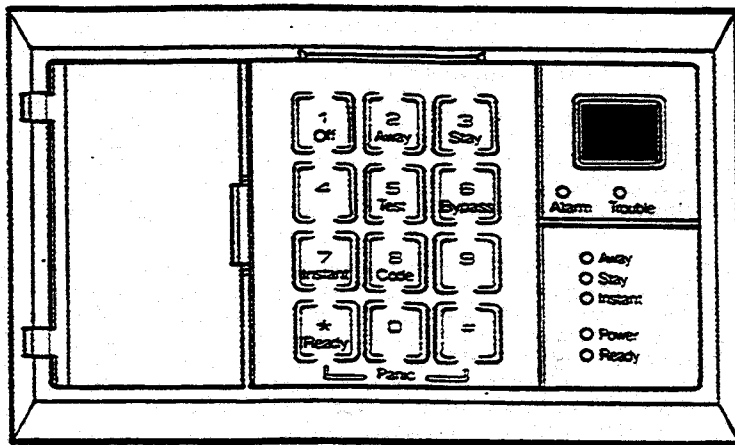


ADEMCO

VECTOR

DIGITAL POINT ANNUNCIATION ALARM CONTROL SYSTEM



USER'S MANUAL

ADEMCO ONE YEAR LIMITED WARRANTY

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USER'S MANUAL

INTRODUCTION

Congratulations on your ownership of the VECTOR SECURITY SYSTEM. You've made a wise decision in choosing it, for it offers the best security protection available to today's security system user.

Basically, VECTOR offers you three forms of protection: burglary, fire and emergency. To realize the system's full potential, it is important that you feel comfortable in operating it.

This manual is a step-by-step guide that will fully acquaint you with the system's features and benefits. It defines the components and their functions, describes their operation, and acquaints you with normal and emergency procedures. The following glossary of terms used throughout the manual will avoid any confusion.

GLOSSARY

ARM/DISARM: "Armed" simply means that the burglary portion of your system is turned ON and is in a state of readiness. "Disarmed" means that the burglary system is turned OFF, and must be rearmed to become operational. However, even in "disarmed" state, "emergency" and "fire" portions of your system will still be operational.

KEYPAD: This is the area on your master console, or any remote unit, containing numbered pushbuttons similar to those on telephones or calculators. These keys control the arming or disarming of the system, and perform other functions which will be described.

ZONE: A specific area of burglary protection.

TAMPER PROTECTION: (OPTIONAL) This feature detects a removed transponder (see p. 5) cover, resulting in an ALARM (system armed) or TROUBLE (system disarmed).

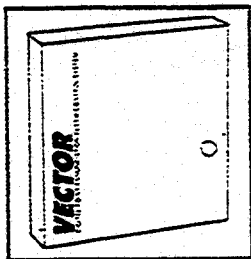
BYPASS: To disarm a specific area of burglary protection while leaving other areas operational.

DELAY ZONE: An area of protection containing doors household members most frequently use to enter or exit (typically, a front door, back door, or door from the garage into the house). The delay zone allows sufficient time for authorized entry or exit without activating the alarm. Consult installer for entry and exit delay times.

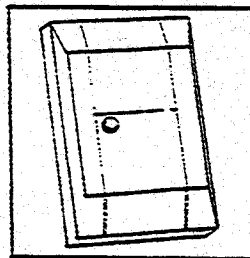
DAY/NIGHT ZONE: An area of protection whose violation causes a trouble indication during the disarmed (DAY) mode and an alarm during the armed (NIGHT) mode.

TROUBLE: This condition denotes an abnormal condition in the system.

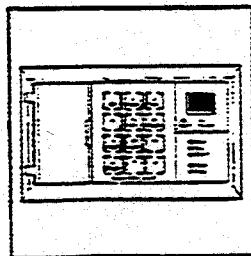
IDENTIFYING THE EQUIPMENT



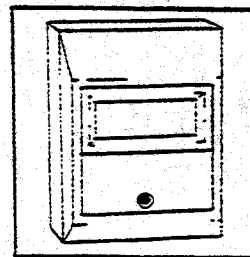
THE VECTOR CONTROL is the "BRAINS" of the system. Using microcomputer technology, the control panel can monitor the rest of the system, analyze the current status of all components and report all messages. When equipped to do so, the control can dial the phone* and report messages to headquarters.



THE No. 4190 TRANSPONDER is a microprocessor based device which is connected to sensor devices (for example: door and window switches) and enables the control panel to monitor all protected zones.

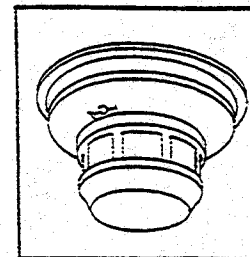


THE VECTOR SECURITY CONSOLE enables you to control all system functions and also enables you to monitor and diagnose system operation, internal sounders, LED indicators and an LED display can announce the nature and location of all occurrences.



