///ESPRIT ⊕™

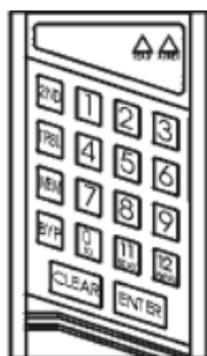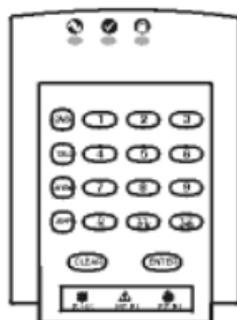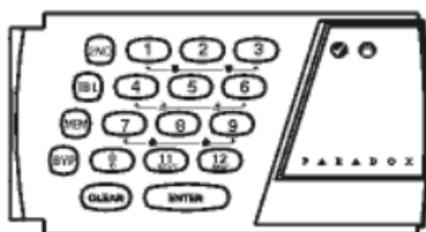## 616, 636 and 646 Keypads

616 KEYPAD

646 KEYPAD

636 KEYPAD

User's Manual

P ▲ R ▲ D O X®
S E C U R I T Y   S Y S T E M S

TABLE OF CONTENTS

1.0 BASIC OPERATION

The Esprit 616, 636 and 646 keypads all function in the same way, but display the visual feedback differently.

1.1 VISUAL FEEDBACK

The numbers, symbols, lights and keys on the keypad communicate the status of your system as described below.

Figure 1: Overview of the 616 Keypad
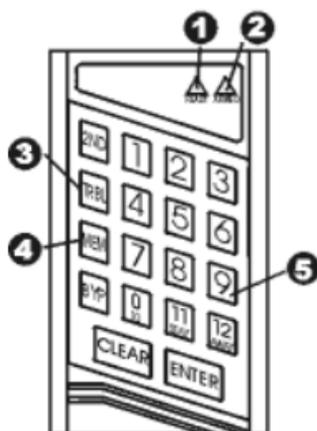
❶ *Green "READY" Light:*
ON = All zones closed
OFF = Zone(s) open
Flashing = In Exit Delay

❷ *Red "ARMED" Light:*
ON = System Armed

❸ *Trouble Display*
ON = Trouble(s) occuring
Flashing = Power Failure

❹ *Alarm Memory Display*
ON = Alarm(s) occurred

❺ *24-zone Display*
Zone Keys (1 to 12):
ON = Zone open or breached.

Figure 2: Overview of the 636 & 646 Keypads

❶ **Green "READY" Light:**
ON = All zones closed
OFF = Zone(s) open
Flashing = In Exit Delay

❷ **Red "ARMED" Light:**
ON = System Armed

❸ **Trouble Display**
ON = Trouble(s) occuring

❹ **Alarm Memory Display**
ON = Alarm(s) occurred

❺ **24-zone Display**
Zone Keys (Keys 1 to 12):
ON = Zone open or
breached.

❻ **Orange "AC" Light (646 only):**
ON = AC power is present
OFF = Power failure

1.2 ZONES

The Esprit control panel can support up to 24 zones. When a zone is opened or breached its corresponding key will light up on the keypad. For example, if zone 5 were to open, the 5 key will light up on the keypad. The Esprit's keypads will show the status of the zones through keys 1 to 12. By default, keys 1 to 12 will display the status of zones 1 to 12. Press the **[2ND]** button and keys 1 to 12 will now display the status of zones 13 to 24 respectively.

1.3 PARTITIONING

Your Esprit system is equipped with a partitioning feature that can divide your alarm system into two distinct areas (System A and System B). User access codes can arm or disarm one system or both systems simultaneously. In partitioning mode, when System A is armed, the **[STAY]** key flashes. If System B is armed, the **[AWAY]** key flashes. If both systems are armed, both of these keys will be flashing.

2.0 ACCESS CODES

2.1 PROGRAMMING USER CODES

In addition to the master code, the Esprit control panel can be programmed to accept up to 48 user codes.

> ⚠️ *Note: Avoid programming simple or obvious access codes, such as your telephone number, address or codes such as 1234.*

To create or modify access codes, follow the steps indicated in section 2.2. The master code and user codes are identified by a 2 digit "code number".

