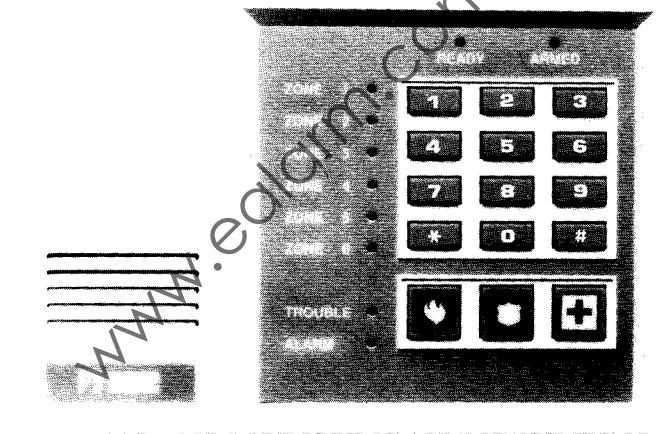


How to Use the Z900 Security Control



Z900R Control Station

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Zone Identification Card

Space is provided for recording the areas of protection which are assigned to each zone. Depending upon the installation, this card pulls out from the left or right side of the control station.

Trouble Indicator

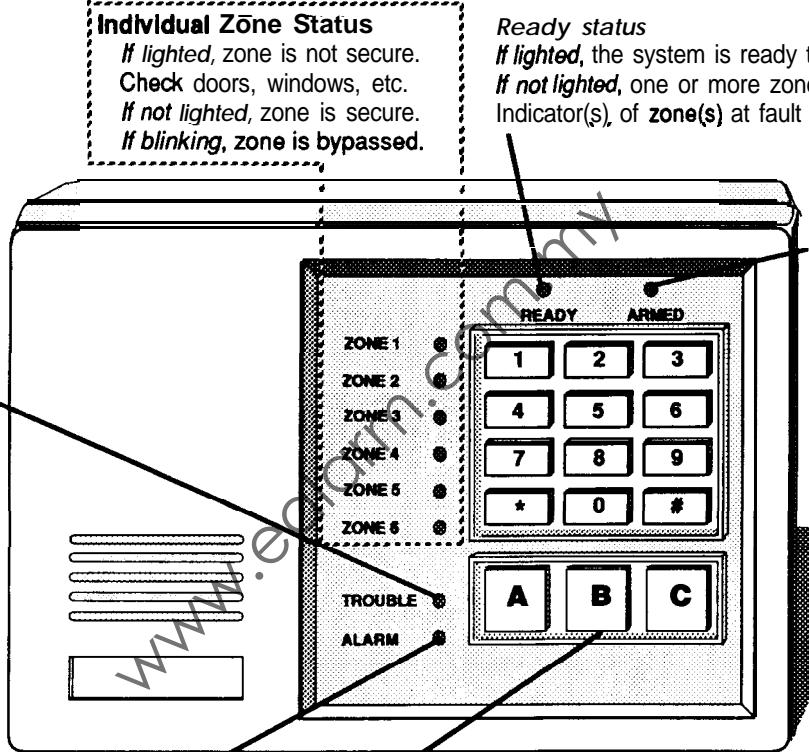
If lighted, a trouble condition exists. Contact your security representative.

Important Phone Numbers

Alarm Co:

Police:

Fire:



Alarm Indicator
If lighted, an alarm has occurred.

Emergency Panic Keys

PANIC A = _____
PANIC B = _____
PANIC C = _____

NOTE: The **Emergency Panic Keys** may or may not be active. Check with your security representative for details.

Operating Your System

ARMING

Arming The System Prior To Leaving

Before the control can be armed, all of the intrusion zones must be secure as indicated by the green READY indicator. If the READY indicator is off, one or more zones are faulted. The indicator(s) corresponding to the faulted zone(s) will light. Use the pull out zone I.D. card on the control station to determine the areas of protection which are assigned to each of the six (6) zones, then check the appropriate doors and windows to see that they are closed.

1. Verify that the READY indicator is on.
2. Enter your User Code.
3. The control station will begin beeping and the red ARMED indicator will blink to indicate that arming will take place after the exit time expires. (The ARMED indicator will light steady after the system arms).
4. Leave the building immediately.

The control is programmed with an exit delay time which allows a specific amount of time to leave through any delay defined intrusion detection zone without causing an alarm. Be sure that you have been informed on routes to enter and exit from without causing an alarm. If too much time is taken to exit, the beeping tone will change to a steady tone, indicating the start of entry delay. Disarm the control and start over to avoid a false alarm.

Arming The System Without Leaving

Your security system is divided into two areas of protection:

1. **PERIMETER**—The first line of defense. Consists of one or more zones which detect intrusion through doors and windows.
2. **INTERIOR** — The backup or second line of defense. Consists of one or more zones that detect intruders that have already entered the building. Interior detection devices usually consist of motion detection devices, interior door contacts, and under carpet sensors, designed to surprise **the** intruder.

prior to arming the control, you may first choose to turn off the interior protection, allowing free movement within the building when armed.

