

**SPECTRA™**



**SPECTRA 1727**  
**USER'S GUIDE**



**P ▲ R ▲ D ▲ O X®**  
**S E C U R I T Y S Y S T E M S**



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## 1.0 INTRODUCTION

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Thank you for selecting the **Spectra 1727 Security System** from **Paradox Security Systems**. The Spectra 1727 will give you peace of mind by providing simple and reliable security protection. The Spectra System can also realize your dreams of home automation. Consult your installer to take full advantage of your Spectra system's capabilities.

This advanced technology security system provides you with reliable protection and useful features that anyone can use without memorizing complex and confusing codes. The system consists of the Spectra Control Panel, one Spectra Keypad, and various devices such as motion detectors, door contacts, sirens, and lights.

The elegant and user-friendly **Spectra 1686H and 1686V LED Keypads** allow you to easily access your security system's functions and provide you with an easy-to-understand display of your security system's alarm and operational status. All the actions performed in your security system will be executed and displayed through the keypad. Therefore, before using your security system, we highly recommend you read this manual carefully and have your installer explain basic system operation to you.

## 2.0 BASIC OPERATION

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Both the **Spectra 1686H** and **1686V LED Keypads** function and display information the same way. The following sections provide you with an introduction to the buttons and indicator lights on your keypad.



The installer must enable many of the system's features. If the feature is not programmed, the keypad will emit a Rejection Beep and the action will be cancelled. Refer to *System Checklist* in section 8.0 for details.

### 2.1 AUDITORY FEEDBACK

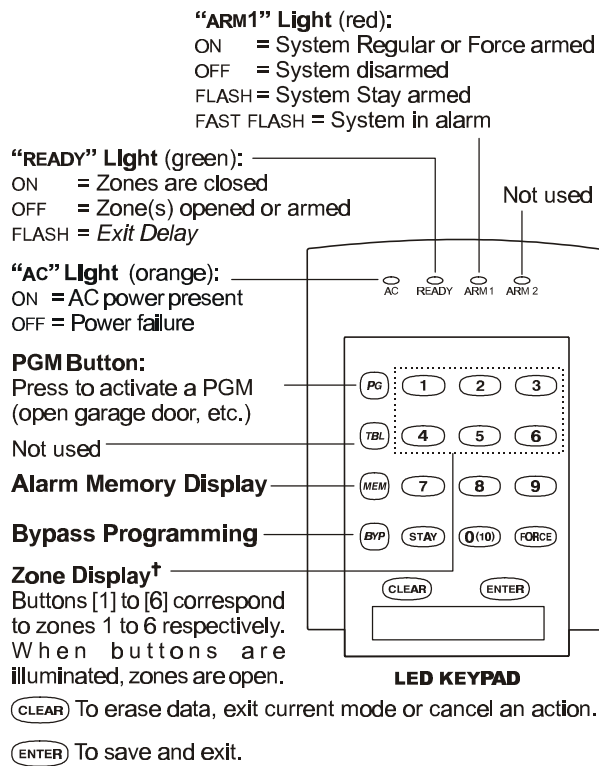
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When you enter information on the keypad, it will guide you with beep tones that communicate acceptance or rejection of your entries:

**Confirmation Beep:** When an operation (i.e. arming/disarming) is successfully entered or when the system switches to a new status/mode, the keypad emits an intermittent beep (BEEP-BEEP-BEEP-BEEP).

**Rejection Beep:** When the system reverts to previous status or when an operation is incorrectly entered, the keypad emits a continuous beep tone (BEEEEEEEEEP).

Figure 2-1: Overview of the LED Keypad



## **2.2 KEYPAD INDICATOR LIGHTS**

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All **Spectra** LED Keypads include colored lights which convey your system's current status. As explained in *Figure 2-1* on page 5, the state of each light represents a specific condition in your system.

## **2.3 ZONE DISPLAY†**

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The numerical buttons on the 1686V/H Keypads are designed to communicate the status of the zones in your system. Each button corresponds to a zone in your system. If a button's light is off (extinguished), the corresponding zone is closed. If a button's light is on (illuminated), the corresponding zone is open (i.e. open door, movement detected, etc.).

