
INTRODUCTION

Thank you for purchasing your new Omni automation system. You are about to enjoy a new feeling of security, peace of mind, and convenience.

We at Home Automation, Inc. hope that you will take a few moments to become familiar with all of the features of this fine product by reviewing this manual. Please keep this manual on file for future reference.

It is recommended that you also review the installation and operating instructions provided with your smoke and gas detectors (if used in your system). If you do not have a copy of these documents, ask your installer - **See Underwriter's Laboratories Requirements.**

In the event that there are any questions, please call your installer first. If you need assistance directly from the manufacturer, please call us at (504) 833-7256, between the hours of 9:00 AM and 5:00 PM, Central time. We will be happy to assist you.

When calling, please have the model and serial number of the unit that you have, which can be found on the inside of the controller.

For your convenience, we suggest that you record this information:

MODEL NUMBER: _____

SERIAL NUMBER: _____

Underwriter's Laboratories (UL) Listing

The 10A00-1 and -4 Omni controllers and consoles have been tested and Listed by UL for the following applications:

- UL 985 - Household Fire Warning System Units
 - UL 1023 - Household Burglar Alarm System Units (Grade A)
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The 10A00-4 Omni controller has also been tested and Listed by UL for the following applications:

- UL 365 - Police Station Connected Burglar Alarm Units and Systems (Grade B)
- UL 609 - Local Burglar Alarm Units and Systems (Grade A)
- UL 1610 - Central Station Burglar Alarm Units (Grade A)

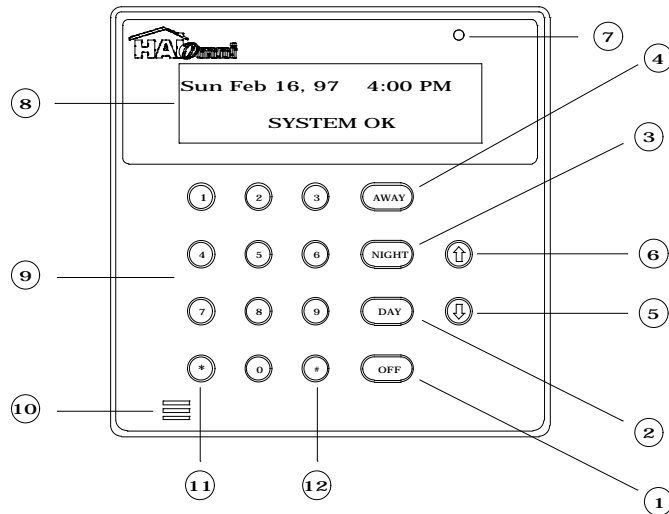
In a UL Listed Installation, failure to operate and program the system as described in this manual is a violation of the Listing Mark.

See *Underwriter's Laboratories Requirements* for more information.

OVERALL DESCRIPTION

Console Operation The console is designed with everything that is necessary for you to program and operate your Omni control and security system. Because we feel that it is very important for you to feel comfortable with the operation of your Omni, we recommend that you start by becoming familiar with your console.

The OFF (1), DAY (2), NIGHT (3), and AWAY (4) keys are called shortcut keys. This means that you may press these keys to go directly to that function without having to go into one of the "hidden" menus.



1- ' OFF '

The ' OFF ' key is used to disarm (deactivate) the security system, reset the fire and emergency alarms, and silence all sirens and sounders.

2- ' DAY '

The ' DAY ' key is used to arm the security system in the Day mode. In the Day mode, the perimeter zones (doors and windows) are protected, however, the interior zones are not armed so that you may

move about freely inside. In this mode, there is an entry delay on entry-exit zones.

3- ' NIGHT '

The ' NIGHT ' key is used to arm the security system in the Night mode. In the Night mode, the doors, windows, and non-sleeping area motion detectors are armed. In this mode, there is no entry delay so the alarm will be activated immediately if any zone is violated.

4- ' AWAY '

The ' AWAY ' key is used to arm the security system in the Away mode. In the Away mode, all zones (doors, windows, motions, etc.) are armed. There is an entry delay on entry-exit zones, so that you can disarm the system when you return through the door.

5- Down Arrow

The Down Arrow key is used to scroll through menus and lists. The down arrow is used to scroll down the list from first to last (for example, when the first program is being displayed, pressing the down arrow will cause the next program to be displayed).

6- Up Arrow

The up arrow key is used to scroll through menus and lists. The up arrow is used to scroll back through a list (for example, if you have already used the down arrow to scroll to an item, the up arrow will bring you back to a previous item).

7- Console LED

The Console LED is used to indicate whether the security system is currently armed or disarmed. If armed in any of the security modes, the LED will be set to red. If the system is disarmed, the LED will be set to green.

8- Console Display

The Console Display is used to show the current security mode

and to give useful information that will guide you through normal operations of your Omni control and security system.

9- Console Keypad

The Console Keypad is used to enter user codes for arming, disarming, bypassing, and restoring zones. In some cases, the keys (0-9) are assigned to different functions. From the top-level display, each key functions as a menu choice.

10- Console Beeper

The Console Beeper is used to confirm a keystroke, alert user of errors and troubles, and sound upon entry and exit delays.

11- ' * ' Key

The ' * ' key is used to cancel and return the display to the previous menu. When you are entering a number, ' * ' will cancel the previously entered digits and will prompt you to reenter the number.

12- ' # ' Key

The ' # ' key is used to enter or confirm a selection. It may also be used to display a menu or to offer you additional choices.

Normal Top-Level Display

In its normal state, the console display will show the day, date, and time on the top line, and the system status on the bottom line. If all doors, windows, sensors, etc. are closed, no zones are bypassed, and if there are no troubles, the bottom line will show "SYSTEM OK" as seen below:

```
Sun Feb 16, 97  4:00 PM
SYSTEM OK
```

If one of the doors, windows, motion, or other detector connected to the Omni is open, or has detected motion, the bottom line of the display will say, "ZONE NAME NOT RDY".

For example, the display will say, "FRONT DOOR NOT RDY".

If the zone name has not been entered during set up, the display will give the zone number and zone type. This display will remain for 2 seconds, then the next zone not ready, in trouble, or bypassed will be displayed.

Display Menus

The system has been designed to be easy to operate. Whenever you press a key on the console, the top line of the display will indicate what you are doing. To the right of that is your selection or current setting. The bottom line will show a menu of your next options. To the lower right corner of the display is the direction arrow(s). Where possible, the up (↑), down (↓), and two-headed (×) arrow characters are shown on the console display to indicate which arrow keys may be pressed at that time.

When using the arrow keys to scroll through lists of areas, buttons, codes, temperature zones, units, or zones, only the named items are displayed. If no text description has been given to an item, it will be skipped over when scrolling through that list. You can still enter any item number to access it directly, and then scroll up and down among the named items. To look at another specific item, simply enter the item number followed by the down arrow key.

In some cases, the keypad keys (0-9, *, #) are assigned to different functions or menus. A key assignment is indicated by the character key directly in front of the new function on the bottom line of the display. For example, if the bottom line says, "2=DELETE", you may press the 2 key to delete. From the top-level display, each key functions as a menu choice. Simply press the appropriate key and you will enter that menu.

Main Menu

The main menu is entered from the top-level display by pressing the '#' key. This menu displays all of the functions that you can perform from the console. It is not necessary to display the main menu before selecting a function if the number for the desired menu item is known.

The following menu choices are available:

1=CONTROL	2=SECURITY	
3=BUTTON	4=ALL	↓
5=TEMP	6=STATUS	
7=EVENTS	8=SETUP	↑

Menu 1 - Selects Control functions for controlling lights and appliances.

Menu 2 - Selects Security functions (arming, disarming, bypassing, and restoring).

Menu 3 - Allows a Button (macro) to be activated.

Menu 4 - Allows All Lights On and All Units Off to be commanded.

Menu 5 - Allows Temperature control for Thermostats and Energy Saver Modules.

Menu 6 - Allows various status items to be displayed.

Menu 7 - Allows you to view an event log of security "happenings".

Menu 8 - Allows you to enter setup mode for different operating configurations.

Error Beeps

If you press a key that is invalid for the function that you are doing, the console will beep 3 times, indicating that it is not a valid option. Look at the bottom line of the display to see what keys you can press next.

Trouble Beeps

The Omni constantly checks itself and the entire system for proper operation. If trouble is found, the trouble will be displayed on the bottom line of the display and the console will beep at the rate of two beeps per second to alert you to the trouble. This feature can be turned off if desired - **See Set Up Arming, Beep On Trouble.**

To silence the beeper, press the '*' key.

For more information, see *Trouble Indications*.

Confirmation Beep	When you have successfully completed a function, such as entering a program or changing a setup item, the console will beep once.
Cancel	<p>If you are ever unsure and wish to return to the top-level display, press the '*' key. You may have to press it more than once, depending on how far into the function (menu) you are. Each time you cancel out of an operation, the console will beep once to indicate that you have canceled.</p> <p>The '*' key can also be used if you make a mistake while entering a number. For example, if you enter a 2 when you meant to enter a 3, press the '*' key to start over.</p>
Time Out	If you are called away from the console for any reason (to take a phone call, for instance) while you are engaged in an operation, the console will time out and cancel it for you after 3 minutes. The display will return to the normal top-level display.
Areas	<p>If there is an area or a separate building that needs to be protected, your installer can divide your Omni system into two independent security systems: Area 1 and Area 2. Each area has complete access to all of the capabilities of the Omni, yet the Omni can protect each area individually.</p> <p>You may decide to use the Area feature if you have a guest house or workshop that you would like to have protected separately from your home, or maybe you have a business and would like to protect an inventory stockroom separately from the offices in your building.</p> <p>The console in each area acts as if it were controlling its own Omni system. Each area is assigned, by your installer, a group of zones, control units, macro buttons, and thermostats. These items can only be controlled where they have been assigned.</p>

SECURITY SYSTEM OPERATION

Disarming the Security System and Silencing Alarms

Before going any further, you should know how to disarm your security system in the event that the alarm sounds. Turning the system OFF disarms the burglar alarm, resets the fire and emergency alarms, and silences all sirens and sounders.

Press the OFF key.

Now enter your four digit Code.

That's all there is to it.

Watch the display. The top line will read "DISARM" - The bottom line will read "ENTER CODE", indicating that your option is to enter your code number. For each digit that you press, an X will appear indicating that the key has been pressed.

After the four digit code has been successfully entered, the console will beep once to indicate that you have correctly disarmed the system. The console LED will be set to green, and the display will return to the normal top-level system display.

If an incorrect code is entered, the console will beep three times and display " *** INVALID CODE *** ".

After a brief delay, the user will be prompted to reenter the code.

In the event that you make a mistake, press the OFF key again, then enter your master code again.

Practice disarming your system until you are comfortable with this procedure.

NOTES:

- Panic, Tamper, and Fire zones are always armed, as are the Emergency buttons on the console.
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- In the event that the alarm has been activated, the menu keys and the arrow keys are locked out. You must silence the alarm using the OFF, DAY, NIGHT, or AWAY keys.

Arming the Security System

Now that you know how to disarm the system, here's how to arm the security system. The security menu is used to arm and disarm the security system. To enter the security menu, from the top-level display, press the 2 key on the console keypad. The console should display:

```

0=OFF    1=DAY    2=NIGHT
3=AWAY   4=VACATION  ↓
5=DAY INST 6=NIGHT DLY
8=BYPASS  9=RESTORE  ↑

```

0 = OFF

The OFF key disarms the security system, resets the fire and emergency alarms, and silences all sirens and sounders.

1 = DAY

The DAY mode is intended for use when someone will occupy the house or business that is being protected. In the Day mode, the perimeter zones (doors and windows) are armed; however, interior motion detectors and interior traps are not armed so that you may move about freely inside. In the Day mode, there will be an Entry Delay on the Entry-Exit zone, so that someone arriving can turn off the alarm before it sounds.

2 = NIGHT

The NIGHT mode is used when you are asleep and everyone in your household is at home. In the Night mode, your doors, windows, and non-sleeping area (i.e. downstairs) motion detectors are armed. In the Night mode, there is no entry delay. The alarm system sounder will be activated immediately if any door, window, or non-sleeping area (motion detector) is tripped.

3 = AWAY

Use the AWAY mode when you leave and no one is there. All doors, windows, and motion detectors are armed. All zones have an Exit Delay so that you will have time to leave and close the door after you arm the system. The system will be fully armed after the Exit Delay. There is an Entry Delay on the Entry-Exit zones in the Away mode, so that you will have time to turn the system off when you return through your door.

Note that the Entry Delay only applies if you come in through an Entry-Exit zone. If someone attempts to climb into a window, or if an interior zone is tripped before the Entry-Exit zone, the alarm will be activated immediately. If you do enter through an Entry-Exit zone first, then the other zones are disabled during the Entry Delay, in case you have to cross through another zone to get to your console (an interior motion detector, for example).

4 = VACATION

This mode arms all doors, windows, and interior motion detectors (same as Away mode). There is an Entry Delay on the Entry-Exit zones. Use this mode when you are leaving for a period of days.

5 = DAY INST (DAY INSTANT)

Functions same as Day mode, however, there is no Entry Delay on any of the security zones. There will be an instant alarm if any of the zones are violated while in this mode.

6 = NIGHT DLY (NIGHT DELAY)

Functions same as Night mode, however, there is an Entry Delay on the Entry-Exit zones. Use this mode if you are going to sleep but a family member is expected home at a later time.

To arm the system into one of the 6 security modes, from the security menu, choose the security mode and press the appropriate key (1 - 6).

Enter your user code number on the console keypad.

The console will beep once and the console LED will be set to red. The top line will display the security mode. The bottom line will display, " *** ARMING SYSTEM *** " to indicate that the system is being armed. The system will be fully armed after the Exit Delay expires. If arming in Away or Vacation mode and Audible Exit Delay is enabled, the console will beep until the Exit Delay has expired. During the last 10 second of the Exit Delay, the console will beep twice as fast - leave and close the door promptly.

NOTE: In Commercial Burglar Alarm Applications for UL Certified Systems, a Ring-back indication and Bell-test should be heard after arming (closing). If not heard, call for service.

Using Shortcut Keys

There are three shortcut keys on the console to arm the system in the Day, Night, and Away security modes, and OFF to disarm, without having to go into the security menu.

From the top-level display, press one of the shortcut security keys. Enter your code number on the console keypad.

The console will beep once and the console LED will be set to red. The top line will display the security mode to indicate that you have correctly armed the system. The system will be fully armed after the Exit Delay expires.

The programmed Entry Delay is _____ seconds.

The programmed Exit Delay is _____ seconds.

Quick Arm

For extra convenience, the Omni can be armed simply by pressing the DAY, NIGHT, or AWAY button twice, eliminating the need to enter the code.

To quick arm the system in the Away mode, from the top-level display, press AWAY, AWAY.

The quick arm feature only works if the alarm system is in the OFF mode, and if no alarms are sounding. This feature is disabled when the system is shipped from the factory. If desired, it can be enabled or disabled at any time - **See Set Up Arming, Quick Arm Enabled.**

Bypassing Zones **8 = BYPASS**

You can Bypass a zone that you do not want protected while the system is armed.

Bypassing is also the only way that a tamper or panic zone can be disarmed. For example, if there is a liquor closet or gun case on a tamper zone, then you must bypass that zone to gain access to it.

Another reason to Bypass a zone is if the zone is having trouble. If a zone is causing a trouble indication, you can bypass that zone to "cut it out" of the system until repairs are made.

When a zone is bypassed, it is no longer checked for alarm or trouble conditions. When you bypass a zone using the console (or over the phone) it will **stay** bypassed until you **restore** it. The console status display will show that the zone is bypassed only when the security system is disarmed. When the system is armed, it does not display bypassed zones.

To bypass a zone, from the main menu or from the top-level display, press 2 on the console keypad, then 8 for bypass.

Enter the zone number followed by the '#' key, or use the arrow keys to select the zone. After the zone is entered, you will be prompted to enter your security code.

The console will beep once, and the top-level display will return. The bottom line will now read "ZONE NAME BYPASSED" to remind you that the zone is bypassed.

If a Fire zone is bypassed, the console will continue to beep until that zone is restored - *See Restoring Zones.*

Auto-Bypass

In order to prevent the alarm from sounding unexpectedly if a window or door is open when the system is armed, the Omni will automatically bypass a zone if the zone is **not ready** when the system is armed. When this happens, the display will indicate that the zone was bypassed.

Note that there is an exit delay before the system is armed in any mode. The bypass will only take place if the zone is **not ready** when the exit delay is over and the system actually arms itself.

When a zone is Auto-Bypassed, it will be automatically restored the next time you arm or disarm the system. The auto-bypass is recorded in the event log as "ZONE NAME BYPASSED".

To prevent any zone from being bypassed unintentionally, you should always look for "SYSTEM OK" on the display before arming and leaving the premises.

When arming a different area, in Auto-Bypass mode, all zones in that area must be **ready**. If any zones are **not ready**, you must manually Bypass those zones before arming that area.

The Auto-Bypass feature can be disabled if you do not want the system to automatically bypass open zones. If the auto-bypass feature is disabled, the alarm will sound if a zone is open and the system is armed.

NOTE: The Auto-Bypass feature is disabled on UL Listed Installations.

Restoring Zones 9 = RESTORE

Restoring a zone puts it back on active duty in the system. When restored, the Bypassed indication will no longer be displayed on the status line and the zone will be checked for alarm and trouble conditions.

To restore a zone, from the top-level display, press 2 on the console keypad, then 9 for restore.

Enter the zone number followed by the '#' key, or use the arrow keys to select the zone. Press '0' as the first key to restore all zones. The 0 = ALL choice is removed once a digit key or the down arrow is pressed. After the zone or all zones is entered, you will be prompted to enter your code.

The console will beep and the display will return to the top-level display.

= GOTO

To Bypass or Restore a zone in another area, you must first "go to" that area by selecting #=GOTO.

AREA :
ENTER AREA :

At this point you may enter the area number followed by the '#' key, or use the down arrow key to scroll to the next area - *See Area Arming* for additional information.

What To Do When You Come Home

Entry through a door:

- If you enter your home while the system is armed in the Day or Away modes, using your normal entry door:
- Console beeper comes on - display indicates:
" *** DISARM SYSTEM *** - PRESS OFF THEN CODE"
- Any lights or control modules programmed to come on for the door that you used will do so.
- The system will wait the Entry Delay time.

You should go to your console (or telephone) immediately and turn the security system off. If you wish, you may go directly to a different security mode, rather than turning the system OFF.

If you return home and hear the alarm sounding or the outdoor lights are flashing, **Do Not Enter**. Use a neighbor's phone to call for help.

**What Happens
When the Alarm
is Activated****BURGLAR ALARM ACTIVATED**

If someone enters through any zone other than an Entry-Exit zone, if the security system is in the Night mode, or if the security system is not turned off during the Entry Delay:

- The interior sounder is activated, which makes a loud, continuous sound.
- The display shows the type of alarm and the zones that have been tripped: "BURGLAR ALARM! - ZONE NAME TRIPPED"

If more than one zone is tripped, then the bottom line will show each zone tripped for two seconds.

- The When Alarm macro is activated. Any units programmed to come on will do so.
- The Flash For Alarm Unit Number begins to flash on and off.
- The system now waits the Outside Siren Delay. (0 - 60 seconds)
- The Outdoor Siren is activated, which makes a loud, continuous sound.
- The system now waits the Dial Out Delay. (0 - 60 seconds)
- The in house phones are seized (disconnected) and the Omni begins to dial out.

If you are having your system monitored by a central station, the central station will be sent a code representing the type of alarm (burglary) and zone involved. In most cases, the central station will call back, requesting your password or passcode.

If you are not using central station monitoring but are using the voice dial out capability, the system looks at the Dial Order to determine which number to call first, and calls that number.

If you are using both central station monitoring and voice dial out, then the voice dial out is delayed by five minutes to give the central station time to call you back.

When a voice dial out is answered, a pre-programmed message is repeated two times. At any point during the message, the called party can enter a code as described in Emergency Dial Out to log in and stop the Omni from dialing any further numbers.

If the called party is busy, does not answer, or answers but does not enter a code, then the Omni goes to the Dial Order to determine the next number to dial, and the next call is made. When the last call is made in the Dial Order, the house phones are reconnected and the system stops dialing.

