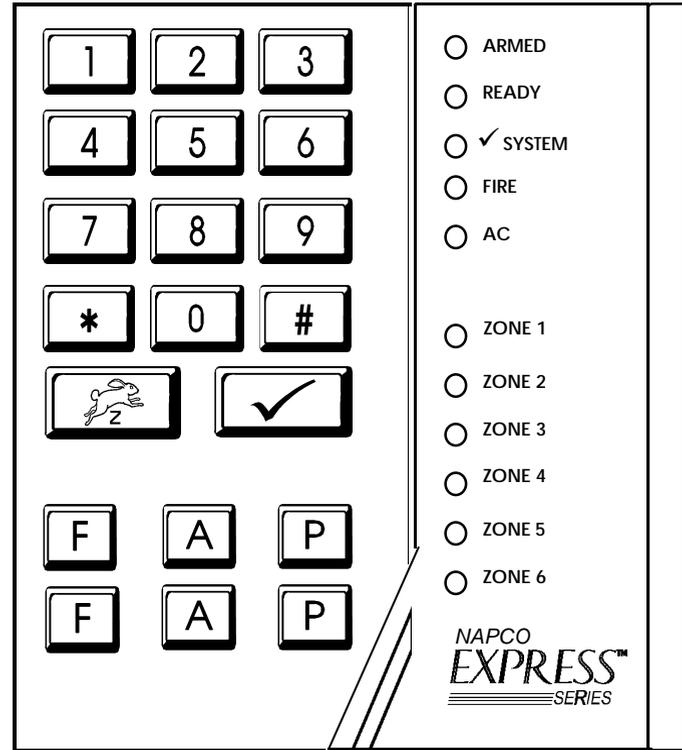


Using Your XP-600 Security System



Introduction

Congratulations on your purchase of an advanced NAPCO EXPRESS XP-600 Security System. Meticulously developed by a leading manufacturer of state-of-the-art security products, this system will provide you with unprecedented peace-of-mind & incorporates some of the most sophisticated features available today. Above all, it has been designed an extra step, to provide all those operating it with very easy, intuitive use. Please carefully review the information contained in this manual, so that you and all potential users of the system familiarize yourselves with its operation, and can therefore take full advantage of EXPRESS' many convenience features and amenities.

Your system consists of a control panel (a computer housed within a white metal panel enclosure), one or more EXPRESS Decorator Keypads for controlling the system, and various security detection devices. These detection devices are divided among separate areas known as “zones”, set up throughout your premises. Each zone number corresponds to a Zone light on your Keypad's gray display area.

When a zone's red light is ON (or lit), it indicates that one or more detection device(s) assigned to that area are active or open. For example, if Zone 1 is the front door, and it is open, the Zone 1 light will be on. If zone 2 is a motion detector, and there is movement in that area, Zone light 2 will turn ON. Depending upon the actual layout your security professional has chosen to properly protect your premises, each zone may function a little differently: The zone protecting your front door may be programmed as an Exit/Entry zone to allow you time to enter the premises disarm the system, without inadvertently sounding the alarm. Alternatively, a zone protecting a window could be designated as an “instant” zone, so that if it is entered or opened while the system is on/armed, there will be an immediate alarm.

Your easy NAPCO EXPRESS Keypad puts super-simple system control at your fingertips. Most keypad commands involve entering your four digit User Code. This includes Arming (or activating) and Disarming (or deactivating) the system. Simply put, ARMED means the system is ON; DISARMED means the system is OFF. If the system is OFF and you want to turn it ON, just enter your Code. To turn the system back OFF, enter your code again. ***It's easy, just always remember, in the event of an alarm, entering your User Code will silence all Sirens.*** Your keypad is your command and status center, it keeps you informed visibly, using its zone and status lights (in the gray display area) and audibly, using its built-in keypad sounder. For more information, please see Keypad Controls and Indicators on page 4.

Table of Contents

Keypad Controls and Indicators 4
Arming your System (When Leaving) 5
Protecting Yourself While Home 6
Emergency Keys 7
Disarming the System 8
Silencing an Alarm..... 8
Resetting a Fire Alarm..... 8
Fire Protection 9
Special Functions 11
System Troubles 12

System Information

Central Station Phone Number: _____
Central Station Account Number: _____
For Service Call: _____
Entry Delay: _____
Exit Delay: _____
Alarm Time-out: _____

Important - Test Your System Weekly !

1 Bell / Battery Test

Test your bell or siren by pressing A followed by 1 .This will cause the bell, or siren to sound for 2 seconds and also initiate a test of the battery .

2 Central Station Communication Test

(This test should only be performed on weekends or at a time designated by your alarm company)

1. Notify Central Station of the impending test.

- 2. Secure all zones to light Ready Light on your keypad.
- 3. Enter your user code to Arm the system.
- 4. Violate your alarm by opening a window / door etc.
- 5. The siren or bell should sound and the system will send the alarm signals to the Central Station
- 6. Enter you user code to silence the bell or sounder.
- 7. Call Central Station to insure that the alarm signals were received properly.

