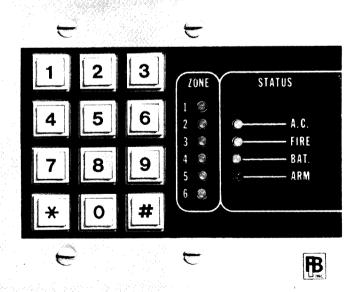
THE "USER-FRIENDLY" XL1219R

Total Control at Your Fingertips!

OPERATION and PROGRAMMING





XL1219 USER'S GUIDE

INTRODUCTION

The "brain" of your new security system is the XL1219 Control Panel. All of the detection devices of your system are wired to the control panel. When a <u>violation</u> occurs, the control panel reacts by setting the appropriate devices into action. It may cause a siren to sound, transmit a coded signal to the central staton, cause keypad lights to blink, etc. The XL1219 Digital Keypad will tell you the status of your security system at all times.

The following pages will familiarize you with the simple operation of the system, via the Digital Keypad, and will explain the meanings of the lights and buzzer.

TABLE OF CONTENTS

Operation	page
arming the System	1
instant ("home") feature	1
disarming the System	1
zone bypass	2
zone reactivation ("unbypass")	2
keypad lights	3
keypad buzzer	4
panic (installer pre-set option)	4
Ambush (installer pre-set option)	4
Programming	
fallback code	5
users defined	5
arm/disarm codes	5
ambush code	6
erasing a code	6
changing a code	6
exit and entry delay	6

ARM/DISARM OPERATION

Arming the System

To arm your security system (with no zones bypassed):

- 1. Make sure that all of the Zone Status green lights are <u>lit</u>. If any of the <u>green lights</u> are <u>off</u>, the number will show you which zone has an "open loop" (open window, etc.). You <u>cannot arm</u> the system with an open loop. Once all protected openings are secured;
- Enter your <u>5-digit</u> secret <u>code</u> by gently depressing each number key until you hear a momentary beep.
- 3. When all 5-digits have been entered, the <u>red</u> "ARM" light will go <u>on</u> and all of the <u>green</u> zone lights will go <u>off</u>. You now have a pre-set amount of time (exit delay time) to <u>leave the premises</u> through a door designated by your installer as a <u>delay zone</u>.

Instant (Home) Feature

If you are <u>staying within the premises</u>, and <u>no-one is expected to return</u> while the system is ARMED, you will want your time delay across to report an Alarm instantly. This is accomplished by selecting the "INSTANT" option.

To select the "Instant" option:

- 1. Arm the system
- 2. Press [*]
- 3. The zone 1 green light will go on

NOTE: This option automatically resets when the system is disarmed.

Disarming the System

To <u>disarm</u> your security system:

- 1. Enter your 5-digit secret code
- 2. The red "ARM" light will go off

Zone Bypass

If you wish to arm only a <u>part of your system</u>, such as the front doors and windows, but still have the freedom to come and go, for instance, through the back door, you may <u>bypass</u> the desired zone(s) and then arm the rest of the system.

To bypass one or more zones:

- 1. Make sure that the system is disarmed (red light off),
- 2. Press [9] ("Bypass")
- 3. Press the number of the zone to be bypassed

 $\underline{\text{Example}}: \text{ To bypass zone 3, Press } \boxed{ \boxed{9} }, \text{ then } \boxed{3}$

4. The green <u>zone light</u> will <u>blink</u> slowly to indicate that that zone is bypassed

NOTE: To bypass additional zones repeat steps 2 and 3 above

5. Now <u>arm</u> the system by entering your 5-digit code. (<u>All</u> of the <u>green lights</u> will go <u>off</u>; the <u>red</u> light will go <u>on</u>)

NOTE: This option automatically resets when the system is disarmed.

Zone Reactivation (Unbypass)

To <u>Unbypass</u> a single zone:

- 1. System must be disarmed
- 2. Press [9]
- 3. Press number of the zone to be unbypassed
- 4. The green zone light should <u>stop blinking</u>
 OR

To Unbypass all bypassed zones:

- 1. System must be disarmed
- 2. Press [<u>#</u>] ("Reset")

Auto Unbypass (Installer Pre-set Option)

If your system includes the "auto-unbypass" optional function, it will not be necessary to manually reactivate the zones as described above.

Under normal conditions, bypassed zones are <u>automatically</u> reactivated (unbypassed) when the system is <u>disarmed</u>. However, AFTER A BURGLARY ALARM, you must manually unbypass any bypassed zones.

KEYPAD LIGHTS

Green Zone Lights Each green light corresponds to a particular zone number (1-6). Each may be on steady, blinking or off at various times, indicating different conditions of the zone. Since your security system has been customized to suit your specific needs, your installer will identify any "24-hour" zones in your system. The chart below shows the meaning of the green lights.

Burglary Zones

ZONE STATUS	SYSTEM DISARMED	SYSTEM ARMED
Good	Light On	Light Off
Trouble	Light Off	Fast Blink *
Bypassed	Slow Blink	Does Not Display in Armed State

^{*} To stop blink, <u>disarm</u> system, then press [#] ("Reset")

24-Hour Zones

ZONE STATUS	ALARM ZONE	TROUBLE ZONE
Good	Light Off	Light On
Trouble	Light Off	Light Off
Bypassed	Cannot Be Bypassed	Slow Blink

Amber Status Light

Each amber light monitors a particular function of your security system, and is labelled accordingly. If the function is <u>operating</u> normally, the light is <u>on</u>.

"A.C." light off: the main electrical power supply is off.

