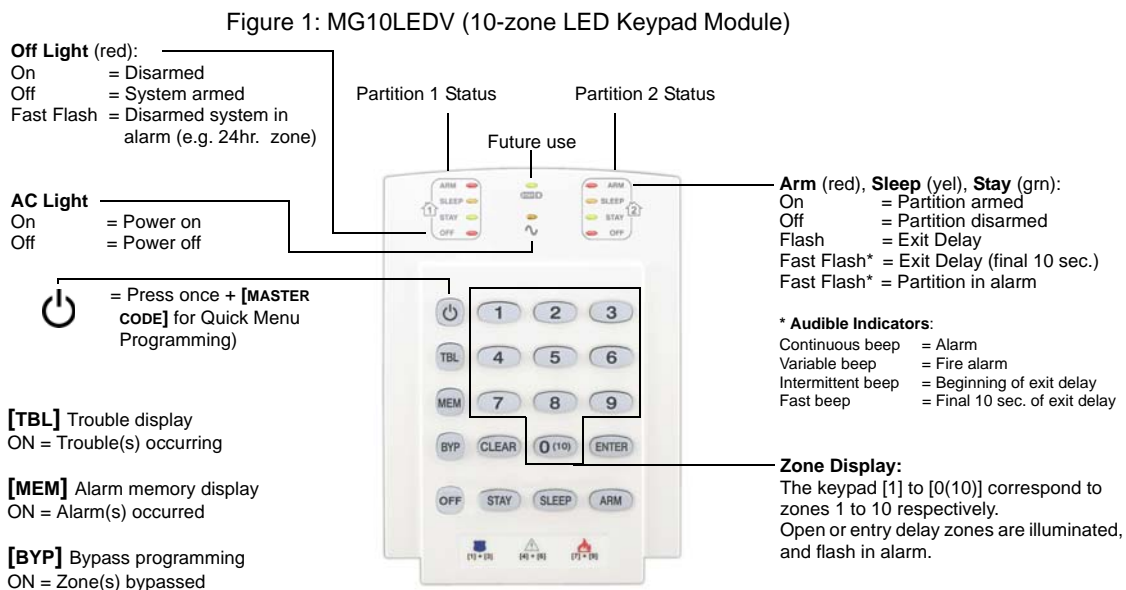


Figure 1: MG32LED (32-zone LED Keypad Module)

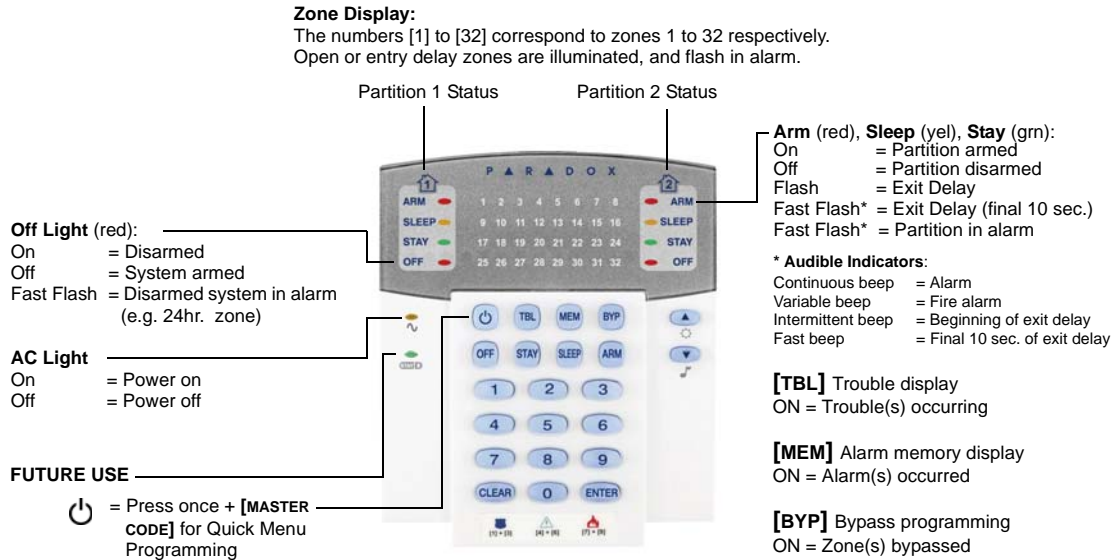
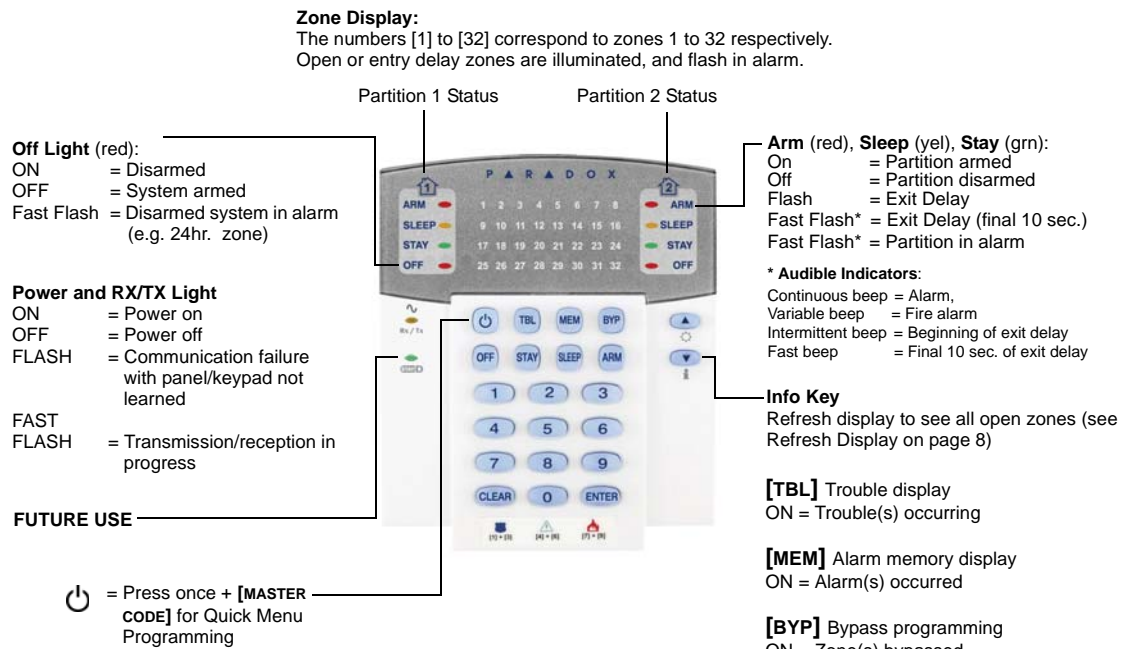


