SONITROL *plus*®

System User's Guide

SONITROL®

■ Your security system

Thank you for selecting one of the most advanced security systems on the market today. Your system offers versatility and flexibility combined with superior performance and service.

You will use the keypad to turn your system off and on, as well as to set system options and identify problems. Your keypad features a four-line screen which displays system conditions and instructions. The text of each line will vary depending upon the current security level and features in use. This guide explains the various system features and keypad functions. Keep this guide in a convenient, secure location for future reference.

NOTE: Some optional features described in this booklet may not apply to your system. Contact your Sonitrol dealer for any configured settings.

Security Levels

Your security system may be divided into more than one "zone" or area. Each keypad displays the status of its assigned zone. Various security levels are available with your security system. The three main levels are: On, Occupied, and Off.

- **On:** This is selected to turn your security system ON (or "arm" it) and monitor all devices. The building should not be occupied.
- **Occupied Security:** This allows you to protect predefined areas of your premises (i.e., exterior doors, windows, etc.) while the interior of the building remains occupied. There are two levels of occupied security available:

  Instant: Sends an alarm immediately to the monitoring console if predefined areas of your premises are violated.

  *Delay: Delays sending an alarm to the monitoring console, allowing occupants normal Entry/Exit Delay periods to enter or leave through the designated door before causing an alarm.
- **Off:** Selected to turn your security system OFF (or "disarm" it) and only monitor devices such as fire, hold-up, temperature control, etc.
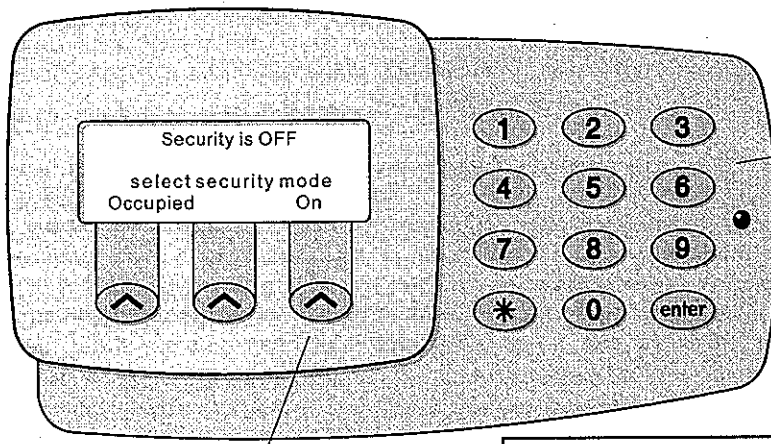
LED Status Indicators

The small LED light on the right side of your keypad will change colors depending on zone status.

- RED: Zone is armed (on).
- GREEN: Zone is disarmed (off).
- YELLOW: Occupied security level.
- FLASHING: An alarm has occurred. See keypad display.

NOTE: A slowly beeping keypad may indicate that the system is incapable of reporting alarms. Report this to Sonitrol.

*Combined Entry Delay and Abort Window should not exceed 1 minute. The Entry Delay default is 30 seconds; the Abort Window Delay default is 30 seconds.

■ Turning your system on (Arming)

```
Security is OFF

select security mode
Occupied        On
```

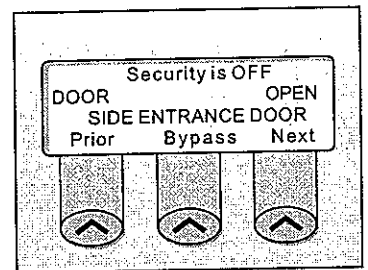**❷** Enter your code + press ENTER. *(If you have Quick Arm feature, skip this step.)*

❸ After code is verified, the keypad beeps and displays seconds remaining to exit. LED turns red, and screen states "Security is On." Exit immediately through designated door. If you do not exit before the beeping stops, an alarm will be transmitted to the monitoring console.
NOTE: In CP-01 mode, if you do not exit before the beeping stops, the zone may revert to the Occupied Level. If you do not exit but the door remains open, the siren will sound to warn you.

If you decide not to exit, cancel the arming process by entering your code + pressing ENTER again to turn the system OFF.

