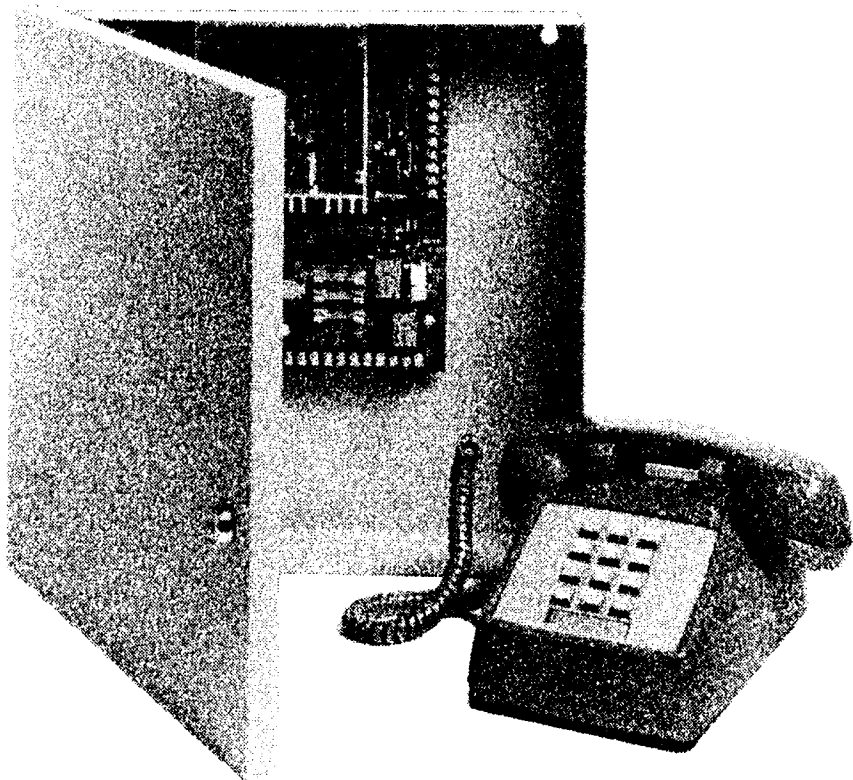


Defender II



Owner's Manual

SECURITY SYSTEM REFERENCE

Installing Dealer: _____

For service, call: _____

Central Station: _____

Central Station Acct. #: _____

ZONE IDENTIFICATION

1. _____

2. _____

3. _____

4. _____

5. _____

6. _____

7. _____

8. _____

9. _____

10. _____

11. _____

12. _____

13. _____

14. _____

15. _____

16. _____

17. _____

18. _____

Exit Delay Time: _____ Entrance Delay Time: _____

TABLE OF CONTENTS

INTRODUCTION	
Control Panel	3
Detection Devices	3
Telephone Keypads	3
GLOSSARY	4-5
USING YOUR TELEPHONES AS KEYPADS	6
LED INDICATIONS	
Power	7
Status	7
Home	7
Away	7
Night	7
KEYPAD FUNCTIONS	
Status	7
Monitor	7
F1 and F2	7
Backlight Intensity	7
ALARM SIGNALS	8
ARMING	9-11
DISARMING	11
BYPASS	12
CHANGING USER CODES	12-13
PANIC FROM YOUR PHONE	13
KEYPAD ACTIVATIONS	13
RESETTING AN ACTIVATED SMOKE DETECTOR	14
REMOTE PHONE ACCESS	14

GLOSSARY

GLOSSARY

ANNUNCIATION

ANNUNCIATION - Beep or speech emitted over the phone or through the speaker to announce activity or report system status.

ARM

ARM - To turn the security system ON to detect intrusion. There are three modes, or levels, of arming: AWAY, HOME or NIGHT.

AWAY

AWAY - Arming mode for use when you are "AWAY" from the premises. All interior and perimeter devices are armed; movement within the premises will activate the alarm.

BYPASS

BYPASS - To temporarily remove a zone from the system that would normally be active when the system is armed. If a zone is bypassed, it is not a part of the system, and will not initiate an alarm.

CENTRAL STATION

CENTRAL STATION - If your security system is monitored, this is the agency that receives the incoming burglary or emergency message from the communicator and reports it to the proper authorities.

