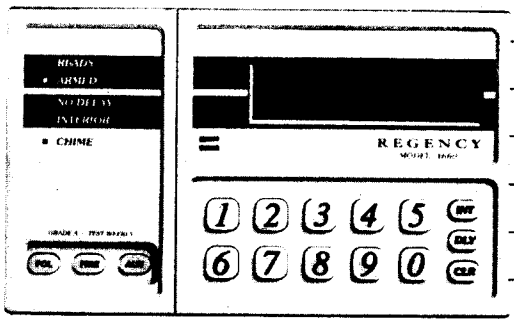
Regency 4000

with

Model 4724

Control Expander



User's Manual

TO RESET AN ALARM CONDITION, SIMPLY ENTER YOUR ACCESS CODE

Important: Security System products should be tested every week to insure complete and proper input and output connections.

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INTRODUCTION

The Model 4724 Control Expander increases the versatility and ease of operation of the Regency 4000 Security System more than ever before. The 4724 allows the use of up to 144 zones, or sensors, which can be divided into as many as 8 areas in any combination and can be armed and disarmed independently from from one another.

The 4724 also makes it possible to use X-10 Modules (up to 32) to control lights and appliances from any 4000 system touchpad.

Your installer has customized your system to meet your specific needs. To give you even greater flexibility, several options have been designed to be user programmable. Thanks to the advanced technology of the 4724's built-in programmer, you can program the access options you need just by pressing a few buttons on any of the 4000 system's remote LCD (liquid crystal display) touchpads.

For example, you can program access codes for up to 255 users, varying the level of access you grant to each user. You can specify days and times during which specific users may or may not be granted access, including certain days programmed as "holidays." A special feature automatically adjusts the time to allow for daylight-saving time, on the date you select.

It is essential that you become familiar with the new features and operation of the 4724, as described in this manual, to insure optimum system performance and to avoid costly false alarms.

The major components of your Regency 4000 Security System with the Model 4724 Control Expander are:

- Sensors
- Control Communication Panel (Model 4720 base unit)
- Touchpads

The system can monitor up to 144 zones, using different types of sensors (door contact switches, motion and smoke detectors, etc.). Everyday system control is accomplished through touchpads.

The control communication panel is the electronic heart of your security system. All sensors and touchpads are connected to it to provide system communications. The system has a standby backup battery to prevent system shutdown during power failures. Normally you will not have to open the control panel cabinet once it is installed.

The Regency 4000's touchpads are typically installed in the master bedroom and main entries. They allow you to arm and disarm system functions and zones quickly and conveniently, providing an extremely high degree of tamper-proof security.

System Overview and Description

A. Monitoring Capabilities

The Regency 4000/4724 Security System is active 24 hours a day, monitoring for fire, police emergencies, and auxiliary conditions (depending on your needs). The intrusion (burglary) portion of the system must be turned on and off (armed and disarmed) as people come and go.

NOTE: *To comply with industry standards, this product is equipped with line seizure. This means that any time the system's dialer needs to communicate with the central station, it will* ***NOT*** *be possible to use any telephones that are on the same line(s) as the security system. Normally this condition will last less than one minute, but under adverse telephone circuit conditions, could last for as long as 15 minutes.*

Intrusion

It is important that your intrusion system be on any time your home or business is not occupied, and when occupants of a household are sleeping. The intrusion system can be armed or disarmed from any of the control touchpads. In a typical residential situation, the system will be armed at night from the bedroom touchpad, and armed again when occupants leave the house in the morning. A typical commercial building will be armed on evenings, weekends and holidays.

One or more doors have been "sensored" to allow entrance and exit alarm delays. This is done to give you an adjustable, preprogrammed amount of time to leave after arming the system, without setting off an alarm. (It is usually 20 to 25 seconds, but check with your installing company to make sure of the exit delay time programmed for you.)

You may have chosen to divide your home or business into a perimeter circuit (all possible doors, windows and any other outside entries) and an interior circuit (rooms or offices inside the building). At the same time that an armed perimeter circuit provides intrusion protection, disarmed interior rooms allow people to move around inside the building. You can arm and disarm the interior section separately, using the [INT] key (see page 14).

You can also divide the building into different **areas** that can be armed and disarmed separately. For example, you can arm the first floor of your home against intrusion, while leaving the second floor disarmed to allow free movement during the night without setting off alarms.

Fire

If your alarm specialist installed smoke detectors or heat sensing thermostats, you have 24-hour fire protection. This fire protection zone is **always** active, even though your system may be disarmed. If a fire is sensed, your system will sound a local alarm and send a fire alarm signal to your security installer's monitoring office.

Tamper Alarm

Certain components of your security system may be protected against attempts to disable them to prevent the system from operating properly. Items such as outside bell or siren enclosures, the control cabinet and telephone equipment are subject to unauthorized access and tampering. Your system can be designed to monitor and report these conditions to the security company's monitoring station.

Auxiliary Alarm

Your system may be designed to monitor one or more conditions that are not directly related to security, but which do require a prompt response to prevent physical damage or property loss. Typical auxiliary alarms could indicate conditions such as furnace or freezer failure, water level, equipment failure, etc. Ask your security company representative for specifics in your particular application.

Gas Alarm

Your system can be designed to monitor for leakage of L.P. (liquefied propane) or natural gas.

Emergency

Emergency alarms can be programmed to be sent to service providers such as police via your security company's monitoring office. This type of alarm can also be manually sent simply by pushing the appropriate panic button on a system touchpad.

Panic Alarm

A panic alarm is a user activated alarm such as a touchpad panic button or a personal wireless panic transmitter. A panic alarm condition would indicate that you are at home and are manually signaling an emergency condition or break-in attempt.

B. Access Codes

An access code is a confidential number 4 to 6 digits in length. You enter this number on system touchpads to program, arm, disarm and command all functions of the system. The 4724 supports up to 255 access codes.

As the main user, you can program the secret codes and the functions that each access code can perform. This gives you precise control over the access each user has to the various parts of your home or business, and to the security system itself.

Main User Code

Your main user code, or "code 1," allows you to change other code numbers and reset the time and date displayed on your touchpad LCD and printer. You can program other user codes to be able to perform these functions if you wish. The functions of the main user code will not be programmed, because it can already be used to perform all of the functions. The main user code should be written down and stored in a safe place.

NOTE: *The main user code is orignally set by your installer to enable him or her to program your system initially. You have a right to know what this code is and to change it. Upon your request, your installer will show you how to do so.*

WARNING:
Without this number, it is virtually impossible for anyone to reprogram or reset your system.

User Access Codes

NOTE: *It is recommended that you do not use numbers such as "1111," "2222," etc., as access codes. While they are easy codes for you to remember, they may also be easy for others to break.*

Up to 255 user access codes can be provided by your Regency 4000/4724 system (254 if using the high security code). They can be programmed to allow the user to arm and disarm the system, operate the door access function, and bypass (deactivate) zones.

If desired, they can be individually programmed with specific time windows appropriate for each employee or user, providing access only when the person needs to be in the building: night shift workers in the PM hours, part-time workers only during the days or hours that they work.

Through programming, you can control whether or not each access code can be used to gain access to an area; bypass (deactivate) intrusion zones; and arm, disarm or program the system. You can also determine whether or not a particular user must enter a "high security" code in addition to the secret code to gain access. You can restrict a user to card access only, or allow access to be gained by entering a code into a touchpad.

