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HILLS® Series Icon Code Pad

User Manual

INTRODUCTION

This manual is provided to help you understand your security system and become proficient in its operation. All users of your security system should read and follow the instructions in this booklet and, if possible, practice on the keypad control while your professional installer is on site. Failure to do so could result in the security system not working properly. Please keep this booklet in an accessible location for the life of the security system. If you do not understand any part of this manual you should notify your installing company.

The SECURITY CONTROL can be turned on (ARMED) and off (DISARMED) by entering a 4 or 6 digit code into the Keypad Control, which is similar to a telephone keypad. If your Security Control has been so programmed, you may be able to turn on (ARM) your System by simply pressing the [PARTIAL] or [EXIT] key. The system must always be disarmed using a 4 or 6 digit code. The LED keypad includes up to 60 icons and a built-in electronic sounder. These provide specific information relating to the status of the security system which is described in the booklet. Understanding what the icons and sounds mean will help you easily operate your system.

Please read the following information and instructions carefully before operating your security control system.

WARNING NOTES

**The equipment should be installed by
qualified SERVICE PERSONNEL only.**

**The equipment should only be operated with
an approved power adapter with insulated live pins.**

**CAUTION – RISK OF EXPLOSION IF BATTERY IS REPLACED BY AN INCORRECT
TYPE. DISPOSE OF BATTERIES ACCORDING TO THE INSTRUCTIONS.
CONTACT YOUR INSTALLER FOR REPLACEMENT BATTERIES.**

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Abort Delay	An option that allows a delay in reporting to the central station.
Authority Level	The level of access an individual has when using an alarm panel.
Central Station	The location where alarm data is sent during an alarm report.
Chime Feature	An option that allows the keypad to sound a ding-dong whenever an entry/exit door is opened.
Codes	Can be either User Codes (relating to a person) or Function Codes (a toggle switch to turn specific functions on/off). NOTE: A system may have either 99 four-digit codes or 66 six-digit codes, but not a mixture of the two.
Duress Code	An option that allows a special code to be sent to the central station that indicates the alarm system is being operated under duress.
Forced Arming	An option that allows the system to be turned on (ARMED) with one or more zones open. A system that is ready to be "force armed" will flash the *ready* icon. (Note: Those zones that are not ready will not create an alarm.)
Function Code	A Function Code is either a four (4) or six (6) digit code that has been programmed by the installer to operate a device.
Group Bypass	An option that allows the user to bypass multiple zones with a single operation.
Instant/Delay	An option that allows an instant alarm condition for Entry/Exit doors, or grants a delay to allow someone to enter/exit the building without an alarm, or before entering a user code to disarm.
Master Code	A master arm/disarm code that can program other user codes.
Partitioned System	A system divided into multiple areas in which its own user or users control each area.
Perimeter	The outer edge of the protected area.
Quick Arm	An option that allows you to turn on (ARM) the security system by pressing either the [**PARTIAL**] or [**EXIT**] key on the keypad control (for ARMING only) as programmed by the installing company.
User Code	A four (4) or six (6) digit entry code used to arm or disarm the system.

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Armed	Not	Ready	ALARM		Listen-in	Power	
					Service		
Instant		Enter Code		Trouble	FIRE	Silenced	Tamper
1 2 3	4 5 6 7	8 9 10 11	12 13 14 15 16
17 18 19 20 21 22 23	24 25 26 27	28 29 30 31 32
33 34 35 36 37 38 39	40 41 42 43	44 45 46 47 48

EMERGENCY ACTIVATION KEYS

Fire   Auxiliary Emergency   Police

NOTES: You must hold these keys for 2 seconds to activate these functions. Your system may not be programmed for these activation keys (see page 1). You should press these keys only in an emergency situation that requires response by emergency personnel.   If your system is programmed for these functions, the following reports can be sent.

Fire Key – This key can activate the fire alarm when pressed for two seconds. If your system is connected to a monitoring center, an emergency report could be sent to that center.

Auxiliary Emergency Key – This key can activate the auxiliary alarm when pressed for two seconds. If your system is connected to a monitoring center, an emergency report could be sent to that center. E.g. Medical alarm.

Police (Panic/Hold-Up) Key - This key can sound a local audible alarm when pressed for two seconds. If your system is connected to a monitoring center, an emergency report could be transmitted to that center. NOTE: Some Panic/Hold-Up alarms are programmed to be silent at the protected site while reporting an alarm to the monitoring center. Check with your installing company to determine how your security system will respond to the Panic/Hold-Up activation.