Figure 3: MG32LRF (32-zone Wireless LED Keypad Module)



## Partitioning

Your Magellan system is equipped with a partitioning feature that can divide your alarm system into two distinct areas identified as Partition 1 and Partition 2. Partitioning can be used in installations where shared security systems are more practical, such as a home office or warehouse building. When partitioned, each zone, each user code and many of your system's features can be assigned to either Partition 1, Partition 2, or both partitions.



**If the system is not partitioned, all zones, user codes, and features will be recognized as belonging to Partition 1.**

# Access Codes

## Programming Access Codes

Access codes are personal identification numbers that allow you to enter certain programming modes, arm or disarm your system as well as activate or deactivate PGMs. The Magellan security system supports the following:

- 1 System Master Code
- 2 Master Codes
- 29 User Access Codes

For information on how each access code can arm or disarm the system refer to the *System Checklist* on page 12 and 13.

### System Master Code (Default: 123456)

The System Master Code can arm or disarm any partition using any of the methods described in this section and can create, modify or delete any user access code (see *Programming Access Codes* below).

### Master Codes

Master Code 1 is permanently assigned to Partition 1 and can be used to create, modify or delete user access codes (see *Programming Access Codes* below) that are assigned to Partition 1.

Master Code 2 is permanently assigned to Partition 2 (except when partitioning is disabled, Master Code 2 will be assigned to Partition 1) and can be used to create, modify or delete user access codes that are assigned to the same partition.



*Master Codes cannot modify or delete user access codes assigned to both partitions. Only the System Master Code can modify or delete user access codes assigned to both partitions.*

### Duress Code

If you are forced to arm or disarm your system, entering the access code with the duress option enabled will arm or disarm the system and immediately transmit a silent alert (Duress Code) to the monitoring station.



*Must be enabled by your installer.*

### Programming Access Codes

Your system can use either 4- or 6-digit access codes (see page 14), where each digit can be any value from 0 to 9. Six-digit codes are considered more difficult to “crack” and therefore, more secure. Avoid programming simple or obvious access codes, such as your telephone number, address or codes such as 1234. Also, see the Master Quick Menu at the end of the manual (page 17).

#### How do I program Access Codes?


1. Press the **[⏻]** key.
2. Enter your **[SYSTEM MASTER CODE]** or either **[MASTER CODE]**.
3. The **[⏻]** key will flash. When a zone LED or zone key is lit (not flashing), the user is already programmed.
4. Select a user by entering a 2-digit user number (i.e. **[0]+[9]** for user 9) or use the scroll keys and then press **[ENTER]**. For the MG10LEDV/H, press the key corresponding to the user number (i.e. **[9]** for user 9).
5. Enter a new 4- or 6-digit **[ACCESS CODE]**.
6. Confirm the code.
7. Press a button on the designated remote or press **[ENTER]** to skip if there is no remote to program.
8. (Not available for non-partitioned system) Press **[1]** and/or **[2]** to assign the user to a partition. Press **[ENTER]**, the menu will now jump to the next available user, if you choose to continue.

#### How do I delete Access Codes?

1. Press the **[⏻]** key.
2. Enter your **[SYSTEM MASTER CODE]** or either **[MASTER CODE]**.
3. Select a user by entering a 2-digit user number (i.e. **[0]+[9]** for user 9). For the MG10LEDV/H, enter a 1-digit user number (i.e. **[9]** for user 9).
4. Press the **[SLEEP]** key until you hear the confirmation beep.

# Arming & Disarming

Take full advantage of your Magellan system by familiarizing yourself with all the arming methods. If your system is not partitioned (see Partitioning on page 2), everything is considered as belonging to Partition 1.

 If you cannot arm because a zone is open, the system will enter in Bypass Programming. Enter the two digit zone to bypass and press **[ENTER]**, or press **[ENTER]** to bypass all open zones.

## Regular Arming

This method will arm all the zones in the selected partition. Please note that Regular arming can also be activated using Auto-Arming (see page 6) or One-Touch arming (see page 5).

### How do I Regular arm?

1. Close all zones in the desired partition.
2. Press **[ARM] + [ACCESS CODE]**.
3. If you have access to both partitions (see Partitioning on page 2): Press the key corresponding to the desired partition (**[1]** or **[2]**). For both partitions, press the other key after the confirmation beep.