- The system continues to sound all alarms and flash the flashing light for 1-30 minutes after the alarm is activated.
- After a 1-30 minute period, the outside siren and interior sounder are turned off, and the alarm system resets itself. The console beeper stays on. If a zone is tripped after a reset, the outdoor siren will again be activated, and the dialer will again dial out.

At any time, the alarm system can be turned off at the console.

Fire Alarm Activated

When the fire alarm is activated by the smoke/fire detector(s), the alarm responds exactly as described under Burglar Alarm Activated, except:

- The console display reads,
"FIRE ALARM! ZONE NAME TRIPPED"
- The interior and outside siren will activate in a 3 pulse temporal pattern to distinguish the fire alarm from the burglar alarm.
- The Central Station (if used) will receive a Fire Alarm signal.

The fire alarm takes priority over the burglar alarm, however, if a gas alarm is already active, it will not override the gas alarm output.

NOTE: If multiple alarm types occur, such as both Fire and Police, the display will alternate between the alarm types.

Gas Alarm Activated

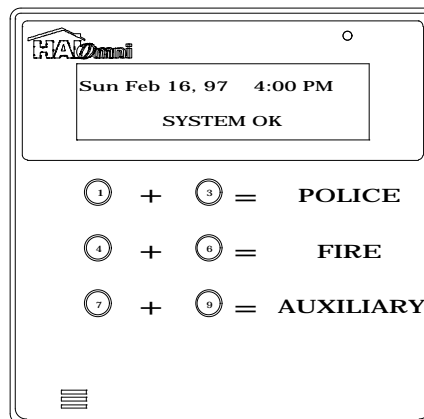
When the gas alarm is activated, the alarm responds exactly as described under Burglar Alarm Activated, except:

- The console display reads,
"GAS ALARM! ZONE NAME TRIPPED"
- The interior sounder will pulse on - off - on, then an extended off period to distinguish it from the burglar or fire alarm.
- The outside siren will pulse on - off - on, then an extended off period to distinguish it from a burglar or fire alarm.
- The Central Station (if used) will receive a Gas Alarm signal.

The gas alarm takes priority over the burglar alarm, however, if a fire alarm is already active, it will not override the fire alarm output.

Emergency Keys

Emergency alarm conditions can be activated through the console. These conditions (Fire, Police And Auxiliary) are initiated with the simultaneous depression of two key for approximately 1 second.



NOTE: The Emergency keys are always armed. The Fire and Auxiliary emergency alarms are silenced by pressing the '*' key. To cancel a Police emergency alarm you must press the OFF key and enter your code.

Police Emergency

When the 1 key and the 3 key is pressed simultaneously, the Police Emergency alarm is activated. This alarm operates exactly the same as described for Burglar Alarm Activated except:

- The console display indicates:
"BURGLARY! - POLICE EMERG TRIPPED".
- The When Burglary Alarm macro is activated.
- The interior sounder and the outdoor siren are activated immediately. **Note** that there is no outside siren delay for emergency buttons.
- The central station (if used) will be sent a code representing the type of alarm (police emergency button).

The voice message is delivered to the called party when the phone is answered and someone speaks. The message is repeated two times. At any point during the message, the called party can enter a Master or a valid Manager code as described in Emergency Dial Out to log in and stop the Omni from dialing any further numbers.

Fire Emergency

When the 4 key and the 6 key is pressed simultaneously, the Fire Emergency alarm is activated. This alarm operates exactly the same as described for Police Emergency Button except:

- The interior sounder and exterior siren pulse on and off to distinguish the fire alarm from the burglar alarm.
 - The console display will read:
"FIRE ALM - FIRE EMERG TRIPPED".
 - The When Fire Alarm macro is activated.
 - The Central Station (if used) will receive a Fire Emergency Button signal.
 - The voice dialer dials out to report the Fire Emergency Button.
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The Fire Emergency alarm can be turned off at any time by pressing the '*' key.

Auxiliary Emergency When the 7 key and the 9 key is pressed simultaneously, the Auxiliary Emergency alarm is activated.

- The console beeper comes on - display indicates: "AUX ALARM! AUX EMG BTN TRIPPED".
- The When Auxiliary Alarm macro is activated.
- The Flash For Alarm Unit Number begins to flash on and off.
- The system waits the Dial Out Delay.
- The in house phones are seized (disconnected) and the Omni begins to dial out.
- If the system is being monitored, the central station will be sent a code representing the type of alarm.

If the voice dialer is being used, the message is repeated two times. At any point during the message, the called party can enter a Master or a valid Manager code as described in Emergency Dial Out to log in and stop the Omni from dialing any further numbers.

If the called party is busy, does not answer, or answers but does not enter a code, then the Omni goes to the next number to dial, and the next call is made. When the last call is made in Dial Order, the house phones are reconnected and the system stops dialing.

- The console beeper continues to sound until the alarm is disarmed.
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Duress Code Entered or Duress Alarm Activated

(See *Duress Code* for a description of when to use.)

In the event that you enter your duress code, or a zone configured as a Duress zone is tripped, the system performs a silent dial out as follows:

- No alarms, lights or console beepers are activated. The system does not display the duress alarm.
- The system waits the dial out delay, then begins to dial out.

If you are having your system monitored by a central station, the central station will be sent a code representing the type of alarm (duress).

Alarm Reset

The alarm system will reset itself after the outside siren has been on for 1-30 minutes. When the alarm system resets, any zone that is **ready** is reactivated, so the alarm system will be activated again if the zone is tripped. If a zone remains **not ready** (i.e. a door has been left open) it will be automatically bypassed when the alarm resets.

The console will display, "(FIRE, BURGLAR, or EMERGENCY) ALARM RESET" when this happens. The Flash For Alarm lights will continue to flash. The dialer will continue to dial until all numbers have been dialed.

Alarm Cancel

At any time, you can silence your alarm system by pressing the OFF key and entering your code. If the system has reported, or is in the process of reporting an alarm to a central station, it will send the alarm code followed by a code indicating that the alarm has been canceled by the user.

If an alarm is canceled before the dial out delay has expired, the system will not report any alarm.

If an alarm is canceled during a voice dial out, the system hangs up immediately, unless the recipient of the call has entered a master or access code.

Trouble Indications

The Omni constantly monitors the alarm zones and several internal matters and will alert you if it detects trouble. The particular trouble is indicated on the bottom line of the display and a trouble signal is given by beeping the console beeper continuously, 2 beeps per second.

When any trouble condition occurs, the console will beep twice per second and continue to beep until the '*' key (cancel) is pressed to acknowledge the trouble. The console will say "TRBL NOW" (trouble now) if the trouble condition actually exists while you are looking at the console. It will say "HAD TRBL" (had trouble) if the trouble condition occurred and then corrected itself.

The trouble indications and their meanings are shown below.

- **ZONE NAME TRBL NOW or HAD TRBL:** If the reading for a zone becomes abnormal, trouble will be indicated on that zone - **See Status \ Test.** Trouble on security zones is usually caused by excessive resistance in the contact and wiring. If the cause is not obvious, call your installer for service.
 - **AC POWER OFF TRBL NOW or HAD TRBL:** Indicated if the normal house current powering the Omni controller is interrupted for more than 3 minutes. If this happens without good cause, check the wall mounted transformer to ensure that it hasn't come out of the wall socket; check to see that the socket has power; check the MAIN fuse (F3) on the Omni controller to be sure that it is good.
 - **BATTERY LOW TRBL NOW or HAD TRBL:** Every hour, the Omni makes a dynamic test of the battery. The charger is turned off and a load is placed on the battery for 10 seconds, then the battery voltage is read. If the battery voltage is too low, then the console will indicate "BATTERY LOW". If this happens, make sure that the battery is connected and that the Battery fuse (F5) is good. The "BATTERY LOW" indication will remain until the next battery test is run, 1 hour later, or when a Show Test command is given.
 - **COMMUNICATOR TRBL NOW:** Indicated if the digital communicator (not the voice dialer) was unable to make contact with the Central Station after trying both numbers multiple times.
-

This indication will remain until the digital communicator tries again (as a result of a reportable alarm or event occurring) or until both phone numbers are removed from the digital communicator. If this happens, there could be a problem with the system, central station, phone line, or the wrong phone numbers have been entered in the digital communicator. Call your dealer for service.

- **PHONE LINE DEAD TRBL NOW or HAD TRBL:** Indicated if the phone line is dead for more than 1 minute.

To silence the trouble beeps on the console, press the '*' key. If more than one type of trouble has occurred, the display will show each one for two seconds. Pressing the '*' key will acknowledge all trouble indications.

If the trouble condition occurs again, the console beeper will beep again - **See Set Up Arming, Beep On Trouble** if you wish to disable the beeper.

- **NO CONTROLLER DATA:** Indicated in the event that the console's alarm functions are no longer operational. This may indicate a wiring problem to the console or a more serious problem. Call your installer for service.

Codes

There are 16 user codes that you may assign to users of the system. All Omni codes are 4 digits in length. A code can be any number from 0001 to 9999. Each user should be assigned a security code with an authority level, areas that can be accessed (if area arming is being used), and times in which the code will be valid. Memorize your codes! Don't give them to anyone who doesn't need to know them.

The levels of authority that you can assign to a user code are Master, Manager, and User.

Master Code

The Master code allows complete access to the entire system. Only the owner(s) or the one(s) who will govern the system should have and use the master code. A Master code is allowed access to all areas, all the time.

User code 1 is always set to a Master code - **See Set Up Codes.**

Manager Code	The Manager codes can arm/disarm the security system in assigned areas, during assigned times. The Manager code can access functions that are code protected in High Security mode. Managers may also access the system from an outside telephone line.
User Code	User codes can only be used to arm and disarm the security system in assigned areas when the time assigned to that code is valid.
Duress Code	<p>If you are forced to disarm the system against your will by an intruder, disarm it as you normally would, but use the Duress code instead of your normal code. The system will disarm normally. No sirens will sound, no lights will flash, but the Omni will perform a silent dial out and say that this is a silent alarm.</p> <p>To stop a silent dial out, turn your security system off the usual way, pressing OFF key, then your code.</p>
Panic Switches	If you have had panic switches installed, they are always armed. Pressing a panic switch will cause the alarm to sound inside and outside immediately . This alarm can only be silenced by pressing the OFF key and a valid code on the console.
Area Arming	<p>If your installer has enabled the Area feature, the security system may be armed in Area 1, and disarmed in Area 2. In fact, each area may be armed in different security modes at the same time. Each area will have its own console that will control that area independently from the other.</p> <p>When disarming the security system or arming the security system in any mode, the system will automatically control all security functions in the area of that console if your code is valid for that area.</p>

If you have a Master code, your code is valid in any area. If you are in Area 2, and wanted to arm the system in the Away mode, simply press the AWAY key and enter your code. The system will automatically arm Area 2. The security state of Area 1 will not change.

If you have a code that is only valid in Area 1, you will not be able to disarm or arm Area 2.

If you are in Area 1 and wish to disarm the security system in Area 2, the Omni will allow you to disarm Area 2 from the console in Area 1 if you have a Master code or a code that is valid for both areas.

From the top-level display or from the main menu, press the 2 (SEC) key on the console keypad.

Press the 0 (OFF) key, the display will show:

```
DISARM
ENTER CODE:      #=AREA
```

Press the '#' (AREA) key, the display will show:

```
AREA:
ENTER AREA      0=ALL ↓
```

The Area number can be entered followed by the '#' key, or the arrow keys may be used to scroll through a list of areas. If the '0' key is pressed, then all areas will be selected.

Press the 2 key then the '#' key. You will then be prompted to enter your code. The display will show:

```
DISARM AREA 2
ENTER CODE:
```

If the '0' (ALL) key had been selected, the display will show:

```
DISARM ALL AREAS
ENTER CODE:      #=AREA
```

As the four-digit code is entered, "X" characters are echoed after the "ENTER CODE:" prompt.

If the Master code or a valid code is entered, the console will beep one time and Area 2 will be disarmed.

Even if Auto Bypass is enabled, the system will not arm another area if any zones in that area are not ready. If any zone in Area 2 is not ready (open), after you enter the code, the console will beep three times and display "AREA 2" on the top line, and "ZONE NOT READY" on the bottom line.

```
AREA 2
ZONE NOT READY  #=RETRY
```

In order to arm Area 2 from a console in Area 1, you must first secure or Bypass any zones in Area 2 that are not ready. Pressing the # key will retry the arming process.

To Bypass or Restore a zone in Area 2 from a console in Area 1, or viceversa, it is first necessary to "go to" that area.

GOTO Area

From the security menu, press the # (GOTO) key on the console keypad.

```
AREA :
ENTER AREA          ↓
```

The Area number can be entered followed by the '#' key, or use the arrow keys to scroll through a list of areas. Once the area is selected, you are prompted to enter your code:

```
GOTO AREA 2
ENTER CODE
```

The console (AREA 1) will now be temporarily assigned to the selected area (AREA 2) if a valid code for that area (AREA 2) is entered. All security and control commands will now operate on the selected area (AREA 2), just as if you were physically at a console

assigned to that area (AREA 2). All status displays will show the status of the selected area.

The top line of the display will show the name and security mode for that area.

Use the "go to" function again to return to the area normally assigned to that console (AREA 1). The console will automatically return to its normal area after three minutes of inactivity at the console.

Testing Your System

Home Automation, Inc. recommends testing your system on a weekly basis to ensure that you are fully protected.

To test your system, you will need a partner to walk around your home and open and close all doors, windows, etc. that are connected to the system while you watch the console.

Procedure:

1. Close all doors and windows, allow all motion detectors to return to normal. The display should read "SYSTEM OK".
 2. Turn the security system mode to Off.
 3. From the top-level display or from the main menu, press the 6 key then the 4 key.
 - The Battery reading should be over 195 - **See Status \ Test.**
 4. Press the down arrow one time.
 - Loops 1 - 6 should be between 135 and 145.
 5. Press the down arrow one time.
 - Loops 7 - 12 should be between 135 and 145.
 6. Press the down arrow one time.
 - Loops 13 - 16 should be between 135 and 145.
-

7. Press the '*' twice to return to the top-level display. Have a partner open each door and window, then close it. The display should show the zone name as being "NOT RDY" and then return to "SYSTEM OK."
8. Trip all motion detectors; the same should happen.
9. Notify your Central Station that you intend to test the system. To test the interior sounder and exterior siren, press the 1 and 3 keys simultaneously. Press the OFF key and your Code within 5 seconds to prevent the system from dialing out. You should have heard both sirens activate.
10. Test your smoke detectors as recommended by the manufacturer. Be ready to silence the alarm system as soon as it sounds.
11. Pick up an inside phone and press the # key. When the menu is spoken, press 8, then 3. The Omni should say "ADDRESS IS:" and play your name and address. If it does, the telephone dialer, telephone access and telephone control systems are all working correctly.
12. Turn on, then off each lamp or appliance module used in the When Alarm macro and Flash For Alarm purposes.
13. If you wish to test your system's link to your Central Station monitoring service, call them first and inform them that you will be testing your alarm system. Set off the alarm, allowing sufficient time for any dial out delays that you may have, then turn the alarm system Off. The Central Station should receive the alarm code.
14. Test is complete. Be sure that you have restored any bypassed zones.

**Omni
Maintenance**

Your Omni controller and the consoles are designed to require very little maintenance.

For smoke detectors, motion detectors, and other components not manufactured by Home Automation, Inc., follow maintenance procedures outlined by the manufacturer.

Consoles can be cleaned using a mild detergent and a soft cloth.

Every three years, or if the "BATTERY LOW TROUBLE NOW" indication comes on and stays on for an extended period without reason, the rechargeable battery in the controller should be replaced. The recommended battery type is a 12 volt, 7 amp-hour sealed lead-acid battery.

To replace the battery, disconnect the red battery wire from the battery (+) terminal. Cover the connector at the end of the wire with electrical tape to avoid its touching anything in the enclosure. Disconnect the black wire from the battery (-) terminal and cover the connector at the end of the black wire with tape. Remove the old battery. Install the new battery by reversing the removal procedure. Be very careful to connect the Black wire to the (-) terminal on the battery; Red wire to the (+) terminal.

CONTROL

The control features of the Omni make it easy and convenient to control almost any light or appliance from the console or over the telephone. You may also have your heating and air conditioning (HVAC) under control of the system, which will allow you to save energy dollars by setting the temperature appropriately when you are home, asleep, or away.

Furthermore, the Omni can be used to program lights to make the home or business look occupied as a deterrent to potential thieves.

The methods that the Omni uses to control different things are:

- X-10 Powerhouse™, Leviton, and compatible modules for lights and small appliances.
- HAI Communicating Thermostats for controlling single and multi stage heating and cooling systems as well as heat pumps.
- Model 1101 Programmable Energy Saver Modules (PESM) for central heating and air conditioning systems.
- Direct Relay Control for sprinklers, lighting, electric heating, etc.

An Omni will control:

- 32 X-10 modules (two house codes)
- 8 Model 1101 PESMs or Voltage Outputs
- 4 HAI Communicating Thermostats

Omni also has 24 internal "flags" that are used for programming conditionals and running buttons. The flags are turned on and off or timed, just like units.

X-10 Powerhouse™ Modules

The Omni controls lights and appliances by sending commands over your existing electrical wiring to special switches, outlets, receptacles, and modules, collectively referred to as **Modules**. Each module (or group of modules) is assigned a House Code and a Unit Number so that the Omni can control the modules individually. When a module hears a command from the Omni for its house code and unit number, it executes the command.

The modules used for actually controlling the light or appliance are industry standard modules manufactured by X-10 USA, Inc. and Leviton Manufacturing Company. Leviton products are called "Leviton Decora Electronic Controls" (DEC). The modules are sold by your dealer as well as certain retailers such as Radio Shack, Sears, Home Depot, and others. Any module that is "X-10 Compatible" will work with the Omni. The modules come in various types, which are briefly described below:

Module Types

There are two basic types of modules, Lamp Modules and Appliance Modules.

- Lamp modules are only for incandescent lamps. These modules are capable of dimming the lamps. Examples of lamp modules are the X-10 LM465 Lamp Module, WS467 Wall Switch, WS4777 3-Way Wall Switch, and the Leviton 6381 Wall Switch and 6383 3-Way Wall Switch. These will be referred to as Lamp Modules.
- Appliance modules are for lamps or appliances, and can handle larger loads, but cannot dim lamps. Examples are the X-10 AM486 2 pin appliance module, AM466 3 pin appliance module, SR227 Split Receptacle Module, HD243 and HD245 heavy duty modules, and the Leviton 6291 Wall Switch and 6293 3-Way Wall Switch. These will be referred to as Appliance Modules.

IMPORTANT NOTE: DO NOT EXCEED THE RATINGS FOR THESE MODULES!

Lamp Modules will not work with anything other than incandescent lamps (ordinary light bulbs). No TVs, VCRs, ceiling fans, appliances, etc. should be plugged into lamp modules. Damage can occur to the module and the appliance.

When placing items under remote or automated control, always give due consideration to the safety aspects of turning an appliance on or off without being present to watch it. For example, do not activate dangerous appliances by remote control or on a timed basis.

House Codes All of your X-10 modules, controlled by your Omni, must be set to a House Code. Each house code can have 16 unit numbers. The House Code is set on each module using the dial. House codes are letters A through P.

Unit Numbers Each module has its own Unit Number. More than one module can have the same Unit Number if you want to control multiple lights with the same unit number. Modules have 16 possible unit numbers, 1 through 16.

Omni systems have 64 unit numbers. They are related to module unit numbers and house codes, hardwired output unit numbers, and internal flag unit numbers as follows:

Omni Unit Numbers	Modules / Output Unit Numbers
1 - 16	X-10 modules 1 - 16, House Code X
17 - 32	X-10 modules 1 - 16, House Code X+1
33 - 40	Hardwire Outputs (Fully Configurable)
41 - 64	Internal Flags

Note: "X" represents the House Code setting on the Omni.

Controlling Units

The control menu is used when controlling lights and appliances. To enter the control menu, from the top-level display or from the main menu, press the 1 (CTRL) key on the console keypad. Omni will automatically display the first named item in that list. The down arrow key can then be used to scroll through the list, and the '#' key is used to select the item. If the specific item number is known, enter the item number followed by the '#' key, or scroll up and down among the named items.

After the unit has been selected, press the '#' key. The console will display:

```
Porch Light (Unit Name)
0=OFF 1=ON 2=DIM 3=BRT ↓
```

```
Porch Light (Unit Name)
9=TIM #=STA↑
```

If a unit is entered that is not capable of dim and bright commands, only a single menu is shown.

```
Porch Light (Unit Name)
0=OFF 1=ON 9=TIM #=STA
```

When you press the 0 (OFF) or 1 (ON) key, the console will beep once, the unit number will be turned Off or On, then the display will return to the top-level display.