2.2 CREATING USER CODES

1) Press **[ENTER]** and then enter your master code (default 474747) or user 1 code. You will hear the "confirmation" beep and the **[ENTER]** key will flash.

2) Enter the two digit "code number" (01-48) for the user code you wish to program (or 00 to change the master code). You will hear the "confirmation" beep and the **[ENTER]** key will stay on.

3) Key in 4 or 6-digit user access code and press **[ENTER]**. The "confirmation" beep will be heard again. The **[ENTER]** key will flash. You may continue programming other user codes, or press **[CLEAR]** to exit programming mode.

> ⚠️ *Note: [2ND] key flashes if location is empty (no code programmed).*

2.3 DURESS CODES

The last user code (user 48) can be programmed to report a "duress code". If you are forced to arm or disarm your system under threat, a duress code can be entered to produce a silent alarm at the monitoring station. Check with your installer to see if this option is active on your system.

2.4 DELETING A USER CODE

How do I delete a user code?

1) Press the **[ENTER]** key.
2) Enter your **[MASTER CODE]** (default 474747).
3) Enter the 2-digit **[CODE NUMBER]** (01-48) to be deleted.
4) Press the **[2ND]** key.
5) Press the **[ENTER]** key.
6) If you wish to delete another user code, repeat steps 1 to 5. If you wish to exit, press the **[CLEAR]** key.

3.0 ARMING & DISARMING

3.1 EXIT DELAY

After entering a valid arming sequence, an exit delay timer will provide you with time to exit the protected area before the system arms. The keypad may beep during the exit delay.

3.2 REGULAR SYSTEM ARMING

How do I Regular Arm the system?

1) The green **"READY'** light must be ON in order to arm the system.
2) Enter your User Code.
   After the Confirmation beep, the "ready" light and the [STAY] and [AWAY] buttons will begin to flash. The exit delay timer will begin the countdown to arming.

3.3 STAY ARMING

Stay arming allows you to remain in the protected area while "partially" arming the system (perimeter zones only, such as doors and windows).

How do I Stay Arm the system?

1) Press the **[STAY]** button.
2) Enter your User Code.
   After the Confirmation beep, the "ready" light and the [STAY] and [AWAY] buttons will begin to flash. The exit delay timer will begin the countdown to arming.

3.4 ONE TOUCH ARMING

One touch system arming - no code required. Check with your installer if these features are enabled.

3.4.1 Key [10] - Regular Arming:

When the "ready" light is on, pressing key **[10]** steadily for 2 seconds automatically arms the system.

3.4.2 Key [STAY/11] - Stay arming:

Please refer to section 3.3 on page 7 for an explanation of stay arming. Press the **[STAY/11]** key steadily for 2 seconds. This will automatically "Stay" arm the system.

3.5 DOUBLE STAY ARMING:

After Stay Arming and during the exit delay, press and hold the **[STAY/11]** key to switch any delayed zones to "instant" zones. Regular arming cancels "double stay" arming.

3.6 FAST EXIT WHILE IN STAY MODE:

3.6.1 Fast Exit and Stay Arm

To exit the already Stay armed premises and remain Stay armed, press key **[STAY/11]** for two seconds. The system will switch to exit delay mode ("ready" LED flashes). At the end of the exit delay period, the system will return to "Stay" arming mode.

3.6.2 Fast Exit and Regular Arm

To exit the already Stay armed premises and switch to regular arming, press key **[10]** for two seconds. The system will switch to regular arming (keys **[11]** and **[12]** flash) with an exit delay. At the end of the exit delay period, the system is regular armed.

3.7 KEYSWITCH ARMING

A keyswitch can be used to arm your system. If an alarm is generated in your system, or a zone that has not been defined as a Stay zone is opened after panel arming, the system can only be disarmed from a keypad (if keyswitch is defined as "Stay" arming).

3.8 MANUAL BYPASS ARMING

This feature arms the system while bypassing zones you wish to leave unarmed.

How do I Manually Bypass Arm the system?

1) Press the **[BYP]** button and then enter your User Code.
   The [BYP] key will illuminate as well as any zones that have already been bypassed.

