

## The Alpha II Command Center Maintenance and Service

Your security system helps to secure life, property and investments against fire, theft and bodily harm. The Alpha II Command Center is an advanced digital arming station that offers a variety of features unavailable with any other system. Function, versatility and ease of operation make the Alpha II the ideal system for the home or office.

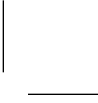
With custom programming, the Alpha II is tailored to meet your individual needs. Each area of your property can be given its own English language description which appears in the Alpha II display for easy identification. The *command* mode allows you to perform a variety of functions easily, in fact, only the touch of two or three keys is required to control almost every feature on the Alpha II Command Center. Four function keys allow common commands to be performed with the touch of just one key.

The Alpha II Command Center—putting the control of your security system right at your fingertips.

The Alpha II Command Center requires very little maintenance, however, the system should be tested weekly to insure early detection of a need for service. A test schedule and maintenance program can be arranged with your alarm company. If a change in operation is noticed during normal use or testing call for service as soon as possible. Do not attempt to repair the control panel, arming stations or detectors yourself.

**YOUR ALARM COMPANY IS**

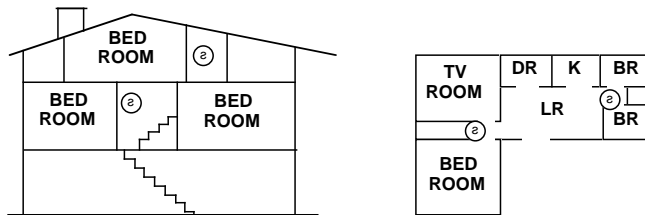
**CALL BEFORE TEST (800)664-1295**



## Fire Safety

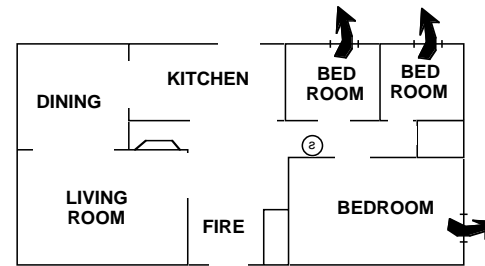
Residential fire is a leading cause of accidental death. Most fire related deaths occur at night when the occupants suffocate in their sleep from smoke and deadly gases, rather than from burns. To help reduce this risk, the following three-step program should be implemented:

1. Minimize fire hazards around the home. Smoking in bed, cleaning with flammable liquids such as gasoline, leaving children home alone, and unsafe Holiday decorations are some of the more common causes of household fire.
2. Install a fire warning system. The primary purpose of this system is to protect lives, not property, by giving the earliest possible warning of the danger. In the event of a fire, the alarm system will generate a loud intermittent tone distinctly different than a burglar alarm.



In homes with more than one sleeping area a smoke detector (indicated by an inverted "s" in a circle) should be provided to protect each area.

3. Plan and practice an escape plan. A fire alarm warning may be wasted unless the family has planned for a quick evacuation. Because there may be very little time between detection of a fire and the time it becomes deadly, it is important that every member of the family understand exactly what to do.



Possible escape routes through open windows marked with arrows.

Primary and alternate escape routes should be established. Since stairwells and hallways may be blocked during a fire, exiting through a bedroom window at night should be an essential part of the escape plan. If the sleeping area is above the ground floor, install a means of safely descending outside the building if one does not already exist.

As part of this plan, all family members should arrange to meet at a predetermined location away from the house (such as a neighbors), to verify that all are accounted for.

## In Case of Fire

1. The primary purpose of a fire warning system is to protect lives. In the event of a fire alarm, quickly leave the building and call the fire department from a neighbor's or public telephone.
2. If it is determined the alarm was accidentally tripped, the bell should be silenced, the detectors reset and your alarm company notified immediately of the situation.

## Your Alpha II Command Center

The Alpha II Command Center is an illuminated digital arming station that is the control center of your entire security system. The Alpha II does much more than just arm (turn-on) and disarm (turn-off) your security system; several system commands can be controlled by the Alpha II. A sixteen-character English language display keeps you informed of security conditions as well as storing alarm information for future reference. A built-in siren alerts you to different conditions which can require action. The Alpha II also includes four function keys which can perform virtually any system *command* (except arming commands) with the touch of one key.

### Zone Designation:

Each area of your property is assigned to a specific zone with a number. A zone can be a single door (like the entrance door) or an entire room or area of your property (like the 2nd floor). All zones can be custom programmed by your alarm technician with an English word description for easy identification. There are three basic types of zones:

- 1. Perimeter:** All exterior doors and windows of the building, forming the outside "wall of protection" around your building.
- 2. Interior:** All interior forms of burglary protection (carpet mats, motion sensors, inside doors, etc.).

- 3. 24 Hour:** A zone that remains armed all the time and is not disarmed from the Alpha II Command Center (fire, panic, duress, etc.)

### Zone Status Display:

The Alpha II Command Center's display panel indicates if the system is ready to arm or not.

If the display shows READY TO ARM then the system can be armed by entering your personal passcode or any of the arming commands available to your system.

If the display shows NOT READY TO ARM then the system has a faulted zone. To find out which zone is faulted, press any of the numbered keys on the Alpha II and the zone number or special zone description will appear in the display. Correcting the faulted zone will usually mean closing a door or window.

## Arming (Turning-On) Your Security System

Your security system can be armed in many different ways, depending on the *arming command* used. *Arming commands* are those commands used to arm the system. The most basic arming command is to arm the entire system. This is done by entering your personal passcode or by entering an arming COMMAND.

There are several other variations of arming the system. For example: arm only the perimeter, arm only portions of the perimeter, etc. These arming functions and their respective commands are described later in this guide. Remember:

### To ARM your security system:

- Enter your personal passcode.
- or • Enter an arming COMMAND.

Your system may be programmed to send a "closing" report to the Central Station when arming.

- My system sends a closing report.
- My system does not send a closing report.

## Disarming (Turning-Off) Your Security System

Your security system is disarmed by entering your personal passcode. When your system is armed, you must enter the premises through a designated *entry delay* door to prevent an immediate *instant* alarm condition. Opening the door starts an entry delay time and the Alpha II emits an intermittent "beep" tone to remind you to disarm the system. Enter your personal passcode *before* the delay time expires and the system will disarm. If you enter through a wrong door or fail to disarm the system before the entry delay expires, you will generate an immediate alarm. Remember:

### To DISARM your security system:

- Enter your personal passcode.

Your system may be programmed to send an "opening" report to the Central Station when disarming.

- My system sends an opening report.
- My system does not send an opening report.

## Silencing the Alarm

The audible alarm has a specific period of time it sounds before automatically shutting off. If an alarm occurs and you want to silence it before the time expires, simply enter your personal passcode and the alarm will stop.

To silence your Alpha II during a service alert, press

**COMMAND** **4** to reset the alarm.

### To silence your security system:

- **Enter your personal passcode for audible alarms.**
- or • **Enter COMMAND 4 for service alerts.**

**NOTE:** Some installations are programmed so that the alarms cannot be silenced until the zone is restored to normal (non-alarm condition).

- My system can be silenced by entering my personal passcode.
- My system cannot be silenced unless the zone is returned to normal.

## Reporting an Alarm

- My system reports to a central station.
- My system does not report to a central station.

Your security system automatically disconnects your telephone from its line when transmitting reports to the Central Station. This prevents alarm signals from being interrupted during transmission. Once the report has been completed the telephone line is restored to normal service.

**NOTE:** If damage occurs to the telephone line and your telephone service is interrupted, reports will **not** be transmitted to the Central Station unless an alternate means of transmitting signals is installed in your system.

## Alpha II Function Keys

The Alpha II Command Center has four Function Keys (labeled A, B, C, and D) which can be used to perform system commands with the touch of one key. Your alarm technician programs the Function Keys and each key is listed below with its function.

Function Key	Command Function Performed
--------------	----------------------------

Function Key <b>A</b>	_____
Function Key <b>B</b>	_____
Function Key <b>C</b>	_____
Function Key <b>D</b>	_____

## COMMAND Bar

The COMMAND bar is a multi-function key used for the following purposes:

- Initiating (entering into) system commands.
- Entering data or answering system prompts that appear on your Alpha II display.
- Exiting system commands.

### COMMAND Bar Security:

Some systems require a security passcode be entered before the COMMAND bar can operate.

My system requires a security passcode:  
\_\_\_\_\_.

My system does not require a security passcode.

### To Unlock Command Bar:

1. Enter your security passcode.
2. Press **COMMAND** .

Using a 6 digit security passcode automatically puts the system in the Command Mode and the COMMAND bar does not need to be pressed.



## Alpha II Warning Signals

The Alpha II Command Center contains a built-in siren used as an interior warning device. An additional bell or siren may also be mounted on the exterior of your premises to alert your neighbors of an emergency and to give the police an audible reference to help them locate the alarm. Several different warning signals can be emitted from the Alpha II to alert you when an event occurs (not all signals will be heard outside). Some of these tones are optional and can be selected by your alarm technician.