Dimming and Brightening Lamps

NOTE: Only lamp modules and wall switch modules marked "for incandescent lamps only" will respond to Dim and Brighten commands.

To *dim* a unit, from the control menu, enter the unit number (or scroll to it using the arrow keys), then press the '#' key on the keypad.

Press the 2 key to dim the specified unit.

The console display top line will read "UNIT NAME" (unit name being the description of the unit number), and the bottom line will read "STEPS DIMMER (1-9)".

```
Porch Light  
STEPS DIMMER (1-9):
```

Press a number, 1 - 9 to indicate how much you want to dim the unit.

1 is a little dimmer, 9 is a lot dimmer. Usually, 2 or 3 steps is best. The console will beep and the light will be dimmed.

To *brighten* a unit, from the control menu, enter the unit number (or scroll to it using the arrow keys), then press the '#' key on the keypad.

Press the 4 key to brighten the specified unit.

The console display top line will read "UNIT NAME" (in this case Porch Light), and the bottom line will read "STEPS BRIGHTER (1-9)".

```
Porch Light  
STEPS BRIGHTER (1-9):
```

Press a number, 1 - 9 to indicate how much you want to brighten the unit.

NOTES:

- A lamp module that is Off will come on to full intensity when a dim command is received, then dim the number of steps that you entered.
- A lamp module that is dimmed all the way down, so that it looks Off, is not actually Off, and will not respond to an X-10 On command. It should either be brightened or turned Off, then On to restore full intensity.

Lighting Level

Press the 4 key to set the desired lighting level of the specified unit.

Enter a number (0-100) to indicate the lighting level (intensity) of the unit.

LIGHTING LEVEL:
0-100%

0 = No Light
50 = Light to half intensity
100 = Light to full intensity

The console will beep and the lighting level will be adjusted.

The top line of the console display will read:

Porch Light LVL 65

Timed Commands

The timed commands allow a control output to be turned on or off for a specified period of time. The output may be turned On for 1-99 (minutes or seconds), or 1-18 hours, then Off; or turned Off for 1-99 (minutes or seconds) or 1-18 hours, then On.

X-10 units (1-32) may also be dimmed or brightened for a specified period of time. The unit may be dimmed (1-9) steps for 1-99 (minutes or seconds), or 1-18 hours, then brightened back to its previous level; or brightened (1-9) steps for 1-99 (minutes or seconds), or 1-18 hours, then dimmed back to its previous level.

To enter a timed command, you must first enter the unit that you want to control. From the control menu, enter the unit number (or scroll to it using the arrow keys), then press the '#' key.

To enter a time, press the 9 (TIM) key. Before any digits are entered, the '#' key may be used to switch between minutes, seconds, and hours. After you choose between minutes, seconds, and hours, enter a time (1-99 for seconds & minutes, and 1-18 for hours).

Once the time is entered, the control menu is redisplayed with the specified times shown. For example:

Porch Lights For 2H
0=OFF 1=ON 2=DIM 3=BRT↓

At this point, you can choose to:

- Turn the unit (Porch Light) **OFF** {FOR 2 HOURS}
- Turn the unit (Porch Light) **ON** {FOR 2 HOURS}
- **DIM** the unit (Porch Light) **1-9 STEPS** {FOR 2 HOURS}
- **BRIGHTEN** the unit (Porch Light) **1-9 STEPS** {FOR 2 HOURS}

Internal Flags

A Flag is an internal setting used to conditionalize a program based on the state of the Flag (setting), and to run macro buttons when the state of the flag changes. Flags can be turned On, Off, and Timed On/Off.

Direct Relay Control

The Omni has eight outputs that can be used to switch relays.

Outputs 1-8 are controlled as unit numbers 33-40. These are hardwired outputs that are connected directly through the Omni and not through a module. If you have had something connected to these outputs, such as a sprinkler system, your dealer will explain its operation.

- Outputs cannot be brightened or dimmed.
- Outputs are **not** affected by All On or All Off commands.
- The current status (On or Off) of the auxiliary outputs can be seen on the console.

Scrolling Through Names

The Omni stores names for Units, Zones, Buttons, Codes, and Temperatures so that you don't have to remember that "UNIT 5" is the "DEN LIGHT" and "ZONE 1" is the "FRONT DOOR". In general, any time you enter a zone, a unit, button, code, or temperature number, you can press the down arrow key to display its name, then use the up and down arrow keys to scroll through the list of other names. This is true when entering commands and programming on the console.

Status of a Unit

To see the last command sent to a unit number by the Omni controller, from the control menu, press the '#' key. The last command along with any time (hh:mm:ss) remaining on a timed command will be displayed.

```
Porch Light      1:22:10
LAST COMMANDED ON
```

At this point, one of the menu choices may be entered or the '*' or '#' key may be pressed to redisplay the menu.

All On / Off

The all on/off menu is used to turn all lights on and all units off. To turn on all light modules, from the top-level display or from the main menu, press the 4 (ALL) key on the console keypad.

All Lights On

At the ALL prompt, press the 1 (LIGHTS ON) key.

The console will beep, and a command will be sent that turns all Lamp Modules on. Appliance Modules do not respond when the All Lights On command is sent.

All X-10 unit numbers 1 - 32, by factory default, respond to the All-On command.

NOTE: The All On and All Off functions can be changed, if desired - See *Set Up Misc, All On and All Off*.

All Off

To turn off all modules (lamp and appliance modules included), from the top-level display or from the main menu, press the 4 (ALL) key on the console keypad, then press the 0 (OFF) key.

The console will beep, and a command will be sent that turns all modules off. All X-10 units, by factory default, respond to the All-Off command.

Buttons

A powerful feature of the Omni is the ability to program **Buttons**. A Button (also known as macro) is a number on the keypad that is programmed to run a series of commands when it is pressed. Buttons are used to program functions that are specific to your home and lifestyle. Using a button, you can activate several commands at once. You can personalize 32 buttons with descriptive names. Following are some examples of programmed Buttons:

Leave for Work (Button 1):

- turn off all lights
- turn on the energy saver
- arm the security system in the AWAY mode

Dinner for Two (Button 2):

- dim the dining and living room lights
- turn on the porch light
- turn off all the bedroom lights
- dim the den light
- turn on the stereo

Go to Bed (Button 3):

- turn off all lights
- dim outdoor lights 20% to extend bulb life and reduce consumption
- arm security in ASLEEP mode

To activate a preprogrammed button, from the top-level display or from the main menu, press the 3 (BTTN) key on the console keypad. Select the button (macro) to be activated by using the arrow keys to scroll through a list of buttons, followed by the '#' key.

NOTE: Remember to look for "SYSTEM OK" on the display before using a macro to arm the security system.

For extra convenience, certain buttons are automatically activated when you change security modes, or when security zones open and close. This powerful feature allows you to set your system up so that control functions are performed when you arm your security system (such as turning off all lights and setting back the HVAC system). Door contacts and motion detectors can be used to turn on lighting automatically, then turn it off a few minutes after the person has left, and then only if it's dark.

Temperature Control

Your Omni can control temperatures of your heating and cooling system, monitor the outside temperature, and detect high and low temperatures in special situations. Other appliances can be controlled by temperature as well - such as a bathroom heater or a ceiling fan.

The temperature menu is used to control HAI Communicating Thermostats, Programmable Energy Saver Modules, and Temperature Sensors. The status of each of these may also be displayed on the console.

HAI Communicating Thermostats and the Model 1101 Programmable Energy Saver Module (PESM) provides energy savings, comfort, and convenience by setting the HVAC system(s) to the proper temperature based on whether you are home, asleep, away, or vacation. The temperature can be reported as well as controlled over any telephone. A freeze alarm feature will cause a dial out if the temperature falls below a preset level.

The HAI Communicating Thermostats are digital heating and cooling thermostats that can be controlled by the user and by remote control. There are models for conventional single stage (gas or electric), heat pumps, and multi stage heating and cooling systems. All models offer programmability, stand alone operation, and robust communication to the Omni system.

HAI RC-Series Communicating Thermostats

The following control actions are allowed for HAI Communicating Thermostats:

- Set heating setpoints
- Set cooling setpoints
- Set system mode (Off / Heat / Cool / Auto)
- Set fan (On / Auto)
- Turn hold On and Off

NOTE: Not all actions are applicable to every type of thermostat.

To enter the temperature menu, from the top-level display or from the main menu, press the 5 (TEMP) key on the console keypad.

You will be prompted with the first named temperature zone (i.e. Upstairs). The temperature zone can be specified by entering the temperature zone number followed by the '#' key, or by pressing the arrow keys to scroll through the list of temperature zones. Press the '#' key when the desired temperature zone is shown. Temperature zones 1-4 are for HAI thermostats.

```
TEMPERATURE :  
ENTER TEMPERATURE ZONE ↓
```

After the '#' key is pressed, a menu appropriate for the type of temperature zone is shown. For Celsius temperatures, press the '#' key prior to entering the temperature to make the number negative. The Celsius temperature may also be specified in 0.5 degree steps, if three numeric digits are entered. The third digit adds a .5 to the first two digits, if it is anything other than zero. Enter a leading zero, if necessary.

For HAI heat/cool thermostats:

```
Upstairs  
1=MODE  2=HEAT  3=COOL ↓
```

```
Upstairs  
4=FAN    5=HOLD  #=STAT ↑
```

For HAI heat only thermostats:

```
Upstairs  
1=MODE  2=HEAT           ↓
```

```
Upstairs  
4=FAN    5=HOLD  #=STAT ↑
```

For HAI cool only thermostats:

```
Upstairs  
1=MODE  2=COOL           ↓
```

```
Upstairs  
4=FAN    5=HOLD  #=STAT ↑
```


For HAI setpoint only thermostats (no Mode or Fan controls):

```
Upstairs  
2=TEMP 5=HOLD #=STAT
```

To change the system mode on a thermostat, press 1 (MODE). A menu presenting options appropriate for that type of thermostat is then displayed.

For heat/cool thermostats with auto changeover:

```
Upstairs MODE  
0=OFF 1=HEAT 2=COOL ↓  
  
Upstairs MODE  
3=AUTO ↑
```

For heat/cool thermostats without auto changeover:

```
Upstairs MODE  
0=OFF 1=HEAT 2=COOL
```

For heat only thermostats:

```
Upstairs MODE  
0=OFF 1=HEAT
```

For cool only thermostats:

```
Upstairs MODE  
0=OFF 2=COOL
```

To change a temperature setting, press 2 (HEAT), 3 (COOL), or 2 (TEMP) as appropriate:

```
Upstairs HEAT  
ENTER TEMPERATURE:
```

```
Upstairs COOL  
ENTER TEMPERATURE:
```

Upstairs TEMP
ENTER TEMPERATURE:

Upstairs LOW SETPT
ENTER TEMPERATURE: (PESM - type temp sensors only)

Upstairs HIGH SETPT
ENTER TEMPERATURE: (PESM - type temp sensors only)

Enter the desired temperature then press the '#' key.

The fan control on a thermostat may be switched between on and auto by selecting 4 (FAN) from the temperature menu:

Upstairs FAN
0=AUTO 1=ON

Thermostats may be switched between hold mode and the normal run mode. While in hold mode, the thermostat does not respond to scheduled temperature changes but instead maintains the temperature at its current setting. The thermostat will then return to its scheduled operation setting once hold mode is removed.

The hold menu is used to control hold status of a thermostat. The hold menu is entered by selecting 5 (HOLD) at the temperature menu. Through this menu you may turn hold mode on and off.

For a heat/cool thermostat, the menu displayed is:

Upstairs HOLD
0=OFF 1=ON

Turn hold mode Off or On by selecting 0 (OFF) or 1 (ON), respectively.

For a heat/cool thermostat, the status shows the current temperature, the heating and cooling temperature setpoints, whether hold mode is on, the system mode, and the fan On/Auto selection.

Upstairs TEMP: 78
HEAT: 70 COOL: 78 ↓

Upstairs
MODE: AUTO FAN: AUTO ↑

If hold mode is On, "HOLD" is shown:

Upstairs HOLD
MODE: AUTO FAN: AUTO ↑

For a heat or cool thermostat, the status shows the current temperature, the temperature setpoint, whether hold mode is on, the system mode, and the fan on/auto selection.

Upstairs TEMP: 71
HEAT: 70 ↓

Upstairs
MODE: HEAT FAN: AUTO ↑

For a setpoint only thermostat, the status shows the current temperature, the setpoint and whether hold mode is on.

Upstairs TEMP: 73
SETP: 76 HOLD

**Programmable
Energy Saver
Modules (PESMs)**

The Model 1101 PESM is used when you have any thermostat, other than a HAI Communicating Thermostat, and would like to control your heating and cooling system with the Omni system. The PESM is a temperature sensor and control relay in a small enclosure that mounts near your central heating, ventilation, and air conditioning (HVAC) system thermostat. The PESM allows the Omni to read the temperature of the area that the HVAC system controls. When you are away or asleep, the PESM can be set to allow the temperature to drift higher or lower to reduce the operating time of the HVAC system, hence saving energy dollars.

The PESM provides an energy saver function. When the energy saver is on, the HVAC system is set back, meaning that the temperature is allowed to rise or fall to an energy saving level. When the energy saver is off, your thermostat operates normally. Your thermostat should be set to the desired comfort temperature. Only when the energy saver is on will the temperature be allowed to deviate from your normal thermostat setting.

There are three temperatures associated with each Model 1101 PESM:

Temperature - this is the air temperature read by the PESM.

Heat temperature - the air temperature will be allowed to fall to this temperature when the energy saver is on.

Cool temperature - the air temperature will be allowed to rise to this temperature when the energy saver is on.

The following control actions are allowed on PESMs:

- Turn Energy Saver On and Off
- Turn Energy Saver On and Off for a specified time
- Set heating setpoint
- Set cooling setpoint

You can turn the energy saver on, off, use a timed on/off, and change the Heat and Cool temperatures from the console or by telephone. Commands can also be programmed so that they occur by time schedule or by event, such as security mode change. For example, the system can be set up to turn the energy saver(s) On and make the Heat

setback temperature 65 degrees and the Cool setback temperature 80 degrees when the alarm system is put in the AWAY mode. Another program can turn the energy saver(s) off (to resume normal operation of the HVAC system) at 4:30 P.M. on weekdays to make the house comfortable before arriving home. Different setback temperatures could be set for the NIGHT mode.

To set up your thermostat for use with the energy saver, set it in the appropriate mode (Heat, Cool, or Auto, if available) and set the temperature to your preference.

NOTE: Your heating and cooling system will always be off if you set your thermostat to Off mode. The PESM cannot turn it back on. The PESM cannot make your system cool below the thermostat's cool setting, or heat above the thermostat's heat setting.

Control actions for **temperature sensors**:

- Set low setpoint
- Set high setpoint

To enter the temperature menu, from the top-level display or from the main menu, press the 5 (TEMP) key on the console keypad. You will be prompted with the first named temperature zone (i.e. Upstairs). The temperature zone can be specified by entering the temperature zone number followed by the '#' key, or by pressing the arrow keys to scroll through the list of temperature zones. Press the '#' key when the desired temperature zone is shown.

```
TEMPERATURE ZONE :  
ENTER TEMPERATURE ZONE ↓
```

After the '#' key is pressed, a menu appropriate for the type of temperature zone is shown.

For Programmable Energy Saver Modules:

```
Upstairs  
0=OFF  1=ON  2=HEAT ↓
```

```
Upstairs
```

3=COOL 4=TIME #=STAT ↑

For temperature sensors:

Upstairs
2=LOW 3=HIGH #=STAT

To set a temperature setpoint, press 2 (HEAT) or 3 (COOL).

For Celsius temperatures, press the '#' key prior to entering the temperature to make the number negative. The Celsius temperature may also be specified in 0.5 degree steps if three numeric digits are entered. The third digit adds a .5 to the first two digits if it is anything other than zero. Enter a leading zero if necessary.

In additions to setpoint changes, an energy saver may be turned On or Off. It may also be turned On or Off for a specific duration.

To turn the energy saver Off, select 0 (OFF). To turn the energy saver On, select 1 (ON). To turn the energy saver On or Off for a specific duration, select 9 (TIME) prior to selecting On or Off. Enter the time as described under Control - Unit Commands.

Downstairs
0=OFF 1=ON 2=HEAT ↓

Downstairs
3=COOL 9=TIME #=STAT ↑

ENTER TIME
MINUTES (1-99) #=H/M/S

Downstairs FOR 15M
0=OFF 1=ON ↓

The current status of a temperature zone may be displayed by selecting '#' (STAT) key from the main temperature menu. The status display differs depending on the temperature zone type.

For an energy saver module, the status shows the current temperature, the heating and cooling setpoints, the energy saver on/off status, and the time remaining for any timed on/off command:

```
Upstairs      TEMP: 78
HEAT: 70      COOL: 78 ↓

Upstairs      00:00:30
ENERGY SAVER: OFF      ↑
```

For a temperature sensor, the status shows the current temperature and the Low and High setpoints:

```
Outdoor      TEMP: 85
LOW: 70      HIGH: 80
```

When you are finished, press the '*' key twice to return to the top-level display.

IMPORTANT NOTES:

- There is a 3 minute minimum on and off time for PESMs designed to prevent short cycling your HVAC compressor. If the PESM has just turned the HVAC system on or off, it will wait 3 minutes before changing it, even though the display does change.
- If you change the Heat or Cool setback temperature on the Model 1101 PESM, the system will insure that there is always at least four degrees Fahrenheit difference between the Heat and Cool temperatures by altering the other setback temperature as necessary.
- PESMs are **not** affected by All On or All Off commands.

Freeze Alarm

PESMs can also be used to report potential freeze conditions before damage to pipes and appliances can occur. An alarm will be generated if a temperature below 40 degrees is detected by any PESM in the system. The alarm will not clear until the temperature exceeds 45 degrees.

When the alarm is initiated, the console beeper will be turned on and an alarm dial-out sequence will be initiated after the normal dial-out delay. Both voice and digital communicator dial-outs may be used. The voice dial-out will follow the Dial Order as specified in Set Up Dial. The digital communicator will report the Freeze Alarm Code to the Central Station.

Inside and outside sirens are not activated for freeze alarms (This feature must be activated by your installer).

Outdoor Temperature

A Model 14A00 Outdoor Temperature Sensor is available which may be mounted outdoors to read the outdoor temperature. The zone used for the outdoor sensor is set up as an outdoor temperature zone type, rather than as a programmable energy saver module zone type. When set up this way, the corresponding auxiliary output is not dedicated to the Model 14A00 and may be used for other purposes. Also, freeze alarms will not be generated by the outdoor temperature.

Outdoor temperature zones have a High and Low temperature associated with them that can be used for control purposes. An example where the bathroom heat is turned on if the outdoor temp goes below 60 degrees is shown in the Programming section. High and Low temperatures are changed the same way as a PESM.

Temperature Control of Appliances

You can control appliances connected to X-10 modules (such as a ceiling fan) using the **Button** feature of the Omni. For example, the ceiling fan can be programmed to come on if the temperature goes above the High temperature. (A programming example to set this up is shown in the Programming section.)

High and Low setpoints for temperature zones are changed the same way as the PESM. However, on/off control of the ceiling fan is done from the 1 (CONTROL) menu. Use the ceiling fan's unit number to turn it On or Off. The PESM and the ceiling fan are linked together by a button program.

Temperature Alarms

Temperature sensors can be used to signal that a temperature (in a special room, like a greenhouse or wine cooler) has gotten too high or too low. If the temperature in this zone goes above the High setpoint or below the Low setpoint, the console beeper is activated (inside and

outside sirens are not activated) and the central station and/or voice dialer is called.

The High and Low setpoints are changed as described for the PESM. Use the zone number that the temperature sensor is connected to in place of the unit number.

NOTE: Setting a High or Low temperature to 0 takes it out of service.

