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**WARNING:** This manual contains information on limitations regarding product use and function and information on the limitations as to liability of the manufacturer. The entire manual should be carefully read.

# PC1616/PC1832/PC1864 User Manual

Note: This is a condensed version of manual. To see the full manual, please visit  
[concordpacific.com/customer-care/](http://concordpacific.com/customer-care/)

**PowerSeries™**  
SECURITY SYSTEM

v4.7

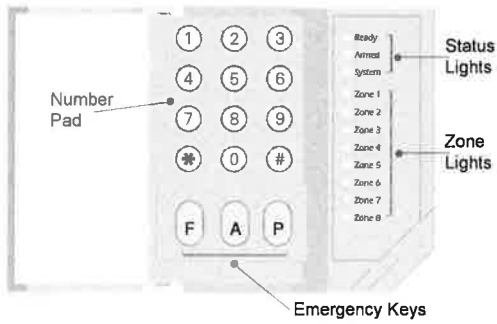
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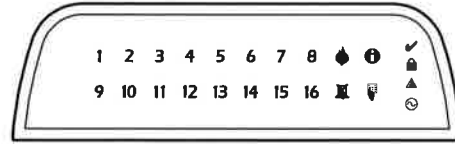
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# PowerSeries System Keypads

**PC1555RKZ**



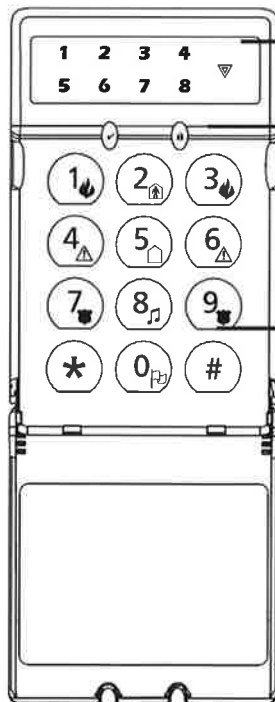
**PK5508/PK5516/RFK5508/RFK5516**



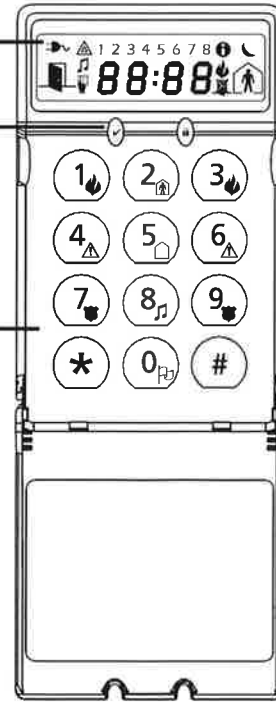
**PK5500/PK5501/RFK5500/RFK5501/RFK5564**