❶ Select ON security mode.
For information on Occupied mode, see page 6.
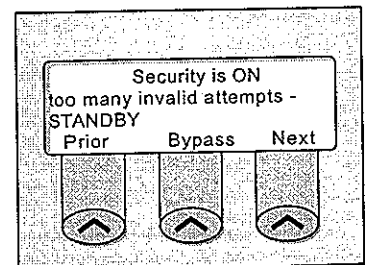

■ Problems when turning your system on

Violation preventing system arming

Prior to arming your system, all monitored devices (such as doors and windows) must be secured. If a violation exists when you attempt to arm your system, the screen will display a message indicating which device is not secure (see illustration on right). If more than one device needs to be secured, press Next to display violated devices in sequence. Press Prior to return to the previous display. Once you have secured the violated devices, continue with normal arming procedure. (You may also select Bypass to bypass a violated loop. Use of this feature is limited to designated users – see page 12 for more information.)

```
        Security is OFF
DOOR              OPEN
   SIDE ENTRANCE DOOR
   Prior   Bypass   Next
```
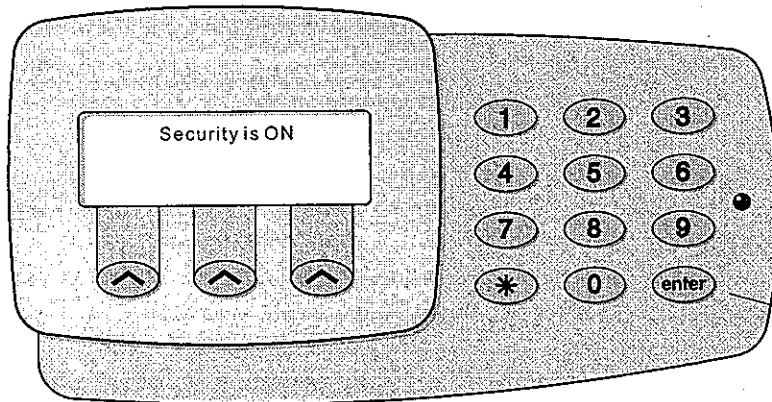
Invalid keypad entry

If you enter an invalid code (access or user ID), follow the instructions on the display to reenter your code entry. If four invalid access codes or two invalid user IDs are entered in succession, the system will refuse additional arming attempts for two minutes, send an alarm to the monitoring console, and the keypad screen will display "too many invalid attempts - STANDBY"

```
        Security is ON
too many invalid attempts -
STANDBY
   Prior   Bypass   Next
```

■ Turning your system off (Disarming)

Security is ON

❶ Upon entry through designated entry/exit door, keypad will beep, reminding you to turn your system off.
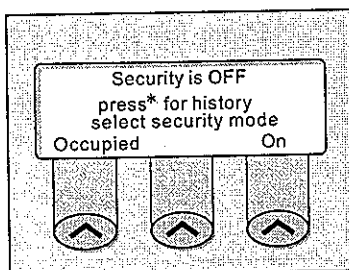
❷ Enter your code + press ENTER.

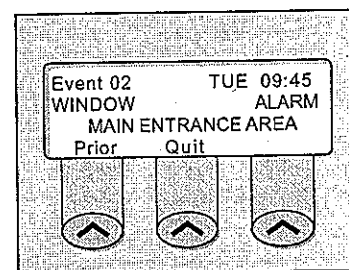
■ Identifying problems when turning system off

If your system has experienced an alarm (e.g., an open door or window) since the last time it was armed, the light on the keypad will be blinking red. Leave the premises immediately and call the monitoring console from another location.

To view Alarm History immediately after disarming system

Once you feel it is safe to enter and use your code to disarm, use the alarm history mode to display the alarms (up to 20 events) which have occurred since last arming, along with the time of each event.

Security is OFF
press* for history
select security mode
Occupied   On

Event 02   TUE 09:45
WINDOW   ALARM
MAIN ENTRANCE AREA
Prior   Quit

❶ Press * key to view Alarm History.

NOTE: If in CP-01 mode, entering your code to abort or to cancel an alarm will also disarm and prompt you to view the history. Refer to page 11.

❷ The last alarm event displays (numerical value indicates total # of events in history). To view other events, select Prior or Next. When done, select Quit.

