PARADOX
SECURITY SYSTEMS

K656 Touch Sense LCD Keypad

User Guide

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Chapter 1: Overview

Introduction

The K656 Touch Sense Keypad provides touchpad technology with simplified menu-driven navigation. Whether arming or disarming your system, bypassing zones, or viewing the system status, the menu-driven prompts guide you every step of the way. This sleek, innovative keypad makes using your security system easier than ever.

Features

- Touch sense keys with LED backlighting
- Streamlined, compact design
- Zone alarm display
- Simplified remote control programming
- 32-character blue LCD screen
- Available in multiple languages
- Assign to one or more areas
- 1 addressable zone input and 1 PGM output
- Independently set chime zones
- One-touch action buttons
- Three keypad-activated panic alarms
- Adjustable backlight, contrast, and scroll speed

Your security system uses advanced technology which will provide you with reliable security protection and powerful features that are easy to use.

Since you will communicate your instructions to the system through your keypad, please read this manual carefully and have your installer explain basic system operation.

K656 Overview

1) 32-character blue LCD screen
2) System AC power status indicator
3) Arrow keys - use to scroll the menu options
4) Main menu key
5) Panic keys (police, medical, and fire)
6) Enter key - saves current data, accesses sub-menus, or exits the current menu
7) Clear key - erases current data entry or reverts to the preceding step
8) One-touch arm keys (press and hold for 3 seconds to perform action: arm, sleep*, stay, disarm)

* Reserved for future use.

Auditory Feedback (Beep Tones)

When you enter information on the keypad, the keypad will guide you with beep tones to communicate the acceptance or rejection of your commands.

Confirmation Beep: When a command (e.g., arming/disarming) is successful, or when the system switches to a new status/mode, the keypad emits a fast beep ("BEEP-BEEP-BEEP-BEEP-BEEP").

Rejection Beep: When the system reverts to a previous status, or when a command is incorrectly entered, the keypad emits a long beep ("BEEEEEEEP").

Setting Time & Date

To set the time and date:

1) Press **[MENU]** > **[9] SETTINGS** > **[2] TIME AND DATE**.
2) Enter your **user code**.
3) To change the time, place the cursor under the number you want to change by using the **[^]** button and enter the time.

   NOTE: *To change the time between 12-hour and 24-hour format, contact your installer.*

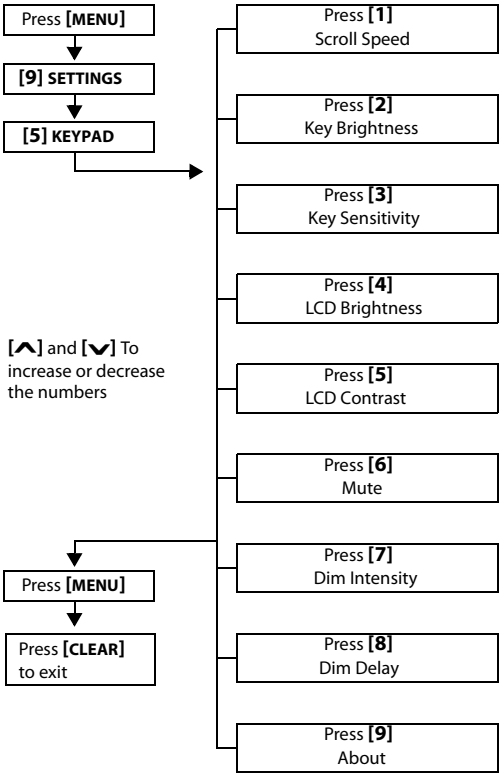
4) To change the date, place the cursor under the number you want to change and enter the correct date according to year/month/day.
5) Press **[ENTER]** to save and exit.

Keypad Settings

You can modify the following keypad settings to suit your needs.

- **Scroll Speed:** The amount of time that a message will remain on the screen before moving to the next message.
- **Key Brightness:** The intensity of the keypad buttons.
- **Key Sensitivity:** The sensitivity of the keypad buttons
- **LCD Brightness:** The intensity of the keypad screen.
- **LCD Contrast:** The contrast of the keypad screen
- **Mute:** When keypad mute is enabled, only confirmation, rejection, and key-press beeps are audible.
- **Dim Intensity:** The amount the screen will dim following the Dim Delay
- **Dim Delay:** The display will dim after a delay between 0 (no dimming) and 255 seconds
- **About:** Shows keypad serial number, firmware version and language version

Figure 1: Modifying Keypad Settings



Confidential Mode

Your installer can program keypads not to display the status of your system automatically by changing the keypad to Confidential Mode.

In Confidential Mode:

- The zones and status messages will NOT be displayed
- The indicator lights will NOT illuminate
- Depending on how your keypad was programmed by your installer, you must either press a button or enter your user code to illuminate the indicator lights and return to Normal Mode.

Programmable Outputs (PGMs)

Your system includes PGMs (programmable outputs) that can be programmed by your installer. A PGM is triggered when a predetermined event or series of events occurs in your system. PGMs can be programmed to reset smoke alarms, turn on light switches, open or close garage doors and much more. Ask your installer about this useful feature.

Programming Chime Zones

You can program the keypad to emit a rapid, intermittent beep tone whenever designated zones are opened or only when opened between certain hours. These zones are referred to as Chime Zones. Your installer can also program your Chime zones to beep upon closure.

To program chime zones:

1) Press **[MENU]** > **[6] CHIMING**.
2) Enter your **user code**.
3) Press **[1]** to chime a zone. Enter the number corresponding to the zone to be chimed, or use the **[^]** and **[v]** buttons to scroll the list of zones. Press the **[ENTER]** button to chime or unchime the zone that appears on the screen. Press **[CLEAR]** to save.
   OR
   Press the **[2]** button to set the time period a chimed zone will beep. Enter the time that the chimed zone(s)

will start beeping when opened (HH:MM). Enter the time that the chimed zone(s) will stop beeping when opened (HH:MM).

4) Press **[CLEAR]** to exit chime programming.