**LED5511**



**LCD5511**



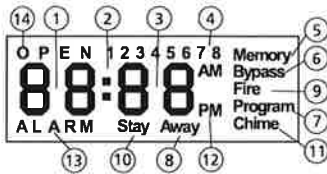
Display

System  
Lights

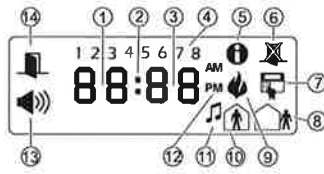
Number  
Pad

# Keypad Display Symbols

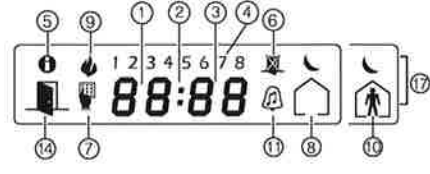
**LCD5501 Fixed Message**



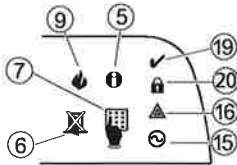
**LCD5501 ICON**



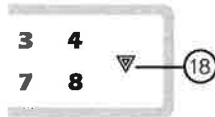
**PK5501/RFK5501**



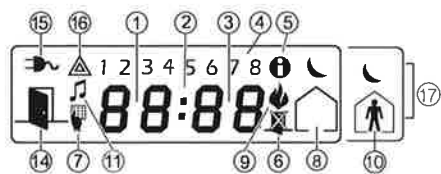
**PK5508/5516/RFK5508/5516**



**LED5511**



**LCD5511**



- 1 **Clock Digits 1, 2** – These two 7 segment clock digits indicate the hour digits when the local clock is active, and identify the zone when the OPEN or ALARM icons are active. These two digits scroll one zone per second from the lowest zone number to the highest when scrolling through zones.
- 2 **: (Colon)** – This icon is the hours/minutes divider and will flash once a second when the local clock is active.
- 3 **Clock Digits 3, 4** – These two 7 segment displays are the minute digits when the local clock is active.
- 4 **1 to 8** – These numbers identify troubles when [\*][2] is pressed.
- 5 **Memory** – Indicates that there are alarms in memory.
- 6 **Bypass** – Indicates that there are zones automatically or manually bypassed.
- 7 **Program** – indicates that the system is in Installer's Programming, or the keypad is busy.
- 8 **Away** – Indicates that the panel is armed in the Away Mode.
- 9 **Fire** – Indicates that there are fire alarms in memory.
- 10 **Stay** – Indicates that the panel is armed in the Stay Mode.
- 11 **Chime** – This icon turns on when the Chime function key is pressed to enable Door Chime on the system. It will turn off when the chime function key is pressed again to disable Door Chime.
- 12 **AM, PM** – This icon indicates that the local clock is displaying 12 Hr. time. These icons will not be on if the system is programmed for 24 Hr. time.
- 13 **ALARM** – This icon is used with clock digits 1 and 2 to indicate zones in alarm on the system. When a zone is in alarm, the ALARM icon will turn on, and 7 segment displays 1 and 2 will scroll through the zones in alarm.
- 14 **OPEN** – This icon is used with clock digits 1 and 2 to indicate violated zones (not alarm) on the system. When zones are opened, the OPEN icon will turn on, and 7 segment displays 1 and 2 will scroll through the violated zones.
- 15 **AC** – Indicates that AC is present at the main panel.
- 16 **System Trouble** – Indicates that a system trouble is active.
- 17 **Night** – Indicates that the panel is armed in the Night Mode.
- 18 **System** - Indicates one or more of the following:
  - Memory** – Indicates that there are alarms in memory.
  - Bypass** – Indicates that there are zones automatically or manually bypassed.
  - System Trouble** – This icon is displayed when a system trouble is active.
- 19 **Ready Light (green)** – If the Ready light is on, the system is ready for arming.
- 20 **Armed Light (red)** – If the Armed light is on, the system has been armed successfully.

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## **IMPORTANT NOTICE**

A security system cannot prevent emergencies. It is only intended to alert you and, if included, your central station of an emergency situation. Security systems are very reliable but they may not work under all conditions and they are not a substitute for prudent security practices or life and property insurance. Your security system should be installed and serviced by qualified security professionals who should instruct you on the level of protection that has been provided and on system operations.

### **PK5500/RFK5500/RFK5564 Language Selection**

Your keypad may have the capability to display messages in different languages.

1. Press and hold both [<][>] scroll keys simultaneously.
2. Using the [<][>] keys, scroll through the available languages.
3. Press [\*] to select your desired language.

**NOTE:** For systems compliant with the EN50131-1 standard, enter the Installer Code to access and change the keypad language.

## **Arming & Disarming the System**

### **Arming (Turning On/Setting)**

Close all sensors (i.e. stop motion and close doors). The Ready (✓) indicator should be on.

To arm, press and hold the Away Key (🏠) for 2 seconds and/or enter your Access Code, or press [\*][0] to Quick Arm. During the setting state (exit delay active) the Armed (🔒) and Ready (✓) indicators will turn on, and the keypad will sound one beep per second. You now have \_\_\_\_ seconds to leave the premises (please check with your installer to have this time programmed). To cancel the arming sequence, enter your access code.

### **Away Arming (Turned On/Set)**

When the exit delay is completed, the alarm system is armed/set and this is indicated on the keypad as follows: the Ready (✓) indicator will turn off, the Armed indicator will remain on and the keypad will stop sounding.

### **Quick Exit**

If the system is armed and you need to exit, use the Quick Exit function to avoid disarming and rearming the system. Press and hold the Quick Exit key (🚪) for 2 seconds or press [\*][0]. You now have 2 minutes to leave the premises through your exit door. When the door is closed again, the remaining exit time is cancelled.

## **Bell/Siren Sounds After Away Arming**

### **Audible Exit Fault**

In an attempt to reduce false alarms, the Audible Exit Fault is designed to notify you of an improper exit when arming the system in the Away mode. In the event that you fail to exit the premises during the allotted exit delay period, or if you do not securely close the Exit/Entry door, the system will notify you that it was improperly armed in two ways: the keypad will emit one continuous beep and the bell or siren will sound.

Your installer will tell you if this feature has been enabled on your system. If this occurs:

1. Re-enter the premises.
2. Enter your [access code] to disarm the system. You must do this before the entry delay timer expires.
3. Follow the Away arming procedure again, making sure to close the entry/exit door properly. (See "Away Arming (Turned On/Set)".)

### **Arming Error**

An error tone will sound if the system is unable to arm. This will happen if the system is not ready to arm (i.e. sensors are open), or if an incorrect user code has been entered. If this happens, ensure all sensors are secure, press [#] and try again. Please check with your installer to determine if arming is inhibited by any other means.

### **Disarming (Turning Off /Unsetting)**

Enter your access code to disarm anytime the system is armed (Armed (🔒) indicator is on). The keypad will beep if you walk through the entry door. Enter your code within \_\_\_\_ seconds to avoid an alarm condition (please check with your installer to have this time programmed).

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## Disarming Error

If your code is invalid, the system will not disarm and a 2-second error tone will sound. If this happens, press [#] and try again.

## Stay Arming (Partially Turning On / Part Setting)

Ask your alarm company if this function is available on your system.