1. **Burglary Signal:** When a burglary zone is activated while the system is armed, the Alpha II emits a *steady or pulsed high-pitched bell tone*. The siren/bell (both interior and exterior) will ring for the length of time set by your alarm technician. Entering your personal passcode silences the burglary siren(s). The burglary alarm bell tone is:

Steady       Pulsed

2. **Fire Signal:** When a fire zone is activated (fire zones are armed 24 hours) the Alpha II emits a *steady or pulsed high-pitched bell tone*. Evacuate all occupants and investigate for smoke or fire. Ensure that all occupants know the difference between the burglary signal and the fire signal. Entering your personal passcode silences the fire alarm. The fire alarm bell tone is:

Steady       Pulsed

3. **Trouble Signal:** When a system trouble event occurs, such

as a service alert, a *continuous buzz* is emitted from the Alpha II until COMMAND 4 or a personal passcode is entered.

4. **Entrance Warning:** The Alpha II emits a *soft intermittent beep tone* during the entry delay period to remind you to disarm your security system. If the security system is not disarmed before the entry delay expires, an alarm signal is sent to the Central Station and the alarm siren sounds. When keys are pressed, the warning tone stops for a few seconds.
5. **Watch Tone:** When the Perimeter Watch Mode is activated, the Alpha II emits a *brief tone* to alert you when any perimeter zone is faulted. The tone sounds only when the door or window is opened. It does not sound again for that zone until the door or window is first closed and then reopened. The watch mode only functions when the system is disarmed. Any activity from a 24 hour zone will abort the Perimeter Watch Mode.
6. **Keypad Encoding Tone:** Pressing any key on the Alpha II Command Center sounds a *muted beep tone*, indicating that the entry is valid.

## Standard Alpha II Displays

The Alpha II Command Center features *alphanumeric*, English language displays. These displays are the Alpha's way of communicating to you various security system conditions and instructions. Programmed into the Alpha II are standard displays that tell you if the system is armed, which zones are faulted, which zones need service, and several other conditions. If a series of events are taking place, each is displayed in sequence, giving you a complete disclosure of what is happening. In the sample standard displays which follow, "*custom text*" is programmed by your alarm technician and may contain additional expanded zone condition displays (see Expanded Zone Displays).

**ALARM (*custom text*)**

Indicates a zone is in alarm and shows the zone's custom display. This display alternates with an "expanded" zone condition display.

**ALARM CANCEL**

Indicates when a cancel report is in progress (for systems programmed for those reports). I have  ; I do not have  . Canceling an alarm report is done by entering your personal passcode while the alarm is in progress.

**ALL SECURE**

Indicates the security system is armed and ready to detect intruders.

**ENTRY (*custom text*)**

Indicates the entry delay is in progress and shows the custom text display of the zone which was entered.

**EXIT NOW**

This message alternates with the armed status display during exit delay.

**LISTEN**

Indicates when the Emergency Audio Reporting (E.A.R.) system is activated for "Listen-in" or "Look-in". The display alternates with alarm and any custom displays.

**NOT READY TO ARM**

Indicates that a zone is not in a normal condition (a zone is faulted). Pressing any numeric key lets the Alpha II display which zone is faulted.

**PERIMETR DELAYED**

Indicates only the perimeter protection is armed with entry/exit delays enabled. Faulting any perimeter delay zone begins the entry delay time.

**PERIMETR INSTANT**

Indicates that only the perimeter protection is armed with no entry or exit delay time. Faulting any perimeter zone causes an instant alarm.

**PERIMETR PARTIAL**

Indicates that only part of the perimeter protection is armed.

**READY TO ARM**

Indicates that all perimeter and interior zones are normal and ready to be armed.

**SERVICE AC FAIL**

Indicates AC power to the security system is interrupted. Check the plug-in transformer and circuit breaker.

**SERVICE COM FAIL** \*

Display indicates a "failure to communicate" of the system to the Central Station. Entering a COMMAND 4 clears this display.

**SERVICE CPU FAIL** \*

Display indicates a problem with the main processor of the security system.

**SERVICE LO BATTERY** \*

Indicates the security system is experiencing a low battery condition.

**SERVICE PHONE** \*

This display indicates telephone line trouble.

**SERVICE ROM ERROR** \*

If this display appears, telephone your alarm company for repairs.

\* Contact your alarm company to determine if repairs are needed.

**SERVICE (custom text)**

Displays momentarily when a zone is in trouble (abnormally faulted). This display alternates with an "expanded" zone condition display showing the zone's identification number and its custom display.

**STATUS +**

Indicates a Status report has been transmitted to the Central Station.

**SYSTEM BUSY**

Displays when the security system is occupied with another task and a command cannot be performed at this time.

**SYSTEM COMMAND**

Displays when the COMMAND bar is pressed. Pressing a numbered key after COMMAND will activate the particular command function of that key.

**TEST +**

Indicates a test report has been transmitted to the Central Station.

**WATCH**

Display indicates the security system is in the Perimeter Watch Mode.

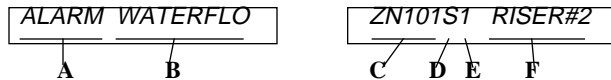
\*

\*

Alternating display indicates the security system is set up with zones that are all armed 24-hours a day. Usually found on fire systems where all eight zones are used for fire.

## Expanded Zone Displays

Some of the standard Alpha II Command Center displays will also display expanded zone condition messages. The displays appear in a sequence of two (example below).



- A. The type of fault or alarm condition existing on the zone or point.
- B. Custom text entered by your alarm technician to define the location of the condition.
- C. The Zone and point number that the alarm applies to.
- D. The current state of the point.

	<b>O</b>	= Open
<b>M</b>		= Missing point
	<b>S</b>	= Shorted
<b>X</b>		= Extra Point
	" "	= <b>(blank)</b> Normal

- E. The Memory code.
 

<b>1</b> = Alarm	<b>5</b> = Alarm, & Missing
<b>2</b> = Trouble	<b>6</b> = Trouble, & Missing
<b>3</b> = Alarm, & Trouble	<b>7</b> = Alarm, Trouble, & Missing
<b>4</b> = Missing	
- F. Custom text entered by your alarm technician to further define the location of the condition.

### Alarm Condition Examples:

ALARM WATERFLO	Display indicates that water is
ZN101S1 RISER#2	flowing to Riser #2 (fire sprink-
*****	ler) connected to point 101.

### Trouble and Fault Condition Examples:

FAULTED DOORS	Display indicates point 201, the
ZN20101 FRONT	front door, is open.
*****	
SERVICE WINDOWS	Display indicates point 301, the
ZN301S1 KITCHEN	window in the kitchen, needs
*****	service (the wire is shorted).

\* A row of stars separates each condition.

Zone points (ex.: ZN101) used in these status messages are for example purposes only. The zone number appearing on your system will reflect the zone number affected.

## MultiLink Displays

In addition to the Standard Alpha II Command Center displays, the systems programmed for the MultiLink R.F. system will also display these status messages. The status message appears in sequence of two displays (example below).



- A. The type of fault or alarm condition existing on the zone expansion point.
- B. Custom text entered by your alarm technician to define the location of the condition.
- C. The Zone and point number that the alarm applies to.  
Zone A = Odd number.  
Zone B = Even number.
- D. The current state of the point.
 

<b>O</b>	=	Open
<b>M</b>	=	Missing point
<b>S</b>	=	Shorted
<b>X</b>	=	Extra point
<b>" "</b>	=	<b>(blank)</b> Normal
- E. The Memory code.
 

<b>1</b> = Alarm	<b>5</b> = Alarm, & Missing
<b>2</b> = Trouble	<b>6</b> = Trouble, & Missing
<b>3</b> = Alarm, & Trouble	<b>7</b> = Alarm, Trouble, & Missing
<b>4</b> = Missing	
- F. Custom text entered by your alarm technician to further define

### Alarm Zone A Example:

```
ALARM MULTLINK
ZN10101 597 MAIN
*****
```

Display indicates an alarm or open condition on Zone A of a MultiLink system located at 597 Main Street.

### Alarm Zone B Example:

```
ALARM MULTLINK
ZN21201 129 PCFC
*****
```

Display indicates an alarm or open condition on Zone B (ZN212) of a MultiLink system located at 129 Pacific Ave.

### Phone Line Trouble Example:

```
SERVICE MULTLINK
ZN410S2 330 ERVG
*****
```

Display indicates phone line trouble with the MultiLink system at 330 Erving.

### Missing Point Example:

```
SERVICE MULTLINK
ZN605M2 10345 VN
*****
```

Display indicates a missing point on the MultiLink system at 10345 Van Ness.

Zone expansion points (ex.: ZN101) used in these status messages are for example purposes only. The zone number appearing on your system will reflect the zone number affected.

\* A row of stars separates each condition.

## Arm Your Entire System with Delays

COMMAND 1 is used to arm the entire system, both perimeter and interior zones. Once you have entered COMMAND 1, the exit delay time starts. You now have a predetermined amount of time to exit the protected area before the system arms. During the exit period you may move through motion detectors or any protected area on your way to the exit door without causing an alarm. Enter your personal passcode to cancel COMMAND 1.

