

# RADIONICS 5501 / 4112

o	PERIMETER								
o	INTERIOR	o	o	o	o	o	o	o	o
o	INSTANT	1	2	3	4	5	6	AC	CMD

ALL	Instant	Delay
[ 1 ]	[ 2 ]	[ 3 ]
[ 4 ]	[ 5 ]	[ 6 ]
[ 7 ]	[ 8 ]	[ 9 ]
[ 0 ]	[ COMMAND ]	
[ A ]	[ B ]	[ ENTER ]

<b><u>Displays</u></b>	PERIMETER	ON	If Armed	AC	ON	If AC mains on
	FLASH		Exit Timer running	FLASH		Operating on Battery
	INTERIOR	ON	If Armed	CMD	ON	Ready to accept commands
	FLASH		Exit Timer running	ZONE	ON	Zone in Alarm
	INSTANT	ON	Armed with no delays		SLOW FLASH	Zone(s) Bypassed
					FAST FLASH	Alarm(s) in Memory

**Tones**      Beeping      Comms Fail

**DISARM**      [code] **ENTER**

**Clear Memory / Silence beeper**      **CMD 4**      (sometimes is [code] **CMD 4**)      or      **CMD 4 CMD B**

**Reset Strobe / Reset Detectors(smoke/vibes)**      **CMD 47**      or [code] **CMD 47**  
or      **CMD B** (or just B)      or [code] **CMD B**  
or      **CMD ENTER**      or [code] **CMD ENTER**

**ARM**      Ensure AC is ON and zones are OFF  
Full Arm      [code] **ENTER**      or      **CMD 1**  
Perimeter Arm      **CMD 3**  
Perimeter Arm with no entry delay      **CMD 2**  
Part Perimeter Arm      **CMD 8**  
Chime mode      **CMD 6**      (Arms perimeter and acts as local alarm. To clear - same or Arm)

**Isolate**      All zones must be clear. Arm system. While timer running press **CMD 0** [zone number] **ENTER**. If more zones are to be isolated or to clear an error keep on with **CMD 0** [zone number] **ENTER**.  
To clear all isolates - Disarm

**Force Arm**      To override existing alarm in order to Arm. Any Arming procedure followed by **CMD ENTER**

**Duress**      Silent Duress      **CMD 7**      or      Arm or Disarm but increase the last digit of the code by one number.  
Audible Duress      **CMD 9**

**Change Codes**      Disarm, then      **CMD 5** [old code] **ENTER** [new code] **ENTER** [new code] **ENTER** then test it.  
Note that the first digit must remain the same and the first and last must be different.  
The codes can be from 2 to 5 digits long

**Tests**      Local test      Disarm, **CMD 44** or **CMD A** (or just A)      Siren sounds. To cancel press any key.  
Then walk test each zone (any key to reset). To finish press any key  
Send test      Disarm, **CMD 41**      Panel beeps for 2 seconds if signal sent and received.

**Enable Remote**      Disarm, Contact Control room and when asked press **CMD 43** and hang up.

**RADIONICS 5503 (320 KEYPAD)**

0	PERIMETER										
0	INTERIOR	0	0	0	0	0	0	0	0	0	0
0	INSTANT	1	2	3	4	5	6	7	8	AC	ID
		[ 1 ]	[ 2 ]	[ 3 ]	[ 4 ]	[ 5 ]	[ 6 ]	[ 7 ]	[ 8 ]	[ 9 ]	[ 0 ]
VERIFY		ALL Protection		PERIMETER		RESET		RESET			
ID CODE		ON / OFF		ON		Closing Time		DETECTORS			

Displays	PERIMETER	ON FLASH	If Armed Exit Timer running	AC	ON FLASH	If AC mains on Operating on Battery
	INTERIOR	ON FLASH	If Armed Exit Timer running	ID	ON	Valid code entered
	INSTANT	ON	Armed with no delays	ZONE	ON SLOW FLASH FAST FLASH	Zone in Alarm Zone(s) Bypassed Alarm(s) in Memory