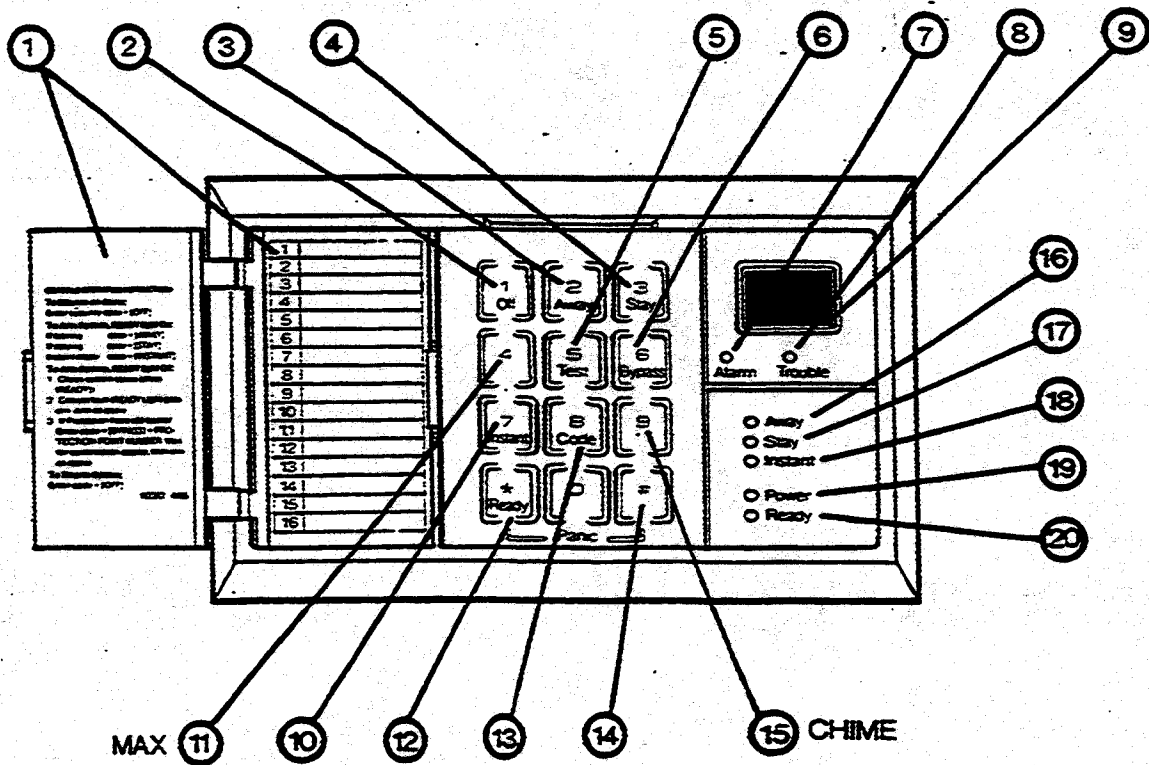
MOTION DETECTOR monitors rapid changes in temperature (in its field of view) caused by the presence of an intruder and can report the change to the control panel. Your dealer will point these out to you if used.

*The telephone communication portion of the system is not UL listed in VECTOR 2000.



SMOKE DETECTOR. This device can detect the presence of smoke or of pre-combustion gases in the area where the smoke detector is placed and notify the control panel.