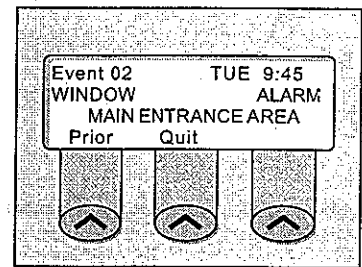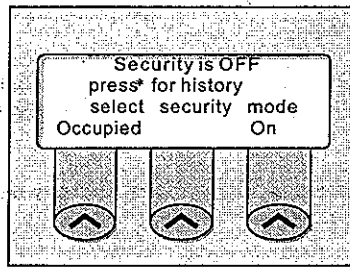# Viewing status & alarm history

The system maintains a historical log of up to 20 events for a maximum of seven days. Press * for history to view all alarms which have occurred since the system was last armed. If the system prompts "Press * for status," the equipment status may be viewed. If you select Quit while viewing status, the system will ask if you want to send a test signal. If yes, see page 9 for details.

If you want to view either status or history at any other time, simply press the * key. The system will then prompt you to select Status, Call, or History.

NOTE: If you wish to view zone arm/ disarm information, the Master Code is required.

Alarm History does not apply to access control configurations.

```
          Security is OFF
          press* for history
          select  security  mode
     Occupied                On
```

```
Event 02              TUE 9:45
WINDOW                    ALARM
       MAIN ENTRANCE AREA
Prior     Quit
```
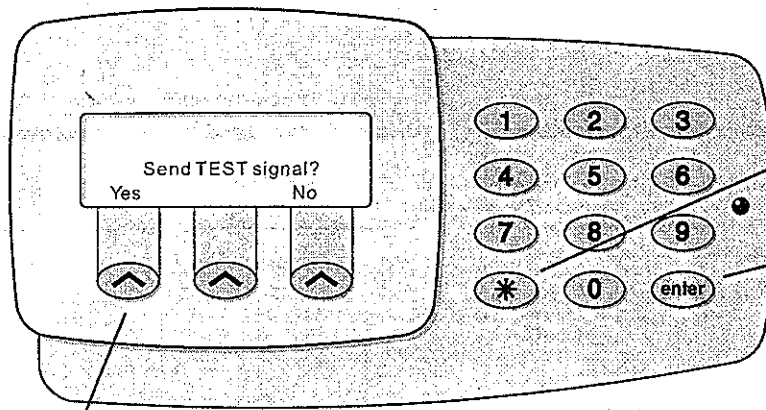
❶ Press * key.

❷ Enter your code + press ENTER . (If you have Quick Help, skip this step.)

❸ Select History .

❸ The last alarm event displays. To view other events, select Prior or Next. When done, select Quit . (If no key is pressed, display returns to previous screen after 15 seconds.)

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Sending a test signal

Sending a test signal establishes communication with the central station and should be used when assistance is required.

```
     Send TEST signal?
Yes                   No
```

❶ Press the * key.

❷ Enter your code + press ENTER. If you have Quick Help, skip this step.
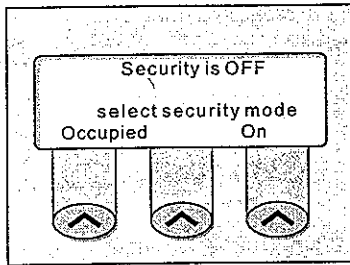
❹ Display reads as shown. Select Yes to send a test.

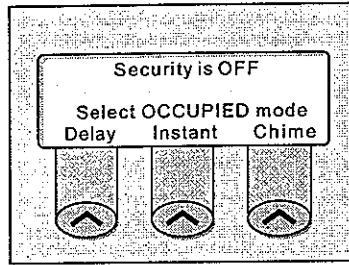❸ Next, Call, and History display. Select Call .

System is Stabilizing

In CP-01 mode, certain commands may cause the keypad to display "System is Stabilizing" for one minute. This feature has been added to prevent false alarms. The system will return to normal operation.
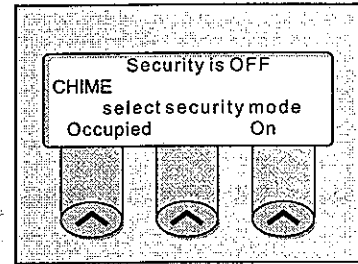
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■ Chime mode *(optional feature)*

This option causes the keypad to emit a beep tone if preselected devices are violated while security is Off or in the Occupied security level. This notifies you when someone enters or exits a specified area (door). An alarm is not sent to the central station.

Security is OFF select security mode Occupied On	Security is OFF Select OCCUPIED mode Delay Instant Chime	Security is OFF CHIME select security mode Occupied On
❶ Select Occupied key.	❷ Select Chime key.	❸ Enter your code + press ENTER. *(If you have Quick Arm feature, skip this step.)* Above screen displays.

