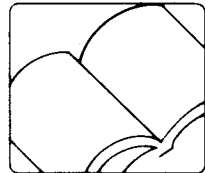
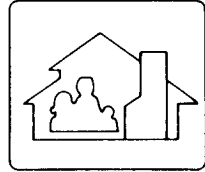


**OPERATING  
GUIDE  
FOR YOUR  
MAGNUM  
ALERT-854  
SECURITY  
SYSTEM**



**NAPCO**



# CONGRATULATIONS

You have taken a major step in protecting your home or business by having a Napco Magnum Alert-854 Alarm Control Center installed.

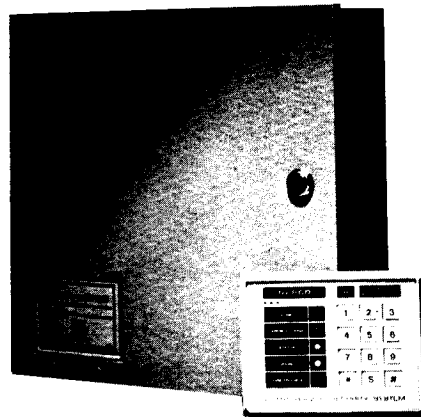
Please read this guide thoroughly to familiarize yourself with your new security system. Keep this booklet handy for future reference. Note especially the ALARM PLAN on page 15. Your alarm specialist will help you fill it out and explain the various features and operating procedures for your new Magnum Alert-854.

## NOTICE

You'll probably find items mentioned in this booklet which do not apply to your system.

The Napco Magnum Alert-854 has such a wide variety of features that few, if any, security systems will ever need them all. Your alarm professional has chosen appropriate features for your situation. Ask him about them.

Your Magnum Alert-854 is carefully designed and engineered to the highest industry standards. To provide optimum safety and security with this equipment, we recommend that the user become thoroughly familiar with the unit and periodically check its condition and state of readiness.



# GLOSSARY OF TERMS



## **Abort Delay**

A delay period that allows the system to be reset before it reports to a central station.

## **Alarm Plan**

Identifies the areas of your premises protected by each zone of protection and lists zone features. (See page 15.)

## **Ambush Code**

A one or two digit code used before an arm/disarm code that causes a silent report to be sent to a central station.

## **Arming/Disarming**

Turning your system on or off. This can be done by entering a code on the Digit-Key keypad.

## **Arm/Disarm (Personal) Codes**

Up to 4 four-digit codes used to arm and disarm the system from the keypad.

## **Battery**

Standby battery is placed in the Control Center box to provide backup protection in the event of a power loss.

## **Central Station**

Monitors incoming burglary and emergency messages from a Digital Communicator, and alerts the proper authorities (optional feature).

## **Control Center**

The heart of the Magnum Alert-854 security system; it controls all system functions.

## **Digital Communicator**

Reports burglary and emergencies directly to the central station over telephone lines.

## **Digital Keypad**

Napco's Digit-Key keypad puts Control Center functions at your fingertips. It can be mounted either at the Control Center or anywhere in your premises.

## **Exit/Entry Delay**

Lets you exit and enter your premises without setting off an alarm after the system is armed.

## **Hold-Down Function**

Digit keys have secondary functions that are activated by holding down a digit until a beep is heard.

## **Keypad Program Code**

A 3-to-6-digit code used to enter or change the arm/disarm codes at the keypad.

## **Mini-Sounder**

Buzzer at each Napco Digit-Key keypad warns that entry delay time has started. It also sounds when you attempt to arm the system if a particular zone is in "trouble" and also verifies contact with a central station (optional).

## **Panic Buttons**

Two buttons ( \* and # ) on the Digit-Key keypad that will alert the central station of an emergency.

## **Report**

A communication sent to a central station indicating a specific change in condition of the

security system (alarm, trouble, low battery, etc.) (optional).

## **Shunt Button**

Labeled "S" on the Digit-Key keypad. Lets you manually remove one or more protective zones from the system.

## **Zones**

Independent circuits that protect specific areas of your premises.

**Auto Shunted Zone:** A zone capable of being automatically bypassed (shunted) out of the protection system if it is in "trouble" (faulty) when you attempt to arm the system.

**Burglary Zones:** Detect intrusion.

**Day Zone:** A zone programmed to cause visual and audible (optional) indication at the Digit-Key keypad when it is in "trouble" during the disarmed period.