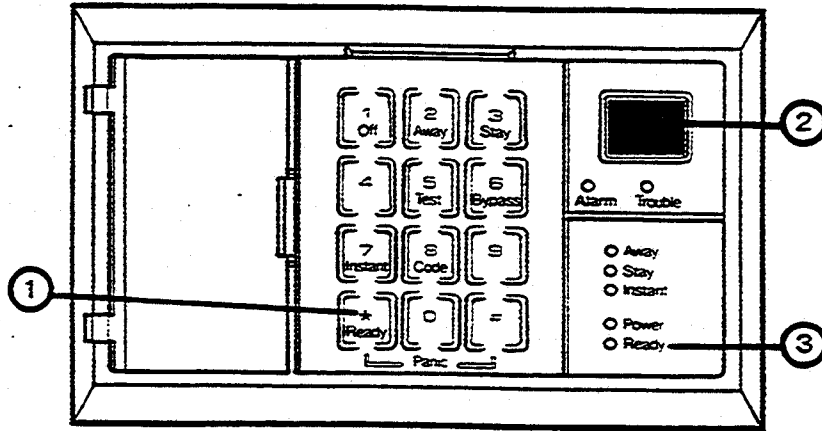
IDENTIFYING THE CONSOLE



IDENTIFYING THE CONSOLE

- 1. USER INFORMATION COMPARTMENT:** Contains identification cards on which the location of each sensor can be written next to its number enabling the user to identify the location displayed. The compartment also contains selected operating instructions.
- 2. OFF KEY:** Disarms the burglary portion of the system, silences alarms and audible trouble indicators, and clears visual alarm trouble after the problem has been corrected. (SECURITY CODE + OFF)
- 3. AWAY KEY:** Completely arms the burglary portion of the system.
- 4. STAY KEY:** Completely arms the burglary portion of the system with the exception of the interior zone protection.
- 5. TEST KEY:** Tests the system and the alarm sounder during the disarmed mode. (SECURITY CODE + TEST)
- 6. BYPASS KEY:** Removes individual protection points from being monitored by the system. (SECURITY CODE + BYPASS + NN where NN is the number of the protection point being removed). Displays previously bypassed protection points. (SECURITY CODE + BYPASS).
- 7. ALARM INDICATOR LIGHT: (Red)** Lit when an alarm has been detected and the system is armed or if a fire or audible emergency has been detected at any time.
- 8. TROUBLE INDICATOR LIGHT: (Red)** Lit when a circuit malfunction is discovered in the system at any time or if a fault is detected in a DAY/NIGHT burglary zone during the disarmed period.
- 9. POINT IDENTIFICATION DISPLAY:** A two digit numeric display identifies protection points and status codes. Nos. 01-92 represent protection points: 99 denotes panic 97 and 98 denote circuitry problems: bb denotes the presence of a bypass: FI denotes that the alarm present is a fire alarm. FC indicates a communication failure with the central station.
- 10. INSTANT KEY:** Arms the burglary portion of the system with the exception of the interior zone of protection and removes entry delay period.
- 11. "4" KEY:** Completely arms the burglary portion of the system and removes entry delay period.
- 12. READY KEY:** When depressed prior to arming the system, the console will display all open protection points.
- 12. & 14. READY AND # KEYS:** Submits a PANIC alarm when simultaneously depressed. (READY and # simultaneously)
- 13. CODE KEY:** Allows the entry of new temporary security codes that can be given to users of the system. (SECURITY CODE + CODE + N + NEW SECURITY CODE, where N = 2 through 8).
- 14. # KEY:** Permits ARMING of the system without use of a security code (if programmed to do so at installation time).
- 15. "9" KEY:** Turns on the chime mode so that any entry through a delay zone causes a tone to sound at each console. (SECURITY CODE + "9").
- 16. AWAY INDICATOR: (RED)** Lit when all burglary zones are armed.
- 17. STAY INDICATOR: (RED)** Lit when all burglary zones, except the interior zone, are armed.
- 18. INSTANT INDICATOR: (YELLOW)** Lit when entry delay is disabled.
- 19. POWER INDICATOR: (GREEN)** Lit when AC power is present.
- 20. READY INDICATOR: (GREEN)** Indicates that the burglary portion of the system is ready to be armed.

CHECKING FOR OPEN CONTACTS

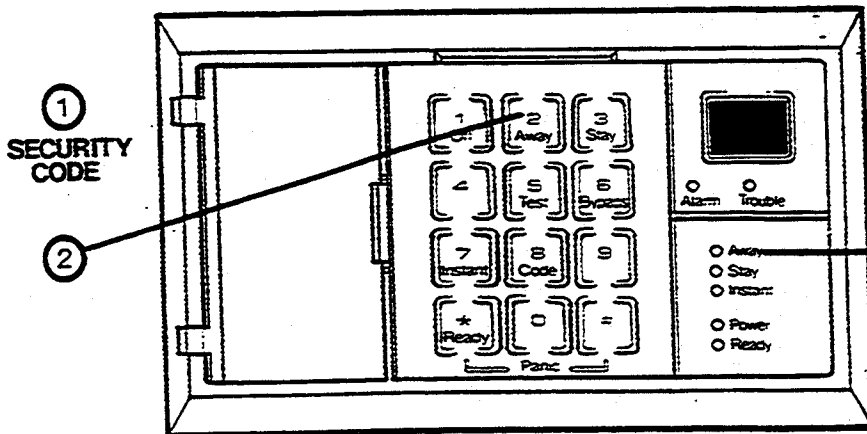


BEFORE ARMING YOUR ALARM SYSTEM, ALL PROTECTED DOORS, WINDOWS AND OTHER PROTECTION POINTS MUST BE CLOSED.

1. PRIOR TO ARMING, IF THE READY INDICATOR IS NOT LIT, CHECK FOR OPEN CONTACTS BY DEPRESSING THE READY KEY.
2. ALL OPEN PROTECTION POINTS WILL BE DISPLAYED.
3. THE READY INDICATOR WILL LIGHT WHEN ALL PROTECTION POINTS HAVE BEEN MADE INTACT OR CORRECTED.

ARMING THE SYSTEM

(WITH NO ONE REMAINING)



NOTE: IF THE **QUICK ARM** FEATURE WAS SELECTED DURING INSTALLATION THEN THE SYSTEM MAY BE ARMED BY DEPRESSING ONLY TWO KEYS: THE # KEY AND EITHER **AWAY**, **STAY**, **INSTANT** OR 4.

ENTRY DELAY _____ SECS.
EXIT DELAY _____ SECS.

PROCEDURE:

1. WITH THE **READY** LIGHT ON, ENTER THE SECURITY CODE (OR #, IF QUICK ARM IS USED. SEE NOTE.)
2. PRESS THE **AWAY** KEY. AN OPTIONAL 1/2 SECOND ARMING CONFIRMATION BEEP WILL SOUND.
3. **AWAY** INDICATOR WILL LIGHT. THE CONSOLE WILL BEEP TWICE EXIT AND ENTRY DELAYS BEGIN. PERIMETER PROTECTION IS IN EFFECT IMMEDIATELY.

