


## 1.1 □ User Code Programming


### Set New User-Code

1. Hold down key 
2. While four LEDs are blinking, enter code No. 1 (default 1234)
3. If code is valid, 4 LEDs will stop blinking, and 'u' will be displayed
4. The two left-most LEDs blink to indicate that the system is waiting for a new user code index (user 1 to 8) to be entered.
5. Enter the code index (1 for code No. 1; 2 for code No. 2, etc.). Starting V 2.09: User index will be displayed for 2 seconds, until he can press and enter further digits (eliminate confusing of index number and code)
6. The two right-most LEDs blink to indicate that system is waiting for a new code (1 to 6 digits).  
**If a user code is not entered, the code is voided.**
7. Enter the new code; 'U' is displayed for confirmation.
8. To quit code setting hold-down key '9'.


### Set new user-code in Installer program mode

1. While system is in program mode, enter address 099; 'u' will be displayed.
2. The two left-most LEDs blink to indicate that the system is waiting for a new user code index (user 1 to 8).
3. The two right-most LEDs blink to indicate that the system is waiting for a new code (1 to 6 digits).  
Enter the new code.
4. Installer code (code no. 9) can only be set at Program Mode, index number '9'.
5. Upon completion of code setting, system reverts to Disarm mode.

### Delete a user-code

1. Hold down key 
2. While four LEDs are blinking, enter code No. 1 (default 1234)
3. If code is valid, four LEDs will stop blinking, and 'u' will be displayed
4. The two left-most LEDs blink to indicate that the system is waiting for a new user code-index (1 to 8) to be entered
5. Enter the code index you want to delete (1 for code No. 1; 2 for code No. 2, etc.)
6. The two right-most LEDs blink to indicate that the system is waiting for a new code  
**If user code is not entered, the code is voided. A short beep confirms that code has been deleted**
7. Hold-down key '9' to quit code setting

It is recommended not to use 5 or 0 as the 1st code digit

**Instant Arming by key number  is a programmable feature that may cause erroneous Arming. It is recommended to *disable* this feature.**