COMMUNICATOR

COMMUNICATOR - The device in the control panel that reports all burglary and emergency alarms to the central station via telephone lines.

CONTROL PANEL

CONTROL PANEL - The heart of the DEFENDER II security system. Only a qualified security system technician should open the container which houses the control panel.

DISARM

DISARM - To turn the security system OFF or silence alarm activations, including fire alarms, that may occur while the system is disarmed.

DISARM CODE

DISARM CODE - The three or four digit number you enter to disarm the security system. The DEFENDER II will accept ten different disarm codes, including disappearing and duress codes. Your disarm code identifies you to the DEFENDER II enabling you to control the system.

ENTRANCE DELAY

ENTRANCE DELAY - Time permitted to enter the armed premises and disarm the security system before the alarm is activated. A 20 second delay is set at the factory, but your installer can program a longer or shorter time, as desired.

**GLOSSARY,
cont.**

EXIT DELAY - Time permitted to leave the premises after arming the system. A 30 second delay is set at the factory, but your installer can program a longer or shorter time, as desired.

EXIT DELAY

FORCE ARM - To override the security system's initial refusal to arm because of an open zone. When the system is force armed it will disregard any open zones until they have been closed.

FORCE ARM

HOME - Arming mode for use when you are at "HOME". Only perimeter devices are armed allowing you to move about freely within the premises.

HOME

INTERIOR ZONES - Zones consisting of motion detectors or any other detection devices located within the premises.

INTERIOR ZONES

LCD - Liquid Crystal Display. Will display all system status in alpha.

LCD

LED - Light Emitting Diode. These are used as indicators of system conditions on optional keypads.

LED

NIGHT - Arming mode for use when everyone is in for the "NIGHT". All perimeter devices are instant and some interior zones can be active.

NIGHT

PERIMETER ZONES - Zones consisting of door and window contacts and glass break detectors which will detect an intruder before he gains entry into the premises.

PERIMETER ZONES

PREALARM TONE - Steady, low volume sound emitted through the speaker when the entry delay door is opened. This tone will continue until the disarm code is entered to disarm the system. If the disarm code is not entered within the programmed time, the BURGLAR ALARM will sound. A pulsing prealarm tone indicates there was an activation while you were gone.

PREALARM TONE

ZONE - Any area or point of protection in the security system such as doors, windows, and all other areas covered by detection devices.

ZONE

USING YOUR TELEPHONES AS KEYPADS

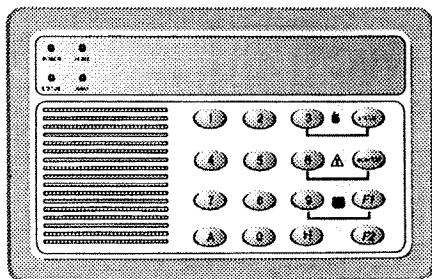


USING YOUR TELEPHONES AS KEYPADS

The system can be programmed to allow the use of your home telephones as keypads. You will notice that the optional keypad shown below duplicates the keys on your phone. The * key on the phone is replaced by the **A** key on the keypad and the # key on the phone is replaced by the **H** key on the keypad. Your installer will let you know which key or keys will access the system. You will hear the system acknowledgment tone or system status and now your phone keypad can be used exactly like a system keypad.

If your regular phone line is out for any reason you will not hear a dial tone when you pick up a phone, however, you will hear a series of tones indicating the line is gone. If this is the case, there is no need to access the system because the phone will already be a system keypad when it is picked up. Press any key and the tones will stop. If your system communicates to a central station and there is an activation, you can pick up a phone and simply enter your disarm code. The system will recognize the phone as a keypad as soon as you pick it up.

When you access the system from your home phone, your normal incoming phone line is disconnected. In the case of an incoming call you will hear one-second tones similar to call waiting. To answer the call simply hold down any key for three seconds. In fact you can return to normal phone operation at any time by holding any key down for three seconds. Be sure that the phone you are using sends a continuous touch-tone signal when you hold the key down.



RK-36 KEYPAD

Following is an explanation of each of the LED's on the RK-36 keypad.

RK-36 KEYPAD

LED's and SPECIAL KEYS

POWER

On when AC or back-up power is present. If AC is gone the STATUS LED will lead you to a report of the AC power failure.

