Axiom Safesuite ™

LED Keypad
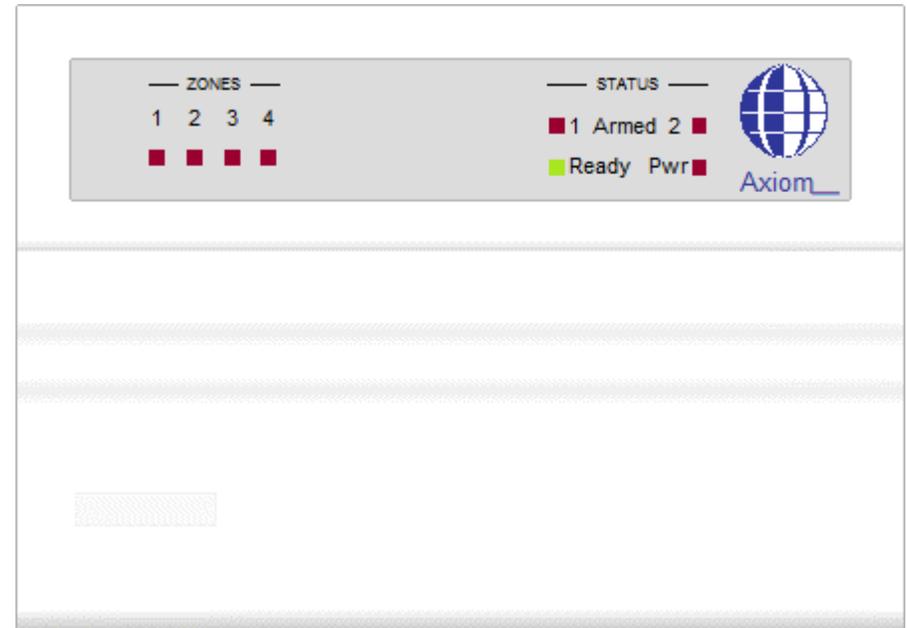
USER'S MANUAL

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INTRODUCTION

AXIOM SAFESUITE™ system has been specifically designed for Condominium living to allow for more flexibility on offsite notification and onsite interaction with the building's common area, while maintaining individual suite control.

♦ The Axiom SafeSuite™ is a 4-zone, fully supervised alarm control panel. Specific areas of detection are called zones. Zones can be programmed to have different characteristics. Some zones may be 24-hour zones, that is, they remain armed even when the alarm system is off. Zones used for fire detection, for example, are always 24-hour zones. In addition, some zones can be programmed to allow bypassing. When you bypass a zone, you temporarily remove it from the alarm system. **Bypassed zones, however, are not protected.**

♦ The panel can be programmed with **eight (8) different user codes.**

♦ The panel also has **DURESS CODE functionality.**

♦ User codes are normally used for arming and disarming the panel. **Duress code** is used for disarming / arming while sending a silent panic code to security.

♦ **The panel has a PRIMARY CODE (code #1) which is used for programming the keypad as well as arming and disarming**. This code has a default value of 1 2 3 4 and should be changed after being installed since all of the units come with the same default code. The Primary code (*code #1*) though it can be changed, it cannot be deleted (*see programming section*).

♦ The rest of the user codes (#2 to #8) can be changed or deleted any time.

AXIOM SAFESUITE™ DISPLAY

Keypad display consists of four **Zone lights** and four **Status lights.**
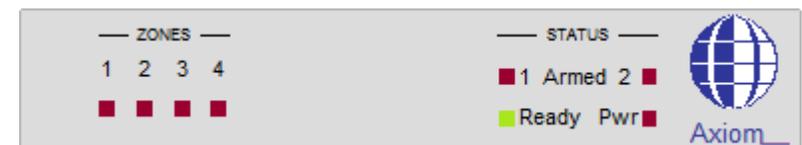
KEYPAD OPERATION

STATUS - LIGHT (LED) INDICATIONS

POWER LED	ON:	Unit Powered up.
	OFF:	No Power.
	FLASHING:	No Communication.
READY LED	ON:	All zones are Normal (closed) and ready to arm.
	FLASHING:	Alarm in Memory (when system is disarmed) OR
		for the duration of the Exit delay (when system is armed).
ONLY ARMED1 LED	ON:	System in HOME ARM mode.
ONLY ARMED2 LED	ON:	System in INSTANT mode (nighttime arming).
BOTH ARMED1 & ARMED2 LED	ON:	System is Armed (AWAY mode or Forced Arm mode).
	FLASHING:	System in Alarm.