Status

The Status function is used to display the status of various items in the system. To enter the status menu, from the top level display or the main menu, press the 6 (STATUS) key on the console keypad.

```
STATUS
1=CTRL  2=ZONE  3=SUN  ↓
4=TEST  5=TEMP
                                     ↑
```

1 = CTRL (CONTROL UNITS)

The Control Status menu allows you to view and scroll through the status of each control unit. To enter the Unit menu, from the Status menu, press the 1 (CTRL) key in the console keypad. The system will display:

```
DEN LAMP
LAST COMMANDED  OFF  ↓
```

You may enter a unit number to start displaying the status of that unit, or simply press the down arrow key to scroll through the list of units. The status display is as shown under Control, except that now the arrow keys may be used to continue scrolling between units.

```
Porch Light    00:24:19
LAST COMMANDED  ON    ↓
```

You can also check the last commanded state and (if any) the remaining time duration of any Unit.

At this point, you may press the '#' key to control the unit as specified under Controlling Units.

2 = ZONE

The Zone Status menu allows you to view and scroll through the status of each zone input. To enter the Zone menu, from the Status menu, press the 2 (ZONE) key on the console keypad. The system will display:

```
Front Door      SECURE
ZONE 1          ↓
```

You may enter a zone number to start displaying the status with zone, or simply press the down arrow key to start with the first zone. The arrow keys may be used to continue scrolling between zones. For each zone, the display will show the zone name, the zone number, and the current status of the zone:

3 = SUN (SUNRISE / SUNSET AUTOMATIC CALCULATION)

The system automatically calculates the time of sunrise and sunset each day. From the status menu, press the 3 (SUN) key on the console keypad to display the calculated time of sunrise, sunset, and the outdoor temperature (if an outdoor temperature sensor is installed):

```
Sunrise: 6:00 AM    Temp
Sunset:  5:58 PM    85
```

4 = TEST (SYSTEM DIAGNOSTIC TEST)

The diagnostic test performed by the Omni allows you to check the status of the battery, telephone, and security zone loop readings. The display is updated 3 times per second, although the actual readings are taken 10 times per second. To enter the Test menu, from the Status menu, press the 4 (TEST) key on the console keypad.

The first display shows the current battery reading and the phone line status. A battery test is initiated when the status mode is first entered. The new battery reading is updated ten seconds later. The low battery limit is also displayed.

The phone status consists of two parts, separated by a "/". The first part shows the current phone line state:

ONHK - ON HOOK **OFFHK** - OFF HOOK
RING - RINGING **DEAD** - DEAD PHONE LINE

The second part shows how the Omni is currently using the phone line:

IDLE - NOT USING THE PHONE LINE
LOCAL - LOCAL ACCESS
REMOTE - REMOTE ACCESS
VOICE - IN VOICE DIAL OUT MODE
EMGACC - ACCESS AFTER VOICE DIAL OUT
DCM - IN DIGITAL COMMUNICATOR MODE

BATTERY: 203 (LIMIT 200)
PHONE: ONHK/IDLE ↓

Next, the display shows the A/D reading for the battery voltage, phone line voltage, AC power on input, and the Two-Way Audio Module shutdown input:

BAT: 225 PHONE: 140
ACON: 200 SHUT: 200 ×

The next series of displays shows the current analog reading for each security zone input. The displays show the readings for zones 1-32.

1=147 2=148 3=147
4=146 5=146 6=147 ×

THROUGH

31=148 32=147 ↑

Normal loop readings are between 137 - 157 with all zones secured. Each reading should be changing only by two or three counts from its average steady reading. When a door or window is opened, the reading will go up to a value that represents that zone is open.

This feature can be used to monitor the quality of the zone wiring and contacts. If the numbers begin to deviate from their original values when the system was new, wiring problems that will eventually lead to trouble or false alarms may be developing. You may wish to record the Status Test values for future reference.

5 = TEMP (TEMPERATURE)

The Temperature Status menu allows you to view and scroll through the status of each Thermostat, PESM, and Temperature Sensor. To enter the Temperature menu, from the Status menu, press the 5 key on the console keypad. The system will display:

```
TSTAT 1      TEMP: 80  ↓  
HEAT: 60     COOL: 82
```

You may enter a unit number to start displaying the status with that unit, or simply press the down arrow key to scroll through the list of temperature zones. The status display is as shown under Temperature Control, except that now the arrow keys may be used to continue scrolling.

```
TSTAT 1  
MODE: AUTO   FAN: AUTO ×
```

At this point, you may press the '#' key to control the temperature zone as specified under Temperature Control.

Event Log

The Event Log records the 100 most recent significant security system Events (happenings), and trouble conditions in the system. When a new event occurs, the oldest one is lost.

The following Events, along with the time and date of their occurrence are recorded in the Event Log when they occur:

- All Security system Armings and disarmings (Off, Day, Night, Away, and Vacation), and user name.
- All zones bypassed or restored by the user, and user name.
- Any zone automatically bypassed by the system.
- Any zone tripped while the security system is armed.
- Any trouble condition (zone, battery, fuse, AC power, or phone).
- The restoration of any trouble condition (the trouble condition ceased to occur).
- Any Remote Telephone Access, Remote Access Denied, or Remote PC Access.

Show Events

To view your event log, from the top-level display or from the main menu, press the 7 key, then enter your code. The arrow keys may be used to scroll through the event log, starting with the most recent event.

Each event log entry displays the time and date on the top line and a description of the event on the bottom line:

```
7:15 PM 5/8  
USER NAME          AWAY
```

For security armings and disarmings, the event log shows the code name or number used to arm or disarm the system, the area number (if area arming is being used), and the security mode:

```
8:42 AM 5/8  
USER NAME    A1 VACATION
```

The area number is shown as A1 (AREA 1), A2 (AREA 2), or AA (ALL AREAS).

For security zone bypasses and restores, the event log shows the zone name, whether the zone was bypassed or restored, and the code number used:

```
9:00 AM 5/8
ZONE NAME          C10 BYPS
```

The code numbers shown as C1-C16, INS for the installer code, PCA for PC Access, and PRG for a programmed bypass or restore.

The event log records each zone that is tripped while it is armed. This does not mean that the alarm has been activated, since the system may be disarmed before the entry delay expires. The event log bottom line shows the zone name and "TRIPPED":

```
9:15 AM 5/8
ZONE NAME          TRIPPED
```

For alarm activations, the event log shows the alarm type and the area (if area arming is being used):

```
10:30 AM 5/8
ZONE NAME          BURG ALM
```

For trouble conditions, the event log will show the zone name or specific trouble condition and "TROUBLE":

```
10:56 AM 5/8
ZONE NAME          TROUBLE
```

```
10:59 AM 5/8
BATTERY           TROUBLE
```

For trouble restorations, the event log will show the zone name or specific trouble condition and "TRBL RST":

```
11:57 AM 5/8
BATTERY           TRBL RST
```

The system records each remote access. A remote phone access is when someone calls into the system from an outside phone line. A remote phone access is also recorded if the system phones out in

response to an alarm and the called party enters a code. The event log displays the code used to access the system and "REM ACCESS":

```
12:05 PM 5/8  
USER NAME      REM ACCESS
```

After three unsuccessful attempts are made to log into the system from a remote phone, the Omni will lock out remote telephone access for 1 hour to discourage any further attempts to access the system -

See Telephone Control.

```
12:20 PM 5/8  
REMOTE ACCESS DENIED
```

Local access of the system using an in-house telephone is not recorded.

The event log will also record each time the PC Access software is used to access the system. The event log displays the code used to access the system and "PC ACCESS":

TELEPHONE CONTROL

Your Omni is equipped with a built-in telephone response feature that allows you to control and access the status of your system from any Touch Tone phone.

The Omni actually talks to you using a digital recording of an actual human voice, so the sound is incredibly life like. You send commands to the Omni using the keys of your Touch Tone telephone.

There are no tapes, discs, or other moving parts associated with the speech and control features, so there is no maintenance or parts to wear out.

Pulse and Tone Phones

There are two basic types of phones in use, those that dial using pulses, (rotary dial phones are pulse type phones) and those that dial using tones. You can tell the difference by listening to the receiver when you dial: If you hear a repetitive clicking when you dial a number like 8, its a pulse dialing phone. If you hear a tone when you dial a digit, its a tone phone.

Only Tone phones will work with the Omni. Some phones have switches that allow you to select Pulse or Tone. Set them to Tone to work with the Omni. Only Tone phones can access your Omni.

You can still use pulse phones in your home when you have an Omni installed, but Pulse phones cannot access your Omni.

NOTE: There are two keys on your Touch Tone telephone that are special. The # key (pound key, to the right of the zero), and the '* ' key (star key, to the left of the zero). You will be using these keys.

In-House Phones

Each time you pick up your telephone at home, the Omni will also pick up the line and listen for a # (pound) key (the # key is the key to the right of the zero on your touch tone phone). If the Omni does not hear the # key within 3 seconds, it hangs up and does not listen in

again until the next time you pick up your phone. If the Omni hears any key other than the # key while it is listening in, it disconnects itself immediately.

When the Omni does hear the # key within 3 seconds of your picking up the receiver, it disconnects your phones from the phone company lines and connects your phones to itself, and begins talking to you. When you hang up, your phones are immediately reconnected to the phone company.

You will hear a slight click on your phone when the Omni picks up or hangs up. This is normal.

To access your Omni from an in-house phone: Pick up the receiver of any Touch Tone phone in your house. Pause for just a moment - about a second - then press the # key on the phone.

You will hear the Omni's voice read the menu, which tells you what commands are available over the telephone.

NOTE: If your system is in High Security mode, you must also enter your code following the # key - **See High Security Mode**. In UL Listed Installations, High Security Mode is enabled.

If you wish to disable the Omni telephone access feature, you can change *Set Up, Dial* item Telephone Access to Off. The Omni will not listen in for the # key on in-house phones, and will not answer remote calls, ever. **See Set Up, Dial** for more information.

If the alarm system is tripped, the in-house phones will be disconnected when the Omni begins to dial out, to preclude a burglar from jamming the line by shorting out an in-house phone. In this case, you will have to turn the system off at the console.

When using your in-house phone to disarm your system, you have the Entry Delay time (usually 15 seconds - **See Set Up Misc**) to turn off the alarm before it sounds. After the alarm sounds, you have the Outside Siren Delay before the outside siren starts, and you have the Dial Out Delay before the system disconnects the house phones and dials out. Therefore, you have the Dial Out Delay to turn off your alarm using an in-house phone once you hear the interior sounder,

indicating that an alarm has occurred. Once the Omni has begun to dial out, you must use the console to turn off the alarm.

Remote Phones

You may call your system from any Touch Tone phone and "talk" to your Omni, exactly as if you were at home, except that you must enter your code (Master or Manager) to gain access to the Omni.

To call your system from any touch tone phone, call your number. After 8 rings (or whatever you have Rings Before Answer set to) your Omni will answer and "beep" - **See *Set Up Dial***. Press the digits of your code on the phone. The first digit must be pressed within 3 seconds of the beep. You will hear the menu.

If you hear three beeps after entering the code, you have entered the wrong code. Try again. If you make a mistake while entering the code, press the # key and then enter the code again. You only have three tries to enter a valid code.

A successful remote access is logged in the event log as a Remote Phone Access, along with the time, date of its occurrence, and the code number used.

There are a number of setup items that control what you can do from a remote phone when you or anyone else calls into your home - **See *Set Up, Dial***.

Phone Access Denied - Remote Lockout

The Omni has a remote lockout feature to discourage youngsters (and adults who act that way) from trying to access your system. If four invalid codes are entered, the system will hang up and a one hour lockout period will begin. During the lockout period, the Omni will not answer a call after any number of rings, which should discourage the caller.

If a lockout occurs, the event Phone Access Denied is entered into the event log, along with the time and date of its occurrence.

The one-hour lockout does not apply to in-house phones. The lockout is cleared immediately if the Omni is accessed using an in-house phone.

Answering Machines

If you have an answering machine, set it as you normally do. Most machines answer after 2 to 4 rings. The Omni should be set to answer after 8 rings (8 rings is the factory setting for the Omni).

When you call your home, the answering machine will answer as it normally does. Cover the mouthpiece of the phone so that the answering machine doesn't hear anything. Most machines will hang up in about 10 seconds after playing your outgoing message.

If you have a machine with remote message capability, it will usually hang up after you check your messages.

About 1 second after the answering machine hangs up, the Omni will pick up the line and make its "Beep". Enter your code within 3 seconds of the Omni beep.

Most answering machines beep when they hang up. Some beep when they stop recording, then stay on the line while they reset their tapes, then hang up. The Omni answers **after** the answering machine hangs up. Do not confuse the answering machine beep with the Omni beep, which has a distinctive sound.

Alternate Method

The Omni has an alternate access method that may be more effective, especially when calling long distance.

1. Call the system and allow the phone to ring once or twice.
2. Hang up.
3. Within 60 seconds, call the system again. It will answer on the first ring and beep.
4. Enter your code.

Main Menu

Once you have successfully logged into your Omni, it will read you a menu of commands, as follows:

"WELCOME TO OMNI [AREA 1] PLEASE CHOOSE:

- 1: CONTROL
- 2: SECURITY
- 3: BUTTON
- 4: ALL
- 5: TEMPERATURE
- 6: STATUS
- 7: EVENT
- 8: PHONE
- 9: GOOD-BYE
- *: CANCEL
- 0: REPEAT

This means that you press '1' for Control functions, '2' for Security, '3' for Button, etc. Pressing one of the keys on the phone will move you to another menu. These menus are the same as the menus on the console. Words in brackets [] are only spoken if that feature is in use.

You do not have to wait for the Omni to finish talking. Once you are familiar with the menus, you can simply punch the numbers on the phone without waiting. Whenever you press a number, the Omni stops talking and goes on to the function that you have selected.

If you press a key that is not on the current menu, you will hear 3 beeps and the menu will be repeated.

So that the Omni does not tie up your phone, there is a 10 to 15 second time-out that starts after the Omni stops talking. If it does not hear any numbers from your phone in 10 to 15 seconds after it stops talking, the Omni will hang up. If you are on a remote phone and the Omni hangs up, you must call the Omni again. If you are on an in-house phone, hang up, wait a few seconds, then pick up and press the # key.

To hear the main menu again, press 0 on your phone.

To cancel an operation, press ' * ' for Cancel. You will hear "CANCEL" and one beep for a cancel operation.

If you make a mistake, you will hear 3 beeps, then the Omni will re-read whichever menu that you are in.

1 - Control

Press 1 from the MAIN menu to get to the CONTROL menu.

The Omni will say, "CONTROL: ENTER UNIT NUMBER, THEN POUND."

If voice descriptions have been programmed, after a three second delay, the system will begin reading from the list of units (Omni will say the unit number then its description). The Omni will read three units, then say, "PRESS POUND TO CONTINUE."

If the ' # ' key is pressed, the Omni will read the next three unit numbers and descriptions (if programmed).

Press the unit number you wish to control, then press #.

For example, 1, 0, #.

The Omni will say, "UNIT NUMBER 10. PLEASE CHOOSE:"

- If you have entered an X-10 type unit, the Omni will say:

"0: OFF, 1: ON, 2: DIMMER, 3: BRIGHTER, 9: TIMED,
#: STATUS, *: CANCEL"

- If you have entered a unit not capable of dim and bright commands, the Omni will say:

"0: OFF, 1: ON, 9: TIMED, #: STATUS, *: CANCEL"

On and Off Commands

*Press 0 to turn UNIT 10 OFF, 1 to turn UNIT 10 ON, or press ' * ' to CANCEL.*

The Omni will say ON, OFF, or CANCEL depending on what you

press. The Omni will beep once, indicating that it has done what you asked, then go back to the MAIN MENU.

For example, 1.

The Omni will say,

"ON." [BEEP]

Timed Commands

When TIMED is selected, the Omni will say:

"ENTER TIME, THEN #, *: CANCEL"

For example, 25, #.

After the minutes are entered, the system will say:

"TIMED FOR 25 MINUTES."

"PLEASE CHOOSE: 0: OFF, 1: ON, 2: DIMMER,
BRIGHTER, # STATUS, *: CANCEL"

**Dimming and
Brightening**

*Press 2 to DIM UNIT 10, 3 to BRIGHTEN UNIT 10, or press ' * ' to
CANCEL.*

For example, 2.

The Omni will say:

"ENTER STEPS DIMMER, *: CANCEL"

Enter a number between 1-9.

For example, 5.

The Omni will then say

"DIMMER 5." [BEEP]

2 - Security

Press 2 from the MAIN menu to get to the SECURITY menu.

The Omni will say, "SECURITY, PLEASE CHOOSE:"

0: OFF
1: DAY
2: NIGHT
3: AWAY
4: VACATION
5: DAY-INSTANT
6: NIGHT-DELAYED
8: BYPASS
9: RESTORE
#: GOTO [AREA]

Press the appropriate key for the desired security mode.

Disarming

If the 0 (OFF) key is selected, the Omni will say:

"OFF: ENTER CODE [# AREA], *: CANCEL"

For example, 1, 1, 1, 1.

The Omni will say, "[AREA 1] SECURITY MODE IS OFF."

- If # (AREA) is selected:

"AREA ENTER 0 THEN # FOR ALL AREAS OR ENTER
AREA NUMBER THEN # "

For example, 2, #.

- After area is selected:

"[AREA 2] OFF: ENTER CODE, *: CANCEL"

For example, 1, 1, 1, 1.

The Omni will say,

"[AREA 2]: SECURITY MODE IS OFF."

The code must be valid for all areas selected.

If Invalid:

"INVALID CODE - SECURITY PLEASE CHOOSE ..."

Arming

ARMING is similar to DISARMING. If the 1 (DAY), 2 (NIGHT), 3 (AWAY), 4 (VACATION), 5 (DAY-INSTANT), or 6 (NIGHT - DELAYED) key is selected, the Omni will say:

For example, 3.

"AWAY: ENTER CODE [# AREA], *: CANCEL"

For example, 1, 1, 1, 1.

The Omni will say,

"[AREA 1]: SECURITY MODE IS AWAY."

Bypass and Restore

Press the 8 (BYPASS) key to bypass, or the 9 (RESTORE) key to restore a security zone.

The Omni will say:

"BYPASS: ENTER ZONE NUMBER, THEN #."

OR

"RESTORE: ENTER 0, THEN # FOR ALL ZONES OR
ENTER ZONE NUMBER THEN #."

If voice descriptions have been programmed, after a three second delay, the system will begin reading from the list of zones (Omni will say the zone number then its description). The Omni will read three zones, then say, "PRESS POUND TO CONTINUE."

If the '#' key is pressed, the Omni will read the next three zones and voice descriptions (if programmed).

Select to zone(s) to bypass or restore, then press the # key.

"(BYPASS / RESTORE)" ZONE NUMBER [DESCRIPTION]
"ENTER CODE, *: CANCEL"

The code must be valid for the zone entered.

GOTO Area

Press the # key to GOTO a different area.

The Omni will say:

"GOTO AREA: ENTER AREA THEN #."
"ENTER CODE, *: CANCEL"
"WELCOME TO OMNI, AREA 2."

3 - Button

Press 3 from the MAIN menu to get to the BUTTON menu.

"BUTTON - ENTER BUTTON NUMBER THEN #."

If button voice descriptions have been programmed, after a three second delay, the system will begin reading from the list of buttons (Omni will say the button number then its description). The Omni will read three buttons, then say, "PRESS POUND TO CONTINUE."

If the '#' key is pressed, the Omni will read the next three button and voice descriptions (if programmed).

User buttons 1 - 32 are available from the phone, for the current area.

4 - All

Press 4 from the MAIN menu to get to the ALL menu.

"ALL: PLEASE CHOOSE:"
0: ALL OFF
1: ALL ON

5 - Temperature

*Press 5 from the MAIN menu to get to the TEMPERATURE menu.
The Omni will say,*

"TEMPERATURE:
ENTER TEMPERATURE NUMBER, THEN POUND."

After a three second delay, the system will begin reading from the list of Thermostats and Energy Savers (if voice descriptions have been programmed, Omni will say the temperature zone then its description). The Omni will read three temperature zones, then say,

"PRESS POUND TO CONTINUE."

If the '#' key is pressed, the Omni will read the next three temperature zones and descriptions (if programmed).

Press the temperature zone you wish to control, then press #.

When an HAI Communicating Thermostat is entered:

"THERMOSTAT 1 - THERMOSTAT 1
TEMPERATURE IS (TEMP)."

"PLEASE CHOOSE:

- 1: MODE
- 2: HEAT SETTING
- 3: COOL SETTING
- 4: FAN
- 5: HOLD
- #: STATUS
- *: CANCEL

NOTE: Only the appropriate options are mentioned, depending on the capabilities of the thermostat.