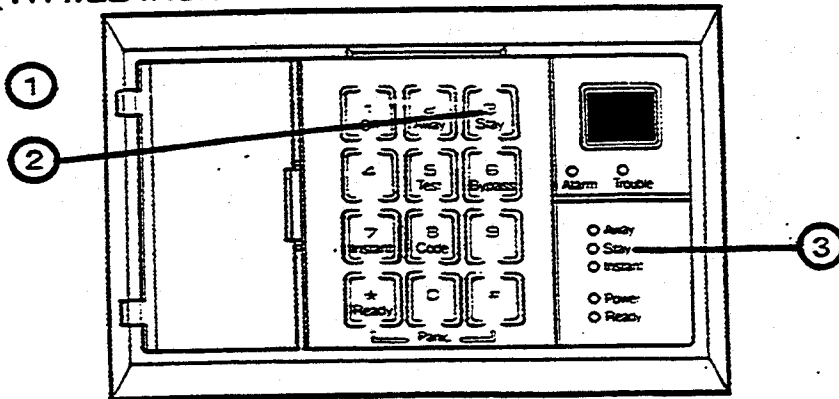
RESULT:

- YOU WILL BE ABLE TO EXIT AND ENTER WITHIN THE DELAY PERIOD.
- AFTER THE EXIT DELAY PERIOD HAS EXPIRED, AN ALARM WILL OCCUR IF ENTRY OCCURS THROUGH THE DOOR AND THE SYSTEM IS NOT TURNED OFF DURING THE ENTRY DELAY.
- ALL PROTECTION POINTS (EXCEPT THOSE WITH ENTRY/EXIT DELAY) ARE ARMED AND WILL SOUND ALARMS IMMEDIATELY WHEN VIOLATED.

ARMING THE SYSTEM

(WHILE INSIDE EXPECTING A LATER ARRIVAL)

SECURITY
CODE



PROCEDURE:

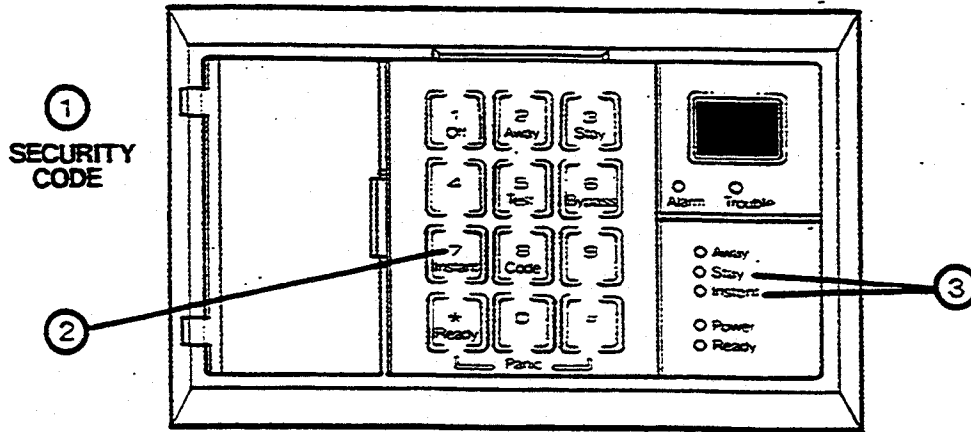
1. WITH THE **READY** LIGHT ON, ENTER THE SECURITY CODE (OR #, IF QUICK ARM IS USED. SEE NOTE ON PAGE 9.)
2. DEPRESS THE **STAY** KEY. AN OPTIONAL 1/2 SECOND ARMING CONFIRMATION BEEP WILL SOUND.
3. **STAY** INDICATOR WILL LIGHT. THE CONSOLE WILL BEEP THREE TIMES. ENTRY AND EXIT DELAYS BEGIN.

RESULT:

- YOU WILL BE ABLE TO EXIT WITHIN THE EXIT DELAY PERIOD. (CONSULT INSTALLER FOR EXIT DELAY TIME.)
- AFTER THE EXIT DELAY PERIOD HAS EXPIRED, AN ALARM WILL OCCUR IF ENTRY OCCURS THROUGH THE DOOR AND THE SYSTEM IS NOT TURNED OFF DURING THE ENTRY DELAY.
- ALL INTERIOR PROTECTION POINTS ARE DISARMED TO PERMIT FREEDOM OF MOVEMENT THROUGHOUT THE INTERIOR.
- ALL PERIMETER PROTECTION POINTS (EXCEPT THOSE WITH ENTRY/EXIT DELAY) ARE ARMED AND WILL SOUND ALARMS IMMEDIATELY WHEN VIOLATED.

ARMING THE SYSTEM

(WHILE INSIDE WITH NO EXPECTED LATER ARRIVALS)



PROCEDURE:

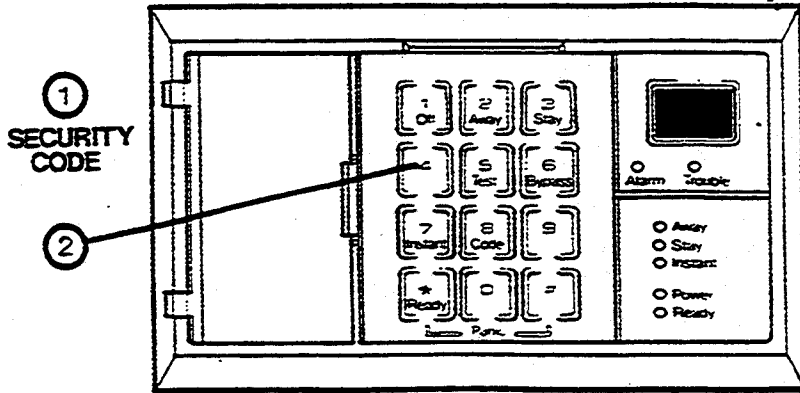
1. WITH THE **READY** LIGHT ON, ENTER THE SECURITY CODE (OR #, IF QUICK ARM IS USED. SEE NOTE ON PAGE 9.)
2. DEPRESS THE **INSTANT** KEY. AN OPTIONAL 1/2 SECOND ARMING CONFIRMATION BEEP WILL SOUND.
3. **STAY** AND **INSTANT** INDICATORS WILL LIGHT. THE CONSOLE WILL BEEP THREE TIMES.