ZONE - LIGHT (LED) INDICATIONS

4/8 zone lights represent 4/8 different zones, for example, zone LED 1 represent area programmed as ZONE 1.

ZONE LED 1-4/8	ON:	Corresponding zone open.
	FLASHING:	Bypassed zone, for the duration of the Exit Delay (when system is armed).

FOR SERVICE OR HELP WITH YOUR AXIOM SAFESUITE™ SYSTEM PLEASE CALL:

DEALER NAME: _____

NAME OF CONTACT PERSON: _____

PHONE NO.: _____

To understand the status of these lights (LED's) event-wise, see the following functions of the keypad.

Event wise Lights (LEDs) functionality

	POWER LIGHT	READY LIGHT	ARMED 1 LIGHT	ARMED 2 LIGHT	ZONE LIGHT	REMARKS
Unit Powered	ON	-	-	-	-	Keypad is powered up.
Power Failure	OFF	OFF	OFF	OFF	OFF	Power failure.
No Communication	Flash	-	-	-	-	Unit lost communication.
System Ready All Zones Normal	ON	ON	OFF	OFF	OFF (All)	Ready to Arm.
System Armed Away Mode	ON	OFF	ON	ON	-	Ready light will flash for Exit time.
System Disarmed	ON	ON	OFF	OFF	-	Ready light on if system is disarmed.
Exterior zones Armed (Home Arm)	ON	OFF	ON	OFF	-	Interior zones are disarmed, And exterior zones are armed.
Arming at Night (Instant Arm Mode)	ON	OFF	OFF	ON	-	Interior zones are disarmed. No entry/exit delay.
Armed with zone open (Forced Arm Mode)	ON	OFF	ON	ON	-	Arming while a zone is open.
System in Alarm	ON	OFF	Flash	Flash	-	Armed1&2 lights flash in Alarm.
Zone Open	ON	-	-	-	ON zone 1-4/8	Numerically represented zone light ON when zone opens.
Memory	ON	Flash	-	-	Flash	Last alarm in Memory.
Zone Bypass	ON	OFF	ON	ON	Flash (exit time)	Zones are not shown when system is armed in HOME or INSTANT mode.
Zone Trouble	ON	ON	OFF	OFF	Flash	Corresponding zone light flashes (system disarmed).