Turning Off the **Interior** Zones and Entrance Delay

Control station key 4 may be used to turn the interior zones off prior to arming. This will allow the system to alarm instantly if the entrance door is opened, while armed.

1. Press the 4 key and hold for three seconds.
2. When interior defined zones are turned off, the corresponding Zone indicators will flash. The flashing will stop 30 seconds after the system is armed.
3. Arm the system by entering your User Code.

Note: Upon disarming, the interior zones **automatically re-enable unless your Installer has altered this feature through programming.**

Automatic Interior Off/Delay Off

Your system may have been programmed to automatically turn the interior zones off if you arm and do not leave the premises before the exit delay time expires. The entrance delay may also be programmed to automatically turn off at this time. When the system is disarmed, the interior and delay will return to their normal on or off state. See your security representative for details.

Two Digit Arming

Your system may have been programmed with an abbreviated arming feature. When this feature is enabled, only the first two digits of your User Code will be required to arm the system **and** perform other features. Disarming however, will still require the entire code sequence.

System Will Not Arm (READY Light Off)

If the READY indicator is off, one or more detection devices such as a door or window has been left open. The system cannot be armed. One or more of the six ZONE indicators will also be lighted indicating the area of protection that is at fault. Use the pull out zone I.D. card on the control station to define the area of protection assigned to each zone.

NOTE: If an attempt is made to arm the system with the READY light off, a three second error tone will be emitted to alert you that the system did not arm.

DISARMING

Disarming Upon Entering The Premises

Your system is programmed with one or more entrance delay zones which allow time to enter the premises without causing an alarm. Each delay door may be programmed with a different entry time. Be sure to check with your installer.

Note: If your system has the “**Interior Follower**” feature enabled, all interior designated zones automatically become delay zones whenever you first enter through a delay zone. This allows you to walk in front of motion **detectors** on the way to the control station after you enter.

1. After entering the premises through a delay zone, the control station will sound a continuous tone to remind you to disarm the system.

CAUTION: If the **ALARM Indicator** is lighted, an alarm has occurred. Leave the premises immediately and go to the nearest phone to contact the appropriate authorities. Do not **proceed** into the premises.

2. Enter your User Code.
3. The red armed light should turn off indicating that the system is disarmed.

Testing the Burglar and Fire Alarm Audibles

UL listed burglar and fire alarm systems which have separate audible sounding devices require a weekly test. Notify the Central Station or the appropriate authorities before and after conducting the test. Use the following procedures.

Burglar alarm

1. Arm the system by following the instructions on the preceding pages.
2. Upon expiration of the exit delay open a non-delayed door, window, or motion detector. The sounding device will activate. To reset, follow the instructions on disarming the system.

Fire alarm

1. Follow the procedure for activation of the auxiliary alarms as outlined on page 7 of this manual.

ALARM CONDITIONS

What To Do If An Alarm Occurs

Whenever an alarm occurs, the ALARM indicator will light, the audible alarm will sound (if applicable), and the control will communicate with the central station (if this option was purchased).

NOTE: If upon returning to the premises it is discovered that an alarm has occurred, DO NOT ENTER THE PREMISES. Leave immediately and go to the nearest phone and contact the appropriate authorities.

To reset the alarm:

1. Enter your User Code to reset the alarm.
2. The ALARM indicator will remain lighted.

If the alarm was activated through one of the six "hardwire" zones, the corresponding ZONE indicator(s) will also be lighted, identifying the specific area that was violated. Use the zone I.D. card to determine the area of protection which corresponds to each zone.

If the alarm was activated manually by pressing one of the emergency keys, no zone indicators will be lighted.

Press the "*" key to extinguish the ALARM indicator after determining the type of alarm that occurred and area of protection involved.

A history of the alarm condition will be stored in the control's memory and may be recalled at any time. See "Special Features" for more information.

False Alarms

If for any reason a false alarm occurs, perform the following steps:

1. Enter your User Code.
2. The armed light should turn off.
3. Notify the appropriate authorities of the alarm immediately.
4. Press the "*" key to extinguish the ALARM light. Use the zone I.D. card to determine the area of protection assigned to each zone.

THE EMERGENCY KEYPAD PANIC ALARMS

Your system may have been purchased with up to three emergency keypad panic alarms. These may be used to activate an alarm in the event of a Fire, Hold-up, or other emergency condition, as programmed by your installer. Each alarm is activated by pressing the appropriate emergency panic key (located below the numeric keys). Each alarm may be audible or silent. It may also be programmed to report **the** condition to a central monitoring station. Check with your security representative to determine the characteristics of your system.