Secondary Access Codes (CODE 2)

You can assign secondary codes to anyone you want to have temporary building and ground access when you are away--maids, babysitters, etc. Under normal conditions, secondary code users can arm the system **only**--the codes will **not** disarm the system. By enabling the CODE 2 function (see page 19), when arming the system before you leave the building, you provide your secondary code holders with the ability to **disarm** the system once. This CODE 2 secondary code disarm capability will last until the system is disarmed by any code (including the secondary code itself). Then the secondary code reverts to the normal arm-only condition.

CAUTION:
Under regular Regency 4000/4724 programming, all codes are granted disarm capability. However, special secondary code parameters can be reprogrammed by your security system installing company if you need them.

Your security company representative will help you to program the CODE 2 parameters as well as all the code numbers you need initially for each code type (you can change them later as required). Each may use between four and six digits.

High Security Door Access Code

The high security code is an option to create a higher level of security for door access control. When using the high security option, two access codes are required to unlock a protected door: the user code that is unique to each user, and the common high security access code. If desired, high security codes can be activated for only certain doors and/or certain users.

This feature provides extra protection against unauthorized access to areas such as sensitive document storage, government security projects, etc. The high security code is also beneficial in that only one code has to be changed when access requirements change. The high security code is code #255.

PLEASE NOTE:

You can easily change both primary codes and the high security door access code whenever necessary, for example, to deny access to a terminated employee or to an unauthorized person who may have learned a code.

C. Touchpad Models and Descriptions

Model 4660C/R

The Model 4660C/R touchpad, recommended for use with the Model 4000/4724, is UL Listed. It includes an LCD (liquid crystal display) with English language message display, tactile touch switches, backlighting, and a miniature speaker.

The touchpad is used to program the options and operate most of the functions of your security system. The lists in sections D, E, and F explain the meaning of each status light, function button and audible alarm. These items are called out in the diagram on page 10. Most of the status lights and touchpad function buttons can indicate or control more than one condition.

In conjunction with the optional 4640 Intercom System, the 4660C/R touchpad provides full, 2-way intercom communcation. See page 30 for more information about the intercom feature.

Other Touchpads

Other touchpads may be used with the 4000/4724, but may have slightly different buttons and/or indicator lights. The differences you will encounter if you are using one of the compatible touchpads are described below.

Model 4433 Touchpad (Not UL Listed)

The Model 4433's two [*] keys, when pressed simultaneously, cause a panic alarm. There is no "No Delay" indicator light or button with this model. The [DOOR] key is used for both the Code 2 and Door functions. The [CHIME] key is used for both the Chime and Interior functions.

Model 4533, 4553, and 4563 Touchpads (Not UL Listed)

The [INSTANT] key and indicator light on these models function the same as the [DLY] key and the No Delay indicator light on the 4660C/R. The [CHM/INT] (CHIME/INTERIOR) key combines the functions of [CHM] and [INT]. Press [CHM/INT] to perform either function.

D. System Status Lights

READY Light

ON - All zones in the area(s) controlled by this touchpad are ready to arm.

FLASHING - Some of the areas controlled by this touchpad have *not ready* zones.

OFF - All areas controlled by this touchpad are armed, **OR** none of the areas controlled by this touchpad is ready.

ARMED Light

ON - All areas controlled by this touchpad are armed.

FLASHING - Some, but not all, of the areas controlled by this touchpad are armed.

OFF - None of the areas controlled by this touchpad is armed.

INTERIOR and CHIME Lights

NOTE: Both lights will be on, off, or flashing simultaneously.

ON (area[s] armed) - All of the areas controlled by this touchpad have **interior** zones enabled (will cause **alarm** if someone enters).

ON (area[s] disarmed) - All of the areas controlled by this touchpad have **chime** zones enabled (will sound a **chime** if someone enters).

FLASHING (area[s] armed) - Some areas controlled by this touchpad have interior zones enabled.

FLASHING (area[s] disarmed) - Some areas controlled by this touchpad have chime zones enabled.

OFF (area[s] armed) - None of the areas controlled by this touchpad has interior zones enabled.

OFF (area[s] disarmed) - None of the areas controlled by this touchpad has chime zones enabled.

NO DELAY Light

ON - All areas controlled by this touchpad that are "delayed zones" (zones programmed for time-delayed entries and exits) are set to "**no delay.**" This means the delay time is disabled, so the sensors will activate alarms immediately.

FLASHING - Some of the areas controlled by this touchpad have delayed zones that are instant.

OFF - None of the areas controlled by this touchpad has delayed zones that are instant.

E. Touchpad Function Buttons

Drawings of the 4660C and 4660R touchpads are shown on page 10. The push buttons that are used for normal operation and programming are listed below.

[TEST] Button

Used to enter a variety of test and programming commands.

[CLR] Button

Used to clear incorrect entries so that the correct command can be entered. In program mode, [CLR] sets an option to 0 or the first choice. Used to exit the area menu.

[BYPS] Button

Used to bypass (or deactivate) individual zones (sensors) from system monitoring or control.

[STAT] Button

Used to display zones that are in a trouble condition (broken wire, low battery, loss of system power, etc.), or cannot be armed because they are in a *not ready* condition (see pages 14 and 17).

[MUTE] Button

Used to silence trouble alert tones or to exit the program mode. Must be pressed twice.

[FIRE] [POL] [AUX] (PANIC) Buttons

The panic buttons, described below, allow you to activate a fire, police, or other emergency alarm from the touchpad. To activate a panic alarm, you must press the appropriate panic key for one full second.

[FIRE] Button

Used to activate a fire alarm from the touchpad.

[POL] Button

Used to activate a police panic alarm from the touchpad.

[AUX] Button

Your installer can program to activate an alarm for auxiliary conditions specific to your site.

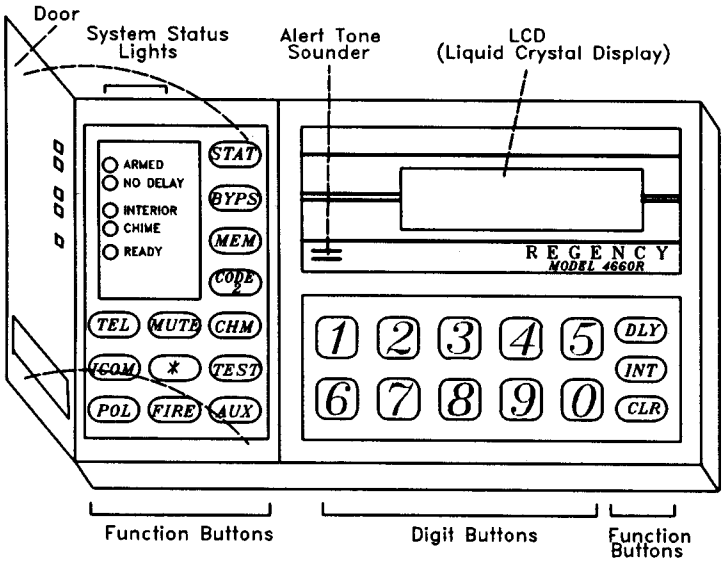
[CHM] Button

Areas armed - Used to enable and disable the interior zones. If an interior zone is enabled, an alarm will occur if someone enters the zone. (Interior zones are usually **not** disabled in commercial applications.)