Panic Alarms

Your system can be programmed to send an alarm to your monitoring station to request help from the police, a medical facility, the fire department, or a telephone number of your choosing. To generate a panic alarm, press and hold the panic buttons displayed in Table 1. Your installer can program the alarm to be either silent or audible.

Table 1: Panic Buttons

Panic Alarm Types	*Panic Buttons*
Emergency Panic	Press & hold
Auxiliary Panic	Press & hold
Fire Panic	Press & hold

Command Functions

You will only need to use the Command Functions upon your installer's or monitoring station's request. Only the System Master Code or user codes with the Master feature enabled will be able to access these functions.

To access the Command Functions, press **[MENU]** > **[9] SETTINGS > [6] COMMANDS**.

Chapter 2: Areas

Your installer can set your keypad to recognize separate protected areas. Having separate areas in your system can be useful in situations where shared security systems are more practical. For example, a company that has both an office and a warehouse area, can arm and disarm each area separately while controlling access to each area. Therefore, one person may have access to only one area, whereas another person may have access to all areas. Access to the areas is determined by the user code.

Area Status Display

The Area Status Display allows you to see the status of the individual areas within a partitioned system. Your installer can partition the system into separate areas.

To view the status of the areas:

1) Press **[MENU]** > **[2] SYSTEM STATUS**.
2) Select the area you wish to view.
3) To exit, press **[CLEAR]**.

Each area will display one of the following messages:

- *READY*: If all zones in the selected area are closed
- *NOT READY*: If zones in the selected area are open
- *FRONT DOOR OPEN*: If there is an open zone within that area (message depends on zone's label)
- *TROUBLE(S)*: If a trouble has occurred or is occurring (see *Trouble Display* on page 31)
- *ALARM IN MEMORY*: If an alarm has occurred (see *Alarm Memory Display* on page 16)
- *AREA IS ARMED*; *FORCE ARMED*; *INSTANT ARMED*; *STAY ARMED*: Displays the arming status of the selected area

Chapter 3: Arming

When your system is armed, it can respond to any breach in the protected zones by causing an alarm and sending a report to your monitoring station.

To arm your system:

1) Press **[MENU]** > **[1] ARM / DISARM**, then select an arming type (see below).
2) Enter your **user code**.
3) If you have access to more than one area, select the area(s) you wish to arm.

Arming Types

- **Arm:** This method is used for the everyday arming of your system. All zones within the protected area must be closed to arm the system.
- **Force Arm:** Force arming allows you to quickly arm your system when zones are open. However, once the open zone is closed, your system will then arm that zone as well.
- **Stay Arm:** Stay arming will partially arm your system to permit you to remain in your home or office by arming the outer zones (perimeter) of the protected area (i.e., doors and windows).
- **Instant Arm:** This feature is the same as Stay arming except that there is no Entry Delay. Therefore, any armed zone that is breached will immediately generate an alarm.

Exit Delay Timer

When you arm your system, it will trigger the exit delay timer to provide you with enough time to exit the protected area before the system is armed.

Bypass Programming

You can bypass certain zones when you arm the protected area(s). When a zone is bypassed, it will be ignored the next time your system is armed. Once your area is disarmed, the system will unbypass the zone. In

order to bypass a zone, the following conditions must be met:

- The zone must have the Bypass option programmed by your installer.
- The Bypass option must be enabled in your User Options (not necessary if One-touch Bypass has been activated by your installer).
- Your user code must be assigned to the area containing the bypassed zone (not necessary if One-touch Bypass has been activated by your installer).
- The zone's area must be disarmed before the zone can be bypassed.

To bypass a zone:

1) Press **[MENU]** > **[3] BYPASS ZONE.**
2) Enter your **user code** if required.
3) Press **[1] SELECT ZONE .**
4) Use one of the following methods to select a zone:
   - Enter the 3-digit zone e.g., [001].
   - Use the **[^]** and **[v]** buttons to select a zone and press **[ENTER]**.
5) Press **[CLEAR]** to save and exit.

NOTE: *Fire Zones cannot be bypassed.*

To view all bypassed zones:

1) Press **[MENU]** > **[3] BYPASS ZONE.**
2) Enter your **user code** if required.
3) Scroll through the zones using the **[^]** and **[v]** buttons to view zone status.
4) Press **[CLEAR]** to exit.

Recall Bypass

The Recall Bypass feature allows you to quickly re-bypass the same zones that were bypassed the last time the system was armed.

To activate Recall Bypass:

1) Press **MENU** > **[3] BYPASS ZONE.**
2) Enter your **user code** if required.

3) Press **[2] RECALL BYPASS**.
4) Press **[CLEAR]** to save and exit.

One-Touch Buttons

If enabled by your installer, you can access the following features without using your user code by pressing and holding the desired One-Touch button.

Table 2: One Touch Button

Button	Feature
[ARM]	Regular arm
[SLEEP]	Sleep arm*
[STAY]	Stay arm
[OFF]	Disarm Stay armed areas
[6]	Change display settings

* Reserved for future use.

Keyswitch Arming

A key can be used to arm and disarm your system using two forms of keyswitches. With a maintained keyswitch, place the key in the "ON" position to arm your system, and place the key in the "OFF" position to disarm your system. With a momentary keyswitch, place the key in the "ON" position briefly then place it back in the "OFF" position to arm the system. Repeat this process to disarm with a momentary keyswitch.

Auto-Arming

If enabled by your installer, you can set the time that an area will arm automatically.

Timed Auto-Arming

Your installer can set Timed Auto-Arming to function in either Force or Stay arming mode. A sixty-second (default value) exit delay sequence will begin prior to your system automatically arming itself at the programmed time.

To set the Auto-Arming timer:

1) Press **[MENU]** > **[9] SETTINGS** > **[4] AUTO ARMING**.
2) Enter the **master code**.

3) If you have access to more than one area, enter the area's number, or use the **[^]** and **[v]** buttons and press **[ENTER]**.
4) Enter the time you want the area to be armed according to the 24-hour clock (e.g., 9 a.m. is 09:00 and 9 p.m. is 21:00).
5) Press **[ENTER]** to save and exit.