RESULT:

- ALL INTERIOR PROTECTION POINTS ARE DISARMED FOR FREEDOM OF MOVEMENT THROUGHOUT THE INTERIOR.
- ALL PERIMETER PROTECTION POINTS, INCLUDING THOSE NORMALLY DELAYED, ARE ARMED AND WILL INSTANTLY CAUSE AN ALARM WHEN VIOLATED.

ARMING THE SYSTEM

(WHILE INSIDE, WITH MAXIMUM SECURITY)



PROCEDURE:

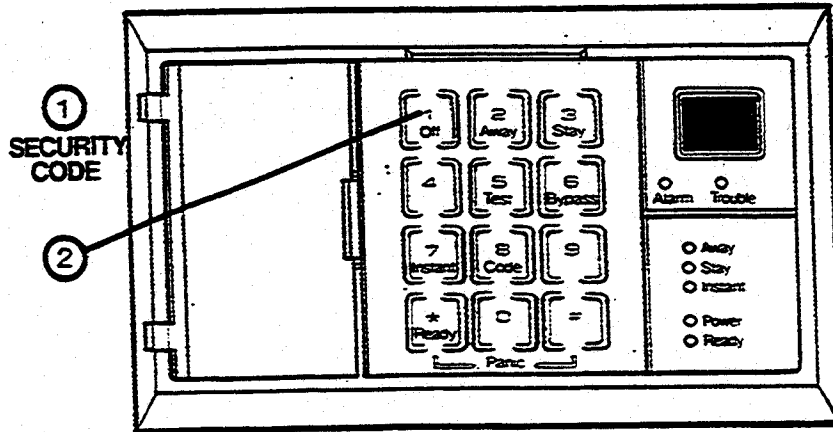
1. WITH THE **READY** LIGHT ON, ENTER THE SECURITY CODE (OR #, IF QUICK ARM IS USED. SEE NOTE ON PAGE 9.)
2. DEPRESS THE 4 KEY.
3. **AWAY** AND **INSTANT** INDICATORS WILL LIGHT. THE CONSOLE WILL BEEP TWO TIMES.

RESULT:

- ALL PROTECTION POINTS, (PERIMETER AND INTERIOR), INCLUDING THOSE WITH DELAYS, ARE ARMED AND WILL INSTANTLY CAUSE AN ALARM WHEN VIOLATED.
- OPTIONAL 1/2 SECOND ARMING CONFIRMATION BEEP WILL SOUND.

DISARMING THE SYSTEM

(FOR AWAY, STAY, INSTANT, MAXIMUM ARMING AND SILENCING ALL ALARMS)



PROCEDURE:

1. ENTER SECURITY CODE.
2. DEPRESS OFF.
3. IF AN ALARM HAS OCCURRED, MAKE A NOTE OF ALL DISPLAYED NUMBERS AND REPEAT STEPS 1 AND 2 TO RESTORE THE **READY** INDICATOR. IF THE **READY** INDICATOR WILL NOT LIGHT, GO TO THE DISPLAYED PROTECTION POINT AND REMEDY THE FAULT (CLOSE WINDOW, ETC.). IF THE FAULT CANNOT BE REMEDIED, THEN NOTIFY THE ALARM AGENCY.

RESULT:

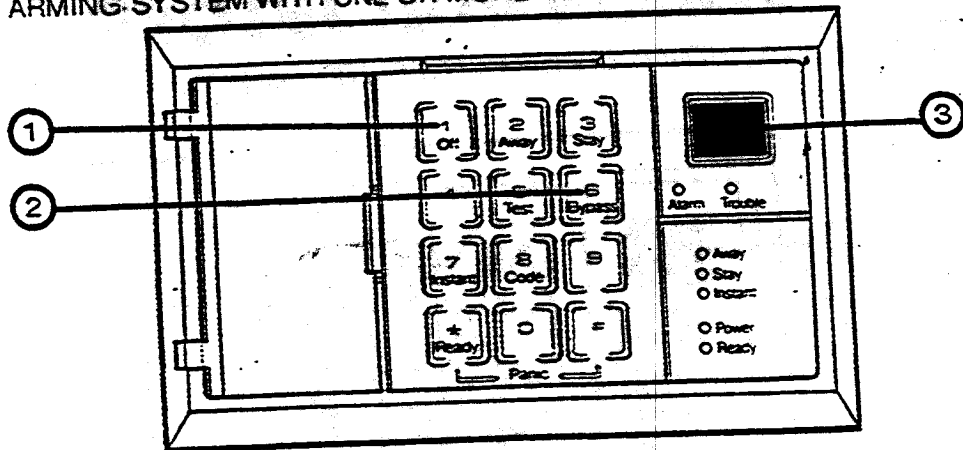
- ALARM INDICATOR WILL GO OUT AND THE POINT IDENTIFICATION DISPLAY WILL GO OUT ONLY WHEN THE FAULT IS REPAIRED.