AXIOM SAFESUITE™ SECURITY FUNCTIONS
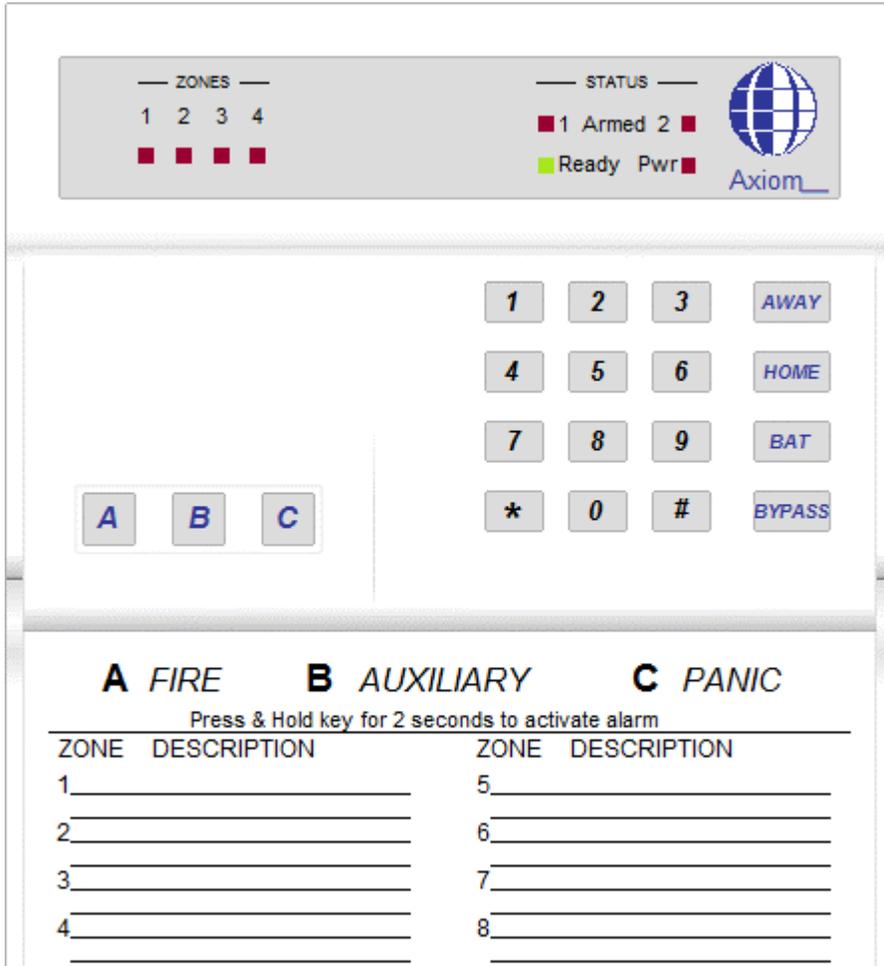
ARMING (AWAY MODE)

1. **Before arming the panel, ensure that the READY LIGHT is ON steady**. Panel will not arm if READY LIGHT is flashing (see MEMORY function).

2. Enter your four-digit user code followed by the # key.

1	2	3	4

   OR

#

   Enter your user code, and press the "AWAY" key.

AWAY

Definitions

ALARM
A condition that occurs when the detection devices in a zone are triggered after the system is armed.

ALARM MEMORY
Alarm conditions are stored in memory until cleared.

BYPASS
To bypass is to take a zone out of the circuit. Bypassing malfunctioning zones allows the rest of the system to be armed. Bypassing interior zones allow freedom of movement within the premises, while arming the outer zones.
Note: Bypassed zones are not protected.

ENTRY DELAY
The time you have to enter the premises through a designated DELAY ZONE and disarm the panel (before an alarm occurs). The delay time is programmable (see the programming section).

EXIT DELAY
Once the system is armed, the time you have to exit the premises through a DELAY ZONE (before an alarm occurs). The exit delay time is programmable (see the programming section).

ZONE
A Zone is one of the protected areas in your premises.

24-HOUR ZONE
A zone that is always active, whether the system itself is armed or disarmed. FIRE, AUXILIARY and PANIC zones are examples of 24-hour zones. Entering a valid four-digit user code clears alarm conditions on these zones.

ZONE TABLE

The following table may be filled out to list the zone number along with a description of the protection circuit connected to that zone.

Zone	Zone Description
1	
2	
3	
4	
5	
6	
7	
8	

ZONE TYPES

Various zone types to select from are:

1. **Entry Exit**: for example; Entrance door.
2. **Follower**: for example; Motion detector at the keypad.
3. **Interior**: for example; Door Contact.
4. **Exterior**: for example; broken glass detector at window.
5. **24 hour delayed**; Fire.
6. **24 hour**; Panic Alarm.
7. **Momentary switch to arm or disarm the panel.**

ARMED1 & ARMED2 lights will turn on, the READY light will flash, and the EXIT TONE will sound for the duration of EXIT delay (45 seconds by default).

3. Within this time you may exit the premises without causing an alarm. At the end of exit delay, the exit tone will stop; the READY LIGHT will turn OFF.

The Panel is now ARMED.

HOME ARM MODE

Home Arming arms perimeter zones; while bypassing interior zones (e.g. motion detector). The zone lights will indicate accordingly when any of the zones open.

1. Make sure the green READY light is ON

2. Enter your four digit user code, then press 1, 1 and #.

1	2	3	4

1	1	#

OR

Enter your user code, and press the "HOME" key.

1	2	3	4

HOME

3. Only ARMED1 light will turn ON steady.

   The Panel is now in HOME mode.

INSTANT ARM MODE

INSTANT ARM MODE is also known as EVENING MODE.

Instant mode is used to arm panel while still remaining in the premises, for example, arming at nighttime.

1. Make sure the green READY light is ON

2. Enter your four digit user code,
   then press 2, 2 followed by #

   | 2 | 2 | # |

   OR

   Enter your four-digit user code,
   press "PG" key.

   | 1 | 2 | 3 | 4 |

   | PG |

3. Only ARMED2 light turns ON steady.

4. Arming the panel in INSTANT mode arms panel with no entry/exit delay and disables interior zones (e.g. motion detectors).

FORCED ARM MODE

Arming the panel while a zone is open is known as Force Arming. FORCED ARM will ignore any open zones during arming. These zones can still cause an alarm if closed first.

1. Enter your four digit user code,
   then press 3,3 and #.

   | 1 | 2 | 3 | 4 |

   | 3 | 3 | # |

2. Both ARMED1 & ARMED2 lights will turn on (the READY light will flash for the duration of EXIT DELAY, before it turns OFF as in case of ARM MODE).

BYPASS MODE

BYPASS MODE is also known as SHUNT MODE.
Bypass mode is used to temporarily disable one or more zones from being armed.

1. To BYPASS one or more zones, enter your four-digit user code,

   | 1 | 2 | 3 | 4 |

   and press "BYPASS" key,

   | BYPASS |

2. All zone lights turn on, indicating the panel is in BYPASS mode.

3. Key-in zones to be bypassed (1-4). Corresponding ZONE LIGHT will turn off.

CHANGE ENTRY DELAY TIME

By default entry delay time is 30 seconds. To change this timing:

1. Enter Programming mode.

   | 1 | 2 | 3 | 4 |

   | 5 | 5 | # |

2. Press keys 1, 1 followed by #.

   | 1 | 1 | # |

3. Enter exit delay time in seconds by pressing 3 digits (001-127).

4. Press # to get out of the function and revert back to the programming mode.

   | # |

CHANGE LOCK TIME

By default entry delay time is 20 seconds. To change this timing:

1. Enter Programming mode.

   | 1 | 2 | 3 | 4 |

   | 5 | 5 | # |

2. Press keys 1, 5 followed by #.

   | 1 | 5 | # |

3. Enter the Lock time in seconds by pressing three digits (001-127).

4. Press # to get out of the function and revert back to the programming mode.

   | # |

EXIT PROGRAMMING MODE

Pressing keys 5, 5 followed by # exits programming mode.

   | 5 | 5 | # |

The zone lights turn normal.

CHANGE 24-HOUR DELAY ZONE DURATION TIME

To change 24-hour delay zone (such as smoke detector) time out duration (by default 120 seconds):

1. Enter Programming mode.

| 1 | 2 | 3 | 4 |

| 5 | 5 | # |

2. Press keys 1, 4 followed by #.

| 1 | 4 | # |

3. Enter 24-hour delay zone timeout in seconds by pressing 3 digits (001-127)

| # |

4. Press 3 to go back to programming mode.

CHANGE EXIT DELAY TIME

By default exit delay time is 45 seconds. To change it:

1. Enter Programming mode.

| 1 | 2 | 3 | 4 |

| 5 | 5 | # |

2. Press keys 1, 2 followed by #.

| 1 | 2 | # |

3. Enter exit delay time in seconds by pressing three digits (001-127).

4. Press # to get out of the function and revert back to the programming mode.

| # |

Exit BYPASS MODE by pressing # key.
The panel is now ready for arming, disabling the bypassed zones.

4. Now when the panel is armed, the ARMED1 & ARMED2 lights will turn ON Steady, the READY light & BYPASSED ZONES lights will flash, and the EXIT TONE will sound for the duration of the EXIT DELAY.

5. At the end of the exit delay, the exit tone will stop; the READY LIGHT and the BYPASSED ZONES LIGHTS will turn OFF.

**All bypassed zones are cleared when the panel is disarmed.**

NOTE: To cancel the bypassed zones before arming the system, key-in the bypassed zones one more time,

The corresponding zones lights will turn on again (keying in bypass zones will toggle them on/off, light OFF zone bypassed, light ON zone is not bypassed).

Press # key to EXIT BYPASS MODE and now the panel is ready to arm.

DISARMING

1. On entry from the main entry point, the ENTRY DELAY TONE is activated.

2. Enter your four digit user code, followed by #

| 1 | 2 | 3 | 4 |

| # |

within the ENTRY TIME (30 seconds by default) to disarm the system.

3. If a valid code is not entered during the ENTRY DELAY TIME, the panel will go into ALARM.

4. If an access code is entered incorrect, press # key and re-enter the user code followed by #.

| # |

DOOR CHIME

1. To enable a door-knock sound whenever a zone is open, press and hold the number key button corresponding to the desired zone on the keypad for approximately 3 seconds.

2. The door chime is enabled if you hear a KNOCK sound and if you hear an ACKNOWLEDGE sound, the door chime is disabled.

CANCELING AN ALARM

After an alarm, the panel audio sounds. ARMED1 & ARMED2 lights flash. The corresponding zone light, which caused the Alarm, will also flash.

1. Key-in your four digit user code followed by the # to **Cancel an Alarm** or to **Disarm the System.**

| 1 | 2 | 3 | 4 |

| # |

2. READY and the zone light will flash, indicating ALARM MEMORY.

3. To clear MEMORY, enter 08, followed by #.

| 0 | 8 | # |

Note: **Alarm/Siren time out is 5 minutes by default.**

ALARM MEMORY

1. **Last zone in alarm** can be recalled by pressing 09 followed by the # key.

| 0 | 9 | # |

2. Last alarmed zone light and READY light will start flashing again until memory is cleared by pressing 08 followed by # key.

Last zone in alarm is cleared from memory when the panel is armed.

CLEAR (DELETE) USER CODES

1. Enter Programming mode.

| 1 | 2 | 3 | 4 |
| 5 | 5 | # |

2. Press the corresponding keys to delete the desired user code followed by #

| 0 | n | # |

3. Press * key four times followed by #, the user code is clear.

| * | * |
| * | * | # |

4. The panel will be back in programming mode, indicated by zone lights flashing across.

5. Repeat the same procedure to delete next user code.

CHANGE ALARM/SIREN DURATION TIME

1. Enter Programming mode.

| 1 | 2 | 3 | 4 |
| 5 | 5 | # |

2. Press keys 1, 3 followed by #.

| 1 | 3 | # |

3. Enter alarm/siren timeout in minutes by pressing three digits (001-127).

4. Press # to be back in programming mode.

| # |

Note: By default alarm time out is 5 minutes.

6. CHANGE OR ADD USER CODE

1. Enter Programming mode.
   Zone lights will be flashing across.

1	2	3	4

5	5	#

2. Keys 0, 1 to 0, 8 represent corresponding user codes 1 to 8. Press the desired keys to add/change the user code and #, the corresponding zone light turns on steady.

0	n	#

3. Add or change the nth user code by pressing four digits followed by #, e.g.

2	3	4	5	#

4. The panel will be back in programming mode, indicated by zone lights flashing across.

5. Repeat the same procedure for the next user code.

CHANGE, ADD, OR DELETE USER ACCESS CARD

Add or Change

1. Enter Programming mode.
   Zone lights will be flashing across.

1	2	3	4

5	5	#

2. Enter the desired user number 0, 1 to 0, 8.

3. Present the card to the reader. A successful read will store that card data for that user number.

Delete

To delete a user's Access Card you have to delete that user's code. If the user's code is still valid, it can be added back in.

Emergency Keys

FIRE KEY

1. Press and hold the "A" key or the 7 & 9 keys together for over three seconds to activate the FIRE ALARM.

A

7	+	9

2. ARMED 1, ARMED 2, & READY lights will start flashing with a **pulsing siren**.

   NOTE: This alarm will not time out and must be cleared by entering a valid password.

AUXILIARY KEY

1. Press and hold the "B" key or the 4 & 6 keys together for over three seconds to activate EMERGENCY ALARM.

B

4	+	6

2. ARMED 1, ARMED 2, & READY lights will start flashing with a **buzzer pulsing**.

   NOTE: This alarm will not time out and must be cleared by entering a valid password.

PANIC KEY

This is an alarm to call Security silently.

Press and hold the "C" key or the 1 & 3 keys together for over three seconds to activate PANIC ALARM.

C

1	+	3

DURESS CODE

In extraordinary situations where you are forced to arm/disarm the system (for example, at gunpoint) and you want to send silent message to Security as well, the **DURESS CODE** feature of the panel is very useful to activate the PANIC ALARM.

1. Enter your four-digit user code and press 9, 9 followed by **#**.

1	2	3	4

9	9	#
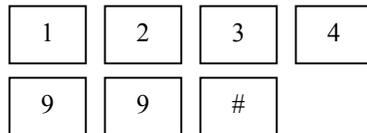
2. The system will disarm/arm and will send a silent message to Security as PANIC ALARM.

ACCESS CONTROL (OPTIONAL)

By using some of the Non-Password protected command codes, following optional access control features can be activated.

ENABLE ENTERANCE TO BUILDING

Pressing keys 0, 1 followed by #, opens lobby's door #1 momentarily. The system can

0	1	#

be set up in such a way that the Suite owners can use it to release an ENTERANCE DOOR to the building as & when they desire.

Pressing keys 0, 2 followed by #, opens lobby's door #2 momentarily. This feature, if

0	2	#
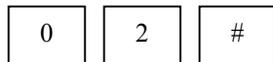
set up, can be used to release a second ENTERANCE DOOR to the building.

ELEVATOR CALL

Pressing keys 0, 3 followed by #, calls an elevator to your floor.

0	3	#

AUDIO/VIDEO CONTROL

Pressing keys 0, 4 followed by #, toggles audio # 1 on/off.

0	4	#

Pressing keys 0, 5 followed by #, toggles audio #2 on/off.

0	5	#
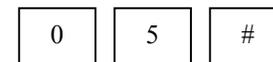
Pressing keys 0, 6 followed by #, toggles video #1 on/off.

0	6	#
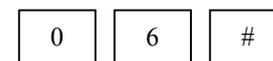
Pressing keys 0, 7 followed by #, toggles video #2 on/off.

0	7	#

PROGRAMMING

ENTER PROGRAM MODE

Press the four-digit PRIMARY CODE (code #1) followed by the keys 55 and #.

1	2	3	4

5	5	#
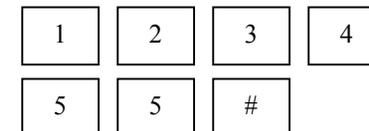
Zone lights flashing across indicate the activation of programming mode.

Note:
♦ Only the PRIMARY CODE works for programming mode. The rest of the user codes (code #2 to #8) cannot be used to activate programming mode.
♦ If no key is pressed for programming within the TIME OUT period (45 seconds by default), the panel will exit program mode.

While in program mode the following functions are available by entering their corresponding codes. To exit from any of those functions press # and the unit will revert back to programming mode again.