**NOTE:** If you leave the building after the exit time expires, you may begin the entry delay, or initiate an alarm. If this happens, disarm your system by entering your personal passcode. If your system reports to a Central Station, you may need to call them if an alarm occurs.

### Application

COMMAND 1 is useful in applications where you want your cleaning service, a serviceman or anyone to arm your system when they leave, but you don't want them to have the passcode to disarm the system. COMMAND 1 arms the system, but it will not disarm the system.

**COMMAND 1**

### To use COMMAND 1:

1. Ensure that all zones are secure. The display should show **READY TO ARM**.
2. Press the **COMMAND** bar. The display should show **SYSTEM COMMAND**.
3. Press the **1** key. The display now alternates between **ALL SECURE** and **EXIT NOW**. After the exit delay expires, the display shortens to **ALL SECURE**.
4. To disarm your security system, enter your personal passcode before the delay time expires.

1

## Arm the Perimeter without Delays

COMMAND 2 is used to arm only the perimeter of your building, leaving the interior of the building disarmed. This command allows no exit or entry delay time through the perimeter, including the designated delay door. **Although this command does not send a "Closing Report" to the Central Station, it will still send alarms.** Enter your personal passcode to cancel COMMAND 2.

### Application

This arming command is useful in residential systems at night when everyone is home and ready to retire for the evening.

In commercial installations, this arming command is useful when you are working late and you want the perimeter of the building armed until you are ready to leave.

## COMMAND 2

### To use COMMAND 2:

1. Ensure all perimeter zones are secure. (Interior zones are not armed with this command and may remain faulted while arming with COMMAND 2. All faulted zones will be shown in the display.)
2. Press the **COMMAND** bar. The display should show **SYSTEM COMMAND**.
3. Press the **2** key. The display now shows **PERIMETR INSTANT**.
4. To disarm your security system, enter your personal passcode.

2

## Arm the Perimeter with Delays

COMMAND 3 is used to arm only the perimeter of your building, leaving the interior of the building disarmed. Once you have entered COMMAND 3, the exit delay time starts. You now have a predetermined amount of time to leave before the perimeter arms. **Although this command does not send a "Closing Report" to the Central Station, it will still send alarms.** Enter your personal passcode to cancel COMMAND 3.

### Application

This arming command is useful in residential systems when you are leaving, but members of your family, a babysitter or a pet are still inside the house.

For commercial systems, use this command to re-arm your system when you are on the premises but not yet open for business.

COMMAND

3

### To use COMMAND 3:

1. Ensure all perimeter zones are secure. (Interior zones are not armed with this command and may remain faulted while arming with COMMAND 3. All faulted zones will be shown in the display.)
2. Press the **COMMAND** bar. The display should show **SYSTEM COMMAND**.
3. Press the **3** key. The display alternates between **PERIMETR DELAYED** and **EXIT NOW**. After the exit delay expires, the display shortens to **PERIMETR DELAYED** when exit time expires.
4. To disarm your security system, enter your personal passcode.

3



- Reset Trouble Sounder
- Reset Alarm Memory Display
- Display Clock

COMMAND 4 performs several functions for your security system. Use this command to silence your Alpha II steady trouble tone during system trouble events or clear the alarm memory display of the Alpha II Command Center.

Your security system may be programmed with an internal clock. To display the clock momentarily at the Alpha II Command Center, enter COMMAND 4. The display will show `TEST= (time display)` . If the display shows `TEST=` without the time display, then your system is not programmed for clock displays. All other functions of COMMAND 4 are still available.

**COMMAND 4**

**To use COMMAND 4:**

1. Ensure that your security system is disarmed.
2. Press the **COMMAND** bar. The display should show `SYSTEM COMMAND` .
3. Press the **4** key. The display should show `TEST= (time display)` momentarily. If the display shows `TEST=` , with no time display, your system is not programmed to indicate time of day. However, resetting the trouble sounder and clearing the alarm memory display still remain functional.



## Transmit Test Report

Testing the communication link between your security system and the Central Station is an important part in maintaining high level security for your property. The Alpha II Command Center minimizes the time and trouble of testing by allowing you to send a special test signal just by pressing three keys. Arming the system is not necessary; however, always call the Central Station before transmitting a test report. If the system is working properly, the Central Station sends a confirming signal which is shown in the display panel of the Alpha II Command Center.

**COMMAND** **4** **1**

### To use COMMAND 41:

1. Ensure that your security system is disarmed.
2. Press the **COMMAND** bar. The display should show **SYSTEM COMMAND**.
3. Press and release the **4** key. Now press and release the **1** key. The display shows **TEST**.
4. The display changes to **TEST +** when the signal is acknowledged by the Central Station. Press the **COMMAND** bar or any number key to clear the display after test.
5. If **SERVICE COM FAIL** is displayed at the Command Center, or if the acknowledgement signal is not received at the Central Station, enter your personal passcode to cancel the test. Call the telephone number of the Central Station and report a "failure to communicate."

4  
1

## Transmit System Status Report

COMMAND 42 allows you to send a report to the Central Station indicating the current condition of your security system. This report is capable of telling the Central Station if your system or supervised sub-zone controls, are armed or disarmed, reports the condition of primary (AC) power and secondary (battery) power and indicates the condition of the protective zones (whether a zone is normal, in alarm, or in trouble).

Always call the Central Station before beginning a Status Report. If the system is working properly, the Central Station sends a confirming signal which is shown in the display panel of the Alpha II Command Center.

**COMMAND** **4** **2**

### To use COMMAND 42:

1. Ensure that your security system is disarmed.
2. Press the **COMMAND** bar. The display should show **SYSTEM COMMAND**.
3. Press and release the **4** key. Now press and release the **2** key. The display shows **TEST= (time display)** then holds on **STATUS**.
4. The display changes to **STATUS +** when the signal is acknowledged by the Central Station. Press the **COMMAND** bar or any number key to clear the display after test.
5. If **SERVICE COM FAIL** is displayed at the Command Center, or if the acknowledgement signal is not received at the Central Station, enter your personal passcode to cancel the test. Call the telephone number of the Central Station and report a "failure to communicate."

4  
2

## Enable Remote Account Management

Your security system has the ability to be managed remotely from the Central Station without having a serviceperson on the protected premises. By using COMMAND 43 you can enable remote account management from the Central Station. Remote account management from the Central Station is done with the aid of a specially equipped computer.

Typical remote account management changes may include: personal passcode(s), entry/exit delay times, reset system clock/calendar, add or delete system arming commands, etc. Before using COMMAND 43 follow the instructions below.

### To use COMMAND 43:

1. Ensure that your security system is disarmed.
2. Call the Central Station using this phone number \_\_\_\_\_ . This number is designated for the Remote Account Manager. You must make the call using the telephone located: \_\_\_\_\_ .

**COMMAND** **4** **3**

3. Identify yourself and your premises (account number, name, address, etc.) and advise the operator of the services you wish to have performed.
4. When the operator directs you, enter COMMAND 43 at your Alpha II keypad. Press the **COMMAND** bar. The display should show **SYSTEM COMMAND** . Now press and release the **4** key, then press and release the **3** key. The display should show **SYSTEM PROGRAM** .
5. The telephone line that the call was made from is not active when remote account management is in progress. You may hang up the telephone.
6. When remote account management is completed, the Alpha II display should return to what was originally shown. Your telephone line is restored to normal service.

## Local System Test

4  
3

It is easy for you to test your security system without sending reports to the Central Station. This *local system test* is performed only when the security system is disarmed. To ensure that your security system is operating properly, test your system regularly.

COMMAND 44 is used to test your security system. This command tests your Alpha II Command Center, the system's sounders (both interior and exterior), and the system's detection devices. No alarm reports are sent to the Central Station unless a 24-hour zone is faulted (e.g.: panic, fire or duress). (*Contact your Central Station before you test your fire protection system because an alarm report may be transmitted.*)

To test individual detection devices, simply activate sensors and open protected doors and windows one-at-a-time. As detection devices are faulted, the Alpha II emits a brief tone and the display indicates which zone/point has been faulted. This verifies that the detection device is working properly.

## COMMAND 4 4

### To use COMMAND 44:

1. Ensure that the security system is disarmed.
2. Press the **COMMAND** bar. The display should show **SYSTEM COMMAND**.
3. Press the **4** key then the **4** key again. The display panel now alternates a series of displays, testing all segments of the display panel. If alarm events have occurred since the system was last armed, the display will also sequence through the zone numbers affected.
4. During the time the display panel is being tested, the sounders can be heard (both interior and exterior). To silence the sounders, press any numeric key on the Alpha II keypad.
5. When the display panel shows **WALK** you can begin testing detection devices. ~~Open a door or a window, or activate a motion sensor and the Alpha II display will indicate the zone which you have faulted and will sound a brief tone with each activation. This verifies that individual devices are working properly.~~
6. To end the Local System Test simply press any numeric key on the Alpha II keypad.

## Adjust Clock

COMMAND 45 is used to adjust the time display on your Alpha II Command Center. When you enter COMMAND 4 the Alpha clock is shown in the display momentarily. By entering COMMAND 45, the clock is displayed and may be adjusted with the Alpha II keypad.

