1 Quick Reference

The PowerSeries Neo Alarm System uses shortcut keys to access options or features on all models of keypads. When using an LCD keypad, the PowerSeries Neo Alarm System additionally uses a menu based navigation system. The scroll 🖎 keys can be used to [Scroll] through the list of options contained within the current menu. For more information on keypads see 2 "Understanding your Keypad Display".

NOTES: Some features must be enabled by installer.

Bypass Groups are not permitted in UL listed installations.

[*] - If configured by installer

Ready - Indicates system normal Must be on to arm system. All	Status Li	ights		Function	on Keys	Emergen	cy Keys	
Armed light are both on it indicates an Exit Delay is in progress. Comparison of the progress of the keypad has a low battery condition. Follow the instructions displayed or enter *1 2 to view trouble. Correcting the trouble turns off the indicator. Comparison of the program by pass of roup Ac Power Indicates AC Power is present. The AC Power light will turn off the indicator. Press	zones must be secure		stem normal. Must be on to arm system. All d or bypassed and the system disarmed for		Stay Arm	••	Fire Alarm	
indicates that the keypad has a low battery condition. Follow the instructions displayed or enter [*][2] to view trouble. Correcting the trouble turns off the indicator: AC Power - Indicates AC Power is present. The AC Power light will turn off when AC is absent. Action Press Arming and Disarming Away Arm	Ar Ar	rmed- Indicates symmed light are both	stem is armed. If the Ready light and the on it indicates an Exit Delay is in progress.	<u>a</u>	Away Arm	++		
Will turn off when AC is absent.	indicates that the key instructions displaye		pad has a low battery condition. Follow the d or enter [*][2] to view trouble. Correcting		Reset	••		
Arming and Disarming Away Arm ☐ for 2 seconds + [Access Code*] Stay Arm ☑ for 2 seconds + [Access Code*] Night Arm When armed in stay mode ★ ① + [Access Code*] Disarm [Access Code] No-Entry Arming ★ ② + [Access Code*] Quick Arm/Quick Exit ★ ② Abort Arming Sequence [Access Code] Bypassing - All bypass commands begin with ★ ① + [Access Code*] Bypass Individual Zones [3 Digit Zone #] Bypass All Open Zones [3 Digit Zone #] Bypass All Open Zones ③ ⑤ ⑤ ⑥ Recall Last Bypass ⑤ ⑥ ⑥ ⑥ Geroll] Bypass Options + ★ + [Scroll] Clear Bypasses + ★ Program Bypass Group [3 digit zone #s] + [Scroll] Bypass Options + ★ + [Scroll] Prg Bypass Group + ★ Load Bypass Group [3 digit zone #s] + [Scroll] Bypass Options + ★ + [Scroll] Bypass Group + ★ Common Functions Set Time and Date ★ ⑥ [Master Code] + ① ① Turn Chime ON/OFF ★ ④ + [Access Code*] OR ⑧ Change Brightness ★ ⑥ [Master Code] + ① ② Change Contrast ★ ⑥ [Master Code] + [Access Code] + ① Add/delete User	O AC Power - Indicate will turn off when A		s AC Power is present. The AC Power light C is absent.		Quick Exit	-		
Away Arm Gor 2 seconds + [Access Code*] Stay Arm Gor 2 seconds + [Access Code*] Night Arm When armed in stay mode 1 + [Access Code*] No-Entry Arming	Action		Press					
Stay Arm	Arming and Disarming							
Stay Arm	Away Arn	n	for 2 seconds + [Access Code*]					
Night Arm Night Arm Night Arm Nehen armed in stay mode * 1 + [Access Code*] No-Entry Arming ** 9 + [Access Code*] Quick Arm/Quick Exit Abort Arming Sequence Access Code	-							
Disarm								
No-Entry Arming Quick Arm/Quick Exit Abort Arming Sequence Bypassing - All bypass commands begin with 1 + [Access Code*] Bypass Individual Zones Bypass Individual Zones Bypass All Open Zones Recall Last Bypass Clear Bypass Clear Bypass Clear Bypass Group 13 digit zone #s] 9 9 9 9 9 9 9 9 9 9 9 9 9								
Quick Arm/Quick Exit Abort Arming Sequence Abort Arming Sequence [Access Code	No-Entry Arming							
Bypassing - All bypass commands begin with * 1 + [Access Code*] Bypass Individual Zones Bypass All Open Zones Bypas All Open Zones Bypass All Open Zones Bypass All Open Zones By								
