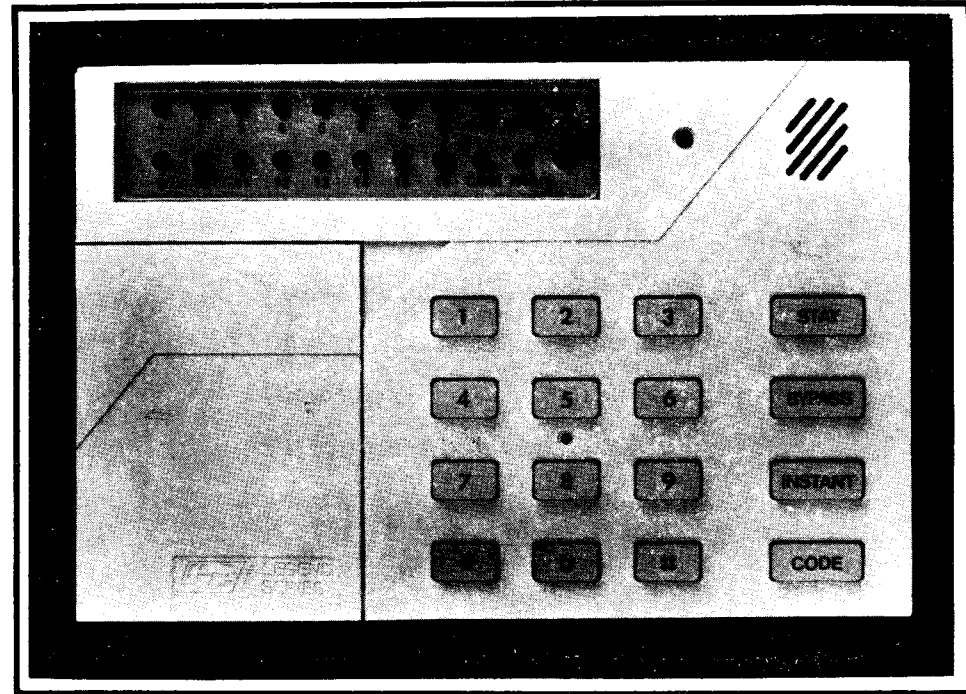


FBI *Fire Burglary
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LEGEND S E R I E S



Owners Manual

INTRODUCTION

Congratulations on your decision to protect your home or business with the LEGEND Security System. The system has been designed with reliability and ease of operation in mind.

Please take a few minutes to review the contents of this manual. In order to realize the full potential of this system it is important that you feel comfortable with its operation. The following pages will familiarize you with the procedures for operating the LEGEND Security System.

Thank You,

FIRE BURGLARY INSTRUMENTS

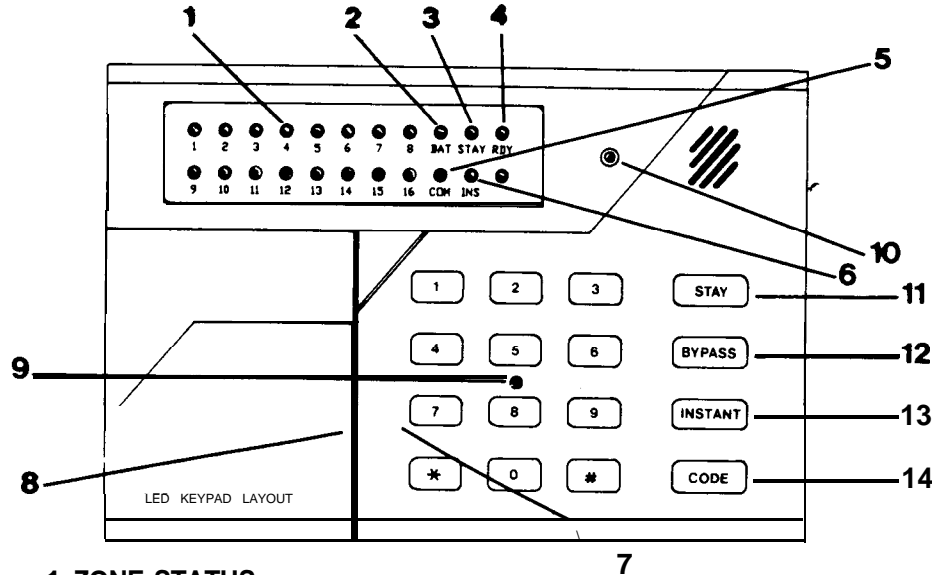
LEGEND Users Manual

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KEYPAD OPERATION

The keypad contains everything necessary to operate your LEGEND Security System. The keypad has the following appearance;



1-ZONE STATUS

The indicator lights marked 1-16 display the current status of the zones connected to your LEGEND Security System. The lights show whether any zones are currently in alarm, bypassed, in trouble or faulted status. Note: If your system contains eight zones then only the zones labelled 1-6 will be active.

