
OMNI 3000

USER'S GUIDE

FEELSAFE™

OMNI 3000 USER'S GUIDE

INTRODUCTION

The "brain" of your new security system is the OMNI 3000 Control Panel. All of the detection devices of your system are wired to the control panel. When a violation occurs, the control panel reacts by setting the appropriate devices into action. It may cause a siren to sound, transmit a coded signal to the central station, cause keypad lights to blink, etc. The OMNI 3000 Digital Keypad will tell you the status of your security system at all times.

The following pages will familiarize you with the simple operation of the system, via the Digital Keypad, and will explain the meanings of the lights and buzzer.

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ARM/DISARM OPERATION

ARMING THE SYSTEM

To arm your security system (with no zones bypassed):

1. Make sure that the green Ready ("RDY") light is lit. If not, slide open the panel to see which of the green zone lights are off. The number will show you which zone has an "open loop" (open window, etc.). You cannot arm the system with an open loop. Once all protected openings are secured:
2. Enter your 5-digit secret code by gently depressing each number key until you hear a momentary beep.
3. When all 5-digits have been entered, the red "ARM" light will go on and all of the green zone lights will go off. You now have a pre-set amount of time (exit delay time) to leave the premises through a door designated by your installer as a delay zone. (See page 4 Exit & Entry Delay Times)

NOTE: If your system has been programmed for "SPEED ARMING", you will be able to ARM your system by entering the first 3 digits (user # plus next 2 digits) of any arm/disarm code. You must always use all five digits, however, to DISARM.

INSTANT (HOME) FEATURE

If you are staying within the premises, and no-one is expected to return while the system is ARMED, you will want your time delay doors to report an Alarm instantly. This is accomplished by selecting the "INSTANT" option.

To select the "Instant" option:

1. Arm the system
2. Press *****
3. The zone 1 green light will go on

NOTE: This option automatically resets when the system is disarmed.

DISARMING THE SYSTEM

To disarm your security system:

1. Enter your 5-digit secret code
2. The red "ARM" light will go off

**ZONE
BYPASS**

If you wish to arm only a part of your system, such as the front doors and windows, but still have the freedom to come and go, for instance, through the back door, you may bypass the desired zone(s) and then arm the rest of the system. The system must be disarmed to bypass zones.

To bypass a zone:

1. Press **[9]**
2. Press the two-digit numbers of the zone to be bypassed (01,02,... 10,11,12)
Example: To bypass zone 2, press **[9]** then **[0]**, **[2]**
3. The green zone light will blink slowly to indicate that that zone is bypassed.
NOTE: To bypass additional zones, repeat steps 1 and 2 above.
4. After all desired zones have been bypassed, arm the system. All of the green lights will go off; the red light will go on.

**ZONE
REACTI-
VATION
(UNBYPASS)**

To Unbypass a single zone:

1. System must be disarmed
2. Press **[9]**
3. Press the two numbers of the zone to be unbypassed
4. The green zone light should stop blinking

OR

**AUTO
UNBYPASS
(INSTALLER
PRE-SET
OPTION)**

To Unbypass all bypassed zones:

1. System must be disarmed
2. Press **[#]** ("Reset")

If your system includes the "auto-unbypass" optional function, it will not be necessary to manually reactivate the zones as described above.

Under normal conditions, bypassed zones will be automatically reactivated (unbypassed) when the system is disarmed. However, AFTER A BURGLARY ALARM, you must manually unbypass any bypassed zones.

**GREEN
ZONE
LIGHTS**

KEYPAD LIGHTS

Each green light on the inner panel of the keypad corresponds to a particular zone number (01-12). Each may be on steady, blinking or off at various times, indicating different conditions of the zone. Since your security system has been customized to suit your specific needs, your installer will identify any "24-hour" zones in your system. The chart below shows the meaning of the green lights.

Burglary Zones

ZONE STATUS	SYSTEM DISARMED	SYSTEM ARMED
Good	Light On	Light Off
Trouble	Light Off	Fast Blink *
Bypassed	Slow Blink	Does Not Display in Armed State

* To stop blink disarm system, then press **[#]** ("Reset")

The Ready ("RDY") light will follow these rules (for burglary zones):

ON - All zones are good OFF - trouble in a zone; or zone(s) not reset after an alarm
(See inner panel for Zone #)

24-Hour Zones

ZONE STATUS	ALARM ZONE	TROUBLE ZONE
Good	Light Off	Light On
Trouble	Light Off	Light Off
Bypassed	Cannot Be Bypassed	Slow Blink

Each amber light monitors a particular function of your security system, and is labeled accordingly. If the function is operating normally, the light is on.

