DSC & PARTNER SERIES SECURITY
AT A GLANCE

System Functions - Quick Reference

The following chart lists the basic functions of your system and the keys to press for each function.

NOTE: Some functions may not be available on your system. Ask your installer for more information.

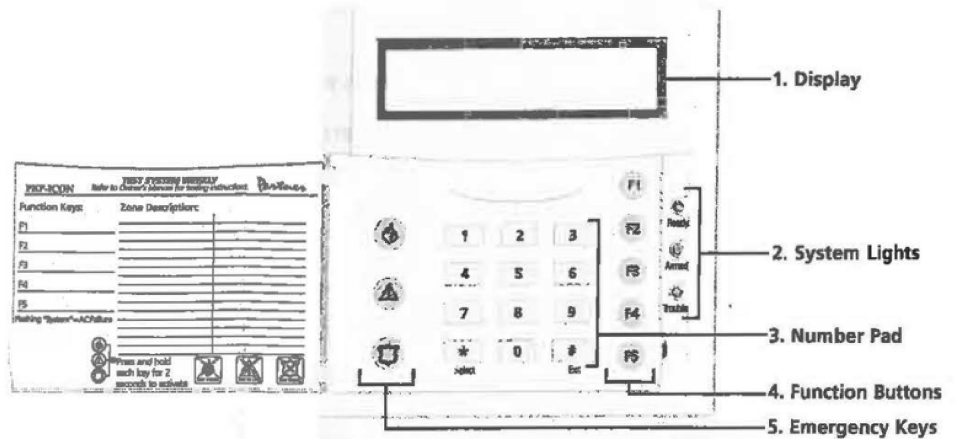| To do this:	Press this:
Arm system (Away):	[access code], leave through entry/exit door OR press corresponding function key (if enabled)
Arm system (Quick):	(✻)(0) (from Ready state)
Arm system (Stay):	[access code], do not exit premises OR press corresponding function key (if enabled)
Arm system (No Entry Delay):	(✻)(9) [access code]
Bypass zones:	(✻)(1) [two-digit zone number(s)], (#) to exit
Disarm system:	[access code]
Exit premises when system armed:	(✻)(0) OR press corresponding function key (if enabled)
Reset smoke detectors:	(✻)(7)(2) OR press corresponding function key (if enabled)
Program access codes	refer to "Programming Access Codes" in *Owner's Manual*
Send Fire message:	◁▷♦ (press and hold for two seconds, if enabled)
Send Auxiliary message:	◁▷⚠ (press and hold for two seconds, if enabled)
Send Panic message:	◁▷🛡 (press and hold for two seconds, if enabled)
Set system time and date:	(✻)(6) [master code](1), enter current time (24hr format: 00:00-23:59) and date (month/day/year) as 10 digits: [hh:mm MMDDYY]
Silence fire alarm:	(#)
Silence intrusion alarm:	[access code]
Turn auto-arm on/off:	(✻)(6) [master code] (2)
Turn door chime on/off:	(✻)(4) to toggle on or off OR press corresponding function key (if enabled)
Turn on bypassed zones (if Stay armed):	(✻)(1)
View alarm memory:	(✻)(3)
View troubles:	(✻)(2) (Troubles indicated by numbers 1-8 on top of keypad display. See "Viewing Trouble Conditions" in *Owner's Manual* for list of trouble definitions)

Partner SECURITY PRODUCTS

WARNING: Please refer to the System Owner's Manual for information on limitations regarding product use and function and information on the limitations as to liability of the manufacturer.
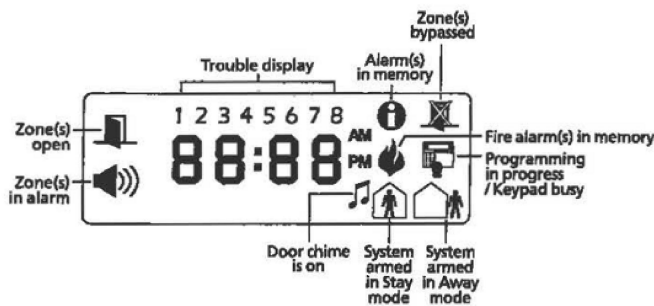
The PKP-ICON keypad shows the status of your security system using an LCD-style display, along with fixed words and numbers.

This instruction sheet describes the basic features of the keypad. For more detailed information on your security system and how to use it, please read your system's *Owner's Manual.*

Important Note: Test system weekly and have any system trouble conditions corrected by your alarm installer.

1. Display
2. System Lights
3. Number Pad
4. Function Buttons
5. Emergency Keys

1. Display

Zone(s) open
Zone(s) in alarm
Trouble display
Alarm(s) in memory
Zone(s) bypassed
Fire alarm(s) in memory
Programming in progress / Keypad busy
Door chime is on
System armed in Stay mode
System armed in Away mode

2. System Lights:
Ready Light
If the Ready light is ON, the system is ready for arming. The system cannot be armed unless the Ready light is ON.

Armed Light
If the Armed light is ON, the system has been armed successfully.

Trouble Light
If the Trouble light is ON, press ✱② to view the troubles. The keypad will indicate the troubles using numbers 1-8 at the top of the keypad display. See "Identifying Trouble Conditions" in your system's *Owner's Manual.*

3. Number Pad:
Use the number pad to enter your code, and to access system functions. To exit a function and return to the Ready state, press ⊕. To select a function press ✱.

5. Function Buttons:
If your installer has enabled them, you can use the function buttons to access the stay arm, away arm, door chime, sensor reset and quick exit features. (Your installer may program other functions for these buttons.) Press and hold the appropriate button for two seconds. Refer to your *Owner's Manual* for more information on these features.

4. Emergency Keys:

Press both ♣* keys for two seconds to send a FIRE message. Press both ⚠* Keys for two seconds to send an AUXILIARY message. Press both 🛡* Keys for two seconds to send a PANIC message.

* IMPORTANT NOTE (All Keypads): The Fire, Auxiliary and Panic keys will NOT function unless programmed by the installer. If these keys are in service and the installer has enabled audible feedback, holding down the key for two seconds will cause the keypad sounder to beep indicating that the input has been accepted and sent.
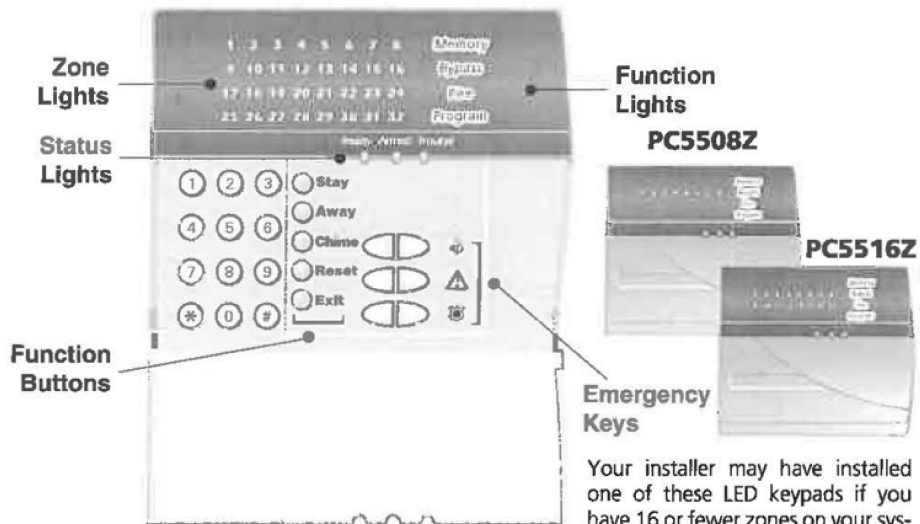
Using the PKP-ICON Keypad
The PKP-ICON works similarly to the other keypads described in your system's *Owner's Manual.* For more information on individual functions, see your system's *Owner's Manual.*

