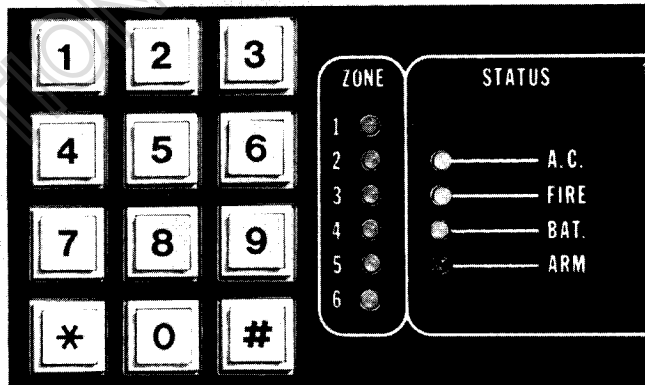


THE "USER-FRIENDLY"

XL1219R

Total Control at Your Fingertips!

USER'S GUIDE TO 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 violation 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 station, 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.

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

Instant (Home) Feature

If you are staying within the premises, and no-one is expected to return while the system is ARMED, you will want your time delay doors 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 disarm 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 part of your system, such as the front doors and windows, but still have the freedom to come and go, for instance, through the back door, you may bypass 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 ("Bypass")
3. Press the number of the zone to be bypassed

Example: To bypass zone 3, Press , then

4. The green zone light will blink slowly to indicate that that zone is bypassed

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

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

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

Zone Reactivation (Unbypass)

To Unbypass a single zone:

1. System must be disarmed
2. Press
3. Press number of the zone to be unbypassed
4. The green zone light should stop blinking

OR

To Unbypass all bypassed zones:

1. System must be disarmed
2. Press ("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 automatically reactivated (unbypassed) when the system is disarmed. 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, disarm 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 operating normally, the light is on.

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

"FIRE" light off: trouble in the fire circuit

"BAT(TERY)" light off: low battery (back-up power supply)

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, disarm system, then press ("Reset")

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 ("Bypass")
2. Press ("Trouble Zone")

NOTE: Remember to unbypass the trouble buzzer 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 1/2 second

NOTE: If silent panic was selected, you will not receive the verification buzzer.

2. To reset audible panic, press for about 1/2 second.

AMBUSH (installer pre-set option)

If your system has been designed to incorporate the "ambush" option, you will program a special AMBUSH CODE 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 User 0's 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 will 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 temporary 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 DISARMED MODE TO ACCOMPLISH ANY PROGRAMMING. ALL PROGRAMMING IS DONE USING 1's CODE. (functions as an authorization code) THE NUMBER 9 MAY NOT BE USED IN ANY CODE.



USER 1 CODE

To Program User 1's Arm/Disarm Code

1. Press  (Code Key)
2. Press number  then the 4-Digit FALLBACK CODE
3. Press  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  (The Zone 1 Green Light Will blink slowly)
 - Now press the 4 Numbers Desired for User 2's Code. 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 SIGNAL to the central monitoring station. The Ambush Code is programmed as User 0, following standard USER CODE PROGRAMMING as described on page 5.

ERASING A 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 A 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.