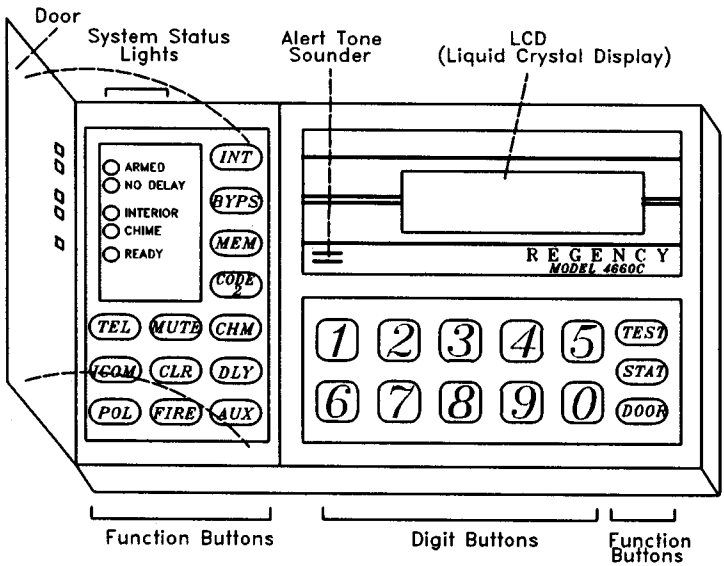
Areas disarmed - Used to turn the chime feature on and off. If the chime is on, a bell-like tone will sound whenever anyone enters the zone.

In the program mode, the [CHM] button restores the factory default data.

NOTE: *With multi-area controlling touchpads, the CHIME, DELAY and CODE 2 functions can be activated* ***only*** *from the area menu (after entering the access code).*



Model 4660R Residential Touchpad



Model 4660C Commercial Touchpad

[INT] Button

Used for intrusion protection while in your home. Allows you to arm the perimeter of your home, leaving the interior disarmed for free movement.

[MEM] Button

Used to view stored information about alarm occurrences.

[DLY] Button

Used to change entry zones from delayed to instant.

[CODE 2] Button

Allows temporary secondary access codes to be used for guests, babysitters, etc. Also used to activate X-10 modules and devices controlled by the Model 4150 Auxiliary Control.

[ICOM] Button

Allows communication with other intercom touchpads and/or with an outdoor intercom (see page 19).

[TEL] Button

Allows use of the telephone feature (see page 20).

[*] (or [DOOR]) Button

Allows authorized access to specific building areas and equipment, when used with the proper access codes.

Also used to activate X-10 and 4150 Auxiliary Control devices.

F. LCD Indications

BYPASSED

Displayed - One or more zones in the area(s) controlled by this touchpad have been bypassed (turned off, so they do not respond to alarm conditions).

TROUBLE

Displayed - A trouble condition (broken wire, low battery, loss of system power, etc.) exists in the area(s) controlled by this touchpad.

SILENCED

Displayed - A trouble alert has been silenced, but the trouble condition still exists in the area(s) controlled by this touchpad.

MIN TO ARM

Displayed - The system is preparing to auto-arm the area(s). The arm delay can be extended or stopped after you enter a user code. The touchpad beeps every 10 seconds during the arm delay.

READY

Displayed - The system is in the AREA ARM menu (see page 16), and all zones in the area shown are ready to be armed.

[NOT READY]

Displayed - The system is in the AREA ARM menu. One or more zones in the area shown to be armed are in a *not ready* condition. For example, a sensored door or window may be open.

[ALARM]

Displayed (AREA ARM menu only) - The area shown is in the alarm condition.

[CODE 2]

Displayed (AREA ARM menu only) - Secondary (or temporary) access codes may be used to disarm the system once.

NOT Displayed - Secondary access codes may not be used to disarm the system.

Use the [CODE 2] button to toggle the CODE 2 feature on or off.

[ARMED]

Displayed - The system is in the AREA ARM menu, and the area(s) have been armed.

[FIRE ALARM]

Displayed - One or more zones programmed for fire monitoring are in alarm.

[INTRUSION ALARM]

Displayed - One or more zones programmed for intrusion protection are in alarm.

[TAMPER ALARM]

Displayed - A zone programmed to detect system tampering is in alarm.

[AUXILIARY ALARM]

Displayed - There is a problem or failure with special sensors that may be installed for appliances such as furnaces or freezers.

[PANIC ALARM]

Displayed - The user has activated an alarm to summon the police.

[#SEC TO EXIT]

Displayed (after arming) - Visual countdown of seconds before end of exit delay. Exit delayed zones are disabled during this period. If programmed to do so, the touchpad beeper will sound once every second until the delay time is up. If a user leaves after the delay time expires, an alarm will sound.

[#SEC TO ALARM]

Displayed - Visual countdown of seconds before an alarm will be sounded and a message sent to the central monitoring station, after an entry delayed door has been opened. A beep sounds once every second during this delay time.

G. Audible Alarms

SPEAKERS

In conjunction with the optional audio module (see page 19 for more information), the Model 4660C/R touchpad provides audible indications of alarms, troubles, and exit/entry delays. Your system may also have high volume speakers connected at the main panel. Make sure you learn quickly to recognize each of these warning/indication sounds.

Fire Alarm

A high-volume, high-pitch pulsed tone.

Emergency Alarm

A high-volume, slowly alternating high/low pitch tone.

Intrusion Alarm

A high-volume, alternating high/low pitch constant tone.

Auxiliary Alarm

A high-volume, alternating high/low pitch pulsed tone.

Door Chime

A low-volume, high-to-low pitch tone similar to a doorbell. Sounds once each time a perimeter sensor is opened or closed.

Trouble Alert

A low-volume, high-pitch tone that sounds for one second every few seconds.

TOUCHPAD BEEPER SOUNDS

The 4660C/R touchpad's built-in beeper has the following functions.

Alarms

The beeper will sound as the LCD display continuously scrolls through zones that are in alarm in the area(s) controlled by that touchpad.

Door Chime

Two beeps indicate that a door programmed for the chime feature has been opened or closed.

Entry Warning

A delayed entry door will cause the beeper to sound once every second while the touchpad LCD counts down the number of seconds you have to disarm the system to avoid an alarm.

Exit Warning (optional)

Delayed exit doors will cause the beeper to sound once every second while the touchpad LCD counts down the number of seconds you have to leave the building after arming the system to avoid an alarm.

Trouble

A beep every 4 seconds alerts users to a trouble condition in the system (such as a broken wire or loss of power). This tone can be silenced by pressing the [MUTE] button twice.

Arm Delay

The beeper will sound once every 10 seconds until the end of the arm delay time.

BELL SOUNDS

One or more high-volume speakers or bells will sound to deter intruders, or alert users to alarm or emergency conditions.

Fire

Pulsing, on/off bells.

Intrusion/Tamper

Steady bells.

Panic

Steady bells.

Auxiliary

Short bell pulses.

USING YOUR REGENCY 4000/4724 SYSTEM

This section is a short operating guide for each of the Regency 4000/4724 Security System functions or capabilities. Go over each with your alarm company representative if you have any questions. Practice them until you feel comfortable with the day-to-day operation of each function.

NOTE: *Whenever you enter a code, you have 5 seconds to enter each digit of your code. If you pause between entering digits for more than 5 seconds, you'll hear a short beep and the touchpad LCD display will ask you to* [TRY AGAIN] *. Wait until you remember the entire code, then enter it again. If you make a mistake entering your code, press the* [CLR] *button to try again.*

A. Single-Area Access - Arming, Disarming, Resetting Alarms

Arming - Single-Area Access

When leaving your home or business, you will want to arm the intrusion protection of your security system by following the appropriate set of procedures below.