**DISARM** [code] **VERIFY ID CODE** (ID led comes on for valid code) **ALL PROTECTION ON/OFF**

**Clear Memory / Silence beeper** [code] **VERIFY ID CODE** (ID led comes on for valid code) **4**

**Reset Strobe / Detectors(smoke/vibes)**      [code]    **VERIFY ID CODE** (ID led comes on for valid code)    **RESET DETECTORS**

**Restart** If keystroke error wait 5 seconds and start again

<b>ARM</b>	Ensure AC is ON and zones are OFF			
Full Arm	[code]	<b>VERIFY ID CODE</b>	(ID led comes on for valid code)	<b>ALL PROTECTION ON/OFF</b>
Perimeter Arm	[code]	<b>VERIFY ID CODE</b>	(ID led comes on for valid code)	<b>PERIMETER ON</b>
Chime mode	[code]	<b>VERIFY ID CODE</b>	(ID led comes on for valid code)	<b>6</b> Arms perimeter and acts As local alarm. To clear - same or Arm)

**Isolate** All zones must be clear. Arm system. While timer running press [code] **VERIFY ID CODE** (ID led comes on for valid code) **0** [zone number to be isolated] **VERIFY ID CODE**. If more zones are to be isolated keep on with [zone number to be isolated] **VERIFY ID CODE**.  
To clear all isolates - Disarm

**Force Arm** To override existing alarm in order to Arm. Any Arming procedure followed by **VERIFY ID CODE**.

**Duress** Arm or Disarm but increase the last digit of the code by one number.

**Change Codes** Disarm, then [code] **VERIFY ID CODE** (ID led comes on for valid code) **5** [old code] **VERIFY ID CODE** (ID led comes on for valid code) [new code] **VERIFY ID CODE** [new code] **VERIFY ID CODE**  
Note that the first digit must remain the same and the first and last must be different.  
The codes can be from 2 to 5 digits long

**Delete code** Disarm, then [code] **VERIFY ID CODE** (ID led comes on for valid code) **5** [first digit of old code] **VERIFY ID CODE** (ID led comes on for valid code)

**Tests** Disarm, [code] **VERIFY ID CODE** (ID led comes on for valid code) **44** . Siren sounds. To cancel press any key. Then walk test each zone (any key to reset). To finish press any key

**Enable Remote** Disarm, Contact Control room and when asked press , [code] **VERIFY ID CODE** (ID led comes on for valid code) **43** and hang up.

**RADIONICS 5503 (620 /626 KEYPAD)**[illegible]

Displays						
	PERIMETER	ON FLASH	If Armed Exit Timer running	AC	ON FLASH	If AC mains on Operating on Battery
	INTERIOR	ON FLASH	If Armed Exit Timer running	CMD	ON	Ready to accept commands
	INSTANT	ON	Armed with no delays	ZONE	ON SLOW FLASH	Zone in Alarm Zone(s) Bypassed
				FAST FLASH		Alarm(s) in Memory
Tones						
	Steady tone	Comms Fail				

**DISARM**      [code]   **CMD**   **B**

**Clear Memory / Silence beeper**      **CMD 4**      (sometimes is [code] **CMD 4**)      or      **CMD 4 CMD B**

<u>Reset Strobe / Reset Detectors(smoke/vibes)</u>	<b>CMD 47</b>	or [code]	<b>CMD 47</b>
<b>or</b>	<b>CMD B (or just B)</b>	or [code]	<b>CMD B</b>
<b>or</b>	<b>CMD ENT</b>	or [code]	<b>CMD ENT</b>