To silence Chime mode

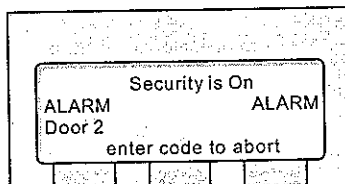❶ Select Occupied key.   ❷ Select Quiet key.   ❸ Enter your code + press ENTER.
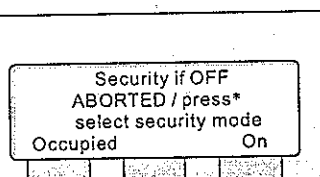
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■ Aborting and Canceling Alarms (CP-01 mode only)

Aborting Alarms

Allows you to prevent sending an alarm to the console by entering your code while the siren is sounding. The Abort Time window is 15 to 45 seconds. If a zone is armed, it also disarms the zone.

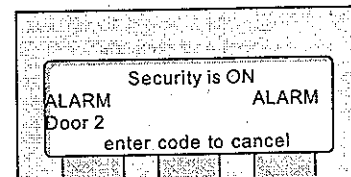❶ If an alarm occurs, this screen appears while the siren is sounding:

```
        Security is On
ALARM                    ALARM
Door 2
        enter code to abort
```

❷ Enter code to abort alarm. The following screen appears confirming that the alarm has been aborted.

```
        Security if OFF
        ABORTED / press*
        select security mode
Occupied              On
```

❸ Press * to view the alarm history.
❹ Enter Code + press ENTER. (If Quick Help is enabled, skip this step.)
❺ Select Call History. The last alarm event displays. When done, select Quit.

Canceling Alarms

Within 5 minutes after an alarm is sent (or to silence the siren or keypad) the following Cancel screen displays. See page 7.

```
        Security is ON
ALARM                    ALARM
Door 2
        enter code to cancel
```

❶ Enter code to cancel alarm. If zone is armed, this will also disarm the zone.

```
        Security is OFF
        CANCELED / press*
        select security mode
Occupied              On
```
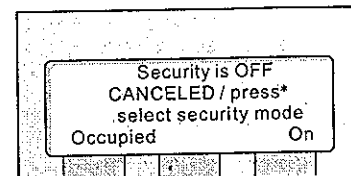
❷ Press * to view the alarm history.
❸ Enter Code + press ENTER. (If Quick Help is enabled, skip this step.)
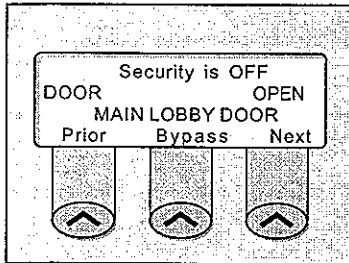❹ Select Call History. The last alarm event displays. When done, select Quit.

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Bypassing to enable system arming

In order to use any of the following features, you must use your system's Master Code. To return to previous menu, press ENTER, and use Master Code again, if desired. (Not applicable for access control configurations.)

Bypassing devices

Allows you to bypass a device when arming the system.

❶ Press On to arm the zone.

```
        Security is OFF
DOOR              OPEN
     MAIN LOBBY DOOR
  Prior    Bypass    Next
```

❷ If a device is currently violated (e.g. "main lobby door" as shown above) which is preventing the system from arming, the device will display at this point. If you choose to bypass this device and arm the system, select Bypass to enter the bypass mode. The system will display all devices which can be bypassed prior to arming.

❸ Enter Master Code + ENTER.

❹ If additional devices are violated, they may also be bypassed by selecting On and Bypass again.

❺ Attempt to arm system again by pressing On.

Bypassing audio sensors

Allows you to bypass a malfunctioning audio sensor when arming the system.

❶ Select On to arm the zone.

❷ Enter your code + press ENTER.

❸ Press ✱ for status, if prompted, then Status .

❹ If audio sensor failure displays, press Bypass. This will momentarily disable the system's audio to allow arming. After the system has armed, audio is re-enabled for all working sensors.

❺ Enter Master Code + press ENTER.
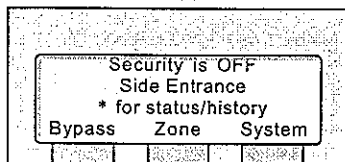
❻ Select On, then enter your arming code again.

