## To DISARM the System

The Entry time is divided into two sections, the Entry time and the 2<sup>nd</sup> Entry time. If the Entry time expires, an Internal alarm will occur and the 2<sup>nd</sup> Entry time will start. If the 2<sup>nd</sup> Entry time expires, an Intruder alarm will occur (all internal and external sounders).



It is perfectly normal for the 2<sup>nd</sup> Entry time to be programmed as zero, in which case, an Intruder alarm will occur as soon as the Entry time expires.

#### **During Entry**

# To disarm the system, proceed as follows:

Enter the premises via the designated entry point

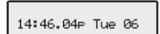
The entry tone will start



Enter a valid User code



The entry tone will stop



The system is now disarmed.

#### When Not in Entry

# To disarm the system, proceed as follows:

The display will look something like this:



Enter a valid User code



Do you want to Disarm System?

Press Yes

14:46.04p Tue 06

The system is now disarmed

### To CANCEL the Exit Mode

Once the exit mode has been started you should leave the premise immediately, however, if for some reason you decide not to leave, the exit mode must be cancelled.

### To cancel the exit mode, proceed as follows:

Enter a valid User code ? ???

Do you want to Cancel Exit?

Press //Yes

The exit tone will stop

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The exit mode has now been cancelled.