Emergency Alarm Activation

Each of the three emergency panic keys (from left to right: A, B, and C) can initiate a specific type of alarm as programmed and labeled by your installer.

To activate an Emergency Alarm:

1. Press the appropriate emergency panic key. The Emergency Alarm will activate.

NOTE: Your Installer may have programmed the panic zones to ignore momentary key presses and to activate only by pressing and holding pressed for three seconds (or pressing at least twice within three seconds). Check with your security representative for the specific characteristics of your system

Resetting the Emergency Alarm

When an Emergency Alarm is activated, the ALARM indicator will be lighted (unless your installer has programmed the alarm for silent or no control station indication). To reset **the alarm**:

1. Enter your User Code. Pressing the “*” key will extinguish the ALARM indicator, if lighted.

A history of the last alarm will be stored in the control's memory and may be recalled if desired. (See “Special Features”).

SPECIAL FEATURES

Chime Mode Operation

The CHIME mode allows audible monitoring of zones while the system is disarmed. When the CHIME mode is active, the control station sounder will beep whenever a perimeter burglar defined zone (door, window, etc.) indicator is opened.

For example, the CHIME feature will cause the control station to beep two times whenever the front door has been opened. Many businesses use this type of signal to announce that a customer has entered. In a residential application, the CHIME is useful for monitoring opening of doors by children.

To Turn CHIME On

1. The system must be disarmed.
2. Press the “6” key and hold for three seconds. The control station will beep three times to signify that the CHIME has been turned on.
3. The control station will now beep two times when any burglar zone is opened.

Note: The CHIME feature does not annunciate interior zones.

To Turn The CHIME Off

1. Press the “6” key and hold for three seconds. The control station will beep two times to signify that the CHIME has been turned off.

Force Arming (This feature is disabled in U.L. Listed systems)

Your system may be programmed for quick arming even with one or more zones faulted. In this condition, when an attempt is made to arm the system with faulted zones (READY light off), the control station will emit a three second error tone, indicating that the system refused to arm. If a second attempt to arm is made within eight seconds after the tone quits, all faulted zones will automatically be bypassed and the system will **Force Arm**. Depending upon how your system was programmed at the time of installation, force armed zones will either be permanently bypassed until disarming or may return to operation when or if they become operable.

Bypassing Zones

The bypass key (#) is used to bypass selected zones in your system. A bypassed zone will NOT be capable of activating an alarm as it is temporarily removed from your system. Bypassing (also referred to as shunting) is most commonly used to allow free movement of an area (zone or group of zones) while arming the rest of the system or to temporarily remove a zone or zones that require **service allowing** partial use of the system until repaired. When zones are bypassed, the corresponding ZONE indicators flash to indicate that they have been removed from operation. The flashing will cease 30 seconds after **the exit** delay expires when the system is armed.

Note: When zones are bypassed, security is compromised. Do not instruct temporary users on use of the bypass feature.

To Bypass A Zone

1. The system must be disarmed.
2. Press the BYPASS key (#) then enter the number of the zone (1-6) to be bypassed.
3. The corresponding ZONE indicators (1-6) will blink to indicate zones that have been bypassed. The blinking will cease 30 seconds after the system is armed and the exit delay expires.
4. Repeat steps 2 and 3 to bypass other zones.

To Cancel A Zone Bypass

1. The system must be disarmed.
2. Press the BYPASS key (#) followed by the number of the zone (1-6) to be restored to service.
3. The ZONE indicator of the previously bypassed zone will stop blinking.

To Cancel All Zone Bypasses

1. Press the BYPASS key (#) followed by key “9”.
2. All ZONE indicators will stop flashing. The zones are returned to operation.

To Bypass All Faulted Zones Simultaneously (Not available in U.L. Listed Systems).

1. The system must be disarmed.
2. Press the BYPASS key (#) then press the “0” key.
3. All faulted zones will simultaneously be bypassed. The corresponding ZONE indicators (1-6) will blink to indicate zones that have been bypassed. The blinking will cease 30 seconds after the system is armed.

Key Switch Operation

Your system may utilize a conventional key switch for arming and disarming the system. Arming and disarming with a key switch is performed as follows:

Arming

1. Verify that the BEADY light is on.
2. Insert your key into the key switch and turn. Hold for one second and release.
3. **The** red ARMED light will blink during the exit delay cycle and then light steady when the system arms.

Disarming

1. Insert your key into the key switch and turn. Hold for one second and release.
2. The red ARMED light will go out indicating that the system is disarmed.

Access

U.L. Note: The control is not listed to Standard U.L.294 Access Control Units

If your system was purchased with the ACCESS feature, the control station can be used to switch other devices on and off or as a timed switch. This feature is most commonly used to activate an electric door release or switch lights on and off. Consult your security representative for more information.

