Tomorrow's technology for today's security needs.

The Security Command Keypad

Welcome

Congratulations on your decision to purchase a Security Command system. The new Security Command keypad, from one of America's leading security manufacturers, is quickly setting the standard for residential and commercial burglary/fire protection. You can look forward to years of superior service and system flexibility as your protection needs change.
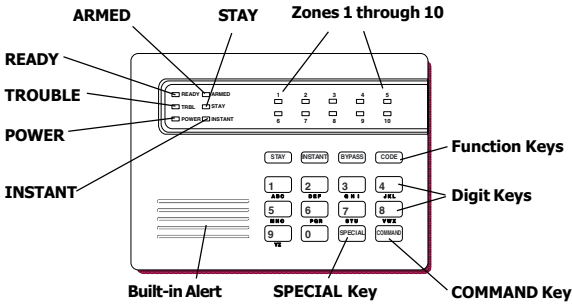
Easy-to-Use

As powerful as your system is, it is also one of the easiest to use. Whether you want to turn the system on or off, or set it to chime when a door opens, all you have to do is press a few keys on the Security Command keypad. Each keypad has easy-to-read lettering that lights up when you use it and 16 indicator lights that tell you everything from whether a window is open to which areas of the system are armed. An internal alert sounder gently chimes to remind you to turn the system off or that indicates someone just opened a door.

Please Take a Moment

To learn the full range of features of your new system, we encourage you to read through this user's guide thoroughly. On the back we have included a System Setup section where the installer can fill in the programmed information about your system and where you, as your comfort with the system increases, can track any additional changes you should make.

❖ ❖ **Your Security Command Keypad** ❖ ❖

How the lights operate

Pulse	- 1 second on, 1 second off
Flash	- 1/2 second on, 1/2 second off
Rapid Flash	- 1/4 second on, 1/4 second off
Wink	- 1/4 second on, 1 3/4 seconds off

READY	**On:** the system is ready to be armed.
	Off: the system is armed or a zone is faulted.
	Rapid Flash: an alarm occurred, and the system is disarmed.
	Pulse: optional transmit test during arming.
TROUBLE	**On** when the system is unable to send a report to your central station.
	Off: the system is operating correctly.
	Pulse: there is a problem with the system. Call for service.
POWER	**On**: AC and battery power are okay.
	Off: AC trouble.
	Flash: the system's battery is low but AC is okay.
ARMED	**On**: Perimeter and Interior are armed.
	Off: Perimeter and Interior are off.
	Rapid Flash: an alarm occurred and the system is armed.
	Pulse: exit delay after you have armed the system.
STAY	**On**: the Perimeter only is armed.
	Off: all areas are armed or disarmed.
	Pulse: Perimeter/Interior areas armed, Bedrooms disarmed.
INSTANT	**On**: the system is instant armed.
	Off: the system is armed with entry/exit delays or disarmed.
ZONE	**On**: the zone is disarmed and open.
	Off: the zone is closed.
	Rapid Flash: the zone is in alarm. This flashes until the zone is disarmed and a User Code is entered a second time.
	Wink: the zone is bypassed.
	Pulse: the zone is in a trouble or zone monitor condition.

❖ ❖ Arming and Disarming Your System ❖ ❖

Arming the system with a code

When the READY light is on, enter your own User Code in place of (*your User Code*):

(*your User Code*)   Arms all areas.

STAY + (*your User Code*)   Arms only the Perimeter protection.

SPECIAL + (*your User Code*)   Arms the Perimeter and Interior protection but leaves Bedroom area protection off.

You can press the **INSTANT** key before starting the arming sequence or after (while the **READY** light is pulsing) to arm the system without any exit or entry delays.

Arming the system without a code

When the READY light is on, enter:

COMMAND + 1   Arms all areas.

STAY *or* **COMMAND + 2**   Arms only the Perimeter protection.

SPECIAL *or* **COMMAND + 3**   Arms the Perimeter and Interior but leaves any Bedroom area protection off.

You can press the **INSTANT** key before starting the arming sequence or after (while the **READY** light is pulsing) to arm the system without any exit or entry delays.

Disarming the system

When the **ARMED** light is on, enter:

(*your User Code*)   Disarms all areas. You can enter your User Code again to clear any zone alarm memory (lights that are flashing rapidly).

Disarming during an alarm

When the **ARMED** light is on and a zone is in alarm, enter:

(*your User Code*)   Silences the alarm and disarms the system. Enter again to clear any zone alarm memory (lights that are flashing rapidly). Burglary zone alarm lights clear automatically after a few minutes.

❖ ❖   Built-in Alert Operation   ❖ ❖

Steady Tone	A trouble condition on the system or a fire zone. Follows bell. Pressing any key silences a steady alert tone.
1 One-Second Beep	A burglary zone alarm or when a monitored zone is opened.
1 Short Beep	Each time a key is pressed or a valid function is entered.
4 Short Beeps	When an incorrect key or function is entered.

