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## Book Descriptions:

# concord express user guide manual

Page Count 32 Touchpads display date and time or programmed text. 3. The system sounds one long beep. Arming Level 2—STAY To arm to Level 2—STAY using a touchpad 1. Close all protected perimeter doors and windows. 2. Press 2 at any touchpad. Touchpads display, "Enter Code." 3. Enter your access code. Touchpads display, "Armed to STAY." 4. The system sounds two short beeps. ARMED indicators on fixed display touchpads will light ind. 5. If leaving the premises, exit through a designated delay door immediately. Arming Level 3—AWAY To arm to Level 3—AWAY using a touchpad 1. Close all perimeter doors and windows. 2. Press 3 at any touchpad. Touchpads display, "Armed to AWAY." 4. The system sounds three short beeps. ARMED indicators on fixed display touchpads will light i. 5. Exit through a designated delay door immediately. Keychain Touchpad Arming 1. Press the Lock button to arm the system directly to Level 3 with no Exit delay. Using this met. 2. Press the Lock button to increase the arming level each time it is pressed Level 1 to Level 2. Quick Arm To use Quick Arm Quick Exit To use Quick Exit 1. When the system is armed to 2—STAY, press D at any touchpad. You will begin to hear one beep e. 2. Open the door and go outside. Leave the door open if you are planning to come back in! 3. Come back in within two minutes and close the door. The system will rearm to 2—STAY. To arm bypassed sensors Bypassing a Sensor Indirectly To bypass sensors indirectly 1. Leave open only those doors and windows that are to remain open. Close all others. 2. Arm your system to the desired level. The touchpad emits protest beeps and displays "PROTEST,". 3. At any touchpad. press BYPASS. Touchpads with displays show, "Bypassed Zones 01," or "SENSOR 0. 4. The system sounds arming level beeps to indicate that the system is armed and open sensors hav. To arm bypassed sensors To bypass sensors indirectly using a keychain touchpad Was the Bypass Successful.<http://skibetjagtforening.damgruppen.dk/userfiles/94-mustang-gt-repair-manual.xml>

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Adjusting the Touchpad Beeps To change status tone pitch 1. Press and hold the C and 0 until you hear a steady tone, then release the buttons. 2. Press and hold 1 to lower the pitch or press and hold 2 to raise the pitch. 3. Release the button when the desired pitch is heard. If the battery is an Alkaline AAA or AA, change the batteries. If th. 1. Make sure the panel is connected to the special phone jack installed by your security dealer. 2. Disconnect the panel from the special phone jack and check phones for dial tone. Programming Menus Programming Menus Using Programming Shortcuts 1. How to enter the programming menus. 2. User programming tasks. 3. The sequence of keystrokes to take you to the task. 4. Specific information to enter for the task. 5. How to accept an entry. 6. How to exit the programming menus. Notes Notices Declaration of Conformity DoC Industry Canada Warnings AVIS D'INDUSTRIE CANADA Trademarks Press and hold both POLICE button s for 2 seconds. Send an auxiliary alarm. Press and hold both AUXILIAR Y button s for 2 seconds. Send a fire alarm. Press and hold both FIRE button s for 2 seconds.It describ es basic ar ming and di sarming comman ds as well as how to progr am system features. The dealer or in staller may have already discussed the detail s of your s ystem with yo u. Record yo ur system details in the User Sheets locat ed in Appendix A. Overview Y our security system is made up of dif ferent parts. Each plays a special role in the system' s operation The panel is at the heart of your sys tem. It stores th e intelligence to monitor all the sensors and devices in the sys tem. The panel is the piece of equip ment that activates s irens and initiates a call to the central station in an alar m situ ation. T ouchpads are us ed to arm, disarm, an d program your system. Y our system m ay use a wallmo unted touc hpad that l ooks like one of these The first touchpad is calle d a fixed dis play