- If the 1 (MODE) key is selected, the Omni will say:

"MODE - PLEASE CHOOSE:

- 0: OFF
- 1: HEAT
- 2: COOL
- 3: AUTO

- If the 2 (HEAT SETTING) or 3 (COOL SETTING) key is selected, the Omni will say:

For example, you want to change the COOL SETTING and the current setting is 80.

"ENTER COOL SETTING, THEN #, *: CANCEL"

For example, 7, 5, #.

"COOL SETTING IS 75."

- If the 4 (FAN) key is selected, the Omni will say:

"FAN - PLEASE CHOOSE:

- 0: AUTO
- 1: ON

- If the 5 (HOLD) key is selected, the Omni will say:

"HOLD - PLEASE CHOOSE:

- 0: OFF
- 1: ON

- If the # (STATUS) key is selected, the Omni will say:

"TEMPERATURE IS (80), HEAT SETTING IS (60),
COOL SETTING IS (75), MODE IS (COOL),
FAN IS (AUTO), HOLD IS (OFF)."

Then the *TEMPERATURE menu* is repeated.

When an Energy Saver is entered:

"ZONE 9 ENERGY SAVER - ENERGY SAVER IS (ON/OFF). TEMPERATURE IS (TEMP)."

"PLEASE CHOOSE:

0: OFF

1: ON

2: HEAT SETTING

3: COOL SETTING

9: TIMED

#: STATUS

*: CANCEL

NOTE: Only the appropriate options are mentioned, depending on the capabilities of the zone. Outdoor Temperatures, Temperature, and Temperature Alarm zones do not have ON, OFF or TIMED options.

- If the 2 (HEAT SETTING) or 3 (COOL SETTING) key is selected, the Omni will say:

For example, you want to change the COOL SETTING and the current setting is 80.

"ENTER COOL SETTING, THEN #, *: CANCEL"

For example, 7, 5, #.

"COOL SETTING IS 75."

- If the # (STATUS) key is selected, the Omni will say:

"ENERGY SAVER IS (ON/OFF): TEMPERATURE IS (80),
HEAT SETTING IS (60), COOL SETTING IS (75)."

Then the *TEMPERATURE menu* is repeated.

6 - Status

Press 6 from the MAIN menu to get to the STATUS menu.

"[AREA 1] SECURITY MODE IS (AWAY),
(SYSTEM OK), or (ZONE STATUS)"
"[OUTDOOR TEMPERATURE IS (80)]. TIME, DATE."

If any zone is not ready or in trouble, it will be spoken in zone status.

7 - Events

Press 7 from the MAIN menu to get to the EVENT menu.

"ENTER CODE, *: CANCEL"

The Omni will read the 3 latest events, then say,

"PLEASE CHOOSE: 7 EVENTS, *: CANCEL."

Press 7 to read 3 more events, or * to cancel.

8 - Phone

This command allows you to record and verify the address. If an optional Two-Way Audio Module is being used, this command also allows paging and listening to premises.

Press 8 from the MAIN menu to get to the PHONE menu.

"PHONE - PLEASE CHOOSE: [3 INTERIOR]
8 PLAY ADDRESS, 9 RECORD ADDRESS *: CANCEL."

To play the current address, press the 8 key.

To record the address, press the 9 key and enter the Master code.

"RECORD ADDRESS - [BEEP]"

At the [BEEP], record your name and address.

"ADDRESS IS: (OMNI PLAYS ADDRESS)."

Note: The address is used only for the VOICE dial out feature.

When a Two-Way Audio Module is being used:

To talk or listen to the premises, press the 3 key.

"PLEASE CHOOSE: 2 TALK, 8 LISTEN, *: CANCEL."

- If no key is pressed, Omni will automatically switch to listen mode.

To talk to someone at the premises, press the 2 key.

To listen to the premises, press the 8 key.

- You cannot talk to anyone on premises in listen mode and you cannot listen to the premises while in the talk mode.

9 - Good-Bye

Press 9 from the MAIN menu.

The Omni will say, "GOOD-BYE" and hang up.

From an in-house phone, the dial tone will return. From a remote phone, you will hear a click as the Omni hangs up.

It is recommended that you press 9 to terminate a remote call. If you don't, the Omni will hang up anyway after about 15 seconds.

Panic Button Over the Phone - (# # # # #)

On an in-house phone only, you can activate the Police Emergency keys by picking up the phone and pressing the # key 6 times. This activates the interior sounder, the outside siren immediately.

The first # that you press logs you in, as usual, then the next 5 presses of the # key activate the alarm. If you are already logged into your system, then it takes only 5 presses of the # key to activate the emergency alarm.

To prevent accidental activation of the panic feature over the phone, you must press the # key 5 times, all at once. If you pause for more than 2 seconds, or press any other key, the panic activation is

canceled. The Omni will say "CANCEL" when this happens. If you wish to cancel the emergency alarm before you have activated it, press any other key, wait a few seconds or hang up.

Note that the Panic Button Over The Phone feature only works if you are logged into the system. In an emergency, if you wish to set off the alarm, simply pick up the phone and repeatedly press the # key until the alarm sounds. Be aware that, under some circumstances, it may be smarter to dial 911 or your police department directly. Also be aware that your telephone will be unusable while the Omni dials out.

Once the emergency alarm has been activated, you must disarm the system as described in Security to silence the alarm. If the dial out delay has passed, then the in house phone will be disconnected, and you must disarm the system from the console to silence the alarms.

PC Access

The Omni is capable of communicating with an IBM compatible personal computer (PC). The PC can be local (in-house) or remote. The PC must be equipped with a modem and running Home Automation, Inc. PC Access software. The Omni has a built-in modem. If you wish to use your PC to configure, program and check the status of your Omni, contact your dealer for the appropriate software for your PC.

Emergency Dial-Out

Emergency dial out consists of two distinct parts: the "digital dialer" and the "voice dialer."

Digital Dialer

The digital dialer (also called a "digital communicator") reports alarm events to a central station monitoring center. The digital dialer sends a digitally coded message to the central station's receiver and computer. The computer in the central station presents your name, address, and other information to a human operator who notifies the appropriate authorities.

Digital communications to a central station are generally superior to voice communications to friends and neighbors for three reasons:

- there is always someone manning the central station
- there is virtually no chance for misinterpretation
- personnel at the central station are trained to respond.

The digital communicator will not dial out until the Dial Out Delay has expired. If the alarm is canceled prior to the expiration of the Dial Out Delay, no transmission will take place. If the alarm is canceled after the Dial Out Delay has expired, all alarm trips will be transmitted followed by a Cancel code.

The communicator may be set up to automatically send a test code to the central station on a daily or weekly basis. This verifies proper operation of the entire monitoring system on a periodic basis.

When the digital communicator is used, all voice dial outs will be delayed for five minutes after the expiration of the dial out delay to allow time for the central station to call the premises.

If a Two-Way Audio Module is being used, after the transmission of the alarm to the central station, the operator can talk and listen to people and sounds at the premises.

If the digital communicator is unable to successfully communicate with the central station, the console will display a Communicator Trouble condition.

Voice Dialer

In UL Listed Installations, the Voice Dialer is supplementary to the Digital Dialer described above.

The voice dial-out feature of the Omni is a sophisticated system that can notify you at the office, on vacation, on a pocket pager, or notify your neighbor, a relative, and in some cases, local authorities.

Check with your local authorities to see what number your system should call. Be aware that in many metropolitan areas, police and fire departments do not allow a voice dialer to call their lines. If this is the

case in your area, you must use a monitoring service if you want the police notified when your alarm is activated.

As a preventative measure against phoning in a false alarm, you should have the system try to phone you, a neighbor, and a relative and then try you again. The called party can stop the system from calling the next number by entering the Master or Manager code. If a neighbor can look out his window and see that there isn't a problem, then they can decide not to call 911 or the police.

See *What Happens When The Alarm Is Activated*, also *Set Up Dial*.

**How the Omni
Voice Dialer Works**

When a Burglar Alarm, Fire Alarm, Police Emergency keys, Fire Emergency keys, Auxiliary Emergency keys, Gas Alarm, Water Alarm, Temperature Alarm, or Duress Alarm is activated, the voice dialer looks at the Dial Order to determine which numbers to dial and in what order.

A Dial Order can have up to 8 entries, allowing the dialer to make up to 8 calls. If you want it to try a number twice, it can be entered twice in the dial order.

The dial order numbers can be chosen from [AREA] Dial Out Numbers 1 - 8.

**Instructions for
Called Party**

The page titled "Instructions for Called Party" should be copied, the copies filled out by you and then given to each person whom you have programmed your system to call. It tells them what to do, in basic terms.

If you want to tell them how to do other functions, include those instructions where it says "other instructions."

For example:

- To get status, press 6. Press * when done.
- To hear events, press 7. Press * when done.
- To turn all lights on, press 4, then 1.
- To turn all lights off, press 4, then 0.

**What the Omni
Voice Dialer Does**

When an alarm is activated, the Omni will wait the Outside Siren Delay plus the Dial Out Delay. If your system is monitored by a central station, it will be notified first. Then the voice dialer will dial out to the numbers as described above.

When the voice dialer dials out, the in-house phones are disconnected from the telephone lines. After the dial-out has begun, the house phones will not be reconnected until the dial-out is completed, meaning that an in-house phone cannot be used to turn off the alarm. If the alarm is turned off at the console while a voice dial-out is in progress, the dial-out will be canceled immediately and the voice dialer will hang up.

If the number dialed is busy, or if all lines are busy, the dialer will immediately hang up and go to the next number in the Dial Order.

The dialer will wait up to 45 seconds after it finishes dialing a complete phone number for a voice to answer. If it doesn't hear a voice in that time, it goes on to the next number. The voice dialer will respond to answering machines.

After it has dialed the last number in the dial order, the Omni stops dialing and reconnects the in-house phones.

**What You Hear -
If Your Omni
Calls You**

When you pick up the phone and say something, the Omni will say:
(one of the following, depending on type of alarm)

- BURGLAR ALARM
- FIRE ALARM
- AUXILIARY ALARM
- TEMPERATURE ALARM
- WATER ALARM
- GAS ALARM
- SILENT ALARM

AND

- ADDRESS: (Your address here)
- PHONE NUMBER (your phone number here)

The Omni will repeat this message twice.

Entering The Code

At any time during the message you can enter the Master or Manager code, simply by pressing the digits on the keypad of a Touch Tone phone. The Omni will stop talking when it hears *any digit* from a touch tone phone. (When it is saying the address, the Omni completes the entire address before it stops talking.)

If you make a mistake, press the * key and start over. The Omni will beep 3 times if you enter an invalid code. Try again!

If you enter the correct Master or Manager code, you will then be logged in (a remote phone access is logged in the event log) and further dial outs are canceled.

You will hear the status of the system, which will describe the type of alarm and the zones tripped, for example:

BURGLAR ALARM ACTIVATED: ZONE 1 - ENTRY EXIT - TRIPPED; ZONE 3 - DAY INTERIOR - TRIPPED:

Then the Omni will read the Main Menu as described in Telephone Control. You can press 0 to hear the menu. At this point, you are in control, just as if you had called your system.

A strategy to follow if you are called by your system is to check the Status (6 on the telephone) to see what mode the system is in, and which zones were tripped. Press * to cancel out of the status mode. You may wish to check the Event Log (7) to see when each event happened. Then, press * to exit the event log.

Now press 9 (good-bye) to make the Omni hang up. Hang up your phone and call your premises to be sure that it wasn't someone who has forgotten their code. If not, call the police.

If someone properly disarms the system while the called party is logged in, then the status message will go back to "SECURITY MODE IS OFF - SYSTEM OK" as described in Telephone Control.

If a reportable event (an alarm, cancel, etc.) occurs while you are talking to your Omni, it will hang up on you to communicate the event to the central station.

SETUP

The Setup menu is used to configure operating parameters, program your system to do its automated control and security functions, and give descriptions (names) for all of your zones, units, buttons, and codes. To enter the Setup menu, from the top-level display or from the main menu, press the 8 (SETUP) key on the console keypad.

Upon entry to the Setup Mode, you will first be prompted to enter a security code:

```
SET UP
ENTER CODE :
```

A Master or Installer Code is required to enter the Setup mode.

```
SET UP
1=CODES 2=TIME 3=PROG ↓

4=DIAL 5=ARM 6=MISC
7=NAMES 8=VOICE ↑
```

Set Up Codes

There are 16 user codes that you may assign to users of the system. All Omni security codes are 4 digits in length (0001 to 9999). Each user should be assigned a security code with an authority level, areas that can be accessed (if area arming is being used), and times in which the code will be valid. To set up a code, from the Setup menu, press the 1 (CODES) key. Use the arrow keys to scroll through the codes.

The first item is Code 1. User Code 1 is always set to a Master code. The only setup option allowed for User Code 1 is to change the code number.

The existing code number is not shown on the display. To change the code, enter a four digit number, then press the '#' key. Enter 0000 to disable the code.

Remember the code number. It will not be redisplayed.

```
CODE X:
0000-9999  0000=DISABLE
```

Press the (↓) key. You will then be prompted for an authority level for that code:

```
CODE X AUTHORITY:      3
1=MSTR 2=MGR 3=USER   ×
```

1 = Master Master codes have complete access to the entire system.

2 = Manager Manager codes can arm and disarm areas that they have access to, during assigned times. Managers can access the Main Menu if the system is in High Security Mode, and have telephone access privilege.

3 = User User codes can only be used to arm and disarm the security system in assigned areas, during assigned times. Telephone access is not a User privilege.

Access Areas After an authority level has been entered, you will be prompted for access areas for the user. Specify which area(s) (if area arming) the user has access to by pressing the number for each area. The display will show all areas that have been enabled for that user, 1, 2, or 3 for both areas. After the area(s) is/are selected, press the '#' key.

```
CODE X AREAS:
1 2          0=CLR ×
```

You can specify the access (on/off) times for the code, this is, the time periods during which the code is valid.

```
CODE X ON TIME:
8:00 AM MTWTF-- #=CHNG×
```

```
CODE X OFF TIME
```

5:00 PM MTWTF-- #=CHNG×

The times and days are changed by pressing the '#' key. Choose the 1 (TIME) key to change the On or Off times. You will be prompted to enter the new time. AM/PM must be specified for the time if the AM/PM format is being used, otherwise the entered time should be 13:00-23:59. Each item defaults to its current value. Press the up arrow key to select Sunrise and press the down arrow key to select Sunset.

CODE X(ON/OFF)TIME:
1=TIME 2=DAYS

TIME: 8:00 AM
HHMM ↑=RISE/AM ↓=SET/PM

To change days, press the '#' key, then press the 2 (DAYS) key. You will be prompted to enter the day(s) that the code will be valid. Press 1-7 for Monday - Sunday, 0 for Never, 8 for Weekdays, and 9 for Weekends.

DAY(S): MTWTFSS
1-7=MON-SUN 0=NEVER

Duress Code

If you are forced to disarm the system against your will by an intruder, disarm it as you normally would, but use the Duress code instead of your normal code. The system will disarm normally. No sirens will sound, no lights will flash, but the Omni will perform a silent dial out and say that this is a silent alarm.

To stop a silent dial out, turn your security system off the usual way, pressing OFF key, then your code.

DURESS CODE:
0000-9999 0000=DISABLE↑

Set Up Time

To set up time and date, from the Setup menu, press the 2 (TIME) key. You will be prompted to enter the new time and date. AM/PM must be specified for the time if that format is being used, otherwise the

entered time should be 13:00-23:59. Each item defaults to its current value.

TIME :
HHMM ↑=AM ↓=PM

DAYLIGHT SAVINGS TIME?
0=NO 1=YES

ENTER DATE :
MMDDYY

DAY OF WEEK :
1-7=MON-SUN

Set Up Programs

Your Omni can be programmed to do automated control and security functions on a time schedule or in response to an event occurring in the system. You may program the following items:

- Unit Numbers : On, Off, On for time, Off for time, Dim, Brighten, and Dim or Brighten for time.
- Setpoints for HAI Communicating Thermostats.
- Model 1101 PESMs: On, Off, On for time, Off for time, and Heat and Cool setback temperatures.
- Temperatures: Low and High temperatures.
- All lights On, All Off
- Security modes Off, Day, Night, Away, Vacation, Day(Instant), and Night(Delay).
- Buttons

The Omni executes programs:

- Once at a certain time on a certain date (One-Time Program)
- Repeatedly (Repeating Programs)
- In response to an event (Button Programs)

You can also conditionalize programs so that they only run under certain circumstances.

Each automation "program" is a single step in programming

automation in an Omni system. Each program must specify when that program should execute and an action to be taken. The program may also specify a condition that must be true for the program to execute.

Each program can be set up to execute at a certain time of day or on the occurrence of a particular event in the system. When this time or event occurs, the programmed action will be taken if, and only if, the specified condition is also true at that time.

The Program menu allows you to add, review, change, and delete automation programs. To enter the Program menu, from the Setup menu, press the 3 (PROG) key.

SET UP PROGRAMS
1=ADD 2=SHOW 3=DELETE

1 = Add Programs

The 1 (ADD) key is used to add new automation programs to the system. When you press the 1 (ADD) key, the *Edit Program* menu is displayed which allows the various parts of a program to be specified - **See *Edit Program***. You may edit each part of the program as specified under *Edit Program*. Press the '#' key at the *Edit Program* menu to show the newly entered program. Press the '#' key again to save the program, or press the '*' key to return to the *Edit Program* menu to cancel entry of the new program and return to the Set Up Programs menu.

Once the new program is entered, the display will return to the Set Up Programs menu.

2 = Show Programs

The 2 (SHOW) key is used to review, edit, and delete existing programs. From the Set Up Program menu, press the 2 (SHOW) key. The display prompts you to specify which program to be reviewed.

1=CTRL 2=SEC 3=BTTN
4=ALL 5=TEMP #=EVERY

Menu 1 - Programs for a particular control unit number
Menu 2 - All Security related programs
Menu 3 - Programs for a particular macro button

- Menu 4 - Programs for All On/Off functions
- Menu 5 - Programs for a particular Temperature zone
- Menu # - Displays every program

Selecting the 1 (CTRL) or 5 (TEMP) key will prompt you to specify the desired unit or temperature zone. These can be specified by entering the number, followed by the '#' key or by using the arrow keys to scroll through a list of items.

```
UNIT:
ENTER UNIT          ↓

TEMPERATURE ZONE
ENTER TEMPERATURE ZONE ↓
```

Selecting the 3 (BTTN) key will prompt you to specify the desired button number. These can be specified by entering the number, followed by the '#' key or by using the arrow keys to scroll through a list of items.

```
BUTTON:
ENTER BUTTON      #=MENU ↓
```

Pressing the '#' key first will bring up a menu of button types to select from:

```
BUTTON TYPE
1=CTRL  2=SEC  3=ZONE ↓

4=ALL   5=ALARM 6=X-10
7=MISC                                     ↑
```

If there are no programs for the specified item, the console will beep three times and will display:

```
*** NO PROGRAMS ***
```

Otherwise, a help screen is displayed:

```
Press # to delete or
edit displayed program.↓
```

The first program is displayed once the down arrow is pressed. The top line displays the time or button/event that activates the program and any condition that must be true for the program to activate. The bottom line shows the command to execute when the program is activated.

```
10:00 PM MTWTFSS  &AWAY  
Living Rm Lt ON
```

```
6:00 AM 10/10     &NIGHT  
PROGRAM DAY
```

```
WHEN AWAY:  
ALL OFF
```

The arrow keys are used to scroll through the programs. Pressing the '#' key while a particular program is displayed will allow that program to be edited or deleted. The display shows:

```
SHOW PROGRAM  
1=EDIT  2=DELETE
```

- Press the **1 (EDIT)** key to edit the selected program. The *Edit Program* menu is displayed which allows the various parts of the program to be changed - **See Edit Program**. Edit each part of the program as specified under *Edit Program*. Press the '#' key at the *Edit Program* menu to show the newly edited program.
- Press the '#' key again to save the program, or press the '*' key to cancel edit of this program and return to reviewing the programs.
- Press the **2 (DELETE)** key to delete the selected program.

3 = Delete All Programs

To delete all automation programs, from the Set Up Program menu, press the 3 (DELETE) key. The display will prompt you to confirm the deletion.

```
DELETE ALL PROGRAMS?  
0=NO  1=YES
```

Select 1 (YES) to delete all automation control programs in the system. Select 0 (NO) or press the '*' key to return to the Set Up Program menu.