UNDERSTANDING THE ICONS & LIGHTS

ARMED ICON

The *armed* icon is "on" when the system is armed. The *armed* icon is "off" when it is disarmed. The *armed* icon will flash when there has been an alarm during the previous arm cycle.

BYPASS LIGHT

The *bypass light* is "on" when any zone in this keypad's partition is bypassed. The zone(s) that is bypassed will also be illuminated. If the *bypass light* is "off", no zones are bypassed.

CHIME LIGHT

The c*hime light* is "on" when the chime feature is "on"; "off" otherwise.

EXIT LIGHT

The *exit light* is "on" during the exit delay. Please note that the light will flash during the last 10 seconds of the exit delay as a warning that the time is running out. (The user may want to disarm the system if the *exit light* is flashing in order to prevent an alarm. The user may then re-arm the system and exit before the delay expires.)

FIRE ICON

A steady *fire* icon means a fire zone has been faulted. A rapidly flashing *fire* icon means that a fire zone is in a trouble condition.

INSTANT ICON

The *instant* icon is "on" when there is no delay on your entry/exit door(s). Any time the *instant* icon is "on" and the exit delay has expired, the opening of an entry/exit door will produce an immediate alarm. The *instant* icon can be toggled on or off by pressing the [Partial] key while the system is armed. When the *instant* icon is "off", the entry/exit door(s) is delayed.

LISTEN-IN ICON

Not used in Australia / New Zealand.

POWER ICON

The *power* icon is on if the primary power is on. The *power* icon will flash if the system has a low battery condition.

READY / NOT READY ICON

The *ready* icon is "on" when the system is ready to arm and "flashes" if ready to force arm. The *not ready* icon is on when the system is not ready to arm because of a zone(s) being faulted.

SILENCED ICON

The s*ilenced* icon appears after a code has been entered to silence the siren but the zone has not been cleared.

PARTIAL LIGHT

The *partial light* is "on" when all interior (motion detector) zones are bypassed.

TAMPER/TROUBLE ICONS

The *tamper* or *trouble* icon is on when a zone(s) is tampered or in trouble. Press [✱]–[**2**] and refer to the Service Menu section on page 14 of this manual for further instructions.

ZONE ICON

The *zone* icons are "off" when everything is normal. A *zone* icon will be "on" if the zone has been bypassed. If a *zone* icon is "flashing", that zone is in alarm or has been faulted. If a *zone* icon is "flashing" rapidly, it means that the zone is in a trouble condition.

Trouble conditions are:
- Tamper • Hardware • Low Battery • Loss of Supervision

(A combination of Alarm/Fault and Tamper/Trouble will produce a rapid "flashing" light for a short period of time, followed by a slow "flashing" light.)

KEYPAD FUNCTIONS

ARMING YOUR SYSTEM IN THE "AWAY" MODE

AWAY is used when the user is away from the premise and wants the interior protected.

Step 1   Close all protected doors and windows.
- *Ready* icon will be on or flashing when all protected zones and sensors are secure. **NOTE:** If any zones are bypassed, a sensor in that zone can be violated without affecting the *ready* icon.
- The security system will not arm if the *not ready* icon is on or flashing.
- If the *power* icon is off, you have no AC power. Restore power if possible. If not, contact your installing company listed on page 1 of this booklet for service.

Step 2
- Enter your 4 or 6 digit user code to arm the system.
- The *armed* icon and *exit* light will illuminate.
- You may now leave the building.

NOTE: The exit light will flash rapidly for the last 10 seconds of the exit delay as a warning to the user that the exit time is about to expire. The user may wish to disarm and rearm the system if more time is needed.

ARMING YOUR SYSTEM IN THE "PARTIAL" MODE

PARTIAL is used when the user is inside the premise and wants protection around the perimeter.

Step 1   Close all protected doors and windows.

- *Ready* icon must be on or flashing when all protected zones and sensors are secure. **NOTE:** If any zones are bypassed, a sensor in that zone can be violated without affecting the *ready* icon*.*
- The security system will not arm if the *not ready* icon is on or flashing.
- If the *power* icon is off, you have no AC power. Restore power if possible. If not, contact your installing company listed on page 1 of this booklet for service.

