Your new MAGNUM ALERT-725 represents the state of the art in security technology. It is a sophisticated burglary detection and warning system with many valuable features. Your alarm specialist will tailor the system to your particular requirements; he'll go over it with you and help you fill out the ALARM PLAN in page 15. And he'll always be available should questions concerning system operation arise.

Please read through these pages carefully, becoming familiar with your new system and how to use it. Familiarize yourself with the features and operation of your MAGNUM ALERT-725 and keep this manual handy for reference. While reading it, you will undoubtedly uncover several new or unfamiliar terms. Check the GLOSSARY on pages 4 and 31 for explanation of these terms.

The MA-725 may be used in one of two ways. It can function as a complete alarm system for some or all of your house or office when complemented by an emergency power source and communicator option(s). When used as part of a larger system, it may serve as an area arming (and disarming) device to provide isolated protection of an access to any part of the system.

Typical applications of the latter may be found in factories, warehouses, shopping malls, and other large structures. Regardless of whether the MA-725 is utilized, its operation is essentially the same.

As each system is customized to the user's particular needs, not all of the features may be selected; but all MA-725 systems will have the following capabilities and components.

Zone Monitoring. Your system will be monitoring up to four separate circuits on your premises or within your protected area. For example, your alarm specialist may have specified one zone for exterior doors, another for window protection, and yet another for interior space protection, and still another for safe and valuables protection. An additional alarm (Panic zone) is available to manually signal an immediate alarm in case of an emergency. Each zone may be programmed to react in a specific manner. You must learn what each zone protects, how it responds to a violation, and what suitable action must be taken.

The Digital Keypad. This integral digital keypad allows you to perform the following functions:
- arm and disarm your system;
- check the condition status of each zone;
- check which zones were violated after arm or bypass;
- temporarily bypass protective one or more zones;
- send a panic alarm;
- cancel all entry delay;
- test the alarm;
- reset a bay zone, and
- bypass a Priority Zone with Bypass Thru lights and a Mini-Loos on the panel provide visual and audible alerts.

Alarm Circuit. The alarm circuits are activated by an alarm system. When the panel senses an abnormal condition from any source, it will respond by sounding an audible alarm and/or sending a central monitoring station (optional).
Glossary

Entry Delay:
A delay that allows you time to enter your premises after the system is armed without setting off an immediate alarm.

Exit Delay:
A delay that allows you time to exit your premises after the system is armed without setting off an immediate alarm.

Exit/Entry Follower Zone:
A zone that will ignore detection during the exit delay, and only during entry delay if the Exit/Entry Zone is not entered first. The Exit/Entry Follower Zone will go off immediately.

Failback Code:
A preprogrammed 4-digit code that may be used to arm or disarm your system should all user codes be erased (as after an extended power failure).

Group Shunt:
Removes of a preset group of zones from the system by pressing key (5) twice.

Hold-Down Function:
Secondary keypad functions. Each is activated by holding down a designated digit for 2 seconds until a beep sounds.

Mini-Shunter:
Assigns the zone that entry delay timer is in progress; if delay timer expires; or an attempt is made to arm the system with a zone in trouble.

Fan Button:
A button located on the keypad that is used to activate the fan(s) in an emergency. Both must be pressed together.

Priority Zone:
A zone where, when in trouble, will prevent arming.

Priority Zone With Shunt:
A Priority Zone that will permit arming if the alarm condition is bypassed by means of Reset key (9).

Selective Shunt:
A zone bypass that is selected using the Shunt key (9) followed by the zone number.

Shunt Button:
The key (9) on the keypad. Allows you to bypass one or more protected zones from the system.

Trouble:
An abnormal short circuit or open circuit on a zone. Trouble on a Burglar Zone will be indicated by short sound beep upon arming (except for selector or group-shunted zones). Trouble on a Key Zone will be indicated by a flashing green STATUS light and a pulsing Mini-Shunter. The Mini-Shunter is reset by holding down key (9).
CONTROLS & INDICATORS

1. Panic buttons [2] and [4]. Signal an immediate emergency when both buttons are pressed at the same time.

2. Red ARMED/MEMORY Light. Glows steadily to indicate that the system is armed. A flashing light when armed warns that the panel was in an alarm condition. It can also indicate which zones were violated (also see Hold-Down Functions).