2) Enter the number of the zone(s) you wish to bypass.
   To "unbypass" a bypassed zone, enter the zone number of the bypassed zone.

3) Press **[ENTER]**. Arm the system using desired method.
   The [BYP] key will remain illuminated to indicate that there are bypassed zones.

By using the "bypass recall" feature, you can reinstate the latest zone bypass instructions saved in memory. Press **[BYP]** in Step 2 (see above) and the previous bypass status will be re-established.

3.9 FORCE (AWAY) ARMING

To arm the system rapidly without waiting for the

"READY" light (for all zones to close), use Force "Away" arming. Open zones will not be protected, but will be armed as soon as they are closed.

How do I Force Arm the system?

1) Press the **[AWAY]** button and then enter your User Code.
   The [AWAY] key will flash.

3.10 ARMING BOTH SYSTEMS SIMULTANEOUSLY

If your code has access to both systems:

How do I Arm Systems A and B simultaneously?

1) Enter your Access Code.
   The [STAY] AND [AWAY] key will flash. The "ready" light will also begin to flash and the exit timer will begin to countdown.

3.11 ARMING SYSTEM A AND B SEPARATELY

If your Access Code has access to System A:

How do I arm System A?

1) Press the **[STAY]** key.
2) Enter your Access Code.
   The [STAY] key will flash. The "ready" light will also begin to flash and the exit timer will begin to countdown.

If your Access Code has access to System B:

> **How do I arm System B?**
>
> 1) Press the **[AWAY]** key.
> 2) Enter your Access Code.
>   *The **[AWAY]** key will flash. The "ready" light will also begin to flash and the exit timer will begin to count-down.*

3.12 STAY ARMING SYSTEM A

Please refer to section 3.3 on page 7 for an explanation of stay arming. Press the **[STAY/11]** key steadily for 2 seconds. With your system partitioned, only System A will be Stay armed when the **[STAY/11]** key is pressed.

3.13 "NO MOVEMENT" SUPERVISION FEATURE

Your panel can be programmed to send a report and/or arm the system if it is not armed and there is no zone activity for a preprogrammed amount of time.

3.14 AUTOMATICALLY ARM ON TIME

Your installer can program your system to arm at a specific time each day. In this mode, all protected zones and detection devices must be in the "normal" state before arming can occur.

3.15 DISARMING

How do I Disarm the Security System?

1) Enter through the designated entry/exit door.
   The keypad will beep and begin the entry delay timer.

2) Enter your Access Code.
   The "armed" light will go off and the keypad will stop beeping.

3.16 DISARMING SYSTEM A AND B SEPARATELY

If your Access Code has access to System A:

How do I Disarm System A?

1) Enter through the designated entry/exit door.
   The keypad will beep and begin the entry delay timer.

2) Press the **[STAY]** button and then enter a valid access code.
   The "armed" light will go off and the keypad will stop beeping.

If your Access Code has access to System B:

How do I Disarm System B?

1) Enter the designated entry-exit door.
   The keypad will beep and begin the entry delay timer.

2) Press the **[AWAY]** button and then enter a valid access code.
   The "armed" light will go off and the keypad will stop beeping.

3.17 VIEWING ALARM MEMORY

The memory light **[MEM]** on your keypad will illuminate if any alarm situations take place while your system is armed. After disarming the system, pressing once on the **[MEM]** key brings up the zones that were open during the last alarm period.

4.0 PANIC ZONES

The Esprit provides three "panic" zones on your keypad. These panic zones can generate audible or silent alarms, both of which also can be sent directly to your central security station. The 3 different panic zones can also communicate specific messages to your monitoring station, i.e. pressing "panic 1" means "call the police". Ask your installer for the exact definition of your panel's panic alarms.

4.1 "PANIC 1" - PANIC ALARM

Pressing keys **[1]** and **[3]** simultaneously for 2 sec. will generate a "panic 1" or a "panic alarm".

4.2 "PANIC 2" - AUXILIARY ALARM

Pressing keys **[4]** and **[6]** simultaneously for 2 sec. will generate a "panic 2" or an "auxiliary alarm".

4.3 "PANIC 3" - FIRE ALARM

Pressing keys **[7]** and **[9]** simultaneously for 2 sec. will generate a "panic 3" or a "fire alarm".