Step 2
- Enter your 4 or 6 digit user code.
- If "Auto Bypass" is enabled, all interior zones will be bypassed if you do not leave through a designated entry/exit door. If Auto Bypass is enabled, omit Step 3.
- When "Auto Instant" is enabled, if you do not leave through a designated entry/exit door the *instant* icon will illuminate indicating that the entry/exit doors no longer have an entry delay. If "Auto Instant" is enabled, omit Step 4.

Step 3
- Press the [**PARTIAL**] key.
- The *partial light* will illuminate indicating that all interior zones are bypassed. (All interior devices will bypass automatically, giving the user freedom of movement within the interior area.)
- The *bypass light* will illuminate if any zone(s) are bypassed. If any zone(s) have been bypassed previously by the user, the icon(s) corresponding to the bypassed zone(s) will illuminate, alerting the user that a zone(s) may be unprotected and can be faulted without an alarm.

Step 4
- To toggle from a "delayed entry" mode to an "Instant" mode, press the [**PARTIAL**] key again.
- The *instant* icon will illuminate indicating that the entry/exit doors have no entry delay.

USING THE QUICK ARM (Optional)

The Quick Arm feature may be used if it is enabled. Quick Arm will allow the user to arm the security system in the AWAY mode by pressing the [**EXIT**] key, or arm in the PARTIAL mode by pressing the [**PARTIAL**] key. This feature is used for ARMING ONLY, and will not disarm the security system. This is ideal for a maid, baby sitter, cleaner, etc, as they do not need to remember any codes to arm the system.

CHANGING MODES WHILE SYSTEM IS ARMED

- Pressing the [**PARTIAL**] key will turn on/off (toggle) a delay on entry/exit doors and turn on/off (toggle) the *instant* icon.
- (Optional) Press the [**BYPASS**] key at this time to turn on/off (toggle) all designated interior zones.
- (Optional) When armed, pressing the [**EXIT**] key will start the exit delay, enabling you to leave the building.

IMPORTANT

The *instant* icon needs to be off at this time if you plan on re-entering the building; otherwise you will create an alarm. You may restore an entry delay by pressing the [PARTIAL] key again.

DISARMING THE SYSTEM

When you enter the protected area through one of the designated Entry/Exit doors, the keypad control will sound a continuous tone for the duration of the entry delay time, or until you enter a valid code. The *armed* icon will go off and the tone will stop. The security system is now DISARMED. If a valid code is not entered before the end of the entry delay, an alarm will occur.

NOTE

If the *armed* icon is flashing during the entry delay, the alarm system has been activated in your absence. Leave the building immediately and call your alarm company and/or the police from a safe location.

CANCEL / ABORT FEATURE (Optional, see page 1)

The *cancel light* will flash during an abort delay time. If a code is entered followed by the [**CANCEL**] key while this light is flashing, all abortable reports will stop the communication process. Entering a code followed by the [**CANCEL**] key during or after an alarm report to the central station will cause the *cancel light* to come on. It will stay on until the central station has received the cancel report.

TURNING THE DOOR CHIME ON AND OFF

The door chime is turned on or off by pressing the [**CHIME**] key while the system is in the disarmed state. If the chime is on the *chime light* will be illuminated. If the chime is off, the *chime light* will be off. Each press of the [**CHIME**] key will toggle the chime feature on/off and produce a momentary ding-dong sound.

BYPASSING ZONES

If you wish to bypass one or more zones, this must be done while the system is in the disarmed state. The following steps are used for bypassing zones:

Step 1   Press the [**BYPASS**] key.
Step 2   Enter user code, if required (optional). The *bypass light* flashes.
Step 3   Enter 1 or 2 digits indicating the zone you wish to bypass,
            i.e. press the [**1**] key for zone 1, press [**1**]-[**2**] for zone 12.
Step 4   Press the [**BYPASS**] key again.
Step 5   The corresponding *zone* icon will illuminate indicating the zone has been bypassed.
            Repeat steps 3 and 4 for any other zone(s) that need to be bypassed.
Step 6   Press the [**BYPASS**] key again -or- press the [**#**] key to exit the Bypass Mode.
            The *bypass light* will stop flashing upon exiting the Bypass Mode.