Viewing Open Zones
Before you can arm your system, all the zones must be closed. If some zones are currently open, the keypad will display "Open", and the Ready light will be off. To see the numbers of the open zones, press ⊕. Before you try to arm your system, go to the open zones and close all doors and windows, and make sure no one is present in zones with motion detectors.
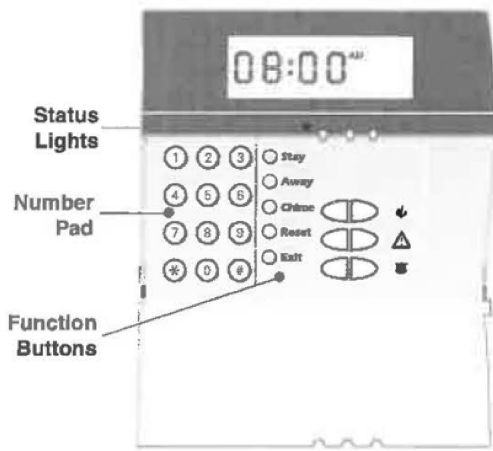
PowerSeries System Keypads

PC5532Z

Zone Lights

Status Lights

Function Lights

1 2 3 4 5 6 7 8
9 10 11 12 13 14 15 16
17 18 19 20 21 22 23 24
25 26 27 28 29 30 31 32

Memory
Bypass
Fire
Program

Ready Armed Trouble

Stay
Away
Chime
Reset
Exit

Function Buttons
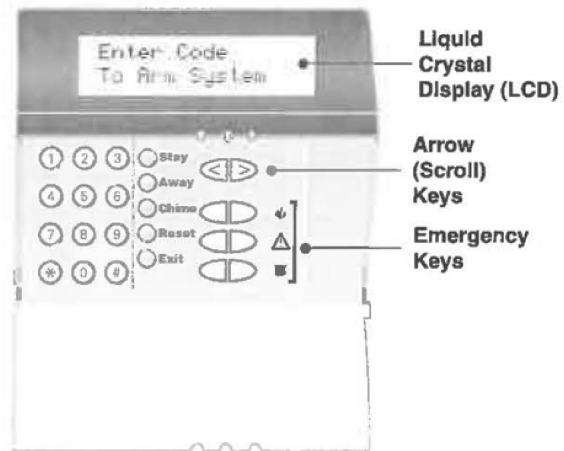
PC5508Z

PC5516Z

Emergency Keys

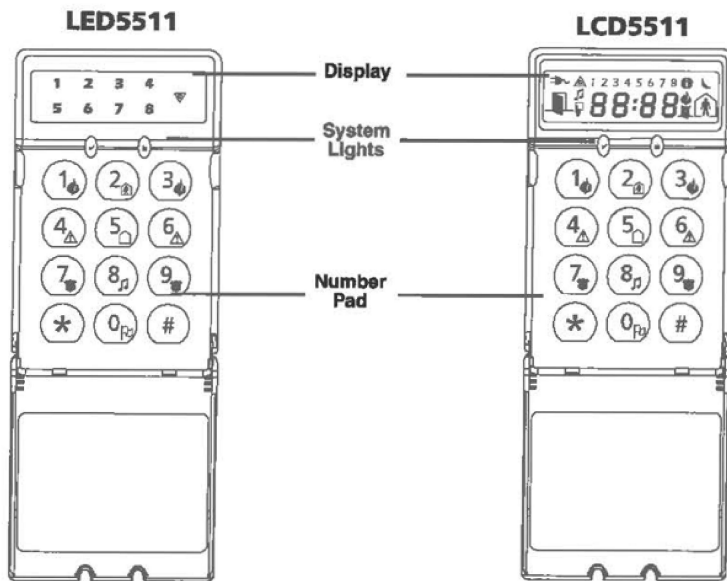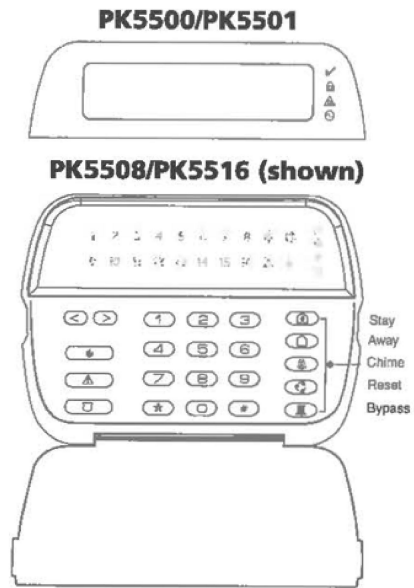Your installer may have installed one of these LED keypads if you have 16 or fewer zones on your system. These keypads operate in the same way as the PC5532 keypad.