## Sleep Arming

Similar to Stay arming, Sleep arming allows users to remain in a protected area, but provides a slightly higher level of protection. For example, in a two-story house, the perimeter is protected with Stay arming. With Sleep arming, the perimeter as well as the main floor is protected (motion detectors, etc.), allowing you to roam the second floor and sleeping quarters. Sleep zones are zones that are bypassed when Sleep arming. For example, when you go to sleep at night, the entire premises except your bedroom is fully armed. Sleep arming can also be activated using Auto-Arming (see page 6) or One-Touch arming (see page 5).

### How do I Sleep arm?

1. Close all zones in the desired partition (except Sleep zones).
2. Press the **[SLEEP]** key.
3. Enter your **[ACCESS CODE]**.
4. If you have access to both partitions (see Partitioning on page 2): Press the key corresponding to the desired partition, **[1]** or **[2]**. For both partitions, press the other key after the confirmation beep.

## Stay Arming


This method allows you to roam freely within the premises while the perimeter is fully armed. Stay zones are zones that are bypassed when Stay arming. For example, if you plan on staying in for the night, doors and windows can be armed without arming other zones like motion detectors. Stay arming can also be activated using Auto-Arming (see page 6) or One-Touch arming (see page 5).

### How do I Stay arm?

1. Close all zones in the desired partition (except Stay zones).
2. Press the **[STAY]** key.
3. Enter your **[ACCESS CODE]**.
4. If you have access to both partitions (see Partitioning on page 2): Press the key corresponding to the desired partition, **[1]** or **[2]**. For both partitions, press the other key after the confirmation beep.

# One-Touch Arming

One-Touch arming allows you to arm the system without using an access code. This feature must be enabled by your installer.

 If One-Touch Arming is programmed, you can increase the security level of your system (from Disarm → Stay Arm → Sleep Arm → Full Arm) without a code. See Figure 4 on page 5.

## One-Touch Regular Arming

Press and hold the **[ARM]** key for 3 seconds to arm all zones in the partition. If partitioned, keys **[1]** & **[2]** will flash. You can use this feature to allow specific individuals like service personnel (i.e. cleaners) to arm without giving them access to any other alarm system operations. For details on Regular arming, refer to page 4.

## One-Touch Stay Arming

Press and hold the **[STAY]** key for 3 seconds to arm the perimeter (zones not defined as Stay zones). For details on Stay arming, refer to page 4.

## One-Touch Sleep Arming

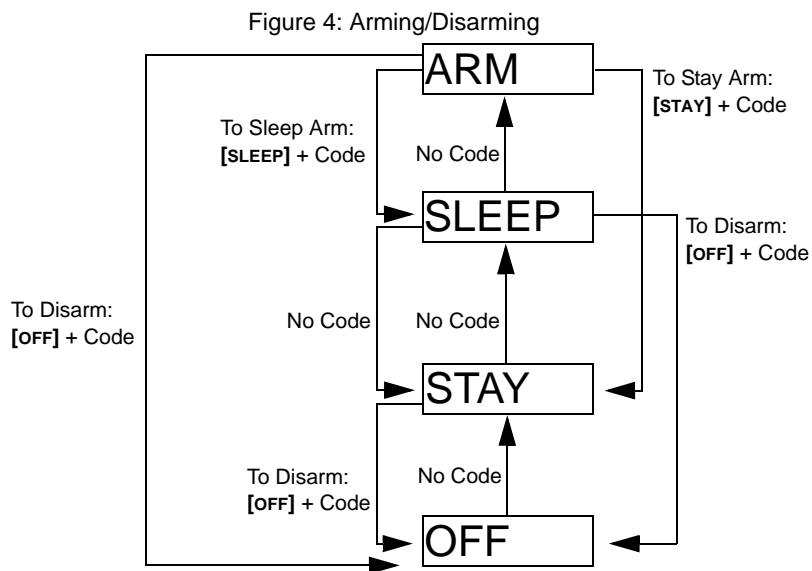
Press and hold the **[SLEEP]** key for 3 seconds to arm all zones not defined as Sleep zones. For details on Sleep arming, refer to page 4.

## One-Touch Bypass Programming

Press and hold the **[BYP]** key for 3 seconds to access Bypass Programming Mode. For details on Bypass Programming, refer to page 6.

## Fast Exit

When the system is already Stay or Sleep armed: This feature will allow you to exit already armed premises and keep the system armed. Press and hold the **[OFF]** key for 3 seconds to start the exit delay. After the exit delay has elapsed, the system will switch to its previous arming mode.





# Auto-Arming

The Magellan alarm system can be programmed to automatically arm upon the following two conditions.

## Timed Auto Arming

The alarm system can automatically arm itself at a specified time everyday. As with Regular arming (see page 4), the system will bypass any open zones. Your installer can enable this option, but you can program the time of day the system will automatically arm.

### How do I program the Auto-Arm Timer?

1. Press the [**⏏**] key.
2. Enter [**MASTER CODE**].
3. Press the [**BYP**] key. The [**BYP**] key will flash to indicate you are in the System Options menu.
4. Press key [**1**] to set partition 1, or press key [**2**] to set partition 2.
5. Enter the desired time for auto arm (24 hour clock, e.g. 18:30).
6. Press key [**1**] to regular arm, key [**2**] to sleep arm, or key [**3**] to stay arm the partition.

## No Movement Auto Arming

The alarm system can be programmed to arm the system and/or send a report if no zone activity occurs for a pre-programmed amount of time. This is a particularly useful feature when supervising an individual with chronic health problems or a person who lives alone. The system will bypass any open zones. This feature must be set by your installer.