GROUP BYPASS

By pressing the [**BYPASS**] key, followed by the [**0**] key, then the [**BYPASS**] key again, all zones that are designated as group bypass zones will be bypassed. Press the [**BYPASS**] key again -or- press the [**#**] key to exit group bypassing.

UNBYPASSING

To manually unbypass zones, perform the bypassing procedure on a zone that is already bypassed. The corresponding icon for that zone will go off when unbypassed. **NOTE: All zones will automatically be unbypassed each time the system is disarmed.**

ADDING AND CHANGING USER CODES

Your system must be **Disarmed** to change user codes.

Step 1   Press [✱]-[**5**]
Step 2   The *Enter Code* icon will display. Enter a [**"Master Arm/Disarm" Code**].
            Note: for partitioned systems, someone changing the code of another person must
            have access to all or more partitions than the user being changed.
Step 3   The *Ready* icon will flash.
Step 4   Enter the 2-digit "user number".
            (Always enter 2 digits such as [**0**]-[**3**] for user 3.)
Step 5   The *instant* icon will flash and *zone* icons will illuminate specifying the first digit of
            the "user code".
            • When all icons are all illuminated = code is blank; when all icons are off = "0".
            • Use the [▲] and [▼] keys to view the next digit or enter new 4- or 6-digit "user
              code".
            • While using the [▲] and [▼] keys, you can change any digit by entering a new
              digit. This will advance you to the next digit.

            To delete a user code, enter [✱]-[✱]-[✱]-[✱] for a 4-digit code, or [✱]-[✱]-[✱]-[✱]-
            [✱]-[✱] for a 6-digit code.

Step 6   The *ready* icon will flash indicating you are back at Step 2 above.
            If the code is rejected, the sounder will beep 3 times.
Step 7   If another "user code" needs to be programmed, return to Step 4.
Step 8   Press the [**#**] key while the *ready* icon is flashing to exit the User Code
            Programming Mode.

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ASSIGNING USER CODE AUTHORITY LEVELS

Assign authority levels to users by following the steps below. Assign user codes before assigning authority levels.

Step 1   Press [✱]-[**6**]-["**Master Arm/Disarm Code**"].
          Note: someone changing the authority of another person can only add or remove partition authorization for partitions to which they have access.
Step 2   The *ready* icon will flash.
Step 3   Enter the 2 digit "user number" to be assigned authority
          (The *ready* icon is constant and the *instant* icon will flash).
Step 4   Icons illuminated indicate the authority levels assigned to this code.
          An explanation of the icons is listed in the following table. You may toggle (turn on/off) the authority level by pressing the number for that authority level.

ICON	AUTHORITY LEVELS IF ICON 8 IS OFF
1	Reserved (Note: Do not change if on.)
2	Arm Only
3	Arm Only After Closing Time
4	Master Arm/Disarm (can program other codes)
5	Arm/Disarm
6	Bypass Zones
7	Open / Close Reporting
8	If this icon is on, this code is programmed as a function code. Do not change! Press [#] - [#] to exit.

Step 5   Press the [✱] key. The *ready* icon is on constant and instant icon is on constant. This moves you to the partition enable. (The user has access in partitions that are illuminated.)
Step 6   The illuminated numbers indicate each partition where the user has access. To change any of the partitions where the user has access, press numbers corresponding to areas where you want to give the user access or deny access. (Example: If zone icon #2 is lit, then the user is assigned access to partition #2. By pressing the [**2**] key, the icon will go off, denying access to partition #2. Refer to the following chart.

ICON	PARTITIONS ASSIGNED
1	Partition 1
2	Partition 2
3	Partition 3
4	Partition 4
5	Partition 5
6	Partition 6
7	Partition 7
8	Partition 8

Step 7   When the partitions are assigned, press the [✱] key. This returns you to Step 2 previously mentioned. At this point you may enter another user number to assign authority level. Repeat Steps 3 - 7 until you have assigned authority levels to all user numbers.
Step 8   Press the [**#**] key to exit the Assigning Authority Level Program.

SETTING THE KEYPAD TONE

Step 1   Press [✶]-[**0**]. Keypad is now in the "Adjust Tone" mode.
Step 2   Pressing the [▲] key will make the keypad sounder go to higher tones, pressing the [▼] key will make the keypad sounder go to lower tones.
Step 3   When the desired tone is reached, press the [**#**] key to set this tone and exit from the "Adjust Tone" mode.