IMPORTANT:

- AS INSTALLED, A FIRE ALARM WILL BE INDICATED EITHER BY THE DISPLAY OF F1 OR BY A POINT ID NUMBER. WHEN F1 IS DISPLAYED, ENTRY OF SECURITY CODE & **OFF** (OR AFTER AUTO ALARM SHUTDOWN) CAUSES A POINT ID DISPLAY.

BYPASSING PROTECTION POINTS

(USED FOR ARMING SYSTEM WITH ONE OR MORE POINTS SELECTIVELY LEFT UNPROTECTED)



PROCEDURE:

1. ENTER SECURITY CODE + OFF.
2. PRESS SECURITY CODE + BYPASS + POINT NUMBER
(e.g. 01, 02, 03, ETC.)
Important! ALL SINGLE DIGIT POINTS MUST BE PRECEDED WITH A ZERO. (EXAMPLE, ENTER 01 AND NOT 1.)
3. WAIT FOR ALL BYPASSED PROTECTION POINTS TO BE SEQUENTIALLY DISPLAYED (EACH ACCOMPANIED BY ONE BEEP) BEFORE ARMING.
4. THE POINT IDENTIFICATION DISPLAY MAY THEN DISPLAY "bb" TO INDICATE THE PRESENCE OF ONE OR MORE BYPASSED POINTS (OPTIONAL).

RESULT

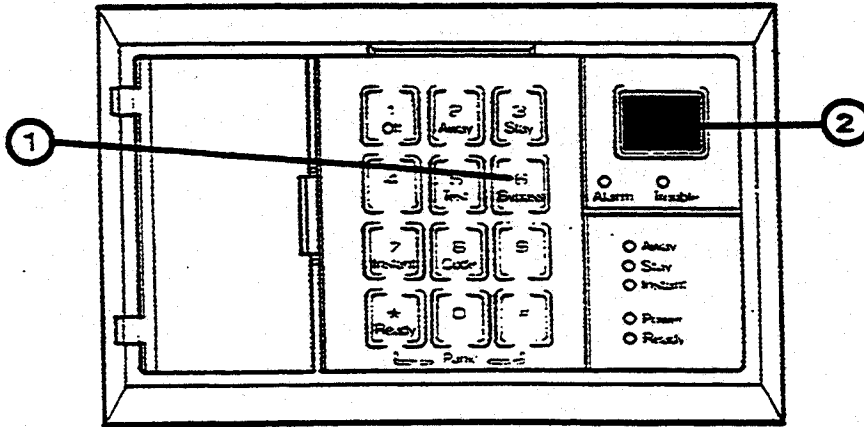
- ALL BYPASSED PROTECTION POINTS WILL NOT CAUSE AN ALARM WHEN VIOLATED.

LIMITATIONS:

- THE SYSTEM MUST BE DISARMED TO BYPASS ANY PROTECTION POINTS.
- FIRE OR EMERGENCY ZONE PROTECTION POINTS MAY NOT BE BYPASSED.
- TEMPORARY USER CODE NUMBER 8 CANNOT USE THE BYPASS FEATURE.

DISPLAYING BYPASSED PROTECTION POINTS

(USED FOR DETERMINING THOSE PROTECTION POINTS WHICH HAVE BEEN BYPASSED)



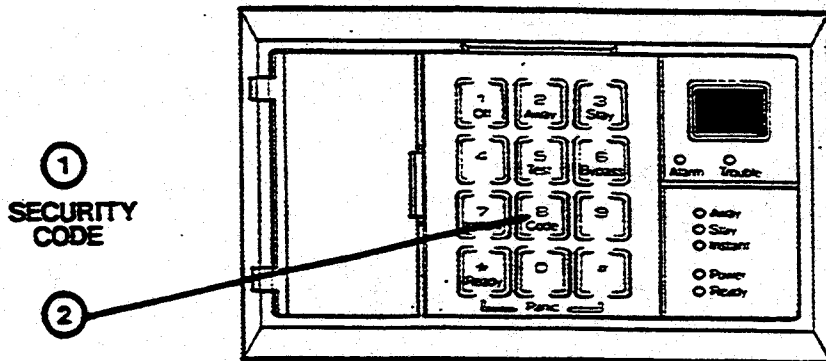
PROCEDURE:

1. IF "bb" IS DISPLAYED (AN INSTALLATION OPTION), PRESS SECURITY CODE + **BYPASS**.
2. WAIT FOR ALL BYPASSED PROTECTION POINTS TO BE SEQUENTIALLY DISPLAYED (EACH ACCOMPANIED BY ONE BEEP) BEFORE ARMING.

IMPORTANT

THE SYSTEM CAN BE EITHER IN THE ARMED OR DISARMED MODE WHEN THIS DISPLAY FUNCTION IS PERFORMED.