"A.C." light off: the main electrical power supply is off.

"FIRE" light off: trouble in the fire circuit — call for service

"BAT(TERY)" light off: low battery (back-up power supply) — call for service.

Light off: System Disarmed

Light on: System Armed

Slow blink: Central Station did not receive transmission **

Fast blink: Alarm condition *

** To stop blink press **[#]** ("Reset")

* To stop blink, disarm system, then press **[#]** ("Reset").

**AMBER
STATUS
LIGHT**

**RED
ARM
LIGHT**

THE KEYPAD BUZZER

TROUBLE (AC FIRE BAT) BUZZER

At the same time that any of the AMBER LIGHTS go off to indicate a system problem, a trouble buzzer may sound. (Installer option).

To silence the trouble buzzer:

1. Press **[9]** ("Bypass")
2. Press **[0]** ("Trouble Zone")

NOTE: This option will automatically reset each time your system is disarmed.

MEANINGS OF BUZZER

- A MOMENTARY BEEP occurs whenever a key is depressed, indicating that the system has received the number you have entered
- Approximately 7 to 10 CONTINUOUS BEEPS is verification that your system has successfully reached the central monitoring station with a signal.
- STEADY BUZZING is a reminder to *DISARM your system after entering the premises through one of the predetermined exit and entry zones*

EXIT & ENTRY DELAY TIMES

The exit and entrance delay times have been previously set for your convenience and security. These allow you to enter or leave the premises through specified "Delay Openings" while the system is armed. If you feel these delay times are unsatisfactory, call your installing company.

OPTIONAL DIGITAL KEYPAD FUNCTIONS

PANIC (INSTALLER PRE-SET OPTION)

If your system has been designed to incorporate the "panic" option, it will send a signal to the central station and may or may not sound an alarm at your premises (depending on the option you selected). NOTE: If silent panic was selected, you will not receive the verification buzzer.

To send a panic signal:

1. Press ***** and **#** simultaneously for approximately ½ second.
2. To silence audible panic, press **#** ("Reset") for about ½ second.

NOTE: If your system includes a separate panic button installed at a location away from the keypad, you can send a panic signal by pressing the button for approximately ½ second.

AMBUSH (INSTALLER PRE-SET OPTION)

If your system has been designed to incorporate the "ambush" option, you will program a special AMBUSH CODE for "User 0" (see programming Ambush Code, p.6).

To send an ambush signal:

1. Enter your User 0 5-Digit Ambush Code
Example: 0-6-4-3-7
2. Enter any other user # (1-7) plus User 0's 4-Digit Ambush Code
Example: 2-6-4-3-7

User 2 could send an ambush signal by pressing 2 plus 6-4-3-7.

NOTE: If Ambush is not used, your user 0 code will function like all other user arm/disarm codes).

MEDICAL (INSTALLER PRE-SET OPTION)

If your system has been designed to incorporate the "medical" option, it will send a "medical emergency" signal to the central station.

To send a medical signal.

1. Press **1** and **3** simultaneously for approximately ½ second.

**ARM/
DISARM
CODES**

USERS

STARTUP

**PROGRAM-
MING USER
CODES**

KEYPAD PROGRAMMING

Your OMNI 3000 System will remember as many as eight different arm/disarm codes at one time. You can set, or "program", as many (or few) of these codes as you require.

Each code must begin with a different digit, which we call the "User Number"; for example, "User 1's arm/disarm code would be 1 and any four additional numbers; "User 2's" code would be 2 and any four additional numbers, etc. It is not necessary to program all eight codes.

A user code may be programmed for temporary use for a service person, guest, etc. and then erased (see page 7) when no longer needed. This maintains the secrecy of your regularly used codes.

Your system is pre-programmed with a special "STARTUP" code that your installer will use to program your User 1 code. After that, you will use your User 1 Code as the Authorization Code to allow you to do any additional programming. **MAKE SURE TO RECORD YOUR USER 1 CODE** and keep it in a **SAFE PLACE FOR REFERENCE**. If you should forget or misprogram your User 1 code, call your installer.

