

by **P ▲ R ▲ D O X**  
SECURITY SYSTEMS**8 ZONE SECURITY CONTROL PANEL****Installation Instruction Manual**Software Version **3.2** See page 6 for VERSION 3.1 modificationsPARADOX SECURITY SYSTEMS 780 Industrial Blvd, St-Eustache, Quebec, Canada J7R 5V3 - Fax: (514) 491-2313 <http://www.paradox.ca>**BASIC INSTALLATION**

Be sure to select a control panel installation site that is not easily accessible to intruders. Leave at least 2" around the panel box to permit adequate ventilation/heat dissipation. The installation location should be dry, in close proximity to an AC source and a ground connection.

The printed circuit board, mounting hardware and keypad should be removed from the packaging inside panel box. Press the four white nylon mounting studs into cabinet from the back prior to mounting the cabinet. Before mounting the circuit board on the back of the cabinet, pull all cables into cabinet and prepare them for connection. Then attach circuit board to mounting studs. Connect all zones with the 1KOHM EOL resistors supplied, including keypad zone #8.

**Panel Hook-up Procedures**

All panel wiring must be completed before connecting transformer or battery. Install keypads and connect wires to keypad terminals on panel. Bell or siren should be connected to "Bell+" and "Bell-" terminals. Ensure correct polarity connection of sirens and polarized bells.

**TERMINAL CONNECTIONS****AC Terminals**

Use a 16VAC transformer with a minimum 40VA rating to provide sufficient AC power. Do not utilize any switch-controlled outlets to power the transformer.

**Siren/Bell Terminals (Bell +, Bell -)**

Bells or other warning devices requiring a steady voltage output during alarms are powered by the bell relay and the bell output (fused at 3A). Connect the positive lead to the "Bell+" terminal and the negative lead to relay input "NO" or "NC". Also connect a wire between Relay C terminal and "Aux-" terminal.

**Auxiliary Power Terminals**

Motion detectors and other security devices requiring 12VDC voltage can be powered by the auxiliary power supply. A maximum of 400mA 12VDC is available from the AUX+ and AUX- terminals when only one keypad is used with the Esprit. For each additional keypad the auxiliary supply must be reduced by 20mA. The auxiliary supply is fused at 1 amp.

**Keypad Terminal (RED, BLACK, YELLOW, GREEN)**

Each keypad has connectors for four colored leads; red, black, yellow and green. Connect the lead to the corresponding colour input terminal on the control panel and the keypad. Mount keypads near entry/exit doors to shorten entry/exit delay intervals. If keypad zone #8 is to be used, connect it to the keypad with a 1 KOHM EOL resistor. If not, connect a 1 KOHM EOL resistor in parallel to zone terminals on keypad. Up to 5 keypads can be connected in parallel.

**Please note:** The keypad zone can be connected on all keypads installed. However, any open keypad zones will always be indicated as zone #8 on every keypad display. The keypad zone is always a delay zone.

**Zone Input Terminals (z1 to z6, fire zone #7, keypad zone #8)**

Zone terminals are the loop inputs for 6 fully-programmable

zones. Connect normally closed detectors or contacts to each zone and jumper any unused loops with the EOL resistors supplied. An open contact across the resistor or reduced loop resistance in fire zone #7 will engage a pulse bell/siren.

**POWERING UP THE UNIT**

When keypads are installed far from the control panel, we recommend that you temporarily connect a keypad close to the panel to conduct "power-up" testing. If key switches are being installed, a keypad must be used to conduct programming.

Connect the transformer. After 5 seconds, you can begin testing the unit. Enter random commands on the keypad. It should "beep" in response to these commands.

Open a zone to ensure that keypad and panel are responding to signals. If the keypad does not respond and if no indicator lights illuminate check for AC voltage at the "AC" terminals. If 16VAC is flowing, then keypad wiring should be verified, as well as the keypad/aux. supply fuse. If this fuse has blown, check for a short between black and red keypad wires before replacing it.

**Battery Hook-up**

Warning: Never connect the transformer or the battery until all wiring has been completed. Use a 12VDC, 6.5 AH gel cell battery. The red battery lead should be connected to the positive battery terminal, and the black battery lead to the negative battery terminal. Reversed connections will blow the battery fuse. The battery should not be connected until AC connections to the panel have been made. A "trouble" key indicator will illuminate on the keypad if AC power is turned off and battery is connected.

**SYSTEM STATUS COMMUNICATION:**

Every time a key is pressed, it illuminates and the keypad beeps to show an entry has been recognized. There are two types of beep tones which communicate information regarding keypad entries to the system user.