CHANGE PARTITION – *Optional*

Step 1   Press [✶]-[**1**].
Step 2   Press a NUMBER key between 1 and 8 to change partitions momentarily.
Step 3   If no other key is pressed, it will go back to its standard partition in ten seconds.
Step 4   If another key is pressed, the system will remain in the new partition until no keys have been pressed for 60 seconds.

VIEW ALARM MEMORY

Step 1   Press [✶]-[**3**].   The zone(s) that created the last alarm will be displayed along with the alarm icon flashing on the keypad.
Step 2   The **ALARM MEMORY** feature will flash those zones that created alarms and will display steady those zones that were bypassed during the last alarm.

TEST FUNCTION – *Weekly tests are recommended*

If programmed, this function will perform a battery test, communicator test, and/or a siren test. Alarms and reports will not be sent, unless a communicator test is performed at which time a test signal will be sent.

Step 1   Press [✶]-[**4**]. The test will be performed as programmed.
Step 2   If the siren test is performed, enter a user code to silence the siren.

RESET FUNCTION

This function is used to reset Smoke Detectors, Zone Troubles, and Zone Tampers. Your system must be **Disarmed** to use the Reset function.

Step 1   Press [✶]-[**7**].   Resets have now been performed.
Step 2   If the keypad begins beeping, the reset did not execute properly. Enter your code to silence the keypad. Wait a few minutes and repeat step 2 to attempt another reset. If the keypad still beeps after repeated attempts, please contact your installer.

Icon Keypad   *Page 12*

SET SYSTEM DATE

Step 1   Press [✱]-[**9**]-[**6**]. *Enter Code* icon will display.
Step 2   Enter a ["**Master Code**"]. The *service* icon will appear flashing.
Step 3   Enter the "Day of Week "

1=Sunday	**3**=Tuesday	**5**=Thursday	**7**=Saturday
2=Monday	**4**=Wednesday	**6**=Friday	

Step 4   Enter the "Month Code". Must always be two (2) digits.

01 = January	**05** = May	**09** = September
02 = February	**06** = June	**10** = October
03 = March	**07** = July	**11** = November
04 = April	**08** = August	**12** = December

Step 5   Enter the "Day Code". Must always be two (2) digits.
Example: The 5th would be entered as [**0**]–[**5**].
Step 6   Enter the last two digits of the "Year Code".
Example: For 1997 enter [**9**]–[**7**].
The *ready* icon will appear.

SETTING THE SYSTEM CLOCK

Step 1   Press [✱]-[**9**]-[**7**]. *Enter Code* icon will appear.
Step 2   Enter a ["**Master Code**"]. Then the service icon will begin to flash.
Step 3   Enter the "hour code" which must be two (2) digits.
Note: The clock is a 24-hour clock. Refer to the following table.
Step 4   Enter the "minutes code" which must be two (2) digits.
Then the *ready* icon will come on constant.
Example: 7 minutes after would be entered [**0**]–[**7**].

Time	Hour Code	Time	Hour Code	Time	Hour Code
12:00 Midnight	00	8:00 AM	08	4:00 PM	16
1:00 AM	01	9:00 AM	09	5:00 PM	17
2:00 AM	02	10:00 AM	10	6:00 PM	18
3:00 AM	03	11:00 AM	11	7:00 PM	19
4:00 AM	04	12:00 Noon	12	8:00 PM	20
5:00 AM	05	1:00 PM	13	9:00 PM	21
6:00 AM	06	2:00 PM	14	10:00 PM	22
7:00 AM	07	3:00 PM	15	11:00 PM	23

SETTING THE KEYPAD LIGHTING

Step 1   Press [✱]-[9]-[1].
Step 2   Press the [▲] and [▼] scroll keys to lighten or darken the illumination behind the buttons and the LCD display. It is usually easier to set this adjustment in a darkened room.

The *service* icon will be "on" if the security system requires service.

If the *service* icon is "on", press [✱]-[**2**] to determine the service condition. If a zone(s) is tampered, the *tamper* icon will flash and the *zone* icon(s) will be on. If a zone(s) is troubled, the *trouble* icon will flash and the *zone* icon(s) will be on. If the *service* icon is flashing, one or more *zone* icon(s) will illuminate indicating what service(s) is required. Press the [▲] and [▼] to scroll between tamper, trouble and other service conditions. Call your service provider immediately for these problems. The following table provides a list of what each icon means in a service condition.