**Exit/Entry Follower Zone:** Provides exit and entry delay for interior devices. Entry delay only occurs if re-entry takes place through the normal exit/entry door.

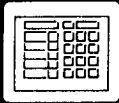
**Group Shunt Zones:** A group of zones programmed so they can be manually bypassed (shunted) all at once.

**Priority Zones:** When a zone selected for the feature is in "trouble" it will be impossible to arm the Control Center.

**Selective Shunted Zones:** Zones that can be individually bypassed (shunted) using the Shunt Button.

**Trouble Zones:** Zones that cannot be armed because of an open window, door or other problem in the area.

**24 Hour Zones:** Are armed and ready at all times to respond to an emergency situation.



# DIGIT-KEY KEYPAD CONTROLS

## Indicator Lights

### NUMERICAL DISPLAY

- Flashes Digits 1 thru 8 - indicates which non-24 hour zones are in an alarm condition, and which day zones are in a trouble condition.
- Flashes "P" - indicates a priority condition (armed with a priority zone in trouble, armed without resetting a day zone, or armed without AC power available to the system).

### ARMED/ALARM (Red)

- Steady - system is armed.
- Flashes - alarm on a non-24 hour zone.
- Flashes (fast) - entry delay cancelled.

### STATUS (Green)

- Steady - system disarmed, all non-24 hour zones OK.
- Flashes - trouble on any non-24 hour zone.
- Flashes (fast) - trouble on a day zone.

### SHUNT (Yellow)

- Steady - one or more zones manually shunted (bypassed).

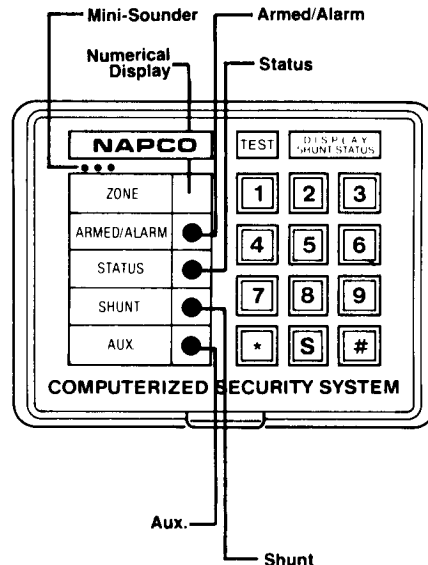
AUX (Bottom Red): See pages 13 and 14 if labeled other than "AUX" or "AUX ZONE".

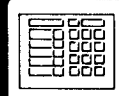
- Steady - zone in alarm condition
- Flashes - zone in trouble condition.

## Mini-Sounder

- Steady Tone: a priority condition exists.
- Steady Tone (when entering): entry delay in progress.
- Beep (1 second): "Door Chime" feature on zone 1.
- Beep (2 seconds): the system is armed with a zone in trouble.
- Pulsing: a day zone or auxiliary zone (if used) is in trouble.

(To stop Mini-Sounder "Trouble" warnings, hold down Key 9 for 2 seconds.)





## Keys

*NOTICE: Keys 1-9 and S must be held down for 2 seconds (until mini-sounder beeps) to perform their designated "Hold-Down" ("key") functions.*

### Key 1: TEST

Momentarily sounds the burglar alarm. If no alarm is heard, or if it is weak, the battery may need replacing. Use this test weekly. (To perform this function the key *must* be held down until a beep is heard.)

### Key 2: DISPLAY SHUNT

Numerically displays zones (1 to 8) that have been shunted with the "S" key. To perform this function the key *must* be held down until a beep is heard, and then continued to be held down until all zones are displayed.

### Key 3: DISPLAY STATUS

Numerically displays zones (1 to 8) that are in "trouble". To perform this function the key *must* be held down until a beep is heard, and then continued to be held down until all zones are displayed.

### Key 4: INSTANT PROTECTION

Cancels entry delay period when arming. The delay is restored after you disarm the system. (To perform this function the key *must* be held down until a beep is heard.)

### Key 5: DOOR CHIME

This will initiate a feature that sounds a chime in the keypad each time the entry door

on zone 1 is opened. This feature only works when the alarm system is disarmed (off). To eliminate the door chime feature press this key again. (To perform both functions the key *must* be held down until a beep is heard.)

### Key 6: COMMUNICATOR CONFIDENCE TEST

(Only for systems programmed to communicate with a central station.) Pressing the key tests your phone lines. The mini-sounder will start to pulse. If the line is good, the pulsing will stop; if not, a steady tone will occur. (To perform this function the key *must* be held down until a beep is heard.) Reset the mini-sounder with Key 9.