**IMPORTANT:** The time should be checked and adjusted **at least** once a month to insure accuracy.

### 24-Hour clock settings

1:00pm = 13:00	5:00pm = 17:00	9:00pm = 21:00
2:00pm = 14:00	6:00pm = 18:00	10:00pm = 22:00
3:00pm = 15:00	7:00pm = 19:00	11:00pm = 23:00
4:00pm = 16:00	8:00pm = 20:00	12:01am = 00:01

### To use COMMAND 45:

1. Ensure that the security system is disarmed.
2. Press the **COMMAND** bar. The display should show **SYSTEM COMMAND**.

### COMMAND 4 5

3. Press and release the **4** key, then press and release the **5** key. The display should show

**SET TIME=(time display)**. To set a new time display, simply enter the desired time with the number keys on the Alpha II keypad. (Remember, the clock is set in military time standards, also known as the 24-hour clock. Enter four digits for a complete time setting.) The new time scrolls into the display from right to left, replacing the old display.

For example, to set a time of 1:15 a.m. you would enter the following: Press the **0** + **1** + **1** + **5** keys. The display shows **SET TIME= 01:15**.

4. When the display is correct, press the **COMMAND** bar to enter the time and exit from this mode. If the COMMAND bar is not pressed, the new time will not be entered and the Alpha II will revert back to the original time displayed. If no keys are pressed for 20 seconds, the Alpha II automatically exits from this mode.

4  
5

## Adjust Calendar

Your security system has an internal calendar which it uses to schedule automatic test reports and other functions. This calendar can be programmed to run a weekly or monthly time schedule. If programmed for a weekly schedule, the display shows the day of the week followed by the number of the day (for example, MON 2). If programmed for a monthly schedule, the display shows the month, followed by the day of the month (for example, MAR 20).

### To use COMMAND 46:

1. Ensure that the security system is disarmed.
2. Press the **COMMAND** bar. The display should show **SYSTEM COMMAND**.
3. Press and release the **4** key, then press and release the **6** key. The display should show **SET DATE=(date disp)**.

To set a new date display, simply enter the desired date with the number keys on the Alpha II keypad. See the directions on right for month mode or day of the week mode display adjustments.

4. When the display is correct, press the **COMMAND** bar to exit from this mode. If the COMMAND bar is not pressed, the new date will not be entered and the Alpha II will revert back to the original date displayed. If no keys are pressed for 20 seconds, the Alpha II automatically exits from this mode.

### COMMAND 4 6

My system's calendar operates on a:

- day of the month schedule.
- day of the week schedule.

### Day of Month Schedule:

**EXAMPLE:** To set a date of May 17, you would enter the following: Press the **0** + **5** keys ("05" is the code for May, the fifth month of the year), then press the **1** + **7** keys.

The display shows **SET DATE= MAY 17**.

#### Numerical entries to set month display

01 JAN	04 APR	07 JUL	10 OCT
02 FEB	05 MAY	08 AUG	11 NOV
03 MAR	06 JUN	09 SEP	12 DEC

### Day of Week Schedule:

**EXAMPLE:** To set the day of week display for Friday, you would enter the following. Press the **6** key.

The display shows **SET DATE= FRI 6**.

#### Numerical entries to set day of week display

1 SUN	3 TUE	5 THU	7 SAT
2 MON	4 WED	6 FRI	

## Reset Detectors

By using COMMAND 47, you are able to reset faulted detection devices from your Alpha II Command Center. Devices might include smoke detectors, shock sensors or a variety of other detection devices. Ask your alarm technician which detection zones you may reset from the Alpha II by entering COMMAND 47.

**NOTE:** If you enter COMMAND 47 and the detector resets momentarily, but then returns to a faulted condition, the detector may be faulty or still in an alarm mode. Contact your alarm company and describe the problem in detail.

Command 47 resets my: \_\_\_\_\_

\_\_\_\_\_

which are on Zone # \_\_\_\_\_.

**COMMAND** **4** **7**

### To use COMMAND 47:

1. Ensure security system is disarmed.
2. Press the **COMMAND** bar. The display should show **SYSTEM COMMAND**.
3. Press and release the **4** key. Now press and release the **7** key. The display shows **RESET SENSORS** for approximately 10 seconds.

**4**  
**7**



## Display/Adjust Automatic Test Report Time

Your security system can be programmed to send automatic test reports to the Central Station. The time and date of the next automatic test report can be displayed at the Alpha II Command Center by using COMMAND 48. While the time of the next automatic test is being displayed, you may change the time or date, if desired. *Test report times should not be changed unless instructed to do so by your alarm company.* Follow the instructions listed below.

### To use COMMAND 48:

1. Ensure the security system is disarmed.
2. Press the **COMMAND** bar. The display should show **SYSTEM COMMAND**.
3. Press and release the **4** key. Now press and release the **8** key. The display shows **TIMER=(date/time display)**. The first two digits are the day of the week or day of the month, depending on calendar programming (see COMMAND 46) and the remaining digits are the time.
4. To set a new date and time, simply enter the desired date and then the time with the number keys on the Alpha II Command Center.

**COMMAND** **4** **8**

My system operates on a:

- Day of the month schedule.  
 Day of the week schedule.

EXAMPLE: The date (or day of the week) is entered first, followed by the time of day. To set a test time for Friday at 9:00 a.m., you would enter the following: Press the **0** + **6** keys ("06" is the code for Friday), then press the **0** + **9** + **0** + **0** keys. The display shows **TIMER= 06/09=00**.

#### Numerical entries to set day of week display

01 SUN	03 TUE	05 THU	07 SAT
02 MON	04 WED	06 FRI	

5. When the display is correct, press the **COMMAND** bar to exit from this mode. If the **COMMAND** bar is not pressed, the new test report time will not be entered and the Alpha II will revert back to the original test time displayed. If no keys are pressed for 20 seconds, the Alpha II automatically exits from this mode.

4  
8

## Continuous Time Display

When COMMAND 49 is entered at the Alpha II Command Center, the Alpha II displays the clock display continuously. To clear the clock display, press any numeric key or the COMMAND bar on the Alpha II Command Center. The display clears automatically when a higher priority display replaces the clock display or upon arming the system.

**COMMAND** **4** **9**

### To use COMMAND 49:

1. Press the **COMMAND** bar. The display should show **SYSTEM COMMAND**.
2. Press and release the **4** key. Now press and release the **9** key. The display should show the time.
3. To clear the display manually, press any numeric key or the COMMAND bar on the Alpha II keypad.

**4**  
**9**

## Access Control Door Test

COMMAND 51 is used to test the relays, doorstrikes, and annunciators, and shows the status of the zones associated with card readers in the Access Control System. COMMAND 51 can also be used to hold the door open, which allows you to come in and out of the door without the use of a card.

COMMAND 51 requires a passcode beginning with the digit "8" that was programmed into your security system by your alarm technician.

COMMAND 51 does not "time-out". You must use the COMMAND bar to exit after you have completed testing.

### Card Reader Operation:

Under **normal** circumstances, after a card is read, the security system will do these three steps simultaneously:

1. **Activate the door strike:** Physically allows the door to be opened.
2. **Activate an annunciator:** A buzz indicates that the door strike has been activated (optimal).
3. **Shunt the door zone:** Allows you to open the door without sending an alarm.

The door can be opened and shut within the time limits.

COMMAND 5 1

### To use COMMAND 51:

1. Press the **COMMAND** bar  
Display: **SYSTEM COMMAND**
2. Press the **5** key  
Display: **SUB COMMAND**
3. Press the **1** key  
Display: **ENTER YOUR COMBO**
4. Enter Passcode beginning with the digit 8.

Example: **8 1 2 3 4**  
Display: **DOOR STATES RRRR**

**NOTE:** If you do not enter a passcode beginning with 8, the COMMAND 51 mode ends.

5  
1

The "R"s in this display stand for "Ready" and represent card readers A, B, C, and D, respectively. The display should show one of the six states listed below for each card reader location programmed in your system. The codes listed below can appear depending on the current status and system programming:

- R** = Ready (Door zone is normal.)
- C** = Closed (Strike is activated, door is closed.)
- S** = Strike (The card has been read and the door strike/buzz has been activated, however, no door zone is programmed in association with this card reader.)
- H** = Hold (The door strike is locked open and the door zone is shunted until the associated number key is pressed again. See **Hold Door Open**.)
- O** = Open (The door has been left open after the door strike/buzz time has expired and the door zone is shunted. A buzz may alert you if the door is left open too long.)
- X** = Door not programmed.

## Testing Doors:

1. Press a corresponding Function Key to simulate reading of a card with a door strike activation.

**A** = Card Reader A      **B** = Card Reader B  
**C** = Card Reader C      **D** = Card Reader D

The display will change indicating the new status.  
Example: DOOR STATES CRRX

2. Press the **COMMAND** bar to exit COMMAND 51 mode. **This mode does not "time-out", you must use the COMMAND bar to exit.**

## Hold Door Open:

While the door status display is showing (see step 4 previous page), press a number key corresponding to the door address.

**1** = Card Reader A      **2** = Card Reader B  
**3** = Card Reader C      **4** = Card Reader D

The display will change indicating the new status.  
Example: DOOR STATES HRRX

To return the door status to its original display, press the corresponding number key again.