touchpad. <http://deltastal.ru/userfiles/94-mercury-sable-owners-manual.xml>

It communicates by using indicator lights, lighted text, and an 11-character display. The second touchpad is called an alphanumeric touchpad and communicates by displaying text on a twoline display. Your system may also use wireless, handheld touchpads that can be carried from room to room. Keychain touchpads are also wireless and are handy for simple arming and disarming functions. Keychain touchpads can be carried of site. The installer can program the keychain touchpad to send a Police or Auxiliary panic alarm. Wireless panic button touchpads are dedicated to sending one signal only— usually a Police or Auxiliary panic alarm. Panic button touchpads are usually kept near the user. Door and window sensors protect the perimeter of your home by alerting the panel when a door or window is opened. Motion detectors in hallways or rooms detect a person moving across the field of detection. Environmental sensors such as gas, smoke, and heat detectors remain alert for the presence of fire or carbon monoxide 24 hours a day. The sensor alerts the panel immediately. The panel activates sirens. If the system is monitored, the panel calls the central monitoring station. The central monitoring station operator reports the alarm to the police or fire department. This decision is based on system programming and the current arming level. Before the system will process most commands, users are required to enter a preprogrammed 4digit access code. See “Access Codes” for detailed information. Keychain touchpads that are enrolled as part of the system do not require an access code, but are usually kept in an individual’s pocket or purse. If you would rather use an actual key to arm and disarm the system, your security dealer can install a special key and keyswitch in your home.

How Your System Communicates with You Touchpads and interior sirens produce a variety of operating beeps to inform you of different system states and operations. The fixed display touchpad also uses indicator lights. Key Beeps A key beep is the tone you hear when you press a button on a touchpad. The sound confirms that the button was pressed adequately. Key beeps can be turned on or off by the installer. Status Beeps Status beeps from touchpads or sirens sound when there is a change in the current status of the system. Status beeps are not alarms, but they do warrant your attention. There is more than one type of status beep Exit Delay beeps indicate that an arming command has been entered and the countdown to arming has begun. Entry Delay beeps indicate that you’ve entered the building and the countdown to an alarm has begun. So disarm the system as soon as you get in! Trouble beeps tell you that there is a problem with the system or one of its components. Chime feature beeps tell you that a door was opened. Protest beeps inform you that you’re trying to arm the system while there is an open door or window. Sensor test beeps are the sound the system makes during a sensor test to indicate that a sensor was tested properly. Status beeps are described in more detail throughout the manual. Pager Notification Your system can dial the phone numbers of three different pagers to notify users of events they may want to be aware of. Some of the events include when the system is disarmed, when the system is armed, trouble conditions in the system, and alarm conditions. For more information, see “Notification by Pager.” Indicator Lights The fixed display touchpad used with Concord Express Systems includes ARMED and READY indicator LEDs light emitting diodes that provide instant feedback. ARMED The red LED is the ARMED indicator.

It will flash during the exit delay when you are arming the system to level 2 STAY or level 3 AWAY. It will also flash during the entry delay, before you disarm your system. The arming indicator will stop flashing— but will remain on — when the exit delay expires and the system is armed. The arming indicator will be off when the system is disarmed. READY The green LED is the READY indicator. It will be on whenever the system is functioning normally. The ready indicator shuts off if the system detects a trouble condition. Any time you notice that the ready light is not on, you should press the STAY button to find out what the trouble condition is. Fire and Smoke Alarms

If your system contains smoke and fire sensors, it monitors the premises for smoke and fire alarms 24 hours a day and in all arming levels. These alarms cannot be cancelled or aborted and are always reported to the central station. Since many communities charge for dispatching the fire department in error, your dealer may give you specific instructions to follow in the event of an accidental smoke or fire alarm. Record these instructions in the Appendix A User Sheets under "Accidental Smoke and Fire Alarms." **Command Access Code Arming Your System** Since your security needs may vary throughout the day, the system was designed with three arming levels. By arming your system to a particular level, only those sensors programmed to detect in that arming level will report alarms. **Level 1—OFF Use Level 1** when intrusion detection is not necessary. For example, on an active Saturday morning—kids playing inside and out; someone working in the garage; various house projects going on. Here are some other situations in which you'd set the system to Level 1—OFF Upon entering your armed home or business. When entering the armed premises through a designated delay door, the entry delay time begins.