## **2.4 ALARM MEMORY DISPLAY**

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If an alarm has occurred on a zone, the **[MEM]** button will illuminate. All zones where alarms occurred will be stored in the memory. After disarming the system, press the **[MEM]** button to illuminate the buttons corresponding to the zones that were in alarm (see section 2.3). To exit the *Alarm Memory Display*, press the **[CLEAR]** button. The system will erase the contents of the Alarm Memory every time the system is armed.

†patented. See page 21.



### **3.0 PROGRAMMING ACCESS CODES**

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Access Codes are personal identification numbers that allow you to arm, disarm, and enter certain programming modes. The **Spectra 1727** security system supports the following:

1 *System Master Code*

7 *User Access Codes*

For information on how each *Access Code* can arm or disarm the system, refer to the table on page 8.

#### **3.1 SYSTEM MASTER CODE**

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The *System Master Code* can arm or disarm the system using any of the methods described in section 4.0 and can create, modify or delete any *User Access Code* (see section 3.2). **(Default: 123456)**

#### **3.2 PROGRAMMING ACCESS CODES**

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Your system can use either 4- or 6-digit Access Codes (see page 19), where each digit can be any value from 0 to 9. Six-digit codes are considered more difficult to “crack” and, therefore, more secure. Avoid programming simple or obvious access codes, such as your telephone number, address or codes such as 1234.

How Do I Program Access Codes?

- 1) Press **[ENTER]**
- 2) Enter the **[SYSTEM MASTER CODE]**
- 3) Enter the 2-digit **[SECTION]** (see *Table* below)
- 4) Enter a new 4- or 6-digit **[ACCESS CODE]**  
*[ENTER] flashes. Return to step 3 to program another code.*
- 5) Press **[CLEAR]** to exit

Section	User Code	Change Code	Regular Arm	Can Disarm	Bypass Arm	Stay Arm	Force Arm
<b>[02]</b>	Master	✓	✓	✓	✓	✓	✓
<b>[03]</b>	01		✓	✓	✓	✓	✓
<b>[04]</b>	02		✓	✓	✓	✓	✓
<b>[05]</b>	03		✓	✓	✓	✓	✓
<b>[06]</b>	04		✓	✓			
<b>[07]</b>	05		✓	✓			
<b>[08]</b>	06		✓	✓			
<b>[09]</b>	07		✓				

## 4.0 ARMING & DISARMING

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Take full advantage of your **Spectra 1727** system by familiarizing yourself with all the arming methods.

### 4.1 EXIT DELAY

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Before arming, the system starts the *Exit Delay* to give you enough time to exit the protected area. The READY Light will flash during the *Exit Delay* and the keypad may beep.

### 4.2 DISARMING & DEACTIVATING AN ALARM

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To disarm an armed system or an alarm, enter your access code. An entry point, like the front door, will be programmed with an *Entry Delay*. When an entry point is opened, your alarm system will not generate an alarm until the *Entry Delay* elapses or you disarm the system. Any code can disarm the system except User Code 7 (*Regular Arm Only*).

How Do I Deactivate an Alarm?

Enter your [ACCESS CODE]

How Do I Disarm the System?

**For a Stay Armed system, go to Step 2.**

- 1) Enter through an entry point (i.e. front door).
- 2) Enter your **[ACCESS CODE]**

*After the Confirmation Beep, the ARM Light will turn off.*

#### **4.3 REGULAR ARMING**

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This method, commonly used for day-to-day arming, will arm all the zones in the system.

How Do I Regular Arm?

- 1) Close all zones in the system.
- 2) Enter your **[ACCESS CODE]**

When you have correctly armed the system, the *Exit Delay* (see section 4.1) will start and the ARM Light will turn on. Please note that you can *Regular Arm* by using *One-Touch Arming* (see section 4.7).

#### **4.4 STAY ARMING**

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This method allows you to remain in the protected area while partially arming the system. Certain zones are programmed as *Stay Zones*, which are bypassed when Stay Arming. For example, when you go to sleep at

night, doors and windows can be armed without arming other zones like motion detectors.

How Do I Stay Arm?

- 1) Close all zones except *Stay Zones*.
- 2) Press the **[STAY]** button
- 3) Enter your **[ACCESS CODE]**

When you have correctly Stay Armed the system, the *Exit Delay* will start (see section 4.1). The ARM Light will flash when the Exit Delay elapses. Also, you can *Stay Arm* by using *One-Touch Arming* (see section 4.7).