**ARM**

Full Arm	[code]	<b>CMD B</b>	<b>or</b>	<b>CMD 1</b>	
Perimeter Arm	[code]	<b>CMD A</b>	<b>or</b>	<b>CMD 3</b>	
Perimeter Arm with no entry delay	[code]	<b>CMD 2</b>	<b>or</b>	<b>CMD 2</b>	
Part Perimeter Arm	[code]	<b>CMD 8</b>	<b>or</b>	<b>CMD 8</b>	
Chime mode	[code]	<b>CMD 6</b>	<b>or</b>	<b>CMD 6</b>	(Arms perimeter and acts as local alarm. To clear - same or Arm)

**Isolate**

All zones must be clear. Arm system. While timer running press **CMD 0** [zone number] **ENT**. If more zones are to be isolated or to clear an error keep on with **CMD 0** [zone number] **ENT**.  
To clear all isolates - Disarm

### Force Arm

To override existing alarm in order to Arm. Any Arming procedure followed by **CMD**

<b>Duress</b>	Silent Duress	<b>CMD 7</b>	<b>or</b>	Arm or Disarm but increase the last digit of the code by one number.
	Audible Duress	<b>CMD 9</b>		To reset - Arm and Disarm

<b><u>Change Codes</u></b>	Disarm, then	<b>CMD 5</b> [old code] <b>ENT</b> [new code] <b>ENT</b> [new code] <b>ENT</b> then test it. Note that the first digit must remain the same and the first and last must be different. The codes can be from 2 to 5 digits long
<b><u>Tests</u></b>	Local test	Disarm, <b>CMD 44</b> <b>or</b> <b>CMB A</b> (or just <b>A</b> ) Siren sounds. To cancel press any key. Then walk test each zone (any key to reset). To finish press any key
	Send test	Disarm, <b>CMD 41</b> Panel beeps for 2 seconds if signal sent and received.
<b><u>Enable Remote</u></b>	Disarm, Contact Control room and when asked press	<b>CMD 43</b> and hang up.

## RADIONICS 5503 (636 KEYPAD)

Same as 626 but has LCD Display for messages and only one LED for ARMED

Keypad remains the same

**Displays**                      ARMED                      ON      If Armed  
FLASH      Exit Timer running

**Tones**                      Steady tone                      Comms Fail

**DISARM**                      [code] CMD B

**Clear Memory / Silence beeper**                      CMD 4 (sometimes is [code] CMD 4) or [code] ENT or CMD 4 CMD B

**Reset Strobe / Reset Detectors(smoke/vibes)**                      CMD 47                      or [code] CMD 47  
or CMD B (or just B)                      or [code] CMD B  
or CMD ENT                      or [code] CMD ENT

**ARM**                      Ensure READY TO ARM is displayed  
Full Arm                      [code] CMD B or CMD 1  
Perimeter Arm                      [code] CMD A or CMD 3  
Perimeter Arm with no entry delay                      [code] CMD 2 or CMD 2  
Part Perimeter Arm                      [code] CMD 8 or CMD 8  
Chime mode                      [code] CMD 6 or CMD 6 (Arms perimeter and acts as local alarm. To clear - same or Arm)

**Isolate**                      All zones must be clear. Arm system. While timer running press CMD 0 [zone number] ENT. If more zones are to be isolated or to clear an error keep on with CMD 0 [zone number] ENT.  
To clear all isolates - Disarm

**Force Arm**                      To override existing alarm in order to Arm. Any Arming procedure followed by CMD

**Duress**                      Silent Duress                      CMD 7 or Arm or Disarm but increase the last digit of the code by one number.  
Audible Duress                      CMD 9                      To reset - Arm and Disarm

**Change Codes**                      Disarm, then                      CMD 5 [old code] ENT [new code] ENT [new code] ENT then test it.  
Note that the first digit must remain the same and the first and last must be different.  
The codes can be from 2 to 5 digits long

**Delete code**                      Disarm, then                      CMD 5 [first digit of code] CMD

**Tests**                      Local test                      Disarm, CMD 44 or CMD A (or just A)                      Siren sounds. To cancel press any key.  
Then walk test each zone (any key to reset). To finish press any key  
Send test                      Disarm, CMD 41                      Panel beeps for 2 seconds if signal sent and received.