TEMPORARY CODES



①
SECURITY
CODE

②

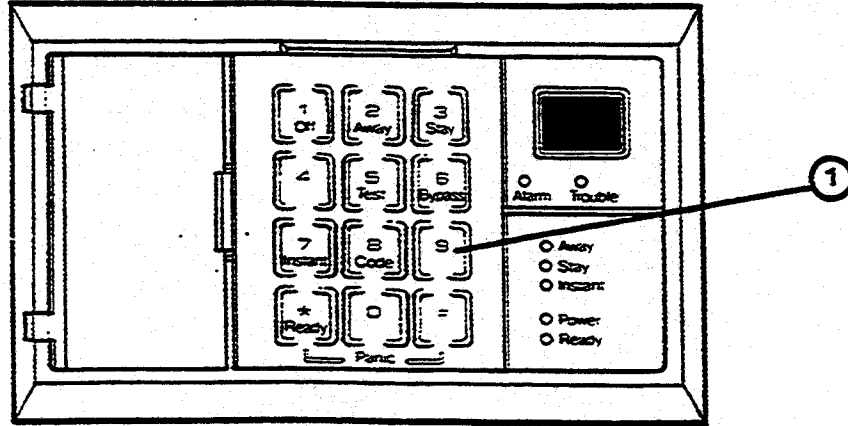
PROCEDURE:

1. ENTER MAIN SECURITY CODE
2. PRESS **CODE**+ USER NUMBER 2-8 + THE TEMPORARY SECURITY CODE. THE CONSOLE WILL BEEP ONCE WHEN THE PROCEDURE HAS BEEN COMPLETED SUCCESSFULLY.

CAUTIONS:

- UP TO SEVEN SEPARATE CODES MAY BE ASSIGNED.
- DO NOT ASSIGN A SECONDARY CODE THAT CONFLICTS WITH THE AMBUSH CODE (SEE **AMBUSH** SECTION).
- TO REMOVE A TEMPORARY CODE, ENTER MAIN SECURITY CODE + **CODE** + USER NUMBER (TO BE DELETED) + MAIN SECURITY CODE.
- THE TEMPORARY CODE USER CAN PERFORM ALL FUNCTIONS EXCEPT ASSIGNING OTHER TEMPORARY CODES. THE 8th USER CODE CANNOT BYPASS ZONES.

CHIME ANNUNCIATION



PROCEDURE:

THIS FEATURE IS FUNCTIONAL ONLY WHEN THE BURGLARY SYSTEM IS DISARMED.

1. ENTER SECURITY CODE AND DEPRESS THE "9" KEY.

RESULT:

- WHEN A DOOR IN THE PERIMETER ZONE IS OPENED, A SINGLE * TONE WILL BE HEARD AT EACH CONSOLE.

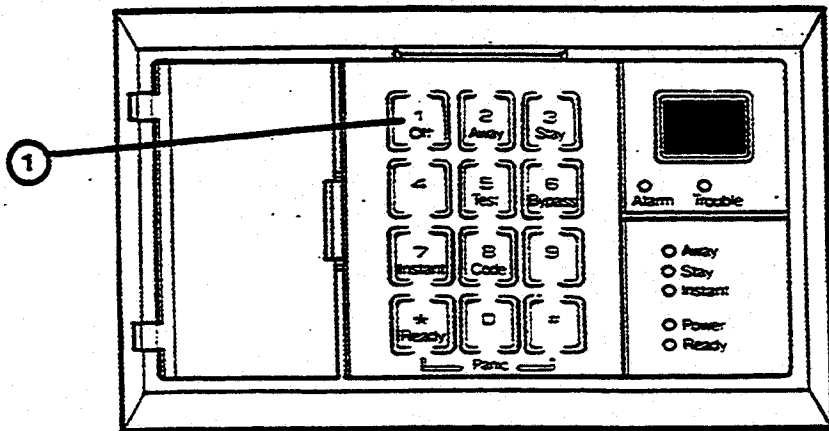
IMPORTANT:

THE CHIME MODE IS TURNED OFF BY ENTRY OF THE SECURITY CODE AND DEPRESSION OF "9".

*3 TONES IN A VECTOR 3000 SYSTEM

AMBUSH

(WHEN FORCED TO DISARM SYSTEM UNDER THREAT)



PROCEDURE

1. ENTER THE FIRST THREE DIGITS OF THE SECURITY CODE. INCREASE THE FINAL DIGIT BY ONE AND THEN PRESS **OFF**.

EXAMPLE:

(NORMAL SECURITY CODE) 1 2 3 4 + **OFF**

(AMBUSH SECURITY CODE) 1 2 3 5 + **OFF**

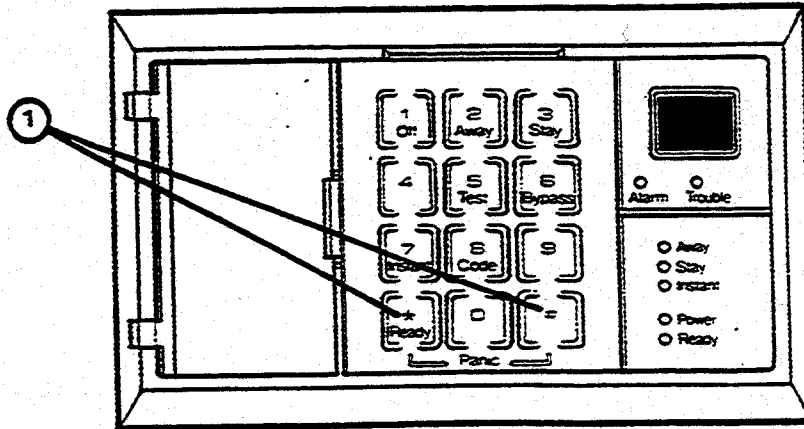
RESULT:

- THE SYSTEM WILL DISARM BUT THE SYSTEM CAN SILENTLY NOTIFY THE CENTRAL STATION OF YOUR SITUATION, IF YOU HAVE THAT SERVICE.

