



## NAPCO 1016E SECURITY ALARM OPERATION INSTRUCTIONS

### Arming the System:

When arming the system a **GREEN** light on the keypad display must be steady and all zones must be closed. After arming the system, you have \_\_\_\_ seconds to leave the building.

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

### TROUBLE ARMING:

- A. The **GREEN** light is flashing – an indication that a zone(s) are open.
  1. Press the '3' key (displaying any open zones).
  2. Correct the zone(s).
  3. Proceed with arming the system
- B. The keypad buzzes and a 'P' appears in the display – an indication that a door/window is open &/or motion detectors have not been reset.
  1. Enter the 4-digit pass code to stop the buzzing
  2. Correct the zone(s)
  3. Proceed with arming the system
- C. Denied pass code – The cause could be the 4-digit pass code was entered too quickly, simultaneously hit two keys, or an invalid 4-digit pass code was entered. Enter the pass code slowly.

### Disarming the System:

Upon entrance of building you have \_\_\_\_ seconds to disarm. The system's keypad will buzz reminding you to disarm and a **RED** light is on.

1. Enter the 4-digit pass code
2. A **GREEN** appears
3. The buzzing ceases
4. The system is disarmed

### **Arming with BYPASSED Zones:**

Determine the zone number prior to arming the system (location of zone numbers are behind the display).

1. Press the 'B/A' or the 'BYPASS' key
2. Enter the zone number (you may BYPASS more than one zone by repeating steps 1 and 2 for each zone you want BYPASSED). To display all bypassed zones press and hold down the '2' key.
3. A **YELLOW** light will come on
4. Enter the 4-digit pass code to arm the system after it has been configured.
5. A **RED** and **YELLOW** will appear – the system is armed with BYPASSED zones

To put all zones back into service, the system must be turned on and then back off. All bypassed zones will automatically be placed back into service.

### **Disarming the System:**

Upon entrance of building you have \_\_\_\_ seconds to disarm the system. The **RED** light will be lit and the keypad will buzz, reminding you to disarm the system.

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

### **Sirens:**

Entering the 4-digit pass code will always turn off the sirens. When sirens are heard, even for a second, you must call the Central Station or the local authorities will be dispatched. Please have your account number and pass code/word handy.

### **Panic Keypad Buttons:**

These features are activated 24 hours, even if the system is turned off. By pressing and holding down the appropriate keys a special stress signal is sent to the Central Station. When the panic buttons are activated, it may require you to enter the 4-digit pass code twice before the sirens are turned off.

POLICE – press and hold the '\*/P' and the '#' keys down for 1-second

FIRE – press and hold the '9/F' and the '#' keys down for 1-second

MEDICAL – press and hold the 'B/A' and the '#' keys down for 1-second

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AMBUSH CODE – This code will send a silent stress signal to the central station. When the ambush code is activated, the system acts normal (it will not alert anyone other than the Central Station). The Ambush code is ‘1 1’ plus the 4-digit pass code.

**Function Keys:**

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

1-Key – Siren test. This is local testing only. The Central Station is not alerted.

2-Key – Displays bypassed zones when the **YELLOW** light is on. Continue to hold down the function key to display all zones.

3-Key – Displays open zones and their number. Continue to hold down the function key to display all open zones. This feature is helpful when arming the system.

4-Key – Higher level of security; this feature cancels the delay on any zone. You must bypass any applicable zones before starting this feature. Hold down the function key, enter the 4-digit pass code to activate. Upon disarming the system, this function is automatically canceled.

5-Key – Toggle for door chimes.

9-Key – Resets the smoke detectors and is used to erase the ‘TATTLE-TALE’ zone indicator. Reset the system only after the smoke has cleared or the alarm will sound again.

S-Key – Displays last zone that tripped the alarm by holding the ‘B/A’ key. This will remain in the memory until it’s replaced by the next alarm.

**FIRE:** The fire alarm system is active 24 hours even when the system is off. The sirens for fire is different than the burglar siren; which can be turned off by the 4-digit pass code. When the fire alarm is tripped, a signal is sent to the Central Station and the local authorities will be dispatched. If false alarm, please telephone the Central Station immediately. Reset the fire system by holding down the ‘9’ key only after smoke has completely cleared or the system will be activated again.

Trouble indications: **RED**, **GREEN**, and **YELLOW** lights all flash plus a zone number appears in the display as follow:

- A/C electric failure
- Low Battery
- Failure to communicate signal to Central Station (usually caused by telephone outage).