No Movement Auto-Arming

Your system can be programmed to send a report to your monitoring station and/or arm the system if there is no activity in the area during a specified period of time. Your installer can set No Movement Auto-Arming to function in either Regular or Stay arming mode.

Chapter 4: Disarming

When your system is disarmed, it deactivates any alarms in progress, and it deactivates the zones so that an alarm will not be triggered if zones are breached.

Entry Delay Timer

Your installer will program designated entry points (e.g., the front door) with an Entry Delay Timer. This delay gives you time to enter the armed premises and enter your user code to disarm your system before an alarm is triggered.

Disarming an Armed System

A user can only disarm an area to which their user code is assigned. User codes with the "Arm Only" (*User Options* on page 27) option enabled cannot disarm the system.

To disarm your system:

If you are only assigned to one area (or the system is only programmed with one area), enter your **user code** to disarm.

For a system with multiple areas:

1) Enter your **user code**
2) press **[5] DISARM**.
3) Select the **area** you wish to disarm.

   NOTE: *If you enter the premises and an entry delay timer begins, entering your user code immediately disarms the area in entry delay.*

Alarm Memory Display

When an alarm occurs in a zone:

- The area and zone (e.g., *ALARM AREA 1 - FRONT DOOR*) are displayed even when the system is armed. The notification continues until disarming, even if the zone is restored.
- After the bell cut-off (default: 4 minutes), the area and zone in alarm are no longer displayed. The status of the area is changed to "*WAS IN ALARM*" and the message "*ALARM IN MEMORY / PRESS MENU>4*" is displayed

- The alarm memory will be erased after the next alarm occurs and a valid user code has been entered.

To view the alarms that occurred the last time the system was armed:

1) When the system is disarmed, the screen will display *ALARM IN MEMORY. PRESS MENU>4.*
2) Press **[MENU]** > **[4] ALARM MEMORY**.
   Zones that were breached while armed will be displayed.
3) Use the **[^]** and **[v]** buttons to scroll breached zones.
4) Press **[CLEAR]** to exit the Alarm Memory Display.

Chapter 5: User Codes and Labels

User codes allow access to the system. Your system supports up to 999 user codes. Codes can be assigned to user number between 002 and 999 (user number 001 is the System Master Code). Your installer will usually program user codes to be four or six digits in length. Each digit can be any value between zero and nine. If your installer programmed your system to accept a variable code length, you must press the **ENTER** button after entering your user code.

System Master Code (Default 123456)

The System Master Code will give you access to all of the features available on your system, as well as the ability to add, modify, or delete any user codes. We suggest that you change this code to prevent others from accessing and changing options without authorization. Your installer can set the System Master Code to be either 4 or 6 digits in length.

To change the System Master Code:

1) Press **[MENU]** > **[9] SETTINGS** > **[1] USER CODES**.
2) Enter the current **system master code** (default: 1234 or 123456).
3) Press **[1] SELECT USER** and enter user number **[001]**.
4) Enter a new **system master code**.
5) Press **[ENTER]** to continue to remote control assignment etc. as described in *Programming User Settings* on page 24.

The System Master Code has access to all access control doors and all access control features at all times. Only the following features of the System Master Code can be modified:

- Code number
- Access card programming
- Remote control programming

If any other options are manually changed, the System Master Code will immediately revert to its original programming.

Copy User Options

This feature allows you to copy the user options, access control options, and area assignments from one user code to another. All user options are copied except the user code, card assignment, remote control assignment, and user label.

To copy user options:

1) Press **[MENU] > [9] SETTINGS > [1] USER CODES**.
2) Enter the master code.
3) Select one of the following:
   SELECT USER: Enter user number [002] to [999]. **FIND FREE USER**: Finds the next available user number.
4) Press **[⚠]**.
5) Enter the 3-digit User number you wish to copy FROM.
6) Enter a user code. If the user code is of variable length, press **[ENTER]** after entering the user code. If necessary, assign an access card, remote control, and user label as described in *Programming User Settings* on page 24.

User Labels

User labels personalize user codes and can be assigned in step 10 in *Programming User Settings* (see page 24). Using this feature, you can change a default label (e.g., *USER 001*) to something more descriptive (e.g., *JOE SMITH*).

To program a user label:

1) In step 10 in *Programming User Settings* on page 26, type the desired characters as detailed in *Keypad Buttons* and *Special Function Keys* on page 20.
2) Press the **[^]** button to move the cursor to a new space.
3) When the label is complete, press the **[ENTER]** button to save and exit.

   NOTE: *For Hebrew, Russian and Greek keypads, refer to the Standard Characters appendix on page 43.*

Keypad Buttons

Every numeric button on the keypad is assigned a set of letters. To obtain the desired letter using the numeric buttons on your keypad, press the button until the desired letter appears on the screen. For example, if you want to enter the letter "C" you would press the **[1]** button three times (see Table 3 on page 20).

NOTE: *For Hebrew, Russian and Greek keypads, refer to the standard and special characters appendices on page 43 and page 44.*

Table 3: Keypad Letter Assignments

Key	*Press Key Once*	*Press Key Twice*	*Press Key Three Times*
[1]	A	B	C
[2]	D	E	F
[3]	G	H	I
[4]	J	K	L
[5]	M	N	O
[6]	P	Q	R
[7]	S	T	U
[8]	V	W	X
[9]	Y	Z	

Special Function Keys

[STAY] = Insert Space

Pressing the **[STAY]** key inserts a blank space in the current cursor position.

[SLEEP] = Delete

Pressing the **[SLEEP]** key will delete the character or blank space at the current cursor position.

[ARM] = Delete Until the End

Pressing the **[ARM]** key will delete all characters and spaces to the right of the cursor and at the cursor's position.

[OFF] = Number Keys / Letter Keys

Every time the **[OFF]** key is pressed it will switch between number keys and letter keys.

[MENU] = Lower Case / Upper Case

Every time the **[MENU]** key is pressed it will switch between lower and upper case letters.