3. Green STATUS Light. Glows steadily to indicate that all zones are operating properly and the system may be safely armed. A flashing light warns that non-24-Hour Zones are in trouble (To stop flashing, hold down Key [3]. See Hold-Down Functions).

4. Yellow SHUNT Light. Glows steadily to indicate that one or more zones have been bypassed (see Hold-Down Functions).

5. Mini-Sounder. Sounds an audible tone whenever:
   - an attempt is made to arm the panel when a zone is in trouble;
   - entrydelay is in progress, to remind the user to disarm;
   - a DI& Zone is in trouble.

6. A momentary beep when arming indicates that a zone is being auto-bypassed.

RUN/LOA Switch (behind hinged front panel not shown). Used to load the user's eight alarm codes. This switch is set to the LOA position when entering persona codes (refer to Loading Personal Codes). The switch must be returned to the RUN position after all codes have been entered to re-enable alarm operation. The system will not operate with the switch in the LOAD position.

Hold-Down Functions

In addition to its regular functions, the keypad provides a series of sub-functions. Note that these functions are accessed by holding down the designated key for about 3 seconds, until a beep sounds from the Mini-Sounder, and are then known as "Hold-Down" functions.

Key [1] - Test. This will momentarily sound the bell or siren. A weak alarm may indicate the need for battery replacement. Test this out weekly.

Key [2] - Alarm History. This will flash the red ARMED/MEMORY light to indicate all alarm conditions that have occurred. While holding down Key [3], count the number of flashes to determine the zone(s) violated. After the system is reset, the previous alarm history will remain in alarm memory until automatically reset by a new alarm condition.


Key [4] - Instant Protection. This will cancel the exit/entry delay periods when pressed before arming. This feature is utilized to sound an instant alarm on intrusion through the Exit/Entry Zone(s). It is set after arming, only the exit delay will be cancelled. When selected, the red ARMED/MEMORY light will flash slowly as a reminder that the system is armed with instant protection. Exit/Entry delay is automatically reinstituted on disarming.

Key [5] - Door Chime Off/On. If Zone 1 is selected as the regular entry door, the Mini-Sounder will beep upon entry while disarmed. To disable the Door-Chime feature, hold down Key [5] until beeps.

Key [6] - Reset. This key is used to reset the door Chime, reset a DI& Zone, or bypass a trouble on a zone designated as Priority Zone. With bypass on Priority Zone With Bypass in the Glossary.

Key [7] - Display SHUNT. This will flash the yellow SHUNT light to indicate the zone(s) violated. While holding down Key [3], count the number of flashes to determine the zone(s) violated.
**USING YOUR SECURITY SYSTEM**

**Selecting Your Personal Code**

Using the keypad, you may enter up to four different codes to arm and disarm the panel.

**NOTE:** If your MAGNUM ALERT-726 is used as an intruder alarm system, do not select a code that is already in use in the main system.

To program personal user codes, proceed as follows:

1. Flip the hinged front panel inward and remove the screws from behind the panel to the right (LOAD position).
2. The two lights in the panel will flash rapidly and the Mini-Panel will beep. On the keypad, enter a combination of up to four digits that is not used as a personal code.
   - First user code
   - Second user code
   - Third user code
   - Fourth user code

After the user code has been entered, return the RUN/LOAD switch to the left (RUN position). Remember: your system will not operate with the switch in the LOAD position.

**NOTE:** You must set a four-digit code. Use only as many as you need, and change them as often as you feel necessary (refer to Changing or Voiding a Code, page 9).

The numbers you have selected become the only codes recognized by the system. Each user should be assigned his own dissimilar code and should be cautioned against divulging that code to anyone else. Thus, should it become necessary to remove a user from the system, that one code may be voided without affecting other codes, and that user would then be prevented from entry.

**NOTE:** In high-security installations, your alarm specialist may have installed a combination code switch in addition to or instead of the RUN/LOAD switch to the keypad to prevent unauthorized access to user codes. If your system includes this feature, the DISABLE/LOAD switch must be set to LOAD when locking, changing, or voiding a code, and returned to DISABLE when finished.

**Changing or Voiding a Code**

Changing any user's code is accomplished using the ongoing procedure and simply changing his 4-digit combination. Thus, to change User 3's code:

1. Set the RUN/LOAD switch to LOAD (lights flash, Mini-Panel beeps).
   - User 3's code
3. Return the RUN/LOAD switch to RUN.

**NOTE:** User 3's code may be voided by merely not entering a 4-digit combination. Thus, to void User 3's code:

1. Set the RUN/LOAD switch to LOAD (lights flash; Mini-Panel beeps).
   - User 3's code erased.
3. Return the RUN/LOAD switch to RUN.

**Using Your Code to Arm and Disarm the System**

When you enter your personal code at the keypad, the red ARMED/MEMORY light will either come on, indicating that the panel is armed; or go off, indicating that the panel is disarmed. If you enter the wrong code, you will not be able to arm or disarm the system and the light will fail to respond. Wait at least 3 seconds before attempting to re-enter your code.

In case of an extended power outage, all personal codes may be erased. Should this occur, your system will fail to respond to your personal code. You can then arm or disarm using your fallback code, a 4-digit code that is permanently programmed into your system, until your personal codes can be re-entered (see Selecting Your Personal Code on page 8). Be sure you know your fallback code!

**NOTE:** This fallback code will only function if all personal codes have been lost.
Arming the System Before You Leave

Before you attempt to arm the system, check the STATUS light on the panel. If the light is on, you may enter your code, but be prepared to leave immediately. Upon arming, the red ARMED/MEMORY light will come on and the green STATUS light will go out. Leave immediately through the exit/entry door before the exit/entry time runs out. If you take too long to leave the premises, the Mini-Sounder will warn you that exit/entry time has expired and entry delay time has started. To avoid causing an alarm, quickly return to the panel and enter your code to disarm. You may then rearm and try to exit again.

Arming with a Zone in Trouble

If the green STATUT light is flashing, at least one one-hour Zone is in trouble (ie an abnormal open or shorted condition) and incapable of being armed. Count the number of flashes to determine zone(s) in trouble. For example, if your back door is open on Zone 1 and a window is open on Zone 3, the STATUT lamp will flash once for Zone 1 (caused by the trouble zone) and three times for Zone 3. To clear the trouble zone(s) yourself, in this example, you can close the door by merely closing the lock and the window.

If the zone cannot be fixed (green light still flashing), it may still be possible to arm the system without the protection of the zone. Check your Alarm Panel (see page 13). If the zone in trouble is not designated as a Priority Zone, you will be able to arm the system anyway. A momentary beep from the Mini-Sounder will alert you that the system was armed with a zone automatically bypassed (so-shunted) and an alarm will occur. Be sure to have all zones into trouble resolved as soon as possible!

If you cannot clear the zone yourself, call your alarm specialist. You cannot arm your system if a Priority Zone is in trouble. The Mini-Sounder will come on, but the ARMED/MEMORY light will not. To silence the sounder, re-enter your code to disarm.

Check your Alarm Panel on page 16. If the Priority Zone in trouble is also programmed for Selective Shunt (or Group Shunt), press [5] then the zone number to shunt that zone (or press [5] twice to shunt all group-shunt zones), then rearm.

If trouble is encountered on a Priority Zone With Bypass, enter your code to silence the Mini-Sounder and hold down Reset Key [9] until it beeps (this will bypass the trouble condition); then enter your code to arm.

Disarming When You Return

When you enter through the exit/entry door, the Mini-Sounder will come on during the entry period to remind you to disarm. Check the red ARMED/MEMORY light; if it is flashing, an alarm occurred while you were out. PROCEED WITH CAUTION! Use your code to disarm the system immediately during the entry period both to prevent an alarm and to silence the Mini-Sounder.