Red Arm Light Light off: System Disarmed Light on: System Armed

Slow blink: Central Station did not receive transmission**

Fast blink: Alarm condition

***To stop blink, press # ("Reset")

* To stop blink, $\underline{\text{disarm}}$ system, then press [#] ("Reset")

[&]quot;FIRE" light off: trouble in the fire circuit

[&]quot;BAT(TERY)" light off: low battery (back-up power supply)

THE KEYPAD BUZZER

Trouble (AC Fire Bat) Buzzer At the same time that any of the AMBER LIGHTS go off to indicate a system problem, a trouble buzzer may sound. (Installer option)

To silence the trouble buzzer:

- 1. Press 9 ("Bypass")
- 2. Press 0 ("Trouble Zone")

NOTE: Remember to <u>unbypass the trouble buzzer</u> after the problem has been corrected. This is accomplished by repeating steps 1. and 2, above.

Meanings of Buzzer

- A MOMENTARY BEEP occurs whenever a key is depressed, indicating that the system has received the number you have entered
- Approximately 7 to 10 CONTINUOUS BEEPS is verification that your system has successfully reached the central monitoring station with a signal.
- STEADY BUZZING is a reminder to DISARM your system after entering the premises through one of the predetermined exit and entry zones.

OPTIONAL DIGITAL KEYPAD FUNCTIONS:

PANIC (installer pre-set option) If your system has been designed to incorporate the "panic" option, it will send a signal to the central station and may or may not sound an alarm at your premises (depending on the option you selected).

To send a panic signal:

- 1. Press [#] and [#] simultaneously for approximately ½ second NOTE: If silent panic was selected, you will not receive the verification buzzer.
- 2. To reset audible panic, press # for about ½ second.

AMBUSH (installer pre-set option) If your system has been designed to incorporate the "ambush" option, you will program a special <u>AMBUSH CODE</u> for "User 0" (see programming Ambush Code, p.6.)

To send an ambush signal:

- 1. Enter your User 0 5-Digit Ambush Code Example 0-6-4-3-7
- or 2. Enter any other user # (1-7) plus <u>User O's</u> 4-Digit Ambush Code Example: 2-6-4-3-7

NOTE: If Ambush is not used, your user 0 code will function like all other user arm/disarm codes).

KEYPAD PROGRAMMING

ARM/DISARM CODES

Your system is preprogrammed with a "FALLBACK" ARM/DISARM CODE. Be sure to record this code. In the event of a total loss of power (AC and battery), all codes with be erased. Your "Fallback" code will enable you to arm and disarm the system and re-program your personal secret code.

USERS

As many as eight separate arm/disarm codes can be programmed. Each code must begin with a different digit, which we call the "User Number"; for example, "User 1's arm/disarm code would be 1 and any four additional numbers; "User 2's" code would be 2 and any four additional numbers, etc. It is not necessary to program all eight codes.

A user code may be programmed for <u>temporary</u> use for a service person, guest, etc. and then erased (see below) when no longer needed. This maintains the secrecy of your regularly used codes.

THE SYSTEM MUST BE IN A <u>DISARMED</u> MODE TO ACCOMPLISH ANY PROGRAMMING. ALL PROGRAMMING IS DONE USING 1's CODE. (functions as an authorization code) THE NUMBER 9 MAY <u>NOT</u> BE USED IN ANY CODE.

USER 1 CODE

To Program User 1's Arm/Disarm Code

- 1. Press (Code Key)
- 2. Press number 1 then the 4-Digit FALLBACK CODE
- 3. Press 1 again (The Zone 1 Green Light will blink slowly)
 - Now Press Any 4 Numbers Desired For User 1's Code. Do not use #9. (Upon completion of the 4th digit the zone 1 light will stop blinking.)
- 4. Test the new code by attempting to arm the system

NOTE: Remember to DISARM the system before attempting to program any additional codes.

USERS 2-7 & 0

- 1. Press (Code key)
- 2. Enter your (New) User 1 (Authorization) Code
- 3. Press $\lfloor 2 \rfloor$ (The Zone 1 Green Light Will <u>blink</u> slowly)
 - Now press the 4 Numbers Desired for <u>User 2's Code</u>. Do not use #9. (Upon completion of the 4th digit the Zone 1 light will stop blinking.)

Repeat for User 3-7 and 0

User 0's Code may be programmed exactly as all other user codes only if the keypad "AMBUSH" feature is not used. This feature is pre-set by your installing company, if desired. (See explanation of "AMBUSH" below.)

AMBUSH

Ambush is a 4-digit code that will either turn the system ON if it is off, or OFF if it is on. AT THE SAME TIME it will send a SILENT EMERGENCY SIG-NAL to the central monitoring station. The Ambush Code is programmed as User 0, following standard USER CODE PROGRAMMING as described on page 5.

ERASING USER CODE

User 1 can erase any user's code except his own, as follows:

- 1. Press (Code Key)
- 2. Enter User 1 Code
- 3. Press User Number of Code to be Erased (e.g., if User 2 Code is to be erased depress only the number (2) to erase entire code. 4. Press # (Reset Key)

CHANGING **USER CODE**

Repeat Steps 1, 2, and 3 above, entering User Number of code to be changed in Step 3

4. Enter new 4-digit code desired (do not use #9)

EXIT and **ENTRY DELAY** TIMES

The exit and entrance delay times have been previously set for your convenience and security. These allow you to enter or leave the premises through specified "Delay Openings" while the system is armed. If you feel these delay times are unsatisfactory, call your installing company.