

CHECKING OPEN ZONES

Checking Zones: Before arming your system, all protected doors, windows and other detection zones must be closed or bypassed; otherwise the keypad displays "Not Ready."

GOTO: If the user is authorized, a keypad in one partition can be used to perform system functions in the other partition by using the GOTO command. Must use an Alpha keypad.

Mode	Press these keys...	What happens
CHECK ZONES	*	• Displays all faulted zones.
GOTO	4-digit code + * + partition number (1,2,3 = go to partition; 0 = return to home part.)	• The keypad beeps to confirm the partition change. • Keypads automatically return to their original partition after 30 seconds with no keypad activity.

ARMING THE SYSTEM, CHIME MODE, and CONTROLLING DEVICES

Before arming, close all perimeter doors and windows and make sure the Ready to Arm message is shown.

After arming, leave the premises through an entry/exit door during the exit delay period and be sure the door is reclosed to avoid causing an alarm.

Mode	Press these keys...	When to use an arming mode and what happens
STAY	4-digit code + 3 three beeps confirm	<ul style="list-style-type: none"> Used when you want to arm the system with persons staying inside (or if you have pets that are moving throughout the premises). Arms perimeter zones; interior zones left disarmed. An alarm sounds if any protected window or non-entry/exit door is opened.
NIGHT-STAY	4-digit code + 3 3 three beeps confirm	<ul style="list-style-type: none"> Use NIGHT-STAY mode to provide increased security while staying inside. Arms same as STAY mode, but also arms preselected interior sensors (set by your installer).
INSTANT	4-digit code + 7 three beeps confirm	<ul style="list-style-type: none"> Used when staying inside and do not expect anyone to use an entry/exit door. Same as STAY mode, except entry delay is off. An alarm sounds same as STAY mode, and sounds upon opening entry/exit doors.
AWAY	4-digit code + 2 two beeps confirm	<ul style="list-style-type: none"> Used when nobody is staying inside (including pets). Arms the entire system (interior and perimeter). An alarm sounds if a protected window or any door is opened, or if any movement is detected inside.
MAXIMUM	4-digit code + 4 two beeps confirm	<ul style="list-style-type: none"> Used when leaving the premises for extended periods (e.g., vacation). Same as Away mode, except entry delay is off. An alarm sounds same as Away mode, and sounds upon opening entry/exit doors.
QUICK ARMING	# + arming key	<ul style="list-style-type: none"> If programmed, you can press the [#] key in place of your security code when arming the system
CHIME MODE	4-digit code + 9 (enter again to turn Chime mode off)	<ul style="list-style-type: none"> Alerts you to the opening of a perimeter door or window while the system is disarmed. Three tones sound at the keypad whenever a perimeter door or window is opened (interior zones do not produce a tone when they are faulted). Pressing the READY key displays the open zones.
Turning Devices On and Off	Turn ON a Device: 4-digit code + # + 7 + device number Turn OFF a Device: 4-digit code + # + 8 + device number	<ul style="list-style-type: none"> You may be able to override automatically controlled devices using the Device commands. Some devices can be manually turned on or off using the Device commands. Devices are assigned 2-digit device numbers. See your Installer for details on controlling devices.

DISARMING THE SYSTEM and SILENCING ALARMS

The 1 OFF key is used to disarm the system, silence alarm and trouble sounds, and clear memory of alarm displays.

Mode	Press these keys...	What happens
DISARM and SILENCE ALARMS	4-digit code + 1	<ul style="list-style-type: none"> System is disarmed and alarm sounding is silenced. To clear the memory of alarm display (if present), enter your 4-digit code + 1 again. To Silence a Fire Alarm or Carbon Monoxide Alarm Simply press the 1 key (no code needed)

BYPASSING ZONES

Use the 6 BYPASS key when you want to arm your system with one or more zones intentionally unprotected. The system must be disarmed first.