NOTE 1: *If the* ***READY*** *light is not lit or the LCD says* [NOT READY] *when you attempt to arm the system, this usually means that one or more of your building's zones are not prepared for system arming (for example, a door or window is left open). Press the* [STAT] *button to display the number and location of the zone that is* ***not ready*** *(for example,* [3 BACK DOOR] *). When the condition is corrected (in this example, when you've closed the back door), the* ***READY*** *light will come on. If you cannot correct the problem, you must bypass it before you arm the system (see page 17).*

NOTE 2: *If the touchpad displays a* [TROUBLE] *condition when you try to arm the system, press* [STAT] *to display the trouble condition. Do not attempt to arm the system if any trouble condition, other than AC power trouble, exists. Contact your central station if any other trouble conditions exist.* ***DO NOT*** *attempt to arm the system until power is restored or the trouble condition is cleared, because your system will not be fully operational.*

Arming the System (Interior and Perimeter)

1) Press the [INT] button. The yellow **INTERIOR** light will come on. (This step is optional. The CHIME and INTERIOR features can be controlled separately from the arming function. See page 18.)
2) Make sure that the green **READY** light on the touchpad is lit, and that the **ARMED** light is NOT on.
3) Enter your access code on the touchpad. When you finish, the red **ARMED** light will come on, and your system is armed. The green **READY** light will go off.
4) You then have a specified period of time to exit. (You and your alarm company will have determined the exact number of seconds necessary, and written it in the data section at the end of this manual.) The touchpad may give you an exit warning tone with beeps to count down your exit time. If you have chosen this option, you must leave the building and shut the door before the time runs out, or an alarm will go off.

Perimeter Only

For intrusion protection while you remain at home, you can arm the perimeter section of your system -- outside doors and windows -- and leave the interior disarmed to allow free movement inside your house.

1) Make sure the **INTERIOR** light is OFF. (If it is lit, press the [INT] button.)
2) Enter your access code. The **ARMED** light will come on and the **READY** light will go off.

Instantaneous Alarms

At night, you can set the alarm system from the touchpad in your bedroom to alert you instantly to an intrusion anywhere inside your home. No timed entry or exit delays will be granted for anyone entering the house, and no movement will be allowed inside the house.

1) Press the [INT] button. The **INTERIOR** light will come on.
2) Press the [DLY] button. The **NO DELAY** light will come on.
3) Key in your access code. The **ARMED** light will come on and the **READY** light will go off.

To turn the no delay alarm condition OFF when you get up in the morning, simply press the [DLY] and [INT] buttons again, and your system will only be armed on the perimeter (as long as your installer did not select the INTERIOR LOCK WHILE ARMED option during programming).

Disarming - Single-Area Access

When you return and open a door on the delay circuit, an entrance warning tone will sound, and you will have a programmed amount of time to enter and disarm the system. The warning tone will stop as soon as you enter the first digit of your access code, allowing you to hear the "key beeps" as you finish entering the code.

Enter your access code. The **ARMED** light will go off.

Resetting An Alarm - Single-Area Access

To silence the local touchpad sirens after an alarm condition occurs, enter your access code. Secondary users can reset alarms only if the CODE 2 function is enabled (see page 19).

B. Multi-Area Access - Arming, Disarming, Other Functions

In a split arming system, some users and touchpads may be granted access to multiple areas. The response of the system is different for these users. When the access code is entered, the display will show the status of the first area that the user has access to.

EXAMPLE: [1: READY] [AREA NAME]

Then the AREA ARM menu will be displayed. The key prompts repeat continuously on the second line.

[Command?]
[0 to Disarm Grp]
[1 to Toggle Arm]
[2 to Arm Grp]
[3 to Set Delay]
[TEST-Next Area]
[CLEAR-Exit Menu]
[STATUS ETC.]

The table on the next page explains each button's functions.

MULTI-AREA COMMAND KEYS (AREA ARM MENU)

BUTTON	FUNCTION
[0]	**Disarms** any areas to which the user has access, and returns to the normal operating display. Also **resets** alarms for any areas in alarm.
[1]	Causes area **status to change** from armed to disarmed and vice versa. Also **resets** alarms for the area shown.
[2]	**Arms** any areas to which the user has access, and returns to the normal operating display. (The areas must be *ready* to arm.)
[TEST]	Displays the status of the next area in the user's group of areas. Can be used to examine each area's status until the [CLR] button is pressed.
[CODE 2]	Enables or disables the CODE 2 feature for the area displayed.
[CHM]	Turns the area's chime (disarmed) zones on and off.
[INT]	Turns the area's interior (armed) zones on and off.
[DLY]	Enables or disables the entry and exit delays for the area.
[3]	Allows the user to reset the arm delay. After pressing [3], enter the number of minutes desired and press the [TEST] button. [0] Will cancel the auto arm.
[STAT]	Shows any *not ready* zones in the area.
[MUTE]	Silence trouble condition in area (new with Rev. H).

IMPORTANT NOTE: *When an area system is in alarm,* ***all*** *areas that are in alarm must be reset before the alarm tones can be silenced.*

C. Viewing Status Information

If the LCD indicates that the system is [NOT READY] to be armed, or that a [TROUBLE] (broken wire, loss of power, etc.) condition exists, you can locate the problem by pressing the [STAT] button. Trouble condition displays are shown on page 29.

The [STAT] button can also be used in combination with digits to obtain various types of information, as shown below.

[1] [STAT] displays **all** the zone numbers and names in the areas controlled by this touchpad.

[2] [STAT] displays the touchpad number and location.

[4] [STAT] displays the current version of the 4724 software.

[5] [STAT] displays the status of the Model 4150 Auxiliary Control sensors and outputs.

D. Bypassing And Unbypassing Zones

The [BYPS] button is used to disable individual zones with the exception of 24-hour fire and emergency zones.

Bypassing a Zone

1. Enter the number of the zone you want to bypass.
2. Press the [BYPS] button.
3. If [ENTER CODE] appears on the LCD, enter your access code.
4. [BYPASSED] will appear on the LCD. If you see the word [RESTRICTED] and a warning tone is emitted, you have attempted to bypass a fire or emergency zone. These zones cannot be bypassed.
5. To remind yourself later what zones have been bypassed, press the [BYPS] button. The LCD will show the number and location of the bypassed zones.

Unbypassing a Zone

1. Enter the number of the zone you wish to unbypass.
2. Press the [BYPS] button.
3. Enter your access code if required. The zone is now reactivated.
4. Repeat for all zones you want to unbypass.

***NOTE:** If the zone is in a **not ready** condition and the area is armed, the display will show the message [RESTRICTED ZONE] and you will not be able to unbypass the zone, because doing so would cause an alarm.*

E. Clearing Errors

The [CLR] button is used to correct command and programming mistakes. For example, if you start to enter your access code as [5] [4] [3] [2] when the correct code is 5433, push the [CLR] button and start over again.

F. Viewing Alarm/Event Memory

The 4724 stores information about such events as alarm and trouble conditions, tests, and door access granted. Up to 500 events can be stored. There are two kinds of memory, alarm and event.

Alarm Memory

The ALARM MEMORY function stores information about all alarms that have occurred since the last time the system was armed. Press the [MEM] button to view this information. The next time you arm the system, the memory from the previous period will be erased automatically.

Event Memory

To view all the events that have occurred since a particular date, first press [1] [MEM]. When prompted to do so, enter the start date (month and day). (If you're using Revision H, you can also enter the year.) All alarms that have occurred on or since that date will be displayed.

To view the complete event history (up to the last 500 events), enter [0] [0] / [0] [0] as the starting date.

G. Silencing Trouble Conditions

To silence a trouble condition, press the [MUTE] button **twice**. The LCD will show [SILENCED] instead of [TROUBLE]. If a new condition occurs, the [TROUBLE] display and alert tone will be reactivated.