STATUS

Flashing when new information is available, solid after status has been asked for and spoken, and off when no information is present.

HOME

On when armed to HOME. Press **H** to arm to HOME.

AWAY

On when armed to AWAY. Press **A** to arm to AWAY.

NIGHT

Both HOME and AWAY LED's are on when armed to NIGHT. Press H any time system is armed to HOME to change to NIGHT. Pressing H when system is armed to NIGHT will change arming back to HOME.

STATUS

Pressing this key will cause the system to immediately speak system status.

MONITOR

Pressing this key toggles the system between the three possible monitor conditions.

Monitor On - System will announce doors and windows when opened.

Monitor Off - System will not announce doors and windows when opened.

Beep - System will beep when doors and windows are opened.

F1 and F2

These key's functions are programmable and will be explained by your installer.

F1 _____

F2 _____

BACKLIGHT INTENSITY

You can control the brightness level of the key backlighting. The simultaneous depression of the **4** and **7** keys will step the backlighting through 7 different levels. Press **4** and **7** simultaneously a number of times until the backlighting is totally off. We will define all backlighting off as level 1. Levels 2 through 7 will take the key backlighting through 6 progressively brighter levels.

LED INDICATIONS



POWER



STATUS



HOME



AWAY



ALARM SIGNALS



ALARM SIGNALS

Understanding the alarm signals:

FIRE Alarm: a continuous, steady, loud tone emitted through the speaker. Your installer may also program the system to speak in between tones saying **"FIRE**, (description of zone that activated), **REMAIN CALM, LEAVE IMMEDIATELY"**.



EMERGENCY Alarm: a low pulsing tone is emitted through the speaker. Your installer may also program the system to speak in between tones saying **"ALERT**, (description of zone that activated)".



PANIC Alarm: a loud pulsing tone is emitted through the speaker. Your installer may also program the system to speak in between tones saying **"ALERT, ALERT**, (description of zone that activated)".

BURGLAR Alarm: a loud yelping tone is emitted through the speaker. Your installer may also program the system to speak in between tones saying **"INTRUSION DETECTED, INTRUSION DETECTED** (description of the zone that activated)".

PREALARM tone: a steady, low volume tone emitted through the speaker during the entrance delay. This tone is activated by opening the delay door and will continue until the security system is disarmed. If the system is not disarmed within the programmed delay time, the BURGLAR alarm will sound. A broken or pulsing prealarm tone signals that an alarm activation has occurred while you were gone.

DOOR & WINDOW ANNUNCIATOR: The system will speak up to four words describing a zone followed by the word **"OPEN"**. If you would prefer not to hear anything when you open a window or door, simply access the system from one of your phones and press your code followed by **2** or press the **"MONITOR"** key at an optional keypad and you will hear **"Monitor off"**. Now each time you open a protected door or window there will be status available over the phone and/or visual indication at the keypad, but no sound. If you prefer to hear a beep when you open, enter your code followed by **2** or press the **"MONITOR"** key again. You will now hear one beep. Enter your code followed by **2** or press the **"MONITOR"** key and you will hear **"Monitor on"** and the system will return to speech. No monitor will be heard for a door or window that is bypassed.

Loss of AC power signal: Anytime that you lose AC power, your security system automatically switches to the backup battery and speaks **"Power off"** one time through the speaker.

ARMING

When referring to operation from a phone, the following instructions will assume that access to the system has already taken place. Remember, your installer has programmed a one to four digit code which you will enter when you pick up the phone to get access to the system.

How to TURN ON the alarm system to provide protection:

1. Arming the system to AWAY:

Push the * or A key.

If no zones are open, the green **AWAY LED** will light and the system will say "**Armed to away**" over the phone or through the speaker.

The security system is now on, or armed. When armed in the AWAY mode, all interior zones, including motion detectors, become active, as well as all perimeter zones. If any zone is open while attempting to arm the system, the **AWAY LED** will not light and the system will say "**Zones open**" over the phone or through the speaker, indicating that the system did NOT arm because a window or door is OPEN.

After you have ARMED the system, you must leave through the designated entry/exit door within the specified exit delay time. Your installer can program the exit delay time you desire.

NOTE: After you open your exit door, it will not become part of the system until you close it. Always make sure you close your exit door to avoid having an opening unprotected.