LCD5501Z

08:00 AM

Status Lights

Number Pad

Stay
Away
Chime
Reset
Exit

Function Buttons

LCD5500Z

Enter Code
To Arm System

Stay
Away
Chime
Reset
Exit

Liquid Crystal Display (LCD)

Arrow (Scroll) Keys

Emergency Keys

1

PC1555RKZ

Number Pad

Status Lights

Zone Lights

Emergency Keys

1	2	3
4	5	6
7	8	9
*	0	#
F	A	P

Ready
Armed
System

Zone 1
Zone 2
Zone 3
Zone 4
Zone 5
Zone 6
Zone 7
Zone 8

PK5500/PK5501

PK5508/PK5516 (shown)

Stay
Away
Chime
Reset
Bypass

LED5511

Display

System Lights

Number Pad

LCD5511

2

Trouble Conditions

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

LED/DIGIT	Trouble Condition	Comments	Action
1	Service Required		Call for service
2	Loss of AC Power	If the building and/or neighbourhood has lost electrical power, the system will continue to operate on battery for several hours.	Call for service
3	Telephone Line Fault	The system has detected that the telephone line is cut.	Call for service
4	Failure to Communicate	The system attempted to communicate with the monitoring station, but failed. This may be due to Trouble 3.	Call for service
5	Sensor (or Zone) Fault	The system is experiencing difficulties with one or more sensors on the system.	Call for service
6	Sensor (or Zone) Tamper	The system has detected a tamper condition with one or more sensors on the system.	Call for service
7	Sensor (or Zone) Low Battery	If the system has been equipped with wireless sensors, one or more has reported a low battery condition.	Call for service
8	Loss of Time & Date	If complete power was lost (AC and Battery), the time and date will need to be re-programmed.	Re-program Time & Date (page 9)

Trouble Menu Acknowledgement

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

Alarm Memory

When an alarm occurs, the Memory or System indicator (and Fire indicator, if applicable) will turn on.

To view which sensor(s) generated the alarm, press (*)(3). The Memory or System indicator and corresponding sensor number will flash (i.e. sensor 3).

For the LCD5500 keypad use the (<)(>) scroll keys to view the sensors in alarm memory.

Press (#) to exit. To clear the memory, arm and disarm the system.

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

Door Chime (Entry/Exit Beeps)

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

Access Code Programming

In addition to the Master Access Code, you can program up to 32 additional User Access codes. Press (*)(5), plus your Master Access Code. The Program or System indicator will begin to flash, and the Armed (🔒) indicator will turn on.

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

When using the LCD5500, use the (<)(>) keys to find the specific code and press (*) to select. Enter the new 4-digit access code, or press (*) to erase it. When programming is complete, enter another 2-digit code to program or press (#) to exit.

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

The minimum number of variations of access codes (key) is 27027 when 37, 6-digit user codes are used. For SIA Installations, duplicate or duress codes derived from user codes +/- 1 digit are not allowed.

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

Access Codes

[∗][5][Master Code] (when disarmed)

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

User Codes (Access Codes 1-32)

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

Supervisor Codes (Access Codes 41 & 42) - These codes are always valid when entering the ⊛⑤ User Code Programming section. However, these codes can only program additional codes which have equal or lesser attributes. Once programmed, the Supervisor Codes receive the Master Code's attributes. These attributes are changeable.

Duress Codes (Access Codes 33 & 34) - Duress codes 33 and 34 are standard User Codes that will transmit the Duress Reporting Code whenever the code is entered to perform any function on the system.

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

NOTE: No codes can be programmed as a duplicate of another code.

NOTE: Duress codes cannot be programmed as a duplicate or as a "Code + 1".

User Code Attributes

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

NOTE: These attributes are not changeable.

Inherent Attributes (all codes except installer and maintenance)

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

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

Programmable Attributes ([∗][5][Master/Supervisor Code][9][Code])

1. For Future Use
2. For Future Use
3. Zone Bypassing Enabled
4. ESCORT Access
5. Downlook Remote Trigger to Phone Number 1
6. Downlook Remote Trigger to Phone Number 2
7. Bell Squawk upon Arming/Disarming
8. One Time Use Code

NOTE: Attributes 5 and 6 cannot be enabled on the same access code.