4.0 Programming/Operation Instructions

4.1 LED Indicators
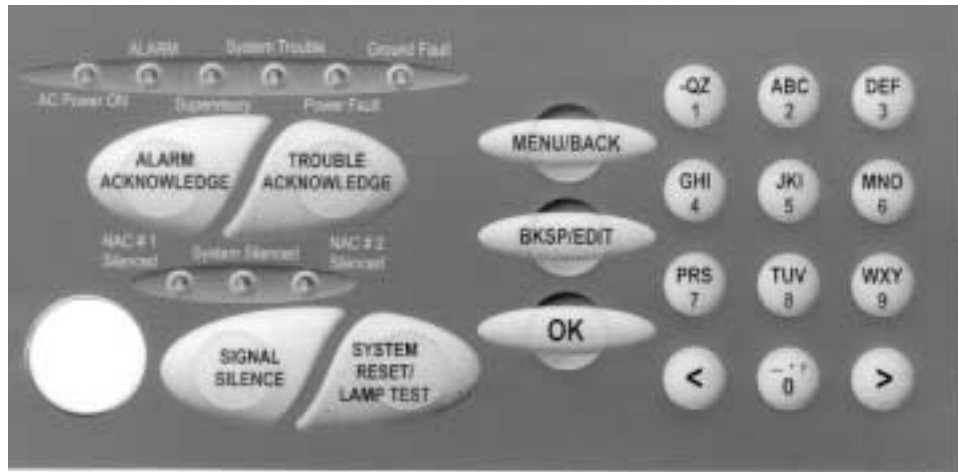

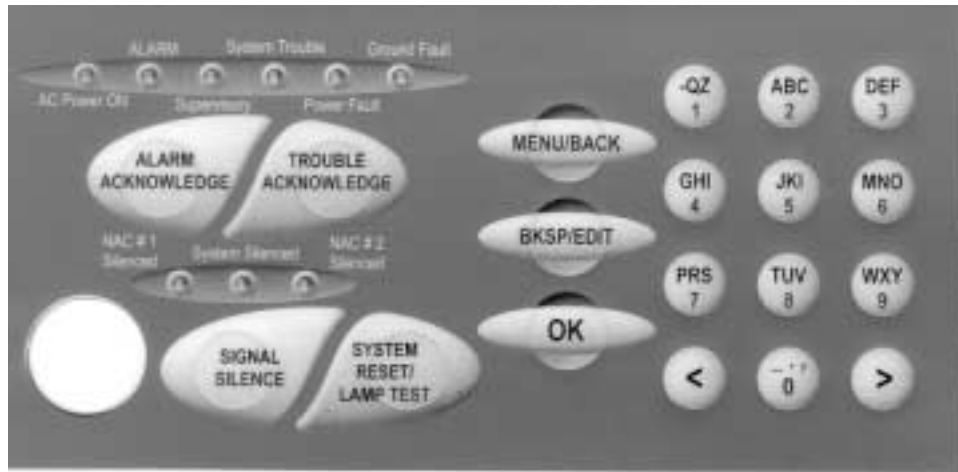| Table 6		
Designation	**Description**	**Comments**
AC Power On	(green)	Lights to indicate presence of 120/240 VAC input.
Alarm	(red)	Lights when system is in alarm, flashes until alarm is acknowledged
Supervisory	(yellow)	Lights when supervisory condition exists, flashes until trouble acknowledge is performed
System Trouble	(yellow)	Lights to indicate trouble condition, flashes until trouble is acknowledged.
Power Fault	(yellow)	Lights during a LOW or NO Battery condition
Ground Fault	(yellow)	Lights to indicate a ground on a field conductor
NAC 1Silenced	(yellow)	Lights to indicate that NAC Circuit has been silenced via the Signal Silence Switch (if programmed as silenceable)
NAC 2 Silenced	(yellow)	Lights to indicate that NAC Circuit has been silenced via the Signal Silence Switch (if programmed as silenceable)
System Silenced	(yellow)	Lights when a System Silence has been performed.

4.2 Switches

Table 7	
Designation	**Comments**
Alarm Acknowledge	Silences the panel audible sounder. This must be pressed once for each Alarm condition present in the system.
Trouble Acknowledge	Silences the panel audible sounder. This must be pressed once for each Trouble or Supervisory condition present in the system.
Signal Silence	Press once and any outputs programmed as silenceable will be deactivated. (All applicable silence LEDs will light). A second activation will re-activate the previously silenced outputs. This switch only functions if an Alarm or Supervisory condition exists in the system.
Lamp Test/Reset	Press momentarily and all LEDs (including all elements in the display) will light momentarily. Press and hold to reset the system.
Menu/Back	Used in programming. The display will prompt the operator as to which function applies. "Menu" is pressed to initially put the 7100 into programming mode. The "Back" function will step the operator out of the programming mode one element at a time.
BKSP/Edit	Used in programming. The display will prompt the operator as to which function applies.
OK	Accepts any changes made in the programming field.
Alphanumeric Keys	These 12 keys allow the user to choose a specific point address by using the numbers for point sensitivity reading, disabling an address, etc. Press each key the number of times necessary to display the correct character on the display. Example: Pressing the "2" key Once will display the letter "A" Twice will display the letter "B" Three times will display the letter "C" Four times will display the number "2"
PK-625 Key Switch	This key switch is keyed alike with the door lock, and must be operated in order to activate the key pad.