- * THE SYSTEM MUST BE DISARMED TO ACCOMPLISH ANY PROGRAMMING
- * THE NUMBER 9 MAY NOT BE USED IN ANY CODE

To program a new user code:

1. Press (code key)
2. Enter your 5-digit User 1 (authorization) code
3. Press new user number desired (1-7 or 0)
(The zone 1 green light will blink slowly)
4. Press any 4 numbers desired for that user code
(upon completion of the 4th digit, the zone 1 light will stop blinking)
5. Test the new code by attempting to arm the system.

NOTE: Remember to disarm the system before attempting to program any additional codes.

Example: To program User 2 Code:

Press Code Key: Press

Authorization Code: Enter User 1 Code

New User #: Press (the zone 1 light will blink)

New Code: Press the 4 numbers desired for User 2's Code (the light will stop blinking)

SPECIAL USER CODES

USER 5 LIMITED CODE

User 5 is a unique Arm/Disarm code that you can program to disarm the security system a limited number of times and then become invalid. You may wish to use this temporary code for a house guest or service person without having to worry about erasing it when it's no longer needed.

The User 5 code requires that one extra digit be programmed. For instance, if User 5's code is desired as 5-4-3-2-1, you would:

1. Press *****
2. Enter your User 1 code
3. Press **5** then **4** **3** **2** **1** plus [one extra digit]

You must enter the extra digit for the User 5 code within 20 seconds. The extra digit will determine the number of times the User 5 code may be used to disarm the system. If you wish this to be a permanent code, select 0 as the extra digit. As a temporary code, enter any digit, 1-7. The number selected will be the number of times this code will DISARM your security system. If you enter no extra digit within 20 seconds, the system will automatically program a 0 and your User 5 code will function as any other User code.

Example: **5** (User #) **4** **3** **2** **1** (code) **2** (extra digit)

In the above example, User 5 may disarm the system only twice, and then the User 5 code will become invalid.

As with all other user codes, you can program and reprogram this code as often as necessary.

If your system has been pre-set to include the "Ambush" feature, your User 0 code must be programmed. It will be programmed just like all other User codes but it will operate differently (see p. 4). If your system does not include the "Ambush" feature, use the User 0 code as you would any other Arm/Disarm code.

User 1 can erase any user's code except his own, as follows:

1. Press ***** (Code Key)
2. Enter User 1 Code
3. Press User Number of Code to be erased (e.g., if user 2 code is to be erased depress only the number **2** to erase entire code.
4. Press **#** (Reset Key)

Repeat steps 1, 2, and 3 above, entering User Number of code to be changed in step 3.

4. Enter new 4-digit code desired (do not use #9)

USER 0 AMBUSH CODE

ERASING A USER CODE

CHANGING A USER CODE

IF AN ALARM OCCURS

BURGLARY ALARM

If a BURGLARY Circuit is violated, several things will happen:

- A local alarm will sound: "YOU HAVE VIOLATED A PROTECTED AREA. THE POLICE WERE CALLED. LEAVE IMMEDIATELY."—followed by siren or bell sound.
- A burglary alarm message will be transmitted to your monitoring station.
- The red "ARM" LED will blink quickly.
- The green zone LED will blink quickly, indicating which zone was violated.

The alarm will stop only after the timer has run out. TO TURN OFF THE ALARM before that time, DISARM THE SYSTEM. NOTE: Remember to RESET (#) after an alarm.

FIRE ALARM

If a FIRE Alarm occurs:

- A local alarm will sound: "FIRE! LEAVE IMMEDIATELY."—followed by a siren or bell sound.
- A fire alarm message will be transmitted to the monitoring station.

The fire siren will NOT turn off automatically. To turn off the fire siren Press "Reset" (#).

AFTER A POWER FAILURE

Your Security System has been preset to determine the state it will return to after a total power failure (AC and battery). Depending upon the option selected, your system will either always be armed after a power failure (whether it was armed or disarmed before it lost power); or it will always be disarmed after a power failure. Your installer will tell you which option has been programmed into your system.

If you have any questions about the operation of your system, call your installer: