ROKONET

ORBIT-6

USER MANUAL

VER. B

Customer Information

1. The ORBIT-6 (Model RP-206) complies with FCC Part 68 Rules. On the upper panel of this product is a label that contains, among other information, the FCC Registration Number and Ringer Equivalence Number (REN is 0.8B). If requested, this information must be provided to the Telephone Company.
2. An FCC compliant telephone connector is provided with this equipment. This equipment is designed to be connected to the telephone network or premises wiring using a connector, which is Part 68 compliant.
3. If the ORBIT-6 (RP-206) is not operating properly, it may cause harm to the telephone network. If so, the Telephone Company will notify you in advance that a temporary discontinuance of service may be required. If advance notice is not practical, you will be notified as soon as possible. Also, you will be advised of your right to file a complaint with the FCC if it is necessary.
4. The Telephone Company may make changes in its facilities, equipment, operations, or procedures, which could affect the operation of the equipment. If this happens, the Telephone Company will provide advance notice in order to enable you to make the necessary modifications to maintain uninterrupted service. If the equipment is causing harm to the telephone network, the Telephone Company may request that the equipment be disconnected until the problem is resolved.
5. Connection to telephone company-provided coin service is prohibited. Connection to party line service is subject to state tariffs.
6. If trouble is experienced with the ORBIT-6 (RP-206), for repair and warranty information, please contact your supplier.

For service centers please see back cover.

FCC Warning

This equipment has been tested and found to comply with the limits for a Class B digital device pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and the receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced Radio/TV technician for help.

Changes or modifications to this unit not expressly approved by Rokonet, Ltd., could void the user's authority to operate the equipment.

p/n: 5IN206UM B

Summary of User s Commands

It is necessary to **ARM** your system to obtain protection from **intrusion. All other forms of protection,** including **fire** and **24-hour panic alarms** (i.e. police, fire, and special emergency) **are always ready to report alarms and do NOT need to be armed.**

This User's Manual contains all the information needed to operate your Rokonet *ORBIT-6* Security System and to get the most from it. This page, called a **Command Summary**, is intended to give you brief summaries of common system operations. More detailed explanations and related information can be found within, by referring to the indicated page.

FUNCTION	PROCEDURE	MORE ON
System Arming	**[USER CODE] + [ARM]**	**Page 19**
Stay Home Arming	**[USER CODE] + [STAY]**	**Page 19**
Instant Stay	**[STAY] + [STAY]**	**Page 19**
System Disarming	**[USER CODE]**	**Page 22**
Duress Disarming	**[DURESS CODE]**	**Page 23**
Silencing an Alarm	**[USER CODE]**	**Page 22**
Bypassing / Unbypassing a Zone	**[✻] + [1] + [USER CODE] + [ZONE NUMBER TO BE BYPASSED / UNBYPASSED]**	**Page 20, 25**
Quick Bypassing Zone	**[ZONE NUMBER TO BE BYPASSED] for at least 2 seconds**	**Page 25**
Reset Smoke Detector(s)	**[✻] + [2] + [USER CODE] + [UTILITY OUTPUT NUMBER which is responsible for resetting the Smoke Detector]**	**Page 25**
Utility Output Operation	**[✻] + [2] + [USER CODE] + [UTILITY OUTPUT NUMBER]**	**Page 25**
Display Troubles	**[✻] + [3]**	**Page 26, 29**
Display Memory	**[✻] + [4]**	**Page 26**
Setting/Changing a User Code	**[✻] + [5] + [MASTER CODE] + [CODE NUMBER TO BE SET/CHANGED] + [NEW CODE]**	**Page 17, 26**
Set Date	**[✻] + [6] + [1] + [MASTER CODE] + [MM] [DD] [YY]**	**Page 26**
Set Time	**[✻] + [6] + [2] + [MASTER CODE] + [H][H] [M][M]**	**Page 26**
*Set Auto Arm Time	**[✻] + [6] + [3] + [MASTER CODE] + [H][H] [M][M]**	**Page 26**
Set Follow-Me Phone No. 1	**[✻] + [7] + [1] + [MASTER CODE] + Phone No. + [#]**	**Page 27**
Set Follow-Me Phone No. 2	**[✻] + [7] + [2] + [MASTER CODE] + Phone No. + [#]**	**Page 27**
**Set Follow-Me Phone No. 3	**[✻] + [7] + [3] + [MASTER CODE] + Phone No. + [#]**	**Page 27**
**Set Follow-Me Phone No. 4	**[✻] + [7] + [4] + [MASTER CODE] + Phone No. + [#]**	**Page 27**
Maintenance: On/Off Buzzer On/Off Door Chime *On/Off Audible Kiss-Off Indication	**[✻] + [8] + [MASTER CODE] + [1]** **[✻] + [8] + [MASTER CODE] + [2]** **[✻] + [8] + [MASTER CODE] + [3]**	**Page 28**
Get Event From Event Logger	**[✻] + [9] + [MASTER CODE] + [EVENT NO.]**	**Page 28**
Test System	**[✻] + [0] + [MASTER CODE]**	**Page 28**

	LED	Trouble
Trouble Table	1	**Low Battery**
	2	**AC Power Loss**
	3	**Clock/Date Not Set**
	4	**Communication Trouble**
	5	**Bell Loop Trouble**

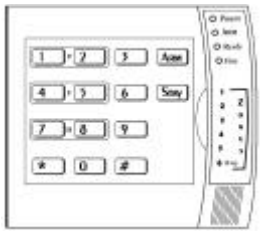
Table of Contents

Section 1: Let s Get Acquainted

INTRODUCTION

Congratulations on your purchase of Rokonet's ***ORBIT-6*** Security System. The ***ORBIT-6*** has been specifically designed to meet a wide range of security needs for many residential and small commercial applications.

You communicate with your ***ORBIT-6*** through its **keypad(s)**. Using its keys, you can issue commands to your system. In turn, the system can communicate information to you via its indicators and by the sounds it makes.



Your ***ORBIT-6*** security system also consists of a variety of **sensors**, **detectors**, and **contacts** placed throughout the premises and designed to recognize abnormal conditions. Typically, your system protects against **intrusion.** Some systems may also have **fire** protection or **environmental** protection (such as **gas** or **water level sensors)**

All of your system's detectors, sensors, and contacts are wired to the **control panel**. As such, your system always knows the status of any protected door, window, hallway, room, or area. Similarly, it knows if a smoke detector has been activated.

The control panel, which contains the system's electronics and **backup battery**, functions in the background and, for purposes of security, is installed out of sight.

SOME DEFINITIONS

There are a few terms with which you should become familiar. Knowing them will help you to better understand and use your system

Zone

A single detector, or group of detectors, usually relating to a certain area of the premises or type of protection. Zones that use devices designed to detect break-ins, are called **intrusion zones**. Another kind of zone may contain one or more *Smoke Detectors.* Such zones are called **fire zones.** An **environmental zone** typically protects the premises from gas leaks and/or flooding.

24-Hour Zone

A **24-Hour** intrusion zone is *always* armed and is usually assigned to openings which should never be disturbed-like fixed glass and non-movable skylights.

Day Zone

A **Day Zone** is one in which a violation during the *disarmed* period results only in a keypad annunciation. However, the same violation during the *armed* period will cause a full-fledged alarm.

Central Stations

Besides producing audible alarms at your premises, it's likely that your system is set up to

Central Station

continually monitors the activities of many security systems, usually via the telephone network, and

Chimes

The is a series of short keypad tones, which can be set up to annunciate, during the period, the violation of selected intrusion zone(s). The chime tone can be used to annunciate the

opens. The chime can be *disabled* *enabled* at

Trouble Reporting

If desired, your security system may also report to **troubles** or malfunctions it

Utility Outputs

In addition to your system's normal operation, it's

premises lighting under the control of the *ORBIT-6* where it can be conveniently turned on and off from any system keypad, or automatically activated in response to a system event.

Key-switch

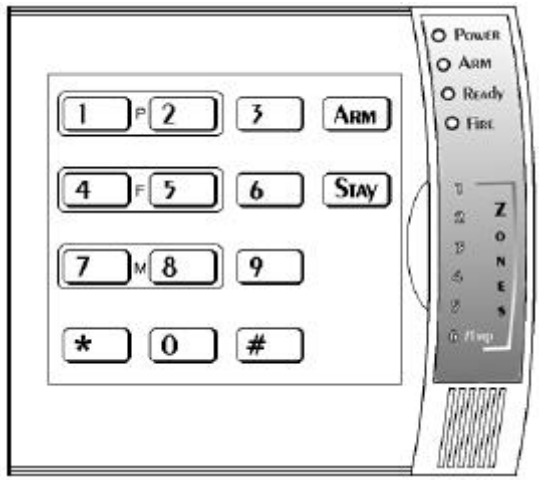
Your system may also be equipped with a **keyswitch**, useful for simple arming and disarming operations - usually at a remote location.

Section 2: Your Keypad

VISUAL INDICATORS

The Orbit-6 can support 6 and 8 zone LED and LCD keypads. Both of these keypads have the same operating procedures. This section discusses the keypad's visual indicators and the use of its keys.

Each keypad in your system reports its status via its LED (lighted) indicators at the right. Through its keys, you can enter commands to "arm" and "disarm" the system, bypass intrusion zones, report emergencies, silence an alarm in progress along with several other useful functions.



The four LED indicators found at the upper right provide typical system indications, as discussed below and on the next page. Some indicators have additional functions, explained later on.

POWER LED

The POWER LED is a useful indicator reflecting the system's operation.

NOTE: If a trouble condition exists, the POWER LED will flash only when the system is in its disarmed state. Once the system is armed, a previously flashing POWER LED will light steadily.

CONDITION (see note at left)	EXPLANATION
ON	The system is **operating properly** from commercial (AC) power; its **backup battery** is in good condition.
OFF	The **system is inoperative** due to the lack of power (from both commercial AC and backup battery); servicing will be required.
FLASHING (disarmed state)	Indicates a **trouble condition**; for more information on displaying and attending to *trouble conditions*, see pages 29 through 30.

ARM LED

The ARM LED indicates whether or not the system's intrusion detectors are armed.

CONDITION	EXPLANATION
ON	The system's intrusion detectors are **armed**; subsequent violations of a protected point or area (e.g. a door, a window, unauthorized motion) will result in a burglar alarm.
OFF	The intrusion function of the system is **disarmed.**
FLASHING	Occurs when using the emergency keys on the keypad to send panic, fire or special emergency alarm and also when viewing alarms after disarming.

READY LED

The READY LED indicates whether or not the system's intrusion zones are secured and ready to be armed.