NOTE: IF YOU CHOOSE THIS OPTION, ALL OF YOUR PROGRAMS WILL BE LOST PERMANENTLY.

Edit Programs

The *Edit Program* menu is used to specify each part of an automation program.

```
EDIT PROGRAM
1=WHEN  2=CMD  3=&COND
```

- Selecting **1 (WHEN)** allows the time or event that activated the program to be specified.
- Selecting **2 (CMD)** allows you to specify the action to be taken when the program is executed.
- Selecting **3 (&COND)** allows a condition to be specified that must be true for the program to be executed at the specified time.

Each of these items defaults to its current setting for an existing program that is being edited, or to a default value for a new program.

For each program, it is only necessary to specify the time or event and the action to be taken. It is not necessary to specify a condition on the program if the action should be taken whenever the specified time or event occurs.

Edit Programs When

Selecting the 1 (WHEN) key, from the *Edit Program* menu, allows the time or button/event that activates the program to be changed. The display shows:

```
EDIT WHEN
1=TIMED 2=BUTTON
```

Timed Programs

Selecting 1 (TIMED) sets the program to be activated at a specific time of day. You are prompted to enter the time and date or days of week. The current default value is shown for each item. Press '#' to accept the default.

```
12:00 AM  5/17
1=TIME  2=DATE/DAY
```

Select 1 (TIME) to enter the new time.

If the desired time is the time in which sunrise or sunset will occur, press the up arrow key for sunrise, or the down arrow key for sunset before entering a time.

```
TIME: 12:00 AM
HHMM  ↑=RISE/AM ↓=SET/PM
```

You may also choose to have the program execute up to 120 minutes before or after the time of sunrise or sunset.

```
SUNSET
1=BEFORE  2=AFTER  #=AT
```

If the 1(BEFORE) or 2(AFTER) key is selected, you will be prompted to select the amount of minutes:

```
ENTER OFFSET:
0-120 MINUTES
```

When entering a time of day, AM/PM must be specified for the time if the AM/PM format is being used. Otherwise the entered time should be 13:00-23:59.

```
TIME: 8:00 AM
HHMM  ↑=RISE/AM ↓=SET/PM
```

Select 2 (DATE/DAY) to enter a new date or days of week.

```
DATE: 10/15
MMDD  ↓=DAY
```

Next, specify if the program will run once (on the specified date and then be deleted) or if the program will run every year on the specified date (yearly).

```
RUN PROGRAM
1=ONCE  2=YEARLY
```

To change days, press the down arrow (DAY) key. You will be prompted to enter the day(s) that the program will be activated. Press 1-7 for Monday - Sunday, 0 for Once, 8 for Weekdays, and 9 for Weekends, then '# '.

```
DAY(S) : M-W-F--  
1-7=MON-SUN 0=ONCE
```

Press the '# ' key and the display will then return to the *Edit Program* menu:

```
EDIT PROGRAM  
1=WHEN 2=CMD 3=&COND
```

Button Programs

Selecting 2 (BUTTON) from the Edit When menu sets up a program to be activated when a particular button is run or a particular event occurs. The user is prompted to specify the button/event that activates the program:

```
BUTTON :  
ENTER BUTTON # = MENU ↓
```

A specific macro button may be activated by entering the button number followed by the '# ' key, or by using the arrow keys to scroll through a list of buttons.

Pressing the '# ' key first will bring up a menu of button types:

```
BUTTON TYPE  
1=CTRL 2=SEC 3=ZONE ↓  
  
4=ALL 5=ALARM 6=X-10  
7=MISC ↑
```

After the button is specified, the display returns to the *Edit Program* menu.

Control Unit Buttons

Pressing the 1 (CTRL) key allows you to select the button for a control unit activated event. You are first prompted to enter the desired unit number:

```
UNIT:
ENTER UNIT          ↓
```

The unit may be entered by entering the unit number followed by the '#' key or by using the arrow keys to scroll through a list of units.

Next, the desired unit is displayed and you are prompted to specify the state that activates the button:

```
WHEN Porch Light:
0=OFF 1=ON
```

Security Mode Buttons

Pressing the 2 (SEC) key allows you to select the button that will be activated when a security mode changes:

```
0=OFF  1=DAY  2=NIGHT
3=AWAY 4=VACATION  ×
```

After the security mode is selected, an additional menu appears which allows you to further specify the button. For example, you would like to activate a button when you arm the system into the (3) AWAY mode:

```
WHEN AWAY:
1=DELAY 2=CODE 3=AREA
```

Any of these may be selected alone or in combination. As each item is specified, the menu is redisplayed with the updated button description. Press the '#' key when done.

- Selecting 1 (DLY) allows the user to specify whether the button is activated at the start or end of the exit delay:

```
WHEN ACTIVATED?
1=START EXIT 2=END EXIT
```

When you specify that the button is activated at the start of the delay by pressing the 1 (START EXIT) key, the mode is prefixed by "A-" for "arming into".

WHEN AWAY: (END OF DELAY)

WHEN A-AWY: (START OF DELAY)

When the system is armed in the Day (instant) or Night (delay) mode, buttons for the Day and Night modes are executed, respectively.

- Selecting 2 (CODE) allows you to specify that the button is activated only when a particular code is used. You will be prompted to enter the code:

ENTER USER CODE:
1-16 0=ALL ↓

You should enter the user code by entering the code number followed by the '#' key or by using the arrow keys to scroll through a list of code names.

WHEN C1 AWAY:
1=DELAY 2=CODE 3=AREA

- Selecting 3 (AREA) allows you to specify that the button is activated only when the specified area is armed or disarmed. You will be prompted to enter the area:

AREA:
ENTER AREA 0=ALL ↓

The area number should be entered followed by the '#' key, or the arrow keys may be used to scroll through a list of areas.

WHEN C1 A1 AWAY:
1=DELAY 2=CODE 3=AREA

Security Zone Buttons

Pressing the 3 (ZONE) key allows you to select the button for a security zone activation event. You are first prompted to enter the desired zone number:

```
ZONE :  
ENTER ZONE          ↓
```

The zone number should be entered followed by the '#' key, or the arrow keys may be used to scroll through a list of zones.

The desired zone is then displayed and you are prompted to specify the state that activates the button:

```
WHEN Front Door :  
0=SECURE      1=NOT RDY
```

All On/Off Buttons

Pressing the 4 (ALL) key allows you to specify a button activated by issuing an All On or an All Off command. You are first prompted to specify whether the button is for All Lights On or for All Off:

```
ALL  
0=ALL OFF    1=LIGHTS ON
```

If area arming is being used, you will be prompted to specify the desired area:

```
AREA :  
ENTER AREA          0=ALL ↓
```

Alarm Buttons

Pressing the 5 (ALARM) key allows you to specify a button activated upon the occurrence of an alarm. You are first prompted to select the type of alarm:

```
SELECT ALARM TYPE  
ANY TYPE          ↓
```

The arrow keys are used to select from a list of alarm types:

- ANY ALARM
- BURGLARY ALARM
- FIRE ALARM
- GAS ALARM
- AUXILIARY ALARM
- FREEZE ALARM
- WATER ALARM
- DURESS ALARM
- TEMPERATURE ALARM

Press the '#' key when the desired alarm type is shown. You are then prompted to specify the area, if area arming is being used:

```
AREA :
ENTER AREA      0=ALL ↓
```

The area number should be entered followed by the '#' key, or the arrow keys may be used to scroll through a list of areas.

X-10 Buttons

Pressing the 6 (X-10) key allows you to specify a button activation upon receipt of an X-10 command from a source external to Omni. You are first prompted to enter the X-10 house code:

```
X-10 HOUSE CODE :
1-16=A-P
```

You are then prompted to enter the X-10 unit code:

```
X-10 UNIT CODE :
1-16              0=ALL
```

Finally, you are prompted to specify the command that activates the button:

```
WHEN X-10 A1 :
0=OFF 1=ON
```

OR

```
WHEN X-10 A ALL :
0=OFF 1=ON
```

**Miscellaneous
Buttons**

Pressing the 7 (MISC) key allows you to select a button from a list of other buttons. You are first prompted to select the button:

```
SELECT BUTTON:  
WHEN PHONE DEAD      ↓
```

The arrow keys are used to select from a list of buttons:

- WHEN PHONE DEAD
- WHEN PHONE RING
- WHEN PHONE OFFHK
- WHEN PHONE ONHOOK
- WHEN AC PWR OFF
- WHEN AC PWR ON
- WHEN BATTERY LOW
- WHEN BATTERY OK
- WHEN DCM FAIL
- WHEN DCM OK

**Edit Program
Command**

Selecting 2 (CMD), from the *Edit Program* menu, allows the commanded action for the program to be specified. The following menu is displayed:

```
1=CONTROL  2=SECURITY  
3=BUTTON   4=ALL      ↓  
  
5=TEMP                                ↑
```

After the command is specified, the display returns to the *Edit Program* menu:

**Program Control
Commands**

Press the 1 (CONTROL) key to command lights and appliances. Specify the desired command - See *Control*.

**Program Security
Commands**

Press the 2 (SECURITY) key to arm and disarm the security system, or to bypass and restore an individual zone. The following menu is displayed:

```
0=OFF    1=DAY    2=NIGHT
3=AWAY   4=VACATION  ↓
5=DAY INST 6=NIGHT DLY
8=BYPASS  9=RESTORE  ↑
```

Select (0-6) to arm the system into the desired mode or select the 8 key to Bypass and the 9 key to Restore a security zone. If area arming is being used, the display will then prompt you for the area to be armed:

```
AREA
ENTER AREA      0=ALL ↓
```

Enter the area number followed by the '#' key, or use the arrow keys to scroll through a list of areas. Press the '#' key first to specify all areas.

**Program Button
Commands**

Select the 3 (BUTTON) key to program a button to automatically execute. Specify the button to be executed - **See *Button Programs***.

**Program
All On / All Off
Commands**

Select the 4 (ALL) key to program an All On and All Off commands:

```
ALL :
0=ALL OFF  1=LIGHTS ON
```

If area arming is being used, the display will then prompt you for the area to control. Enter the area number followed by the '#' key, or use the arrow keys to scroll through a list of areas. Press the '#' key first to specify all areas.

**Program Temperature
Commands**

Select the 5 (TEMP) key to command thermostats, energy saver modules, and temperature sensors. Specify the desired command - **See *Temperature***.

**Edit Program
Condition**

Selecting the 3 (&COND) key, from the *Edit Program* menu, allows the condition for the program to be specified. This condition must be true when the program time or event occurs for the program to be executed.

The following menu is displayed:

```
SELECT CONDITION
1=CTRL  2=SEC  3=ZONE ↓
9=TIME  #=MISC
                                     ↑
```

After the condition is specified, the display returns to the *Edit Program* menu.

**Program Control
Condition**

Press the 1 (CTRL) key to specify that the program should only execute if a specified control unit is either On or Off.

The display prompts for the unit number:

```
UNIT:
ENTER UNIT          ↓
```

Enter the unit number followed by the ' #' key, or use the arrow keys to select the unit.

The unit is displayed and the display prompts for the state of the unit:

```
IF Porch Light:
0=OFF 1=ON
```

**Program Security
Mode Condition**

Press the 2 (SEC) key to specify that the program should only execute if the security system is armed in a particular mode. Select the security mode from the following menu:

```
0=OFF 1=DAY 2=NIT 3=AWY
4=VAC 5=DYI 6=NTD
```

Next, select whether the system is considered in the specified mode during the exit delay:

```
INCLUDE EXIT DELAY?  
0=NO 1=YES
```

If area arming is being used, the display will then prompt you to specify the area.

**Program Zone
Condition**

Select the 3 (ZONE) key to specify that the program should only execute if a specified security zone is either **Secure** or **Not Ready**. The display prompts you for the zone number:

```
ZONE :  
ENTER ZONE          ↓
```

Enter the zone number followed by the '#' key, or use the arrow keys to select the zone.

The zone will be displayed and you will be prompted for the state of the zone:

```
IF Front Door :  
0=SECURE      1=NOT RDY
```

**Program Time
Condition**

Select the 9 (TIME) key to specify that the program should only execute if a specified Time Clock is either On or Off. The display prompts you for the Time Clock number:

```
ENTER TIME CLOCK :  
1-3
```

Enter the Time Clock number followed by the '#' key.

Next, specify the state of the time clock:

```
IF TIME CLOCK 1 :  
0=OFF 1=ON
```

Program Other Condition

Select the # (OTHER) key to select a condition from a list of other conditions.

```
SELECT CONDITION:
NONE                ↓
```

Choose "NONE" when editing a program and choose not to conditionalize the program.

```
SELECT CONDITION:
NEVER              ×
```

Choose "NEVER" if you wish to temporarily deactivate a program without deleting it.

Other conditions include:

- IF LIGHT
- IF DARK
- IF PHONE DEAD
- IF PHONE RING
- IF PHONE OFFHK
- IF PHONE ONHOOK
- IF AC PWR OFF
- IF AC PWR ON
- IF BATTERY LOW
- IF BATTERY OK

Set Up Dial

The Set Up Dial menu is used to configure all of the telephone related items for the Omni. To enter the Set Up Dial menu, from the Setup menu, press the 4 (DIAL) key. Use the arrows to scroll through the items. For each item, the top line displays a description of the item and its current setting. The bottom line shows the available ranges for your selections.

Phone numbers can be up to 24 characters long. The number is shown on the bottom line of the display. Press the OFF key to enter a ' - ' into the number. Press the DAY key to specify a pause of 2 seconds

(shown as a "T" on the display). Press the NIGHT key to enter a '#' into the number. Enter a single '-' for no number.

Telephone Access

The Telephone Access item allows you to turn the local (in-house) and remote telephone control feature on and off.

If set to On, the Omni will allow local and remote telephone access as described in Telephone Control.

If set to Off, the Omni will not answer incoming calls ever, and will not work on the in house phones.

Dial outs will still occur, and the system will operate normally when the Omni dials out.

If you do not have your Omni connected to a phone line, set Telephone Access to Off to keep the system from displaying "PHONE LINE DEAD".

To turn Telephone Access off, press 0 then '#'. To turn it back on, press 1 then '#'.

The default setting for Telephone Access is On.

Answer Outside Call

If you do not want your system to answer outside calls, set this item to No. The local (in-house) telephone control features will still work, but the system will never answer an incoming call.

To set Answer Outside Call to No, press 0 then '#'. To turn it back on, press 1 then '#'.

The default setting for Answer Outside Call is Yes.

Remote Commands

The Remote Commands Ok item allows you to prevent any commands from being issued from a remote telephone.

If Remote Commands Ok is set to Yes, the Omni will allow all commands to be executed when called from a remote telephone.

If Remote Commands Ok is set to No, then lights, appliances, and the security system cannot be controlled from a remote telephone that dials into your home.

You can issue commands from a local (in-house) phone with Remote Commands Ok set to Yes or No.

If the system dials out, the called party can issue commands with Remote Commands Ok set to Yes or No.

To set Remote Commands Ok to No, press 0 then '#'. To change it back to Yes, press 1 then '# '.

The default for Remote Commands Ok is Yes.

Rings Before Answer Your phone must ring this number of times before the Omni will answer an incoming call to your phone - **See Answering Machines** if you have one.

To change Rings Before Answer, enter the new number from 1 to 15, then press the '# ' key.

The factory default for Rings Before Answer is 8.

Dial Type The Dial Type specifies the type of dialing used when the Omni dials out. If you do not have Touch Tone service, then Dial Type must be set to Pulse.

To change the Dial Type to Pulse, press 1 then '# '. To change the Dial Type to Tone, press 0 then '# '.

The default dial type is Tone.

My Phone Number My Phone Number is the phone number that will be announced when the Omni dials out in the event of an alarm. It should be set to the phone number of the premises where your system is installed.

To enter phone numbers, press the keypad keys 0 - 9. You can put in a dash (-) for legibility by pressing the OFF key. Press the '#' key after you have pressed all of the digits in the phone number.

For example, to enter the number 555-1234, press 555 'OFF' 1234 #.

Dial Out Number 1

Dial Out Number 1 is one of the 8 numbers that are stored in the system. In the event of an alarm, these numbers are dialed in the order that is set up in the Dial Out Order for the particular type of alarm.

Dial out numbers 1 - 8 have On and Off times and days, so that no time is wasted calling you at the office at night or on a Sunday if the alarm is activated.

For dial out number 1, you should enter your office number where you can be reached during working hours.

Enter the phone number the same way as described for My Phone Number.

You can cause the system to pause for two seconds between digits of the number by pressing the DAY key, which puts a T in the number. Multiple Ts for longer pauses are allowed. You can also press the NIGHT key (*) and the AWAY key (#) for symbols to get through some types of telephone or pocket beeper/pager systems.

If you wish to remove a phone number for a particular dial out number, press OFF then '#' (with the display showing a Dial Out Number) to enter a single dash (-).

Phone numbers can be up to 24 digits.

DIAL OUT 1 ON
DIAL OUT 1 OFF

Dial out number 1 has two times associated with it, an On and Off time. The Omni will only call this number if the time and days are between the Dial Out 1 On and Dial Out 1 Off times and dates.

Press # to change the On and Off times - **See Set Up Codes.**

DIAL OUT 1 ON:
12:00 AM MTWTFSS #=CHNG×

DIAL OUT 1 OFF:
NEVER #=CHNG×

For example, if your normal work hours are 8 to 5 Monday through Friday, then set Dial Out 1 On to 8:00 AM MTWTF and Dial Out 1 Off to 5:00 PM MTWTF. With these settings, the system will call Dial Out Number 1 only if the alarm is activated on weekdays between the hours of 8:00 AM to 5:00 PM.

The default for Dial Out 1 On is 12:00 AM MTWTFSS, and the default for Dial Out 1 Off is Never, so that Dial Out Number 1 is always active.

The Time that was entered before setting an On or Off time to Never is saved, and will be redisplayed when a day is set in place of Never.

Setting both the Dial Out 1 On and the Dial Out 1 Off times to Never will make Dial Out Number 1 never active.

**Dial Out
Numbers 2 - 8**

The default Dial Out On and Off times are the same as Dial Out Number 1.

Area 1 Dial Order

The dial order for AREA 1 is the order in which calls will be placed if an Alarm is activated in AREA 1.

You can have the system make up to 8 calls in the event of an alarm. You may chose from Dial Out Numbers 1 - 8. You can have the system dial a number twice (or more) which is suggested if you don't have a direct dial number at work, so that your company operator can find you, if you aren't at your desk, and have you alerted for the next call.

Up to eight numbers may be entered. Enter the Dial Out Order by pressing the keypad digits 1, 2, 3, 4, 5, 6, 7, or 8 for Dial Out Numbers

1, 2, 3, 4, 5, 6, 7, or 8, respectively. When you have entered the dial order of your choice, press '#'. Enter a single '0' if no dial out is desired.

The default Dial Order for Area 1 is 1 2 3 4 5 6 7 8.

Area 2 Dial Order

If using area arming, Area 2 has a separate dial order in which calls are placed if an Alarm is activated in Area 2. The same numbers that are called for Area 1 may also be called for Area 2.

The default Dial Order for Area 2 is 1 2 3 4 5 6 7 8.

Set Up Arming

To configure different arming and disarming options for each area, from the Setup menu, press the 5 (ARM) key.

If area arming is being used, you are first prompted to specify the area to configure:

```
AREA :  
ENTER AREA      ↓
```

Enter the area number followed by the '#' key, or use the arrow keys to select the area from a list of areas.

You can then set up the following items for the specified area.

Entry Delay

The Entry Delay is the time, in seconds, that you have to turn off the alarm after entering your home. The entry delay **only** applies to the entry/exit zone (i.e. your doors). If you (or someone else) come in through a window, there will be no entry delay and the alarm will sound immediately.

When you come in through a door on an entry/exit zone, the other zones are delayed too. This allows you to get to your phone or console to turn off the security system, even if you have to go through a room protected by a motion detector.

Some doors (a back door or garage door) may be configured as a double or quadruple entry delay. If so, that door has two times or four times the entry delay shown on the display.

The default entry delay is 15 seconds. If you wish to allow yourself more time to get in and turn off the security system, you may set the entry delay between 15 and 45 seconds.

ENTRY DELAY:	15
15-45 SECONDS	↓

To change the Entry Delay, enter the desired time in seconds on the keypad, then press '# '.

The console will beep and the new entry delay will be displayed.

Exit Delay

The Exit Delay is the time, in seconds, that you have to leave your house when you turn on the system. When arming the system in Day, Night, or Away modes, the system will wait this amount of time before arming.

