

To change or assign a user access code:

Note: The system will not accept the same code for two different users.

1. Enter the programming menus by pressing 9 + *System Master Code*.
2. Press B until the touchpad displays "USER CODES," then press #.
3. Press B until the touchpad displays the type of code you wish to change (Regular User codes or System Master code), then press #.
4. For example, if you want to change a Regular User code, press # when the touchpad displays "REG CODES."
5. Press B until the touchpad displays the user code you wish to change, then press #.

For example, if you want to change Regular User code 2, press # when the touchpad displays "REG CODE 02."

6. Enter the new code and press #.
7. Press B. "BYPASS on/off" appears:
 - Press 1 + # to turn the option off for this user code.
 - Press 2 + # to turn the option on for this user code.
1. Press B. "TESTS on/off" appears:
 - Press 1 + # to turn the option off for this user code.
 - Press 2 + # to turn the option on for this user code.
1. Press * + B to move to the next user code, or * + 4 + # to exit programming menus.

To erase a user code:

1. Enter the programming menus by pressing 9 + *System Master Code*.
2. Press B until the touchpad displays "USER CODES," then press É.

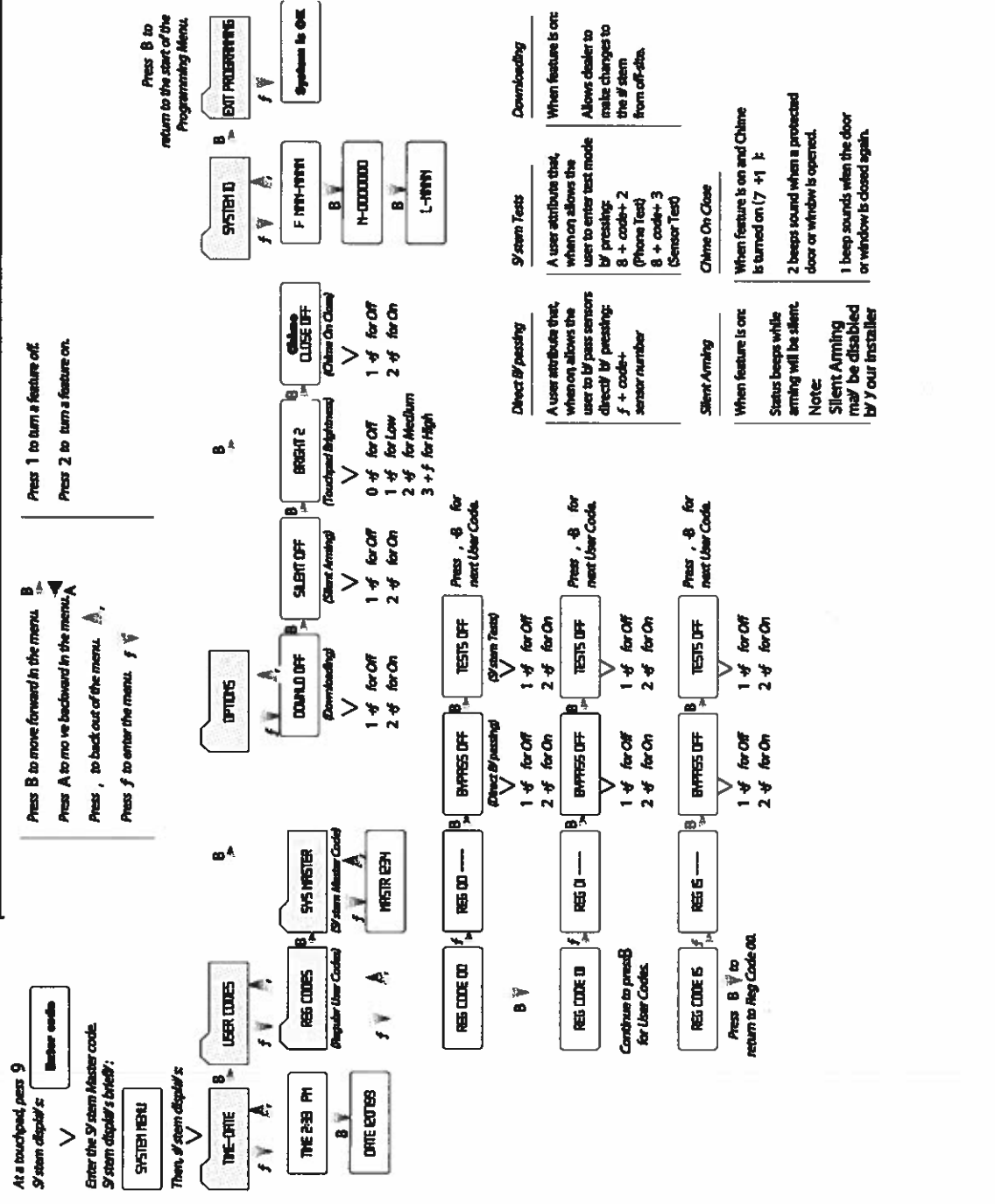
Note: You cannot delete the System Master Code.

3. The touchpad displays "REG CODES." Press #.
4. Press B until the touchpad displays the user code you wish to erase, then press #.

For example, if you want to change User code 4, press É when the touchpad displays "REG CODE 04," or "USER 04."

5. Enter the System Master code you used in Step 1 and press #. The deleted code appears as "REG 04 —".
6. Press * + B to move to the next user code, or * + 4 + # to exit the programming menus.

Programming Menus



Using Programming Shortcuts

A programming shortcut is a number that gets you to a particular spot in the programming menus. A series of shortcut numbers takes you directly to the feature or code you want to change.

The table below lists:

- How to enter the programming menus.