IMPORTANT

- THIS FUNCTION IS USEFUL ONLY WHEN CONNECTED TO A CENTRAL STATION.
- AMBUSH CODE CAPABILITY IS NOT PRESENT FOR ANY CODE ENDING IN 9.
- BE CAREFUL WHEN GIVING OUT TEMPORARY SECURITY CODES THAT THE USERS KNOW TO CAREFULLY ENTER THEIR SECURITY CODES.

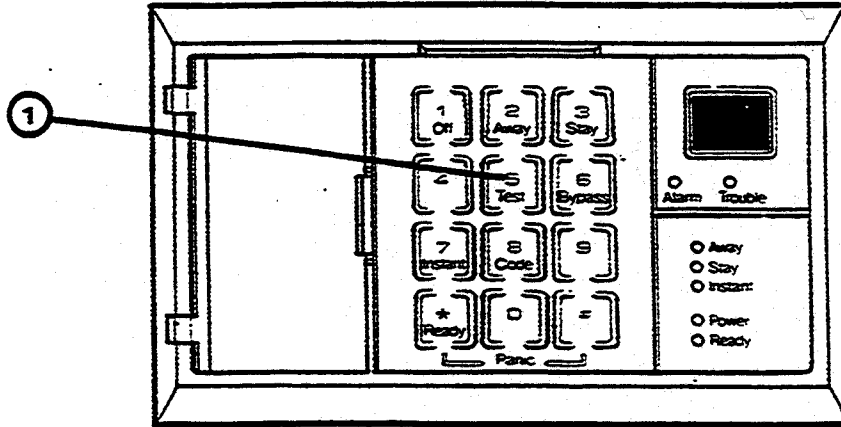
PANIC



THIS FEATURE IS FUNCTIONAL ONLY WHEN THE SYSTEM IS CONNECTED TO A CENTRAL STATION. (IF IT WAS PROGRAMMED FOR SILENT OPERATION BY YOUR INSTALLER).

- 1. SIMULTANEOUSLY DEPRESS THE * READY AND # KEYS.**

TEST THE SYSTEM



(TEST TO BE CONDUCTED WEEKLY)

1. ENTER SECURITY CODE AND DEPRESS THE **TEST** KEY. THE EXTERNAL SOUNDER IS ACTIVATED FOR 3 SECONDS.

-SUMMARY OF AUDIBLE NOTIFICATION-

CONSOLE	EXTERNAL	CAUSE	DISPLAY
ONE SHORT BEEP (NOT REPEATED)	NONE	a. SYSTEM DISARM b. SYSTEM ARMING ATTEMPT WITH AN OPEN CONTACT c. BYPASS VERIFY	a. Only POWER and READY indicators are lit. b. READY indicator is off, open protection point number is displayed. c. The bypassed protection point numbers are displayed. (One beep is heard for number displayed).
ONE SHORT BEEP (VECTOR 2000) OR THREE SHORT BEEPS (VECTOR 3000)	NONE	PERIMETER ZONE SENSOR IS OPENED WHILE IN THE CHIME MODE	READY indicator is off, open protection point number is displayed.
NONE	1/2 SECOND BEEP	OPTIONAL ARMING CONFIRMATION	POWER, READY AND STATUS INDICATORS ARE LIT.
TWO SHORT BEEPS	NONE	ARM AWAY	AWAY and possibly INSTANT indicators are lit.
THREE SHORT BEEPS	NONE	ARM STAY OR INSTANT	The STAY or both the STAY and INSTANT indicators are lit.
RAPID BEEPING	NONE	a. TROUBLE b. AC POWER LOSS ALERT (OPTIONAL) c. MEMORY OF ALARM	a. TROUBLE indicator is lit. b. POWER indicator off. c. ALARM indicator is lit; protection point in alarm is displayed.
STEADY SOUND* (OPTIONAL FOR BURGLARY)	a. NONE b. STEADY SOUND	EMERGENCY ALARM BURGLARY ALARM	ALARM indicator is lit. Protection point in alarm is displayed.
SLOW BEEPING	NONE	ENTRY DELAY	None during delay, exceeding the delay time without disarming causes alarm.
NONE	STEADY SOUND	BURGLARY/AUDIBLE EMERGENCY ALARM.	ALARM indicator is lit; protection point in alarm is displayed.
PULSED BEEPING*	PULSED SOUND	FIRE ALARM	ALARM indicator is lit; protection point in alarm or FI is displayed. (As a function of installation)
NONE	NONE	FAILURE TO COMMUNICATE WITH CENTRAL STATION	THE LETTERS FC are displayed until system is armed and then disarmed.

*FIRE ALARM SOUNDING TAKES PRIORITY OVER BURGLARY ALARM SOUNDING, IF BOTH ALARMS OCCUR AT THE SAME TIME.