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Advanced system features

In order to use any of the following features, you must use your system's Master Code. To return to previous menu, press ENTER, and use Master Code again, if desired. *(NOTE: Not applicable for access control configurations.)*
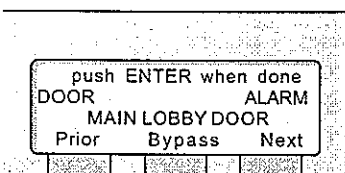
Bypassing prior to arming a zone to Occupied security level

Allows you to bypass an unviolated device prior to arming to the Occupied level (e.g., bypass a window to be opened later while protecting the remaining perimeter).

❶ Enter Master Code + ENTER.

```
        Security is OFF
        Side Entrance
       * for status/history
  Bypass    Zone    System
```

❷ Select Bypass. System will display all violated and non-violated devices which can be bypassed at Occupied level.

```
     push ENTER when done
DOOR              ALARM
     MAIN LOBBY DOOR
  Prior    Bypass    Next
```
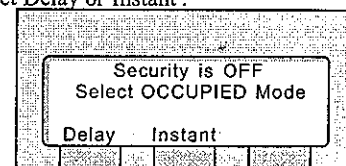
❸ Select Next or Prior to display the device you wish to bypass.

❹ When device displays, select Bypass.

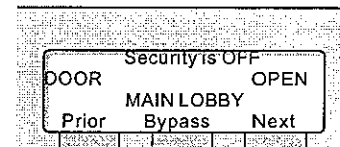❺ Press ENTER. Device is bypassed. Refer to page 6 for Occupied arming.

Bypassing violated device to permit arming

Allows you to bypass a violated device while arming to Occupied or On levels.

❶ Select On (see page 2) or Occupied (see page 6). If Occupied arming, select Delay or Instant .

```
        Security is OFF
     Select OCCUPIED Mode

   Delay      Instant
```

❷ Violated devices which are preventing zones from arming are displayed.

```
        Security is OFF
DOOR              OPEN
       MAIN LOBBY
  Prior    Bypass    Next
```

❸ Select Bypass to enter bypass mode.

❹ Enter Master Code + ENTER.

❺ If more than one device needs to be bypassed, repeat steps 3 & 4.

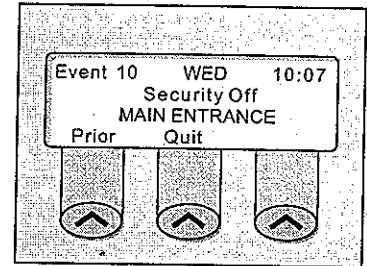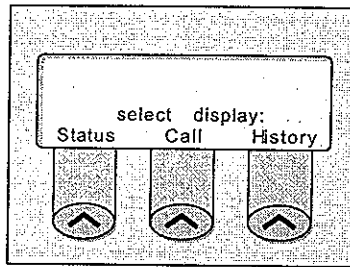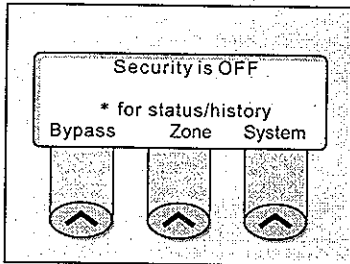❻ When prompted to arm all zones, select No. "Bypass" displays on the keypad.

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■ Advanced system features

In order to use any of the following features, you must use your system's Master Code. To return to previous menu, press ENTER, and use Master Code again, if desired. *(NOTE: Not applicable for access control configurations.)*

Advanced Alarm History

This feature allows you to view the last 20 events which have occurred on your system for a maximum of seven days. These events include when the system was armed/disarmed, alarm violations, etc.

Security is OFF * for status/history Bypass Zone System	select display: Status Call History	Event 10 WED 10:07 Security Off MAIN ENTRANCE Prior Quit

❶ Enter Master Code + press ENTER, then press * for history to display.
If your system has multiple zones, you will be asked which zone(s) you want to examine.

❷ Select History.

❸ Last event will display. Use Prior or Next keys to view additional system information. When done, select Quit, or within 15 seconds display returns to previous screen.
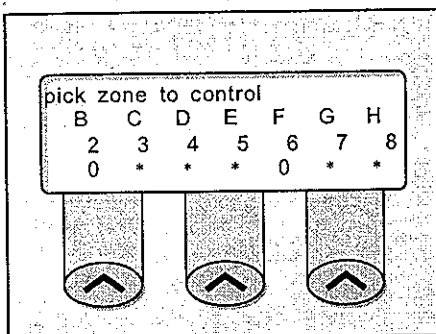
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■ Advanced system features

In order to use any of the following features, you must use your system's Master Code. To return to previous menu, press ENTER, and use Master Code again, if desired. *(NOTE: Not applicable for access control configurations.)*

Viewing multiple zone arm/disarm status, and changing security levels

Allows you to view each zone status and change security level. Cannot be used from zone's keypad that is already armed.