# Disarming & Deactivating an Alarm

To disarm an armed system or an alarm, press [**OFF**] and enter your [**ACCESS CODE**]. An entry point, like the front door, will be programmed with one of two Entry Delay Timers. When an entry point is opened, the keypad will beep until you disarm the system. Your alarm system will not generate an alarm until this timer elapses. Any user can disarm a partition they have been assigned to, except users assigned with the Arm Only Option or PGM Only Option. To disarm alarms generated by a Delayed Fire Zone, please refer to *Fire Alarms* on page 8.

### How do I disarm the system?

For a Stay or Sleep armed system, go to step 2.

1. Enter through a designated entry point (i.e. front door).
2. Press [**OFF**] + enter [**ACCESS CODE**].
3. If you have access to both partitions (see Partitioning on page 2): Press the key corresponding to the desired partition (**[1]** or **[2]**). For both partitions, press the other key after the confirmation beep.

### How do I deactivate an alarm?

Press [**OFF**] + enter [**ACCESS CODE**].

## Manual Bypass Programming

Manual Bypass Programming allows you to program the alarm system to ignore (deactivate) specified zones the next time the system is armed. For example, you may wish to bypass certain zones when workers are renovating part of your establishment. Once the system is disarmed, the bypass entries are erased. Manual Bypass Programming can also be activated by using One-Touch Bypass Programming (see note below). To remove the Bypass feature from a zone, in step 3 enter the zone number again or press [**CLEAR**] to erase all current entries. When zones are bypassed, the [**BYP**] key will illuminate.

### How do I bypass zones?

1. Press the [**BYP**] key.
2. Enter your [**ACCESS CODE**] (see the note below). The [**BYP**] key will flash.
3. Illuminate the number(s) corresponding to the zone(s) you want to bypass by entering the two-digit zone number (i.e. zone 3 = 03). Solid on = Zone open, Flash = Zone bypass, Off = Zone closed, not bypassed.
4. Press the [**ENTER**] key to save and exit.



If One-Touch Bypass Programming is enabled, press the [**BYP**] key for three seconds to enter Bypass Programming.



Press [**ENTER**] after step 2 to bypass all open zones. Press [**CLEAR**] twice to exit without saving. Press [**CLEAR**] + [**ENTER**] to delete bypassed zones.

## **Bypass Recall Feature**

After disarming the system, the bypass entries are erased. The Bypass Recall feature reinstates the previous bypass entries saved in memory. This eliminates the need to manually re-program the bypass entries every time you arm the system.

### *How do I recall bypass entries?*

1. Press the **[BYP]** key
2. Enter your **[ACCESS CODE]**
3. Press the **[BYP]** key.
4. Press the **[ENTER]** key.

# System Features

## Display Mode

(MG32LRF only)

The MG32LRF has two display modes. By default, the keypad will show all events (e.g. zones in alarm, bypassed zones, etc.) live as they occur. Alternatively, the system can be programmed by your installer to only display zones that cause an alarm or entry delay. If you want to see the status of all zones, press the [i] key. Zones that are open but have not triggered an alarm will only be displayed after pressing the [i] key. The display will appear for 30 seconds, showing the status of all zones at the time the [i] key was pressed. The zone display will shut off after 30 seconds. For more information on the two display modes, contact your installer.

## Alarm Display

If an alarm has occurred on a zone, the respective zone LED will flash, the [MEM] key will light up, and the zones will be stored in memory. These respective LEDs will continue to flash until disarming even if the zones are restored. To exit this mode and switch to live display mode before disarming, press the [CLEAR] key. Once the system is disarmed, the zones' LEDs will turn off, while the [MEM] key remains lit. Press the [MEM] key to illuminate the LEDs corresponding to the zones that were in alarm. The alarm memory will be erased when the next alarm occurs and after a valid code is entered.

## Fire Alarms

Upon a fire alarm, the bell/siren will emit three "squawks" at 2 second intervals until silenced or reset by entering a valid access code. If the zone is a Delayed Fire Zone, there is a delay before the system contacts the monitoring station. This will prevent unnecessary reporting of false alarms. If there is no fire condition, contact your monitoring station immediately to avoid an unnecessary response.

*What do I do if a delayed fire zone was set off accidentally?*

1. Press the [CLEAR] key within 30 seconds of the alarm.
2. Try to correct the problem.
3. If the problem persists, after 90 seconds, the alarm will sound again. Press the [CLEAR] key again.

### Minimizing Fire Hazards

The three most common causes of fires:

- Cooking is the leading cause of home fires in the U.S. It's also the leading cause of fire injuries. Cooking fires often result from unattended cooking and human error, rather than mechanical failure of stoves or ovens.
- Careless smoking is the leading cause of fire deaths. Smoke detectors and smolder-resistant bedding and upholstered furniture are significant fire deterrents.
- Heating is the second leading cause of residential fires. However, heating fires are a larger problem in single family homes than in apartments since the heating systems in single family homes are often not professionally maintained.

### Fire Safety Tips

- In the event of a fire, escape first, then call for help. Develop a home fire escape plan and designate a meeting place outside. Make sure everyone in the family knows two ways to escape from every room. Practice feeling your way out with your eyes closed. Never stand up in a fire, always crawl low under the smoke and try to keep your mouth covered. Never return to a burning building for any reason; it may cost you your life.
- Finally, having at least one working smoke alarm dramatically increases your chances of surviving a fire. And remember to practice a home escape plan frequently with your family.

### Providing a Fire Warning System

Household fires are especially dangerous at night. Fires produce smoke and deadly gases that can overcome occupants while they sleep. To warn against fire, smoke detectors should be installed outside each separate sleeping area in the immediate vicinity of the bedrooms and on each additional story of the family living unit, including basements.