2. Arming the system to HOME:

Push the # or H key.

If no zones are open, the red **HOME LED** will light and you will hear the system say "**Armed to home**" over the phone or through the speaker.

The security system is now on, or armed. When armed to the HOME mode, only the exterior, or perimeter, zones are armed. This will allow you to move about freely within your home. If any zone is open while attempting to arm the system, the **HOME**

**ARMING THE
SYSTEM TO AWAY:**

**PUSH THE * OR A
KEY.**

**ARMING THE
SYSTEM TO HOME:**

**PUSH THE # OR H
KEY.**

ARMING

ARMING THE SYSTEM TO NIGHT:(OPTIONAL)

PUSH THE # OR H KEY AGAIN.

FORCE ARMING THE SYSTEM:

PLEASE NOTE:

LED will not light and you will hear the system say "**Zones open**" over the phone or through the speaker which indicates that the system did NOT arm.

3. Arming the system to NIGHT: (Optional)

Arm the system to HOME mode. (See item 2)

Push the # or H key again.

The green **AWAY LED** will light with the red **HOME LED** and the system will say "**Armed to night**" over the phone or through the speaker. When armed to the NIGHT mode, the perimeter entry delay zones become instant and your installer may program some interior zones to be active. If you wish to return to the HOME mode, simply push the # or H key any time the system is in the NIGHT mode.

4. Force Arming the system:

If you attempt to arm the system to either HOME or AWAY but you hear "**Zones open**" over the phone or through the speaker and notice that neither the **HOME LED** nor the **AWAY LED** has come on, the system is NOT armed. However, the system can be FORCE ARMED.

Push the # or H or * or A key a second time within 10 seconds. If arming to HOME, the red **HOME LED** will now light and "**Force armed to home**" will be heard indicating that the system is now ARMED to HOME. If arming to AWAY, the green **AWAY LED** will now light and "**Force armed to away**" will be heard. When FORCE ARMED either to HOME or AWAY, the yellow **STATUS LED** will be lit. You can find out which zones are open by requesting system status.

PLEASE NOTE: When you FORCE ARM your system, security is compromised because the open zone will be ignored by the system. Check with your installer to determine how the open zone will again be part of the system.

Zones which operate 24 hours a day such as FIRE and PANIC are always armed and take priority over all other types of protection in the system.

5. Preventing accidental arming:

If you want to prevent anyone from accidentally arming the system, your installer can program the alarm system to require your disarm code to also serve as an arming code. When programmed to this option, you must enter your code before you press the * or **A** key (AWAY mode) or # or **H** key (HOME mode) to arm the system.

**PREVENTING
ACCIDENTAL
ARMING:**

DISARMING

How to TURN OFF the alarm system

Enter your disarm code.

When the system is disarmed, you will hear “**Control is disarmed**” over the phone or through the speaker and the red **HOME LED** and/or green **AWAY LED** will go out.

When you open the entry door while the system is armed to AWAY, you may hear “pre-alarm” spoken instead of hearing the tone. This is the prealarm tone and it will continue until you enter your disarm code. You have 20 seconds to disarm the system before the **BURGLAR** alarm will activate. Your installer can program a longer or shorter entry delay time, at your request.

If the prealarm tone is not a continuous, steady tone, but is instead a series of broken tones, this is an indication that the security system was activated while you were gone, and the yellow **STATUS LED** will be flashing.

In the unlikely event of a “**FALSE**” or “**ACCIDENTAL**” ALARM, enter your code to disarm the system and stop the audible alarms. Check with your installer and/or central station to determine the proper procedure for dealing with false or accidental alarms. Depending on the structure of your central station, you may need to notify the central station or they may call you. In either event, be prepared to recite your central station account number or abort code to verify your identity.

BYPASS

BYPASS

To enter BYPASS mode, your system must be disarmed. Make sure the system is disarmed and follow the steps below:

1. Enter your code and immediately press the **9** key to gain entry into BYPASS mode. You will hear "Bypassed mode, enter zone number."
2. Enter the two digit number of the zone (use a leading zero if necessary) you wish to bypass. You will hear "(description of selected zone) bypassed (on or off)." Only zones that exist in the system can be bypassed. If an invalid zone number is entered, refusal will be signaled by three beeps.
3. Press the ***** or **A** key. The yellow status LED will light to indicate that the zone is bypassed. The RK-36 Keypad LCD will display the zone descriptor and beep. A second push of the ***** or **A** key within 10 seconds will remove the zone from bypass and the yellow STATUS LED will clear as well as the zone descriptor on the LCD display
4. Pressing **00** while in BYPASS mode will clear all bypassed zones.
5. Press the **#** or **H** key to exit BYPASS mode. You will hear "Exit".