Stay arming will bypass the interior protection (i.e. motion sensors) and arm the perimeter of the system (i.e. doors and windows). Close all sensors (i.e. stop motion and close doors). The Ready (✓) indicator should be on. Press and hold the Stay key (⏏) for 2 seconds and/or enter your Access Code and do not leave the premises (*if your installer has programmed this button*). During the setting state (exit delay active), the Armed (🔒) and Ready (✓) indicators will turn on.

When the exit delay is completed, the alarm system is armed/set and this is indicated on the keypad as follows: the Ready (✓) indicator will turn off, the Armed (🔒) indicator will remain on and the keypad will stop sounding. The Armed (🔒) indicator and Bypass or System indicator will turn on. The system will automatically bypass certain interior sensors (i.e. motion sensors).

**NOTE:** For SIA FAR listed panels, the Stay Arming Exit Delay will be twice as long as the Away Arming Exit Delay.

## Night Arming

To fully arm the system when it has been armed in Stay Mode, press [\*][1] at any keypad. All interior zones will now be armed except for devices programmed as Night Zones. Night zones are only armed in Away mode, this permits limited movement within the premises when the system is fully armed. Ensure that your installer has provided you with a list identifying zones programmed as night zones. When the interior zones have been activated (i.e., \*(1) you must enter your access code to disarm the system to gain access to interior areas that have not been programmed as night zones.

## No-Entry Arming

This allows the system to be armed without an Entry Delay from zones that normally have one.

An entry through any zone will then create an instant alarm.

1. Check that your system is ready to be armed (Ready light is ON)
2. Press [\*][9], then your [access code].
  - The Armed light flashes as a reminder that the system is armed and has no entry delay.
  - The keypad sounds fast beeps.
  - The keypad displays "Exit Delay in Progress".
3. The system is now armed in Stay mode.

## Silent Exit Delay

If the system is armed using the Stay key (⏏) (Programmable Function Key) or using the "No Entry" Arming method ([\*][9][access code]), the audible progress annunciation (keypad buzzer) will be silenced, and the exit time will be doubled for that exit period only (CP-01 versions only).

**NOTE:** For non CP-01 versions, Standard Exit Time is used.

## Remote Arming and Disarming

The system can be armed and/or disarmed using the remote control device (wireless key). When arming the system by using the Arm button on the wireless key, the system will acknowledge the command by sounding a single bell squawk (if bell squawk is enabled) and when disarming using the Disarm button on the wireless key the system will acknowledge the command by sounding two bell squawks (if bell squawk is enabled) that can be heard from the exterior of the premises.

## Emergency Keys

Press the 🔥 (F), ⚠️ (A) or 🚒 (P) key for 2 seconds to generate a Fire, Auxiliary or Panic alarm. The keypad sounder will beep indicating that the alarm input has been accepted and transmission to the central station is underway. Ask your alarm company if the emergency keys are available on your system.

**NOTE:** The Fire keys can be disabled by the installer.

## LED5511/LCD5511 Keypad

Press and hold both keys simultaneously for 2 seconds to send the following messages:

①③ **Fire** Message, ④⑥ **Auxiliary** Message, ⑦⑨ **Panic** Message.

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## When Alarm Sounds

The system can generate 4 different alarm sounds:

- Temporal / Pulsed Siren = Fire Alarm
- 4 beeps, 5-second pause, 4 beeps = Carbon Monoxide Alarm
- Continuous Siren = Intrusion (Burglary Alarm)

**NOTE:** The priority of signals is fire alarm, carbon monoxide alarm then burglary alarm.

## Intrusion (Burglary) Alarm Continuous Siren

- ❗ If you are unsure of the source of the alarm approach with caution! If the alarm was accidental, enter your Access Code to silence the alarm. Call your central station to avoid a dispatch.

## Fire Alarm Pulsed Siren

- ⚠ **Follow your emergency evacuation plan immediately!**

If the fire alarm was accidental (i.e. burned toast, bathroom steam, etc.), enter your Access Code to silence the alarm. Call your central station to avoid a dispatch. Ask your alarm company if your system has been equipped with fire detection. To reset the detectors, see the Sensor Reset section.

## Wireless Carbon Monoxide Alarm

Activation of your CO alarm indicates the presence of carbon monoxide (CO), which can be fatal. During an alarm, the red LED on the CO detector flashes rapidly and buzzer sounds with a repeating cadence of: 4 quick beeps, 5-second pause, 4 quick beeps. Also, during an alarm, the siren connected to the control panel produces a repeating cadence of 4 quick beeps, 5-second pause, 4 quick beeps. The keypad will also provide audible and visual indication of the CO alarm.

### **If an alarm sounds:**

1. Operate silence button.
2. Call emergency services or your fire department.
3. Immediately move outdoors or to an open door/window.

**WARNING:** Carefully review your Carbon Monoxide Installation/User Guide to determine the necessary actions required to ensure your safety and ensure that the equipment is operating correctly. Incorporate the steps outlined in the guide into your evacuation plan.