"CONFIRMATION" beep:

If an operation (ie. arming/disarming, programming) is correctly entered on the keypad, or the system switches to a new status/mode, the sounder emits an **intermittent** beep tone.

"END/REJECTION" beep:

If the system reverts to previous status, or an operation is incorrectly entered on the keypad, sounder emits a **continuous** beep tone.

**PROGRAMMING THE ESPRIT 727**

Esprit system programming is performed from the keypad. The system contains programmable memory (EEPROM) which does not erase, even after total battery and AC loss. System automatically reverts to "pre-power failure" status once battery/AC power are restored. Please note: If system was "**armed**" prior to AC/battery failure, it reverts to "armed" status approx. 2 minutes after power is restored, to allow motion detectors sufficient time to warm up.

All programming pertaining to control panel operation is stored in EEPROM sector which can only be accessed by entering the system installer code. With the exception of the factory-set installer code **0000** and master code **0101**, all other system features should be programmed. The installer code has access to all features programming but can't use any system functions (arming/disarming,

bypassing, master and user codes programming). The factory-set installer code can be modified by following the instructions outlined in "Changing the installer code". If the new code is forgotten, the factory default code can be reset, unless the "installer code lock" has been enabled.

When entering information on the keypad, pressing [CLEAR] erases the last keypad entries and returns panel to its previous status. If no key is pressed within 2 minutes, the unit automatically clears its memory and returns to normal status. Pressing [ENTER] accepts keyed-in data into memory.

For all keypad/programming operations, key [10] represents the digit "0".

#### Installer code programming:

To activate the programming mode for the first time, the factory default installer code must be entered on the keypad. To do so, press [ENTER], followed by the 4-digit default installer code 0000. The "ENTRY" beep will sound and the [ENTER] light will flash to indicate that the system is in programming mode, waiting for address entry.

#### Changing the installer code: (address "00", "01", "02")

The system default installer code contains four digits. (Based on your customers' requirements, it can also be modified to contain six digits.) While in programming mode, a new installer code can be created using the installer code memory address "00", "01" and "02". If the four digit default code length is to be used, "00" is the memory address corresponding to the 1st 2 digits of the new installer code and address "01" corresponds to the last two digits. The digits [0][0] ([10][10]) can be then entered in the third memory address "02" so that code reset will not be necessary if the panel code length is switched back to 6 digits.

*Example: To change the system installer code 0000 to 9876:*

Enter programming mode. Press [ENTER]+[0][0] [0][0]. "CONFIRMATION" beep sounds and [ENTER] key flashes, indicating that the panel is in "ENTER ADDRESS" mode. Press [0] + [0] (address for 1st 2 digits of new installer code). "CONF" beep will sound. The [ENTER] key will light up and remain on, indicating that the system is in "ENTER DATA" mode.

Key in the first 2 digits of your new code. In this example: [9] + [8] + [ENTER]. "CONF" beep is heard. The system returns to "ENTER ADDRESS" mode, and the [ENTER] key flashes.

Press [0] + [1] (address for last pair of digits of the new installer code). "CONF" beep follows, and the system is back in "ENTER DATA" mode. Key in the 3rd + 4th digits of your new code. In this example: [7] + [6] + [ENTER]. "CONF" beep sounds.

Press [0] + [2] (address for mandatory pair of digits of the new installer code). "CONF" beep follows, and the system is back in "ENTER DATA" mode.

Key in [0][0] + [ENTER]. "CONF" beep sounds.

The installer code 9876 has been entered into memory. The system remains in programming mode, with the [ENTER] key flashing. (If a six digit installer code is required, same steps are followed, but the mandatory 00 digits are replaced by the third pair of digits of the six digit code.) More programming data can now be entered or programming mode can be exited by pressing [CLEAR]. After exiting programming mode, the "END/REJECTION" beep will sound.

#### Restoring the factory default installer code:

If a new installer code is lost or forgotten, the control panel can be returned to the factory-set default code by following these steps:

- (1) Remove AC and battery to power down the unit.
- (2) Connect a jumper between the EEPROM reset pins.
- (3) Connect AC or battery.
- (4) Wait for 5 seconds, then remove jumper.

The default installer code has now been restored. All other programmed data remains the same. If an installer wishes to disable the factory default "reset" feature, this can be done by activating the "installer code lock."

#### "Installer code lock": (address "37" )

The memory address for this feature is "37". In program mode, when address "37" is entered, the status of the "installer code lock" will be displayed on key 1. The "installer code lock" function can be modified by selecting this key.

Key [1] on: System returns to default installer code upon reset

Key [1] off: Installer code **locked**. (will not revert to system default upon reset) **Important:** if the installer code lock is activated, and the new installer code is subsequently lost or forgotten, there is no way to return the system to programming mode. The panel must be returned to Paradox Security Systems Ltd. for installer code reset. There is a charge for this service.

#### Code Priority:

There are several different types of system access codes and each has been assigned a priority which determines which system functions and features it can activate. The Installer Code (Priority 1) can be used to program all system features but has no access to arming/disarming and access code programming. (This is the only code that can access installer code programming.) The Master User Code (priority 2) can arm/disarm the system (using all arming options), activate zone bypassing and reprogram master and user codes. User Codes #1-3 (priority 3) can be used to arm/disarm the system, activate "stay" and "away" arming, and zone bypassing. User Codes #4-6 (priority 4) can arm/disarm the system. User Code #7 (priority 5) is an "Arm only" access code.

#### Master and User Code programming:

To program the master and all user codes:

Press [ENTER] + master code + 1 digit access code number + new 4 or 6 digit code + [ENTER].

**Note:** If only 2 or 4 digits are entered, digits "00" will be automatically enter in the remaining memory space.

MASTER CODE: [1] Arm, Disarm, Bypass, Away, Stay, reprogram master and user codes (default/reset code 010101)

USER CODE #1: [2] Arm, Disarm, Bypass, Away, Stay

USER CODE #2: [3] Arm, Disarm, Bypass, Away, Stay

USER CODE #3: [4] Arm, Disarm, Bypass, Away, Stay

USER CODE #4: [5] Arm, Disarm

USER CODE #5: [6] Arm, Disarm

USER CODE #6: [7] Arm, Disarm

USER CODE #7: [8] Arm ONLY

**"ARM ONLY" CODE:** Can only be used to arm the system. No other system features can be accessed, and the system cannot be disarmed using the "Arm Only" code, unless it is used during the exit delay period.

**Deleting a user code:** Pressing the [2ND] key, followed by [ENTER] while in any user code address, will delete that user code.

#### Exit delay/entry delay/alarm duration programming:

The memory addresses for exit and entry delay, and alarm duration are:

"27" exit (00-99seconds)

"28" entry (00-99 seconds)

"29" alarm (00-99 minutes)

### PROGRAMMABLE OUTPUTS: (address "30" )

The memory address for programmable output options is "30". The next two digits entered assign the conditions which cause PGM output to ground. The first digit entered corresponds to PGM 1, and the second digit to PGM 2.

1ST DIGIT	2ND DIGIT
<b>PGM 1 GROUNDS ON:</b>	<b>PGM 2 GROUNDS ON:</b>
0 EXIT DELAY	0 EXIT DELAY
1 ARMED	1 ARMED
2 READY	2 READY
3 [2ND] KEY "ON"	3 [2ND] KEY "ON"
4 FIRE	4 FIRE
5 ALARM	5 ALARM
6 STROBE (from alarm to disarm)	6 STROBE (from alarm to disarm)
7 ENTRY + EXIT + ALARM	7 ENTRY + EXIT + ALARM
8 EXIT + ARMED	8 ENTRY + ALARM
9 NORMAL ARMING only	9 ENTRY+ ALARM

\*Energy saving option: PGM 1 will be activated by all arming options except "STAY" arming. Can lower thermostats, turn off lighting or appliances when leaving the premises.

### "Bypass enable" definition: (address "31" )

The memory address for "bypass enable" definition is "31". "Bypass enabling" identifies the zones that can potentially be bypassed during manual bypass arming, "AWAY" arming and "STAY" arming. (Fire zone 7 cannot be bypass-enabled, and zone 8 is always bypass-enabled.) If a zone light is switched "on" during "bypass enable" definition, it will be possible to bypass this zone during all bypass operations. If the installation contains any zones that should never be bypassed, their zone light must be extinguished during "bypass enable" definition.

*Example: To "bypass enable" zones 1 and 3:*

Enter programming mode: ([ENTER] + installer code, "CONF" beep sounds, and [ENTER] key flashes.)

Key in "bypass enable" memory address: "31", the [ENTER] key stays on. Press on keys [1] and [3] to illuminate them. Turn off other zone lights (if any) to de-activate the "bypass-enable" definition. Press [CLEAR] to reject any incorrect data entries. Press [ENTER] to store data in memory. Enter another memory address to continue programming, or press [CLEAR] (or [ENTER]) to exit programming.