### Key 7: FAULT FIND

Used by installers so that opening and closing a zone (such as a window or door) will cause the mini-sounder to sound for 2 seconds. This is helpful for testing zones and finding "swingers" (the cause of intermittent false alarms). Arming, or using Key 9 to reset, will cancel Fault Find. (To perform this function the key *must* be held down until a beep is heard.)

### Key 8: PROGRAM

Allows you to enter the programming mode. Once in this mode you can program up to 4 arm/disarm codes. Refer to "Selecting Your Codes" on page 7 for more information. (To perform this function the key *must* be held down until a beep is heard.)

### Key 9: RESET

Resets any mini-sounder indication, AC power loss indication, fault find, or may be programmed to reset latched detection devices. After an alarm occurs and the system is disarmed, a numerical display will still indicate which non-24 hour zones caused the alarm. Use Key 9 to clear the display. (To perform functions the key *must* be held down until a beep is heard.)

### Key S: SHUNT/ALARM HISTORY

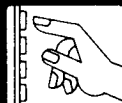
SHUNT: momentarily press key to manually bypass (shunt-out) a zone or zones. Refer to "Arming With Selective Zone Shunting", page 10 for more information.

ALARM HISTORY: This will flash the red ARMED/ALARM light to indicate the last alarm condition. The numerical display will indicate the zones violated. This feature does not reset; after the system is rearmed, the previous alarm history will remain in alarm memory until automatically reset by a new alarm condition. To perform this function the key *must* be held down until a beep is heard, and then continued to be held down until all information has been displayed.

### Keys \* and #: PANIC BUTTONS

Momentarily pressing these keys will activate the panic zone. Refer to "Panic Zone", page 10 for more information.

# USING YOUR SECURITY SYSTEM



## The Digit-Key Keypad

All security system operations are carried out at the keypad. Each key has a special function of its own (see "DIGIT-KEY KEYPAD CONTROLS" page 5) plus the ability to arm and disarm the system when they are used in a pre-selected combination (codes).

## Personal (Arm/Disarm) Codes

You can choose up to 4 four digit codes which will allow you to arm and disarm your system. Any of these codes can easily be changed, thus allowing temporary guests, babysitters, employees, etc., access to the premises. When no longer needed, the codes can be changed or removed from service.

Your security system can not be disarmed by unauthorized persons. It will respond only when a code of your choosing is entered through the keypad.

## Selecting Your Codes

After your alarm specialist installs your system he will give you a "Program Code" and show you how to program your Personal Codes.

1. Press Key 8 (hold for two seconds). This puts the system into its Programming Mode.
2. Enter your Program Code into the keypad. When the keypad accepts your Program Code it will flash its top three lights and pulse the mini-sounder.
3. You may now program up to 4 Personal Codes:

- A) Press Key "S"
- B) Press the Personal Code User's Number (1-4)
- C) Enter a four digit Personal Code

Examples:

- S + 1 + Four digit First User's Personal Code
- S + 2 + Four digit Second User's Personal Code
- S + 3 + Four digit Third User's Personal Code

- S + 4 + Four digit Fourth User's Personal Code

You do not have to use all four Personal Code options. Use as many as you need. Change them as often as you feel necessary.

To erase any code(s), repeat steps 1, 2, 3A, and 3B. For example, to erase User 3, enter S + 3.

4. To end the programming mode, press key "S" twice.

For optimum security, do not select obvious combinations, such as consecutive numbers, your street or telephone number, birth date, etc., for your personal code.



# PROTECTING YOUR PREMISES WHILE YOU ARE AWAY

## Checking AC Power

If the top three lights of your keypad are blinking slowly, you have lost AC power. Check to see if there has been a general power outage, or if the Control Center's transformer is disconnected. If you must operate without AC power, hold down Key 9 until a beep sounds to stop the lights from blinking. Next test your system by holding down Key 1. If the alarm doesn't sound, or is weak, replace battery. Always check your system weekly.

## Arming The System Before You Leave

Test your system by using Key 1. Check the green status light at the Digit-Key keypad. If it glows steadily, enter your code. The red armed/alarm light will come on and the green light will go off. If your system is programmed for "Audible Test on Arming", the alarm will sound for 2 seconds, a short while after arming.