ICON	PROBLEM
1	**SYSTEM FAULT -** Press the [**1**] key. The *zone* icon(s) that is illuminated corresponds to the system fault(s) below: Over Current Fault Expander Low Battery Siren Trouble Expander Box Tamper Box Tamper Expander Trouble Expander Power Ground Fault Note: Faults 1 & 2 are global in nature and will affect all partitions of a multi-partition system. Press the [#] key to return to the 1 of 8 *service* icons.
2	RESERVED
3	**ZONE LOW BATTERY -** Press the [**3**] key. The *zone* icon(s) will illuminate showing which zone(s) has a low battery. This only applies to wireless zones. Press the [**#**] key to return to the 1 of 8 *service* icons.
4	**ZONE LOSS OF SUPERVISION -** Press the [**4**] key and the *zone* icon(s) will illuminate showing which zone(s) has loss of supervision. This only applies to wireless zones. Press [**#**] key to return to the 1 of 8 *service* icons.
5	RESERVED
6	**TELEPHONE LINE TROUBLE/LINE CUT** – Press the [**6**] key. The zone icon(s) will illuminate as they correspond to these service conditions: 1-5 = Reserved 6 = Telephone Line Trouble / Line Cut 7 = Aux communication device failure The *service* icon will remain lit until the trouble clears and a user code is entered. * **SEE NOTE AT END OF TABLE.**
7	**FAILURE TO COMMUNICATE -** This icon will illuminate when there is a failure to communicate between your system and the central station. * **SEE NOTE AT END OF TABLE.**
8	**LOSS OF SYSTEM TIME** - This icon will illuminate when there has been a loss of power and your system clock needs to be reset. Refer to page 13. * **SEE NOTE AT END OF TABLE.**
#	**EXIT -** Press the **[#]** key to exit the Service Menu.
* NOTE to Icons 6,7,8: This fault is global in nature and will affect all partitions of a multi-partition system.	

A sounder is built into the keypad. If programmed, your system keypad may sound for any of the following reasons:

- Beeps for all key presses.
- Sounds a continuous tone during the Entry delay time.
- Pulses when a day zone is violated while the system is disarmed.
- Pulses when a FIRE zone has a trouble condition.
- Beeps 3 times for trying to arm with the "Not Ready" icon off, if "Force Arming" has not been selected.
- Beeps for 1 second or emits a "ding-dong" sound for the "Chime" feature.
- Beeps during an exit delay; beeps rapidly for the last 10 seconds of an exit delay; and beeps 1 second at the end of the exit delay.
- Pulses when the armed status changes and the AC power is off.
- Pulses when the armed status changes and any zone(s) are bypassed.
- Pulses when the armed status changes and a low battery is detected.
- Pulses when the armed status changes and a Tamper condition is detected.
- Beeps to indicate Telephone Line Cut, if selected.
- Pulses when one or more of the following conditions are detected: Zone or Box Tamper, Low Battery, AC Power Fail, or Expander trouble.
- Beeps 3 times once every minute for Sensor/Zone Low Battery or Loss of Supervision. Entering a code will silence the keypad for 12 hours.