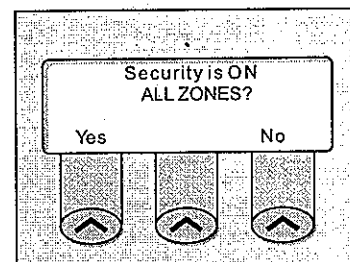**❶** Enter your system's Master Code + press ENTER.

pick zone to control B C D E F G H 2 3 4 5 6 7 8 0 * * * 0 * *		

❷ Select Zone (O = Occupied, * = ON, blank = OFF)

❸ If desired, change the security level from the menu. Select the zone you wish to change. (For example, press "8" on the

keypad to change zone H's security level).

❹ Select security level (On, Off, or Occupied).

❺ Enter your system's Master Code + press ENTER.

Multiple zone disarming

❶ Enter your system's Master Code + press ENTER.

Security is ON ALL ZONES? Yes No		

❷ Select Yes to disarm all zones, or No to disarm only the zone you are in.

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■ Advanced system features

In order to use any of the following features, you must use your system's Master Code. To return to previous menu, press ENTER, and use Master Code again, if desired. *(Note: Not applicable for access control configurations.)*

Multiple zone arming

❶ Select On Security Mode.
❷ Enter Master Code + press ENTER.
❸ Select Yes to arm all remaining unarmed zones, or No to arm only the zone you are in.

NOTE: If you wish to arm one zone, and a problem or failure exists, a Bypass prompt will display. Once the Bypass command is issued, immediately enter Master Code + press ENTER to arm that zone.

Enable/disable output

(optional feature)

This feature can be used to turn a pre-programmed device (such as building lights) on or off.

❶ Enter your system's Master Code + press ENTER.
❷ Select System.
❸ Select Enable Output to turn device on. Select Disable Output to turn device off.

Adding additional access code

You can use the keypad to program a 1 – 4 digit user-assigned code into your system for specific individuals, such as a cleaning service or temporary employees. Only one user-assigned code can be entered at any one time.

❶ Enter your system's Master Code + press ENTER.
❷ Select System.
❸ Select Change Code.
❹ Enter in the user-assigned code + press ENTER. Verify new code is valid by re-entering it (with user ID if Secure Arming) when prompted. If new code is not entered within 15 seconds, screen returns to previous display.

Removing additional access code

❶ Enter your Master Code + press ENTER.
❷ Select System.
❸ Select Change Code.
❹ When prompted for code, enter the new code and then press ENTER to erase old code. A message displays, indicating that the code has been changed. Press OK.

❺

❻

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■ Access Control Operation

Your basic system may allow the use of a card reader to control a door lock or to arm and disarm. If your system has access control modules, refer to the information for these modules. It is possible that disarming may unlock the door. It is also possible that the card reader will arm and disarm the zone.

Card Reader LED	If Used for Door Access	If Used for Arm/Disarm
RED LED	Door is locked.	Zone is armed.
Green LED	Door is unlocked.	Zone is disarmed.
Red/Green flashing	----	Zone is arming.
Yellow LED briefly	Invalid door, time or authority	----
Yellow LED	----	Violation will prevent arming.

■ Fire Exit Drills

Most important in the case of a fire is that you have an exit plan. Draw a floor plan of your home or business, showing at least 2 exit paths out of every room, particularly bedrooms and the location of fire extingushers. Discuss this plan with each member of your family or business, and twice a year hold a fire drill.

During this drill practice:

- learn the sound your system makes to alert you of a fire condition.
- Exit quickly but safely, without stopping to take any possessions, or returning for ANYreason. Emphasize in a fire there may be only seconds to escape.
- Crawl with head height less than 2 feet above floor, to minimize exposure to deadly smoke and heat. If smoke is present, hold your breath.
- Test every closed door before opening it, by touching the door and door knob to check it they are hot. If so, do NOT open the door, use another route. If cool, open door slowly.
- Be sure each family member or employee can unlock each exit path, even in the dark.
- Pretend various exit paths are blocked by fire. If you live or conduct business above ground floor, practice how you will reach the ground.
- Once outside, meet at a predetermined outdoor meeting spot.
- Call the fire department from a neighbor's or nearby business' phone. Report if anyone is still in the building or missing.