**Enable Remote**                      Disarm, Contact Control room and when asked press CMD 43 and hang up.

## RADIONICS 5505

o	PERIMETER										
o	INTERIOR	o	o	o	o	o	o	o	o	o	o
o	INSTANT	1	2	3	4	5	6	7	8	AC	ID
		[ 1 ]	[ 2 ]	[ 3 ]	[ 4 ]	[ 5 ]	[ 6 ]	[ 7 ]	[ 8 ]	[ 9 ]	[ 0 ]
	VERIFY		ALL Protection		PERIMETER		RESET		RESET		
	ID CODE		ON / OFF		ON		Closing Time		DETECTORS		

(510 Keypad has LEDS only while 520 Keypad has LCD Display)

<b><u>Displays</u></b>	PERIMETER	ON	If Armed		AC	ON	If AC mains on
		FLASH	Exit Timer running			FLASH	Operating on Battery
	INTERIOR	ON	If Armed		ID	ON	Valid code entered
		FLASH	Exit Timer running				
	INSTANT	ON	Armed with no delays		ZONE	ON	Zone in Alarm
						SLOW FLASH	Zone(s) Bypassed
						FAST FLASH	Alarm(s) in Memory

**Tones**      Pulsing high tone or Steady low tone      Fire detector in alarm or faulty

**DISARM**      [code] **VERIFY ID CODE** (ID led comes on for valid code) **ALL PROTECTION ON/OFF**

**Clear Memory / Silence beeper**      [code] **VERIFY ID CODE** (ID led comes on for valid code) **4**

**Reset Strobe / Detectors(smoke/vibes)**      [code] **VERIFY ID CODE** (ID led comes on for valid code) **RESET DETECTORS**

**Restart**      If keystroke error wait 5 seconds and start again

**ARM**      Ensure AC is ON and zones are OFF (520 keypad must show SYSTEM READY)  
 Full Arm      [code] **VERIFY ID CODE** (ID led comes on for valid code) **ALL PROTECTION ON/OFF**  
 Perimeter Arm      [code] **VERIFY ID CODE** (ID led comes on for valid code) **PERIMETER ON**  
 Chime mode      [code] **VERIFY ID CODE** (ID led comes on for valid code) **6**      Arms perimeter and acts  
    As local alarm. To clear - same or Arm)

**Isolate**      All zones must be clear. (520 keypad - Press any number to display Faulted zones) Arm system. While timer running press [code] **VERIFY ID CODE** (ID led comes on for valid code) **0** [zone number to be isolated] **VERIFY ID CODE**. If more zones are to be isolated keep on with [zone number to be isolated] **VERIFY ID CODE**.  
 To clear all isolates - Disarm

**Force Arm**      To override existing alarm in order to Arm. . (520 keypad - Press any number to display Faulted zones) Any Arming procedure but hold for a few seconds on **ALL PROTECTION ON/OFF** (or **PERIMETER ON**)

**Duress**      Arm or Disarm but increase the last digit of the code by one number.

**Change Codes** Disarm, then [code] **VERIFY ID CODE** (ID led comes on for valid code) **5** [old code] **VERIFY ID CODE** (ID led comes on for valid code) [new code] **VERIFY ID CODE** [new code] **VERIFY ID CODE**

Note that the first digit must remain the same and the first and last must be different.