Bypass Individual Zones [3 Digit Zone #] Bypass All Open Zones [9 9 8] Recall Last Bypass [9 9 8] Clear Bypass [9 9 8] Clear Bypass [9 9 8] Program Bypass Group [13 digit zone #s] + [Scroll] Clear Bypasses + ** Program Bypass Group [14 digit zone #s] + [Scroll] Bypass Options + ** + [Scroll] Prg Bypass Group + ** Load Bypass Group [15 digit zone #s] + [Scroll] Bypass Options + ** + [Scroll] Prg Bypass Group + ** Common Functions Set Time and Date [16 master Code] + [17 master Code] + [18 maste	Abort Arming Sequence							
Bypass All Open Zones Recall Last Bypass Clear Bypass Clear Bypass Clear Bypass Program Bypass Group [3 digit zone #s] + 9 9 5 OR [3 digit zone #s] + [Scroll] Bypass Options + ★ + [Scroll] Prg Bypass Group + ★ Load Bypass Group [3 digit zone #s] + [Scroll] Bypass Options + ★ + [Scroll] Prg Bypass Group + ★ Common Functions Set Time and Date Turn Chime ON/OFF A								
Recall Last Bypass Clear Bypass Clear Bypass Clear Bypass Program Bypass Group [3 digit zone #s] +	Bypass Individual Zones							
Clear Bypass Clear Bypass Clear Bypass Clear Bypass Clear Bypass Common Functions Set Time and Date Turn Chime ON/OFF Change Brightness Change Contrast Add/delete User Reset Smoke Detectors View Troubles Claigit zone #s] + (Scroll) Bypass Options + (***) + (Scroll) Prg Bypass Group + (***) Clear Bypass Group (3 digit zone #s] + (9 (9 (9 (5)) Group) (3 digit zone #s] + (Scroll) Bypass Options + (***) + (Scroll) Prg Bypass Group + (***) (4 (1) OR (Scroll) Bypass Options + (***) + (Scroll) Bypass Group + (***) (5 (1) OR (Scroll) Bypass Options + (***) + (Scroll) Bypass Group + (***) (6 (1) OR (7 (1) OR (8 (1) OR (8 (1) OR (9 (1) OR (9 (1) OR (1) OR (1) OR (1) OR (1) OR (2) OR (3 digit zone #s] + (9 (1) OR (5 (1) OR (6 (1) OR (7 (1) OR (1) OR (1) OR (1) OR (2) OR (3 digit zone #s] + (9 (1) OR (4 (1) OR (5 (1) OR (6 (1) OR (7 (1) OR (1) OR (1) OR (2) OR (3 digit zone #s] + (9 (1) OR (3 digit zone #s] + (9 (1) OR (6 (1) OR (7 (1) OR (9 (1) OR (9 (1) OR (1) OR (1) OR (1) OR (1) OR (1) OR (2) OR (4 (1) OR (1) OR (2) OR (4 (1) OR	Bypass All Open Zones		9 9 8					
Clear Bypass Scroll] Bypass Options +	Recall Last Bypass		9 9					
Program Bypass Group [3 digit zone #s] + [Scroll] Bypass Options +	Clear Bypass							
Common Functions Set Time and Date	Program Bypass Group		[5 418.1 2010 110]					
Set Time and Date \[\pm \ \emptyreq \emptyrem \text{[Master Code]} + \bigcup \emptyrem \text{]} \] Turn Chime ON/OFF \[\pm \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	Load Bypass Group							
Turn Chime ON/OFF \(\pm \) 4 + [Access Code*] \(\mathbf{OR} \) Change Brightness \(\pm \) 6 [Master Code] + 1 2 + \(\pm \) Change Contrast \(\pm \) 6 [Master Code] + 1 3 + \(\pm \) Add/delete User \(\pm \) 5 + [Master Code] + [Access Code] + 1 Reset Smoke Detectors \(\pm \) OR \(\pm \) 7 2 View Troubles \(\pm \) 4 + [Access Code*] + \(\pm \) \(\pm \) View Alarms \(\pm \) 3 + [Access Code*] + \(\pm \) \(\pm \)	Common Functions							
Change Brightness ** ** ** ** ** ** ** ** ** ** ** ** **	Set Time a	and Date	* 6 [Master Code] + 0 1	\supset				
Change Contrast * 6 [Master Code] + 1 3 + 4 Add/delete User Reset Smoke Detectors * 7 2 View Troubles * 2 + [Access Code*] + 4 View Alarms * 3 + [Access Code*] + 4 * 5 Master Code] + 1 * 7 2 * 7 2 * 8 Master Code] + 1 * 8 Master Code] + 1 * 9 Master Code] + 1 * 9 Master Code] + 1 * 1	Turn Chime ON/OFF		* 4 + [Access Code*] OR					
Add/delete User Reset Smoke Detectors View Troubles ** 3 + [Access Code*] + 4 ** 4	Change Brightness		* 6 [Master Code] + 1 2 + 3>					
Reset Smoke Detectors View Troubles View Alarms Reset Smoke Detectors ** 7 2 ** Year Toubles ** 2 + [Access Code*] + 4 5 5 ** 3 + [Access Code*] + 4 5 5	Change Contrast		* 6 [Master Code] + 1 3 + 4 5					
View Troubles \star \supseteq $+$ [Access Code*] $+$ \triangleleft View Alarms \star \supseteq $+$ [Access Code*] $+$ \triangleleft	Add/delete User		* 5 + [Master Code] + [Access Code] + 1					
View Alarms ★ ③ + [Access Code*] + ﴿ ▷	Reset Smoke Detectors		(2) OR (*) (7) (2)					
- Interest code 1.	View Troubles		* 2 + [Access Code*] + (3)					
Perform System Test	View Alarms		* 3 + [Access Code*] + < >					
	Perform System Test		* 6 [Master Code] + 0 4 + 3 >					
Buzzer Volume * 6 [Master Code] + 1 4 + 4	Buzzer Vo	olume	* 6 [Master Code] + 1 4 + 6 5					