❖❖   Security Command Functions   ❖❖

Bypassing a Zone
Bypassing means the system ignores events that occur on the zone. You can bypass a disarmed zone, such as a patio door, so it can be used while the rest of the Perimeter protection is turned on. Use 2-digit zone numbers; example: 01, 05....

BYPASS + (*your User Code*) + (zone #)   Bypasses the zone. If already bypassed, the zone will unbypass.

Resetting Sensors
Use this function to reset smoke detectors after an alarm when the Fire zone light is flashing in alarm memory.

**(*your User Code*) *or*
COMMAND + 4 + 7**   The system resets the smoke detectors and stops the flashing light if the zone restores to normal.

Easy Exit (Home/Away systems only)
This function allows you to exit your home while the system is armed.

**BYPASS *or*
COMMAND + 9**   Restarts the exit delay. Systems arms at expiration or at second press of BYPASS.

Testing the System
It Is good practice to test your system at least once each week. This assures you that the system is working correctly.

COMMAND + 4 + 1   The bell rings for 2 seconds then the battery and communications to the central station are tested.

Turning Outputs On or Off
Your system may have lights or other devices connected to outputs that you can turn on or off from the keypad. Use 2-digit output numbers (01).

COMMAND + 5 + 4 + (*your code*) + (output #)   Turns the specified output on or off depending on which state it had been in.

Monitoring Zones
You can monitor zones in the system so that the keypad emits a short alert beep any time that zone is opened. Use 2-digit zone numbers.

COMMAND + 6 + (*your code*) + (zone #)   Monitors this zone only.
COMMAND + 6 + (*your code*) + STAY   Monitors all Perimeter zones.
COMMAND + 6 + (*your code*) + SPECIAL   Monitors Perimeter/Interior zones.

Repeat to remove a zone from monitor mode.

User Check-in
This function allows a user to send a check-in message to a pager. This message indicates that the user has arrived home.

COMMAND + 7 + (*User Code*)   Sends a Check-in report to a pager.

❖ ❖ **System Setup** ❖ ❖

Important Information About Your System

Your system requires a User Code for arming.   ❒ Yes   ❒ No

Your system is monitored by a central station.   ❒ Yes   ❒ No

Central Station Name: _____

Address: _____

City/State: _____

Emergency Phone: _____

Service Phone: _____

Service Manager: _____

Your system sends a report to the central station
when armed or disarmed.   ❒ Yes   ❒ No

Your system sends a report to the central station
when a zone is bypassed.   ❒ Yes   ❒ No

Security Command Keypad Locations.

01. _____ 03. _____

02. _____ 04. _____

Outputs

Below is a list of devices controlled by the outputs on your system.

01. _____ 03. _____

02. _____ 04. _____

Zones

Below is a list of protection devices on each of the zones in your system.

01. _____ 06. _____

02. _____ 07. _____

03. _____ 08. _____

04. _____ 09. _____

05. _____ 10. _____

Your system sends reports to your pager.   ❒ Yes   ❒ No

Ambush Codes

Your system sends Ambush reports to the central station. ❒ Yes ❒ No

If Yes, user 01 is a special Ambush code that must only be used in duress
situations.

❖❖ System Setup ❖❖

User Codes

This function allows a Master user (users 10-12) to add, change, or delete a user code from the system.

CODE + (*your User Code*) + # # + C C C C Adds or changes a User Code

CODE + (*your User Code*) + # # + 0 0 0 0 Deletes a user code

= 2 digit user number. **0** = Enter four zeroes. **C** = New User Code

Each user is assigned 3 settings:

The **User Number** is how the system identifies a user.

The **User Code** is the 4-digit number a user enters into the keypad to arm and disarm the system or to perform other system operations.

The **User Level** - Standard and Master. The standard level can perform all functions *except* adding, deleting, or changing User Codes. The Master level can perform all functions. The keypad will automatically assign the User level. See below for User Code levels.

XR6 and XR10: 12 Users, Users 10 and above are Master level.

XRSuper6: 16 Users, Users 13 and above are Master level.

XR20: 32 Users, Users 26 and above are Master level.

XR40: 64 Users, Users 51 and above are Master level.

Use the table below to track users of your system. If you require additional space to record users, please use a separate sheet of paper.

User Number	User Code	User Name	Level
			M S
			M S
			M S
			M S
			M S
			M S
			M S
			M S
			M S
			M S
			M S
			M S
			M S
			M S
			M S
			M S

❖❖ 2-Button Panic Keys ❖❖

If your system has a label showing a Badge, Exclamation Mark, and Flame under the top row of keys, the Panic key function has been enabled.

Press the two keys over the icon, and hold them down for at least 2 seconds, to send either a Panic, Emergency, or Fire report to the central station. The keypad beeps to confirm the Panic entry.

```
        Panic      Emergency     Fire
          ↓         ↓   ↓       ↓
 ┌──────┐ ┌───────┐ ┌──────┐ ┌──────┐
 │ STAY │ │INSTANT│ │BYPASS│ │ CODE │
 └──────┘ └───────┘ └──────┘ └──────┘
  ///  █▬    ▬[!]      [☙]  ///
```