CONDITION	EXPLANATION
ON	All intrusion zones are secure; the system is **ready** to be armed.
OFF	One or more intrusion zones are not secure and the system is **not ready** to be armed; before the system can be armed, the condition must be addressed (see pg. 20 through21).
FLASHING	Indicates that one or more of the system's intrusion zones have been **bypassed**; for more information on *bypassing (*see pages 20 through 21).

FIRE LED

When lit, the FIRE LED indicates that the system is experiencing a fire alarm. When flashing, a problem has been detected on the fire circuit, and must be serviced.

CONDITION	EXPLANATION
ON	A **fire alarm** or **fire emergency** is in progress or has recently occurred.
OFF	All **fire zones** are **operating normally.**
FLASHING	A **fault has been detected** in the system's fire zone and needs to be corrected; for more information on *fire zone trouble (*see page 29).

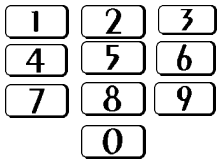
ZONE LED

The ZONE LEDs indicate the status of each of the system s intrusion zones.

CONDITION	EXPLANATION	
	SYSTEM DISARMED	SYSTEM ARMED
OFF	The corresponding zone is s**ecured.**	The corresponding zone is s**ecured.**
FLASHING	The indicated zone is **not secured.**	N/A
ON	N/A	An **alarm has occurred** on the indicated zone.

KEYS

The keys on the keypad can be used for a variety of functions. Each is explained below:



Used to input the numeric codes which may be required for arming, disarming, triggering emergency alarms, along with several other special functions.

Used to enter the User Functions mode (see pages 25 through 27).

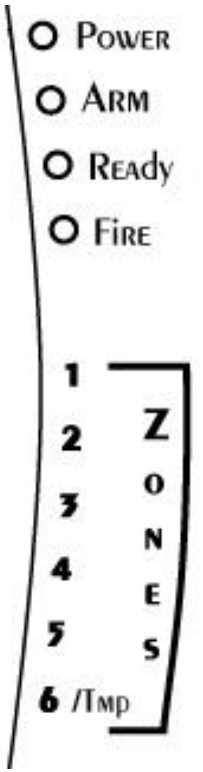
Used to arm the system's intrusion detectors to the "AWAY" mode (see page 13); it may be necessary to enter a numeric *User Code* before pressing the Arm key (see pages 13 and 19 for additional information).

Used to arm the system's intrusion detectors to the "STAY" mode (see page 13); it may be necessary to enter a numeric *User Code* before pressing the Stay key (see pages 13 and 19 for additional information).

KEYPAD FEATURES
DIAGRAM:
Use the STAY key for quick or Code arming. The system will go to STAY arming operation where only the perimeter detectors are armed.
Pressing [1] and [2] simultaneously for 2 seconds will activate a Panic Alarm.
Pressing [4] and [5] simultaneously for 2 seconds will activate Fire Emergency Alarm
Pressing [7] and [9] simultaneously for 2 seconds will activate Special Emergency
Press the "*" key to enter user functions mode. (Use the User manual for detailed instructions, p. (19-22).
Use keypads to input numeric codes with several other functions
Use the ARM key for quick or Code arming. The system will go to Full arming operation where all the detectors are armed
ZONE LED:
On – The corresponding zone is tripped (and not bypassed)
Off – The corresponding zone is secured.
Flash – The indicated zone is not secured
POWER LED:
On - The system is operating properly from commercial (AC) power, its backup battery is in good condition.
Off - The system is inoperative due to the lack of power (from both commercial AC and backup battery).
Flash – Indicates a trouble condition.
ARM LED:
On - The system's intrusion detectors are armed and/or an intrusion is detected.
Off - The intrusion function of the system is disarmed.
Flash - Occurs when using the emergency keys on the keypad to send panic, fire or special emergency alarm.
READY LED:
On – All intrusion zones are secured and the system is ready to be armed.
Off –One or more intrusion zones are not secure and the system is not ready to be armed.
Flash - System ready to be armed with bypassed zones are present.
FIRE LED:
On – A fire alarm or fire emergency is in progress or recently occurred.
Off – All fire zones are operating norma
Flash- A fault has been detected in the system's fire zone.

Section 3: Things You Should Know About Your ORBIT-6

Arming Your System



Arming your system enables its **intrusion detectors** to trigger an alarm when violated. Remember, *fire protection* and the protection offered by the keypad's *emergency keys* are *always* armed and always available. If your system is equipped with *environmental* protection (e.g. gas and/or water level detection) it is always available too.

Secured or Bypassed:
Before you arm your system, all of its zones must either be secured or *bypassed*. The keypad's *READY* LED, if lit, indicates that all zones are secured. If the *READY* LED is *not* lit, a numbered LED corresponding to the unsecured zone(s) will be flashing. Before you can arm your system, the indicated zone(s) must be identified and secured. If this is not possible, the affected zone(s) can be *bypassed* and will be ignored by the system during the subsequent armed period. Recall that bypassing, however necessary, reduces the system's degree of intrusion protection.

Full Arming and Home Arming

Your *ORBIT-6* offers two kinds of system arming. **Full Arming** prepares *all* of the system's intrusion detectors to sound an alarm, if violated. It is most often used when the premises will be empty.

Home Arming (or **Stay Arming**) allows individuals to remain inside and move about the premises even after the system is armed. *Home Arming* arms the *perimeter* detectors (e.g. door and windows), while leaving *interior* detectors (e.g. motion detectors) disarmed (bypassed).

Quick Arming and Code Arming

Your *ORBIT-6* also offers two *methods* of arming. **Quick Arming** achieves the result with just the press of a single key (either [ARM] or [STAY]).

Code Arming requires that a valid *Master Code* or *User Code* be entered first. Whether or not your system permits *Quick Arming* was determined during its installation.

Entry/Exit Delays

Your security system must incorporate an **Entry/Exit Delay** to allow proper entry and exit to and from the premises without causing inadvertent alarms. A delay period was chosen during your system's installation to provide suitable time to allow for your entry and exit.

Arming with the Front Door Open

If set up by your alarm company, the *ORBIT-6* allows you the convenience of arming your system with the front door either closed or open, after which you must close the door as you leave the premises before the exit delay period expires. With such a door open (and all other zones secure), the system is considered "ready to arm"; the Zone LED corresponding to the opened door will be lit, as will your keypad's *READY* LED.

Sounder Cutoff

It's likely that your security system was installed with a sounding device (e.g. a *siren* or a *bell*).

Typically, all sounding devices have *cutoffs*; that is, they will shut off after a predetermined interval (usually several minutes) set by your alarm company. In many locales, this is required by law. Once a sounder shuts off, it is still capable of responding to a subsequent alarm during the same armed period.

Panic Button

A special panic button can be installed at any preferred location, to allow immediate and flexible alarm notification in time of distress.

The "Squawk" Feature

A feature known as **Bell Squawk** is available for your system. If selected by your alarm company, the *Bell Squawk* causes the system's external sounder (either a siren or a bell) to produce a momentary "beep" as follows:

One beep: At the conclusion of the *Exit Delay*, confirming that the system has been successfully armed.

Two beeps: Confirming that the system has been disarmed .

Four beeps: Confirming that the system has been disarmed after an alarm has occurred.

Follow-Me Feature

In case of an alarm event a phone call can be made to a predefined phone number. There are three different tone types that represent burglary, fire and special emergency alarms. The Follow-Me function can support two phone numbers.

Voice Feature

An optional Voice Module can be added to your system. Up to 3 short messages can be recorded. These messages replace the alarm tones normally produced in the follow-me mode.

Zone Bypassing

It may be convenient to have one (or more) of the zones in your installation **bypassed** and thus ignored by your system.

Duress Disarming

If you are ever coerced into disarming your system, you can comply with the intruder's wishes while sending a *silent*, **duress alarm,** to the Central Station. To do so, you must use a special **Duress Code**. Which when used, will disarm the system in the regular manner, *while simultaneously transmitting a silent alarm to the central station.*

Quick Bypassing and Code Bypassing

Your Orbit-6 offers two methods of Bypassing:

Quick Bypassing achieves the result by pressing the key number corresponding to the zone to be bypassed for 2 seconds.

Code Bypassing requires a valid Master Code or User Code to be entered first.

Whether or not your system permits Quick Bypassing was determined during its installation.

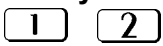
Section 4: Operating Your System

In this section, you'll learn how to perform most of the functions needed to properly operate your *ORBIT-6* and to get the most out of your security system.

EMERGENCY KEYS

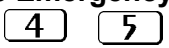
Your keypad provides three sets of keys, which can be pushed at any time the *police, fire department,* or *special emergency* is required.

Panic Key



Pressing 1 and 2 simultaneously, and for at least two seconds, will activate a **Panic Key** alarm.

Fire Emergency



Pressing 4 and 5 simultaneously, and for at least two seconds, will activate a **Fire Emergency** alarm.

Special Emergency

Pressing 7 and 8 simultaneously, and for at least two seconds, will activate a **Special Emergency** alarm.

The annunciation that results during these emergency alarms, along with other system sounds, is covered in *Section 5*.

USER CODES

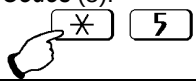
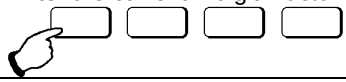
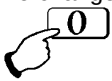
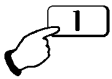
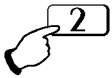
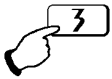
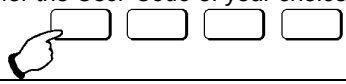
To perform many of the *ORBIT-6's* functions, a four-digit **security code** (often called a **User Code**) must be entered at the keypad. In residential systems, it's likely that all family members will share the same *User Code*. In certain commercial systems, however, it's common to give each authorized employee his/her own *User Code* (discussed on page 17). Your *ORBIT-6* permits up to ten User Codes. One of the codes is considered the **Master Code**; the individual(s) using the *Master Code* is given the following special privileges:

- **adding, modifying, and deleting *User Codes***
- **setting the system's internal clock**
- **performing certain system functions and tests**

Except for these considerations, the *Master Code* and any *User Codes* assigned to the system operate identically.

Your *ORBIT-6* was given a *Master Code* of 1–2–3–4 during manufacturing. Unless your alarm company has already changed it to suit your preference, it's best to modify this code to one which is unique and personalized. To change the *Master Code,* and/or to set up *User Codes,* follow the steps on page 17.

SETTING/CHANGING THE MASTER/USER CODES

STEP	DESCRIPTION
1	The system must be disarmed (the *ARMED* LED will be *OFF*). Enter the *User Functions Mode* ([*]) and select *Codes* (5): 
2	Enter the current 4-digit *Master Code*: 
3	To change the *Master Code*, press "0":  To enter/change the *User Code 1*, press "1":  To enter/change the *User Code 2*, press "2":  To enter/change the *User Code 3*, press "3":  It is possible to enter/change up to 9 *User Codes*.
4	Enter the new 4-digit code selected for the *Master Code* or for the *User Code* of your choice: 
5	If successful, the keypad will emit a one-second confirming tone. The selected *User Code* is now in effect.

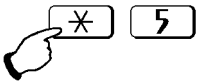
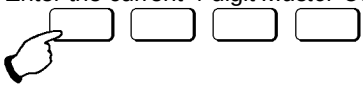
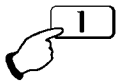
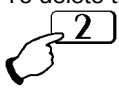
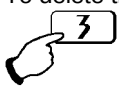
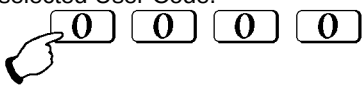
Example:
To change the Master Code 1234 to a new code 7890, press the following keys:

[*][5] [1] [2] [3] [4] [0] [7] [8] [9] [0]

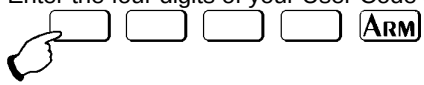
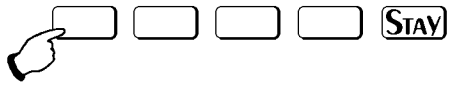
Master Code — Code I.D. to be changed — New Code

DELETING USER CODES

At times, it may be desirable to completely **delete** a *User Code*. Note that it is impossible to delete the *Master Code* (although it can be changed).

STEP	DESCRIPTION
1	The system must be disarmed. Enter the *User Functions Mode* ([*]) and choose *Codes* (5): 
2	Enter the current 4-digit *Master Code*: 
3	To delete the *User Code 1*, press "1":  To delete the *User Code 2*, press "2":  To delete the *User Code 3*, press "3": 
4	Enter 0-0-0-0 (which is NOT a valid code) to clear the selected User Code. 
5	If successful, the keypad will emit a one-second confirming tone. The selected *User Code* is now deleted.

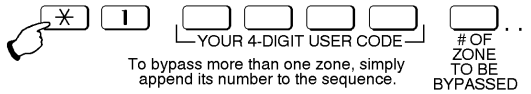
ARMING YOUR SYSTEM

STEP	DESCRIPTION
1	Check the **READY** LED on your keypad. If **lit** or **flashing**, the system is READY. ● POWER ○ ARM ● READY ○ FIRE If NOT lit or flashing, the system is NOT ready to be armed. Secure or bypass the violated zone(s) and then proceed.
Away Arming 2	**Arming when Leaving the Premises Empty:** Enter the four digits of your User Code and press [ARM].  NOTE: If you make a mistake when entering your User Code, the keypad will produce three short beeps. If so, re-enter the above sequence correctly. If your system has **Quick Arming**, simply press [ARM]
3	Leave the premises and close the door. The keypad will beep as counts down the *Exit Delay* period.
Stay Arming 2	**Arming with the Premises Occupied** Enter the four digits of your User Code and press [STAY].  **NOTE:** If you make a mistake when entering your User Code, the keypad will produce three short beeps. If so, re-enter the above sequence correctly. If your system has **Quick Arming**, simply press [STAY].
3	If required, leave the premises and close the door. The keypad will beep as it counts down the *Exit Delay* period. The internal zones will be automatically bypassed.

Note: By pressing [STAY][STAY] (twice) the system will silence the beeps on the keypad and cancel the entry delay time.

By pressing [STAY][*] during exit time will silence the beeps on the keypad.

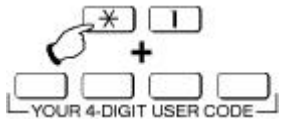
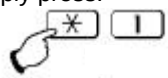
BYPASSING A ZONE

STEP	DESCRIPTION	
1		Check the **READY** LED on your keypad. If NOT **lit** or **flashing**, the system has at least one faulted intrusion zone identified by noting which LED(s) are flashing in the keypad's *ZONES* area, shown at the left.
Code Bypassing 2	To bypass such a zone(s) and cause it to be ignored by the system, enter the following sequence correctly:  NOTE: If you make a mistake when entering your User Code, the keypad will produce three short beeps. Re-enter if necessary. An additional zone(s) can be bypassed at the same time by adding its number to the sequence. For example, to bypass Zones 2 and 3, press: **[✳] + [1] + [USER CODE] + [2] + [3]** The same sequence can "toggle" the bypass(es) during the disarmed period so that they may be either applied or removed.	
Press **#** or ✳ to approve or wait 2 seconds (timeout period).		

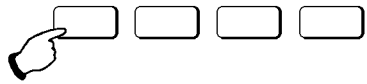
BYPASSING A ZONE (CONT.)