## Sked Functions

The Skeds feature tells your security system to automatically initiate certain system tasks at scheduled times. Each Sked instructs your system to initiate a specific task like disabling Opening/Closing Reports, controlling Relays, bypassing specified zones, etc. COMMAND 52 lets you review and/or change certain aspects of the Skeds feature in your security system.

Each Sked is programmed with either a **time** and/or **date** (January 01 to December 31) or **day(s) of the week** (Sunday to Saturday). The time is specified by the exact hour and minute with a 24-hour clock. The day or date of execution **can only be changed by your alarm technician**. You can only use COMMAND 52 while your system is **disarmed**. COMMAND 52 will NOT operate while the system is Armed, Perimeter Armed, or during Entry or Exit Delays.

Before you can use COMMAND 52, you must enter a passcode beginning with the digit "8" that was programmed into your security system by your alarm technician

*Please consult your alarm company before making any changes to the Skeds functions.*

**COMMAND**

**5**

**2**

### Sked functions associated with each Alpha II Function Key (A, B, C, D):

In the COMMAND 52 Mode, the function keys (A, B, C, D) are used for selecting functions related to the Skeds feature and are different from their normal operation.

**A Key** = Active Skeds Review

**B Key** = Bypass Holiday (Turn ON/OFF)

**C Key** = Change Sked Time

**D Key** = Day of Week Change

### To use COMMAND 52:

1. Press the **COMMAND** bar  
Display: **SYSTEM COMMAND**
2. Press the **5** key  
Display: **SUB COMMAND**
3. Press the **2** key  
Display: **ENTER YOUR COMBO**
4. Enter Passcode beginning with the digit 8.  
Example: **8 1 2 3 4**  
Display: **SKEDS FUNCTION?**

- When **SKEDS FUNCTION?** is displayed, you can either select a Sked function by pressing any one of the Alpha II Function keys, or you can exit the COMMAND 52 Mode by pressing the **COMMAND** bar.
- If you enter into the COMMAND 52 Mode but do NOT press any keys, your security system will automatically exit the COMMAND 52 Mode after 30 seconds.

### **A** = Active Skeds Review

In the COMMAND 52 Mode, pressing Function Key **A** lets you review "active" Skeds (working Skeds which can have their times changed). This function displays the **Number** and **Type** of each active Sked. There are two Sked Types: Type 1 (**Date of Year**) and Type 2 (**Day of Week**). You can review each Sked Type as it appears on the display of your Alpha II Command Center. After each active Sked has been displayed once, your security system automatically exits the "Active Skeds Review" function.

#### To use Function A:

- If NO "active" Skeds have been programmed into the memory of your security system by your alarm technician, **NO ACTIVE SKEDS** will appear in the display.

- Press the **A** key  
Display: **SKEDS 101 = TYPE 1**
  - Press the **COMMAND** bar to ADVANCE to next Sked.  
Display (example): **SKEDS 102 = TYPE 1**
  - Repeat Step 3 to display each Active Sked and its type.
  - Press the **0** (Zero) key to RETURN to first visible Sked.  
Display (example): **SKEDS 101 = TYPE 1**
  - After the last Sked has appeared on the display, **SKEDS FUNCTION?** will reappear automatically.
- NOTE:** If at any time you want to **QUIT** and **EXIT** this function, Press function **A** key to exit the Active Skeds Review and return to **SKEDS FUNCTION?**
- Press the **COMMAND** bar to **EXIT** COMMAND 52.  
Display: **READY TO ARM**

## **B** = Bypass Holiday (Turn Holiday Bit ON/OFF)

Pressing Function Key **B** lets you bypass (Turn-OFF) or activate (Turn-ON) the current day as a Holiday. Certain Skeds may be programmed into your security system by your alarm company to operate on specified days, except when those days fall on designated holidays. Holiday periods are programmed into your security system by your alarm company. However, you may decide that you want to bypass a scheduled holiday. Or, you may want to manually activate a holiday period. To do so, pressing Function Key **B** in the COMMAND 52 Mode lets you turn the Holiday Bit ON or OFF.

- Holiday Bit ON = Skeds recognizes this time as a holiday.
- Holiday Bit OFF = Skeds does not recognize this time as a holiday.

This Function Key "toggles" the selection between ON and OFF, each time it is pressed. When the desired selection is showing in your Alpha II display, press the COMMAND Bar to enter the selection into the memory of your security system. At the same time, this causes your system to automatically exit the "Holiday Bypass" function.

## To bypass or activate Holiday Mode (Turn ON or OFF):

1. Press the **B** key  
Display: **HOLIDAY BIT OFF**
2. Press the **B** key  
Example: **HOLIDAY BIT ON**
3. Press the **COMMAND** bar
4. Pressing the **COMMAND** bar in Step 3 turns the Holiday Mode ON, exits the "Bypass Holiday" function and returns to **SKEDS FUNCTION ?**.
5. Press the **COMMAND** bar to EXIT COMMAND 52.  
Display: **READY TO ARM**

## **C** = Change Sked Times

Pressing Function Key **C** lets you Review and/or Change Sked Times, Set Sked Intervals, and Disable Skeds. Certain Skeds may be programmed so that they can only be reviewed and/or changed by your alarm technician. All Sked Times operate on a 24-hour clock.

Press Function Key **C**, **SKED NUMBER =** will appear in your display, requesting the **Sked Number** you wish to review and/or change. Press the **COMMAND** bar once to **EXIT** back to **SKEDS FUNCTION?** from the **SKED NUMBER =** display.

### To Change Sked Times:

1. Press the **C** key  
Display: **SKED NUMBER =**
2. Enter desired 3-digit Sked Number  
Example: **1 0 1**  
Display: **SKED NUMBER = 101**
3. Press the **COMMAND** bar  
Display: **101 TIME 09 = 30**

4. As shown in the example of Step 3, this causes the Sked Number (101) and the current Time this sked is to take place (09:30) to appear in your display.
5. If you do NOT want to change a Sked time, go to Step 7, otherwise repeat Step 2 for each new Sked Time you want to review. To change a Sked Time, simply enter the new time\* you wish to use, as shown below in Step 6.
6. Enter new 4-digit Sked Time  
Example: **1 0 3 0**  
Display: **101 TIME 10 = 30**
7. Press the **COMMAND** bar  
Display: **SKED NUMBER =**
8. Pressing the **COMMAND** bar (Step 7) enters the new Sked Time into the memory of your security system. If the **COMMAND** bar is not pressed, the new time will not be entered and the Alpha II will revert back to its original state. If no keys are pressed for 20 seconds, the Alpha II automatically exits from this mode.

\* You can also **Set An Interval For Sked Time** by choosing one of three options: **Every Minute of the Hour Displayed**, **Every Minute of Every Hour**, or **Every Hour At A Specified Minute** by pressing the **A** Function Key (see the following pages).



### To Set Sked Interval For Every Minute of the Hour Displayed:

1. Press the **C** key  
Display: `SKED NUMBER =`
2. Enter desired 3-digit Sked Number  
Example: `2 0 1`  
Display: `SKED NUMBER = 201`
3. Press the **COMMAND** bar  
Display: `201 TIME 15 = 00`
4. Enter the hour to be displayed  
Example: `1 8`  
Display: `201 TIME 00 = 18`
5. Press the **A** key once  
Display: `201 TIME 18 = * *`

**NOTE:** \* \* = Wild Card. To do "all or every" wherever this is entered. When this is entered in the *minute* position it means to do the Sked every minute of the hour. Entered in the *hour* position it means to do the Sked every hour at a specific time, etc.

### To Set Sked Interval For Every Minute of Every Hour:

1. Repeat Steps 1-5 under "To Set Sked Interval For Every Minute of the Hour Displayed."
2. Press the **A** key again  
Example: `201 TIME * * * *`

### To Set Sked Interval For Every Hour at a Specified Minute:

1. Repeat Steps 1-3 under "To Set Sked Interval For Every Minute of the Hour Displayed."
2. Press the **A** key again  
Example: `201 TIME * * 00`
3. Press minute values  
Example: `1 5`  
Display: `201 TIME * * 15`

### To Disable a Sked:

Another option is to **Disable the Sked** selected (appearing in the display) with the **B** Function Key.

1. Press the **C** key  
Display: *SKED NUMBER =*
2. Enter desired 3-digit Sked Number  
Example: **3 0 1**  
Display: *SKED NUMBER = 301*
3. Press the **COMMAND** bar  
Display: *301 TIME 17 = 30*
4. Press the **B** key  
Display: *301 TIME 25 = 00*
5. This entry will **Disable** the Sked selected (appearing in the display) with the time **25:00 hours** since there can only be 24 hours in a day.

### To Exit the Review/Change Sked Times:

1. Press the **COMMAND** bar once  
Display: *SKED NUMBER =*
2. Press the **COMMAND** bar again  
Display: *SKED FUNCTION?*
3. Press the **COMMAND** bar once again  
Display: *READY TO ARM*

## D = Day of Week Change

Function Key **D** lets you change the Day of Week (DOW) feature. The Day of Week feature provides an electronic calendar for Skeds to follow when they are programmed to operate on a weekly schedule. This Day of Week setting is dedicated to the Skeds feature and should NOT be confused with the day of week setting involving COMMAND 46.