The status of each zone is represented as follows;

ALARM	Fast Blinking
TROUBLE	Slow Pulse
BYPASSED	Slow low Intensity blinking
NOT READY	Solid ON

Each light will only reflect one condition at a time. If a zone contains multiple conditions at the same time the highest priority status from the above list will appear.

2- LOW BATTERY

The BAT indicator indicates that the backup battery within the system is low.

3- STAY

The STAY light will be ON when the system has been armed in the stay mode which means that the system has been activated with the exception of interior zones.

4- READY INDICATOR

The light marked RDY shows whether the system is ready to be armed. If the light is off then a condition exists within at least one of the zones which prevents the system from being armed.

5- COMMUNICATIONS FAILURE

If the COM light is ON then there has been a communications error with the Central Station.

6- INSTANT

The INS indicator will be ON when the system has been armed in the INSTANT mode. This means that the system has been activated and the entry delay has been eliminated.

7- NUMERICAL SECTION

The numerical section of the keypad operates similar to a calculator or typewriter. The digits 0 - 9 are clearly marked and are used to enter your access code to control the Security System.

8- PULL OPEN DOOR

The front of the keypad contains a door which pulls open. Behind this door is a card which can be filled out to describe the areas protected (zones) of your Security System.

SYSTEM OPERATION

9- AC INDICATOR

This light indicates that AC power is connected to the Security System. Battery backup exists to operate the system in the event of a power failure.

10- ARM/DISARM INDICATOR

This light indicates whether the system is currently ARMED (ON) or DISARMED (OFF). In addition to this constant visual indication, the zone indicator lights will provide additional information concerning the current zone status. This light will also blink if there is a visual alarm condition present.

11- STAY Key

The STAY key is used to activate (arm) the system with the exception of interior protection. This will provide exterior protection of your location while allowing full access through the location. This mode would be used when arming the system and you might be walking through protected interior zones.

12- BYPASS Key

The BYPASS key will be used to temporarily turn off protection of a portion of your burglary protection. This could be performed, for example, to ignore an open window which would prevent the arming of your system.

13- INSTANT Key

The INSTANT key is used to activate (arm) the system and eliminates the entry delay. This would cause an immediate alarm if someone came through an exit/entry zone.

14- CODE Key

Function key used when entering or changing the User access codes of your system.

Throughout the users manual the following notation will be used to describe actions taken at the LEGEND-100 keypad;

BY PASS	Function key labelled BYPASS
INSTANT	Function key labelled INSTANT
STAY	Function key labelled STAY
CODE	Function key labelled CODE
[USER]	Entry of your four digit user code
*	Key labelled * (to the left of 0)
#	Key labelled # (to the right of 0)
+	Indicates the simultaneous entry of two keys. For example, # + 3, indicates that the # and 3 keys should be pressed at the same time.

ARMING THE SYSTEM

ARMING the system will activate all portions of your Security System. Arming can only be performed if all zones are READY. For example, if a protected door is open the system cannot be armed.

SYSTEM READY

The system is ready to be armed if the READY indicator light located in the display portion of the keypad is ON. If the system is ready, ARMING can be performed as follows;

ARMING PROCEDURE

1. Enter your four digit user code into the keypad:

[USER]

The ARMED indicator light will now be lit and if you are leaving the home you may exit through a door designated by your installer as an exit/entry zone for a fixed time period known as the exit delay.

SYSTEM NOT READY

If the system is not ready to be armed the READY indicator will be OFF. The zone indicator lights will display the zones which are currently not ready. The condition of each zone indicator reflects what the status of each zone as follows;

ALARM	Fast blinking
BYPASS	Slow blinking low intensity.
TROUBLE	Slow pulse
NOT READY	Solid ON

In order to make the system ready determine which zones are not ready by observing the zone indicator lights. From the zone number you can find out which area of protection is not ready.

For example, assume the the zone 3 indicator light is ON. This means zone 3 is not ready. Typically this might mean that a protected door or window is open.

- >> Once the problems with each zone has been resolved the READY light will appear and the system can be armed.

To arm the system in this situation one of the following actions are necessary;

- Make the zone(s) ready. Determine which zones are not ready and perform what is necessary to ready the zone(s) (example, close the door or window, etc),

or

- Bypass the zone(s) not ready. Bypassing should only be performed if the zone cannot be made ready or intentionally will remain not ready. Remember, zones that are bypassed are not protected when the system is armed.