## Time & Date Programming

Press [\*][6] plus your Master Access Code or press the time programming function key (programmed by your installer). If you have a Time and Date trouble, press [8] from within the trouble menu. Press [1] to select Time and Date.

When using the PK5500/RFK5500/RFK5564, use the [<][>] scroll keys to find the menu option and press [\*] to select. Enter the time in 24-hr format (HH:MM), followed by the date (MM:DD:YY). Press [#] to exit programming.

**NOTE:** If you have an LCD keypad, your installer may have programmed your system to display the time and date while the keypad is idle. If this is the case, you can press the [#] key to clear the date and time display.

## Bypassing Zones

Use the zone bypassing feature when you need access to a protected area while the system is armed, or when a zone is temporarily out of service, but you need to arm the system. Bypassed zones will not be able to sound an alarm. Bypassing zones reduces the level of security. If you are bypassing a zone because it is not working, call a service technician immediately so that the problem can be resolved and your system returned to proper working order. Ensure that no zones are unintentionally bypassed when arming your system. Zones cannot be bypassed once the system is armed. Bypassed zones are automatically cancelled each time the system is disarmed and must be bypassed again, if required, before the next arming.

**NOTE:** 24-hour zones can only be unbypassed manually.

**NOTE:** For security reasons, your installer has programmed the system to prevent you from bypassing certain zones (e.g., smoke detectors).

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## **Bypassing Zones with a PK5500/RFK5500/RFK5564**

Start with disarming the system.

1. Press [\*] to enter the function menu. The keypad will display "Press \* for < > Zone Bypass".
2. Press [1] or [\*], then your [access code] (if required). The keypad will display "Zone Search < > Zone Name".
3. Enter the two-digit number of the zone(s) to be bypassed (01-64).

You can also use the [<][>] keys to find the zone to be bypassed, and then press [\*] to select the zone. The keypad will display "Zone Search < > "Zone Name?". "B" will appear on the display to show that the zone is bypassed. If a zone is open (e.g., door with door contact is open), the keypad will display "Zone Search < > "Zone Name" O". If you bypass the open zone, a "B" will replace the "O".

4. To unbypass a zone, enter the two-digit number of the zone(s) to be bypassed (01-64). You can also use the [<][>] keys to find the zone, and then press [\*] to select the zone. The "B" will disappear from the display to show that the zone is no longer bypassed.
5. To exit bypassing mode and return to the Ready state, press [#].

## **Bypassing Zones with a PK5508/PK5516/PK5501/RFK5508/RFK5516/RFK5501**

1. Disarm the system.
2. Press [\*][1], then your [access code] (if required).
3. Enter the two-digit number of the zone(s) to be bypassed (01-64). On PK5508/PK5516/RFK5508/RFK5516 keypads, the zone light will turn on to indicate that the zone is bypassed.
4. To unbypass a zone, enter the two-digit number of the zone (01-64). On PK5508/PK5516/RFK5508/RFK5516 keypads, the zone light will turn off to indicate that the zone is not bypassed.
5. To exit bypassing mode and return to the Ready state, press [#].

## **Activating All Bypassed Zones**

1. Press [\*][1], then your [access code] (if necessary).
2. Press [0][0]. To exit bypassing mode and return to the Ready state, press [#].

## **Recalling Bypassed Zones**

To recall the last set of bypassed zones:

1. Press [\*][1], then your [access code] (if necessary).
2. Press [9][9].
3. To exit bypassing mode and return to the Ready state, press [#].

## **Bypass Groups**

A Bypass Group is a selection of zones programmed into the system. If you bypass a group of zones on a regular basis, you can program them into the Bypass Group, so that you do not have to bypass each zone individually every time. One Bypass Group can be programmed on each partition.

### **To program a Bypass Group:**

1. Press [\*][1], then your [access code] (if necessary).
2. Enter the two-digit numbers (01-64) of the zones to be included in the Bypass Group. On PK5500/RFK5500/RFK5564 keypads, you can also use the [<][>] keys to find the zone to be included in the bypass group, and then press [\*] to select the zone.
3. To save the selected zone into the group, press [9][5].
4. To exit bypassing mode and return to the Ready state, press [#].

### **To select a Bypass Group when arming the system:**

1. Press [\*][1], then your [access code] (if necessary).
2. Press [9][1]. The next time the system is armed, the zones in this group will be bypassed.
3. To exit bypassing mode and return to the Ready state, press [#].

**NOTE:** Bypass Groups are only recalled if the system is armed/disarmed after programming the bypass group.

**NOTE:** This feature is not to be used in UL listed installations.



## Trouble Conditions

When a trouble condition is detected, the Trouble (▲) or System indicator will turn on, and the keypad will beep every 10 seconds. Press the [#] key to silence the beeps. Press [\*][2] to view the trouble condition. The Trouble (▲) or System indicator will flash. The corresponding trouble will be represented by numbers 1-8.