[⬡] = Special Characters

After pressing the **[⬡]** button, the cursor will turn into a flashing black square. Using Table 4 on page 22, enter the 3-digit number that represents the desired symbol.

NOTE: *For Hebrew, Russian and Greek keypads, refer to the Special Characters appendix on page 44.*

Table 4: Special Characters Catalogue

032	033	034	035	036	037	038	039	040	041	042
	!	"	#	$	%	&	'	(	)	*
043	044	045	046	047	048	049	050	051	052	053
+	,	-	.	/	0	1	2	3	4	5
054	055	056	057	058	059	060	061	062	063	064
6	7	8	9	:	;	<	=	>	?	@
065	066	067	068	069	070	071	072	073	074	075
A	B	C	D	E	F	G	H	I	J	K
076	077	078	079	080	081	082	083	084	085	086
L	M	N	O	P	Q	R	S	T	U	V
087	088	089	090	091	092	093	094	095	096	097
W	X	Y	Z	[	\	]	^	_	`	a
098	099	100	101	102	103	104	105	106	107	108
b	c	d	e	f	g	h	i	j	k	l
109	110	111	112	113	114	115	116	117	118	119
m	n	o	p	q	r	s	t	u	v	w
120	121	122	123	124	125	126	127	128	129	130
x	y	z	{	|	}	→	←	Û	Ù	Ú
131	132	133	134	135	136	137	138	139	140	141
Ü	Û	Ù	Ú	Ô	Ò	Ó	Ō	ô	ò	ó
142	143	144	145	146	147	148	149	150	151	152
ö	Ć	Ê	È	É	Ë	ê	è	é	ë	Ä
153	154	155	156	157	158	159	160	161	162	163
Ö	à	Ä	à	á	ä	Đ	đ	Î	ì	í
164	165	166	167	168	169	170	171	172	173	174
ï	i	Ñ	Ñ	Ń	Ş	ş	Ş	Ľ	Ł	Ń
175	176	177	178	179	180	181	182	183	184	185
Ħ	Ş	±	ü	↑	↓	↵	ſ	£	Ⱦ	ⱦ
186	187	188	189	190	191	192	193	194	195	196
Ŧ	ⱡ	¶	½	⅓	¼	ø	Ł	Þ	ß	Ç
197	198	199	200	201	202	203	204	205	206	207
®	¤	[	Ɣ	Ø	Ü	Ã	₵	ã	õ	õ
208	209	210	211	212	213	214	215	216	217	218
·	··	°	`	´	~	÷	«	»	]·	/
219	220	221	222	223	224	225	226	227	228	229
X	Ⓢ	Ⓖ	▣	☰	α	⅔	½	¼	⅔	¾
230	231	232	233	234	235	236	237	238	239	240
ρ	g	↕	↵	j	□	⅘	Я	Ю	Ш	Þ
241	242	243	244	245	246	247	248	249	250	251
q	θ	∞	Ω	ß	Σ	˜	Φ	Ч	Ъ	Ⅱ
252	253	254	255							
Ѝ	Ц	ъ	▥							

Polish	001 Ż	002 ć	003 ą	004 ę	005 ź	006 ł	007 ś
Hungarian	001 Á	002 ű	003 ő				
Turkish	001 ğ						

Deleting User Codes

To delete user codes, follow steps 1 to 3 in *Programming User Settings* on page 24. In step 4, press **[CLEAR]**. Once the information is erased, press the **[ENTER]** button three times to save and exit.

Programming User Codes

The System Master and users with the Master feature can program user codes along with user options and area assignments. The section: *Programming User Settings* on page 24 describes the steps you would follow to program user codes. If you wish to program user codes using the NEware Software, please contact your installer for information.

If the keypad emits a rejection beep at any point during the programming procedure, you may have chosen an existing user code or you do not have access to certain user options (see *User Options* on page 27 and Area Assignment instructions in step 6 in *Programming User Settings* on page 24). Regular users with the Master feature (step 5 in *Programming User Settings* on page 24) can only assign the same user options and area assignments to which they themselves are assigned. For example, if a User with the Master feature is assigned User Option 1 and Area 2, they can only assign Option 1 and Area 2 to a user code.

Chapter 6: Programming User Settings

Using the K656 keypad, you can add new users to the system and modify their level of access to the system.

The following points are important to keep in mind when programming a new user:

- For a more detailed explanation user options and access control options, refer to *User Options* on page 27 and *Access Control User Options* on page 28. Options that are **bold** are enabled by default.
- By default, all users can regular arm the system.
- You can only assign areas to which you –as a master user– are assigned. For example, if you are assigned to areas 1 and 2, you will only be permitted to assign areas 1 and 2 to new users.
- If a user is not assigned to an area, and if PGMs are programmed by your installer, the user can only control the PGMs. For a more detailed explanation of PGMs, refer to *Programmable Outputs (PGMs)* on page 9.
- In order to assign a remote control, the system must include an RTX3 Wireless Expansion Module.

To program a user:

<table>
<tr><td>1</td><td colspan="3">Press [MENU] > [9] SETTINGS > [1] USER CODES.</td></tr>
<tr><td>2</td><td colspan="3">Enter the master code.</td></tr>
<tr><td>3</td><td colspan="3">Select one of the following:
SELECT USER: Enter user number [002] to [999].
FIND FREE USER: Finds the next available user number.</td></tr>
<tr><td>4</td><td colspan="3">Enter the new user code.</td></tr>
<tr><td>5</td><td colspan="3">Select user options:</td></tr>
<tr><td></td><td colspan="3"><table>
<tr><td colspan="2">Input Value</td><td rowspan="2">Master Feature</td></tr>
<tr><td>[1]</td><td>[2]</td></tr>
<tr><td>Off</td><td>Off</td><td>Disabled</td></tr>
<tr><td>On</td><td>Off</td><td>Master - can program user codes</td></tr>
<tr><td>On</td><td>On</td><td>Full Master - can program user codes, options and assignments</td></tr>
</table></td></tr>
<tr><td></td><td colspan="3"><table>
<tr><td>Input Value</td><td>Description</td></tr>
<tr><td>[3]</td><td>Duress</td></tr>
<tr><td>[4]</td><td>Bypass</td></tr>
<tr><td>[5]</td><td>Arm only</td></tr>
<tr><td>[6]</td><td>Stay and Instant</td></tr>
<tr><td>[7]</td><td>Force</td></tr>
<tr><td>[8]</td><td>Off = access keypad's areas only
On = access any area assigned to user</td></tr>
</table></td></tr>
<tr><td></td><td colspan="3">Press [^] to continue.</td></tr>
<tr><td>6</td><td colspan="3">Select which areas the user will be able to access/arm/disarm: [1] to [8]</td></tr>
<tr><td></td><td colspan="3">Press [^] to continue.</td></tr>
<tr><td>7</td><td colspan="3">Select the user's access level and schedule assignment:
First [00] = Enter access level from 00 to 15 (00 = all doors)
Second [00] = Enter schedule from 00 to 15 (00 = access granted at all times)</td></tr>
</table>