When the mute function is active, your system should not be armed until the problem is repaired (see page 29--Trouble and Error Messages).

NOTE: *For 4724 revision H and greater: Area systems require [MUTE] to be pressed for each area in the arm menu.*

H. Chime Function

The chime function will cause a chime sound whenever any chime zone sensor (a door, for example) is activated while the system is disarmed. Turn it on and off by pressing the [CHM] button.

NOTE: *The Chime and Interior functions are controlled together but have different operation depending on whether the system is armed or disarmed. Chime applies to disarmed systems, interior applies to armed. (See page 14 for Interior functions.)*

I. Duress Alarm Activation

If an armed intruder forces you to disarm the system, you can transmit a silent DURESS or distress alarm to the central monitoring station by pressing one or two digits that you and your installation company have programmed into the system, before entering your access code. The system lights and alarms will not indicate that a silent duress alarm is being sent.

J. Emergency Alarm Activation

The [FIRE], [POL] AND [AUX] buttons will generate immediate alarms to the central monitoring station when the appropriate button is pushed and held for one full second.

To reset the system and stop the sounding of the alarm tone after a fire or other emergency is over, simply enter your access code.

K. X-10 Module Activation

NOTE:*The Model 4181 and the X-10 modules are for supplementary use only and are not Listed as Control Unit Accessories.*

If your system includes a Model 4181 Power Line Interface, you can use X-10 compatible modules to control lights and activate appliances in up to 32 locations in the installation. You can use any 4000 system touchpad to control these modules. They can also be programmed by your installer for automatic activation.

Your installer has assigned a one-letter house code to each module. Each module also has a pair of digits associated with it. This information is shown on the chart on pages 36-37. Work with your installer to decide which light or appliance will be controlled by each module.

1. Key in the two digits from the chart on pages 36-37.
2. Press the [*] (or [DOOR]) button.
3. Press [1] to turn the module on, or [0] to turn it off.

L. CODE 2 Operation

Under normal operating conditions, anyone to whom you assigned a secondary access code can **only** arm the system--**not** disarm it. However, when you enable the CODE 2 function, an authorized person (maid, babysitter, gardener) can arm the system and can also disarm it **once**.

To enable the CODE 2 function, press [CODE 2] followed by your primary access code. The system will be armed, but will allow the secondary codes to **disarm once** as well as arm. The CODE 2 function will automatically stop when anyone disarms the system using either a primary or secondary access code.

NOTE: *For multi-area systems, CODE 2 is activated on a per-area basis from within the AREA ARM menu (see page 16).*

M. Intercom Operation

In conjunction with the Model 4640 Intercom System, the 4660C/R touchpad can be used as an intercom system providing two-way or listen-only communcations.

Two-Way Communications - ALL Intercoms

TURN ON:

Press the [ICOM] button. All touchpads attached to your system can now communicate with each other.

TURN OFF:

Press [ICOM] again.

Two-Way Communications - ONE Intercom

TURN ON:

Press the number of the touchpad you wish to call (1 - 8).

Press the [ICOM] button.

TURN OFF:

Press the intercom button again.

Listen-Only Communications - ALL Intercoms

TURN ON:

Press [1] [0].

Press the [ICOM] button.

TURN OFF:

Press the [ICOM] button again.

Listen-Only Communications - ONE Intercom

TURN ON:

Press the number of the touchpad you want to listen to, twice. For example, if you want to listen to touchpad 7, press [7] [7].

Then press the [ICOM] button.

TURN OFF:

Press the [ICOM] button again.

Preprogrammed Timeout

The timeout option allows you to automatically limit the use of the 4660C/R touchpad intercom or telephone usage to anywhere between 15 and 255 seconds. The touchpad intercom (or telephone) will automatically hang up after the programmed time has elapsed, emitting a warning beep ten seconds before turning off.

N. Telephone Operation

Two optional models, the 4140 Phone Interface and the 4640 Intercom System allow the 4660C/R touchpad to be used as a hands-free telephone. The following provides an overview of telephone operations. Preprogrammed timeout will be the same time period as set for intercom timeout.

Basic Telephone Operation

To Place, Answer or Hang-up a Call:

Press [TEL]

To redial last number called:

Press [9] [TEL]

To "mute" your conversation (place on hold):

Press [MUTE]. (The touchpad will beep while MUTE is activated.) Press [MUTE] again to talk.

To transfer a call to another touchpad:

1. Press [TEL]
2. Press [MUTE]. (A short beep will sound while the call is on hold.)
3. Press the number of the touchpad you're transferring to ([01] through [15]).
4. Press [ICOM] and announce the call.
5. User of touchpad receiving call presses [TEL] to complete the transfer.

Memory Dialing

The 4660C/R touchpad telephone has the memory to store two 12-digit phone numbers.

To store a phone number in memory:

1. Press [TEL]
2. Press digits you want to store.
3. Press [MEM].
4. Press [1] to store the first number (or [2] to store the second number).
5. Press [TEL]

To dial a memory phone number:

1. Press [1] or [2] (whichever number you want to dial).
2. Press [TEL]

To erase a phone number from memory:

1. Press [TEL]
2. Press [MEM].
3. Press [1] or [2] (whichever number you want to erase).
4. Press [TEL]

O. Door

The [*] (or [DOOR]) button is used to activate doorstrikes for doors to areas programmed for authorized access only. When you press the [CODE 2] button followed by the proper access code, the doorstrike will activate, opening the door.

NOTE: *Your installer may program your system to disarm automatically when door access is granted. All areas assigned to the station and code are disarmed.*

P. High Security Door Option

If your installer selected the HIGH SECURITY ACCESS option during programming, the procedure below must be followed to gain access. This option may be programmed for specific users and specific doors.

1. Press the ⊛ (or DOOR) button.
2. When ENTER CODE appears on the display, key in your access code.
3. When ENTER CODE B is displayed, enter the high security code to activate the doorstrike. This is the secret code you programmed as code #255 (see page 26).

Q. Auxiliary Door Option

If your system includes a Model 4150 Auxiliary Control, you can turn its outputs on and off from the touchpad by the following procedure:

1. Press the number of the output (1 - 8).
2. Press the ⊛ (or DOOR) button.
3. Enter your access code if required. The output will turn on if it was off, and vice versa.

PROGRAMMING THE SYSTEM

A. Setting Time and Date

To Set the Time

1. Press the digit 9 followed by the TEST button, then enter your **main user code**. The display will show TIME HH:MM
2. The time setting is 6 digits long:

   First digit: Day of the week

DIGIT	DAY
0	Sunday
1	Monday
2	Tuesday
3	Wednesday

DIGIT	DAY
4	Thursday
5	Friday
6	Saturday

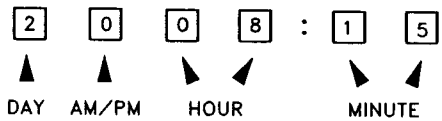
   Second digit: 0 = AM, 1 = PM

   Digits 3 - 6: actual time in hours and minutes.

***NOTE:** When the date is set, the day of the week will be set automatically.*

3. Press the TEST button to enter the new time. To clear an incorrect entry, press the CLR button. To exit the set time mode **without** changing the time (if you have not pressed the TEST button), press MUTE **twice**.

EXAMPLE:
To reset the time for Tuesday 8:15 AM, enter 9 TEST , your access code, 2 (for Tuesday), 0 (for AM), 0 8 (8 o'clock), 1 5 (minutes), then the TEST button. Remember to add a 0 before single digit numbers (0 8 in this example) when entering the time portion.