LED/ DIGIT	Trouble Condition	Comments	Action
1	Service Required (Press [1] for more details)	(1) Low Battery (2) Bell Circuit (3) System Trouble (4) System Tamper (5) Module Supervision (6) RF Jam Detected (7) PC5204 Low Battery (8) PC5204 AC Failure	Call for service
2	Loss of AC Power	If the building and/or neighbourhood has lost electrical power, the system will continue to operate on battery for several hours.	Call for service
3	Telephone Line Fault	The system has detected that the telephone line is disconnected.	Call for service
4	Failure to Com- municate	The system attempted to communicate with the monitoring station, but failed. This may be due to Trouble 3.	Call for service
5	Sensor (or Zone) Fault	The system is experiencing difficulties with one or more sensors on the system. Press 5 to display the zone.	Call for service
6	Sensor (or Zone) Tamper	The system has detected a tamper condition with one or more sensors on the system. Press 6 to display the zone.	Call for service
7	Sensor (or Zone) Low Battery	The system has detected a low battery condition with one or more modules/sensors on the system. Continue to press 7 to display the zone, keypad, wireless key(s) and RF Delinquency low battery conditions. Press 7 again to see zone troubles.	Call for service
8	Loss of Time & Date	If complete power was lost (AC and Battery), the time and date will need to be re-programmed.	Re-program Time & Date (page 6)

## Trouble Menu Acknowledgement

If the Arming Inhibit for All Troubles features is enabled, Trouble Menu Acknowledgement may be used. To use this feature while in the Trouble Menu ([\*][2]), press [9] to acknowledge and override the existing troubles, so the system can be armed. An override event will also be generated and logged, thus identifying the user. To override open zones, use the Zone Bypass feature ([\*][1]).

## Alarm Memory

When an alarm occurs, the Memory or System indicator (and Fire indicator, if applicable) will turn on. To view which sensor(s) generated the alarm, press [\*][3]. The Memory or System indicator and corresponding sensor number will flash (i.e. sensor 3).

For PK5500/RFK5500/RFK5564 keypads use the [<|>] scroll keys to view the sensors in alarm memory. Press [#] to exit. To clear the memory, arm and disarm the system.

If an alarm sounded while armed, the keypad will automatically go to alarm memory when you disarm the system. In this instance, you should approach with caution, as the intruder may still be within the building/premises.

## Door Chime (Entry/Exit Beeps)

To turn the door chime function on or off, press and hold the Chime key (Ⓐ) for 2 seconds or press [\*][4].

## Access Code Programming

In addition to the Master Access Code, you can program up to 94 additional User Access codes (access codes 1-48 for PC1616, access codes 1-72 for PC1832 and access codes 1-95 for PC1864). Press [\*][5], plus your Master Access Code. The Program or System indicator will begin to flash, and the Armed (Ⓐ) indicator will turn on.

Enter the 2-digit number to be programmed (i.e. 06 for user access code 6; enter 40 for the Master Access Code).

---

When using the PK5500/RFK5500/RFK5564, use the [<][>] keys to find the specific code and press [\*] to select. Enter the new 4 or 6-digit access code, or press [\*] to erase it. When programming is complete, enter another 2-digit code to program or press [#] to exit.

For systems using multiple partitions/areas, access codes can be assigned to specific or multiple partitions/areas. Please contact your alarm company for details.

The access codes have programmable attributes which allow zone bypassing, remote access using the ESCORT5580TC or one-time use activation.

When using 6-digit access codes, the minimum number of variations of access codes are 20833 for the PC1616, 13888 for the PC1832 and 10638 for the PC1864.

## Access Codes

### [\*][5][Master Code] (when disarmed)

The [\*][5] User's Programming command is used to program additional access codes.

**User Codes** - User Codes 1-48 are available for the PC1616. User Codes 01-72 are available for the PC1832. User Codes 1-95 are available for the PC1864.

**Master Code (Access Code 40)** - The Master Code can only be changed by the Installer, if programmed.

**Supervisor Codes** - These codes are always valid when entering the [\*][5] User Code Programming section. However, these codes can only program additional codes which have equal or lesser attributes. Once programmed, the Supervisor Codes receive the Master Code's attributes. These attributes are changeable. Any User Code can be made a supervisor code by enabling User Code Attribute 1 (please see below for details).

**Duress Codes** - Duress codes are standard User Codes that will transmit the Duress Reporting Code whenever the code is entered to perform any function on the system. Any User Code can be made a Duress Code by enabling User Code Attribute 2 (please see below for details).

**NOTE:** Duress codes are not valid when entering [\*][5], [\*][6] or [\*][8] sections.

**NOTE:** Access codes cannot be programmed as a duplicate or as a "Code +/- 1".

## User Code Attributes

1. The default attributes of a new code will be the attributes of the code used to enter [\*][5] whether it is a new code or an existing code being programmed.
2. System Master (Code 40) has Partition Access for all partitions, as well as Attributes 3-4 ON by default.

**NOTE:** These attributes are not changeable.

**Inherent Attributes (all codes except installer and maintenance)**

**Arm / Disarm** - Any Access Code with Partition Access enabled will be valid for arming and disarming that partition.

**Command Outputs ([\*][7][1], [\*][7][2], [\*][7][3], and [\*][7][4])** - If these outputs require Access Code entry, any Access Code with Partition Access will be valid for performing the [\*][7][1-4][Access Code] functions on that partition.