### Programming 24 hour zones: (address "32" )

Any zones illuminated at address "32" are defined "24 hour" and will generate alarms whenever the zone is open, regardless of whether the system is armed. "24 hour" zone definition takes priority over any other zone definition programming.

### "Delay/Instant" zone definition: (address "33" )

At memory address 33, if a zone light is turned "on", that zone is designated "instant" while the system is armed and will activate an alarm immediately with no entry delay. Any zones which are not "on" will be defined as "delay" zones, and will allow a zone entry delay period while the system is armed. (Zone entry delay time is programmable at address 28.) Fire zone 7 cannot be defined as a "delay" zone, and zone 8's definition is always "delay".

### "Follow" zone definition: (address "34" )

A "follow" zone is an "instant" zone that switches to "delay" when the 727 is in entry delay. All zones defined "follow" zones must first be assigned "delay" zone definition at address 33.

### "Stay" zone definition: (address "35" )

At address "35", select zones to be bypassed when the "stay-arming" feature is activated. Zones selected (illuminated keys) will not be armed when the "stay-arming" feature is chosen. If no zones are selected after address "35" is entered, all zones will be armed when "stay-arming" is enabled from the keypad. Please

note that any zones that are to be defined as "stay" zones must first be "bypass enabled" (address 31) Zone 7 and 8 cannot be "stay" zones.

### SYSTEM OPTIONS 1: (address "36" )

The memory address for these features is "36". In system option programming, the "on" or "off" status of keys 1-5 determines which features are activated. If the wrong key is selected, press the same key again to cancel the entry. Once the required features are selected, press [ENTER] to store data in memory.

**Zones "fast"** (all - except zone #8) Key [1] "off"  
(fast zones = immediate detection)

**Zones "slow"** (all) Key [1] "on"

**Keyswitch operation disabled** Key [2] "off"  
**Keyswitch operation enabled** Key [2] "on"

**Keyswitch/key [10] "regular" arming/disarming** Key [3] "off"  
**Keyswitch/key [10] "stay" arming** Key [3] "on"  
(upon alarm, system disarming with code/keypad only.)

**6-digit access codes** Key [4] "off"

**\*\*4-digit access code** Key [4] "on"

**Fast arm Key [10] disabled** Key [5] "off"

**Fast arm Key [10] enabled** Key [5] "on"

**Panic zone disabled** Key [6] "off"

**Panic zone enabled (keys [1] + [3])** Key [6] "on"

\***Slow zones:** system waits until a zone has been open continuously for a minimum of 200 milliseconds before communicating "open zone" status, to reduce risk of false alarms.

**Fast zones = 20 milliseconds**

### \*\*4-digit vs. 6 digit access code programming

The default system installer and master codes contain four digits. When changing the installer code, or creating new master or user codes, all codes must be programmed to contain 4 digits.

### SYSTEM OPTIONS 2: (address "37" )

#### Installer code lock:

Key [1] "on": Installer code locked. (Please see p.2 for information)

Key [1] "off": System returns to default installer and master codes upon reset.

#### Relay output:

Key [5] "on": Relay output is energized upon alarm only.

Key [5] "off": Relay output is de-energized upon alarm and energized when the 727 is not in alarm ("fail safe") (The fire alarm will generate an intermittent alarm signal in both cases.)

#### Fire / 24 hour zone:

Key [6] "on": Zone 7 is defined as a fire zone.

Key [6] "off": Zone 7 is defined as a 24 hour zone.

### SYSTEM ARMING OPTIONS

#### REGULAR SYSTEM ARMING

The system can only be armed if the green "READY" light comes on. The "READY" indicator will only illuminate if all zones are closed. This means all door/window contacts must be closed, and movement in motion detector-protected areas must be stopped. When the "READY" light illuminates, enter a pre-programmed six or four-digit user code. Upon entry of a complete, correct access code, the red "ARMED" light will illuminate, followed by the keypad "CONF" beep. (If the access code is entered incorrectly, the "END/REJ" beep will sound. If an incorrect entry is made at any time, press [CLEAR] and re-enter the data.) The green "READY" light will flash for the period of the exit delay. (Please note: This is the sole system function that an "arm only" code can activate. An "arm only" code will not give a system user access to any of the functions listed below.)