To Set the Date

1. After you set the time, you will be asked to set the date. [DATE?] will appear on the LCD, along with the current date, in the format [MM/DD/YY]. If you want to set the date without first setting the time, press [8] [TEST]
2. The date setting is 6 digits long:

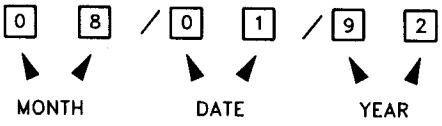
   First pair of digits: Month

   Second pair of digits: Day

   Third pair of digits: Year

   Always remember to enter leading zeros for single-digit months and days.

EXAMPLE:
To set the date of August 1, 1992:



3. Press the [TEST] button. The system will set the day of the week automatically.

B. Using the Built-In Programmer

The 4724's built-in programmer can be accessed from any 4000 series touchpad that has an LCD.

Entering the Program Mode

NOTE: *To change secret code numbers without changing other access options, see page 27 for instructions.*

Before you begin programming, be sure all areas are **disarmed**.

To enter the program mode, press [1][1] [TEST], followed by a main user code. Codes for which the PROGRAM option has been enabled can be used to gain access to four of the program areas (time windows, access code options, holidays, and daylight-saving time adjustment dates).

When the program mode is active, the display lists the available menus one by one. The menus are:

0 - Time windows
1 - Access
2 - Holidays
3 - DST dates

To access one of the menus, press the appropriate number followed by the [TEST] button. To exit the current menu, press the [MUTE] button. To leave the program mode at any time, press [MUTE] once or twice, until you no longer see the scrolling key prompts.

Stepping Through the Program

Pressing the [TEST] button lets you view the current option settings in a menu. The top line of the display shows the option description and the current setting. The bottom line shows prompts for the keys you can use at that step of the program. If you want to skip past items in a menu, press [TEST] repeatedly until you come to the item you wish to program.

EXAMPLE: [TEST ENTER] means you use the [TEST] button as you would use the [↵Enter] key on a computer--to enter data into the program.

Some of the menus (**ACCESS**, for example) repeat options for many numbered items. The first step in the menu allows you to choose which numbered item you wish to program. When you have finished programming the options for that item, the menu advances to the next numbered item.

Programming the Options

For some options, the available choices are numbered and appear on the bottom line of the display. To choose a new option setting, press the number shown by the desired choice. The second line of the touchpad display will show the new choice.

For options that you either select or do not select, press [0] for NO and [1] for YES.

Press the [TEST] button. The display will advance to the next option.

Correcting Errors

To correct an error you made if you have **NOT** yet touched the [TEST] button, press the [CLR] key. The LCD will show 0 or the first choice. Key in the correct data, then press the [TEST] button.

If you begin to program the wrong option and you have not pressed [TEST] yet, press the [CHM] button. This will cancel the new data and restore the default (factory programmed) data. Press [TEST] to advance to the next option.

If you want to change an option after you have pressed [TEST], you must press [MUTE] and re-enter the menu, then press [TEST] repeatedly until the item appears.

C. Programming Specific Functions

Time Windows (menu [0])

The 4724 provides 32 time windows (time periods), each specified by days of the week and a starting and ending time. During these time periods, events such as arming, disarming and user access can occur. Arming and disarming can be enabled by a programmed combination of the 32 time windows.

For auto-arming, there is a programmable delay period during which the user may extend the delay or cancel the auto-arm. During the delay, the time remaining will be displayed at the touchpads along with an audible warning.

In menu 0, you'll specify these time periods. For example, you may want to define the time period *8 AM - 5 PM, Monday through Friday*, which you will later assign to all users as a time during which they can gain access to the building (menu 1, Access). Before you begin programming, turn to page 43 and write down the time windows you wish to program.

NOTE: *Time window groupings have been prearranged by your installer. You can change the individual time periods using menu 0, or change access code assignments using menu 1. Consult your installer to change window groups.*

1. If you are not already in the program mode, go into it by pressing [1][1][TEST], followed by a valid access code.
2. Enter the Time Windows menu by pressing [0][TEST].
3. The display will show [NUMBER: #0]. Select the time window you wish to program. Press [TEST].
4. [START #0:00:00]
   Key in the start time in military time, then press [TEST].
5. [END #0:00:00]
   Key in the end time, then press [TEST].

6. [DAYS#0:SMTWTFSH]
Select the days you want to assign to the first time window, by pressing the appropriate digit. Table 1 shows which digit represents each day. If you change your mind after selecting a day, press the digit again to toggle the selection off. Up to 16 days can be programmed as holidays (menu 2, Holidays).

TABLE 1: ASSIGNING DAYS

DIGIT	DAY
0	Sunday
1	Monday
2	Tuesday
3	Wednesday
4	Thursday
5	Friday
6	Saturday
7	Holiday

7. After you have selected all the days for the first time window, press the [TEST] button.

8. [NUMBER: #1]
(This will be displayed if the first time window you programmed was 0). Press [TEST]. Continue programming the starting times, ending times and days for the time windows you wish to program. Up to 32 time windows can be programmed. If you want to skip past time windows you have programmed previously, and do not wish to change, press [TEST] repeatedly until you reach the time window you want to program.

Access (menu [1])

In this menu, you'll select the functions that you want each user (other than the main user) to be able to perform.

Before you begin programming the access options, read through this section to familiarize yourself with the various options, then turn to page 44 in this manual and write down the user name and the areas and options to be programmed for each access code #.

1. Enter the program mode if you are not already in it. Then press [1][TEST] to go into the Access menu.

2. The display will show [NUMBER: #2]. The options you are about to program all apply to user code #2. Press the [TEST] button.

   NOTE: *Code #2 refers to one of the regular user codes (code #1 is the main user code). It does* ***not*** *refer to the "CODE 2 feature" or "secondary codes" discussed in step 10. Code #2, like code #3, code #4, etc., can be either a primary or a secondary code, depending on how you program it in step 10.*

   These numbers (code #2, code #3, etc.) are used to identify the various codes. They are ***not*** *the same as the secret codes, which have 4 - 6 digits. Secret codes are programmed in the next step, or in the [7][TEST] menu (see page 27).*

3. [CODE#2: _ _ _ _ _ _]
Enter the secret code digits for access code #2.

4. [ARS#2:12345678]
In this step, you will decide which areas access code #2 will be able to gain access to. An **area** is a part of the building that is controlled separately from other parts of the building.

   Use the digits [1] through [8] to select areas 1 through 8. If you change your mind after selecting a digit, press the key again to toggle it off. After you have selected the areas, press the [TEST] button.

5. [DOOR#2:YES/NO]
Press [1] for YES or [0] for NO. If you select this option, it will be possible for this code to gain door access to the areas selected in the previous step.

6. [BYPASS#2:YES/NO]
If this option is selected, this user can enable or disable individual intrusion zones. Twenty-four hour fire and emergency zones cannot be bypassed. Press [1] for YES or [0] for NO, then press the [TEST] button.

***NOTE:** Bypassing a zone leaves that zone unprotected.*

7. [ARM#2:YES/NO]
If you select this option, code #2 will be able to arm the system when leaving and locking up the home or business. Press [1] for YES or [0] for NO, then press the [TEST] button.

8. [DISARM#2:YES/NO]
If you select this option, code #2 will be able to disarm the system when returning to the home or business. Press [1] for YES or [0] for NO, then press the [TEST] button.

9. [PROGRAM#2:YES/NO]
This option determines whether or not it will be possible for code #2 to program the options described in this manual. Press [1] for YES or [0] for NO, then press the [TEST] button.