In the COMMAND 52 Mode, the **D** key causes *SKEDS DOW = DAY #* to appear in your Alpha II display. In this Skeds function, the days of the week are coded by numbers (1 - 7), as follows:

### Numerical entries to set day of week display

1 = SUN    3 = TUE    5 = THU    7 = SAT  
2 = MON    4 = WED    6 = FRI

To reset the day of week, simply enter the code number for the day it is when you reset the calendar.

## To Set System Day of Week:

1. Press the **D** key  
Example: System is currently set on Saturday  
*SKEDS DOW = SAT 7*
2. Enter the code number for the desired Day of Week  
Example: You want Sunday, Press the **1** key.  
Display: *SKEDS DOW = SUN 1*
3. You must press the COMMAND bar to enter a new Day of Week setting into the memory of your security system. If you do not touch the COMMAND bar for approximately 30 seconds after changing the Day of Week setting, your selection will revert back to the original setting and your system will automatically exit the Day of Week Change function.
4. Press the **COMMAND** bar to enter your new Day of Week selection.  
Display: *SKED FUNCTION?*
5. Notice that when you press the COMMAND bar to enter your selection, your system automatically exits the Day of Week Change function.
6. Press the **COMMAND** bar to exit COMMAND 52  
Display: *READY TO ARM*

## Access Control Functions

In systems that combine security and Access Control, the COMMAND 53 feature lets you Add or Delete Access Cards and turn user access levels ON or OFF. With an Access Control system you can issue up to 255 user access cards. When a new access card is issued, the **Add** function lets you activate that access card in the memory of your security system. Similarly, when an access card is cancelled, the **Delete** function lets you deactivate that access card from the memory of your security system.

The ability to turn user authorization levels ON or OFF gives you control over allowing or denying access to card holders at any of the seven authorization levels. To **EXIT** the COMMAND 53 Mode, press **COMMAND** when **SETUP FUNCTION** is displayed.

You can only enter the COMMAND 53 Mode while your system is disarmed.

Before you can use COMMAND 53, you must enter a passcode beginning with the digit "8" that was programmed into your security system by your alarm technician.

**COMMAND**

**5**

**3**

### Access Control Functions associated with each Alpha II Function Key (A, B, C, D):

In the COMMAND 53 Mode, the Function Keys (A, C, D) are used for selecting functions related to the Access Control feature and are different from their normal operation, as explained below:

- A Key** - Add (activate) a newly issued access card in the memory of your security system.
- B Key** - N/A
- C Key** - Turn authorization level (s) ON or OFF.
- D Key** - Delete (deactivate) an access card from the memory of your security system.

**5  
3**

### To use COMMAND 53:

1. Insure that your security system is disarmed.
2. Press the **COMMAND** bar  
Display: **SYSTEM COMMAND**
3. Press the **5** key  
Display: **SUB COMMAND**
4. Press the **3** key  
Display: **ENTER YOUR COMBO**
5. Enter Passcode beginning with the digit 8  
Example: **8 1 2 3 4**  
Display: **SETUP FUNCTION**
6. Enter Function key or to exit press **COMMAND**. **This mode does not "time-out", you must use the COMMAND bar to exit.** If you do not exit, certain alarm functions may not work properly.

### **A** = Add Access Card

The **Add** function allows you to issue Access Cards with up to four different authority levels, one authority level for each door where a Card Reader (A, B, C, D) is installed. To do so, you must have a copy of all of the User Numbers and their assigned authorization levels. User Numbers and their assigned authorization levels are programmed into your security system and documented by your alarm technician on a Program/Account Record Sheet.

From this listing of User Numbers and assigned authorization levels, you can carefully select a User Number with authorization levels that meet the "access needs" of the user to whom the card is being issued. Once the appropriate User Number is selected, document the **Access Card Serial Number and User's Name** on the same line of the Program/Account Record Sheet as the selected User Number. **Only Card Reader A can be used for activating a new access card in Step 4.**

## To Add a Card:

1. Press the **A** key  
Display: **ADD CARD -**
2. Enter 3-digit assigned Card User Number  
Example: **1 0 3**  
Display: **ADD CARD - 103**
3. Press **COMMAND** bar  
Display: **STROKE CARD - 103**
4. Insert or present **Card** assigned number **103** in/at **Card Reader A** and remove.  
Display: **SETUP FUNCTION**
5. Using **Card**, assigned number **103**, with **Card Reader A** activates this access card in the memory of your security system.
6. If, at any point, after entering the **Add Card** function you do NOT press any keys for approximately 30 seconds, the **COMMAND 53 Mode** will display an error message **ERROR ADDING** and automatically returns to **SETUP FUNCTION**.
7. **ERROR ADDING** will also occur when an Access Card is already issued, when a user already has an Access Card assigned or when the Add Card process has taken too long.

## **C** =Change Levels (Turn ON/OFF)

The authorization levels assigned to a user number are programmed into your security system by your alarm technician for each door in the Access Control system. Access Card serial numbers and associated user numbers are documented by your alarm technician on a Program/Account Record Sheet.

## To Change Levels (Turn ON/OFF):

1. Press the **C** key  
Display: **LEVELS 1 2 3 4 5 6 7**
2. The display **LEVELS 1 2 3 4 5 6 7** shows that all authorization levels are currently turned ON, as indicated by the number of each authorization level appearing in the display.
3. Press any number key on your keypad corresponding with an authorization level that you wish to turn OFF. For example, to turn OFF authorization level 3, see Step 4 below.
4. Example: Press the **3** key  
Example: **LEVELS 1 2 - 4 5 6 7**

5. The display LEVELS 12-4567 shows that all authorization levels are currently turned ON, EXCEPT Level 3, as indicated by the dash (-) in place of the authorization level number for Level 3.
6. Press the COMMAND bar  
Display: SETUP FUNCTION
7. To turn an authorization level ON again, simply repeat Steps 1-6. It should be noted that number keys 1-7 on your Alpha II keypad operate like ON/OFF toggle switches in the Levels ON/OFF function.

**NOTE:** You may have certain Skeds (COMMAND 52) programmed in your security system by your alarm company to turn authorization levels ON or OFF at specified times automatically. If so, you can wait for the corresponding Sked to automatically turn ON any level you turned OFF.

**YES, my system uses Skeds to turn authorization levels ON/OFF.**

## D = Delete A Card

### To Delete a Card:

To delete an Access Card from your system, *you do NOT need the card in your possession.*

1. Press the D key  
Display: DELETE CARD —
2. Enter 3-digit assigned Card User Number  
Example: 1 0 3 keys  
Display: DELETE CARD —1 0 3
3. Press the COMMAND bar  
Display: SETUP FUNCTION
4. To exit the COMMAND 53 Mode, Press the COMMAND bar once again.
5. If, at any point, after entering the **Delete Card** function you do NOT press any keys for approximately 30 seconds, the COMMAND 53 Mode will display an error message ERROR DELETING and automatically returns to SETUP FUNCTION.

## Relay Control Functions

A security passcode is required to unlock this COMMAND

The COMMAND 54 feature lets you perform two functions with relays in your security system. First, you can check the status of relays (ON/OFF), and second, you can change (reverse) the status of these relays.

In security systems with Access Control, the COMMAND 54 Mode identifies which relays are assigned to Access Control and which relays are NOT assigned to Access Control. If you have a system with Access Control, you can **only** check and/or change the status of relays not assigned to Access Control (e.g.: turn unassigned relays ON or OFF). In security systems without Access Control, the COMMAND 54 Mode lets you check and/or change the status of **all** relays in the system (e.g.: it allows you to turn all relays ON or OFF).

You can enter the COMMAND 54 Mode while your system is armed or disarmed, however, you can NOT enter the COMMAND 54 mode during an Entry or Exit Delay.

Your security system may be programmed so that before you can use COMMAND 54, you must enter a passcode beginning with any digit from 1 to 8.

COMMAND

5

4

In the COMMAND 54 Mode, relays assigned to Access Control are indicated by an "X" in the display. When a relay is in the "ON" mode, it is displayed by its identifying relay number (1 to 8). When a relay is in the "OFF" mode it is indicated by a dash (-).

Sample Display:

RELAYS X X 3 4 - - - -

In the Sample display above, relays 1 and 2 are assigned to Access Control. Relays 3 and 4 are activated (ON) while relays 5, 6, 7, and 8 are deactivated (OFF).

When you enter the COMMAND 54 Mode, the status of the relays will automatically appear in the Alpha II display. At this time you may change (reverse) the status (ON or OFF) of a relay by pressing the number key on the keypad corresponding with that relay number. For example, to reverse relay number 6, press key 6. The system stays in the COMMAND 54 Mode as long as you are pressing keys (except the COMMAND bar) on the keypad. To exit COMMAND 54, simply press the COMMAND bar, or wait approximately 30 seconds and the system will automatically exit for you.