#### STAY ARMING [STAY] + ACCESS CODE (PRIORITY 2, 3)

This feature allows the end user to partially arm the system, while remaining in the protected area. Entering [STAY] + access code on the keypad activates the "stay arming" command. Zones to be bypassed in "stay arming" mode must be selected by the installer during "stay" zone definition, and must also be designated as "bypass enabled". The system will not arm if any open zones have not previously been defined as "stay" zones. The fire zone cannot be programmed as a "STAY" zone. If an alarm is generated, or a zone that was not designated as a "stay" zone is opened while the system is armed, system reset can only be activated from a keypad and not with a key switch/push button.

#### FAST ARMING KEY [10]

Fast arming (regular mode) is enabled at address 36. If activated, when the "READY" light is on, pressing key [10] for 2 seconds automatically arms the system. There's no need to enter an access code. This feature can be used to permit selected individuals (i.e. maintenance workers, repair personnel) to arm the system when leaving the protected area.

Fast arming (stay mode) is enabled at address 36. When activated, no "READY" light is required to arm the system. Pressing key [10] for 2 seconds automatically "STAY" arms the system. (See "STAY" arming features described above.) Also, when system is stay armed, pressing key [10] will activate an exit delay and then return the system to STAY ARM status, eliminating the need to disarm and then STAY ARM the system again.

#### MANUAL BYPASS ARMING [BYP] + ACCESS CODE (PRIORITY 2, 3)

Bypassed zones will not generate an alarm and are not displayed on the keypad. Manual bypass arming is employed when the system user chooses not to arm the entire protected area. Only zones that have been defined as "bypass enabled" (address 31) can be selected during manual bypass arming. (Zone #8 is always bypass-enabled.) The user manually selects specific zones that will not be armed, rather than bypassing the zones defined by the installer as part of the "stay-arming" feature. Defective zones can also be temporarily bypassed until repairs are made, so that the system can still be armed.

To bypass zones, enter [BYP] + a valid access code. [BYP] and [ENTER] keys will illuminate. (Zone bypassing can only be accessed by the master user code, and user codes #1-3.). Zone numbers to be bypassed (1,2,3,4,5,6) should be keyed in. When a zone light is on, it indicates a zone that will be bypassed. Pressing [CLEAR] erases all bypass entries. Zones to be bypassed should then be re-entered. (Pressing [CLEAR] again will exit the bypass mode without saving any bypass information in memory.) If bypass information is correct, press [ENTER] to end and save bypass function being programmed. [BYP] light will remain illuminated, indicating that zones have been bypassed. To cancel the zone bypass "status" just entered, press [BYP] + user code + [CLEAR] + [ENTER]. Zone bypasses are automatically cancelled every time the system is disarmed.

**Bypass recall:** This feature permits the system users to reinstate latest zone bypass instructions saved in memory. By pressing [BYP] while in bypass programming mode, previous bypass status is re-established. Even if user is in process of entering new bypass information on keypad, one touch of [BYP] key overrides new information and reinstates the preceding zone bypass instructions saved. Reminder: The fire zone cannot be bypassed.

#### "AWAY" AUTO BYPASS ARMING [AWAY] + ACCESS CODE (PRIORITY 2, 3)

System users wishing to arm the system rapidly without manually entering zones to be bypassed, can make use of the "Away" auto-bypass feature. [AWAY] + access code should be keyed in. (The "READY" light does not have to be on, but all open zones must be "bypass-enabled".) Once the exit delay expires, any open zones will automatically be bypassed and the system will be armed. (The fire zone cannot be bypassed.) If any zones have been left open, the [BYP] light will illuminate to indicate that zones have

automatically been bypassed. Please note: This feature is not recommended for regular use because bypassing zones can reduce the efficiency of system protection.

#### KEY SWITCH ARMING/DISARMING

To provide one button system arming/disarming, key switch operation must be enabled (Refer to "System Options"). The key switch should be connected, and a "push" button connected in place of a keypad. The panel can be programmed to activate "regular" or "stay" arming from the key switch/push button. If "READY" and "ARMED" LED status indicators are required, LEDs can be connected to the 2 PGM outputs. The two programmable outputs should then be set as follows: (please refer to "Programmable Output Options" for further explanation.)

- (1) PGM 1 should be programmed to indicate "EXIT + ARMED" status (Option #8, PGM 1)
- (2) PGM 2 should be programmed to indicate "READY" status (Option #2, PGM 2)

If a buzzer is required for the entry delay, Option #8 (ENTRY + ALARM) should be programmed for PGM2.

#### SYSTEM DISARMING

Enter the protected area using the designated entry-exit door. The keypad sounder will beep to remind user to disarm system. Key in the 6 or 4-digit access code on the keypad, before the allotted entry time expires. If the access code is entered incorrectly, press [CLEAR] and re-enter it. The "ARMED" light will extinguish and the sounder will change to the "CONF" beep before silencing.