The codes can be from 2 to 5 digits long

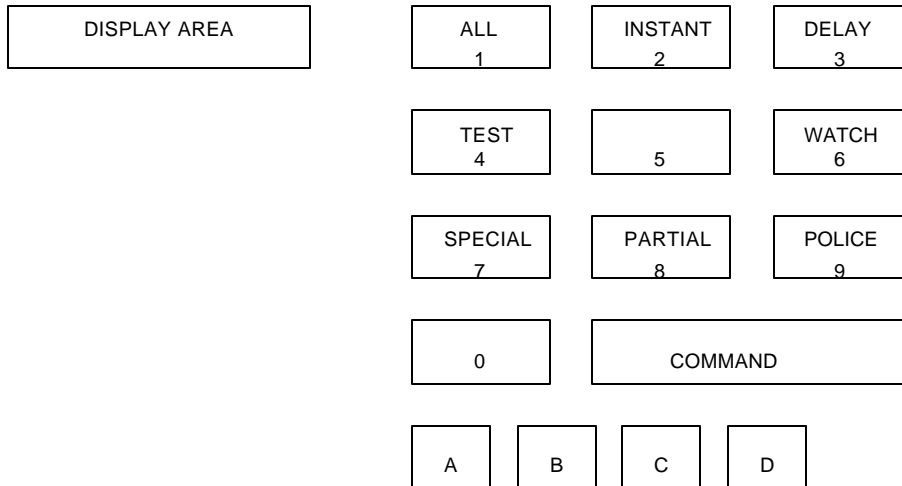
**Delete code** Disarm, then [code] **VERIFY ID CODE** (ID led comes on for valid code) **5** [first digit of old code (if 9 upwards insert as two digits)] **VERIFY ID CODE** (ID led comes on for valid code)

**Tests** Disarm, [code] **VERIFY ID CODE** (ID led comes on for valid code) **44** . Siren sounds. To cancel press any key. Then walk test each zone (any key to reset). To finish press any key

**Enable Remote** Disarm, Contact Control room and when asked press , [code] **VERIFY ID CODE** (ID led comes on for valid code) **43** and hang up.



## RADIONICS 5507



**Displays**                      All displays are in LCD display area

**DISARM**                      [code] **COMMAND B**

**Clear Memory**              Disarm , then **COMMAND 4**

**Reset Detectors**              To reset Smoke, Inertias or Breakglass unit - Disarm and then **COMMAND 47**

**ARM**                      Ensure READY TO ARM is displayed

Full Arm	[code] <b>COMMAND B</b> or <b>COMMAND 1</b>
Perimeter Arm	<b>COMMAND 3</b>
Perimeter Arm with no delays	<b>COMMAND 2</b>
Part Arm perimeter	<b>COMMAND 8</b> Arms perimeter with a zone in alarm
Chime mode	<b>COMMAND 6</b> Arms perimeter with no delays and acts as local alarm. To Clear repeat the procedure or Arm

**Test**                      Send signal to CSC                      Disarm, then **COMMAND 41** panel beeps if successful

Walk Test                      Disarm, then **COMMAND 44** Siren sounds. To cancel press any key. Then  
walk test each zone and press any number to reset. To exit - press any number

**Remote Management**              Disarm, then contact CSC and when asked, press **COMMMAND 43** and hang up.

## RADIONICS 5509 / APLEX

Display area		[A YES !]                 [B NO : ]      X																														
<table border="0" style="width: 100%; text-align: center;"> <tr> <td style="border: 1px solid black; padding: 2px;">[C + ]</td> <td style="border: 1px solid black; padding: 2px;">[D - ]</td> <td style="border: 1px solid black; padding: 2px;">[E * ]</td> <td style="border: 1px solid black; padding: 2px;">[F G / ]</td> <td style="border: 1px solid black; padding: 2px;">[H ? = ]</td> </tr> <tr> <td style="border: 1px solid black; padding: 2px;">[DAY ]</td> <td style="border: 1px solid black; padding: 2px;">[PART ]</td> <td style="border: 1px solid black; padding: 2px;">[GROUP]</td> <td style="border: 1px solid black; padding: 2px;">[FULL ]</td> <td style="border: 1px solid black; padding: 2px;">[HELP ]</td> </tr> <tr> <td style="border: 1px solid black; padding: 2px;">[MODE ]</td> <td style="border: 1px solid black; padding: 2px;">[SET ]</td> <td style="border: 1px solid black; padding: 2px;">[SET ]</td> <td style="border: 1px solid black; padding: 2px;">[SET ]</td> <td style="border: 1px solid black; padding: 2px;">[       ]</td> </tr> </table>	[C + ]	[D - ]	[E * ]	[F G / ]	[H ? = ]	[DAY ]	[PART ]	[GROUP]	[FULL ]	[HELP ]	[MODE ]	[SET ]	[SET ]	[SET ]	[       ]		<table border="0" style="width: 100%;"> <tr> <td style="text-align: right;">[I 1 J ]</td> <td style="text-align: right;">[L 2 X ]</td> <td style="text-align: right;">[M 3 &amp; ]</td> </tr> <tr> <td style="text-align: right;">[N 4 &lt;]</td> <td style="text-align: right;">[O 5 &gt;]</td> <td style="text-align: right;">[P 6 Q]</td> </tr> <tr> <td style="text-align: right;">[R 7 { ]</td> <td style="text-align: right;">[S 8 ]]</td> <td style="text-align: right;">[T 9 W]</td> </tr> <tr> <td style="text-align: right;">[Shift ]</td> <td style="text-align: right;">[U Backspace V]</td> <td style="text-align: right;">[Y 0 Z]</td> </tr> <tr> <td style="text-align: right;">[Delete ]</td> <td></td> <td style="text-align: right;">[Space Enter %]</td> </tr> </table>	[I 1 J ]	[L 2 X ]	[M 3 & ]	[N 4 <]	[O 5 >]	[P 6 Q]	[R 7 { ]	[S 8 ]]	[T 9 W]	[Shift ]	[U Backspace V]	[Y 0 Z]	[Delete ]		[Space Enter %]
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**Displays**                      Messages are shown in 20 character LCD display

**DISARM**                      [code] **DAY MODE**

**Clear Memory**              [code] **HELP** (or **0**). Answer **NO** until the message ALERT ACCEPT (or ALARM ACKNOWLEDGE) appears. Answer **YES** until message FINISHED appears. Then [code] **DAY MODE**

**ARM**                              Ensure there are no alarms current or in memory.  
 Full Arm                      [code] **FULL SET**  
 Partial Arm                  [code] **PART SET** (If there are multiple areas, answer **NO** until the area you want appears and then press **YES**)  
 Partial Arm                  [code] **GROUP SET** This arms a programmed set of areas leaving others off.

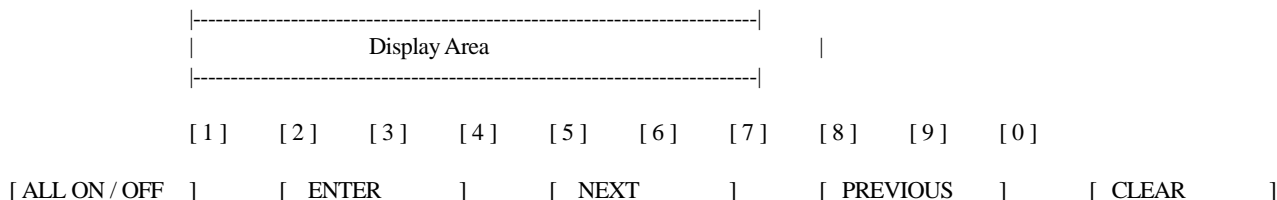
**Isolate**                      [code] **1** Display will show INHIBIT ZONE 0 if the code is authorised to isolate. Then [zone number] **ENTER**  
 For more zones repeat the procedure. Then Arm as normal

**Duress**                      [code] **9**

**Change Codes**              [code] **HELP** Answer **NO** until the message SET YOUR ID appears. Answer **YES** [new code]. This only changes the code that was initially entered.

