



NAPCO 1016 ALARM SYSTEM OPERATION INSTRUCTIONS

Arming the System:

When arming the system all zones must be closed, a **GREEN** steady light must be on and you have ____ seconds to leave the premise.

1. Enter your 4-digit pass code
2. **Red** light will turn on
3. Leave the building

TROUBLE ARMING:

- A. **GREEN** light flashing – indication that a zone(s) are open
 1. Hold down the '3' key – displaying open zones
 2. Correct the troubled zone
 3. Re-enter your 4-digit pass code
 4. Leave the building
- B. Buzzing at the keypad and the letter 'P' appears in the display – indication that a motion detector has not reset or a door/window is open while attempting to activate the system.
 1. Enter your pass code to stop the buzzing
 2. Correct the open zone
 3. Re-enter your pass code
 4. Leave the building
- C. Denied entry – the system did not accept your pass code. When this occurs you must first wait 5-second before attempting to re-enter your pass code otherwise the system will continue to lock-up. Cause:
 1. Entered pass code too quickly
 2. Entered two keys simultaneously
 3. Entered invalid pass code

Disarming the System:

Upon entrance of the building you have ____ seconds to disarm the system, the keypad will buzz, reminding you to deactivate, and a **RED** light is lit.

1. Enter your 4-digit pass code
2. The **RED** light will turn off
3. The keypad will stop buzzing
4. The system is disarmed

Arming the System with Shunted Zones:

This feature allows you to bypass a zone(s) when arming the system. First determine which zone(s) that you want removed by lifting the slide up zone card on your keypad.

Before arming the system:

1. Press the '**S**' key
2. Enter the zone number being removed
3. A **YELLOW** light will come on advising you a zone has been removed (More than one zone can be removed. For every zone you want shunted, you must repeat the instruction above). To display all zones shunted press and hold down the '**2**' key.
4. Enter your 4-digit pass code
5. A **YELLOW** and **RED** is displayed on the keypad
6. The system is arm with shunted zones

Placing all the shunted zones back into service, the system must be turned on, and then back off.

Sirens:

The sirens can always be turned off with a 4-digit pass code. When the sirens are heard, even for a second, the Central Station must be called immediately otherwise the local authorities will be dispatched.

Panic Buttons:

The systems panic buttons are activated 24 hours even if the system is turned off. When this feature is activated, the Central Station receives a special stress signal and the local authorities are notified immediately!

Simply press the '*' and '#' keys at the same time for about 1-second. Sirens are heard and the stress signal is sent to the Central Station. To turn off the sirens, you may have to enter your 4-digit pass code twice.

AMBUSH CODE – The alarm system will function as normal; except when the ambush code is entered a *silent* panic alarm to the Central Station. Your ambush code is:

1 – 1 + your 4-digit pass code

Function Keys:

These keys are activated by pressing and holding down the appropriate key for 2-seconds.

1-Key – Test the sirens, this is not a test that reports to the Central Station.

2-Key – Display shunted zones when the **YELLOW** light is lit. To display all shunted zone, continue to hold down the function key.

3-Key – Display open zones when the **GREEN** light is flashing. To display all open zones, continue to hold down the function key. This feature is helpful when arming the system.

4-Key – Deactivate the delay status on the designated zones. This feature allows a higher level of security. You must shunt any applicable zones before starting this feature. This feature is automatically cancelled when the system is disarmed.

5-Key – Toggle for the door chimes. This feature remains active through numerous arming and disarming until the feature is manually deactivated. When activated, while the system is disarmed, the keypad will beep for 1 second when any programmed door/window zone is opened.

9-Key – Resets the systems' panel smoke detectors and is used to erase the 'tattle-tale' zone indicator after an alarm condition. This should only be press after the smoke has cleared.

S-Key – Displays the last zone that caused an alarm. This will remain in memory until it is replaced by the next alarm.

FIRE – Key:

This is activated 24 hours, even if the system is disarmed. The fire sirens are different than the burglar alarm. If a fire detector is tripped, the sirens will sound, a fire signal is sent to the Central Station, and the keypad's **RED** fire button is lit. Turn off the sirens by entering the 4-digit pass code. Re-sent the smoke detectors after the smoke has cleared by pressing the 9-function key.

WE PROTECT THE THINGS YOU TREASURE

FBN SYSTEMS INC. CENTRAL STATION

(330) 239- 1229

Page 3 of 3