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**Entry Delay** beeps remind you to disarm the system. Before opening a door or window while inside or outside the armed home or business. When you wake up in the morning and want to get your newspaper, you must disarm the system before opening the door to prevent an accidental alarm. See the section on "Preventing Accidental Alarms" if you would like to be able to leave quickly when the system is armed. To stop sirens and cancel an alarm. When an alarm condition occurs, disarming the system turns off any sirens. To disarm to Level 1—OFF using a touchpad 1. Press. Touchpads display "Enter Code." 2. Enter your access code. Touchpads display date and time or programmed text. 3. The system sounds one long beep. **Arming Level 2—STAY** There are times when you want intrusion protection, but still want the freedom to move around within your house without setting off an alarm. For example, in the evening when your family is inside for the night. In this and similar situations, arm your system to 2—STAY. To arm to Level 2—STAY using a touchpad 1. Close all protected perimeter doors and windows. 2. Press at any touchpad. Touchpads display, "Enter Code." 3. Enter your access code. Touchpads display, "Armed to STAY." 4. The system sounds two short beeps. ARMED indicators on fixed display touchpads will light indicator will flash during the exit delay. The exit beeps begin. 5. If leaving the premises, exit through a designated delay door immediately. **Arming Level 3—AWAY** At other times, you want every sensor to be alert. When the family is away from home, or, in a business, after closing time. In this and similar situations, set your system to 3—AWAY for maximum protection. All sensors are active—perimeter door and window sensors, and interior motion detectors. To arm to Level 3—AWAY using a touchpad 1. Close all perimeter doors and windows. 2. Press at any touchpad.

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Touchpads display, "Enter Code." 3. Enter your access code. Touchpads display, "Armed to AWAY." 4. The system sounds three short beeps. The exit beeps begin. 5. Exit through a designated delay door immediately. Using this method, you would not be able to arm to Level 2. 2. Press the Lock button to increase the arming level each time it is pressed Level 1 to Level 2, or Level 2 to Level 3. The Exit delay time would be applied. **Quick Arm** Your system may be set up so that you're able to arm the system without using an access code. To use Quick Arm Increase the arming level by simply pressing or at any touchpad. Decreasing the arming level requires that the user enter a code. **Quick Exit** In UL Listed systems, this feature is disabled. Your system may be set up so that when your system is armed to Level 2—STAY, you're able to press on any touchpad and simply walk out of the door without having to disarm and rearm the system. This is useful when your system is armed and you want to quickly pop outside to pick up the newspaper without disarming your system. If you step outside and are planning to come back in, do not close the door behind you. To use Quick Exit 1. When the system is armed to 2—STAY, press at any touchpad. Y

ou will begin to hear one beep every five seconds. These beeps will continue throughout the 2 minute Quick Exit interval. Opening the door without pressing will cause the entry delay to begin. 2. Open the door and go outside. Leave the door open if you are planning to come back in! 3. Come back in within two minutes and close the door. The system will rearm to 2—STAY. Using the Chime Feature Turning on the Chime feature is like having bells on every protected door and window. When this feature is on, sirens and speakers sound 2 beeps whenever anyone opens a protected door or window. The Chime feature works only in Level 1—OFF.