NOTE:

1. If you enter the wrong code, you must wait at least 2 seconds before trying again. If there is an extended power failure and your system does not respond to your correct code, enter your programmed fallback code to disarm. See page 9.

2. If your MAGNUM ALERT-725 was armed as an area arm module that's part of a larger system, and an alarm occurred on your premises, silence the alarm by disarming at your keypad.

3. Identify which zone(s) were violated, hold down Alarm History Key [2] until a new sound, but do not release it. The red ARMED/MEMORY light will flash to indicate the last alarm condition. Count the number of flashes to determine which zone(s) require attention.
PROTECTING YOURSELF
WHILE YOU ARE ON PREMISES

Arming with Selective Zone Shunting

Your alarm specialist may have selected one or more zones with the capability of being selectively shunted (bypassed from the system). Since a shunted zone cannot cause an alarm, you may wish to use the feature to turn off the interior areas when arming, while keeping your perimeter zones (windows, doors, etc.) active.

Check your Alarm Man and note which zones may be selectively shunted. To utilize the selective-shunt feature, first check the green STATUS light to make sure that all zones are operating properly. Then press the Shunt Button [5] followed by the number(s) of the zone(s) to be bypassed. Thus, to bypass Zones 2 and 1, for example, press [5] then [3] = Zone 2 shunted

The yellow SHUNT light will come on whenever one or more zones are shunted. Enter your user code to arm the remaining zones. The green STATUS light will go off and the red ARMED/MEMORY light will come on.

NOTE: When the panel is subsequently disarmed, all shunted zones will automatically revert back to active zones.

Arming with Group Zone Shunting

Your alarm specialist may have also opted for one or more interior zones to be “group shunted,” that is, bypassed simultaneously in the same time. This group of zones is bypassed by simply pressing Key [5] twice prior to arming. The yellow SHUNT light will come on. Enter your user code to arm the remaining zones.

The green STATUS light will go off and the red ARMED/MEMORY light will come on. When the panel is subsequently disarmed, all shunted zones will automatically revert back to active zones.

NOTE: The yellow SHUNT light will not come on if the zone is auto-shunted.

Arming with Instant Protection

Pressing Key [4] will cancel both the exit and entry delays on the exit/entry zone upon arming. Take this feature when at home (as when retiring for the evening, for example) to sound the instant alarm on intrusion through the exit/entry door. To arm with instant protection, hold down Instant Alarm Key [4] until it beeps, then enter your code to arm the panel. (If Key [4] is pressed after the panel is armed, only exit delay will be cancelled.) The red ARMED/MEMORY light will flash rapidly to remind you that you have armed with instant alarm. Should someone open the exit/entry door, the alarm will sound immediately.

NOTE: When disarming the panel exit/entry delays will automatically be reinstated.

Panic Zone

The Panic zone is always active, whether your system is armed or not. To activate the Panic Zone, simultaneously press the two keys [1] and [4] on the keypad. The Panic Zone may be programmed to activate an audible alarm, to send a silent alarm to a central station (optional, c both).

NOTE: The [1] and [4] buttons must be pressed at the same time to activate the Panic Zone. If the Panic Zone is activated, no zone violation will be indicated at the keypad, but an alarm condition will be recorded by the Alarm History (see Hold-Down Function, Key [2]).
Your Alarm Specialist may have programmed your security system to be monitored by a Central Station. The digital communicator can transmit emergency signals to the Central Station 24 hours a day.

**Diagram:***
- **EMERGENCY SERVICES (Police, Medical etc.)**
- **MAGNUM ALERT-72S with optional DIGITAL COMMUNICATOR**
- **EXISTING TELEPHONE LINES**
- **FIRST RELIABLE RESPONSE**
- **MONITORS YOUR SYSTEM 24 HOURS A DAY**

**Alarm Plan Table:**

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<th>AREA PROTECTED</th>
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**Alarm Specialist**

**Telephone No.**

**Exit Time:** _______ SECONDS

**Entr’ Time:** _______ SECONDS