



## HOMEGUARD 32

Wireless alarm system



# HOME GUARD 32 portable

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## **HOME GUARD 32 GENERAL FEATURES:**

The Homeguard 32 is a compact portable 32 device/8 zone wireless alarm system. The set up of the Homeguard 32 is quick and easy with the self learning feature of wireless detectors

The Homeguard 32 is compatible with a wide range of wireless detectors; these include indoor & outdoor motion sensors, smoke detectors, door contacts, panics, remote controls.

An optional interface transmitter is also available to monitor any other device The "**HOME GUARD 32**" support's also up to 8 different remote controls which may be used for arming, disarming and panic activation

The "**HOME GUARD 32**" is fully programmable using easy sequences of keys.

Since the wireless receiver is mounted on-board no other connections are required, making installation an easy task.

Adding wireless detectors and remote controls to the system is simple with the **self learning** feature.

### **OTHER FEATURES:**

- Battery operated (Lasts for up to 4 days).
- LCD Display.
- Individual naming of zones(up to 16 characters)
- Arm/disarm via Keypad or Remote Control
- Memory retention of both options and code selections during "power-down".
  
- Programmable Schedule for automatic arming and disarming times.
- Four preset ARM levels of zones "A, B, C, or D".
- Easy Arming.
- Monitoring of Tamper on Wireless Detector
- Monitoring of Battery low on wireless detectors
- Keypad wrong usercode alert (allows 3 entries)
- On Board wireless Receiver and Transmitter.
- Receiver frequency at 433MHz
- Transmitter at 403MHz
- Interfaces to other wireless standard MAMI equipment.(advisor, Tracer, Minitracer, Gatto receiver, etc..)

**See Page 13 for a list of compatible wireless devices**

# GENERAL INFORMATION

- **Supply Power:** The unit operates from a 12 Volts DC, 1A Charger and/or a re-chargeable 3.7V Li battery.
- **Zones:** 8 zones are available but up to 32 sensors may be distributed in these 8 zones .
- **Detector/sensor Names:** Individual names may be allocated to each of the 32 sensors /detectors, this helps the end user to easily identify the zone which was activated. If the zone name is not programmed the Zone number will be shown instead. Programming of the zone names is described in the section - "set Zone names".
- **Wireless Detectors/Sensors:** The "HOME GUARD 32" supports 5 different type of devices, these are:
  - cRED (TM) wireless detectors
  - SILENTRON (TM) Outdoor , dual technology movement detector
  - DGII Door guard / Vibration sensor
  - Photo sensitive Smoke detector
  - Remote controls

To add wireless detectors please see the "Add detectors" instructions under the Programming mode section
- **Schedules:** The "HOME GUARD 32" provides 2 programmable Schedules to automatically arm and disarm the system at a specific time. Schedules can be disabled individually.  
A schedule can easily be bypassed for one day. (see Programming mode/ Schedules and schedule bypass)
- **Wireless LED and buzzer indicator:** All conditions are replicated on one more remote receivers called Advisors. Arm/disarm, alarm and panic status will be indicated by the onboard buzzer and LED on the Advisor.
- **Radio Transmitter on board:** A radio transmitter( 30/50 mt range) is mounted on board which could be used to interface to many of MAMI standard products namely:
  - The Gatto two channel (relay) receiver (16bits smartcode)
  - 16 bits smartcode receivers compatible with all MAMI alarm panels. (Tracer, Minitracer, M6 ).To adjust these parameters refer to Programing Options, Options, Transmitter interface.
- **Detector Tamper:** If any of the detectors are tampered with, the detectors will send out a Tamper Signal which sounds an alarm notifying the user, the zone in which the detector is will be displayed.
- **Detector Battery Low:** If any of the detectors send a battery low signal the unit will illuminate the Trouble led and buzz continuously. The device with the battery low will be displayed.  
The battery low signal will only be received with the unit in the Disarmed state.
- **Four Programmable Arming levels:** The Programmable levels is a feature whereby the user can select which zones are to be monitored when the system is armed. If a zone is not selected in that level the device will not be monitored. This unit has four levels which can be modified under the programming mode (set level's A,B,C,D).
- **Warn Only mode :** The unit has a "warn only" mode, in this mode the unit will chime on activation but no external trigger and no transmission will be activated.
- **Charging:** The unit has a 3.7V 1800mAh LiPo battery on board , The unit requires a 12V charger to charge the battery. The time required for a fully charge from a flat battery is approximately 6 hours.
- **Battery Life:** The battery has a running life span of up to a maximum of 5 days.
- **Wireless Supervision:** All Sensors attached to the unit are monitored should a sensor not check in or trigger within 24 hours an alarm is activated.
- **Alarm Log:** Alarm log is capable of recording the last 64 events. The user can view the date, zone and device that caused the event.