5  
4



## Relay Control Functions associated with each Alpha II Function Key (A, B, C, D):

In the COMMAND 54 Mode, the Function Keys (A, B, C, D) are used for selecting functions related to the Relay Control feature and are different from their normal operation, as explained below.

**A Key** – All relays turned OFF (deactivated).

**B Key** – Back to original relay status (relays return to their status before you entered COMMAND 54).

**C Key** – Change all relays (reverse the status of each relay).

**D Key** – Depart back to COMMAND 54 original relay status and exits from the COMMAND 54 mode.

## To use COMMAND 54:

1. Press the **COMMAND** bar  
Display: **SYSTEM COMMAND**
2. Press the **5** key  
Display: **SUB COMMAND**
3. Press the **4** key
4. **Do this step if required:**  
Display: **ENTER YOUR COMBO**  
Enter Passcode  
Example: **2 3 4 5 6**
5. Display: **RELAYS -----**
6. You may now press other Function Keys to change the status of relay functions, if desired.
7. To enter any change(s), Press the **COMMAND** bar.  
Display: **READY TO ARM**
8. Pressing the COMMAND bar does two things: It enters your changes into the system memory and it automatically exits the COMMAND 54 Mode.

## Personal Passcode Change

This COMMAND feature lets you conveniently change your personal passcode at any time, without assistance from your alarm company.

### Notes Before Beginning:

- It is recommended that you write down your old passcode and the new one.
- If the old passcode has 5 digits, then the new passcode must begin with the same first digit of the old passcode.
- If the old passcode has 6 digits, then the new passcode must begin with the same first *two* digits of the old passcode. For example, if the old passcode is **924651**, then the new passcode must start with the digits " **92**."
- The new passcode must have the same number of digits as the old passcode (5 or 6 digits). For example, if the old passcode has 5 digits, then the new passcode must have 5 digits.
- The first and last digits of your new passcode can NOT be the same.
- Care should be given when entering a passcode containing the same digit in consecutive positions within the new passcode (i.e., "**33**" in 334697). When entering this type of passcode, it is easy to make mistakes.
- The last digit of the new passcode can NOT be a "0" or "9".

COMMAND

5

5

5  
5

## To Change Your Personal Passcode:

1. Ensure that your security system is **Disarmed**.  
Display: 

READY TO ARM
--------------
2. Press the 

COMMAND
---------

 bar  
Display: 

SYSTEM COMMAND
----------------
3. Press the 

5
---

 key  
Display: 

SUB COMMAND
-------------
4. Press the 

5
---

 key  
Display: 

PROGRAM = COMBO
-----------------
5. Enter old passcode  
Example: 

9	2	4	6	1	5
---	---	---	---	---	---

  
Display: 

COMBO = NOW NEW
-----------------
6. Enter new passcode  
Example: 

9	2	7	3	2	6
---	---	---	---	---	---

  
Display: 

COMBO = OK AGAIN
------------------
7. Enter new passcode again  
Example: 

9	2	7	3	2	6
---	---	---	---	---	---

  
Display: 

PROGRAM =OK DONE
------------------

8. When the new passcode is entered again, the Alpha II confirms its acceptance as shown in Step 7.
9. Test the new passcode by using it to arm and disarm your system. **Do NOT** use Arming COMMANDS 1, 2, 3, or 8 to arm your system until you are certain that the new passcode is working properly.

**NOTE:** An invalid passcode, invalid digits in the new passcode (e.g.: 0 or 9) as the last digit), or other invalid entries will cause 

ERROR
-------

 to appear in your Alpha II display. When this happens, your security system automatically exits the COMMAND 55 Mode. To change your passcode, start again at Step 1.

## Fire Alarm Test Mode

In security systems with 24-hour Fire protection, the COMMAND 58 Mode lets you test your fire alarm installation without assistance. Other than entering and exiting this test mode from the keypad of an Alpha II Command Center, all testing is performed at the initiating devices installed throughout the building; no other entries are required at the keypad. Upon completion of testing, you can **EXIT** the Test Mode by pressing the COMMAND bar and the 5 and 8 keys.

Your security system is programmed so that before you can use COMMAND 58, you must enter a passcode beginning with any digit from 1 to 8.

**CAUTION:** All Central Station reporting is suppressed while in the COMMAND 58 Test Mode, *except Opening and Closing reports from independent zone controls.*

*Call your Central Station before using this function.*

**COMMAND**

**5**

**8**

In the COMMAND 58 Test Mode, your security system will execute the following functions:

- Immediate 2-second audible alarm, indicating a successful detector test.
- Automatic smoke detector reset operation (Does not require manual entry of COMMAND 47).
- Central Station signal indications of test mode status and restoral to normal status following test mode.
- No unnecessary and repetitive alarm signals to the Central Station during test mode sequence.
- Alpha II display count provides running tally of each detector alarm response.
- Printed record of each alarm test response on local printer (if included with your system).

Unless all zones are dedicated to fire alarm, you can **only enter** the COMMAND 58 Mode while your security system is **disarmed**. If you attempt to enter the COMMAND 58 Mode while your system is armed, **C58 NOT ALLOWED** will appear in your Alpha II display. The Function Keys do NOT operate in the COMMAND 58 Mode.

**5  
8**

### To use COMMAND 58:

1. Press the **COMMAND** bar  
Display: **SYSTEM COMMAND**
2. Press the **5** key  
Display: **SUB COMMAND**
3. Press the **8** key  
Display: **ENTER YOUR COMBO**
4. Enter Passcode  
Example: **1 2 3 4 5**  
Display: **\*FIRE TEST \* 0 0 0**
5. Audible **Watch Tone** sounds (One Second Pulses) from the Alpha II Command Center while in Test Mode.
6. System transmits a signal to the Central Station, indicating start of the test mode. NO alarm signals will be transmitted to the Central Station while the system is in the COMMAND 58 Test Mode.
7. A **Trouble Zone "F"** signal is recorded on local printer (If a local printer is included with your system).

**NOTE:** If NO initiating devices are tested or other system activity does NOT occur for a period of 15 minutes **while in the COMMAND 58 Test Mode**, your system will automatically exit this Test Mode and resume normal operation. Therefore, it is important to maintain continuous testing activities until **all** initiating devices in the system have been tested to avoid false transmission of alarm signals and possible misinterpretation by Central Station personnel.

### To test initiating devices in the COMMAND 58 Mode:

**IMPORTANT:** As you test each initiating device, your system counts the individual points of protection only. Wait for the alarm annunciation to stop **before** testing the next device. If you do not wait, the device test count (number of individual points of protection tested) at the Alpha II display will be incorrect.

1. Manually test (place) initiating device in alarm condition (Perform test in accordance with established testing practices for such devices).

Example: **\*FIRE TEST \*0 0 0**

**NOTE:** ALL types of Fire Alarm initiating devices can be tested in the COMMAND 58 mode, however, only smoke detectors require a 10-Second automatic reset operation. In the COMMAND 58 Mode, your system will automatically perform a 10-Second reset after each device tested regardless of the initiating device type.

**Test initiating devices in the COMMAND 58 Mode (cont):**

2. Listen for 2-second steady or pulsed alarm (depending on programming). The alarm time is approximate.
3. After test, wait for 10-second sensor reset (reset time is approximate).

Example:

`RESET SENSORS`

4. After 10-Second reset, repeat Steps 1-3 for each initiating device in the system. Note that the Alpha II display will reflect each initiating device tested by number count after each sensor reset.

Example:

`FIRE TEST 001`

5. After ALL initiating devices have been tested, the Alpha II display `FIRE TEST *# # #` will reflect the total number of initiating devices you have tested.

Example:

`*FIRE TEST *125`

**CAUTION: ALL Central Station alarm and trouble signals are suppressed while in COMMAND 58 Test Mode (except *Opening and Closing Reports initiated from independent zone controls*). Therefore, it is strongly recommended that this feature NOT be used in systems requiring Duress, Holdup, or other 24-hour zone functions that would be affected by the signal suppression of this test mode.**

**To exit the COMMAND 58 Test Mode:**

1. Press the `COMMAND` bar  
Display: `* FIRE TEST * 125`
2. Press the `5` key  
Display: `* FIRE TEST * 125`
3. Press the `8` key  
Display: `READY TO ARM`
4. System transmits a signal to the Central Station, indicating the Test Mode is terminated and the system has resumed normal operation.
5. A **Restoral Zone "F"** signal is recorded on a local printer (If a local printer is included with your system).

## Perimeter Watch Mode

COMMAND 6 is used to monitor the perimeter of your building when the system is disarmed. This is called the Perimeter Watch Mode. When in this mode, the Alpha II emits a short tone to alert you of entry or exit through the perimeter of your building. No alarms are generated by this mode except 24-hour alarms (fire, panic, etc.). There is no tone for interior movement.

### Application

This command is useful in a residential system when you want to monitor entrances or exits in your home.

In commercial installations, the Perimeter Watch Mode can be used as a door chime to alert you when a customer or delivery person has entered your business.

**COMMAND** **6**

### To use COMMAND 6:

1. Press the **COMMAND** bar. The display should show **SYSTEM COMMAND**.
2. Press the **6** key. The display now shows **WATCH**.
3. To exit the Perimeter Watch Mode, press **COMMAND**, then **6** or arm the system.