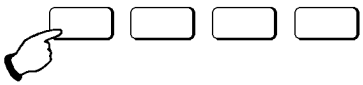
	If the system is programmed for quick bypass the following option is available:
Quick Bypass 2	To bypass a zone simply press the corresponding keypad number for at least 2 seconds. An additional zone(s) can be bypassed at the same time by adding its number to the sequence. For example, to bypass Zones 2 and 3, press: **[2] for 2 seconds + [3]** The same sequence can "toggle" the bypass(es) during the disarmed period so that they may be either applied or removed.
3	The *READY* LED, when flashing, indicates that there is one or more bypassed zones. Any zone(s) bypassed during the disarmed period will remain bypased when the system is armed. Zone(s) that are bypassed, during the time the system is armed, will automatically be restored to its normal, unbypassed condition, when the system is disarmed.

DETERMINING WHICH ZONE(S) IS BYPASSED

STEP	DESCRIPTION	
1	The system must be disarmed. If the keypad's **READY LED** is flashing, there is at least one bypassed zone, in the system. To determine which zone is bypassed, follow this sequence:	
		If quick bypass is enabled in your system, simply press: 
2	Observe the keypad's *ZONES* area. LED(s) corresponding to the bypassed zone(s) will light for several seconds.	

DISARMING AN ARMED SYSTEM AND/OR SILENCING AN ALARM IN PROGRESS

STEP	DESCRIPTION
1	If outside the premises, open an "entry" door; the keypad(s) will beep indicating that the *Entry Delay* period has begun.
2	**Disarming an armed system** Before the *Entry Delay* expires, enter the four digits of your User Code.  NOTE: If you make a mistake when entering your User Code, the keypad will produce three short beeps. If so, re-enter the above sequence correctly.

2	**Silencing an alarm in progress** Observe the keypad. If any of the following conditions is evident, an alarm has occurred: ·• **the *ARM LED* is flashing** ·• **a *Zone LED* is lit *steadily*** ·• **the *FIRE LED* is lit steadily** Disarm the system by entering your *User Code*:  It's best to enter the premises only after police or a security company has investigated and you feel confident that the burglar is no longer on your premises.

3	**IMPORTANT!** If the alarm was caused by a tripped Smoke Detector(s), the keypad's *FIRE* LED will remain lit—providing an indication that the fire system must be reset before it will be capable of detecting subsequent alarms. Furthermore, until reset, you will be prevented from arming your system. To reset the fire system and to turn off the *FIRE* LED, refer to *Activate a Utility Output/Reset Smoke Detectors,* in the table on page 25.

DURESS DISARMING

All 10 user codes can activate the Duress disarming by adding 1 to the last digit of your user code.

Example:

if your code is 1-2-3-4 your duress code is 1-2-3-5

If your user code is 5-6-7-0 your duress code is 5-6-7-1

Note: Under no circumstances must the Duress Code be used haphazardly or without reason. Central Stations, along with Police Departments, treat Duress Codes very seriously and take immediate action.

DISARMING BY USING THE DURESS CODE

STEP	DESCRIPTION
1	If outside the premises, open an "entry" door. The keypad(s) will beep indicating that the *Entry Delay* period has begun.
2	Enter your 4-digit Duress Code:  Once entered, it will disarm your system and send a silent alarm to the Central Station.

A utility output in your system may be programmed to be activated continuously after an entry of the duress code.
If so, deactivation must be done manually by one of the following procedures:

1. Arming the system.
2. Disarming the system after an alarm that occurred while the utility output was still activated.

Section 5: System Sounds

Besides the visual indications provided by your keypad(s), your system is designed to produce audible annunciation after certain events. Depending on the circumstance, such sounds may be made by your system's keypad(s), its external sounder (e.g. a siren or bell),

EVENT	KEYPAD SOUND	SIREN/ BELL
Intrusion Alarm	MAYBE (see Note 5)	**YES** (continuous)
Fire Alarm	Rapidly repeating tones (see Note 3)	**YES** (staggered)
Keypad Police Emergency	A momentary chirp	**OPTIONAL** (see Note 2)
Keypad Fire Emergency	Rapidly repeating tones (see Note 3)	**YES**
Keypad Special Emergency	A momentary chirp	**no sound**
Arming or disarming	A one second tone if completed correctly; three rapid error beeps if incorrect (see Note 3)	**no sound**
Entering an incorrect key sequence	Three rapid beeps (see Note 3)	**no sound**
Entry Delay countdown	Slowly repeating tones until the entry delay period expires (see Note 3)	**no sound**
Exit Delay countdown	Slowly repeating tones until the exit delay period expires (see Note 3)	**OPTIONAL** (see Note 1)
Entering data into the *User Functions* mode (see page 25)	A one second tone if completed correctly; three rapid error beeps if incorrect (see Note 3)	**no sound**

NOTE 1:
If selected during the installation, a brief "chirp" may be heard from the siren when the Exit Delay period expires. See page 14 for additional information.

NOTE 2:
Whether or not the Police Emergency alarm is annunciated by the external sounder is determined by the alarm company during your system's installation.

NOTE 3:
Keypad beeps in response to Entry/Exit Delay countdowns, Keypad Fire Emergencies, and keypad errors and confirmations are typically enabled. At the user's discretion, such beeps may be disabled. See page 14 for additional information.

NOTE 4:
*Any intrusion zone, if selected for the **chime** feature, will, when violated during the disarmed period, cause the keypad to annunciate the event (see page 8). Through User Functions (see page 27), the chime can also be disabled when not desired.*

NOTE 5:
Based on decisions made at the time your alarm system was installed, keypad(s) may beep during this type of alarm.