Leave immediately through the exit/entry door before the delay time

runs out. If you wait too long, the mini-sounder will warn that the entry delay has started. To avoid causing an alarm, quickly return to the keypad and enter your code to reset the control panel. You may then arm the system again.

## System Does Not Respond to Personal Code

If after an extended power failure your personal codes do not work, you can temporarily use your pre-programmed "Fallback" code to operate the system. To restore personal codes, see page 7 "Selecting Your Codes".

## Arming With A Zone In Trouble

A flashing green status light indicates that at least one non-24 hour zone is in trouble. That is the zone is in an open or shorted condition. If a day zone is open, the zone will also display numerically and the mini-sounder will be pulsing. Any zone (1 through 8) in a troubled condition can be displayed numeri-

cally by holding down Key 3 until a beep sounds. Try to fix the zone by closing any open windows or doors. If a day zone has been in trouble, reset the day zone indication by holding down Key 9 until a beep sounds. The green light will then glow steadily and the system is ready to be armed.

In the case where a zone cannot be fixed immediately, it still may be possible to arm without the protection of that zone. Check your alarm plan. If auto-shunt has been selected for the zone in trouble, simply arm your system. A short beep will be heard from the keypad's mini-sounder. This indicates that a zone has been auto-shunted, meaning it cannot now cause an alarm.

If the zone has been programmed for selective shunt, pressing the "S" key, and then the number of the zone (1 through 8) will manually shunt that zone. Group shunt zones are a group of zones that can all be manually shunted at the same time simply by pressing the "S" key twice. You may use Key 2 to numeri-



cally display selective or group shunted zones.

You will not be able to arm your system if: 1) a zone selected as a priority zone is in trouble, 2) a day zone numerical display indication is still flashing or 3) if the top three lights are flashing due to an AC power failure.

If you attempt to arm, the mini-sounder will come on steadily and a zero will be displayed. Enter your code again, and reset the digital display memory or AC failure indication by holding down Key 9, (remember to test your system!). Zones selected to be "priority with bypass" may be bypassed by using reset Key 9 before arming. Be certain to have all zones in trouble fixed quickly.

### **Disarming When You Return \***

When you enter through the exit/entry door, the mini-sounder will come on steadily for the entire entry period. If, upon entering, the red ARMED/ALARM light is flashing,

leave the premises and call authorities from a neighbor's telephone. Disarm the panel quickly, using your arm/disarm code. If there has been an extended power failure all arm/disarm codes will be erased. If your alarm specialist has wired your system to come back in an armed state, you may use your pre-programmed "Fallback" code to disarm the system.

If there has been an alarm on a non-24 hour zone, the armed/alarm light will be flashing and the zone number will be displayed on the numerical display, even after you disarm. If you wish to reset the display, hold down Key 9.

Once the system is disarmed, the red armed/alarm light will go off, and the green light will come on (or flash if a zone is in trouble). If you enter the wrong code, you must wait 2 seconds before re-entering your code.

If an alarm has occurred on a 24 hour zone, there will be no indication. Remember, zones (1 through 8) that are in trouble can be displayed by holding down Key 3.

### **Ambush Code**

If an intruder forces you to disarm your system, enter your pre-programmed one or two digit ambush code BEFORE your arm/disarm code. This activates your ambush zone which will send a silent alarm to a central station. (This is an optional feature.)

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#### **\*For Shock-Guard™ Users . . .**

If your coverage includes a Napco shock-detection system, please note the following.

Upon entering, disarm the control center. If an alarm had occurred due to a shock sensor, the red lamp on the activated sensor will be lit to identify it. Check the control center; if the green light is on steadily, a momentary shock had activated the sensor, and the circuit is okay. You may arm the panel at any time – the red sensor light will go out as soon as you arm.

If the green light at the control center is flashing, check doors, windows, etc. on that sensor's circuit for broken foil or other problem. (See Arming With A Zone In Trouble on page 8.)





# PROTECTING YOURSELF WHILE YOU ARE ON PREMISES

## Arming With Selective Zone Shunting

Your alarm specialist may have opted for one or more zones that can be selectively shunted (removed) from the system. Since a shunted zone cannot cause an alarm, you may wish to use this feature to turn off the interior areas while arming, and keep your perimeter zones (windows, doors, etc.) active.

To arm, check the green light to make sure no zone is in trouble. Press the shunt button (labeled "S"), and then the number of the zone (1 through 8) you wish to shunt. To verify which zones have been shunted, hold down Key 2 until all zones have been displayed.