<table>
<tr><td>8</td><td colspan="3">Select the user's access control options:</td></tr>
<tr><td></td><td>Input Value</td><td colspan="2">Description</td></tr>
<tr><td></td><td>[1]</td><td colspan="2">Access control</td></tr>
<tr><td></td><td>[2]</td><td colspan="2">Can disarm with access card</td></tr>
<tr><td></td><td>[3]</td><td colspan="2">Access card with extended unlocked period</td></tr>
<tr><td></td><td colspan="2">Input Value</td><td rowspan="2">Arming with card Feature</td></tr>
<tr><td></td><td>[4]</td><td>[5]</td></tr>
<tr><td></td><td>Off</td><td>Off</td><td>Disabled</td></tr>
<tr><td></td><td>On</td><td>Off</td><td>Regular arm</td></tr>
<tr><td></td><td>Off</td><td>On</td><td>Stay arm</td></tr>
<tr><td></td><td>On</td><td>On</td><td>Force arm</td></tr>
<tr><td></td><td>Input Value</td><td colspan="2">Description</td></tr>
<tr><td></td><td>[6]
[7]
[8]</td><td colspan="2">Add tolerance window to schedule
User code follows schedule
Off = Access card unlocks door and disarms system
On = Access card unlocks door and access code required to disarm</td></tr>
<tr><td></td><td colspan="3">Press [^] to continue.</td></tr>
<tr><td>9</td><td colspan="3">Assign an access card:
Enter the access card's serial number manually.</td></tr>
<tr><td>10</td><td colspan="3">Assign a remote control:
Enter the remote control's serial number manually or press a remote button twice.</td></tr>
<tr><td>11</td><td colspan="3">Enter a user label:
For detailed instructions on creating user labels, see User Labels on page 19.</td></tr>
<tr><td>12</td><td colspan="3">To save and exit, press [ENTER].</td></tr>
</table>

User Options

Options [1] and [2]: Master Feature

- When option **[1]** is **OFF**, the user cannot program other users into the system.
- When option **[1]** is **ON** and option **[2]** is **OFF**, the user can program and modify user codes (P.I.N. only) and user labels.
- When both options **[1]** and **[2]** are **ON**, the user has Full Master rights. The user can create or modify user codes, user options, user access control options, access card numbers, remote control serial numbers, user labels and area assignments according to their own programming. For example, if the Full Master has access to area 1 and option **[4]** (Bypass) only, the Full Master user can only assign area 1 and option **[4]** to other users in the system.

Option [3]: Duress

- When option **[3]** is **ON**, the Duress feature is enabled. This feature is used when someone forces a user to arm or disarm an area(s). By entering a user code (P.I.N.) reserved for the Duress feature, the system will arm or disarm the area(s), and then send a silent alarm to the monitoring station.

Option [4]: Bypass

- When option **[4]** is **ON**, the Bypass feature is enabled. This feature allows the user to deactivate zones when arming the area(s).

Option [5]: Arm Only

- When option **[5]** is **ON**, the Arm Only feature is enabled. The user can arm assigned areas with either a card or code, but cannot disarm.
- When the option is **OFF**, the user can either arm or disarm assigned areas.

Option [6]: Stay & Instant Arm

- When option **[6]** is **ON**, the Stay and Instant arm features are enabled. The user can now Stay or Instant arm their assigned areas.

Option [7]: Force Arm

- When option **[7]** is **ON**, the Force arm feature is enabled. The user can now Force arm their assigned areas.

Option [8]: Area Access

- When option **[8]** is **ON**, the keypad will permit access to all the areas assigned to the user code.
- When option **[8]** is **OFF**, the keypad will only permit access to the areas it controls. For example, the keypad is assigned area 1 only, and your user code is assigned areas 1 to 8. If the option is ON, you can access all eight areas from the keypad. If the option is OFF, you can only access area 1.

  NOTE: *By default all users can Regular arm the system.*

Access Control User Options

Option [1]: Access Control

- When option **[1]** is **ON**, the user can gain access to an access control door when Access Control is enabled in the system. A user that is not assigned to any partition, but has the Access Control option (Option [1]) enabled, can now gain access to an access control door, press **[MENU]** > **[8] UNLOCK DOOR** and enter a user code.
- When the option is **OFF**, the user cannot access an Access Control door.

Option [2]: Can Disarm with Access Card

- When option **[2]** is **ON**, a user's access control card can unlock and disarm an armed access control door.
- When option **[2]** is **OFF**, follow the settings in option **[8]** on page 30.

  NOTE: *For option* **[2]** *to function in the ON position, option* **[5]** *"Arm Only" in the User Options must be disabled (refer to User Options on page 27).*

Option [3]: Card with Extended Unlocked Period

- When option **[3]** is **ON**, "Extended Unlocked Period" is enabled. "Extended Unlocked Period" refers to the

time period programmed into each access control door by your installer that extends the unlocked time of the door. For example, if your installer sets the Unlocked period of the door to 30 seconds and the Extended Unlocked Period to 15 seconds, a user code with "Extended Unlocked Period" enabled will have a total of 45 seconds to pass through the door.

Options [4] and [5]: Arming with Card

- Options **[4]** and **[5]** define the type of arming when arming with an access control card. You can either regular arm, stay arm, force arm, or disable the Arming with Card feature.

Input Value		Arming with card Feature
[4]	[5]	
Off	**Off**	**Disabled**
On	Off	Regular arm
Off	On	Stay arm
On	On	Force arm

Option [6]: Add Tolerance Window to Schedule

- When option **[6]** is **ON**, the Schedule Tolerance Window feature is enabled. This feature extends a user's scheduled access period through an access control door by the amount programmed by your installer. For example, if the user's assigned schedule for the door is Monday to Friday from 9:00 a.m. to 5:00 p.m., and your installer sets the "Tolerance Window" at one hour, the user with the "Schedule Tolerance Window" enabled will be able to enter and exit one hour before and after their scheduled time for that door.

Option [7]: Code Follows Schedule

- When option **[7]** is **ON**, users can use their codes only during their scheduled hours assigned in step *7* in *Programming User Settings* on page 25.
- When the option is **OFF**, users can use their codes at any time.

Option [8]: Card to Unlock and Code to Disarm

Option **[8]** functions only if option **[2]** in *Access Control User Options* on page 28 is **OFF**.

- When option **[8]** is **ON**, a user can use an access control card to unlock an armed access control door, however the user **must** enter a user code to disarm the armed area.
- When option **[8]** is **OFF**, a user can gain access to an access control door only if the door's area(s) is already disarmed.

  NOTE: *For option [8] to function in the ON position, option [5] "Arm Only" in the User Options must be disabled (refer to User Options on page 27).*

Chapter 7: Trouble Display

Trouble Display

If your system experiences any problems, *TROUBLE(S) PRESS MENU>S* will appear on the screen. The Trouble Display will only display the troubles that occur in the area(s) to which the keypad has been assigned.

To view the Trouble Display:

1) Press **[MENU] > [5] VIEW TROUBLE**.
   The Group Heading with the trouble will appear on the screen. Use the **[^]** and **[v]** buttons to scroll through the Groups experiencing a trouble.
2) Press the **[NUMBER]** of the trouble you wish to view.

Aside from setting the date and time (clock loss), if any troubles occur, we strongly suggest that you contact your installer immediately to have your system serviced. For information on setting the time and date, refer to *Setting Time & Date* on page 7.

Group 1: System

- **[1] AC Failure**
- **[2] Battery Failure**
- **[3] Aux. Failure**
- **[4] Bell Limit**
- **[5] Bell Missing**
- **[6] ROM Error**
- **[7] RAM Error**

Group 2: Communicator

- **[1] TLM1**
- **[2] to [5] Fail to Communicate (1 to 4)**
- **[6] Fail to Communicate PC**

Group 3: Module Trouble

- **[1] Tamper**
- **[2] ROM Error**
- **[3] TLM Trouble**
- **[4] Fail To Com**

- **[5] Printer**
- **[6] AC Failure**
- **[7] Battery Failure**
- **[8] Low Supply**

Group 4: Network Trouble

- **[1] Missing Keypad**
- **[2] Missing Module**
- **[3] Lost Voice Mdl.**
- **[6] General Failure**
- **[7] Network OverLd**

Group 5: Zone Tamper

Group 6: Zone Low Battery

Group 7: Zone Fault

Group 8: Clock Loss

- The time and date have been reset to the default. *CLOCK LOST [8] TO VIEW* will appear in the trouble menu. Refer to *Setting Time & Date* on page 7.

Group 9: GSM Troubles

- **[1] Missing GSM Module**
- **[2] GSM RF Jam Supervision**
- **[3] No Service**
- **[5] to [8] Fail to Communicate (1 to 4)**
- **[9] IP Receiver Unregistered**

Group 10: IP Troubles

- **[1] Missing IP Module**
- **[2] No Service**
- **[3] to [6] Fail to Communicate (1 to 4)**
- **[7] IP Receiver Unregistered**

History Log

The History Log will record the user-initiated actions that occurred in your system as well as any alarms or troubles (e.g., "Access Granted"). By default, you will be able to

view the history log for all areas to which the keypad is assigned.

To view the History Log:

1) Press **[MENU] > [7] HISTORY LOG**.
2) If you have access to more than one area, select the area(s) you wish to view.
3) Use the **[^]** and **[v]** buttons to scroll through the events.
4) Press the **[CLEAR]** button to exit.

Once you have entered the History Log, you can change the order that the Event Record screens appear (begin with the Event Description or with the Event #) by pressing the **[7]** button. If you already know the number of the event you want to view, press **[ENTER]** after step 3 above, and then enter the event's number.

Chapter 8: Remote Control Feedback

If your system includes the Wireless Zone Expansion module (RTX3), it will be able to support remote controls including the Two-Way Remote Control (REM2). This remote allows you to change the status of the system, and it also provides visual and auditory feedback.

Full/Force Arming Indicators

Action	*LED Sequence*	*Auditory Feedback*
Disarming	Green on	Two beeps
Exit delay	Red / green slow flash	Confirmation beep
Arming / Entry Delay	Red on	Confirmation beep
Alarm	Red fast flash	Alarm beep

Stay Arming Indicators

Action	*LED Sequence*	*Auditory Feedback*
Disarming	Green on	Two beeps
Exit delay	Yellow / green slow flash	Confirmation beep
Arming / Entry Delay	Yellow on	Confirmation beep
Alarm	Red fast flash	Alarm beep

Other Indicators

Action	*LED Sequence*	*Auditory Feedback*
PGM on/off	Yellow on	Confirmation beep

NOTE: *For REM3, refer to the REM3 User Manual.*

Chapter 9: Voice Dialer / SMS

The VDMP3 Voice Dialer, is a voice-assisted module that can be programmed to call up to 8 telephone numbers in the event of an alarm. You can also call the VDMP3 from an outside line, enabling you to arm or disarm the system as well as activate up to 8 programmable outputs (PGMs).

Calling the VDMP3 (outside line)

Connected to an answering machine:

1) From an outside line, dial the **telephone number** to which the VDMP3 is associated.
   NOTE: *If the telephone number that is associated with the VDMP3 has an answering machine, hang up the telephone when the line rings, and dial the telephone number again within the time limit set by your installer.*
2) When the VDMP3 answers the line, you are prompted to enter your **user code**.
3) System status is given, as well as options to arm/disarm (1) and control features (PGMs) (2).
   NOTE: *If you hang up while in communication with the VDMP3, you must wait 2 minutes before connecting again. To avoid having to wait, press "#" to disconnect from the VDMP3 before hanging up.*

Not connected to an answering machine:

1) From an outside line, dial the **telephone number** to which the VDMP3 is connected.
2) When the VDMP3 answers the line, you are prompted to enter your **user code**.
3) Options are given to arm/disarm (1) and control features (PGMs) (2).

Receiving a Call From the VDMP3 (alarm in system)

When the VDMP3 calls because of an alarm in the system, the option is given to disarm the system or disconnect (##). If you hang up without disarming or disconnecting, the VDMP3 calls the next telephone number on its list (see *Telephone Numbers* in the VDMP3 Setup Instructions).

SMS Programming

If the system is equipped with a PCS Series communication device, events in the system can be reported to up to 16 telephone numbers via SMS text messaging.

As a Master User, you can:

- Set which phone numbers (up to16) will receive text messages to report system events.
- Select which area will send events via text messages (per phone number).
- Select which event groups (alarm, arm/disarm, trouble and trouble restore) will generate text messages for each phone number.

To program SMS options:

1) Press **[MENU]** > **[9] SETTINGS** > **[3] SMS MESSAGES**.
2) Enter the **master code**.
   NOTE: *To see which SMS phone numbers have been programmed, scroll using the* **[^]** *and* **[v]** *buttons.*
3) Select which phone number you wish to program ([01] to [16]).
4) Enter or modify the phone number (up to 32 characters). To go to the next screen press **[ENTER]**.
5) Select which area(s) are enabled for that SMS number by enabling options [1] to [8]. To go to the next screen press **[ENTER]**.
6) To select which event groups generate an SMS message, enable or disable options [1] Alarm / [2] Arm/Disarm / [3] Trouble / [4] Trouble Restore.
7) To save press **[ENTER]**.

Chapter 10: Testing and Maintenance

Burglar Alarm Testing

NOTE: *It is important to disarm the system before testing the alarm.*

Two people are needed to complete this test. One person will watch the screen on the keypad while the other person walks around the protected areas and opens the zones (i.e., opens the doors and windows that are protected, walk in the path of the motion detectors, etc.). The screen will display the opened zones, but if a zone does not register, contact your installer.

Fire Alarm Testing

Do NOT use an open flame or burning materials to test your fire detection devices. Your installer will provide details on the best way to test your system.

System Maintenance

Under normal use your system requires no maintenance other than regular testing. We recommend that your installer change the battery every three years.

System Test

Speak to your installer before conducting a System Test since the system must be programmed to respond to the test instructions. It is normally recommended that you conduct the system test once a week, but contact your installer for instructions concerning your particular system.

To conduct the system test:

1) Call your monitoring station to advise them that you are testing your system.
2) Press **[MENU]** > **[9] SETTINGS** > **[6] COMMANDS** > **[1] TEST REPORT**.
3) Enter the **master code.**

The system will test all its connections and can send a report to your monitoring station. If the system detects a problem, the Trouble Display will show on the screen (refer to *Trouble Display* on page 31). Call your installer for repairs if any troubles occur.

Chapter 11: Fire and Burglar Alarms

Standard Fire Zone

During a fire alarm, the bell/siren emits an intermittent sound (BEEP-BEEP-BEEP) until silenced or reset. If the zone is a Standard Fire Zone, your system can immediately send an alert to your monitoring station.

To disarm a false alarm:

1) Enter your **user code** on the keypad.
2) Call your monitoring station quickly to advise them of the false alarm.

WARNING: *The Fire Zone may reset itself once the problem has cleared. If it does not, simultaneously press and hold the* **[CLEAR]** *and* **[ENTER]** *buttons for two seconds.*

Delayed Fire Zone

If the zone is a Delayed Fire Zone, there is an automatic delay before your system contacts your monitoring station. Refer to Figure 2 on page 41 to prevent unnecessary reporting of false alarms.

If the fire alarm is accidentally triggered:

1) Press **[CLEAR]** within 30 seconds of the alarm.
2) Clear the problem from the area (i.e., clear the smoke from around the smoke detector).
3) If the problem remains after 90 seconds, the alarm will sound again. Press **[CLEAR]** again.
4) The system will delay reporting the alert for another 30 seconds.

   NOTE: *If you are unable to cancel the false alarm, your system will send an alert. Call your monitoring station to advise them of the false alarm.*

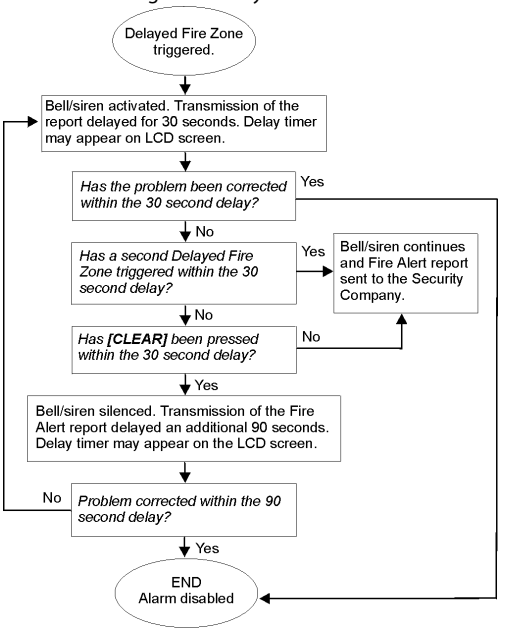
WARNING: *The Fire Zone may reset itself once the smoke has cleared. If it does not, simultaneously press and hold* **[CLEAR]** *and* **[ENTER]** *for two seconds or speak to your installer.*

Fire Safety Tips

How should you prepare in case of a fire in your home or business?