Section 6: User Functions

Your ORBIT-6 comes with a variety of selectable **User Functions.** By entering the *User Functions* mode, a number of options become available which determine how your alarm system operates, such as:

- adding, modifying, and deleting *User Codes*
- bypassing zones
- displaying a "memory" of previous alarms
- displaying system troubles
- disabling (and re-enabling) keypad sounds
- setting the system's internal clock, time and date
- performing certain system tests

Among these *User Functions* are some which have already been covered. As required, each will be explained below.

USER FUNCTION	DESCRIPTION	PRESS	COMMENTS
Zone Bypassing	To bypass or unbypass a selected zone(s)	[*] + [1] **+ USER CODE** + [ ] (zone number to be bypassed or unbypassed)	Refer to **Zone Bypassing** procedures, already discussed on page 20.
Quick Bypassing		[*] + [1] + [ ] (zone number to be bypassed or unbypassed)	
Extra Quick Bypassing		[ ] for at least 2 sec. (zone number to be bypassed or unbypassed)	
Activate a Utility Output	To activate or de-activate a Utility Output	[*] + [2] **+ USER CODE** + [ ] (Utility Output number to be activated or deactivated)	Refer to **Utility Outputs** on page 8; also consult your security dealer.
Reset a Smoke Detector(s)	To reset a Smoke Detector	[*] + [2] **+ USER CODE** + [ ] (Utility Output number responsible for resetting the Smoke Detector(s)	Refer to **System Troubles** on page 29; also consult your security dealer.

USER FUNCTION	DESCRIPTION	PRESS	COMMENTS
Display System Troubles	Display system problem(s) causing the *POWER* LED to flash	[*] + [3]	**Refer to** System Troubles **on page 29.**
Display Alarm Memory	Reviews any alarms occurring during the last armed period	[*] + [4]	Via its LEDs, the keypad reveals the zone(s) in which an alarm occurred during the previously-armed period. After several seconds, the LEDs will restore to normal.
Add, Modify, Delete User and Master Code(s)		[*] + [5] **+ MASTER CODE** + [ ] (number of the **Code** to be added, modified, or deleted) + [ ] [ ] [ ] [ ] (the new 4-digit code) NOTE: Use 0-0-0-0 to delete the Code.	Refer to **Setting / Changing Master / User Codes**, discussed on page 17.
Setting the Date	Set the systems date	[*] + [6] [1] **+ MASTER CODE** + [M] [M] + [D] [D] + [Y] [Y]	To enter date as: MM DD YY MM: month 1-12 DD: Day 1-31 Year: 00-99
Setting the Time	Sets the system's internal clock	[*] + [6] [2] **+ MASTER CODE** + [H] [H] [M] [M] enter time in HH:MM format	Use 24-Hour format, as in these examples: • for 12:30 AM, enter 0030 • for 8:45 AM, enter 0845 • for 6:15 PM, enter 1815 the clock must be set to insure proper system operation.
Setting the Auto Arm		[*] + [6] [3] **+ MASTER CODE** + [H] [H] [M] [M] enter time in HH:MM format	Use 24-Hour format.

USER FUNCTION	DESCRIPTION	PRESS	COMMENTS
Set Follow-Me Phone Number 1- 4	Sets the first phone number for the follow-me function (up to 24 digits)	[*] + [7] [1] **or** [*] + [7] [2] **or** [*] + [7] [3] **or** [*] + [7] [4] **+ MASTER CODE** **+ Phone Number** **+ [#]**	Enter the phone number in the same manner as MS number during installation. * If required, include the following special functions to achieve the effect listed in the table:

FUNCTION	SEQUENCE	RESULTS
stop dialing and wait for a new dial tone	[STAY], [1]	A
wait a fixed period before continuing	[STAY], [2]	B
switch from *Pulse* to *Tone* (or from *Tone* to *Pulse*)	[STAY], [3]	C
send the DTMF * character	[STAY], [*]	*
send the DTMF # character	[STAY], [#]	#

USER FUNCTION	DESCRIPTION	PRESS	COMMENTS
Keypad Sounder/ Chime Operation/ Audible Kiss-Off Indication	Determines how the keypad's internal sounder will operate under specific conditions	[*] + [8] **+ MASTER CODE** [1] **+ / OR** [2] **+ / OR** [3]	After entering the Master Code, press [1] to enable/disable current operation of keypad's beeps (see Note 3 on page 24) . Press [2] to disable/enable the "chime" for intrusion zones having this feature (see page 8). Press [3] to disable/enable the Audible Kiss-Off Indication.
Event Logger	Retrieves events located in the event logger memory (up to 99 events).	[*] + [9] **+ MASTER CODE + Event Number**	The event number is represented by the zone LEDs (events are presented from the last entered to the first registered).
System Testing	Provides a brief test of the following: ·• keypad LEDs ·• keypad sounder ·• external siren ·• standby battery	[*] + [0] **+ MASTER CODE**	The external sounder will be activated momentarily. • The keypad's LEDs will flash. • If enabled, the keypad's sounder will beep. • A low battery (see pages 8 and 29) or a loss of commercial power will cause the *POWER* LED to flash; if so, consult your security dealer.