**Siren Test**                  [code] **5** The siren sounds. To reset, [code] **0**

## RADIONICS 5700



### Displays

Messages are shown in 16 character LCD display

### Tones

Buzzing indicates system trouble (to stop buzzer insert code)

### DISARM

All areas	[code]	<b>ALL ON / OFF</b>
Individual Areas	[code]	<b>ENTER</b> (displays QUICK MENU). <b>NEXT</b> until DISARM AREA appears and <b>ENTER</b> (displays DISARM AREA --). If that area is to be disarmed <b>ENTER CLEAR</b> . If not that area [area number to be disarmed] and then <b>ENTER CLEAR</b> . or <b>NEXT</b> until your area appears then <b>ENTER CLEAR</b>

### Clear Memory

[code] **ENTER CLEAR** (until displays DATE TIME)

### Reset Strobe / Detectors

[code] **ENTER** (displays QUICK MENU). **NEXT** until FUNCTION MENU appears then **NEXT** until RESET DETECTORS appears, then **ENTER CLEAR**

### ARM

All areas must be sealed with display showing DATE TIME (press <b>CLEAR</b> until DATE TIME appears)		
To locate unsealed area or zone see <b>View Menu</b> below		
All areas	[code]	<b>ALL ON / OFF</b>
Individual Areas	[code]	<b>ENTER</b> (displays QUICK MENU). <b>NEXT</b> until ALARM AREA appears and <b>ENTER</b> (displays ALARM AREA --). If that area is to be armed <b>ENTER CLEAR</b> . If not that area [area number to be disarmed] and then <b>ENTER CLEAR</b> . or <b>NEXT</b> until your area appears then <b>ENTER CLEAR</b>
Perimeter	[code]	<b>ENTER</b> (displays QUICK MENU). <b>NEXT</b> until PERIMETER DELAY appears and <b>ENTER CLEAR</b>
Perimeter with no entry delay	[code]	<b>ENTER</b> (displays QUICK MENU). <b>NEXT</b> until PERIMETER INSTANT appears and <b>ENTER CLEAR</b>
Chime	[code]	<b>ENTER</b> (displays QUICK MENU). <b>NEXT</b> until WATCH MODE appears and <b>ENTER CLEAR</b> . Arms perimeter and acts as local alarm. To clear - press <b>CLEAR</b> or Arm or Disarm

### Isolate

To locate unsealed area or zone see **View Menu** below. Once located, [code] **ENTER** (displays QUICK MENU). **NEXT** to FUNCTION MENUS then **NEXT** until **BYPASS** appears (or **UNBYPASS** if required) **ENTER** (displays POINT #) then **NEXT** [ zone number] **ENTER CLEAR** . Then Arm as normal