STAY

The STAY mode is another way to ARM your system while you remain in the location. The STAY mode will deactivate any interior protection zones which means that you will be free to walk throughout your location without activating the alarm system.

In order to enter the STAY mode, the system must be READY. (see previous description).

STAY PROCEDURE:

STAY [USER]

Depress the STAY key followed by your user code.

After a successful STAY arming the ARMED and STAY indicator will be lit. In the STAY mode only the external or perimeter burglary protection is active. You are free to walk around the residence without activating any of the interior protection zones.

- >> Remember, you must DISARM the system to when you want to leave the premise.

Note: The STAY option will automatically be reset after the system is disarmed.

INSTANT

The INSTANT mode arms the system and eliminates the entry time delay interval. If anyone enters through an entry/exit zone the alarm system will instantly activate.

The system must be ready to select the INSTANT option.

INSTANT PROCEDURE

INSTANT [USER]

Depress the INSTANT key followed by your user code.

Upon successful INSTANT ARMING of the system the ARMED and INSTANT indicators will be lit.

Note: The INSTANT option will automatically be reset after the system is disarmed.

INSTANT - STAY

The INSTANT STAY mode will arm the system with the characteristics of both the INSTANT and STAY modes. The system will be armed with the interior portions bypassed and the entry delay will be suspended.

The system must be READY in order to enter this mode.

PROCEDURE

INSTANT STAY [USER]

STAY INSTANT [USER]

Depress the INSTANT and STAY keys in any order followed by your user code.

After a successful INSTANT STAY arming the ARMED, INSTANT and STAY indicators will be lit.

BYPASS

Bypasses are performed to eliminate burglary zones that are not ready or faulty from activating the security System.

BYPASS PROCEDURE:

BYPASS [USER] ZN

Depress the BYPASS key followed by your user code and the two digit zone number to be bypassed.

The zone number to be bypassed is shown as ZN. For example, to bypass zone number 2 enter;

BYPASS [USER] 02

Multiple zones may be bypassed by repeating the sequence for the desired number of zones within a fifteen second interval, as follows;

EXAMPLE: BYPASS [USER] 02 BYPASS 04 BYPASS 12

The sequence displayed above would have bypassed zones 2, 4 and 12.

Zones can be bypassed if the user performing the bypass is authorized to perform bypasses and the zone has been defined by your installer as bypassable.

If the zone has already been bypassed, the sequence will unbyypass the zone except if the system is armed and the unbyypassed zone is still not ready. Unbyypass means that the zone returns as an active burglary zone.

After the bypass (or unbyypass) command has been accepted the unit will emit a continuous beep and zone or zones that have been bypassed will appear in a slow blinking mode in the zone status area.

>> Note: Bypassing can be performed either while the system is armed or disarmed.

To immediately arm the system enter **[USER]** after the last zone bypass.

FORCED ARMING

Forced Arming is a method that will automatically bypass all zones that are not ready and ARM the system.

FORCED ARMING PROCEDURE;

BYPASS [USER] BYPASS

Depress the BYPASS key followed by your user code and the BYPASS key.

If any of the zones currently faulted are not bypassable, then the command will not succeed, and a long interrupted beep will follow.

Following a successful forced arming the ARMED indicator will be lit.

If you are leaving the premise, you may exit through an exit/entry door for the duration known as the exit entry delay.

>> Note: You have just ARMED the system and the bypassed portions of your system remain unprotected.

UNBYPASS

The UNBYPASS function removes an existing bypass from a currently bypassed zone. After UNBYPASSING a zone, the bypass indication will be removed from that zone.

The procedure is similar to a bypass.

UNBYPASS PROCEDURE

BYPASS [USER] ZN See bypass description.

DISARMING

Disarming the security system will deactivate the burglary portions of the system.

DISARM PROCEDURE:

[USER]

Enter your user code.

IF NO ALARMS HAVE TAKEN PLACE

Upon disarming the ARMING indicator will go off.

The system display will reflect the current status.

IF ALARMS HAVE TAKEN PLACE

If alarms or other conditions such as system troubles have taken place since the initial system arming, they will appear on the display. The conditions that have occurred appear in the zone display section of the keypad. Each indicator light reflects the status of each zone as follows;