## Panic Alarms

In case of an emergency, the Magellan system can provide three panic alarms that can immediately generate an alarm after simultaneously pressing and holding two specific keys for three seconds. Based on your needs, these panic alarms can generate audible alarms (sirens or bells) or silent alarms and can communicate specific messages to your monitoring station. For instance, pressing [1] and [3] can mean "call the police" or anything you require. This feature must be set by your installer.

Press and hold keys [1] and [3] for the police.

Press and hold keys [4] and [6] for a medical alarm.

Press and hold keys [7] and [9] for a fire alarm.

# Programming Chime Zones

## (MG32LED & MG10LEDV/H - Hardwired Keypad Modules only)

A Chime Enabled zone will advise you every time it is opened by causing your keypad to beep.



Each keypad must be Chimed separately.

### How do I chime zones? MG32LED (32-zone Hardwired LED Keypad Modules only)

1. Press & hold the [▼] key for 3 seconds. The Arm1, Arm2, Stay1, and Stay2 LEDs will flash.
2. Select the numbers corresponding to the zones you want to Chime by entering the two-digit zone number. For example, to chime zone 2 enter [0] then [2]. The corresponding LED will light up. The keypad will automatically save once the 2-digit zone number is entered.
3. Press the [ENTER] key to exit.

To remove the Chime feature from a zone, in step 2 enter the zone number again so the number extinguishes or press [SLEEP] to remove Chiming from all zones programmed to Chime. Any zones that are already Chimed will also illuminate. Zones that remain off or extinguished are not Chimed.

### How do I chime zones? MG10LEDV/H (10-zone LED Keypad Modules only)

1. Press & hold the zone key ([1] to [0(10)]) for 3 seconds. Accept beep = Chime on, Fail beep = Chime off.

## Keypad Muting

When muted, the keypad will only emit the confirmation beep, rejection beep, and beep when a key is pressed. Therefore, when muted, the keypad will not beep during an alarm and will not beep for chime enabled zones.

Press and hold the [CLEAR] key for 6 seconds to enable or disable Keypad Muting. If the keypad emits a confirmation beep, Keypad Muting is enabled for that keypad. If the keypad emits a rejection beep, the feature is disabled.



Each keypad must be muted separately.

## Keypad Backlight

The illumination level behind the keys can be modified to suit your needs. There are four backlight levels. The [▲] or [MEM] key is used to set the desired level. Each consecutive push of the [▲] or [MEM] key will increase the backlight level until the maximum level is reached. After reaching the maximum level, the backlight level will return to the lowest level and the whole process is repeated.

### How do I modify the backlight? MG32LED / MG32LRF (32-zone Hardwired & Wireless LED Keypad Modules only)

1. Press and hold the [▲] key for 3 seconds. The [MEM] key will illuminate.
2. Press the [▲] key to set the desired backlight level.
3. Press [CLEAR] or [ENTER] to exit.

### How do I modify the backlight? MG10LEDV/H (10-zone LED Keypad Modules only)

1. Press and hold the [MEM] key for 3 seconds. The [MEM] key will illuminate.
2. Press the [MEM] key to set the desired backlight level.
3. Press [CLEAR] or [ENTER] to exit.

## PGM Keys (Programmable Outputs)


Your Magellan system may include one or more programmable outputs (PGMs). When a specific event or condition occurs in the system, the PGM can be used to reset smoke detectors, activate light switches in your home or office, open/close garage doors and much more. If programmed by your installer, you can press and hold keys [1] & [2], [2] & [3], [4] & [5], [5] & [6], [7] & [8], or [8] & [9] for each respective PGM. Press and hold [CLEAR] + [ENTER] or [⏻] for three seconds to perform a smoke reset. These features must be set by your installer.


# Power Save Mode

## (MG32LRF - Wireless Keypad Modules only)

If there is power loss on the keypad, the module's display will shut off and go into power save mode after one minute. Press the **[INFO]** key to activate the display.

# Trouble Display

 **Your alarm system continuously monitors several trouble conditions that can be reported directly to your monitoring station. When a trouble condition occurs, the **[TBL]** key will illuminate. We strongly suggest that you inform your monitoring station of the trouble and allow them to service your system.**

 **The keypad can be programmed to emit a BEEP every 5 seconds whenever a new trouble condition has occurred. Press the **[TBL]** key to stop the "Trouble Beep".**

### How do I access the Trouble Display?

1. Press the **[TBL]** key.  
*The **[TBL]** key will flash and number(s) corresponding to the trouble(s) will illuminate.*
2. Read the corresponding explanation of the trouble from the *Trouble List* below. If no repair instructions are given, call your monitoring station for repairs.
3. Press the **[CLEAR]** key to exit.

## Trouble List

**[1] Wireless Zone Low Battery:** The battery voltage in one or more wireless zones is getting low.

**[2] Power Trouble:** Five types of power trouble - The control panel is experiencing low/no battery. There is an AC failure on the control panel. There is an auxiliary overload on the control panel. A wireless keypad is experiencing AC failure. A wireless keypad is experiencing battery failure.

**[3] Bell Trouble:** There is a bell disconnect/overload on the control panel.

**[4] Communication Trouble:** Your alarm system, if monitored, could not communicate with the monitoring station.

**[5] Tamper/Zone Wiring Failure:** A wiring problem is occurring on one or more zones.

**[6] Module Tamper Trouble:** A module's anti-tamper switch has been triggered.

**[7] Fire Loop Trouble:** Indicates a wiring trouble on a fire zone.

**[8] Timer Loss:** Your alarm system's clock must be reprogrammed. **This is the only trouble that we recommend that you correct.**

### How do I reprogram the clock?

1. Press **[8]** for Timer Loss.
2. Enter the hour and minutes. If the hour is between 01 and 12, you will need to select **[1]** for 24Hr format, **[2]** for AM, and **[3]** for PM setting. If the hour is above 12, the system will automatically select the 24Hr format.
3. Enter the year (4 digits).
4. Enter the month (2 digits).
5. Enter the day (2 digits). You have now set the Time & Date. Press **[CLEAR]** to exit.