# How to turn your HOME GUARD 32 ON or OFF

## How to switch the unit ON

Push and hold both 7 and 9 keys until power comes ON and both LEDs and display are illuminated



➔ POWER ON

## How to switch the unit OFF

Enter the User code followed by the 0,0 keys. The unit will display "Power Down" and then be switched off.

POWER OFF

Please note that in Power Down Mode the unit will not be able to receive any radio signal.

1 0 0 0 # 0 0

# PROGRAMMING THE HOME GUARD 32

The programming mode is where the user sets the OPTIONS and change the operation of the unit to suit specific needs. **Programming mode is accessed by entering the correct password followed by the hash "#" Key.**

"Programming Mode" will be displayed on the LCD display. Once in programming mode the user can select/change any of the features listed below.



NOTE: THE HOME GUARD IS ORIGINALLY PROGRAMMED WITH A "FACTORY DEFAULT" SET OF OPTIONS. ALTHOUGH THE "FACTORY" OPTIONS REFLECT THE CHOICE OF THE MAJORITY OF INSTALLERS AND END-USERS, PROPER OPERATION AND COMPLIANCE WITH SPECIFIC REQUIREMENTS CAN BE ACHIEVED THROUGH RE-PROGRAMMING.



## System programmable OPTIONS

### Accessing the system Options

1 0 0 0 # 0 2

"Options" will be displayed. If the user wishes, the user could adjust any one of the following by entering the corresponding keys:

#### Set the Buzzer option

1 0 0 0 # 0 2 1

"Buzzer" will be displayed. The user may then enter 1 or 0 to toggle the buzzer on or off respectively.

1 ➔ BUZZER ON

0 ➔ BUZZER OFF

Press the # key to save settings and exit

# ➔ Save Changes

#### Set the Transmitter > Receiver Interface

1 0 0 0 # 0 2 2

"Tracer mode" will be displayed. The user has the option of making the HOMEGUARD 32 compatible with either the Advisor (remote wireless alarm indicator) or with MAMI Tracer Alarm panels.

1 ➔ Tracer mode

0 ➔ Advisor mode

# ➔ Save Changes

#### Set the Schedules ON or OFF

1 0 0 0 # 0 2 3

"Schedule Bypass" will be displayed. The user may then enter 1 or 0 to toggle the Schedules on or off respectively. Schedules will be bypassed for only one day.

1 ➔ Schedules enabled

0 ➔ Schedule disabled

Press the # key to save settings and exit

# ➔ Save Changes

NOTE: Schedule OFF option only bypasses the Schedule for 1 day, to disable the Schedule follow instructions under setting schedules.

# SYSTEM Recommended programmable Functions

## Changing the existing User Code

"Change User Code" will be displayed. the user is then prompted to enter new Code. The user must enter the new Code.

If the user enters an invalid code or times out, "ERROR" will be displayed and no changes will be made.

Once the user enters the hash key the user is prompted to reconfirm the new code

**NOTE: The default user code is 1000.**

1 0 0 0 # 1 1

1 2 3 #

1 2 3 #

# → Save Changes



## Setting System Real Time

"Set Time" will be displayed. Indicating that the current time must be entered. The user must enter the time in a 24 hour format with hours first followed by the minutes.

If the user enters an invalid time, "ERROR" will be displayed and no changes will be made.

Once the user enters the time the user then enters the hash key saving the time.