### Programmable Attributes ([\*][5][Master/Supervisor Code][99][Code])

- |                           |                                      |
|---------------------------|--------------------------------------|
| 1. Supervisor Code        | 5. For Future Use                    |
| 2. Duress Code            | 6. For Future Use                    |
| 3. Zone Bypassing Enabled | 7. Bell Squawk upon Arming/Disarming |
| 4. ESCORT Access          | 8. One Time Use Code                 |

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## Bell Squawk Attribute

This attribute is used to determine whether an access code should generate an arming/disarming Bell Squawk upon entry of the code for Away arming. The wireless keys with access codes associated with them may generate Arming/Disarming Bell squawks. If desired, this option may be used with codes that are manually entered. Please contact your installer to have this programmed.

**NOTE:** The Master Code cannot use the Bell Squawk attribute, but is required to enable it for other codes.

**NOTE:** This feature cannot prevent the Arm/Disarming squawks from being generated if an access code assigned to a WLS Key is manually entered at a keypad.

## Partition Assignment Mask

In order to accommodate Access Code Partition Assignment for the multiple partitions found on this product the user must enter [\*][5][Master Code][98][Code number to be change] (ex. [\*][5][1234][98][Code 03]. Under this section, each bit represents the corresponding partition's access (i.e. Bit 4 represents Partition 4 access).

The Master Code has access to all partitions, and cannot be modified.

### Partition Assignment Mask ([\*][5][Master/Supervisor Code][98][Code])

1. Partition One Access (available for PC 1616/PC 1832/PC 1864)
2. Partition Two Access (available for PC 1616/PC 1832/PC 1864)
3. Partition Three Access (available for PC 1832/PC 1864)
4. Partition Four Access (available for PC 1832/PC 1864)
5. Partition Five Access (available for PC 1864)
6. Partition Six Access (available for PC 1864)
7. Partition Seven Access (available for PC 1864)
8. Partition Eight Access (available for PC 1864)

### Notes on Access Codes and Programming

1. - [\*][5][MASTER CODE] [01 to 95] to program access codes  
- [\*][5][MASTER CODE][98] enters the Partition Assignment Mode [01 to 39 and 41 to 95] to edit access code partition assignments  
- [\*][5][MASTER CODE][99] Enters the Attribute Mode to edit access code Attributes.
2. The Master Code's attributes cannot be changed.
3. When a new code is programmed in [\*][5] it will be checked against all other codes in the system. If a duplicate code is found, an error tone is given and the code is returned to what it was before it was changed. This applies to both 4 and 6-digit codes.

## Erasing an Access Code

To erase a code, select the code and enter [\*] as the first digit. If [\*] is entered, the system will delete the code immediately and the user will be returned to select another code.

## User Function Commands

First disarm the system then enter [\*][6][Master Code].

The [\*][6] command is used to gain access to the following list of Master functions of the system.

### [1] Time and Date

Enter 4 digits for 24 Hour System Time (HH-MM). Valid entries are 00-23 for the hour and 00-59 for minutes. Enter 6 digits for the Month, Day and Year (MM-DD-YY)

### [2] Auto-arm/Disarm Control

Pressing [2] while in the User Function menu will enable (3 beeps) or disable (one long beep) the Auto-Arm and Auto-Disarm feature, by partition. With this feature enabled, the panel will automatically arm in the Away mode (Stay Away zones active) or disarm at the same time each day. The auto-arm time is programmed with the [\*][6][Master Code][3] command. Auto-Disarm must be programmed by the system installer.

### [3] Auto-arm Time

The system can be programmed to arm at a programmed time each day, per partition. Upon entry of this section, enter 4 digits for the 24-hour Auto-arm time for each day of the week.

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At the selected auto-arm time, the keypad buzzers will sound for a programmed amount of time (programmable by the installer only) to warn that an auto-arm is in progress. The bell can also be programmed to squawk once every 10 seconds during this warning period. When the warning period is complete, the system will arm with no exit delay and in the Away Mode.

Auto-arming can be cancelled or postponed by entering a valid access code only, during the programmed warning period. Auto-arming will be attempted at the same time the next day. When the auto-arming process is cancelled or postponed, the Auto-arm Cancellation Reporting Code will be transmitted (if programmed).

If arming is inhibited by one of the following, the Auto-arm Cancellation transmission will be communicated.

- AC / DC Inhibit Arm
- Latching System Tamper
- Zone Expander Supervisory Fault

#### **[4] System Test**

The system's Bell Output (2s), Keypad Lights and Communicator are tested. This test will also measure the panel's standby battery.

#### **[5] Enable DLS / Allow System Service**

If enabled, the installer will be able to access Installer Programming by DLS. In case of DLS access this provides a window where rings will be detected by the panel. The DLS window will remain open for 6hrs, during which time the installer will be able to enter DLS an unlimited number of times. After the 6-hr window has expired, Installer's Programming will be unavailable again until the window is re-opened.