## Special Alert

This Alpha II command is a manually operated and initiated alarm command. COMMAND 7 can be programmed to respond to a choice of numerous situations that may need immediate attention. This *command* may also be used to send a silent alarm to the Central Station without sounding an alarm signal on the premises. Check with your alarm company for the options they offer.

**COMMAND 7**

### To use COMMAND 7:

1. Press the **COMMAND** bar. The display should show **SYSTEM COMMAND**.
2. Press the **7** key. The display indicates which zone COMMAND 7 is programmed to report to the Central Station. If programmed as an invisible alarm, the display does not change from what was previously shown.

7



## Partially Arm the Perimeter

COMMAND 8 is used to arm the perimeter of your building while selected portions of the perimeter remain unarmed. Perimeter zones that are not secure (faulted) when COMMAND 8 is entered, are automatically bypassed and are not included in the system. COMMAND 8 does not arm the interior of your building. Exit delays are provided with this arming command. **Although this command does not send a "Closing Report" to the Central Station, it will still send alarms.**

**NOTE:** Zones that have been bypassed (not armed with the system) cannot be armed again until the system has been disarmed, the zones returned to normal, and the system is armed again. Enter your personal passcode to cancel COMMAND 8.

### Application

Use this arming command in residential systems to arm the front of your house while the interior and the rear perimeter doors are left unarmed, giving you freedom of movement between the house and patio.

In commercial systems, when you need access to the large overhead doors to receive deliveries, using COMMAND 8 will allow you to keep the rest of your building armed.

## COMMAND 8

### To use COMMAND 8:

1. Before arming with COMMAND 8, decide which zones are to be left disarmed. Fault the zones by leaving a door or window open.
2. Pressing any of the keys (except the COMMAND bar) will give you a zone description of all faulted zones in the Alpha II display. Check to ensure that only the desired zone(s) are left open. The zone(s) *must* remain open until *after* the exit delay time expires.
3. Press the **COMMAND** bar. The display should show **SYSTEM COMMAND**.
4. Press the **8** key. **PERIMETR DELAYED** is displayed then alternates between **PERIMETR PARTIAL** and **EXIT NOW**. It shortens to **PERIMETR PARTIAL** when the system arms. Pressing any numbered key shows the custom display of faulted zones (both perimeter and interior).
5. When performing a COMMAND 8, and no zones are faulted, or if the zones return to normal before the exit delay time expires, the system is armed as in COMMAND 3.
6. To disarm, enter your personal passcode.

## Police Alert

By using COMMAND 9, you immediately send an emergency signal to the Central Station to summon the police. It can be programmed to sound an alarm on the premises if desired.

**COMMAND 9**

### To use COMMAND 9:

1. Press the **COMMAND** bar. The display should show **SYSTEM COMMAND**.
2. Press the **9** key. The display indicates which zone COMMAND 9 is programmed to report to the Central Station. If programmed as an invisible alarm, the display does not change from what was previously shown.

## Duress Passcode

A *duress* passcode is used to send a silent alarm signal to the Central Station simply by increasing the last digit of the passcode by one. For example, if the standard passcode is 12345, the duress passcode is 12346.

The duress passcode arms or disarms the security system just like your personal passcode; however, as the system is armed or disarmed an alarm signal is transmitted to the Central Station.

### Application

The duress passcode is used when someone threatens you and demands you to disarm your security system. By disarming (or arming) with a duress passcode, the Central Station is alerted of an alarm situation.

## Selective Zone Shunting

- Selective Zone Shunting **will** be reported to the Central Station.
- Selective Zone Shunting **will not** be reported to the Central Station.

The Alpha II Command Center makes it easy for you to have complete control of your security system. By using Selective Zone Shunting you have the ability to bypass zones you do not wish to arm, directly from the Alpha II. With the push of a button, the Alpha II displays which zones are going to be armed. If you don't want a particular zone to arm, simply push the same numbered key as that zone and it will not arm with the rest of the system.

### Application

In a large office building or warehouse, Selective Zone Shunting enables you to arm only those areas that need to be kept secure. Areas where personnel are working can be kept disarmed until they are finished and the areas vacated. To arm all zones, simply disarm the unit and rearm using COMMAND 1 or your personal passcode.

**IMPORTANT:** Do not attempt to shunt a zone annotated by an asterisk "\*". If shunted, an alarm signal is sent to the Central Station and a sounder may be activated.

### To use Selective Zone Shunting:

1. Ensure that all zones are secure. The Alpha II display should show READY TO ARM.
2. Start the system exit delay by entering your personal passcode or an *arming command* which provides exit delays. The display alternates between ALL SECURE and EXIT NOW.
3. While the system is in the exit delay mode, again press the COMMAND bar. The Alpha II will display all of the zones that may be shunted.
4. To *prevent* a zone from being armed, press the key that corresponds with the number of that zone. For example, simply press the 4 key and it disappears from the display and zone 4 will not arm with the rest of the system.

**CAUTION:** You are in the exit delay mode and only have a limited amount of time in which to complete this operation.

During the exit time, if you decide that you want one of the zones you have bypassed to be armed with the rest of the system, press the corresponding key and the zone reappears in the display.

## Force Arming the System

- Force Arming **will** be reported to the Central Station.
- Force Arming **will not** be reported to the Central Station.

Under normal conditions your Alpha II Command Center cannot be master armed while there is a faulted zone. Force arming allows you to arm the system with any zone faulted other than priority zones. (Priority zones are zones that must be normal when the system is armed.) Force arming arms only those zones that are ready to arm; any zone faulted at arming time is bypassed (not armed).

When force arming, a trouble report is sent to the Central Station indicating that the system was force armed and which zone was faulted. A closing report is also sent by those systems that are programmed for opening and closing reports.

Force arming can be programmed to apply to most arming commands as well as your personal passcode. Your alarm technician will check the boxes below to indicate which arming *commands* can force arm your system.

- I can force arm with my personal passcode.
- I can force arm with COMMAND \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

### To arm with zones faulted:

1. Enter your personal passcode or any arming command desired. The Alpha II emits a "beep" tone with each keytouch indicating that a zone is faulted. The display should show the custom text for the zone that is faulted.
2. After you have entered all the digits of the passcode or *arming command*, hold the last key. The display shows **HOLD TO FORC ARM**. Keep holding the key until the display changes to indicate armed status.
3. The arm status display alternates with a service display until the communication to the Central Station is complete.

**NOTE:** If the fault is restored (returned to normal) while arming, the zone will be armed. If the fault is restored after arming, swinger shunt determines whether or not the zone will be armed with the rest of the system.

- A faulted zone **will be** armed with the rest of the system if restored.
- A faulted zone **will not be** armed with the rest of the system if restored.
- I am allowed to have a maximum of \_\_\_\_\_ zones faulted when force arming.

## Security System Glossary

As security system technology has evolved, a special jargon has developed. Some terms widely used within the industry are these:

**Arm and Disarm**—Your security system is always "on" 24 hours a day. This allows for 24-hour fire detection and police alert (optional). When you enter your personal passcode into the arming station keypad, you are *arming* or *disarming* your "burglar" protection. When the burglar protection is *armed*, intruders will be detected and initiate an alarm condition. When the burglar protection is *disarmed*, the security system will not detect intruders.

**Arming Station**—A device used to switch the security system's burglar detection "on" or "off." An arming station can be a *keyswitch* or a *digital keypad*. Digital keypad arming stations display system status on a display panel and sound warnings with a buzzer or siren. This type of arming station may also control many other functions of the security system.

**Bypass**—The process of deliberately not including certain zones of protection when arming the security system.

**Central Station**—A facility where trained personnel monitor your security system 24 hours a day. Your security system contacts the Central Station during alarm conditions, thus enabling Central Station personnel to dispatch the proper authorities.

**Closing Report**—A signal to the Central Station indicating that the system has just been armed. This report is normally used by commercial accounts to indicate that the business is now closed.

**Entry Delay**—A predetermined amount of time provided by the

security system so you can enter an armed building through a delay door. Once the delay door is opened, the entry delay time begins. If the security system is not disarmed before the delay time expires, the system goes into alarm.

**Exit Delay**—A predetermined amount of time provided by the security system so you can leave the armed building. Once the system is armed, the exit time begins. You must exit the building before the exit delay time expires.

**Faulted Zone**—If a zone is not normal (a door or window is open), that zone is considered "faulted."

**Force Arm**—A zone that is faulted can be left out of the security system when arming. This is described as "force arming." Force arming reduces the level of security and should be used with discretion.

**Master Arm**—An arming *command* that arms *all* of the detection system, interior zones and perimeter zones.

**Opening Report**—A signal to the Central Station indicating that the system has been disarmed. This report is normally used by commercial accounts to indicate that the business is open.

**Perimeter Arm**—An arming *command* that arms only the perimeter of your building.

**Shunt**—See "Bypass".

**Zone**—Each area of your building is assigned to a specific zone. A zone can be a single door or an entire room or area of your building (like the 2nd floor). Most zones are either Perimeter Zones, Interior Zones or Fire (24 hour) Zones.