Test your system monthly to be sure it is fully functional, but be sure to call your central station first, to warn them that this is only a test.
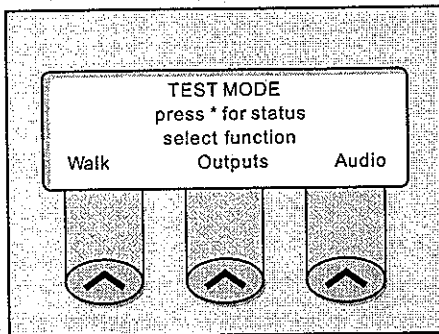
NOTE: If the LCD plus keypad display shows only a blinking cursor, beeps every 10 seconds, and has a blinking yellow LED, this indicates an internal communications problem that may make it impossible to detect some alarm conditions. Call your central station immediately.

■ Testing Mode

The Test Mode option offers these tests: Walk Test; Auxiliary Output Test; and Audio Test. While panel is in test mode, the ke ypad LED flashes alternating red and green once per second and emits a triple beep once each minute. The panel test is terminated by moving the "TEST/OPER" switch back to the "OPER" position. When test mode is terminated, panel is disarmed.

Test Mode

For CP-01 systems, all partitions must be disarmed before entering Test Mode. A "Test in Progress" message is sent from the panel to the Central Station when the panel is put in Test Mode. A "Test Complete" message is sent when the "TEST OPER" Switch (SW1) is switched back to OPER.
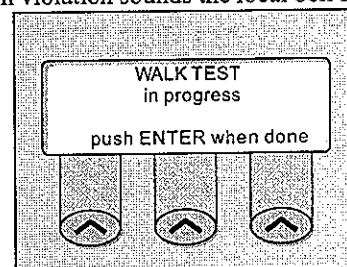
```
        TEST MODE
      press * for status
      select function
Walk       Outputs      Audio
```

❶ From the Setup Mode screen, press the Test button. The screen above appears.

Walk Test

The Walk Test does not operate until the entire Sonitrol plus System has been downloaded.

❶ From the Test Mode screen, press the "Walk" button to set the Walk Test Mode. The following screen appears. Perform a test by walking around the facility violating alarm loops. Each violation sounds the local bell for 1 second.
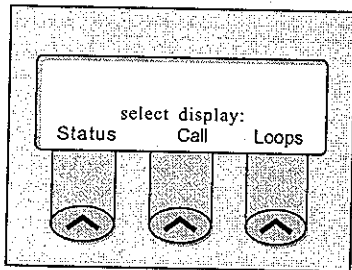
```
        WALK TEST
        in progress

     push ENTER when done
```

❷ After violating the loops, return to the keypad and press "Enter" to exit the Walk Test. The System Test screen appears.

❸ You can press the keypad "*" key (system status) to see the Walk Test results for this partition.
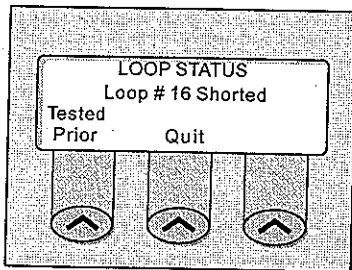
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■ System Status

System Status

This feature allows you to check these status messages: low battery, RPU down, memory error, cut telephone line, preamp down, and options error.
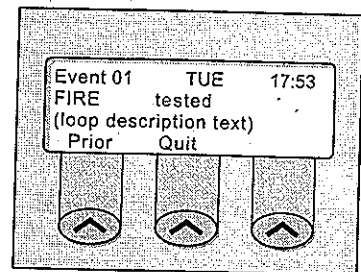
```
       select display:
  Status    Call    Loops
```

```
         LOOP STATUS
        Loop # 16 Shorted
 Tested
  Prior       Quit
```

```
 Event 01      TUE      17:53
 FIRE       tested
 (loop description text)
   Prior     Quit
```

❶ From the System Test screen, press * to display the Status screen shown above.

❷ Press "Loops" or "Call" to display system alarm loops: (Open, Short, Normal).

For CP-01, only loops assigned to same partition are displayed.