<b><u>Change Codes</u></b>	Change -	[code] <b>ENTER</b> (displays QUICK MENU). <b>NEXT</b> until CHANGE appears, then <b>NEXT</b> until CHANGE PASSCODES appears <b>ENTER</b> (displays ENTER USER NUMBER) [user number (2 digits)] <b>ENTER</b> [new code] <b>ENTER</b> (displays USER # and CODE) <b>ENTER CLEAR</b>
	Add -	[code] <b>ENTER</b> (displays QUICK MENU). <b>NEXT</b> until CHANGE appears, then <b>NEXT</b> until ADD PASSCODE appears <b>ENTER</b> (displays ENTER USER NUMBER) [user number (2 digits)] <b>ENTER</b> (displays NEW CODE) [new code] <b>ENTER</b> (displays USER # and CODE) <b>ENTER</b> (displays VALID AREA 1 ?) If yes <b>ENTER</b> , if <b>NO NEXT</b> answering yes or no until all areas have been scrolled, then <b>ENTER</b> (displays ENTER AUTHORITY LEVEL) [authority level (1-highest to 5-lowest)] <b>ENTER</b> (displays PASSCODE ADDED) <b>ENTER CLEAR</b>
	Delete	[code] <b>ENTER</b> (displays QUICK MENU). <b>NEXT</b> until CHANGE appears, then <b>NEXT</b> until DELETE PASSCODES appears, then <b>ENTER</b> (displays ENTER USER #) [user number (2digits)] <b>ENTER</b> (displays DELETE USER #) <b>ENTER CLEAR</b>
<b><u>View Menu</u></b>	Faults /Bypass	[code] <b>ENTER</b> (displays QUICK MENU). <b>NEXT</b> until VIEW appears, then <b>NEXT</b> until FAULTS / BYPASS appears <b>ENTER</b> (note that the area must be disarmed first) (displays AREA DISARMED) <b>NEXT</b> (displays points bypassed) <b>NEXT</b> (displays points faulted) <b>CLEAR</b>
	Point Status	[code] <b>ENTER</b> (displays QUICK MENU). <b>NEXT</b> until VIEW appears, then <b>NEXT</b> until POINT STATUS appears <b>ENTER</b> <b>NEXT</b> to scroll (displays points with status as NORMAL or SHORT (short circuit) or OPEN (open circuit) or MISSING (missing or not reporting) and HW (hardwired) or R (wireless) and if wireless B (low battery, T (tamper) , 0-9 (signal strength) <b>CLEAR</b>
	Event Memory	[code] <b>ENTER</b> (displays QUICK MENU). <b>NEXT</b> until VIEW appears, then <b>NEXT</b> until EVENT MEMORY appears <b>ENTER</b> (displays the total number of events since the last time time it was viewed) <b>NEXT</b> for more. <b>CLEAR</b>
	Area Status	[code] <b>ENTER</b> (displays QUICK MENU). <b>NEXT</b> until VIEW appears, then <b>NEXT</b> until AREA STATUS appears <b>ENTER</b> <b>NEXT</b> to scroll. <b>CLEAR</b>
<b><u>Test</u></b>	Disarm first.	Memory holds maximum 20 points so if more are to be done do twenty and then restart.
	Walk Test	[code] <b>ENTER</b> (displays QUICK MENU). <b>NEXT</b> until TEST appears, then <b>NEXT</b> until WALK TEST appears <b>ENTER</b> (displays START WALK TEST) <b>ENTER</b> . As each point is activated the panel beeps and displays. At end of test <b>CLEAR</b> (displays tested points) <b>NEXT</b> (displays untested points) <b>ENTER</b> (displays number of points tested) <b>NEXT</b> to scroll or <b>ENTER</b> to view status. <b>CLEAR</b>
	Hold Up	[code] <b>ENTER</b> (displays QUICK MENU). <b>NEXT</b> until TEST appears, then <b>NEXT</b> until INVISIBLE TEST appears <b>ENTER</b> . (displays START INVISIBLE TEST) <b>ENTER</b> . As each point is activated the panel beeps and displays. At end of test <b>CLEAR</b> (displays tested points) <b>NEXT</b> (displays untested points) <b>ENTER</b> (displays number Of points tested) <b>NEXT</b> to scroll or <b>ENTER</b> to view status. <b>CLEAR</b>
	Bell Test	code] <b>ENTER</b> (displays QUICK MENU). <b>NEXT</b> until TEST appears, then <b>NEXT</b> until BELL TEST appears <b>ENTER</b> . Siren sounds for a few seconds. <b>CLEAR</b>
<b><u>Change Date / Time</u></b>		code] <b>ENTER</b> (displays QUICK MENU). <b>NEXT</b> until CHANGE appears, then <b>NEXT</b> until TIME / DATE appears <b>ENTER</b> . (displays current date and time) (if time correct press <b>NEXT</b> to go to date) <b>ENTER</b> to change the time. [new time] <b>ENTER</b> (if AM press <b>ENTER</b> , if PM press <b>NEXT</b> and <b>ENTER</b> . (displays current date as MDDYY) [new date as MMDDYY] <b>ENTER CLEAR</b>