1 0 0 0 # 0 3

H H M M

# → Save Changes



## Setting Schedules for automatic ARMING & DISARMING

Schedules are used to automatically ARM and DISARM the HOME GUARD 32 system at a certain time of the day. 2 schedules are available :

"Add Schedules 1 or 2" will be displayed, select the schedule you wish to change "Schedule ? ARM" will be displayed The user must enter the time, in a 24 hour format, that he wants the AutoArming activate . If the time had previously been entered the user is prompted to select between \* for change or # to accept the value. The same process is required to enter the auto disarm time "Schedule 1 DARM"

If an invalid time is entered "ERROR" will be displayed and no changes will be made.

1 0 0 0 # 0 1

1 or 2 schedule 1 or 2

H H M M auto Arm schedule 1

#

H H M M auto Disarm

# → Save Changes

## Setting the radio transmitter Code

**NOTE: THE HOME GUARD WILL ONLY TRANSMIT MAMI SMART 16BIT ON 403.55**

Enter the Transmitter code in decimal format. This code will be transmitted on trigger. To send a test code press the 4 and 6 button

Once the user enters the code the user then enters the hash key saving the code.

1 0 0 0 # 0 5

1 2 3 #

# → Save Changes



## GIVE A NAME TO EACH ZONE

### Naming /renaming of Zones

1 0 0 0 # 0 4

“Zone Naming” will be displayed. then the user is prompted to enter a zone number **from 1 to 8**.

If the user enters an invalid Zone, it will be ignored.

The user must now enter a name for that zone. A maximum of 16 characters are allowed.

Characters are entered as in a telephone keypad.

**The Key ‘B’ can be used as a backspace or delete.**

The “#” key is used to save that name. When the alarm goes off, the name and the number of that zone will be displayed.

The user is now prompted to enter a zone number or the “#” key to exit.



**B** → Back space

**#** → Save Changes

**#** → Exit

**1-8** → Continue with zone ‘Z’ keyed in

## LEARN A NEW DETECTOR/SENSOR AND GIVE IT A NAME

### Self-learning Detectors

1 0 0 0 # 1 A

**NOTE: WHEN TRIGGERING DEVICES FOR LEARNING ONLY THE PANIC OR TAMPER SIGNALS WILL BE RECOGNIZED REF. PG 3**

“ADD Device” will be display followed by TRIGGER Device, the user must activate the device using either a PANIC or TAMPER

If the panel received the code the user will be asked to enter a ZONE number (1 to 8). The device is allocated to this Zone

The user is then prompted to choose between Replacing or Adding the device

If the code already exists in the system the unit will ask the user if it must add the device. The user can press star “\*” to continue or hash “#” to exit.

The user is then asked to name the detector. Using the characters on the keyboard a name of 16 (max) characters may be entered followed by the “#” key.

The user is then prompted to choose between Adding another device (\*) key or save and Exit (#) key.

ADD Device

TRIGGER Device



→ Enter Zones (1-8)



→ Name device

**\*** → Continue, Add another Device

or  
**#** → Save and EXIT

## LEARN A REMOTE CONTROL

### Self-learning Remote Controls

1 0 0 0 # 1 B

**NOTE: WHEN TRIGGERING DEVICES FOR LEARNING ONLY THE PANIC SIGNAL WILL BE RECOGNIZED REF. PG 3**

“ADD Rem Contr” will be displayed followed by TRIGGER Rem Contr. The user must activate the device using the PANIC button (see page 8)

If the panel received the code the user will be notified that the remote is added.

The user is then prompted to choose between adding another remote (\*) key or save and exiting (#) key

Add Rem Contr

Trigger Remote

Remote Added

**#** → EXIT

**\*** → Continue

# PROGRAM THE PRESET ARM LEVELS A,B,C and D

## Set the Arm Levels A,B,C and D

1 0 0 0 # 0 A / 0 B / 0 C / 0 D

The user must key in the user code followed by '0' then the level A, B, C or D. the user must select active zones ( zones 1 to 8).



Enter Zones (1-8)

If the user enters an invalid Zone, it will be ignored.

The active zones on the level will be displayed, inactive zones will be displayed as a blank.

Once the user enters the active Zones associated with that level the user then enters the hash key saving the Zones to that level.

Edit Level - A  
1, , 3, , , 6, , 8



Save Changes

## CLEANING UP !!

### Clearing Devices in a Zone

1 0 0 0 # 2 1

**NOTE: THIS OPERATION WILL ERASE ALL PRESENT DETECTORS ALLOCATED TO THE ZONE CHOSEN.**

The user is prompted to enter the Zone to clear devices. Only the Zone entered will be cleared. Note. only one zone at a time may be erased



Enter Zones (1-8)

If the user wishes to exit, the user simply pushes the hash key instead.

The user is then prompted that the zone has been cleared and the operation is complete.



EXIT

### Clearing Remote Controls

1 0 0 0 # 2 2

**NOTE: THIS OPERATION WILL ERASE ALL PRESENTLY STORED REMOTE CONTROLS ALLOCATED TO THE UNIT.**

The user is prompted to clear the remote's. To continue the user pushes the star key.



ENTER \* TO CONTINUE

If the user wishes to exit, the user simply pushes the hash “#” key instead. The user is then prompted that the Remote Controls have been cleared.



EXIT

### Defaulting The Entire System

1 0 0 0 # 2 9

**NOTE: THIS OPERATION WILL ERASE ALL PRESENT SETTINGS TO DEFAULT. ALL ALLOCATED DEVICES AND REMOTE'S WILL BE CLEARED AS WELL.**

The user is asked to Reset to factory settings. To continue the user pushes the star key.



ENTER \* TO CONTINUE

If the user wishes to exit, the user simply pushes the hash key instead.

The user is then prompted that the System has been Reset to default settings.



EXIT

# WIRELESS DETECTORS and REMOTE CONTROLS

Using Wireless Sensors is simple provided you are aware of the following facts:

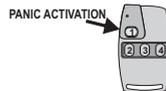
- 1 - The operating range may vary widely from one installation and location to another. As the radio receiver is in the unit the position of the unit is critical and must be chosen accordingly.
- 2 - Detector and Remote control ID codes may be "learned" by the HomeGuard 32 by activating them while HOME GUARD 32 is in "learning" mode. It is highly recommended that the detectors do not have identical codes if programmed manually. By default all MAMI detectors come with a random code.
- 3 - Whilst Learning the different detectors please ensure that no other detector is transmitting or the HOME GUARD 32 will learn the wrong code.
- 4 - Only the ID code of different detectors and not channel information is used as identification in the HOME GUARD 32. Therefore in detectors with channel information ensure that channel bits 1 to 4 are in the off position.
- 5 - To save power a wireless detector transmits an alarm condition only for a short time (2 - 4 Seconds) and designed not to transmit if continuous movement is detected.
- 6 - A detector will only transmit if either a 30 seconds (test mode) or 3 minutes (normal mode) has elapsed from the last detection.

**NOTE: WHEN TRIGGERING DEVICES FOR LEARNING, ONLY THE PANIC OR TAMPER SIGNALS WILL BE RECOGNIZED**

## How to TRIGGER different devices for ZONE allocation

### How to learn a M.A.M.I. four channel remote.

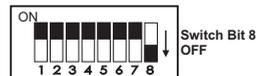
To Learn a remote control the user must push the panic button (button 1).



### How to Trigger a cRed wireless PIR detector

To trigger the PIR for programming the User needs to open the casing of the PIR and consequently send a "Tamper" signal.

**NOTE: A tamper signal is enabled only if bit 8 of the DIPSWITCH in the device is OFF.**



### How to trigger an MAMI DOOR-GUARD Detector

To trigger the Door Guard the User needs to press the Panic button. Refer to the instructions of the Door Guard



### How to trigger a SILENTRON OUTDOOR Detector

When opening a SILENTRON outdoor detector a tamper signal is automatically transmitted. This can be used to learn the code by the HOME GUARD 32. A further transmission can be generated by pressing for few seconds the tamper switch inside the casing. Refer to the Silentrion Instructions to locate the Tamper Switch.



### How to Trigger RoboGuard Detectors.

When opening the casing of a roboguard outdoor detector a tamper signal is automatically transmitted. This can be used to teach the code to the HOME GUARD 32. Refer to the unit Instructions to locate the Tamper Switch.

**Note: RoboGuard Detectors can transmit at 3 second intervals if it is being permanently triggered.**



## ARMING THE HOME GUARD 32

The unit can be armed in any of the following ways:

- **Remote Arm**- In this mode the unit Arms to level A or B only.
- **Schedule Arm** when the unit reaches the scheduled time it will arm automatically. Arms to Level A only.
- **Keypad Arm** The user can choose to Arm at a particular level by holding down any of keys A - D.

To Arm Level (A-D) The User simply Holds down desired Key (A-D) until the Beep. This will also be indicated on the Advisor if it is used.

The Level Armed and the Armed Zones will be shown. **Zones Not in the arm level will be displayed as an X**

To Arm via the Remote the user presses the Arm Level A button (button 3) or the Arm Level B button (button 4) on the M.A.M.I. Remote.



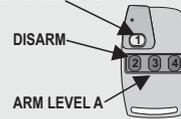
ARMED LEVEL - A  
1•X•3•X•X•6•X•8

PANIC ACTIVATION

DISARM

ARM LEVEL A

ARM LEVEL B



## DISARMING THE HOME-GUARD

If the unit is armed, the unit can be disarmed in any of the following ways:

- **Remote Disarm.**
- **Schedule Disarm** when the unit reaches the scheduled time it will disarm automatically (unless activated)
- **Keypad Disarm.**

To disarm the unit via the keypad the user enters the user code followed by hash and hash, as shown.

1 0 0 # #



If the wrong code is entered, the user is allowed three tries to disarm the unit. Each try will be displayed on the LCD display. After the third wrong entry, the unit will go into alarm.

**Note: the unit will not respond for approximately 30 seconds.**

To Disarm via the Remote the user presses the Disarm button, button 2 on the M.A.M.I. remote.

If the unit is successfully Disarmed, the unit will display Disarmed and Beep twice, this will be replicated on the Advisor if it is programmed.

Try -3

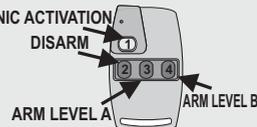
Counts down to 0

PANIC ACTIVATION

DISARM

ARM LEVEL A

ARM LEVEL B



Disarmed!!!

## TURN SCHEDULES OFF FOR 1 DAY

Turn the Schedules OFF for 24 hrs

1 0 0 0 # 0 6

"Schedule OFF (1day only)" will be displayed for 2 seconds.

If any schedule is programmed it will be disabled for 1 day

**NOTE: Schedule OFF option only bypasses the Schedule for 1 day, to disable the Schedule follow instructions under setting schedules.**

# ALARMS

Alarms on the unit will occur when any of the 8 zones are triggered, the panic on the remote was triggered or the panic on the keypad was triggered.

When the unit goes into alarm, the unit will beep continuously for 1 minute and every 30 seconds thereafter. The external trigger will pulled low for 30seconds on every new alarm. The LCD will display the name of the Zone that went into alarm. All zone armed that goes into alarm will blink on the bottom half of the LCD display. Example zone 3 is named "lounge" and if this zone goes into alarm "lounge" will be displayed and zone, 3 of the level will blink on the bottom half of the display. To cancel an alarm the user has to disarm the unit.

LOUNGE  
1•X•3•X•X•6•X•8

Blinking

ALARM ZONE-3  
1•X•3•X•X•6•X•8

Blinking

If the Zone was not named the zone number will be displayed.

# ALERTS

## BATTERY LOW ON SENSORS ALERT.

In the case that any of the sensors added to the system has a battery low condition the sensor will transmit that condition to the unit. The unit will light up the Trouble LED and sound an alarm. The battery low zone will be displayed (either the zone name or the zone number).

Battery Low  
Lounge

Battery Low  
Zone - 5

## TAMPER ON SENSORS ALERT.

In the case that any of the sensors added to the system has a Tamper condition the sensor will transmit that condition to the unit. The unit will light up the Trouble LED, Tamper and the zone will be displayed (either the zone name or the zone number) and the alarm will be sound. The user may push the star key and hold it down the tamper alarm will be cleared.

TAMPER!!!  
Lounge

TAMPER!!!  
Zone - 5

### Clear Alerts:

The user simply pushes the star key and hold it for 2 seconds, then the alerts will be cleared.



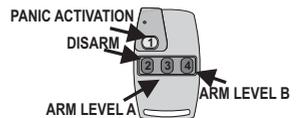
# PANIC ACTIVATION

When panic is activated, the system goes into alarm and the siren output is activated on the Advisor, together with the on-board buzzer. The display will show PANIC!!!.

PANIC!!!

**To deactivate a panic the user must disarm the system.**

To activate a Panic on the four button remote the user will have to push button 1 as described in the figure.



On the Keypad the user can activate a panic by holding down the hash "#" and star "\*" key together.





Layout:

# HOME-GUARD POWER / CHARGER CONNECTIONS

cRED



indoor passive infrared detector



SLIM



arm/disarm/panic remote control



DOORGUARD



Monitor any contact such as door, smoke detector, temp sensor etc



Silentron



outdoor detectors



Smoke detector



12V DC jack

220ac to 12dc  
.5A charger

Figure 1



# Summary of ALL Key-Pad entries

## PROGRAMMING THE OPTION REGISTERS (ONLY THROUGH TO THE USER CODE)

1000 # 0 0 = SYSTEM POWER OFF	1000 # 1 1 = CHANGE USER CODE
1000 # 0 1 = SET SCHEDULES OF THE SYSTEM	1000 # 1 A = SELF LEARN DETECTORS
1000 # 0 2 = SET OPTIONS OF THE SYSTEM	1000 # 1 B = SELF LEARN REMOTE'S
1000 # 0 3 = SET THE SYSTEM TIME	1000 # 2 1 = ERASE DEVICES IN ZONE
1000 # 0 4 = SET NAMES FOR EACH ZONE.	1000 # 2 2 = ERASE ALL REMOTE'S FROM THE SYSTEM
1000 # 0 5 = SET NAMES FOR EACH ZONE.	1000 # 2 9 = RESET ENTIRE UNIT TO DEFAULT
1000 # 0 6 = SCHEDULES ( IF ANY) ARE DISABLED FOR 1 DAY.	1000 # 3 3 = ACCESS THE LOG REGISTER
1000 # 0 A = SET LEVEL A	
1000 # 0 B = SET LEVEL B	
1000 # 0 C = SET LEVEL C	
1000 # 0 D = SET LEVEL D	

### Arming the Unit

A --> A = SET ARM LEVEL A  
B --> B = SET ARM LEVEL B  
C --> C = SET ARM LEVEL C  
D --> D = SET ARM LEVEL D

### Warn the Unit

\*&A -->\*&A = SET WARN LEVEL A  
\*&B -->\*&B = SET WARN LEVEL B  
\*&C -->\*&C = SET WARN LEVEL C  
\*&D -->\*&D = SET WARN LEVEL D

### PANIC

[ \* & # ] --> [ \* & # ] = SEND PANIC SIGNAL

### CLEAR ALERTS

\* --> \* = VIEW ZONE ALERTS

### SYSTEM POWER ON

[ 7 & 9 ] --> [ 7 & 9 ] = TURN ON

### NOTES:

A-->A Means: Press and hold the A key until it beeps  
[\*&A -->\*&A] Means: Press and hold the \* and the A keys until it beeps  
[ Y ] Means: Any COMBINATIONS OF numbers 1,2,3,4,5,6,7 or 8  
[ \* ] Denotes the value when password has been activated (No default exist!)  
[7&9] Means: Press BOTH KEYS (7&9) at the same time  
[ Z ] Means: keys A, B, C, D OR any combination of 1,2,3,4,5,6,7 or 8