The default exit delay is 15 seconds. You may change it from 15 to 180 seconds.

EXIT DELAY:	15
15-180 SECONDS	×

To change the Exit Delay, enter the desired exit delay time, in seconds, then press '# '.

Audible Exit Delay

The Audible Exit Delay is an audible indication from the console beeper while the exit delay is in effect. During the last 10 seconds of the exit delay, the audible indication will beep twice as fast to let you know that you must leave at once.

If you wish to turn the Audible Exit Delay Off, press 0 then '# '. To turn it back On, press 1 then '# '.

The default setting for Audible Exit Delay is Yes.

Entry/Exit Chime

When Entry/Exit Chime is set to Yes, the console(s) will beep once when a door on an entry/exit zone is opened, even if the alarm system is off. This lets you know when someone enters and leaves.

If you wish to turn the Entry/Exit Chime Off, press 0 then '#'. To turn it back On, press 1 then '#'.

The default setting for Entry/Exit Chime is Yes.

Perimeter Chime

When Perimeter Chime is set to Yes, the console(s) will beep once when a window or any other perimeter zone is opened, even if the alarm system is off.

If you wish to turn the Perimeter Chime Off, press 0 then '#'. To turn it back On, press 1 then '#'.

The default setting for Perimeter Chime is Yes.

Enable Quick Arm

The Quick Arm feature allows the security system to be armed by pressing the desired mode key twice instead of having to enter your code.

To enable Quick Arm, press 1 then '#'. To disable this feature, press 0 then '#'.

The default setting for Enable Quick Arm is No.

Enable Auto Bypass

The Auto-Bypass feature allows the system to automatically bypass an open zone when the system is armed, rather than setting off the alarm. In some applications, it may be preferable to allow arming **only** if all zones are secure (READY).

To turn Auto-Bypass On, press 1 then '#'. To turn Auto-Bypass Off, press 0 then '#'.

With Auto-Bypass Off, all zones to be armed must be secure when the system is armed. Otherwise, the console will beep three times and

display "ZONE NOT RDY". If the system is armed and a zone is open when the Exit Delay expires, the alarm will sound.

All On For Alarm This option will instruct Omni to execute an X-10 All On command in the event that any type of alarm occurs.

To turn on All On For Alarm, press 1 then '#'. To turn off All On For Alarm, press 0 then '# '.

Beep On Trouble If the Omni detects any troubles with itself or one of the zones connected to it, it will display a message on the screen and beep the console twice per second, continuously (i.e. beep beep...beep beep...). You can silence this sound by pressing the '*' key. However, if the trouble occurs again, the beeper will start beeping again.

If you do not wish to hear the beeping sound when trouble occurs, set Beep On Trouble to No by pressing 0 then '#'. To turn the feature back on, press 1 then '*' to set it to Yes. The display will still show the trouble indication when Beep On Trouble is set to No.

The default setting for Beep On Trouble is Yes.

**Set Up
Miscellaneous** To configure Miscellaneous items in the system, from the Set Up menu, press the 6 (MISC) key.

High Security In High Security Mode, the Master or Manager code is always required to do the following functions:

- Any Control functions
- Any Temperature Control
- View the Event Log
- Access the system from a local phone

With High Security Mode Off, no code is required to access a local telephone.

If your system is set up with High Security On, the display will request the Master or Manager code whenever you select one of these functions, even if the security system is Off. Simply enter your Master or Manager code.

Your system was shipped from the factory with High Security Off, which allows you to view the event log and access the local phones without having to enter a code. In most residential applications, this is appropriate. If you have a commercial installation, or would like added protection from unauthorized access to the system, you may wish to turn the High Security Mode On.

To turn High Security Mode On, press 1 then the '#' key. To turn High Security Mode Off, press 0 then the '#' key.

Announce Alarms

If a Two-Way Audio Module is being used in a system, this item enables the system to speak the type of alarm and zone over a speaker on premises. When an alarm first occurs, the siren is activated. After a few seconds, the siren is turned off and the type of alarm is announced. The siren is then reactivated.

To enable Announce Alarms, press 1, then '#'. To disable this feature, press 0, then '#'.

The default for Announce Alarms is No.

Enable Freeze

If there are one or more Model 1101 PESMs in a system, they can also be used to detect a freeze condition - **See Freeze Alarm.**

To enable freeze alarm detection, press 1, then '#'. To disable this feature, press 0, then '#'.

The default for Enabled Freeze Alarm is No.

Flash For Alarm

You may enter one unit number that will flash On and Off continuously when the alarm is activated. This should be an outside light to alert neighbors and police to your property if the alarm is activated.

The default Flash For Alarm is Unit 2. You may enter one number for the unit number you wish to have flash, or '0' for none.

To change the Flash For Alarm Unit Number, enter the new unit number then, press '# '.

HC 1 X-10 All Off

This feature allows you to choose if House Code 1 will respond to the X-10 All Off commands.

HC 1 X-10 ALL OFF: 1
0=NO 1=YES ×

To turn HC 1 All Off feature On, press 1 then '# '. To turn HC 1 All Off feature Off, press 0 then '# '.

The default setting for HC 1 X-10 All Off is On.

HC 1 X-10 All On

This feature allows you to choose if House Code 1 will respond to the X-10 All On commands.

HC 1 X-10 ALL ON: 1
0=NO 1=YES ×

To turn HC 1 All On feature On, press 1 then '# '. To turn HC 1 All On feature Off, press 0 then '# '.

The default setting for HC 1 X-10 All On is On.

HC 2 X-10 All Off

This feature allows you to choose if House Code 2 will respond to the X-10 All Off commands.

HC 2 X-10 ALL OFF: 1
0=NO 1=YES ×

To turn HC 2 All Off feature On, press 1 then '# '. To turn HC 2 All Off feature Off, press 0 then '# '.

The default setting for HC 2 X-10 All Off is On.

HC 2 X-10 All On

This feature allows you to choose if House Code 2 will respond to the X-10 All On commands.

HC 2 X-10 ALL ON: 1
0=NO 1=YES x

To turn HC 2 All On feature On, press 1 then '#'. To turn HC 2 All On feature Off, press 0 then '#'.

The default setting for HC 2 X-10 All On is On.

Time Clocks

There are three time clocks in the system are used to conditionalize programs. They are used solely to define time periods during the week when certain programs should be enabled or disabled to execute.

TIME CLOCK 1 ON
TIME CLOCK 1 OFF

Specify the On and Off times for each Time Clock - **See Set Up Codes.**

TIME CLOCK 1 ON TIME:
12:00 AM MTWTFSS #=CHNGx

TIME CLOCK 1 OFF TIME
-- NEVER #=CHNGx

For example, it may be desirable to conditionalize certain programs to execute only during a normal Monday - Friday 9:00 AM - 5:00 PM work week.

The default for Time Clock 1 On is 12:00 AM MTWTFSS, and the default for Time Clock 1 Off is Never, so that Time Clock 1 is always Enabled.

TIME CLOCK 2 ON
TIME CLOCK 2 OFF

TIME CLOCK 3 ON
TIME CLOCK 3 OFF

Time Clocks 2 and 3 is entered into the system and set for time and dates exactly like Time Clock 1.

**Latitude, Longitude,
Time Zone**

The system automatically calculates the time of sunrise and sunset each day. Sunrise/sunset can be specified as the time a scheduling command is executed, as an enable/disable time, or as a darkness conditional on a scheduling command or event button.

To enable the system to properly calculate sunrise and sunset times, latitude, longitude, and time zone must be set up during installation.

These items should be set to the proper values for the location where the Omni is installed. The latitude and longitude for a particular location may be obtained from an almanac or map of the area. These values should be entered to the nearest degree.

The value entered for the time zone is the number of hours difference between local standard time at the Omni location and Greenwich Mean Time. The following values should be used for the standard time zones in North America:

<u>ZONE</u>	<u>NAME</u>
4	ATLANTIC
5	EASTERN
6	CENTRAL
7	MOUNTAIN
8	PACIFIC
9	YUKON
10	ALASKA-HAWAII
11	BERING

The value specified for longitude may be adjusted to correct for areas, such as Nova Scotia, where the local time differs from Greenwich Mean Time by a non-hourly amount. The calculated time of sunrise/sunset will change by four minutes for every degree change in longitude. To cause the calculated sunrise/sunset to occur later, enter a larger value for longitude. Enter a smaller value for longitude to cause the time to occur earlier.

It is not necessary to alter the time zone to compensate for daylight savings time, the Omni will automatically adjust its calculations for sunrise and sunset, and time when daylight savings time begins and ends.

LATITUDE :	30
0-60	×
LONGITUDE :	90
0-180	×
TIME ZONE :	6
0-12	↑

Set Up Names

The system can be set up to display descriptive names such as "FRONT DOOR", "JOHN'S BEDROOM", or "PORCH LIGHT" for zones, units, buttons, codes, and areas. These names are displayed instead of the zone, unit, button, code, and area number that is normally displayed.

Zone names may be up to 15 characters long. Each of the other names may be up to 12 characters long.

To enter the Set Up Names menu, from the Setup menu, press the 7 (NAME) key.

```
SET UP NAME
1=CTRL  2=ZONE  3=BTTN ↓
2=CODE           6=AREA
                                     ↑
```

The 6 (AREA) choice will only be displayed if Area Arming is being used.

Select the item that you would like to name by pressing one of the keys (1-5). The current name for the first item (unit, zone, button, or code) is then displayed. Use the arrow keys to scroll through the list of names.

To enter a name, enter the two digit code shown in Table 2 in the Appendix for each character in the name, then press the '#' key. Use the up arrow key to delete the most recently entered character.

```
ZONE 1:
00-95                ↓

ZONE 1:  FRONT DOOR-----
00-95                ↑=DEL

ZONE 1:  FRONT DOOR
00-95                ↓
```

The first thirty-two buttons (buttons 1-32) may be named. The names of the other buttons are fixed to a description of what event activates the button, such as "WHEN Z1 SEC" or "WHEN AWAY".

Set Up Voice

The Omni can be set up to speak descriptive names such as "FRONT DOOR" or "PORCH LIGHT" for control units, zones, buttons, codes, and areas. These names will be spoken over the telephone along with the unit, zone, button, and code number that is normally spoken.

To enter the Set Up Voice menu, from the Setup menu, press the 8 (VOICE) key.

```
SET UP VOICE
1=CTRL  2=ZONE  3=BTTN ↓

4=CODE          6=AREA
                                     ↑
```

Select the item that you would like to name with a voice description by pressing a key (1-5). The number for the first item (unit, zone, button, or code) is then displayed. Use the arrow keys to scroll through the list of voice descriptions.

When Area Arming is being used, you will also have the option to choose the 6 (AREA) key to name each area.

To enter a voice description, enter the one, two, or three digit code shown in Table 2 in the Appendix C for each description (word or group of words), then press the '#' key. After you have entered the complete description for each item (unit, zone, button, code, temperature, and area), press the '#' key twice. You may enter up to four descriptions (word or group of words) for each unit, zone, button, code, and area.

```
UNIT 1 VOICE:
                                     ↓
UNIT 1 VOICE:
144 109                             ↓
```

When Unit 1 is spoken over the phone, the Omni will say, "UNIT 1 - PORCH LIGHT".

Set Up Address

The final setup item is accomplished over the telephone. This is the address that the system says when it dials out in an emergency. Your voice will be recorded on computer chips in the Omni controller and saved to be played back in the emergency message when the system dials out for an alarm.

Pick up an inside phone and press the '#' key on the telephone within 3 seconds of picking up the phone.

The Omni will respond with a menu. Press 8 on the telephone keypad, then 8.

The unit will say "ADDRESS IS:" then the Omni will play back the message stored in the Address memory if one has been entered by your installer.

To record your address, Press 9, then enter the Master Code.

The Omni will say "RECORD ADDRESS", then BEEP.

In a normal tone of voice, say your name and address and any helpful information for locating your house.

"THE JONES RESIDENCE, 1234 JOHNSON STREET, CORNER OF JOHNSON AND THIRD STREET"

The unit will beep after 8 seconds, then play the address back to you. If you are not happy with the sound, re-record by pressing 9 and the Master Code. If you would like to hear the address again, press 8 for Play Address.

If you accidentally press 9 but have not entered your master code and do not wish to record a new address, simply hang up the phone. The address can be recorded from a local (in house) phone or a remote phone. We suggest using a local phone for higher sound quality.

NOTES:

- WHEN THE OMNI SAYS "RECORD ADDRESS - BEEP" ANY PREVIOUS ADDRESS RECORDED ON YOUR SYSTEM IS ERASED. ALWAYS VERIFY THAT YOU HAVE YOUR NAME AND ADDRESS IN YOUR SYSTEM IF YOU HAVE ENTERED THIS FUNCTION.
- WHEN RECORDING THE ADDRESS, DO NOT PRESS ANY TOUCH TONE KEYS ON YOUR PHONE UNTIL THE SECOND BEEP, INDICATING THAT RECORDING IS COMPLETE.

If you do press a touch tone key on the phone before the second beep, the tone will be recorded on the address. This will cause improper operation when the system dials out. The Omni will think that the tone is a code being entered by the called party and it will stop talking. Re-record the address.

SAMPLE PROGRAMS

To create a program, enter the Set Up Program menu as follows:

PRESS ON KEYPAD	EXPLANATION OF ACTION
8, CODE, 3, 1	SETUP, ENTER SECURITY CODE, PROGRAMS, ADD

Timed Programs

PORCH LIGHTS ON AT SUNSET MTWTFSS (EVERY NIGHT)

PRESS ON KEYPAD	EXPLANATION OF ACTION
1, 1, 1, ↓, #	WHEN, TIMED, TIME, SUNSET, AT
2, ↓, 8, 9, #, #	DATE, DAYS, WEEKDAYS, WEEKENDS, ENTER, ENTER
2, 1, 2 #, 1	COMMAND, CONTROL, UNIT 2 (PORCH LIGHTS), ON
#	"SUNSET MTWTFSS, PORCH LIGHTS ON"
#	ENTER THE PROGRAM

PORCH LIGHTS OFF AT SUNRISE MTWTFSS (EVERY MORNING)

PRESS ON KEYPAD	EXPLANATION OF ACTION
1, 1, 1, ↑, #	WHEN, TIMED, TIME, SUNRISE, AT
2, ↓, 8, 9, #, #	DATE, DAYS, WEEKDAYS, WEEKENDS, ENTER, ENTER
2, 1, 2 #, 0	COMMAND, CONTROL, UNIT 2 (PORCH LIGHTS), OFF
#	"SUNRISE MTWTFSS, PORCH LIGHTS OFF"
#	ENTER THE PROGRAM

SECURITY OFF AT 6:00 AM MTWTF-- (MONDAY-FRIDAY) &IF NIGHT

PRESS ON KEYPAD	EXPLANATION OF ACTION
1, 1, 1, 6 0 0 ↑	WHEN, TIMED, TIME, 6:00 AM
2, ↓, 8, #, #	DATE, DAYS, WEEKDAYS, ENTER, ENTER
2, 2, 0	COMMAND, SECURITY, OFF
3, 2, 2, 1	CONDITION (&), SECURITY, NIGHT, INCLUDE EXIT DELAY
#	"6:00 AM MTWTF-- &A-NIT, PROGRAM OFF"
#	ENTER THE PROGRAM

BEDROOM LIGHT ON AT 6:30 AM MTWTF-- (MONDAY-FRIDAY) &IF NIGHT

PRESS ON KEYPAD	EXPLANATION OF ACTION
1, 1, 1, 6 3 0 ↑	WHEN, TIMED, TIME, 6:30 AM
2, ↓, 8, #, #	DATE, DAYS, WEEKDAYS, ENTER, ENTER
2, 1, 5 #, 1	COMMAND, CONTROL, UNIT 5 (BEDROOM LIGHT), ON
3, 2, 2, 1	CONDITION (&), SECURITY, NIGHT, INCLUDE EXIT DELAY
#	"6:30 AM MTWTF-- &A-NIT, BEDROOM LIGHT ON"
#	ENTER THE PROGRAM

DEN LIGHTS ON FOR 30 MINUTES AT 9:00 PM M-W-F-- &IF VACATION

PRESS ON KEYPAD	EXPLANATION OF ACTION
1, 1, 1, 9 0 0 ↓	WHEN, TIMED, TIME, 9:00 PM
2, ↓, 1, 3, 5, #, #	DATE, DAYS, MONDAY WEDNESDAY FRIDAY, ENTER, ENTER
2, 1, 10 #, 9, 30 #, 1	COMMAND, CONTROL, UNIT 10 (DEN LIGHTS), TIME, 30M, ON
3, 2, 4, 1	CONDITION (&), SECURITY, VACATION, INCLUDE EXIT DELAY
#	"9:00 PM M-W-F-- &A-VAC, DEN LIGHTS ON FOR 30M"
#	ENTER THE PROGRAM

ENERGY SAVER COOL SETPOINT TO 76 AT 5:00 PM MTWTF-- &IF AWAY

PRESS ON KEYPAD	EXPLANATION OF ACTION
1, 1, 1, 5 0 0 ↓	WHEN, TIMED, TIME, 5:00 PM
2, ↓, 8, #, #	DATE, DAYS, WEEKDAYS, ENTER, ENTER
2, 5, 12 #, 3, 76 #	COMMAND, TEMPERATURE, ZN 12 (ENERGY SAVER), COOL, 76
3, 2, 3, 1	CONDITION (&), SECURITY, AWAY, INCLUDE EXIT DELAY
#	"5:00 PM MTWTF-- &A-AWY, ENERGY SAVER COOL 76"
#	ENTER THE PROGRAM

ENERGY SAVER HEAT SETPOINT TO 70 AT 5:00 PM MTWTF-- &IF AWAY

PRESS ON KEYPAD	EXPLANATION OF ACTION
1, 1, 1, 5 0 0 ↓	WHEN, TIMED, TIME, 5:00 PM
2, ↓, 8, #, #	DATE, DAYS, WEEKENDS, ENTER, ENTER
2, 5, 12 #, 2, 70 #	COMMAND, TEMPERATURE, ZN 12 (ENERGY SAVER), HEAT, 70
3, 2, 3, 1	CONDITION (&), SECURITY, AWAY, INCLUDE EXIT DELAY
#	"5:00 PM MTWTF-- &A-AWY, ENERGY SAVER HEAT 70"
#	ENTER THE PROGRAM

Button Programs

FOYER LIGHT ON FOR 5 MINUTES WHEN FRONT DOOR NOT RDY &IF DARK

PRESS ON KEYPAD	EXPLANATION OF ACTION
1, 2, #, 3, 1 #, 1	WHEN, BUTTON, MENU, ZONE, ZN 1, NOT READY
2, 1, 1 #, 9, 5 #, 1	COMMAND, CONTROL, UNIT 1 (FRONT DOOR), TIME, 5M, ON
3, #, ↓ ↓ ↓ #	CONDITION (&), MISC, IF DARK
#	"WHEN ZONE 1 NR &DARK, FOYER LIGHT ON FOR 5M"
#	ENTER THE PROGRAM

HALL LIGHT ON FOR 10 MINUTES WHEN HALL MOTION NOT RDY &IF DARK

PRESS ON KEYPAD	EXPLANATION OF ACTION
1, 2, #, 3, 8 #, 1	WHEN, BUTTON, MENU, ZONE, ZN 8, NOT READY
2, 1, 8 #, 9, 10 #, 1	COMMAND, CONTROL, UNIT 8 (HALL LIGHT), TIME, 10M, ON
3, #, ↓ ↓ ↓ #	CONDITION (&), MISC, IF DARK
#	"WHEN HALL MOTION NR &DARK, HALL LIGHT ON FOR 10M"
#	ENTER THE PROGRAM

ALL UNITS OFF WHEN SECURITY AWAY

PRESS ON KEYPAD	EXPLANATION OF ACTION
1, 2, #, 2, 3, #	WHEN, BUTTON, MENU, SECURITY, AWAY, ENTER
2, 4, 0	COMMAND, ALL, ALL OFF
#	"WHEN AWAY: ALL OFF"
#	ENTER THE PROGRAM

ENERGY SAVER COOL SETPOINT TO 84 WHEN SECURITY AWAY

PRESS ON KEYPAD	EXPLANATION OF ACTION
1, 2, #, 2, 3, #	WHEN, BUTTON, MENU, SECURITY AWAY, ENTER
2, 5, 12 #, 3, 84 #	COMMAND, TEMPERATURE, ZN 12 (ENERGY SAVER), COOL, 84
#	"WHEN AWAY: ENERGY SAVER COOL 84"
#	ENTER THE PROGRAM

ENERGY SAVER HEAT SETPOINT TO 60 WHEN SECURITY AWAY

PRESS ON KEYPAD	EXPLANATION OF ACTION
1, 2, #, 2, 3, #	WHEN, BUTTON, MENU, SECURITY AWAY, ENTER
2, 5, 12 #, 2, 60 #	COMMAND, TEMPERATURE, ZN 12 (ENERGY SAVER), HEAT, 60
#	"WHEN AWAY: ENERGY SAVER HEAT 60"
#	ENTER THE PROGRAM

PORCH LIGHT DIM 3 WHEN SECURITY AWAY & IF DARK

PRESS ON KEYPAD	EXPLANATION OF ACTION
1, 2, #, 2, 3, #	WHEN, BUTTON, MENU, SECURITY AWAY, ENTER
2, 1, 2 #, 2, 3	COMMAND, CONTROL, UNIT 2 (PORCH LIGHT), DIM, 3 STEPS
3, 2, 3, 1	CONDITION (&), SECURITY, AWAY, INCLUDE EXIT DELAY
#	"WHEN AWAY & A-AWY, PORCH LIGHT DIM 3"
#	ENTER THE PROGRAM

UNDERWRITER'S LABORATORIES REQUIREMENTS

For a complete list of requirements and restrictions when installing the Omni panel in a UL Listed system, refer to the Underwriter's Laboratories Requirements section of the Installation Manual (10I00).