While the Chime feature is on, touchpads display, “CHIME IS ON” or “Chime.” When the system is armed again, Chime becomes deactivated. ChimeOnClose The ChimeOnClose feature works like the regular Chime feature, but in addition to the double beeps heard upon opening a protected door or window, the system sounds one long beep when the door or window is closed again. You can turn the ChimeOnClose feature on or off from the programming menu. Refer to Appendix C, “Programming Menus” for information on programming your system. Preventing Accidental Alarms Your security system is engineered with advanced technology that reduces the chance of an accidental alarm caused by a technical problem. In wireless systems, this technology prevents other devices, such as garage door openers, ham radios, television remote controls, and cellular phones, from interfering with your security system. Most accidental alarms occur when leaving the house after arming the system, or upon returning, before disarming the system. If, for example, you arm the system, then run upstairs for something you forgot, the Exit Delay time may expire. Once the Exit Delay expires, opening an armed door or moving in front of a motion detector will cause an alarm. To use Quick Exit in Level 2. HOME, simply press before opening the door. The door must be closed again within 2 minutes to avoid a alarm. Contact your dealer if you like to use this feature. DD If the Dialer Abort feature is turned on, disarming the system within a specified time period will silence the siren and prevent the alarm from being reported to the central monitoring station thus aborting the alarm. See “Alarm Information” in Appendix A to determine if this feature is enabled for your system. Fire alarms caused by smoke sensors, fire panic alarms, and heat sensors cannot be aborted.

Disarming a fire alarm will silence the siren, but fire alarms are always reported. If an accidental fire alarm has sounded, follow the procedures of your central monitoring station to prevent a false dispatch. Guidelines for Preventing Accidental Alarms Following these guidelines will go a long way toward preventing accidental alarms. Close doors and windows before you leave your house. When getting ready to leave the house, gather the things you want to take with you so you can exit immediately after arming the system. Always enter and exit within the programmed delay times. Make sure you leave through a door that has a delay time set for it. If you arm your system, then leave through a door without a delay time, an alarm will immediately sound. When you return, immediately disarm your system. Be aware of the devices in your security system and learn how each one operates. Listen to system beeps. Take note of any touchpad messages or lights that indicate the current system status. If you have pets, ask your installer if you need pet lenses in your motion detectors. Pets climb higher than you may guess, causing alarms when you are away. Check the location of your smoke detectors. Smoke detectors near bathrooms can be tripped by steam from a shower. Smoke detectors near the kitchen can be tripped by cooking smoke. Refer to the User Sheet in Appendix A to determine what the specific settings are for your system. Exit and Entry Delay Times After arming your system, you need time to exit the building so you won't set off an alarm. Likewise, upon returning to your home or business, you'll need enough time to open the door and get to a touchpad to disarm the system. The Exit Delay is a period of time long enough to let you leave through a designated delay door after arming the system.

The Entry Delay is a period of time long enough to let you unlock a designated delay door and get to a touchpad to disarm the system. Exit Delay Example You're about to go on an errand. You are

inside your house and have just armed the system to Level 3—AWAY. The interior sirens and touchpads sound three quick status beeps, telling you that the system accepted the command and has started the Exit Delay time. During the Exit Delay time, the system sounds one short beep every 4 seconds. The red ARMED indicator light on fixed display touchpads will flash. During the last seconds of the delay time, the beeps will accelerate to one per second. Exit the premises immediately. At the end of the Exit Delay, you'll hear three more quick status beeps. These beeps indicate that the Exit Delay has ended. The ARMED indicator light on fixed display touchpads will stop flashing and remain on. Opening an armed door or window after the Exit Delay has expired will cause an alarm. Entry Delay Example You are returning to your house that is armed to Level 3—AWAY. When you unlock and enter the designated delay door, the interior sirens and touchpads sound two short beeps every two seconds. The red ARMED indicator light on fixed display touchpads will flash. This tells you that the Entry Delay time has begun and reminds you to disarm the system to avoid setting off an alarm. During the last 10 seconds of Entry Delay, you'll hear two short beeps every second. BEEP S After arming, you'll hear 3 quick status beeps. 3 quick status beeps sound before the system is armed. During the Exit Delay, you'll hear one beep every four seconds. Leave the premises now. BEEP S Upon entering, during the Entry Delay, you'll hear 2 beeps every 2 seconds.