CAUTION: Selecting YES allows the user to change other users' secret codes. Give this option only to people whom you wish to have access to the programming menus.

10. [CODE 2#2:YES/NO]
This option allows **secondary users**, such as maids, babysitters or guests, to **arm** the system. If you have activated the CODE 2 function (by pressing the [CODE 2] button and entering your main user's code at one of the touchpads), each secondary user can also **disarm** the system **once**. Press [1] for YES or [0] for NO, then press the [TEST] button. See page 18 for CODE 2 operation.

***NOTE:** CODE 2 is the name of an access code **function**, and has no relation to access code #2 (see step 2). Any access code except code #1 (main user code) can be programmed with the CODE 2 function.*

11. [HIGH SEC#2:YES/NO]
Users whose codes are programmed as "high security," must enter both their secret code and the high security code to gain access to any doors. Code #255 is the code you will program as the high security code (see page 25 for instructions on programming secret codes). Press [1] for YES or [0] for NO, then press the [TEST] button.

12. [CARD ONL#2:YES/NO]
If code #2 is programmed as "card only," the user can gain access **only** with the card, **not** by entering the code on the touchpad. Press [1] for YES or [0] for NO, then press the [TEST] button.

13. [WIN GRP#2:0]
Select the window group during which code #2 can be used. Press [TEST] to enter the data into the system.

If you want a code to be usable all the time, select window group 32. If you want to make it impossible to use a particular code (for example, because the card has been lost), select window group 33.

14. [NUMBER: #3]
Repeat steps 2 through 13 for each access code that will be used (through #255). If you want to skip any codes, enter the number of the next code desired.

NOTE: *If any codes are selected as HIGH SEC:YES, then code #255 must be programmed for HIGH SEC:YES also. If high security codes are not used, then code 255 may be used as a normal access code.*

Holidays (menu ②)

Up to 16 calendar days can be designated as "holidays." Certain time windows may be set to be enabled on holidays. For example, a business owner might allow only a few specific users to gain entrance on holidays.

1. Enter the program mode if you are not already in it. Then press ② [TEST] to go into the Holidays menu.
2. [DATE#1:01/01]
Key in the month and day of the first holiday. Use leading zeros when entering single-digit data. Press the [TEST] button.
3. [DATE#2:00/00]
Continue programming the remaining holidays.

NOTE: *To disable holidays, press* [CLR] *or key in* ⓪⓪/⓪⓪

DST dates (menu ③)

This menu lets you program the dates on which the time will be adjusted one hour forward for daylight-saving time, and one hour back for standard time.

1. Enter the program mode if you are not already in it. Then press ③ [TEST] to go into the DST dates menu.
2. [FWD DATE:00/00]
Key in the date on which you want the system to set the clock forward one hour for daylight-saving time (in the spring). Press the [TEST] button.
3. [BACK DATE:00/00]
Key in the date on which you want the system to set the clock back one hour for standard time (in the fall). Press the [TEST] button.

NOTE: *To disable DST dates, press* [CLR] *or key in* ⓪⓪/⓪⓪

D. Programming Secret Codes

You can use the (7) (TEST) menu to program secret codes. In this menu, users who have access to programming capability can change their own secret codes, or the secret codes for any higher code. For example, code #5 can program new secret codes for codes #5, #6, #7, and so on.

1. To begin programming secret codes, key in (7) (TEST), and then your main user code (code 1).

NOTE: *If you were previously in some other menu, press (MUTE) (MUTE) before you enter the (7) (TEST) menu.*

2. The LCD will show (CODE:?). Key in the code number (e.g., code #2, code #3, code #4, etc.) for which you want to program a secret code.

3. The display will show the code number and the most recently programmed secret code. For example, if you wanted to program a new secret code for code #6, for which the secret code of 6666 had previously been programmed, the display would show: (CODE#6: 6666). Press (CLR), then key in the new secret code. It must be 4 - 6 digits in length. Press the (TEST) button.

NOTE: *Do **NOT** enter leading zeros for codes shorter than 6 digits. The code 005555 is a 6-digit code, and is **NOT** the same code as the 4-digit code 5555.*

4. To skip to a different code, press (CHM), followed by the code number (e.g., code #2, code #3, code #4, etc.) of the code you want to program. Press the (TEST) button. The new code number will appear on the display, along with the previously programmed secret code (for example, (CODE#7: 7777)). If no secret code has been programmed, the code number will be shown without a secret code (for example, (CODE#9:)).

5. If you are using a high security code (see page 21), the secret code you program for code #255 will be the high security code. After you press (TEST), the program will return to the first code. To exit the program, press (MUTE) (MUTE).

IMPORTANT: Weekly tests are recommended to insure proper system operation. Discuss testing with your security company installer to develop the optimum schedule and procedures that will be right for you.

To test overall system operation:

1. Notify your security company's central station that you plan to run a system test.
2. Be sure the system is disarmed.
3. Press [TEST] followed by your access code.

If all systems are operating properly, all the touchpad's lights will flash, your alarm will sound for a few seconds, and a dialer test will be transmitted to the central station. There are a variety of central station response procedures. Your security company will let you know what response to expect from a test.

NOTE:*The test described above will* ***not*** *test the sensors and detection devices that activate alarms.*

Be sure to test smoke and other fire detectors regularly, following the procedures provided by the detector manufacturers.

Testing required for UL Commercial Fire (NFPA 71 Regulations)

This test must be performed with AC power disconnected. The purpose of this procedure is to insure that battery malfunctions will be discovered during the test.

Disconnect the AC power transformer by unscrewing the mounting screws that hold the cover in place. After that, AC power is disconnected from the unit by removing the transformer from the wall receptacle.

Once the overall system test, as described above, has been completed, reconnect AC power by plugging the transformer into its receptacle. Then replace the transformer cover and mounting screws.

NOTE: *While the system transformer is unplugged, the display may read* [TROUBLE - AC]. *Press the* [MUTE] *button twice. The LCD will show* [SILENCED].

A. Trouble & Error Messages

The Regency 4000 Security System with the 4724 Control Expander is designed to provide you with many years of reliable, trouble-free protection, but unforeseen problems may occur. For most problems with a component or zone in your system, a low-volume, high-pitch tone will sound and your touchpad will display [TROUBLE]. After you press [STAT] the LCD will display one of the following indications along with the number of its zone, if appropriate.

Contact your security company immediately for repairs whenever any of these conditions are indicated. The loss of normal "house power" will also turn off the power light on your master 4720 control panel.

The table on the following page describes the trouble and/or error messages that could display on a touchpad LCD.

TROUBLE/ERROR MESSAGE	WHAT IT MEANS
BATTERY	Low battery condition in the control panel or the battery is disconnected.
AC	System has lost AC power.
LINE 1	Phone line # 1 is bad or needs service.
LINE 2	If your system is using two phone lines, phone line #2 is faulty.
DEVICE 0	Problem with the 4720 control panel communicator.
DEVICE 1	Printer problem.
DEVICE 2 (or) 3	Zone expander problem.
DEVICE 4	Problem with the intercom/telephone module.
DEVICE 5	Auxiliary control module problem.
DEVICE 7	Memory problem.
TOUCHPAD 1-15	Problem with a particular touchpad.
1-144 LOCATION	Indicates location of a zone with a problem.
FAILED	Communication to the central station is not working.
DATA LOST	Communication has failed and an event was not reported to the central station.
PAPER	On-site printer needs a replacement roll of paper.
TRY AGAIN	Either an invalid code was used or the system did not understand the command. You may have pressed the wrong digit or paused too long while entering a code. Start over again.
RESTRICTED CODE	Either the code entered may not be used at the touchpad you are using or may not be used to operate the function you tried to perform.
RESTRICTED ZONE	Zone cannot be bypassed or turned off.
RESTRICTED DOOR	Code not valid for the door you tried to open.
NOT READY	Arming was attempted with zones in a not ready condition.
DEFAULT ALL	Failure of critical system components. **SHUT DOWN THE SYSTEM AND CALL YOUR INSTALLATION COMPANY.**

B. AC Power Failure

During brief power outages in your home or building, your security system will function normally using the rechargeable battery installed in the master control panel. When power returns, these batteries will automatically recharge themselves.