**[9] Wireless Zone Supervision Loss:** One or more wireless zones are no longer communicating with the control panel.

**[10] Module Supervision Loss:** One or more modules are no longer communicating with the control panel.

**[16] Keypad Fault (MG32LED/MG32LRF only):** One or more keypads are no longer communicating with the control panel.

**[SLEEP] Keypad Fault (MG10LEDV/H only):** One or more keypads are no longer communicating with the control panel.

# Advanced Features

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## Quick Function Keys

Upon request of your installer or monitoring station you may have to perform one of the following. To enter Menu Programming, press [⏻] and then enter your [MASTER CODE]. In Menu programming, press:

### Test Report

[MEM] + [2]

If your system is monitored by your monitoring station, this feature will send a test report code to the monitoring station.

### Call PC

[MEM] + [1]

Will initiate a call to the monitoring station that is using the WinLoad software.

### Answer PC

[MEM] + [1]

Will force your security system to answer a call made by your monitoring station that is using the WinLoad software.

### Cancel Communication

[MEM] + [9]

Cancels all communication with the WinLoad software if it has been initiated.

## Testing & Maintenance

With the system disarmed and the "OFF" light ON, activate motion detectors by walking in the protected area. Open and close protected doors and verify that the corresponding light illuminates. Your installer can advise you of the best way to test your particular system.

Do not use open flame or burning materials to test your fire detection devices. Contact your installer for safe methods of testing your system.

Under normal use, your system requires virtually no maintenance other than regular testing. It is recommended that the standby battery be changed every three years. Speak to your installer about the necessary tests and at what frequency they should be performed.

# System Checklist

## Zone Description

Is this system partitioned? Yes  No

Partition 1 = \_\_\_\_\_

Partition 2 = \_\_\_\_\_

Zone # and Description	Partition 1 or 2	Byp	Stay	Sleep	Force	24Hr	Entry Delay	Fire Zone/Delay
01: _____	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Fire Zone? Y <input type="checkbox"/> N <input type="checkbox"/> Delayed? Y <input type="checkbox"/> N <input type="checkbox"/>
02: _____	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Fire Zone? Y <input type="checkbox"/> N <input type="checkbox"/> Delayed? Y <input type="checkbox"/> N <input type="checkbox"/>
03: _____	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Fire Zone? Y <input type="checkbox"/> N <input type="checkbox"/> Delayed? Y <input type="checkbox"/> N <input type="checkbox"/>
04: _____	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Fire Zone? Y <input type="checkbox"/> N <input type="checkbox"/> Delayed? Y <input type="checkbox"/> N <input type="checkbox"/>
05: _____	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Fire Zone? Y <input type="checkbox"/> N <input type="checkbox"/> Delayed? Y <input type="checkbox"/> N <input type="checkbox"/>
06: _____	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Fire Zone? Y <input type="checkbox"/> N <input type="checkbox"/> Delayed? Y <input type="checkbox"/> N <input type="checkbox"/>
07: _____	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Fire Zone? Y <input type="checkbox"/> N <input type="checkbox"/> Delayed? Y <input type="checkbox"/> N <input type="checkbox"/>
08: _____	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Fire Zone? Y <input type="checkbox"/> N <input type="checkbox"/> Delayed? Y <input type="checkbox"/> N <input type="checkbox"/>
09: _____	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Fire Zone? Y <input type="checkbox"/> N <input type="checkbox"/> Delayed? Y <input type="checkbox"/> N <input type="checkbox"/>
10: _____	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Fire Zone? Y <input type="checkbox"/> N <input type="checkbox"/> Delayed? Y <input type="checkbox"/> N <input type="checkbox"/>
11: _____	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Fire Zone? Y <input type="checkbox"/> N <input type="checkbox"/> Delayed? Y <input type="checkbox"/> N <input type="checkbox"/>
12: _____	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Fire Zone? Y <input type="checkbox"/> N <input type="checkbox"/> Delayed? Y <input type="checkbox"/> N <input type="checkbox"/>
13: _____	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Fire Zone? Y <input type="checkbox"/> N <input type="checkbox"/> Delayed? Y <input type="checkbox"/> N <input type="checkbox"/>
14: _____	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Fire Zone? Y <input type="checkbox"/> N <input type="checkbox"/> Delayed? Y <input type="checkbox"/> N <input type="checkbox"/>
15: _____	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Fire Zone? Y <input type="checkbox"/> N <input type="checkbox"/> Delayed? Y <input type="checkbox"/> N <input type="checkbox"/>
16: _____	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Fire Zone? Y <input type="checkbox"/> N <input type="checkbox"/> Delayed? Y <input type="checkbox"/> N <input type="checkbox"/>
17: _____	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Fire Zone? Y <input type="checkbox"/> N <input type="checkbox"/> Delayed? Y <input type="checkbox"/> N <input type="checkbox"/>
18: _____	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Fire Zone? Y <input type="checkbox"/> N <input type="checkbox"/> Delayed? Y <input type="checkbox"/> N <input type="checkbox"/>
19: _____	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Fire Zone? Y <input type="checkbox"/> N <input type="checkbox"/> Delayed? Y <input type="checkbox"/> N <input type="checkbox"/>
20: _____	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Fire Zone? Y <input type="checkbox"/> N <input type="checkbox"/> Delayed? Y <input type="checkbox"/> N <input type="checkbox"/>
21: _____	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Fire Zone? Y <input type="checkbox"/> N <input type="checkbox"/> Delayed? Y <input type="checkbox"/> N <input type="checkbox"/>

Zone # and Description	Partition 1 or 2	Byp	Stay	Sleep	Force	24Hr	Entry Delay	Fire Zone/Delay
22: _____	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Fire Zone? Y <input type="checkbox"/> N <input type="checkbox"/> Delayed? Y <input type="checkbox"/> N <input type="checkbox"/>
23: _____	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Fire Zone? Y <input type="checkbox"/> N <input type="checkbox"/> Delayed? Y <input type="checkbox"/> N <input type="checkbox"/>
24: _____	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Fire Zone? Y <input type="checkbox"/> N <input type="checkbox"/> Delayed? Y <input type="checkbox"/> N <input type="checkbox"/>
25: _____	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Fire Zone? Y <input type="checkbox"/> N <input type="checkbox"/> Delayed? Y <input type="checkbox"/> N <input type="checkbox"/>
26: _____	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Fire Zone? Y <input type="checkbox"/> N <input type="checkbox"/> Delayed? Y <input type="checkbox"/> N <input type="checkbox"/>
27: _____	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Fire Zone? Y <input type="checkbox"/> N <input type="checkbox"/> Delayed? Y <input type="checkbox"/> N <input type="checkbox"/>
28: _____	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Fire Zone? Y <input type="checkbox"/> N <input type="checkbox"/> Delayed? Y <input type="checkbox"/> N <input type="checkbox"/>
29: _____	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Fire Zone? Y <input type="checkbox"/> N <input type="checkbox"/> Delayed? Y <input type="checkbox"/> N <input type="checkbox"/>
30: _____	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Fire Zone? Y <input type="checkbox"/> N <input type="checkbox"/> Delayed? Y <input type="checkbox"/> N <input type="checkbox"/>
31: _____	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Fire Zone? Y <input type="checkbox"/> N <input type="checkbox"/> Delayed? Y <input type="checkbox"/> N <input type="checkbox"/>
32: _____	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Fire Zone? Y <input type="checkbox"/> N <input type="checkbox"/> Delayed? Y <input type="checkbox"/> N <input type="checkbox"/>

### Special Keys and Features

- [ARM] One-Touch Regular arming is activated
- [STAY] One-Touch Stay arming is activated
- [SLEEP] One-Touch Sleep arming is activated
- [BYP] One-Touch Manual Bypass Programming is activated

### Panic Alarms

- [1] & [3] Police or \_\_\_\_\_  Silent  Audible  Off
- [4] & [6] Aux. or \_\_\_\_\_  Silent  Audible  Off
- [7] & [9] Fire or \_\_\_\_\_  Silent  Audible  Off



**PGMs**

PGM 1: \_\_\_\_\_

PGM 2: \_\_\_\_\_

PGM 3: \_\_\_\_\_

PGM 4: \_\_\_\_\_

PGM 5: \_\_\_\_\_

PGM 6: \_\_\_\_\_

PGM 7: \_\_\_\_\_

PGM 8: \_\_\_\_\_

PGM 9: \_\_\_\_\_

PGM 10: \_\_\_\_\_

PGM 11: \_\_\_\_\_

PGM 12: \_\_\_\_\_

PGM 13: \_\_\_\_\_

PGM 14: \_\_\_\_\_

PGM 15: \_\_\_\_\_

PGM 16: \_\_\_\_\_

**PGM Utility Keys**

[1] & [2]: \_\_\_\_\_

[2] & [3]: \_\_\_\_\_

[4] & [5]: \_\_\_\_\_

[5] & [6]: \_\_\_\_\_

[7] & [8]: \_\_\_\_\_

[8] & [9]: \_\_\_\_\_

[CLEAR] + [ENTER] = Smoke Reset

**System Timers**

Enter and exit your premises through the designated doors.

Exit Delay 1 (Partition 1): \_\_\_\_\_ sec. = time to exit site

Exit Delay 2 (Partition 2): \_\_\_\_\_ sec. = time to exit site

Entry Delay 1 = \_\_\_\_\_ sec. = time to disarm before alarm; enter through zone # \_\_\_\_\_

Entry Delay 2 = \_\_\_\_\_ sec. = time to disarm before alarm; enter through zone # \_\_\_\_\_

Alarm will activate siren or bell for \_\_\_\_\_ min.

**Other Information**

Installed by: \_\_\_\_\_ Date: \_\_\_\_\_

Serviced by: \_\_\_\_\_ Tel: \_\_\_\_\_

Monitored by: \_\_\_\_\_ Tel: \_\_\_\_\_

Your account number: \_\_\_\_\_

Alarm transformer location: \_\_\_\_\_ on circuit #: \_\_\_\_\_

Location of Telephone Connections:  
\_\_\_\_\_

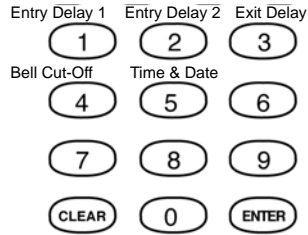


# Delays

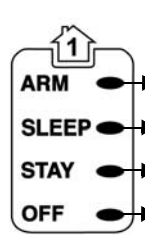
## Step 2: Select Menu



## Step 3: Select Option



## Step 4: Follow Status LEDs



<b>[1] TO [4]</b> Delays & Bell Cut-Off	<b>[5]</b> Time & Date
3-digits (000-255)	HH:MM*
	YYYY
	MM
	DD

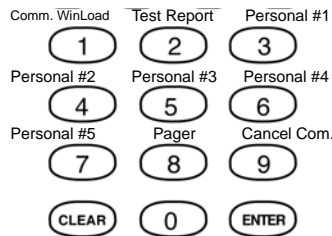
\* If hour is between 01 and 12, press **[1]** for 24hr format, **[2]** for AM or **[3]** for PM.

# Communicator

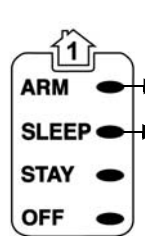
## Step 2: Select Menu



## Step 3: Select Option



## Step 4: Follow Status LEDs



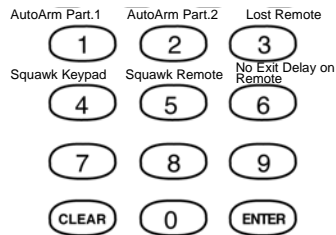
<b>[3] TO [7]</b> Personal Phone #s	<b>[8]</b> Pager
Phone # + <b>[ENTER]</b>	Pager # + <b>[ENTER]</b>
	Pager Message + <b>[ENTER]</b>

# System Options

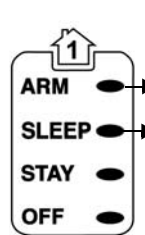
## Step 2: Select Menu



## Step 3: Select Option



## Step 4: Follow Status LEDs



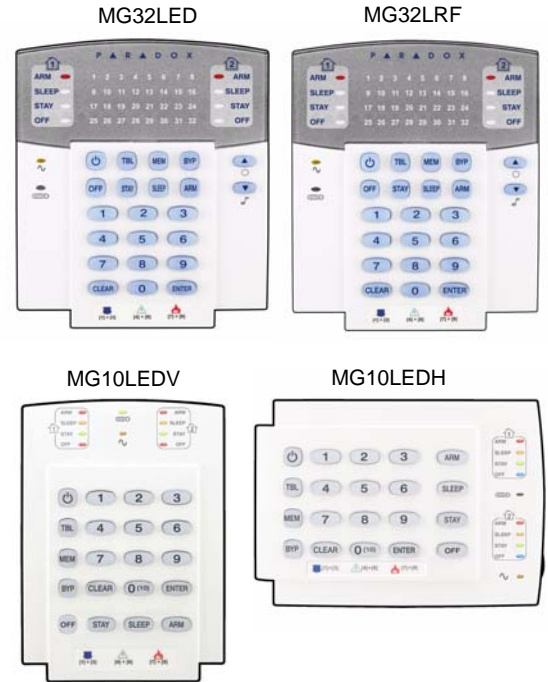
<b>[1] TO [2]</b> Auto Arm Partitions	<b>[3]</b> Lost Remote(s)
HH:MM (24Hr clock)	Press all remotes, press <b>[ENTER]</b> .
<b>[1]</b> Regular arm, <b>[2]</b> Sleep arm, <b>[3]</b> Stay arm	Press and hold <b>[SLEEP]</b> erase all lost remotes.

<b>[4]</b>	Squawk Keypad	Toggle to have the siren squawk on arm/disarm with keypad.
<b>[5]</b>	Squawk Remote	Toggle to have the siren squawk on arm/disarm with remote.
<b>[6]</b>	No Exit Delay on Remote	Toggle to have no exit delay when arming with remote.

# Master Quick Menu MG5000

## Overview

<b>Step 1: Log In</b>	+[SYSTEM MASTER]/[PARTITION MASTER] code (default: 1234/No Default or 123456/No Default)
<b>Step 2: Select Menu</b>	= User = Delays = Communicator = System Options
<b>Step 3: Select Option</b>	 
<b>Step 4: Follow Status LEDs</b>	



## User

Step 2: Select Menu	Step 3: Select Option	Step 4: Follow Status LEDs											
User 	Enter 2-digit user number (MG32LED/LRF) Enter 1-digit user number (MG10LEDV/H)  		<table border="1"> <tr> <td style="background-color: #ccccff;"><b>[01] to [32]</b> 2-Digit Zone Number</td> <td style="background-color: #ccccff;"><b>[1] to [0(10)]</b> 1-Digit Zone Number</td> </tr> <tr> <td colspan="2">Enter code.</td> </tr> <tr> <td colspan="2">Confirm code.</td> </tr> <tr> <td colspan="2">Press a button on the designated remote or <b>[ENTER]</b> to skip.</td> </tr> <tr> <td colspan="2">(If partitioned) Press <b>[1]</b> and/or <b>[2]</b> for partition assignment. Press <b>[ENTER]</b>.</td> </tr> </table>	<b>[01] to [32]</b> 2-Digit Zone Number	<b>[1] to [0(10)]</b> 1-Digit Zone Number	Enter code.		Confirm code.		Press a button on the designated remote or <b>[ENTER]</b> to skip.		(If partitioned) Press <b>[1]</b> and/or <b>[2]</b> for partition assignment. Press <b>[ENTER]</b> .	
<b>[01] to [32]</b> 2-Digit Zone Number	<b>[1] to [0(10)]</b> 1-Digit Zone Number												
Enter code.													
Confirm code.													
Press a button on the designated remote or <b>[ENTER]</b> to skip.													
(If partitioned) Press <b>[1]</b> and/or <b>[2]</b> for partition assignment. Press <b>[ENTER]</b> .													



780 Industriel Blvd., Saint-Eustache (Quebec) J7R 5V3 CANADA  
 Tel.: (450) 491-7444 Fax: (450) 491-7313

paradox.com

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