5.0 KEY ACCESS PROGRAMMING

Several control panel features can be programmed quickly on the keypad. The Security Company or installer may ask you to perform some of these functions. To enter the One-key Access programming mode:

How do I enter One-key Access programming mode?

1) Press the **[ENTER]** key.
2) Enter the **[MASTER CODE]** or **[USER CODE 1]**.
3) Then press the key that corresponds to the feature you wish to activate (see below).
4) Press **[ENTER]** or **[CLEAR]** to exit.

Key   Feature Description

[9]   "Auto-arming" Time Programming:
      When the **[9**] key flashes, enter the time
      using the 24-hour clock (ex: 6PM would
      be entered as 18:00).

[MEM]   Control Panel Time Programming:
      When the **[MEM]** key flashes, enter the
      time using the 24-hour clock (ex: 6PM
      would be entered as 18:00).

Key	Feature Description
[BYP]	Test Report: If programmed by your installer, this feature will send a test report code to the Security Company.
[TRBL]	Call Espload via telephone: This initiates communication to the central monitoring station computer using the Espload software.
[AWAY]	Answer Espload Software: This feature will force the control panel to answer a call made by your security Company that is using the Espload software.
[STAY]	Cancel Communication Cancels all communication with the Espload software if it has been initiated.

6.0 ADDITIONAL FEATURES

6.1 KEYPAD NIGHT ILLUMINATION

Pressing on the **[MEM]** key for 2 seconds changes it to the keypad illumination key. Keep pressing the **[MEM]** key until you reach the level you require, then press **[ENTER]** or **[CLEAR]** to save the setting in system memory.

6.2 CHIME ZONES

A chime zone will emit a rapid intermittent beep tone when it is opened. To turn on the "chime zone" feature, press on the selected zone key for three seconds until the intermittent chime beep is heard.

If you have more than one keypad in your system, "chime" program each keypad separately.

6.2.1 Chime Keys
Keys **[1]** to **[6]**: Turns chime "on" or "off" in zones numbered 1-6.
Key **[8]**: Turns the chime "on" and "off" for the zone connected to this keypad.

6.2.2 Panel Buzzer Mute
Key **[9]**: Turns keypad sounder "on" & "off" (intermittent beep means mute is activated, and keypad sounder is "off". Depress for 2 seconds to disable).

7.0 TROUBLE DISPLAY

When a trouble condition occurs, the **[TRBL]** key on your keypad illuminates and if programmed by your installer, the keypad sounder will beep. Pressing the **[TRBL]** key will cause it to flash, indicating that your panel is in *"trouble display"* mode. Keys that illuminate in *"trouble display"* mode tell you which trouble conditions are taking place and/or are in

memory. Only the troubles that are relevant to you are listed below. If a trouble appears and it is not listed below, call your Security Company to come service your system.

Trouble conditions will remain in memory. Pressing on the **[2ND]** key displays current trouble conditions. Pressing **[CLEAR]** will erase trouble conditions in memory.

Key [1] - No battery/low battery
If battery is not connected to the control panel, or if it is at low capacity, key **[1]** illuminates. This means that the battery connected to the panel should be replaced because it can no longer provide adequate back-up current in the event of a power failure.

Key [3] - AC power failure
If AC power is not being supplied to the control panel, key **[3]** will illuminate. AC trouble can be excluded from keypad "trouble display" by your alarm installer.

Key [4] - Bell disconnect
If a bell or siren is not connected to the bell/siren output, this is indicated by the illumination of key **[4]** in trouble display mode.

Key [8] - Timer loss
Your alarm system's clock must be reprogrammed. This is the only trouble we recommend that you correct.

How do I reprogram the Timer?

1) Press the **[ENTER]** key.
2) Enter the **[MASTER CODE]** or **[USER CODE 01]**.
3) Press the **[MEM]** key.
4) Enter the new time using the 24-hour clock (ex: 8:30PM = 20:30).
5) Press **[ENTER]**.

Key [9] - Tamper/zone wiring failure

Key **[9]**, if illuminated, means that there is a wiring problem in one of your protected zones.