- Remind everyone to escape first, and then call for help.
- Develop a fire escape plan and designate a meeting place outside.
- Practice the escape plan frequently.
- Plan two ways to escape from every room, if possible.
- Practice feeling the way out with eyes closed.
- Instruct everyone **never** to stand up during a fire, always crawl under the smoke and keep mouths covered.
- Instruct everyone **never** to return to a burning building for any reason; it may cost them their life.
- Check smoke alarms regularly. Working smoke alarms dramatically increase everyone's chances of surviving a fire.

Figure 2: Delayed Fire Zone



Minimizing Home Fire Hazards

How can you avoid the three most common causes of fires at home?

- Never leave cooking food unattended. It's the leading cause of fire injuries. Cooking fires often result from unattended cooking and human error, rather than mechanical failure.
- Stay alert when smoking. Careless smoking is the leading cause of fire deaths. Smoke detectors and smoulder-resistant bedding and upholstered furniture are significant fire deterrents.
- Maintain your heating system. Faulty heating systems are the second leading cause of residential fires.

Home Fire Warning System

Household fires are especially dangerous at night. Fires produce smoke and deadly gases that can overcome occupants while they sleep. To warn against fire, install smoke detectors outside each separate sleeping area in the immediate vicinity of the bedrooms and on each additional story of the family living unit, including basements.

Burglar Alarm

If your armed system is breached, the burglar alarm devices specific to your system will be triggered. The feedback will vary depending on the type of keypad used. If your keypad is in *Normal Mode*:

- The area and zone in alarm will appear on the screen (e.g., *ALARM AREA 1 ZONE 01*).
- Bell or siren may be activated.
- The keypad may beep.

WARNING: *In case of a burglar alarm, leave the premises and call the police station from a safe place.*

Appendix 1 : Standard Characters

Hebrew Standard Characters

Key	Press key once	Press key twice	Press key three times
[1]	א	ב	ג
[2]	ד	ה	ו
[3]	ז	ח	ט
[4]	י	ך	כ
[5]	ל	ם	מ
[6]	ן	נ	ס
[7]	ע	ף	פ
[8]	ץ	צ	ק
[9]	ר	ש	ת

Russian Standard Characters

Key	Press key once	Press key twice	Press key three times	Press key four times
[1]	А	Б	В	Г
[2]	Д	Е	Ё	Ж
[3]	З	И	Й	К
[4]	Л	М	Н	О
[5]	П	Р	С	Т
[6]	У	Ф	Х	Ц
[7]	Ч	Ш	Щ	Ъ
[8]	Ы	Ь	Э	Ю
[9]	Я			

Greek Standard Characters

Key	Press key once	Press key twice	Press key three times
[1]	Α	Β	Γ
[2]	Δ	Ε	Ζ
[3]	Η	Θ	Ι
[4]	Κ	Λ	Μ
[5]	Ν		Ο
[6]	Π	Ρ	Σ
[7]	Τ	Υ	Φ
[8]	Χ	Ψ	Ω

Appendix 2 : Special Characters

Hebrew Special Characters

032	033	034	035	036	037	038	039	040	041
	!	"	#	$	%	&	'	(	)
042	043	044	045	046	047	048	049	050	051
*	+	,	-	.	/	0	1	2	3
052	053	054	055	056	057	058	059	060	061
4	5	6	7	8	9	:	;	<	=
062	063	064	065	066	067	068	069	070	071
>	?	@	A	B	C	D	E	F	G
072	073	074	075	076	077	078	079	080	081
H	I	J	K	L	M	N	O	P	Q
082	083	084	085	086	087	088	089	090	091
R	S	T	U	V	W	X	Y	Z	[
092	093	094	095	096	097	098	099	100	101
\	]	^	_	`	a	b	c	d	e
102	103	104	105	106	107	108	109	110	111
f	g	h	i	j	k	l	m	n	o
112	113	114	115	116	117	118	119	120	121
p	q	r	s	t	u	v	w	x	y
122	123	124	125	126	127	160	161	162	163
z	{	|	}	~		א	ב	ג	ד
164	165	166	167	168	169	170	171	172	173
ה	ו	ז	ח	ט	י	כ	ל	ם	מ
174	175	176	177	178	179	180	181	182	183
ן	נ	ס	ע	ף	פ	ץ	צ	ק	ר
184	185	186	187	188	189	190	191	192	193
ש	ת								
194	195	196	197	198	199	200	201	202	203
204	205	206	207	208	209	210	211	212	213
214	215	216	217	218	219	220	221	222	223
224	225	226	227	228	229	230	231	232	233
234	235	236	237	238	239	240	241	242	243
244	245	246	247	248	249	250	251	252	253
254	255								

Russian Special Characters

032	033	034	035	036	037	038	039	040	041
042	043	044	045	046	047	048	049	050	051
052	053	054	055	056	057	058	059	060	061
062	063	064	065	066	067	068	069	070	071
072	073	074	075	076	077	078	079	080	081
082	083	084	085	086	087	088	089	090	091
092	093	094	095	096	097	098	099	100	101
102	103	104	105	106	107	108	109	110	111
112	113	114	115	116	117	118	119	120	121
122	123	124	125	126	127	160	161	162	163
164	165	166	167	168	169	170	171	172	173
174	175	176	177	178	179	180	181	182	183
184	185	186	187	188	189	190	191	192	193
194	195	196	197	198	199	200	201	202	203
204	205	206	207	208	209	210	211	212	213
214	215	216	217	218	219	220	221	222	223
224	225	226	227	228	229	230	231	232	233
234	235	236	237	238	239	240	241	242	243
244	245	246	247	248	249	250	251	252	253
254	255								

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Patents: One or more of the following US patents may apply: 7046142, 6215399, 6111256, 6104319, 5920259, 5886632, 5721542, 5287111, 5119069, 5077549 and RE39406 and other pending patents may apply. Canadian and international patents may also apply.

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