

MOOSE MPI 25 CONTROL PANEL

The heart of your security system is your control panel. The indicator lights on the front of the control panel will give you all the information necessary to operate your security system. These indicator lights are labeled: AC and STATUS.

The **AC INDICATOR LIGHT SHOULD BE ON AT ALL TIMES** to verify that **THE SYSTEM IS RECEIVING POWER**.

If off, check transformer and circuit breaker. If light cannot be restored, call for service.

The STATUS indicator light constantly monitors status of the system in one of four modes:

- 1) **OFF**- Fault condition. Look for door, window, or other burglar detection device that **HAS NOT BEEN SECURED**. If all detection devices are secure and STATUS indicator light is not flashing, call for service.
- 2) **FLASHING SLOWLY**- This indicates **EVERYTHING IS SECURED**. The system is ready to be armed.
- 3) **FLASHING RAPIDLY**- System is **ARMED**.
- 4) **ON STEADY**- System **HAS BEEN VIOLATED**. An alarm has occurred and an intruder may still be on the premises.

Note position of **INSTANT/DELAY** slide switch on front panel. This switch should be in the **DELAY POSITION FOR NORMAL OPERATION** of your system. If switch is in the **INSTANT POSITION**, the system will have **NO EXIT OR ENTRANCE DELAY TIME**.

TOGGLE SWITCHES

Toggle switches allow you to include or eliminate specific devices in your system. When the toggle is in the **UPWARD POSITION**, this **INDICATES** that **THE DEVICE** wired to this toggle is **INCLUDED IN YOUR SYSTEM** and will operate **WHEN YOU ARM THE SYSTEM**.

When the toggle is in the **DOWNWARD POSITION**, this **WILL ELIMINATE THE DEVICE FROM THE SYSTEM**.

TO ARM YOUR BURGLAR ALARM SYSTEM “DTI KEYPAD”

If you have a remote keypad to arm and disarm your system, the indicator lights on the front of your keypad will give you all the information necessary to operate your system.

GREEN LIGHT- This light **INDICATES TO YOU THAT AC POWER IS SUPPLIED TO YOUR SYSTEM.** It should be on at all times. If off, check the transformer and circuit breaker. If light cannot be restored, call for service.

RED LIGHT- This light constantly **MONITORS THE STATUS** of the system in one of four modes:

- 1) **OFF-** Fault condition. Look for door, window, or other burglar detection device that **HAS NOT BEEN SECURED.** If all detection devices are secure and **STATUS** indicator light is not flashing, call for service.
- 2) **FLASHING SLOWLY-** This indicates **EVERYTHING IS SECURED.** The system is ready to be armed.
- 3) **FLASHING RAPIDLY-** System is **ARMED.**
- 4) **ON STEADY-** System **HAS BEEN VIOLATED.** An alarm has occurred and an intruder may still be on the premises.

TWENTY-FOUR HOUR PANIC ALARM

Your keypad is equipped with a tamper switch. **YOU SHOULD NOT ATTEMPT TO REMOVE THIS KEYPAD FROM THE WALL AT ANY TIME. EVEN IF THE SYSTEM IS IN THE DIS-ARMED MODE, THE TAMPER CIRCUIT IS STILL OPERATIVE.** Call for service if you need to have the keypad removed for any reason (i.e. painting or papering a wall behind the keypad.)

TO ARM YOUR BURGLAR ALARM SYSTEM "KEY STATION"

If you have a remote key station to arm and disarm your system, the indicator light on the front of your key station will give you all the information necessary to operate your system.

When the **RED LIGHT** is **OFF**, one or more detection devices are **NOT SECURED**. If all the detection devices are secured and you still do not have a **RED LIGHT**, call for service. When **EVERYTHING IS SECURED**, the **RED LIGHT** will be **BLINKING SLOWLY**. This tells you your system is **READY TO BE ARMED**.

ARMING THE SYSTEM:

- TURN THE KEY** clockwise as far as it will turn **TEHN RELEASE** (approx. ¼ turn).
- REMOVE THE KEY AND EXIT** immediately.
- ARM STATUS** light will **BLINK RAPIDLY** **IF THE SYSTEM IS ARMED** properly.

TAMPER CIRCUIT

Your **KEY STATION** is equipped with a tamper switch. **YOU SHOULD NOT ATTEMPT TO REMOVE THIS KEY STATION FROM THE WALL AT ANY TIME. EVEN IF THE SYSTEM IS IN THE DIS-ARMED MODE, THE TAMPER CIRCUIT IS STILL OPERATIVE.** Call for service if your need to have the key station removed for any reason (i.e. painting or papering a wall behind the key station.)