Disarm the system before the last of 10 quick status beeps to avoid an accidental alarm. Then, the installer will program the Exit and Entry Delay times into your system. Extended Delay In some situations, additional time is needed to arm or disarm the system from, for example, a protected outside gate or door. In these instances, the installer can program an extended delay, giving as much as 16 minutes to exit or disarm the system before setting off an alarm. Refer to the Appendix A User Sheets, "Delay Doors and Delay Time Settings," for a list of actual exit delay times. Exit Extension In UL Listed systems, this feature is disabled. Your system may be set up so that the exit delay time is restarted if you reopen the delay door during the initial exit delay time. This is useful if, after arming the system, you walk out the door, then remember something you forgot inside. You can reenter and exit through the delay door without disarming and rearming the system. The Exit Extension will work on the first reentry only. If your system is not using this feature, you must disarm the system when you reenter the armed premises to avoid setting off an alarm. No Delay—For Instant Alarm You can choose to turn off the Entry and Exit Delays, causing the delay doors to arm immediately. Anyone entering the house through the delay door when the system is set to No Delay would immediately cause an alarm. The system sounds two or three short beeps. 4. Immediately after hearing the beeps, press for No Delay. Touchpads display an arming message, such as "Armed to STAY No Delay" or "ARMED TO AWAY NO DELAY," for example. The ARMED indicator light on fixed display touchpads will light. Changing the arming level will restore delay doors to their normal Exit and Entry Delay times.

Auto STAY Arming Feature The Auto STAY Arming feature helps cut down on false alarms in the event that you arm the system to 3—AWAY, but fail to leave during the exit delay time. Here's how it works Our dealer can turn this feature on or off for you. See the "Arming Information" section of Appendix A to find out if this feature is currently enabled in your system. Arming While a Door or Window is Open It is possible to arm your system while leaving a door or window open. This is useful if, for example, you like to sleep at night with the window open. If the door or window has a sensor installed on it, the system must be told to ignore, or bypass, that sensor when it's open. All other sensors will remain active. You must If you arm the system to Level 3—AWAY, and do not leave the premises within the exit delay time— If feature turned on The system can tell that no one opened and closed a delay door within the delay time. It assumes that someone is still inside and the panel will arm to 2—STAY to avoid a false alarm. If feature turned off The system arms to Level 3—AWAY regardless of whether or not a delay door has been opened and closed. Your movement inside the premises could activate a motion detector, causing an alarm. See "Assigning the

Direct By passing Attribute" for more information. Indirectly — As you are arming, by pass sensors on already open doors and window. This method should not be used in UL-listed installations. When a sensor is bypassed, you are allowing that door or window to be unprotected. Bypassing a Sensor Directly Use this method if the system is armed and you would like to open a window without disarming. Refer to the Appendix A User Sheets to determine what the sensor number is for the sensor you wish to bypass. If the touchpad displays "INV ALID," or if the touch pad sounds one long beep, make sure that you entered a valid access code and a valid sensor number.