#### **[6] User Call-up**

If enabled by the Installer, the panel will make 1 attempt to call the downloading computer. The downloading computer must be waiting for the panel to call before downloading can be performed.

#### **[7] For Future Use**

#### **[8] User Walk Test (For Europe only)**

This test allows the user to verify operation of system detectors and notifies the central station that a Walk Test is in progress.

**NOTE:** Fire zones, the 'F' key, and 2-wire smoke detectors are excluded from this test. Violation of these zones will cause the system to exit the walk test then generate and transmit alarm condition to the central station.

1. Press [\*][6][8] to enable Walk Test. The system will notify the Central Station that a walk test has begun.
2. Violate all each detector (zone) in sequence. A squawk will occur at the keypad, all LEDs on the keypad will flash and the violation will be recorded in the Event Buffer.
3. Restore zones. Press [\*][6][8] to end the Walk Test. The system will notify the Central Station that the walk test has been terminated.

**NOTE:** If a zone is not violated within 15 minutes of activating the Walk Test, the system will automatically exit the Walk Test and resume normal operation.

#### **Changing Brightness/Contrast**

*PK5500/RFK5500/RFK5564 keypads*

When this option is selected, the keypad will allow you to scroll through 10 different brightness/contrast levels.

1. Press [\*][6][Master code].
2. Use the [<][>] keys to scroll to either Brightness Control or Contrast Control.
3. Press [\*] to select the setting you want to adjust.
4. a) 'Brightness Control': There are multiple backlighting levels. Use the [<][>] keys to scroll to the desired level.  
b) 'Contrast Control': There are 10 different display contrast levels. Use the [<][>] keys to scroll to the desired contrast level.
5. To exit, press [#].

## **PK5501/PK5508/PK5516/RFK5501/RFK5508/RFK5516 keypads**

When this option is selected, the keypad will allow you to scroll through 4 different backlighting levels. A level of 0 disables the backlighting.

1. Press [\*][6][Master Code].
2. Use the [>] right scroll key to move through the 4 different backlighting levels.
3. The level is automatically saved when you press [#] to exit.

## **Changing the Buzzer Level**

### ***PK5500/RFK5500/RFK5564 keypads***

When this option is selected, the keypad will allow you to scroll through 21 different buzzer levels. A level of 00 disables the buzzer.

1. Press [\*][6][Master Code].
2. Use the [<][>] scroll keys to scroll to Buzzer Control.
3. There are 21 different levels, use the [<][>] keys to scroll to the desired level.

## **PK5501/PK5508/PK5516/RFK5501/RFK5508/RFK5516 keypads**

1. Press [\*][6][Master Code].
2. Use the [<] left scroll key to move through the 21 different buzzer levels.
3. The level is automatically saved when you press [#] to exit.

## **Viewing the Event Buffer from PK5500/RFK5500/RFK5564 Keypads**

The event buffer will show you a list of the last 500 events that have occurred on your system. You must use an LCD keypad to view the event buffer.

1. Press [\*][6][Master Code].
2. To select Event Buffer viewing, press [\*].
3. The keypad will display the event number, partition or area, and the time and date. Press [\*] to switch between this information and the event details.
4. Use the [<][>] keys to scroll through the events in the buffer.
5. To exit event buffer viewing, press [#].

## **PK5500/RFK5500/RFK5564 Global Status Screen**

When the keypad is loaned to global mode (pressing and holding the [#] key), you will see a Global Partition Status screen. This shows basic status for up to 8 partitions, depending on the configuration of your system. The screen looks similar to the example shown below.

```
1 2 3 4 5 6 7 8
A R ! N - - - -
```

Each partition is identified by a number. Below each number is the current status of that partition.

**A** - Partition is Armed

**N** - Partition is Not Ready to Arm, or keypad is blanked

**R** - Partition is Ready to Arm

**!** - Partition is in Alarm

**-** - Partition is Not Enabled

## **Sensor Reset**

Certain sensors, after having detected an alarm condition, require a reset to exit the alarm condition (i.e. glass break sensors, smoke detectors, etc.). Ask your alarm company if this function is required on your system.

To reset the detectors, press and hold the Reset () key for 2 seconds or press [\*][7][2].

If a sensor fails to reset, it may still be detecting an alarm condition. If the sensor reset is successful, the alarm is cancelled. If unsuccessful, the alarm will reactivate or continue.

## **Testing Your System**

**NOTE:** If you are going to perform a System Test, call your Monitoring Station to inform them when you begin and also when you end the test.

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## Testing Your Keypad Sounder and Siren

The System Test provides several system tests, and a two-second check of the keypad sounder and bell or siren.

1. Press [\*][6][Master Code][4].
2. The following will occur:
  - The system activates all keypad sounders and bells or sirens for 2 seconds. All keypad lights turn ON.
  - PK5500/RFK5500/RFK5564 keypads will light all pixels
  - The Ready, Armed, and Trouble LED's will flash for the duration of the test
3. To exit the function menu, press [#].