#### **4.5 FORCE ARMING**

*Force Arming* allows you to arm the system without waiting for all zones in the system to close. Certain zones are programmed as *Bypass Enabled Zones*, which are bypassed when Force Arming. When Force Arming, a *Bypass Enabled Zone* is considered deactivated until it closes. Once it closes, the zone is armed.

*Force Arming* is commonly used when a motion detector is protecting the area occupied by a keypad. For example, when you are in the path of a *Bypass Enabled* motion detector, use Force Arming to arm the system.

How Do I Force Arm?

- 1) Close all zones except *Bypass Enabled Zones*.
- 2) Press the **[FORCE]** button
- 3) Enter your **[ACCESS CODE]**

When you have correctly *Force Armed* the system, the *Exit Delay* will start (see section 4.1) and the ARM Light will turn on.

#### **4.6 BYPASS PROGRAMMING**

*Bypass Programming* allows you to program the system to ignore (deactivate) specified zones the next time the system is armed. For example, you can bypass certain zones when you are renovating. The *Fire Zone* and zones that are not *Bypass Enabled* by your installer cannot be bypassed.

How do I Bypass Zones?

- 1) Press the **[BYP]** button.
- 2) Key in a valid **[ACCESS CODE]**
- 3) Press the button(s) corresponding to the zones that you want to bypass. Illuminated buttons represent bypassed zones. To unbyypass a zone, press its corresponding button to extinguish it.
- 4) Press **[ENTER]**.

#### **4.6.1 Bypass Recall**

Bypass Recall allows you to bypass the same zones that were bypassed previously at the touch of a button.

How do I use Bypass Recall?

- 1) Press the **[BYP]** button.
- 2) Key in a valid **[ACCESS CODE]**
- 3) Press the **[BYP]** button.

If desired, you can modify the entries by pressing the button(s) corresponding to the zones that you want to change.

- 4) Press **[ENTER]**.

#### **4.7 ONE-TOUCH ARMING**

*One-Touch Arming* allows you to arm the system without using an access code. Your installer can program One-touch Arming to either Regular or Stay Arm your system. You can use this feature to allow specific individuals like service personnel (i.e. cleaners) to arm without giving them access to any other alarm system operations. For details on *Regular Arming*, see section 4.3. For details on *Stay Arming*, see section 4.4.

How do I use One-touch Arming?

Press and hold the **[ENTER]** button for 2 seconds.

## 5.0 ADDITIONAL FEATURES

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Keypad Chimes and Muting must be re-programmed if your system suffers a total power loss.



When you press and hold the button (as described in section 5.1 and section 5.2) and the keypad emits a Confirmation Beep, the *Chime* feature has been enabled for that zone or *Keypad Muting* has been enabled for that keypad. If the keypad emits a Rejection Beep, these features have been disabled.

### 5.1 PROGRAMMING CHIME ZONES

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This feature allows you to program which zones will be *Chime Enabled*. A Chime Enabled zone will advise you every time it is opened by causing your keypad to emit a rapid intermittent beep tone (BEEP-BEEP-BEEP-BEEP). Press and hold any button from **[1]** to **[6]** for 3 seconds to activate or deactivate *Chiming* for zones 1 to 6 (also see note above). For example, press and hold the **[1]** button to enable *Chiming* on zone 1.



## **5.2 KEYPAD MUTING**

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Press and hold the **[CLEAR]** button for 3 seconds to enable or disable keypad muting (also see note on page 14). When muted, the keypad will only emit the Confirmation Beep, the Rejection Beep, and beep when a button is pressed.

## **5.3 PANIC ALARMS**

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In case of emergency, the **Spectra 1727** system can provide a panic alarm that can immediately generate an alarm after simultaneously pressing and holding the **[1]** and **[3]** buttons for two seconds.

## **5.4 PGM BUTTON (PROGRAMMABLE OUTPUTS)**

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Your **Spectra 1727** system may include one or two programmable outputs (PGMs). When a specific event or condition occurs in the system, the PGM can be used to reset smoke detectors, activate light switches in your home or office, open/close garage doors and more. A PGM can also be programmed to activate whenever the **[PG]** button is pressed.

## 6.0 FIRE ALARMS

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Upon a fire alarm, the bell/siren will squawk every 0.5 seconds until silenced or reset by entering a valid access code.

What do I do if a Fire Zone was set off accidentally?