Entering a valid code will silence the keypad sounder when it is pulsing. The arm/disarm state of your system will not change when entering a code to silence a pulsing keypad sounder. Please contact your installer if a trouble condition exists.
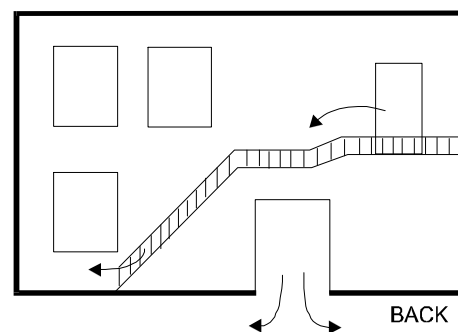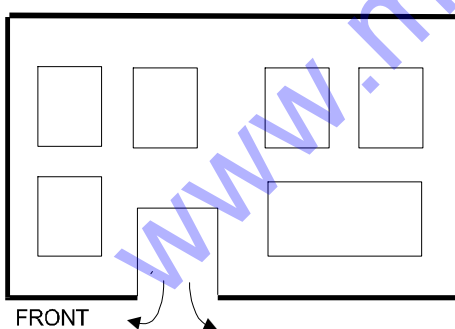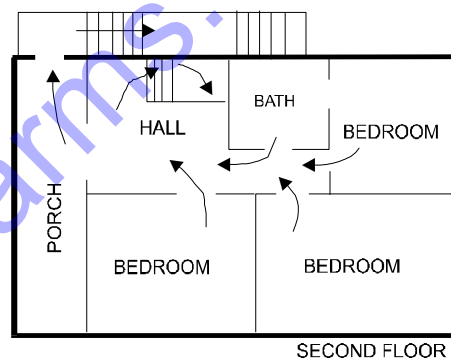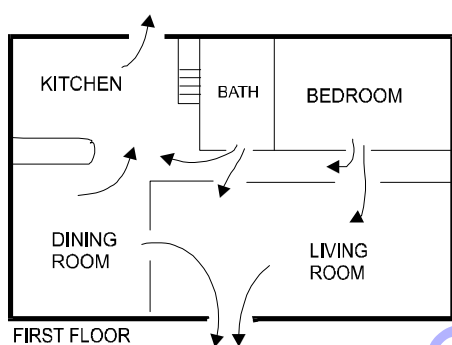
An emergency evacuation plan should be established for an actual fire alarm condition. For example, the following steps are recommended by the National Fire Protection Association and can be used as a guide in establishing an evacuation plan for your building.

Draw up a floor plan of your home. Show windows, doors, stairs, and rooftops that can be used for escape. Indicate each occupant's escape routes. Always keep these routes free from obstruction. Determine two means of escape from each room. One will be the normal exit from the building. The other may be a window that opens easily. An escape ladder may have to be located near the window if there is a long drop to the ground below. Set a meeting place outdoors for a headcount of the building occupants.

Practice escape procedures. In a home, sleep with bedroom door closed; this will increase your escape time. If you suspect fire, test the door for heat. If you think it is safe, brace your shoulder against the door and open it cautiously. Be ready to slam the door if smoke or heat rush in. Practice escaping to the outdoors and meeting in an assigned spot. Call the Fire Department from a neighbor's phone. **NOTE**: After the installation of your Security System has been completed, notify your local Fire and Police Departments to give them your name and address for their records. Early warning fire detection is best achieved by the installation of fire detection equipment in all rooms.

The following are examples of evacuation plans. A plan unique to your home or business should be drawn and memorized by each occupant.

WARNING NOTICES

This product is to be installed by qualified SERVICE PERSONNEL only

**The equipment should only be operated with an approved
power adapter with insulated live pins.**

**CAUTION – RISK OF EXPLOSION IF BATTERY IS REPLACED BY AN INCORRECT
TYPE. DISPOSE OF BATTERIES ACCORDING TO THE INSTRUCTIONS.
CONTACT YOUR INSTALLER FOR REPLACEMENT BATTERIES.**

007573417 **When installed as directed, this product conforms
to the standards set by Standards Australia on
behalf of the Australian Communications Authority (ACA)**

WARRANTY

Hills Industries guarantees this product against defective parts and workmanship for twenty-four (24) months from the date of purchase. If any defect appears during the warranty period return it to place of purchase. Hills Industries assumes no liability for consequential or indirect damage and accepts no responsibility for repairing damage to the product caused by misuse, careless handling, or where repairs have been made by others.

No other guarantee, written or verbal, is authorized by or on behalf of Hills Industries.

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Installing/Service Company _____

For Service Call _____

Central Station _____

Duress Code _____

This system   is ❑   is not ❑   partitioned.

EMERGENCY ACTIVATION KEYS (check if enabled)
      ❑ Fire   ❑ Auxiliary Emergency   ❑ Police

PROGRAMMED FUNCTIONS

❑ Abort Delay	❑ Cancel Alarm	❑ Forced Arming
❑ Auto Bypass	❑ Change Partitions	❑ Group Bypass
❑ Auto Instant	❑ Chime	❑ Quick Arm
❑ Battery Test	❑ Communicator Test	❑ Re Exit
		❑ Siren Test

ENTRY / EXIT DELAY TIMES

Exit Delay Time _____   Secondary Exit Delay Time _____

Entry Delay Time _____   Secondary Entry Delay Time _____

ZONE DESCRIPTIONS

01 _____

02 _____

03 _____

04 _____

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Icon Keypad

Hills Icon Code Pad User Manual 2007-01-09