Key [11] - Fire/trouble

If the fire zone is cut, the fire zone key and trouble key **[11]** will illuminate.

Most of these "trouble" conditions will be programmed by your installer to be reported directly to your security company. Please make sure to contact your alarm company, however, to ensure that repairs are immediately made to your security system.

8.0 FIRE ALARM OPERATION

Upon a Fire Alarm, the bell/siren will operate in "pulse mode". To silence or reset a fire alarm, enter a valid user code.

Fire Safety in the Home

Reasonable fire safety can be achieved by following a three point program:

1. Minimizing fire hazards (i.e. smoking in bed, etc.)
2. Providing a fire warning system
3. Having and practicing an escape plan

Providing a Fire Warning System

Household fires are especially dangerous at night. Fires produce smoke and deadly gases that can overcome occupants while they sleep. To warn against fire, smoke detectors should be installed outside of each separate sleeping area in the immediate vicinity of the bedrooms and on each additional story of the family living unit, including basements.

Having and Practicing an Escape Plan

There often may be very little time between detection of a fire and the time that it becomes deadly. Advance warning of a fire may be wasted unless the family has planned for a rapid exit from their residence. The following should be considered:

• Plan and practice for fire conditions with the focus on rapid exit from the residence.

- Drills should be held so that all family members know what to do.
- Each person should plan for the possibility that an exit out of the bedroom window may be necessary. An exit out of the residence that does not require the opening of a bedroom door is essential.

Provision for the Disabled

For special circumstances where life-safety of some occupant(s) depends upon prompt rescue by others, the fire warning system includes a means of prompt, automatic notification to those who are to be depended upon for the rescue.

9.0 SYSTEM MAINTENANCE

Under normal use, your system requires virtually no maintenance other than regular testing.

9.1 TESTING YOUR SYSTEM

It is recommend that your system be tested once a week. Contact your monitoring station BEFORE and AFTER testing.

9.1.1 Burglar Alarm Testing

With the system disarmed and the "ready" light on, activate motion detectors (walk in protected area). Open and close protected doors. Observe the zone light. It should come on following each activation.

Your installer can advise you of the best way to test your particular system.

9.1.2 Fire Alarm Testing
CAUTION: Do not use open flame or burning materials to test your fire detection devices. Contact your alarm installer to discuss safe methods to test your system.

10.0 SYSTEM CHECKLIST

10.1 PANIC BUTTONS

Keys	Panic Alarm Type
[1] and [3]	Police or _____ ☐ Silent ☐ Audible ☐ Not Used
[4] and [6]	Auxiliary or _____ ☐ Silent ☐ Audible ☐ Not Used
[7] and [9]	Fire or _____ ☐ Silent ☐ Audible ☐ Not Used

10.2 ZONE CHECKLIST

Is this a partitioned system?   Yes ☐   No ☐
System A =_____System B =_____

Zone # and Description	System A B	Zone # and Description	System A B
01:	☐ ☐	13:	☐ ☐
02:	☐ ☐	14:	☐ ☐
03:	☐ ☐	15:	☐ ☐
04:	☐ ☐	16:	☐ ☐
05:	☐ ☐	17:	☐ ☐
06:	☐ ☐	18:	☐ ☐
07:	☐ ☐	19:	☐ ☐
08:	☐ ☐	20:	☐ ☐
09:	☐ ☐	21:	☐ ☐
10:	☐ ☐	22:	☐ ☐
11:	☐ ☐	23:	☐ ☐
12:	☐ ☐	24:	☐ ☐

Entry Delay 1 is _____ seconds.
Entry Delay 2 is _____ seconds.
Exit Delay is _____ seconds.

10.3 USER ACCESS CODE LIST

User Name	System	User Name	System
01:		17:	
02:		18:	
03:		19:	
04:		20:	
05:		21:	
06:		22:	
07:		23:	
08:		24:	
09:		25:	
10:		26:	
11:		27:	
12:		28:	
13:		29:	
14:		30:	
15:		31:	
16:		32:	

User Name	System	User Name	System
33:		41:	
34:		42:	
35:		43:	
36:		44:	
37:		45:	
38:		46:	
39:		47:	
40:		48:	

Warranty
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