NOTE:

NOTE: If ten seconds pass without pressing any keys, the system will automatically exit BYPASS mode.

CHANGING USER CODES

CHANGING USER CODES

Assuming your primary disarm code is **1,2,3,4**:

1. Enter **1,2,3,4**
2. Follow this by **7** and you will hear "Enter user number".
3. Enter **01** which indicates that you are changing your first code. You will hear "Enter code one".
4. Enter the four digits you want as your new code. After the fourth digit is entered, you will hear "Exit".

CHANGING USER CODES

The DEFENDER II allows 32 different disarm codes. To enter or change an auxiliary code.

1. Enter your primary disarm code.
2. Follow steps 2 through 4 above, however, in step 3 instead of entering **1** you will enter the two digit number of the code you wish to initiate or change.

One or more of your auxiliary codes can be a "disappearing" code which is useful for domestic workers, repairmen or anyone whose access to your home you want to limit. Your installer can program the number of times a "disappearing" code will remain active each time it is assigned.

One or more of your auxiliary codes can be used as a "duress" code. Your installer can program your system so that the use of a duress code will give the appearance of being a normal disarming code. However, even though no alarm is sounded at the location of the security system, there will be a silent alarm signal sent to the central station. For the duress code to function as designated, no normal codes can be the same as any duress code.

PANIC FROM YOUR PHONE

Anytime you have accessed your system from an on-site phone, pressing the **0** key five times in a row will initiate a **PANIC** alarm. **NOTE: Never program a disarm code with all zeroes.**

KEYPAD ACTIVATIONS

Simultaneously pressing certain keys on the keypad will result in the following:

3 and **Status** - FIRE Alarm 

6 and **Monitor** - EMERGENCY Alarm 

9 and **F1** - PANIC Alarm 

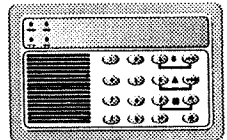
1 and **7** - Enter Remote Unit

Monitor - Door & Window annunciator ON with beep, ON with speech or OFF

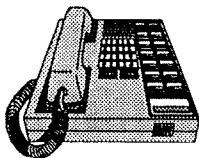
PANIC FROM YOUR PHONE

NOTE:

KEYPAD ACTIVATIONS



REMOTE PHONE ACCESS



RESETTING AN ACTIVATED SMOKE DETECTOR

Whenever any of your wired (non-battery powered) smoke detectors activate the system, they will latch "ON" until you reset them. To do so, enter your primary code followed by **6**. The system will say "Smoke power".

REMOTE PHONE ACCESS

You can gain access to the system from any touch-tone phone when you are away from home. If you use an answering machine, your installer will program an override digit which you will use to bypass the answering machine and get directly into the system.

Following is a step-by-step description of phone access:

1. Dial your home number from any touch-tone phone.
2. The system will answer after a programmed number of rings and you will hear an acknowledgment tone that your system is ready and waiting. If you have an answering machine, wait for it to answer, then press the programmed override digit within 10 seconds and you will then hear the acknowledgment tone indicating that your system is ready and waiting.
3. You must now enter your disarm code and the system will "speak" your system status. If you do not enter an acceptable code within 15 seconds of the tone you heard in Step 2, the system will automatically hang up.
4. Now that you have entered your code and have received the system status, your telephone can be used as a keypad. To hear the status of your system again, press the first digit of your disarm code and wait three seconds. The system status will be repeated through your telephone receiver.

To disarm the system over the phone, simply enter your four (4) digit code on the telephone keypad. To arm the system, use the * key to arm to AWAY or use the # key to arm to HOME. Once you have finished, simply hang up the phone and the system will hang up at the other end. If you do not press any digits for a period of 15 seconds, the system will automatically hang up. **NOTE:** Your installer can increase or decrease this time.

NOTE:

NOTES:

