

How to Arm Your Security System

To turn your security system on, close all of the protected doors and windows. The green "READY" light on the Keypad Control will light up. (If you have *bypassed* any zones, the sensor in that area can be violated without affecting the "READY" light.) The security system will *not* arm if the "READY" light is not lit.

With the "READY" light on, you may arm the security system by entering your 4 - digit security code.

Each time a key is pressed on the Keypad Control, a short "beep" will sound. If the Keypad Control beeps three times after code entry, this means the code has not been accepted. Press the "RESET" button [#] and re-enter a valid code.

If the Keypad Control beeps continuously after code entry, this means that either: (A) the AC power is off (your system is on battery back-up), (B) your FIRE zone is lit, or (C) the TROUBLE light is lit. Enter your code a second time to silence the beeps. If the problem is power failure, restore power. If the problem was a FIRE activation, the RESET button [#] will restore your system once the smoke clears. If the problem is your TROUBLE light — or you can't restore your alarm for any reason — call Carolina for repair service at the numbers listed above.

Once your security system has accepted a valid code, the red ARMED light will come on. If you are leaving, you must exit through the predestinated ENTRY/EXIT door(s). If you will be remaining inside the protected area, make sure all appropriated interior motion detectors have been bypassed.

"Instant" Arming/ Removing Delay

If no one else is expected home, you can remove the delay on your entry door(s). The entry delay can be activated or deactivated by pressing the "star" [*] button (this toggle the delay on and off). If delay is removed, your alarm system will sound *immediately* when *any* door is opened. The security system is disarmed as usual, by entering a valid 4 - digit code.

Disarming Your System

When you enter the protected property through one of the designated ENTRY/EXIT doors, the Keypad Control will make a continuous beep until you enter a valid code. Once you enter a valid 4 - digit code, the red "ARMED" light will go out, and the tone will stop. (**Note: If the red "ARMED" light is flashing at entry, the alarm has been activated in your absence.**)

How to BYPASS Security Zones

To bypass any of the zones 1 - 6, your system must begin disarmed. You *press the "star" button* [*], *zone NUMBER(s) to be bypassed*, and *"star" button* [*], then enter your 4-digit code to arm the system as usual. (EXAMPLE: To bypass zones 2 and 3, you press * 2 3 *) Zones cannot be bypassed if the system is armed. When you disarm the system, all bypassed zones will clear to the normal status. Since bypassed areas have no protection, *do not* teach this procedure to unauthorized persons.

Fire Zone

Your Security System has a "FIRE" zone which can be used for fire detection (when connected to a Smoke/Heat detector) in certain jurisdictions. If fire detection equipment has been added and the audible fire alarm siren sounds, you should follow your emergency evacuation plans. (NOTE: If you do not yet have emergency plans, contact your local fire department or Red Cross for suggestions)

To silence the audible fire alarm siren, enter your code. To reset the smoke detector press the *pound button* [#]; this will reset your system. After 10 seconds the "FIRE" light and the light on the affected Smoke detector should turn off. If you are unable to reset the fire system after the smoke detector chamber has been cleared of smoke, call Carolina for service help at the numbers listed above.

Understanding Your Audible Alarm Sounds

- Fire: Steady siren
- Burglar: Yelp siren

Understanding Your Keypad Control Lights

- ARMED (Red light) Turns on (red) when system is armed; off otherwise. Willing keep blinking if your alarm was activated while you were away.

- READY (Green light) Turns on (green) when zone 1 through 6 are good (or bypassed) and the system is ready to arm; off otherwise.
- INSTANT (Red light) Turns on (red) when the entry/exit zones are instant; off otherwise.
- AC ON (Red light) Turns on (red) when the AC power is on; off otherwise.
- FIRE (Red light) Turns on (red) when a smoke or heat detector is activated; is reset by pressing the RESET button [*]; off otherwise.
- TROUBLE (Red light) Turns on (red) when the Fire Zone has a technical problem; is reset by pressing the RESET button [*]; off otherwise.
- ZONES 1-6 (Yellow light) Turns on (yellow) solid when bypassed; blinks when faulted; off otherwise.

Understanding Your Keypad Control Tones (Beeps)

A sounder is built into the keypad and will sound for the following reasons:

- One Beep any time any key is pressed.
- Continuous Beep during entry delay.
- Pulsing Beep when (a) fire TROUBLE light is lit, or (b) you arm (or disarm) your alarm when the FIRE (or fire TROUBLE light) is lit, or (c) the "AC" power is off. To stop the pulsing, entering your code.
- Three (3) Beeps when you try to arm your alarm with a faulted zone (ex: a door is still open; someone is moving in front of a motion detector).
- Single, Long Beep A one (1) second beep at the end of the exit delay (to warn you the alarm is now armed).

Clearing Malfunctions / Resetting Your Alarm System

In the event of a malfunction by your alarm, reset your system by pressing the pound button [#]; this button is in the lower left of your keypad control panel. Hold the pound button [#] down for one (1) second. This should reset the code sequence and restore normal operation. If this fails to solve the situation or you cannot otherwise return your system to normal, call Carolina for service help at the numbers on the reverse side.

Chime

(NOTE: The "chime" feature is an upgrade feature which must be programmed into your system; it is **not** operating on most systems) To turn your door "chime" on (or off) press the *first digit of the master code*. After ten seconds, a confirmation tone will activate the chime. To deactivate the chime repeat the same step. When chime is on, your keypads will sound a "chime" each time a perimeter zone (e.g. door) is opened.