Mode	Press these keys...	What happens
BYPASS ZONES	4-digit code + 6 + 2-digit zone numbers to be bypassed	<ul style="list-style-type: none"> When finished, the keypad will momentarily display a "Bypass" message for each bypassed zone number. Wait for all bypassed zones to be displayed. Arm the system as usual. When armed, the arming message is displayed with "ZONE BYPASSED." Bypassed zones are unprotected and will not cause an alarm if violated. The system will not allow fire zones to be bypassed. Zones are automatically unbypassed when the system is disarmed. To display bypassed zones prior to arming, enter your security code and press the BYPASS key.

PANIC KEYS

Your system may have been programmed to use special keys or key pairs to manually activate emergency (panic) functions as follows:

This Function	Key(s)*	Sends This Signal**	With This Sounding...
Silent Alarm		silent alarm	no audible alarm; displays, "Press [*] to show faults," indicating that a silent alarm has been initiated.
Audible Alarm		audible alarm	a loud, steady alarm at keypad(s) and at any external sounders that may be connected.
Personal Alarm		auxiliary alarm	steady alarm sound at keypad(s), but not at external bells or sirens.
Fire Alarm		fire alarm	temporal (pulsing) sound at external bells and sirens.

* Enter the appropriate keys programmed by your installer for each function (see installer).

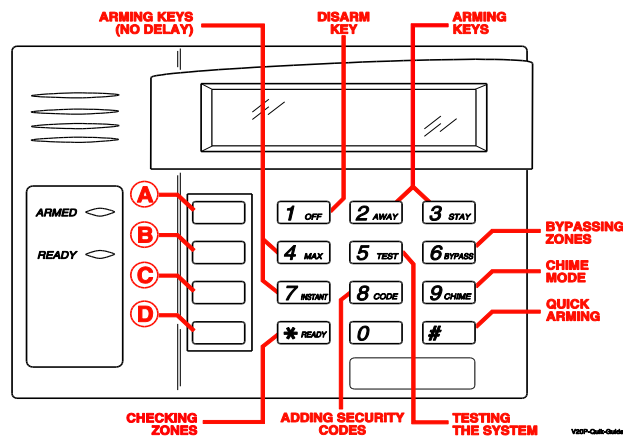
** All panic functions send signals to the Central Monitoring Station, if connected.

To activate a Panic Function:

Press and hold down for at least 2 seconds the programmed lettered key or key pair for the desired emergency function (or press both keys of the assigned key pair at the same time).

Keys	Pairs	Displayed as Zone
[A]	(* / 1)	95
[B]	(* / #)	99
[C]	(3 / #)	96

NOTE: The [D] key may be programmed for other purposes; see your installer.



- When entering codes and commands, sequential key depressions must be made within 4-5 seconds of one another. If 4-5 seconds elapse without a key depression, the entry will be aborted and must be repeated from its beginning.
- If you make a mistake while entering a security code, stop, press the * key, and then start over. If you stop in the middle while entering a code, and then immediately start the entry over, an erroneous code might be entered.

SECURITY CODES

Your installer assigned a master code that is used to perform all system functions.

In addition, other security codes can be assigned for use by other users.

- Only the System Master and Partition Master can assign security codes to users.
- Users are identified by 2-digit user numbers.
- Only the System Master can change user partitions.
- In addition to a security code, each user is assigned an authority level and various system attributes. See the full User Guide for definitions of each Authority Level.
- Security codes can be used interchangeably within a partition when performing system functions (a system armed with one security code can be disarmed by a different security code), with the exception of the Guest and Arm Only codes.
- Security code programming involves these steps:
 - Choose a user number from the set of users assigned to the partition in which the user will be operating, and assign a 4-digit security code.
 - Assign an authority level to that user.
 - Assign other attributes as necessary.

Assigning Security Codes and User Attributes

The following lists the various command strings for adding security codes and attributes.

NOTE: Partition Master codes (VISTA-20P Series only) apply only to those user numbers previously assigned (by the system master/installer) to the partition master's partition.

Function	Commands
Change System Master Code	System Master code + 8 + [02] + new code + new code again
Add Security Code	Master code + 8 + user no. + new user's security code The Keypad beeps once to confirm that new user was added.
Delete Security Code	Master code + 8 + [user no.] + # 0 The security code and all attributes* set for this user number, including any associated RF keys, are erased from the system. (*except assigned partition)