The Reset Key

The “*” key may be used to:

- Silence the control station sounder and the audible output during Auxiliary “A” (Fire) and Auxiliary “C” (Emergency) alarms.
- Silence the control station sounder during Burglar alarms.
- Exit the audible test mode.

NOTE: Pressing the “*” key does not reset alarms or cancel reporting to the central station.

Remote Programming

Your system is capable of being serviced remotely from the alarm company's service office providing that the system is set up for **Remote Programming**. **The** system provides a means of verifying that this feature is enabled. See your security representative for more information.

Programming

Certain features of your system are programmable through the control station. The programming mode is entered by pressing key 9 and holding for three seconds, then entering the Master User Code. Other programming functions may be possible that are not detailed in this section. Consult your security representative for a list of the user programmable features of your system.

WARNING: Do not attempt to program the system unless you have been properly trained on programming procedures and you are sure that you fully understand ~~this operation~~.

USER CODES

Your system may be programmed to accept up to five regular User Codes and one **Master User Code**. **Each code** may be comprised of any four digit sequence. (Do not program 1234 or 1111 as User Codes). Codes may be added, deleted, or changed as necessary.

The Master User Code (code 1) performs all of the User Code functions plus allows access to the programming mode.

User Code 6 may be programmed as a **Temporary User Code** with a limited number of valid uses, after which it becomes inoperable. This code may be assigned to a maintenance person, maid, or anyone who you would like to be able to arm and disarm the system for a selected number of times without having to reveal your regular code.

Changing User Codes

Determine your desired new User Code or Master User Code sequence. If you make an error while programming, press the “*” key five times and start over from step 1.

WARNING: Pressing the “#” or “*” key while programming a code may result in improper code operation, therefore you MUST return to step 1 when an error is made.

To Change A **User Code**

1. The system must be disarmed.
2. Press key 9 and hold for three seconds. The control station will beep three times.
3. Enter the Master User Code. The control station will beep two times. The READY and ARMED indicators will blink alternately and the other eight indicators will blink repeatedly when the programming mode is successfully entered (see note † on page C).
4. Press a key (Z-6) which corresponds to the User Code you wish to program, or press key 1 to change the Master User Code, then press the “#” key. For example, press 1, then # to change the Master User Code, or 4 then # to program User Code 4, etc. The control station will beep three times to signify acceptance.
5. Enter the desired new 4 digit code sequence. After the fourth digit is entered, the control station will emit one short beep followed by one long beep then the system will exit the programming mode automatically. To program another code, return to step 2.

Deleting a Code

1. The system must be disarmed.
2. Press key 9 and hold for three seconds. The control station will beep three times.
3. Enter the Master User Code. The control station will beep two times. The READY and ARMED indicators will blink alternately and the other eight indicators will blink in sequence with each other when the programming mode is successfully entered (see note †).
4. Press key 1, then key 0, then # which instructs the control that you wish to delete a code. The control station will beep three times to signify acceptance.
5. Enter the number of the code (1-6) to be deleted.
6. The code is now deleted. The system will automatically exit the programming mode.

Programming A Temporary Code (User Code 6)

An optional feature of your system allows you to assign a certain number of valid uses to User Code 6. After the code has been used the programmed amount of times, it automatically becomes disabled. This code may be assigned to a maintenance person, a maid, or anyone who you would like to be able to arm and disarm the system for a selected number of times without having to give out your regular code. After the uses have expired, the code will cease to function. It can be re-enabled by programming in another number indicating how many times that it can be used. It will not be necessary to re-program the actual code unless changing the code itself is desired.

1. The system must be disarmed.
2. Press key 9 and hold for three seconds. The control station will beep three times.
3. Enter the Master User Code. The control station will beep two times. The READY and ARMED indicators will blink alternately and the other eight indicators will blink in sequence with each other when the programming mode is successfully entered (see note †).
4. Press key 6, then # to instruct the control that you wish to program the desired code sequence for User Code 6. The control station will beep three times.
5. Enter the desired four digit code sequence. After the fourth digit is entered, the control station will emit one short beep followed by one long beep then the system will exit the programming mode automatically.
6. Repeat step 2 to re-enter the programming mode.
7. Press keys 7 plus # to instruct the control that you wish to program the number of valid uses for User Code 6. The control station will beep two times.
8. Enter the number of uses desired, 1 - 255, then press the “*” key. The control station will beep two times.
9. Press the “*” key twice to exit the programming mode.

Note: The temporary code may perform all of the functions of your regular User Codes. Only the Master User Code (Code 1) will permit entry into the programming mode of operation. Remote Programming is not available in U.L. Listed Systems.

† NOTE REGARDING REMOTE PROGRAMMING:

If the ALARM indicator lights steady after entering the programming mode, your Installer has enabled the Remote Programming option. This feature enables the installing company (or someone assigned by them) to remotely service and control your system.

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