- 1) Enter your **[ACCESS CODE]**.
- 2) Try to correct the problem.
- 3) If the problem persists, the alarm will sound again.  
Enter the **[ACCESS CODE]** again.

### Minimizing Fire Hazards

The three most common causes of fires:

- Cooking is the leading cause of home fires in the U.S and the leading cause of fire injuries. Cooking fires often result from unattended cooking and human error rather than mechanical failure of stoves or ovens.
- Careless smoking is the leading cause of fire deaths. Smoke detectors and smolder-resistant bedding and upholstered furniture are significant fire deterrents.
- Heating is the second leading cause of residential fires. However, heating fires are a larger problem in single family homes than in apartments since the heating systems in single family homes are often not professionally maintained.

**Fire Safety Tips**

- In the event of a fire, remember time is the biggest enemy and every second counts! Escape first, then call for help. Develop a home fire escape plan and designate a meeting place outside. Make sure everyone in the family knows two ways to escape from every room. Practice feeling your way out with your eyes closed. Never stand up in a fire, always crawl under the smoke and try to keep your mouth covered. Never return to a burning building for any reason; it may cost you your life.
- Having at least one working smoke alarm dramatically increases your chances of surviving a fire. Remember to practice a home escape plan frequently with your family.

**Providing a Fire Warning System**

Household fires are especially dangerous at night. Fires produce smoke and deadly gases that can overcome occupants while they sleep. To warn against fire, smoke detectors should be installed outside each separate sleeping area in the immediate vicinity of the bedrooms and on each additional story of the family living unit, including basements.

## 7.0 TESTING & MAINTENANCE

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With the system disarmed and the READY Light on, activate motion detectors by walking in the protected area. Open and close protected doors and verify that the corresponding button illuminates. Do not use an open flame or burning materials to test your fire detection devices. Your installer can advise you of the best way to test your particular system.

Under normal use, your system requires virtually no maintenance other than regular testing. It is recommended that the standby battery be changed every three years. Speak to your installer about the necessary tests and at what frequency they should be performed.

## 8.0 SYSTEM CHECKLIST

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### ZONES

Place a ✓ to indicate the features enabled on the zones.

Zone # and Description	Bypass	Stay	24Hr/ Fire	Entry Delay
01:				
02:				
03:				
04:				
05:				
06:				

### ACCESS CODES

For details see section 3.2.

4-Digit Codes  6-Digit Codes

### ONE-TOUCH ARMING

Press and hold [ENTER] for two seconds.

- One-touch Arming is *Regular Arming*.
- One-touch Arming is *Stay Arming*.

### PANIC ALARMS

Press [1] & [3] for 2 seconds  On  Off

**PGMs**

PGM1:

\_\_\_\_\_

PGM2:

\_\_\_\_\_

**SYSTEM TIMERS**

Enter and exit your premises through the designated doors.

*Exit Delay:* \_\_\_\_\_ sec. (time to exit site)

*Entry Delay:* \_\_\_\_\_ sec. (time to disarm before alarm)  
enter through zone # \_\_\_\_\_

Alarm will activate siren or bell for \_\_\_\_\_ min.

**OTHER INFORMATION**

Installed by: \_\_\_\_\_ Date: \_\_\_\_\_

Serviced by: \_\_\_\_\_

Tel: \_\_\_\_\_

Alarm transformer location: \_\_\_\_\_

on circuit #: \_\_\_\_\_

**WARRANTY**

The Seller warrants its products to be free from defects in materials and workmanship under normal use for a period of one year. Except as specifically stated herein, all express or implied warranties whatsoever, statutory or otherwise, including without limitation, any implied warranty of merchantability and fitness for a particular purpose, are expressly excluded. Because Seller does not install or connect the products and because the products may be used in conjunction with products not manufactured by Seller, Seller cannot guarantee the performance of the security system. Seller obligation and liability under this warranty is expressly limited to repairing or replacing, at Seller's option, any product not meeting the specifications. In no event shall the Seller be liable to the buyer or any other person for any loss or damages whether direct or indirect or consequential or incidental, including without limitation, any damages for lost profits, stolen goods, or claims by any other party caused by defective goods or otherwise arising from the improper, incorrect or otherwise faulty installation or use of the merchandise sold.

**†US PATENTS:**

One or more of the following US patents may apply: US05751803, US05721542, US05287111, US05119069, and US05077549 (Canadian and International patents may also apply).

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