Gas, heat, and smoke sensors cannot be bypassed. 5. Bypass other sensors, if necessary, by repeating Step 3. 6. The bypassed door or window can now be opened. To arm bypassed sensors Arm the system again. Touchpads display, "Zones 01 OK," or "SENSOR 01 UNBYPASSED," for example. You cannot bypass sensors directly using a keychain touchpad. Bypassing a Sensor Indirectly Use this method if you are arming the system and would like to bypass doors and windows already open. To bypass sensors indirectly 1. Leave open only those doors and windows that are to remain open. Close all others. 2. Arm your system to the desired level. The touchpad emits protest beeps and displays "PROTEST," because of the open sensors. 3. At any touchpad. press BYPASS. Touchpads with displays show, "Bypassed Zones 01," or "SENSOR 01 BYPASSED," for example. 4. The system sounds arming level beeps to indicate that the system is armed and open sensors have been successfully bypassed. To arm bypassed sensors Arm the system again. Touchpads display, "Zones 01 OK," or "SENSOR 01 UNBYPASSED," for example. If the touchpad displays "INV ALID," or if the touch pad sounds one long beep, make sure that you entered a valid sensor number. To confirm whether or not a sensor was bypassed Press the button labeled Status on the touchpad. Touchpads with displays list bypassed sensors or zones. Checking the Status of Your System Checking the system status means finding out about the current condition of your system. This includes finding out if any sensors are open or currently bypassed, whether or not the AC power and backup battery are okay, the nature of the most recent alarm, and more, depending on the features in use and the equipment in your system. Your touchpads display, "Zones," "POLICE," "AUXILIARY," or "FIRE." Your touchpads display, "Press Status" or a blinking. The green READY light on fixed display touchpads is off.

Short System Status A Short Status indicates the current arming level, sensor status whether open or bypassed, low battery, supervisory, AC power or backup battery failures. To get a Short System Status Press. The system sounds beeps according to the current arming level. One for Level 1, two for Level 2, three for Level 3. Touchpads display the status information, for example "System is OK," or "SENSOR 02 OPEN." If an alarm or system trouble condition has occurred, it is displayed on a touchpad the first time you perform a Short or Full Status check. Performing a system status check a second time displays the system status including any trouble conditions. If any alarm or system trouble is active, it continues to show up in every status check until the system is disarmed. Full System Status A Full Status combines the Short Status information with added details about specific system features. Interior sirens sound beeps according to the current arming level. Touchpads display the status information, for example, "SENSOR 03 BYPASSED," "SYSTEM BATTERY IS OK," or "AC POWER IS OK." A Full System Status is not available from the fixed display touchpad. System Alarm Sounds The sirens and touchpads in your system emit alarm sounds whenever an alarm occurs, either by a sensor or panic button activation. Each type of alarm sounds and reacts differently when activated, as described in the following table. Panic Alarms Panic alarms are easily activated from any touchpad to quickly alert the central monitoring station to a Fire, Police, or Auxiliary emergency. A panic alarm can be activated at any time, regardless of the current arming level 1—OFF, 2—STAY, or 3—AWAY. This system is designed to inform a central monitoring station of the nature of the emergency so the correct personnel can be dispatched immediately. Fire Panic The Fire panic alarm sounds from all interior and exterior sirens.

On monitored systems, the central monitoring station responds by calling the fire department. To activate a Fire panic alarm from a touchpad Press and hold both Fire buttons for 2 seconds. Police Panic Alarm The Police panic alarm sounds from all interior and exterior sirens, scaring off any intruder and alerting neighbors to the trouble. On monitored systems, the central monitoring station responds by calling the police. To activate a Police panic alarm using a touchpad Press and hold the Police buttons for 2 seconds. Auxiliary Panic Alarm The Auxiliary panic alarm sounds from interior sirens only. It is typically set up by your security dealer, based on your specific needs. On monitored systems, the central station responds by calling the service or agency you specified through your dealer. Type of Alarm Alarm Sound Fire Repeating series of three beeps Police Continuous tone Auxiliary Rapid beeps Siren Timeout If the system is not disarmed after an alarm, the sirens will continue to sound until the timeout period is reached. The timeout period can be programmed only by your installer or dealer. Even though reaching the end of the timeout period stops the sirens, if your system is monitored, the central station will consider the alarm in progress until the system is manually disarmed. Access Codes The system requires a valid access code before it will process most commands. The Appendix A User Sheets provide a location for you to record the System Master and User codes. System Master Code There is one System Master code. The System Master code is used to enter the programming menus for your system. The default System Master code is . It is important that you change the default code and record the new code in the Appendix A User Sheets. Regular User Codes There are 16 Regular User codes which act like keys to arm and disarm the system.