When used in UL Listed Installations, the following items apply:

1. The "High Security Mode" must be ON.
2. The "Enable Auto Bypass" feature must be OFF.
3. The ENTRY DELAY shall not exceed 45 seconds for residential applications; 60 seconds for commercial applications.
4. The EXIT DELAY shall not exceed 60 seconds.
5. Double Delay and Quad Delay zone types shall not be used.
6. For residential applications the sounding device may be mounted indoors. If, however, the sounding device is connected to the "EXT HORN" terminals of the Omni, then the "OUTSIDE SIREN DELAY" shall be set to 0.
7. The DIAL OUT DELAY shall not exceed 30 seconds.
8. The BEEP ON TROUBLE feature must be ON, and CONSOLE SOUNDER must be ON.

Installer:

NAME: _____

NUMBER: _____

**FIRE ESCAPE
PLANNING**

Your fire protection system is designed to provide warning in the event of a fire. It is your responsibility to plan your escape routes in the event of a fire alarm. Your family should practice "fire drills" periodically to ensure that everyone is familiar with the plan.

1. Draw a floor plan of your home, showing location of fire and smoke detectors. Show two exit routes from each room: The primary exit and an alternate escape route.
 2. Be sure that your family knows what the fire alarm signal sounds like.
 3. In the event of a fire alarm, DO NOT open a closed door. First, touch the door. If it is hot to the touch, use the alternative escape route.
 4. Since smoke tends to rise, keep low to the floor during your escape, crawling if necessary. If you encounter any smoke, hold your breath.
 5. During a fire alarm, do not stop to pack or gather belongings. Exit immediately and meet at a designated spot outside the house.
 6. DO NOT return to a burning house.
 7. Notify the fire department using a neighbor's telephone.
 8. Review your escape plan and rehearse a fire alarm periodically with your family.
-

FEDERAL COMMUNICATION COMMISSION (FCC) NOTICE:

1. This equipment complies with Part 68 of FCC Rules. On the door, inside of the Omni enclosure, is a label that contains, among other information, the FCC registration number and Ringer Equivalence Number (REN) for this equipment. If requested, provide this information to your telephone company.
 2. An FCC compliant telephone cord and modular plug is provided with this equipment. This equipment is designed to be connected to the telephone network or premises wiring using a compliant modular jack which is Part 68 compliant. See installation instructions for details.
 3. The REN is useful to determine the quantity of devices you may connect to your telephone line and still have those devices ring when your number is called. In most, but not all areas, the sum of RENs of all devices should not exceed five (5). To be certain of the number of devices you may connect to your line, as determined by the REN, you should call your telephone company to determine the maximum REN for your calling area.
 4. If your Omni system causes harm to the telephone network, the telephone company may disconnect you service temporarily. If possible, they will notify you in advance. You will be advised of your right to file a complaint with the FCC.
 5. Your telephone company may make changes in it's technical operations, facilities, equipment, or procedures; if such changes affect the compatibility or use of this device, the telephone company is required to give adequate notice of changes so as to give you an opportunity to maintain uninterrupted service.
 6. In the event of equipment malfunction, all repairs should be made by our company or an authorized agent. It is the responsibility of users requiring service to report the need for service to our Company or to one of our authorized agents.
-

Service can be obtained at:

HOME AUTOMATION, INC.
2709 RIDGELAKE DRIVE
METAIRIE, LA. 70002

7. This equipment may not be used on coin service provided by the telephone company. Connection to party lines is subject to state tariffs. (Contact your state public utility commission or CORPORATION commission for information.)
8. This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:
 1. This device may not cause harmful interference, and
 2. This device must accept any interference, including interference that may cause undesired operation.

Part 15 of FCC Rules are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, the user is encouraged to try to correct the interference by one or more of the following measures:

1. Reorient the receiving antenna.
2. Plug the receiver into a different outlet. If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions.

CANADIAN INDUSTRY CANADA NOTICE

The Canadian Industry Canada label identifies certified equipment. This certification means that the equipment meets certain telecommunications network protective, operational and safety requirements. The Department does not guarantee the equipment will operate to the user's satisfaction.

Before installing this equipment, users should ensure that it is permissible to be connected to the facilities of the local telecommunications company. The equipment must also be installed using an acceptable method of connection.

In some cases, the company's inside wiring associated with a single line individual service may be extended by means of a certified connector assembly (telephone extension cord). The customer should be aware that compliance with the above conditions may not prevent degradation of service in some situations.

Repairs to certified equipment should be made by an authorized Canadian maintenance facility designated by the supplier. Any repairs or alterations made by the user to this equipment, or equipment malfunctions, may give the telecommunications company cause to request the user to disconnect the equipment.

Users should ensure for their own protection that the electrical ground connections of the power utility, telephone lines and internal metallic water pipe system, if present, are connected together. This precaution may be particularly important in rural areas.

Caution: Users should not attempt to make such connections themselves, but should contact the appropriate electric inspection authority, or electrician, as appropriate.

The Load Number (LN) assigned to each terminal device denotes the percentage of the total load to be connected to a telephone loop which is used by the device, to prevent overloading. The termination on a loop may consist of any combination of devices subject only to

requirement that the total of the Load Numbers of all the devices does not exceed 100.

This digital apparatus does not exceed the Class B limits for radio noise emissions from digital apparatus set out in the Radio Interference Regulations of the Canadian Department of Communications.

Le present appareil numerique n'emet pas de bruits radioelectriques depassant les limites applicables aux appareils numeriques de la class B prescrites dans le Reglement sur le brouillage radioelectrique edicte par le ministere des Communications du Canada.

IF YOU HAVE TROUBLE WITH YOUR PHONES

...and you suspect that your Omni is causing the trouble, disconnect the Controller from the phone lines by removing the PHONE LINE cable from BOTH THE PROCESSOR BOARD AND THE RJ31X JACK INSIDE THE CONTROLLER ENCLOSURE.

DIAL OUT PLANNER

Use the following dial-out planner to help you set-up the voice dial-out numbers:

Omni Voice Dial-Out Planner

DIAL OUT NUMBER 1: _____ AREA: _____

DIAL OUT 1 ON: TIME: _____ DAYS: _____

DIAL OUT 1 OFF: TIME: _____ DAYS: _____

DIAL OUT NUMBER 2: _____ AREA: _____

DIAL OUT 2 ON: TIME: _____ DAYS: _____

DIAL OUT 2 OFF: TIME: _____ DAYS: _____

DIAL OUT NUMBER 3: _____ AREA: _____

DIAL OUT 3 ON: TIME: _____ DAYS: _____

DIAL OUT 3 OFF: TIME: _____ DAYS: _____

DIAL OUT NUMBER 4: _____ AREA: _____

DIAL OUT 4 ON: TIME: _____ DAYS: _____

DIAL OUT 4 OFF: TIME: _____ DAYS: _____

DIAL OUT NUMBER 5: _____ AREA: _____

DIAL OUT 5 ON: TIME: _____ DAYS: _____

DIAL OUT 5 OFF: TIME: _____ DAYS: _____

DIAL OUT NUMBER 6: _____ AREA: _____

DIAL OUT 6 ON: TIME: _____ DAYS: _____

DIAL OUT 6 OFF: TIME: _____ DAYS: _____

DIAL OUT NUMBER 7: _____ AREA: _____

DIAL OUT 7 ON: TIME: _____ DAYS: _____

DIAL OUT 7 OFF: TIME: _____ DAYS: _____

DIAL OUT NUMBER 8: _____ AREA: _____

DIAL OUT 8 ON: TIME: _____ DAYS: _____

DIAL OUT 8 OFF: TIME: _____ DAYS: _____

INSTRUCTIONS TO CALLED PARTY

Dear _____

I have programmed my Omni Home Automation system to call you if my alarm is activated. If it is activated, it will call and say: "Emergency... Emergency... The (burglar or fire) alarm has been activated at the following address:

Phone Number _____ Please respond immediately."

This message will be repeated 2 times.

*At any time during the message, please dial my code, which is: _____
(If you make a mistake, press # then enter the code again.)*

This will stop the system from making any further calls. The system will tell you what zone caused the alarm.

Press 9. The system will say "Good-bye" and hang up.

Hang up, then call me at: _____ If no one answers, please hang up, then call the police, fire, or emergency departments.

NOTE: IF THE SYSTEM SAYS "THIS IS A SILENT ALARM", please call the police immediately and tell them that a silent alarm has been activated at my address!

Thank you very much. _____

HOME PHONE: _____ OFFICE PHONE: _____

OMNI DEFAULT SETTINGS

Use this list to make a record of the settings in your system. Shown are the factory settings.

Set-Up Dial

TELEPHONE ACCESS: 0=OFF, 1=ON	1
ANSWER OUTSIDE CALLS: 0=NO, 1=YES	1
REMOTE COMMANDS OK: 0=NO, 1=YES	1
RINGS BEFORE ANSWER: 1-15	8
DIAL TYPE: 0=TONE, 1=PULSE	0
MY PHONE NUMBER:	-
DIAL OUT NUMBER 1:	-
DIAL OUT 1 ON:	12:00AM MTWTFSS
DIAL OUT 1 OFF:	NEVER
DIAL OUT NUMBER 2:	-
DIAL OUT 2 ON:	12:00AM MTWTFSS
DIAL OUT 2 OFF:	NEVER
DIAL OUT NUMBER 3:	-
DIAL OUT 3 ON:	12:00AM MTWTFSS
DIAL OUT 3 OFF:	NEVER

DIAL OUT NUMBER 4:	-
DIAL OUT 4 ON:	12:00AM MTWTFSS
DIAL OUT 4 OFF:	NEVER
DIAL OUT NUMBER 5:	-
DIAL OUT 5 ON:	12:00AM MTWTFSS
DIAL OUT 5 OFF:	NEVER
DIAL OUT NUMBER 6:	-
DIAL OUT 6 ON:	12:00AM MTWTFSS
DIAL OUT 6 OFF:	NEVER
DIAL OUT NUMBER 7:	-
DIAL OUT 7 ON:	12:00AM MTWTFSS
DIAL OUT 7 OFF:	NEVER
DIAL OUT NUMBER 8:	-
DIAL OUT 8 ON:	12:00AM MTWTFSS
DIAL OUT 8 OFF:	NEVER
AREA 1 DIAL ORDER:	1 2 3 4 5 6 7 8
AREA 2 DIAL ORDER:	1 2 3 4 5 6 7 8

Set-Up Arming

ENTRY DELAY: 15-45 SECONDS	15
EXIT DELAY: 15-180 SECONDS	15
AUDIBLE EXIT DELAY: 0=NO, 1=YES	1
ENTRY/EXIT CHIME: 0=NO, 1=YES	0
PERIMETER CHIME: 0=NO, 1=YES	1
ENABLE QUICK ARM: 0=NO, 1=YES	0
ENABLE AUTO BYPASS: 0=NO, 1=YES	1
ALL ON FOR ALARM: 0=NO, 1=YES	1
BEEP ON TROUBLE: 0=NO, 1=YES	1

Set-Up Miscellaneous

HIGH SECURITY MODE: 0=NO, 1=YES	0
ANNOUNCE ALARMS: 0=NO, 1=YES	0
ENABLE FREEZE ALARM: 0=NO, 1=YES	0
FLASH FOR ALARM: 1-32, 0=NONE	2
HC 1 X-10 ALL OFF: 0=NO, 1=YES	1
HC 1 X-10 ALL ON: 0=NO, 1=YES	1
HC 2 X-10 ALL OFF: 0=NO, 1=YES	1
HC 2 X-10 ALL ON: 0=NO, 1=YES	1
TIME CLOCK 1 ON TIME: 12:00 AM MTWTFSS	

TIME CLOCK 1 OFF TIME: NEVER

TIME CLOCK 2 ON TIME: 12:00 AM MTWTFSS

TIME CLOCK 2 OFF TIME: NEVER

TIME CLOCK 3 ON TIME: 12:00 AM MTWTFSS

TIME CLOCK 3 OFF TIME: NEVER

LATITUDE: 0-60 30

LONGITUDE: 0-180 90

TIME ZONE: 0-12 6

OMNI SPECIFICATIONS

Size:	Controller: 13W x 13H x 4.5D Console: 4.6W x 4.5H x 1.2D
Weight:	Controller: approx. 10 lb. Console: approx. 0.5 lb.
Operating Ranges:	32 - 122 degrees F (0 - 50 degrees C) 10 - 95 % relative humidity, non-condensing
Power:	120 VAC, 60 Hz, 60 watts
Transformer:	24 VAC, 1.67 amps, 40 VA
Battery:	Rechargeable gel-cell, 12 volts, 7 amp-hour
Main Fuse:	On Controller: Type 3 AG, 2A fast blow
Battery Fuse:	On Controller: Type 3 AG, 5A fast blow
Device Fuse:	Polyfuse: 1.35 A
Horns Fuse:	Polyfuse: 1.35 A

Polyfuses are permanent fuses that do not need replacement.

Nominal Voltage: 10-13.7 VDC, 0.5 V max. peak to peak ripple

Low Voltage Cut Out: approx. 9 VDC

Typical Current Consumption at Nominal Voltage:

Controller:	275 mA
Console:	backlight off, 35 mA backlight on, 100 mA

Controller Maximum Group Current Outputs:

Devices:	AUX 12 VDC, SWITCH 12 VDC, CONSOLE, and OUTPUTS 1 - 8:	1 A
Horn:	INT HORN and EXT HORN:	1 A

Controller Maximum Individual Current Outputs:

Devices: **(Do not exceed 1A total)**

AUX 12 VDC	1A
SWITCH 12 VDC	1A
CONSOLE	1A
OUTPUTS 1 - 8	100mA

Minimum Battery Backup Time: 4 hours

TABLE 1 - CHARACTER CODES

CODE	CHAR	CODE	CHAR	CODE	CHAR	CODE	CHAR
00	SPACE	24	8	48	P	72	h
01	!	25	9	49	Q	73	i
02	"	26	:	50	R	74	j
03	#	27	;	51	S	75	k
04	\$	28	<	52	T	76	l
05	%	29	=	53	U	77	m
06	&	30	>	54	V	78	n
07	'	31	?	55	W	79	o
08	(32	@	56	X	80	p
09)	33	A	57	Y	81	q
10	*	34	B	58	Z	82	r
11	+	35	C	59	[83	s
12	,	36	D	60	¥	84	t
13	-	37	E	61]	85	u
14	.	38	F	62	^	86	v
15	/	39	G	63	_	87	w
16	0	40	H	64	`	88	x
17	1	41	I	65	a	89	y
18	2	42	J	66	b	90	z
19	3	43	K	67	c	91	-
20	4	44	L	68	d	92	×
21	5	45	M	69	e	93	-
22	6	46	N	70	f	94	à
23	7	47	O	71	g	95	ß

TABLE 2 - VOICE DESCRIPTIONS

<u>CODE</u>	<u>DESCRIPTION</u>	<u>CODE</u>	<u>DESCRIPTION</u>
1	ELEVEN	25	NINETY
2	TWELVE	26	A. M.
3	THIRTEEN	27	P. M.
4	FOURTEEN	28	WELCOME TO OMNI
5	FIFTEEN	29	(PAUSE)
6	SIXTEEN	30	(SHORT PAUSE)
7	SEVENTEEN	31	AC POWER
8	EIGHTEEN	32	ACCESS
9	NINETEEN	33	ADDRESS
10	TWO	34	ALARM
11	TWENTY	35	ALL
12	THREE	36	APPLIANCE
13	THIRTY	37	AREA
14	FOUR	38	ATTIC
15	FORTY	39	AUTO
16	FIVE	40	AUXILIARY
17	FIFTY	41	AWAY
18	SIX	42	BACK
19	SIXTY	43	BASEMENT
20	SEVEN	44	BATH
21	SEVENTY	45	BATTERY
22	EIGHT	46	BED
23	EIGHTY	47	BOY'S
24	NINE	48	BRIGHTER

<u>CODE</u>	<u>DESCRIPTION</u>	<u>CODE</u>	<u>DESCRIPTION</u>
49	BUILDING	75	ENERGY
50	BURGLAR	76	ENTER
51	BUTTON	77	ENTRY
52	BYPASS	78	EVENTS
53	CANCEL	79	EXIT
54	CENTER	80	FAMILY
55	CLOSET	81	FAN
56	CODE	82	FIRE
57	CONTINUE	83	FOYER
58	(BEEP)	84	FREEZE
59	CONTROL	85	FRONT
60	COOL	86	FUSE
61	DATE	87	GARAGE
62	DAY	88	GAS
63	DEGREES	89	GIRL'S
64	DELAYED	90	GLASS
65	DEN	91	GOOD-BYE
66	DENIED	92	GOTO
67	DIMMER	93	GUEST
68	DINING	94	GUN
69	DOOR	95	HAD
70	DOWN	96	HALL
71	DRIVEWAY	97	HEAT
72	DURESS	98	HIGH
73	EAST	99	HOLD
74	EMERGENCY	100	HOURS

<u>CODE</u>	<u>DESCRIPTION</u>	<u>CODE</u>	<u>DESCRIPTION</u>
101	HUNDRED	127	OFFICE
102	INSTANT	128	OH
103	INTERIOR	129	ON
104	INVALID	130	ONE
105	IS	131	OR
106	KITCHEN	132	OUTDOOR
107	LEFT	133	OUTLET
108	LEVEL	134	PANIC
109	LIGHT	135	PATIO
110	LISTEN	136	PC
111	LIVING	137	PERIMETER
112	LOW	138	PHONE
113	MAIN	139	PLAY
114	MASTER	140	PLEASE CHOOSE
115	MEDICAL	141	POINT
116	MINUS	142	POLICE
117	MINUTES	143	POOL
118	MODE	144	PORCH
119	MOTION	145	POUND
120	NIGHT	146	PRESS
121	NORTH	147	PUMP
122	NOT	148	READY
123	NOW	149	RECORD
124	NUMBER	150	REMOTE
125	NURSERY	151	REPEAT
126	OFF	152	RESTORE

<u>CODE</u>	<u>DESCRIPTION</u>	<u>CODE</u>	<u>DESCRIPTION</u>
153	RIGHT	178	THERMOSTAT
154	RISE	179	TIME
155	ROOM	180	TIMED
156	SAVER	181	TO
157	SECONDS	182	TROUBLE
158	SECURE	183	TRIPPED
159	SECURITY	184	UNIT
160	SETTING	185	UP
161	SHOP	186	VACATION
162	SIDE	187	WATER
163	SILENT	188	WEST
164	SOUTH	189	WINDOW
165	SPA	190	ZONE
166	STAIRS	191	STOCK
167	STAR	192	UTILITY
168	STATUS	193	EQUIPMENT
169	STEPS	194	COMPUTER
170	STORAGE	195	APARTMENT
171	SUN		
172	SYSTEM OK		
173	TALK		
174	TAMPER		
175	TEMPERATURE		
176	TEN		
177	THEN		