Section 7: System Troubles

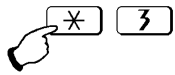
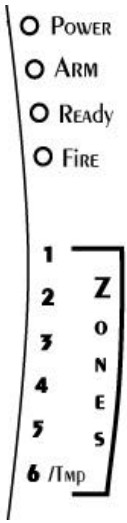
Your *ORBIT-6* is designed to report any **troubles** or malfunctions it may detect. Notification that a problem exists is made to the user, through indications on the keypad(s) and, in many cases, to the Central Station and to your dealer. Any incidence of trouble should be taken seriously and acted upon immediately. If not remedied quickly, a trouble condition will likely compromise your system and prevent it from properly doing its job.

The *ORBIT-6* is designed to be as trouble-free as possible. Were a problem to develop, the *POWER* LED will flash about once every second. If so, to determine the problem, perform the sequence on the following page.

In certain cases, the keypad's *FIRE* LED may remain lit steadily, even though there is no alarm in progress and the system is disarmed. Refer to the explanation and remedy below:

USER FUNCTION	DESCRIPTION AND REMEDY
● POWER ○ ARM ○ READY ● FIRE the *FIRE* LED remains lit	After a fire alarm has occurred and been silenced, the keypad's red *FIRE* LED will remain lit steadily if a Smoke Detector (presumably the one which caused the alarm) remains tripped. Until reset, a tripped Smoke Detector will prevent the *READY* LED from being lit, and will NOT permit the system to be armed. To reset a tripped Smoke detector and to extinguish the red *FIRE* LED, follow this procedure, which is typical: [*] + [2] **+ USER CODE** + [ ] UTILITY OUTPUT NUMBER (which is responsible for resetting the Smoke Detector) Consult your security dealer for alternate information on resetting smoke detectors, if applicable. Once done, the *READY* LED will indicate the system's status and you will be able to arm your system.

IDENTIFYING SYSTEM TROUBLES

<table>
<tr><th>STEP</th><th colspan="3">DESCRIPTION</th></tr>
<tr><td>1</td><td colspan="3">Perform if the POWER LED is flashing. If lit steadily, there are no system troubles. To view trouble conditions, the system must be disarmed. Enter the User Functions Mode by pressing [✳] and then select View Troubles (3):
  </td></tr>
<tr><td>2</td><td colspan="3">The keypad will beep and its LEDs will light, reflecting the information below. After several seconds, the display will return to normal.</td></tr>
<tr><td>3</td><td> 
</td><td>FLASHING:
OFF:
OFF:
IF ON:

IF ON:
IF ON:
IF ON:
IF ON:
IF ON:</td><td>Trouble Detected
(normal in this mode)
(normal in this mode)
Fire Zone Trouble
(contact your dealer)

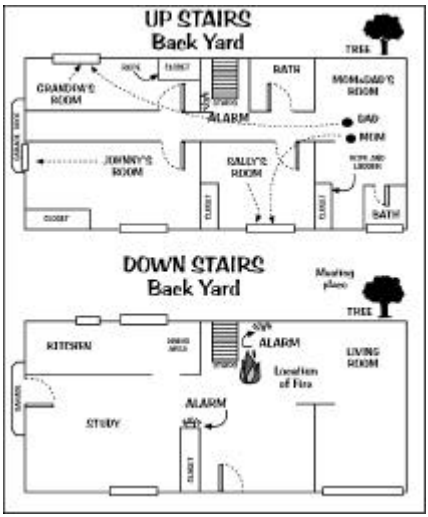
Low Battery (contact dealer)
AC Power Loss (see Note 1)
Clock, Time & Date Not Set (see page 19)
Communications Trouble (see Note 2)
Bell Loop Trouble (see Note 3)</td></tr>
<tr><td colspan="4">In an 8 zone keypad there are 2 more LEDs which are only zone indicators and not system indicators.</td></tr>
<tr><td colspan="4">NOTE 1: Check that the ORBIT-6's Plug-In Transformer has not been removed from its outlet. If intact, check that a blown fuse, a switch, or a tripped circuit breaker has not interrupted the circuit supplying power to the transformer.
NOTE 2: The ORBIT-6 has failed in its attempts to report an alarm or trouble condition to the Central Station. Check that your telephone line is functioning. Check to see if your external bell has been tampered with. If the problem still exists contact your dealer.
NOTE 3: The ORBIT-6 has failed in its attempt to identify the Bell Loop.

It is possible for more than one trouble to be present at the same time. If so, multiple Zone LEDs will be lit simultaneously.</td></tr>
</table>

EMERGENCY EVACUATION PLANS

An **emergency evacuation plan** should be established and used during an actual fire alarm condition. The following steps are recommended by the *National Fire Protection Association* (NFPA) and can be used as a guide when establishing a similar plan for your circumstances.

1. Draw a floor plan of your premises showing windows, doors, stairs, and rooftops, which can be used for escape. An example has been provided below.
2. Indicate each occupant's escape routes by determining two means of flight from each room. One should be the normal exit from the building, while the other may be a window that opens easily, or another alternate route. An escape ladder may have to be located near an escape window if there is a long drop to the ground below. Always keep escape routes free from obstruction.
3. Practice escape procedures and set a meeting place outdoors for a headcount of the building's occupants.
4. In a home, sleep with the bedroom door closed to increase your escape time. If a fire is suspected, first 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 and heat rush in.
5. After escaping from a fire, call the Fire Department from a neighbor's phone.



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 devices in all rooms. This equipment should be installed in accordance with the *National Fire Protection Association's* Standard 72.

For additional information, write to the *National Fire Protection Association* (NFPA) at Batterymarch Park, Quincy, MA 02289.

Notes