C. What Happens When an Alarm Occurs

IMPORTANT: If you enter your home or building and find an alarm light flashing or an alarm message on the LCD, LEAVE IMMEDIATELY and call your central station or the police.

If your 4000/4724 security system goes into alarm, three things will happen:

1. A loud warning will be heard from all system bells or speakers (the sound will vary depending on the type of alarm -- see page 12-13).
2. Each touchpad display will indicate the type of alarm: Fire, Emergency, Panic, Intrusion, Tamper, Auxiliary, and its zone number and location.
3. Your security dealer's central monitoring station will be dialed automatically, and the nature and location of the alarm will be reported. The central station, in turn, will dispatch the proper authorities to your home or building.

NOTE: *If the violated zone has been programmed as a Silent Alarm zone, the audible warning and displayed messages (#1 and #2) will NOT occur. The alarm condition WILL be reported to the central station (#3).*

D. In Case of Accidental Activation...

In the event that your security system is activated accidentally, don't panic. It's important to abort or disarm the alarm as soon as possible, by entering your access code on the nearest touchpad.

If your system is programmed for delayed reporting and you disarm your system before reporting begins, an alarm will not be transmitted to your dealer's central station. Consult your security company for any further instructions.

NOTE: *When in doubt, assume that the alarm that is occurring is real.*

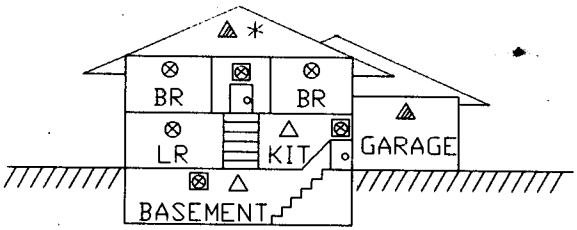
Fire is the third major cause of accidental death. Within minutes from its start, a fire can be deadly. It is important that you draw up and regularly practice a fire evacuation plan and procedure to insure rapid escapes:

- Draw up a floor plan of your home or business clearly showing at least two exits from each room. Since most fire deaths in a home occur while a family is sleeping, pay particular attention to bedrooms. Make sure each family member knows the location of the exit nearest to his or her bedroom. Make sure that each worker knows the location of the exit nearest his or her workplace.
- Make sure family members or workers are familiar with your system's audible alarm signals, and can recognize them quickly.

  FIRE ALARM - A high-volume, high-pitched intermittent tone.

  INTRUSION ALARM - A high-volume, alternating high/low pitch constant tone.
- Instruct family members or workers to feel closed doors BEFORE opening them. If the door is warm -- **DO NOT OPEN IT**. Use an alternate escape route, such as through a bedroom window.
- Thick smoke usually accompanies a fire. When moving through smoke, stay as close to the ground as possible, crawling if necessary. It would be a good idea to keep a flashlight in each room for emergencies.
- Make sure all family members or workers realize that personal belongings can be replaced, BUT PEOPLE CAN'T. Everyone should leave the premises as soon as a fire is detected. Do **NOT** stop to pack or look for belongings. Under no condition should anyone return after escaping from a burning building.
- A good evacuation plan should outline a certain meeting place outside of the building. If this is done, all family members or workers can be accounted for, found and helped as soon as possible if medical assistance is required.
- Once all persons have safely evacuated, the fire department should be notified from a nearby phone. Do **NOT** stop inside a burning house to call the fire department.
- Once a fire evacuation plan is drawn up, it should actually be rehearsed and practiced periodically, so that everyone knows exactly what to do if a fire occurs.

SAMPLE INSTALLATIONS



⊠ SMOKE DETECTORS TO MEET MINIMUM STANDARD

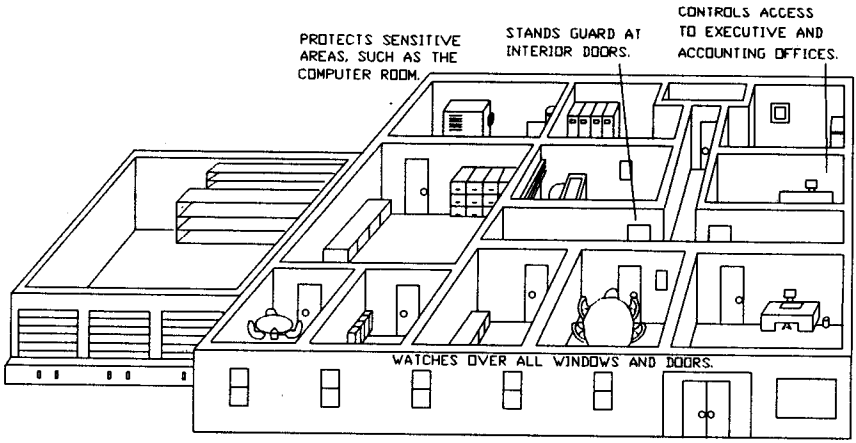
⊗ SMOKE DETECTORS FOR ADDITIONAL PROTECTION

△ 135° F HEAT-ACTIVATED DETECTORS

◬ 190° F HEAT-ACTIVATED DETECTORS

✳ BELL LOCATION

RESIDENTIAL INSTALLATION



COMMERCIAL INSTALLATION

For Standard 4000 System with 4724 Control Expander

Press	To Perform Function
[STAT]	View NOT READY and TROUBLE status.
[1] [STAT]	View zone numbers and names in areas controlled by the touchpad.
[2] [STAT]	View touchpad number and location.
[4] [STAT]	View the 4724 software version.
[5] [STAT]	View status of auxiliary control sensors and outputs.
[MEM]	View alarm memory.
[1] [MEM]	View history of alarms since a specified date.
[MUTE] [MUTE]	Silence troubles and exit the program mode.
[BYPS]	View bypassed zones.
Zone number [BYPS] Access code	Bypass/unbypass a zone.
[CHM]	Turn chime on and off.
[INT]	Turn interior on and off.
Access code	Arm/disarm/reset alarms.
[TEST] Access code	Test sirens and communication.
[7] [TEST] Main User code [TEST]	Program access codes.
[8] [TEST]	Program the date.
[9] [TEST] Main User code	Set day and time (EXAMPLE: Tuesday, PM, 8:15 - 2 1 0 8 1 5)
[1] [1] [TEST] Main User code	User programmable operations.

For Split Area Arming Control:

Press	To Perform Function
Primary access code	Activate the display of your area(s).
Followed by:	
[TEST]	Skip to your next area.
[1]	Arm/disarm the area being displayed or reset alarm.
[2]	Arm all of your areas.
[0]	Disarm all of your areas or reset alarm.
[3]	Set arm delay.
[CLR]	Release display for other users.
[CHM]	Turn on/off chime in area.
[DLY]	Turn on/off entry/exit delay.
[CODE 2]	Turn on/off Code 2 feature.
[STAT]	View *not ready* zones in area.