#### ALARM MEMORY [MEM]

When disarming the system (or resetting the alarm), the memory light [MEM] will illuminate if any alarm situations took place during the preceding armed period. A record of all alarm situations that occurred while the system was armed is stored in memory. After disarming the system, pressing once on the [MEM] key brings up the last "alarm event", which is displayed on the keypad. (An "alarm event" consists of zones that generated an alarm or that were open upon alarm.)

Up to 15 levels of alarm history can be stored in memory, and are retrieved by repeated pressing of the [MEM] key. When the final entry is reached, the "END/REJ" beep is heard and the [MEM] light extinguishes. This indicates that maximum level of alarm history has been reached. To review alarm history again, press [MEM]. The last 15 events are stored in memory. When the memory is full, the newest event takes the place of the oldest one in memory. After pressing of the [MEM] key, events will be displayed in order from the most recent to the oldest. The memory will not clear upon arming. Exiting memory mode at any level is achieved by pressing [CLEAR], which will be followed by the "END/REJ" beep. The [MEM] key will also extinguish. (The system will exit memory mode automatically following display of the last alarm event.)

#### SYSTEM ALARMS:

##### General alarms:

**Important:** In the event of a burglar alarm, the alarm output generates a continuous alarm signal to activate a siren driver. To stop the alarm signal, enter a valid disarming code. The "CONF" beep will be heard, and the alarm signal (and siren) will cease. If the system was armed, it will also automatically disarm.

If the alarm is generated in a 24 hour zone, the siren will be silenced for 30 seconds when a valid access code is entered. After this 30 second period, if the 24 hour zone is still open, the siren will re-activate.

If no valid access code is entered, the siren will automatically shut off after a pre-programmed time period elapses. (See "PROGRAMMING" section: "alarm duration".) However, if a protected zone is still open, the alarm will immediately resume.

**Fire alarms: (Zone #7)**

During a fire alarm, the alarm output generates an intermittent alarm signal. Fire alarm reset conditions are the same as 24 hour zone reset. The fire alarm siren will shut off automatically after the programmed alarm duration time. Fire alarm will be recorded in memory and displayed as zone #7.

**Panic alarms:**

Pressing keys [1] and [3] simultaneously for 1 second generates a panic alarm. Panic alarms will be recorded in memory but will not be displayed on the keypad.

**TROUBLE DISPLAY [TRBL]**

AC power failure is communicated to the system user by the illumination of the keypad [TRBL] indicator.

**KEYPAD ILLUMINATION LEVEL ADJUSTMENT**

Pressing on the [MEM] key for 2 seconds changes it to a keypad illumination "hot" key. A change in keypad illumination will be apparent, and by pressing on the [MEM] key again, the level can be adjusted from low, medium to high, or turned off as required. After the desired level is selected, press [ENTER] or [CLEAR] to save the setting in the keypad memory.

**IMPORTANT:** Although this control panel is compatible with most security products available, we highly recommend that the ESPRIT 727 be used in combination with PARADOX motion and glassbreak detectors. This will ensure that your security system operates at maximum effectiveness.

**WARRANTY**

Warranty conditions for the Esprit 727 may vary from country to country. Please consult your local dealer for complete warranty information. In all cases, the warranty does not cover malfunctions arising from installer error or failure to follow installation/operation instructions, nor does it apply to damages due to causes beyond the control of Paradox Security Systems, such as lightning, excessive voltage, mechanical shock or water damage.

**LIABILITY**

Under no circumstances shall Paradox Security Systems be held liable for any direct or indirect damages, loss of anticipated profits, loss of time or any other losses incurred by the buyer in connection with the purchase, installation, operation or failure of this product.