Your alarm specialist may also have opted for interior zones to all be "group shunt" zones. Shunt these zones simply by pressing the "S" key twice. The yellow shunt light will come on whenever you shunt one or more zones. Enter your arm/

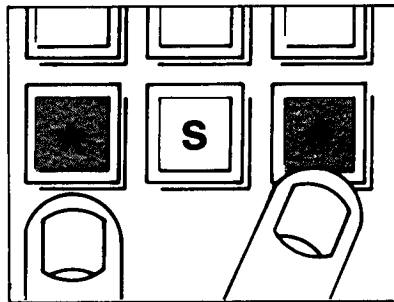
disarm code to arm your remaining zones. The green light will go off, and the red Armed/Alarm light will come on. The yellow light will go off when you disarm again indicating that the shunted zones are no longer shunted. (Note: The shunt light does NOT come on when zones are auto-shunted.)

## Arming With Instant Protection

Pressing Key 4 (until you hear a beep) will cancel the entry delay on the exit/entry zones when arming. The red Armed/Alarm light will flash rapidly to indicate this condition. If someone enters through an exit/entry zone, an alarm will sound immediately.

## Panic Zone

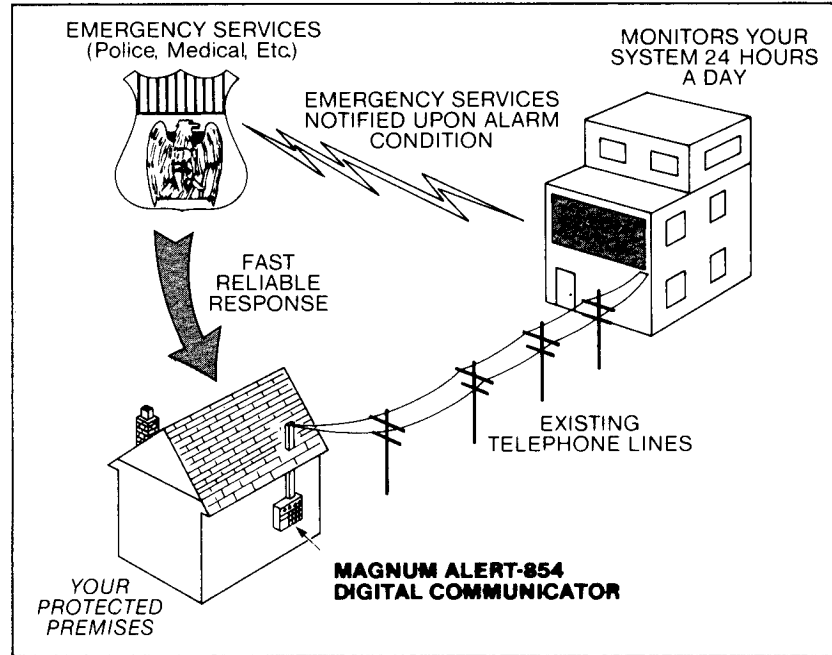
To activate the panic zone, simultaneously press the two keys marked \* and # on the Digit-Key keypad. The panic zone can be programmed to send a silent alarm to a central station, activate an audible alarm, or both.



# USING THE DIGITAL COMMUNICATOR



Your Alarm Specialist may have programmed your security system to be monitored by a central station. The built-in digital communicator can transmit emergency signals to the central station 24 hours a day.





# COMMUNICATOR FEATURES

## **Abort Delay**

Note which zones on your alarm plan have abort delay. This is a programmable delay that enables you to reset the system before a zone condition report is sent to the central station. Non-24 hour zone reports are stopped by arming and then disarming. 24 hour zones and those with zone restoral however, must first be repaired.

## **Opening and Closing Reporting**

An optional feature that permits the central station to receive a signal each time the system is armed, disarmed or both (up to 4 individual users can be identified).

## **Testing the Telephone Lines**

To check your telephone connection with the central station hold down Key 6. After the beep sounds, a pulse tone will be heard from the mini-sounder. If the phone line is good the sound will silence in a few seconds. If not, a continuous tone will sound. The mini-sounder can be silenced by pressing Key 9.

Your alarm specialist may have also programmed your system to automatically send a test signal to the central station every 24 hours.

## **Central Station Ringback**

The central station will acknowledge the fact that you have armed your system by "ringing back" with a short beep of the mini-sounder.

# FIRE PROTECTION



The following information is applicable only where local ordinance permits use of your alarm Control Center for fire detection.