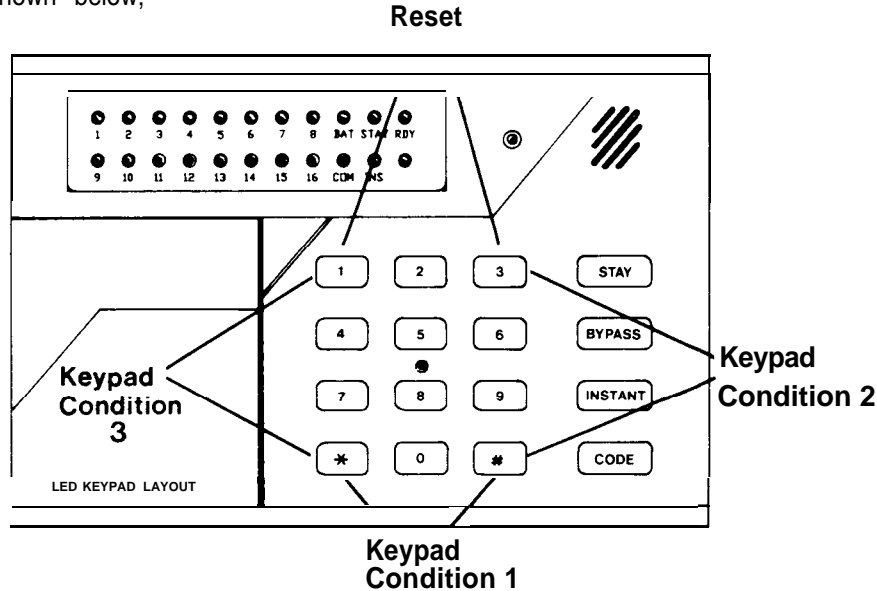
ALARM	Fast blinking
TROUBLE	Slow pulse
BY PASS	Slow low Intensity blinking
NOT READY	Solid ON

If an intrusion has taken place while you were away, do not enter until the premises has been secured!!!.

>> To clear the display of the alarm or trouble conditions and silence the audible signal enter **[USER]** again.

KEYPAD EMERGENCY CONDITIONS

In addition to individual zone alarms various conditions can be transmitted directly through the keypad. These conditions are initiated through the simultaneous depression of two keys, as shown below;



The keypad emergency conditions are programmable and can be used for conditions such as PANIC, FIRE, or MEDICAL Emergency. These conditions can be programmed by your installer to suit your needs. The keypad emergency conditions are active 24 hours a day, whether the system is armed or disarmed.

For example if keypad emergency condition 1 has been defined by your installer as a PANIC, then an emergency panic signal can be sent by hitting the * and # keys at the same time.

The RESET (3+1) command can be used to acknowledge conditions such as alarms and troubles at the keypad if the reset function has been enabled by your installer.

DURESS

The DURESS signal is meant to disarm the system and transmit an emergency signal to the Central Station indicating that there is a problem.

The DURESS capability must be enabled by your installer and can be initiated in one of two methods;

- either by entry of user code #16

or

- entry of a valid user code with the last digit altered by one. For example, if there is a valid user code of 1234 then duress codes of 1233 or 1232 exist for that user.

Upon entry of the duress code, the system will disarm in a normal fashion and optionally transmit the duress signal to the Central Station.

NOTE: The DURESS capability is only available if activated by your installer. Please contact your installer to determine whether duress has been activated and the method used.

USER DEFINITION

Users can be entered or modified directly through the keypad. The LEGEND Security system can maintain up to sixteen different users. The capability to modify user information is initially programmed by your alarm installer. If there are any questions regarding this feature, please contact your installation company.

Each of the users have the following features;

USER NUMBER

Sequence number identifying the user being modified or entered. User number 1 is considered the highest level user capable of performing all functions. The user numbers range from 01 to 16.

USER ID

Four digit code (0000 - 9999) entered at the keypad to use the Security System. Each separate user must be assigned a **unique** user code. The user ID has been displayed as [USER] throughout this manual.

AUTHORIZATION LEVEL

The LEGEND control panel contains authorization levels to control the users permitted to perform various system functions. This allows users to be restricted to certain functions. The levels are shown below;

LEVEL1-ARM, DISARM, BYPASS, PROGRAM USERS

LEVEL2-ARM, DISARM, BYPASS

LEVEL3-ARM

LEVEL4-DISARM only (temporary user)

For example, a maid or babysitter can be assigned a temporary access code that would only permit them to arm or disarm the system (level 3 or level 4). User sequence number (01-16).

USER DEFINITION PROCEDURE:

CODE [USER][US#][US#][USID][USID][LEV][LEV]

where;

[USER] Is your four digit user code.

[US#] User sequence number (01-16).

[USID] New user ID (0000 - 9999).

[LEV] Authorizatlon level (1-4).

Note: The user information is entered twice for validation purposes.

>> **USER DEFINITION CAN ONLY BE PERFORMED BY A USER WITH A LEVEL ONE AUTHORITY.**

Example,

To create user number 3, with a user access code of 4567, and a user level of 2 enter;

CODE [USER] 03 03 4667 4567 2 2

Any error detected during the USER definition process will cause the keypad to beep rapidly four times. If an error is detected retry the entire command.