**WARNING**

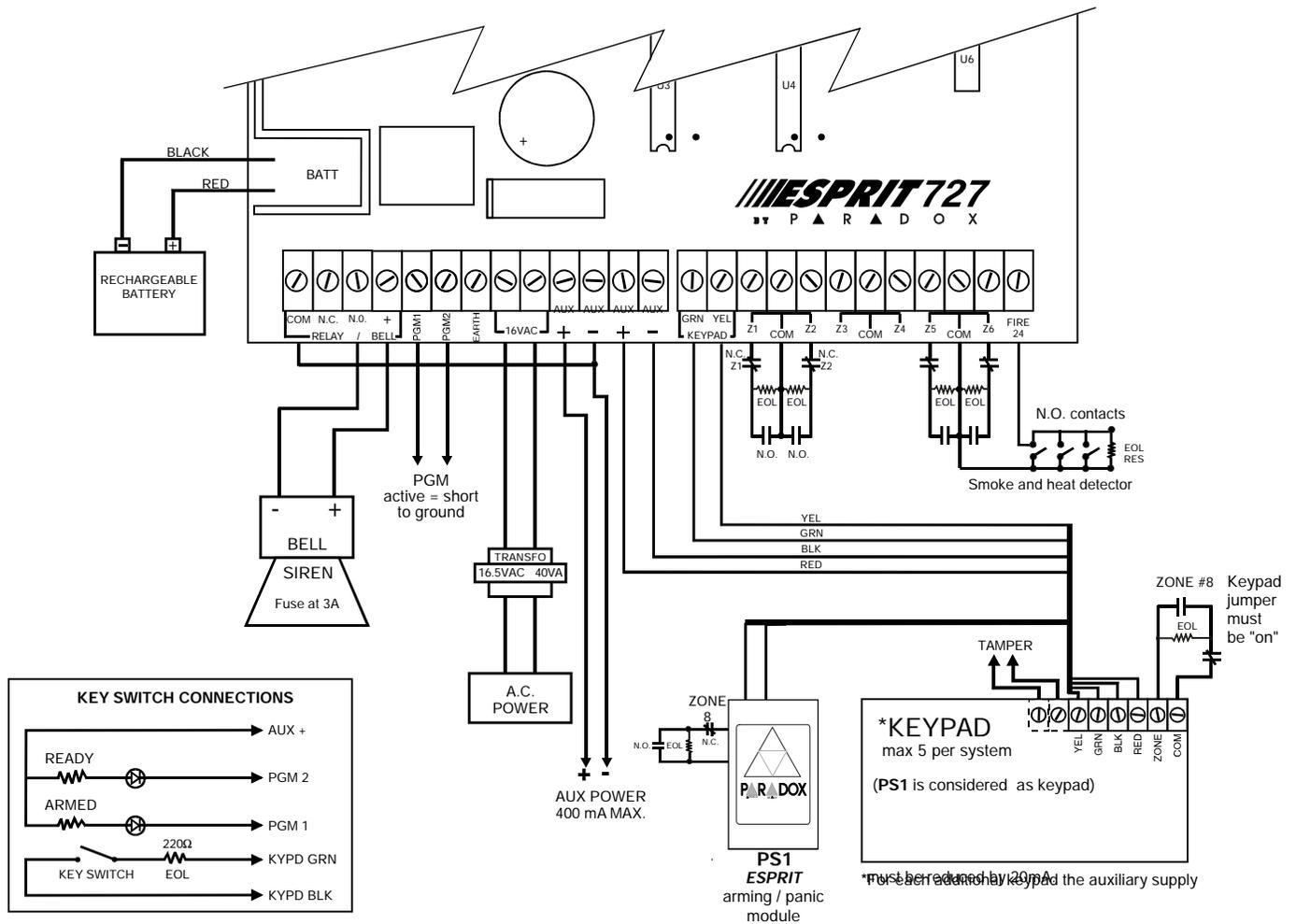
This security system should undergo frequent testing. However, despite regular testing, and due to, but not limited to, criminal tampering or electrical disruption, it is possible for this product to fail to perform as expected.

**ESPRIT 727 PROGRAMMING REFERENCE**

FUNCTION	ADDRESS + DATA	DEFAULT
INSTALLER CODE: 1	<small>PRIORITY</small> [0][0] __ [0][1] __ [0][2] __	000000
MASTER CODE: 2	[1] <i>Arm, Disarm, Bypass, Away, Stay, Master and User code programming</i>	010101
USER CODE #1: 3	[2] <i>Arm, Disarm, Bypass, Away, Stay</i>	
USER CODE #2: 3	[3] <i>Arm, Disarm, Bypass, Away, Stay</i>	
USER CODE #3: 3	[4] <i>Arm, Disarm, Bypass, Away, Stay</i>	
USER CODE #4: 4	[5] <i>Arm, Disarm</i>	
USER CODE #5: 4	[6] <i>Arm, Disarm</i>	
USER CODE #6: 4	[7] <i>Arm, Disarm</i>	
USER CODE #7: 5	[8] <i>Arm ONLY</i>	