## Testing Your Entire System

All smoke detectors in this installation must be tested by your smoke detector installer or dealer once a year to ensure they are functioning correctly. It is the user's responsibility to test the system weekly (excluding smoke detectors). Ensure you follow all the steps in the 'Testing Your System' section above.

**NOTE:** Should the system fail to function properly, call your installation company for service immediately.

1. Prior to testing, ensure that the system is disarmed and the Ready light is on.
2. Press [#] and close all zones to return the system to the Ready state.
3. Perform a System Test by following the steps in the previous section.
4. To test the zones, activate each detector in turn (e.g., open each door/window or walk in motion detector areas).

**PK5500/RFK5500/RFK5564 keypads** will display the following message when each zone (detector) is activated: "Secure System Before Arming < >", "Secure System or Enter Code" or "Secure or Arm System". Use the [<][>] scroll keys to view which zones are open. The message will disappear when the zones are closed.

**On an PK5501/RFK5501 keypad**, the display says "Open" when any zone (detector) is activated. To see which zones are open, press [#]. The keypad will scroll the numbers of all open zones.

**On a PK5508/PK5516/RFK5508/RFK5516 keypad**, the zone light turns ON when the zone (detector) is activated. The zone light turns OFF when the zone is closed (e.g., door or window closed).

**NOTE:** Some features described above will not be functional unless enabled by your installer. Ask your installer which features are functional on your system.

## Walk Test Mode

The installer can initiate a Walk Test mode for the system. While in Walk Test mode, The Ready, Armed, and Trouble LED's will flash to indicate that Walk Test is active. When the system automatically terminates the Walk Test modes, it will annunciate with an audible warning (5 beeps every 10 seconds), beginning five minutes prior to the termination of the test.

## Allowing Computer Access To Your System


















From time to time, your installer may need to send information to or retrieve information from your security system. Your installer will do this by having a computer call your system over the telephone line. You may need to prepare your system to receive this 'downloading' call. To do this:

1. Press [\*][6][Master code][5] at any keypad. This allows downloading for a limited period of time. During this time, the system will answer incoming downloading calls.

For more information on this feature, please ask your installer.

## Keypad Quick Guide

The following table summarizes the keys, indicators, and most often used commands of the keypad.

Status Lights		
	<b>Ready</b> - Must be on to arm system. All zones must be secured or bypassed and the system disarmed for this light to activate.	
	<b>Armed</b> - Indicates system is armed. If the Ready light and the Armed light are both on it indicates an Exit Delay is in progress.	
	<b>Trouble</b> - On indicates a system malfunction or tamper. Flashing indicates that the keypad has a low battery condition. Follow the instructions displayed or enter [*][2] to view trouble. The Trouble light will turn off when the trouble is corrected.	
	<b>AC Power</b> - Indicates AC Power is present. The AC Power light will turn off when AC is absent.	
Function Keys		
	<b>Stay</b>	Arms the system in Stay Mode.
	<b>Away</b>	Arms the system in Away Mode (default).
	<b>Chime</b>	Same as pressing [*][4] on the keypad.
	<b>Reset</b>	Same as pressing [*][7][2] on the keypad.
	<b>Exit</b>	Same as pressing [*][0] on the keypad.
Special Keys		
	Language Selection - Press and hold both buttons simultaneously for 2 seconds to activate. Scroll to the desired language. Press [*] to select choice.	
	<b>Fire (F)</b> - Press and hold this button for 2 seconds to activate.	These keys must be programmed by the installer to function.
	<b>Auxiliary (A)</b> - Press and hold this button for 2 seconds to activate.	
	<b>Panic (P)</b> - Press and hold this button for 2 seconds to activate.	
User Commands		
Press [*] to select. Press [< >] to scroll. Press [#] to exit.		
PRESS...	To ...	
	Bypass Zones	
	Press [0][0]	Clear Bypass
	Press [9][9]	Bypass Recall
	Press [9][5]	Save Bypass
	Press [9][1]	Recall Save
	View System Troubles	Scroll to view all troubles
	View Alarms in Memory	Scroll to view alarms
	Chime ON/OFF	Turn chime on and off

* 5	Program User Codes Change Attributes	Press [< >] buttons to scroll to user code. Enter [Master Code][9][xx] to enter the user code (xx = 1-16). [1] Supervisor's Code [2] Duress Code [3] Zone Bypassing [4] Remote Access [5]-[6] Future Use [7] Bell/Siren Squawk Output [8] One Time Use Code
<b>User Commands</b>		
* 6	User Options < >	Event Buffer System Test Time and Date System Service/DLS User Call-up Walk Test Brightness Control Buzzer Level Control Contrast Control Late to Open
* 7	PGM Commands	If programmed by the installer, can be used to activate events such as opening/closing garage doors.
* 8	Installer Programming	Requires a special code.
* 9	No-Entry Arming	The system will arm in Stay mode after the exit delay expires, the entry delay is disabled.
* 0	Quick Arm/Quick Exit	Quick Arm is equivalent to entering your user code. Quick Exit allows you to exit the premises without disarming the system.