## **Controlling Your Fire Circuit**

If your alarm specialist installed smoke detectors or heat sensing thermostats, you have 24 hour fire protection. Your Control Center will constantly monitor this zone for any alarm or trouble condition.

## **Fire Alarm**

An alarm on the fire zone will cause the bottom red light to glow steadily and the mini-sounder to pulse constantly. Your fire alarm will sound, overriding any other alarm.

## **Fire Zone Trouble**

If there is trouble on your fire circuit, the bottom red Fire/Trouble light will flash, and the mini-sounder

will pulse constantly after a 10 second delay. To silence the sounder, press Key 9. The light will continue to flash to indicate the trouble (you may use Key 7 to announce when the trouble is repaired). After the trouble is repaired, press Key 9 again to turn off the light.

## **Resetting After An Alarm**

The fire alarm may be reset by arming, and then disarming; or (if so programmed) by waiting for it to automatically shut off. The mini-sounder and the Fire/Trouble light will stay on. Press Key 9 to silence the mini-sounder. The red Fire/Trouble light should go off in about 30 seconds. If smoke has not cleared from a smoke detector, or a thermostat has not cooled, the red Fire/Trouble light will remain on. Press Key 9 every 30 seconds until the condition has cleared and the light goes off.

NOTE: if the mini-sounder is on due to a fire or fire trouble condition, you

will not be able to arm the burglar alarm until you silence the mini-sounder by holding down Key 9 until the beep occurs.

## **Would You Like More Safety Information?**

For information on home fire detection, burn safety, and home fire safety, contact the National Fire Protection Association, Public Affairs Dept. 05A, Batterymarch Plaza, Quincy, MA 02269.



# PREPARING AN ESCAPE PLAN

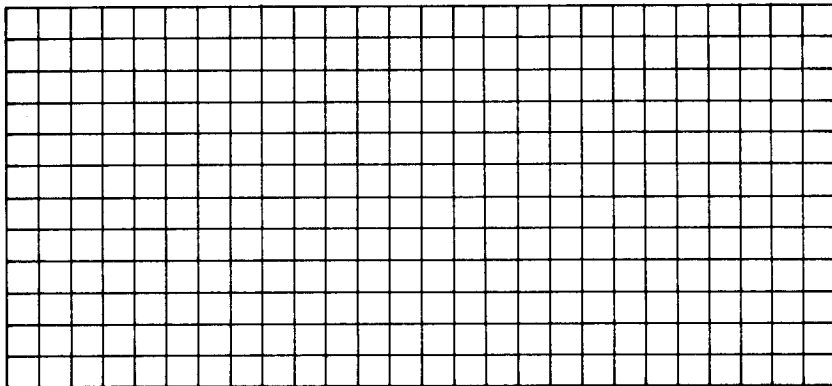
Even with the most advanced fire alarm system, adequate protection requires an escape plan. To prepare your plan:

Draw floorplans of your building. Show two exits - a front or back door and a window from each room. (Make sure the window works. You may need a special fire escape ladder if the window is high up.) Write down your outside meeting place.

## Family Rehearsal

Rehearse each of the following activities:

- 1) Everyone in his room with the doors closed.
- 2) One person sounds the alarm.
- 3) Each person tests his door.
- 4) Pretend the door is hot and use the alternate escape exit.
- 5) Everyone meets outdoors at the assigned spot.



## IMPORTANT! - Read Carefully

Discuss these escape procedures with those who use the building.

**1)** In a residence, sleep with the bedroom door closed. A closed door will hold back deadly smoke while you escape.

**2)** When the fire alarm signals, escape quickly. Do not stop to pack.

**3)** Test the door. If it is hot, use your alternate route through the window. If the door is cool, brace your shoulder against it and open it

cautiously. Be ready to slam the door if smoke or heat rush in. Crawl through smoke, holding your breath. Close the doors again on leaving to help prevent the fire from spreading.

**4)** Go to your specific outdoor meeting place so you can see that everyone is safe.

**5)** Assign someone to make sure nobody returns to the burning building.

**6)** Call the fire department from a neighbor's telephone.

# ALARM PLAN



Zone	Area Protected	Zone Features	Contacts (doors, windows, etc.)
1			
2			
3			
4			
5			
6			
7			
8			

Central Station \_\_\_\_\_  
(Optional)

Telephone \_\_\_\_\_

Service Person \_\_\_\_\_

Telephone \_\_\_\_\_