FEATURE	ADDRESS + DATA												
EXIT DELAY	[2][7]: __ __												
ENTRY DELAY	[2][8]: __ __												
ALARM DURATION	[2][9]: __ __												
PROGRAMMABLE OUTPUTS	[3][0]: <table border="0"> <tr><td>1</td><td>2</td></tr> <tr><td><input type="checkbox"/></td><td><input type="checkbox"/></td></tr> </table>	1	2	<input type="checkbox"/>	<input type="checkbox"/>								
1	2												
<input type="checkbox"/>	<input type="checkbox"/>												
BYPASS ENABLE	[3][1]: <table border="0"> <tr><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td></tr> <tr><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td></tr> </table>	<input type="checkbox"/>	1	2	3	4	5	6					
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>								
1	2	3	4	5	6								
24 HOUR ZONES	[3][2]: <table border="0"> <tr><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td></tr> <tr><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td></tr> </table>	<input type="checkbox"/>	1	2	3	4	5	6					
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1	2	3	4	5	6								
INSTANT ZONES	[3][3]: <table border="0"> <tr><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td></tr> <tr><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td></tr> </table>	<input type="checkbox"/>	1	2	3	4	5	6					
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FOLLOW ZONES	[3][4]: <table border="0"> <tr><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td></tr> <tr><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td></tr> </table>	<input type="checkbox"/>	1	2	3	4	5	6					
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>								
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STAY ZONES	[3][5]: <table border="0"> <tr><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td></tr> <tr><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td></tr> </table>	<input type="checkbox"/>	1	2	3	4	5	6					
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>								
1	2	3	4	5	6								
SYSTEM OPTIONS 1 <i>(default all "ON")</i>													
[3][6]:	OFF / ON												
ZONES "FAST"	<input type="checkbox"/> 1 <input type="checkbox"/> ZONES "SLOW"												
KEYSWITCH DISABLED	<input type="checkbox"/> 2 <input type="checkbox"/> KEYSWITCH ENABLED												
KEY. REG. ARMING	<input type="checkbox"/> 3 <input type="checkbox"/> KEY. "STAY" ARMING (Key [10], keyswitch)												
6 DIGIT CODES	<input type="checkbox"/> 4 <input type="checkbox"/> 4 DIGIT CODES												
FAST ARM DISABLED	<input type="checkbox"/> 5 <input type="checkbox"/> FAST ARM ENABLED												
PANIC ZONE DISABLED	<input type="checkbox"/> 6 <input type="checkbox"/> PANIC ZONE ENABLED												
SYSTEM OPTIONS 2 <i>(default all "ON")</i>													
[3][7]:	OFF / ON												
INSTALLER/MASTER RESET DISABLED	<input type="checkbox"/> 1 <input type="checkbox"/> ENABLED												
UPON ALARM RELAY, DE-ENERGIZED	<input type="checkbox"/> 5 <input type="checkbox"/> ENERGIZED												
ZONE 7 = 24 HOUR	<input type="checkbox"/> 6 <input type="checkbox"/> = FIRE												

# ESPRIT 727 CONNECTION DIAGRAM



## ESPRIT 727 Version 3.1 Upgrade Information

- 1- Programming addresses are no longer used when creating master and user codes. Press code number, and enter code value
- 2- The installer code has no access to "arm", "disarm" or "bypass" functions, and cannot be used for user code programming.
- 3- "Follow" zone definition has been added at address **34**.
- 4- Zone 7 ("fire" zone can be defined as "fire" or "24 hour" zone and displays it in memory as zone 7.)
- 5- The relay can be programmed to energize or de-energize upon alarm. (Fail-safe operation) (Address "**37**", key **[5]**.)
- 6- Fire alarms will shut off once the programmed alarm period has expired.
- 7- Key **[10]** can now be programmed to activate "regular" or "stay" arming. (Key **[10]** definition follows keyswitch definition.) If the panel is "stay" armed, and key **[10]** is enabled, pressing key **[10]** will provide an exit delay.
- 8- Alarm memory will not be erased upon system arming. Most recent alarm event is displayed first on the keypad. Panic is not displayed in memory.
- 9- Keypad buzzer follows bell output.
- 10- Arm LED (red) on keypad flashes upon any alarm.
- 11- After using the keyswitch to arm or disarm the panel, the keyswitch must be disengaged in order to perform the next operation.
- 12- Versions **1.0** and **2.0** hardware can be upgraded to Version **3.0** by replacing the processor.

## Version 2.0

- programmed via addresses*
- installer code has access to all operations not available*
- fire zone definition only*
- energize on alarm only*
- continuous alarm*
- no exit delay upon "stay" arming*
- alarm memory erased upon system arming*
- not available*
- not available*
- engaged keyswitch alternates between arm/disarm*