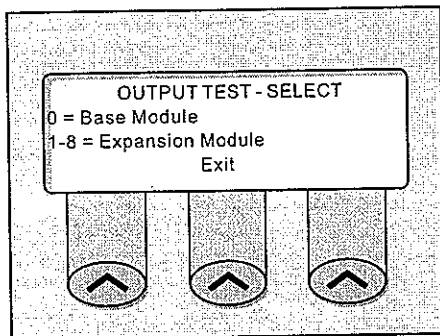The word "tested" appears if loop was tested during a Walk Test.

❸ Last event will display. Use Prior or Next keys to view additional system information. When done, select Quit to return to Setup Mode screen.
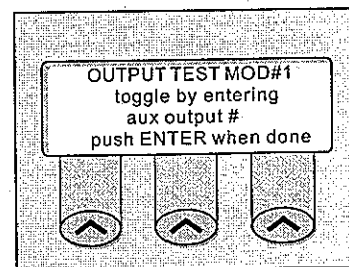
■ Outputs Test

Test Mode

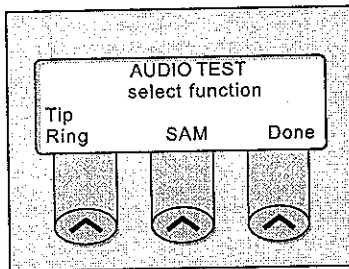**❶** From the Test Mode screen, press the "Outputs" button to display the Output Test screen shown below.

❸ After selecting a module, press the associated keypad key to toggle the ouput ON and OFF.

❹ Press the number key to turn each output ON and press it a second time to return the output to its original state: "1" for Aux Output 1; "2" for Aux Output 2; "3" for Aux Output 3; "4" for Aux Output 4; and "5" for the Local Bell.

❺ Press "Enter" to return to the Outputs Test screen.

```
        OUTPUT TEST - SELECT
 0 = Base Module
 1-8 = Expansion Module
               Exit
```

```
        OUTPUT TEST MOD#1
          toggle by entering
           aux output #
         push ENTER when done
```

❷ Press "0" to select the Base Module. Press 1 through 8 to select an attached Expansion Module (see the next figure).
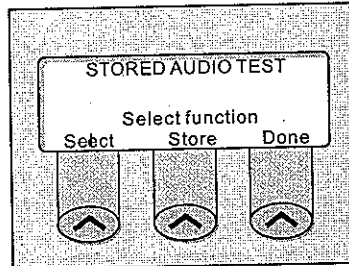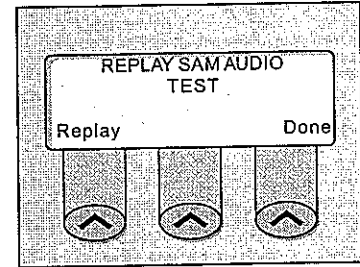
■ Audio Test

From the Test Mode screen (see Test Mode section), press the "Audio" button to display the "Audio Test" screen shown below. "SAM" appears on the Audio Test screen only if the system was downloaded with SmartAudio Module options. Furthermore when the "Audio" button is depressed, it also sends a test tone to all audio sensors.

```
        AUDIO TEST
       select function
  Tip
  Ring      SAM      Done
```

```
      STORED AUDIO TEST

        Select function
   Select    Store     Done
```

```
     REPLAY SAM AUDIO
          TEST
  Replay              Done
```

❶ Press the "SAM" button.

❷ Press "Select" button. Select attached SAM by pressing keys 1 through 8.

❸ With phone line disconnected, press "Store" to store next 5 seconds of audio. Press Replay to route audio to TIP/RING points. Press Done.
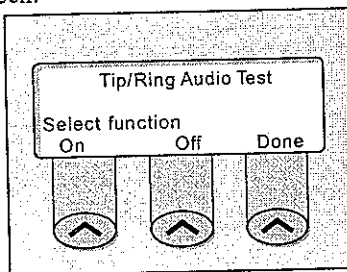
■ Tip Ring Audio Test

This feature allows you to route audio to the TIP and RING test points on the panel. Connecting a handset to these points allows you to check the quality of the audio that is sent to the Central Station.

Tip Ring Audio Test

❶ From the Audio Test screen, press the "Tip Ring" button to display this screen.

```
     Tip/Ring Audio Test

  Select function
    On        Off      Done
```

❷ With phone line disconnected, press the "On" button to route audio from all system audio sensors to the TIP and RING test points on the panel.

❸ Press the "Off" button to remove the audio from the TIP and RING test points.

❹ Press the "Done" button to return to the initial Audio Test screen.

❺ Reconnect the phone line.