Keypad Controls and Indicators

* Key Used to enable special functions and options. Press * and then the corresponding Special Function number Option (See Special Functions, Page 11)

Numerical Keys 1-9, 0. Used to enter User Codes, Zone numbers, etc.

Armed Light will light when system is Armed, and will flash when system is in Alarm

Ready Light will light when all zones are secure and system is ready to be Armed.

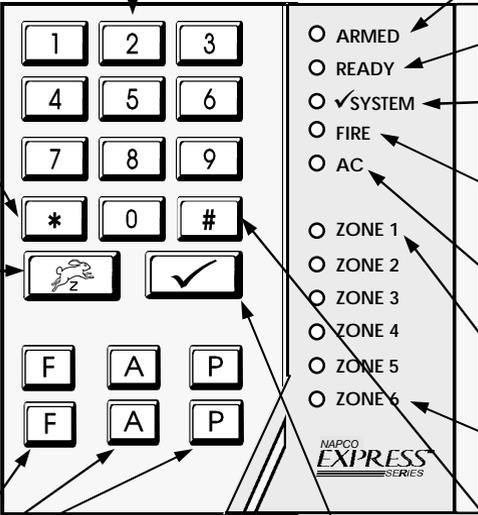
✓ **System Light** will light and the Keypad sounder will pulse to indicate that a system trouble is present. (See System Troubles, Page 12)

Bypass Key Used to bypass zones. Press Bypass and the corresponding zone number, and then Arm system.

Fire Alarm Light will flash and the Keypad sounder will beep when system is in a Fire Alarm Condition (See Silencing a fire Alarm, Page 8)

AC Light will light to indicate that AC Power is present.

Emergency Keys Press simultaneously to signal an emergency condition. Press F + F for Fire, A + A for Auxiliary or P + P for Police Emergency. (Programmable)



✓ Key Press to display any present System troubles. Only available when ✓ **System Light** is lit. (See System troubles, Page 12)

Zone Lights (1 through 6) will light to indicate that the corresponding Zone is open, and will flash to indicate a zone in alarm.

Key - used to reset Fire Zone, clear mis-entered codes, reset Alarm Memory, etc..

Arming Your System When Leaving

- 1 Before arming your system, make sure the Green **Ready** light is ON. This indicates that all of your protective zones are secure. If any zones are open, the corresponding Zone light will be ON. Secure these zones before proceeding. If any zones cannot be secured, see Bypassing Zones below.
- 2 Enter your user code. The Green **Ready** light will go out, the Red **Armed** light will light.
 - If you make a mistake entering your code, press **B** and re-enter the code.
 - If the **FIRE** light is on, the Fire zone has not been properly reset. Press **B** and enter the code. (See Silencing a Fire Alarm, page 8)
- 3 Leave the premises through the Exit/Entry door. If the keypad gives a steady tone you have taken too long. Enter your code again to disarm system and then re-enter code and leave.

- ARMED
- READY
- SYSTEM
- FIRE
- AC

- ZONE 1
- ZONE 2
- ZONE 3
- ZONE 4
- ZONE 5
- ZONE 6

Easy Arm

The Easy Arm feature allows the system to be armed by simply pressing **A** followed by **0**. This will allow the easy arming of the system by someone who is not a regular system user.

Bypassing Zones

If an open zone cannot be immediately fixed it can be left unprotected, or *Bypassed*, while the rest of the system is Armed. To Bypass a zone:

- 1 Press **C** followed by the zone number to be Bypassed. The Bypassed Zone's light will flash slowly.
- 2 Enter your user code. The Green **Ready** light will go out and the Red **Armed** light will light.
- 3 Leave the premises through the Exit/Entry door.

When the system is subsequently disarmed, all bypassed zones will be reset, ready to be armed again. If it is necessary to bypass any inoperative zone(s), it is important to have the zone(s) repaired as soon as possible. A bypassed zone does not provide any protection, compromising system security.

Arming Your System

Protecting Yourself While at Home

- 1 Before arming your system, make sure the Green **Ready** light is ON. This indicates that all of your protective zones are secure. If any zones are open, the corresponding Zone light will be ON. Secure those zones before proceeding.
 - 2 Enter your user code. The Green **Ready** light will go out, and the Red **Armed** light will light.
 - 3 Before your exit delay expires, press **C** to bypass any interior zones, deactivating devices such as motion sensors, and allowing free movement throughout the premises. The Zone light of any bypassed zones will flash slowly.
- Your system may have been programmed for Automatic Interior Bypass, in which case it will recognize that you have not left the premises and will automatically bypass any interior zones.

- ARMED
- READY
- ✓ SYSTEM
- FIRE
- AC

- ZONE 1
- ZONE 2
- ZONE 3
- ZONE 4
- ZONE 5
- ZONE 6

Instant Mode

Pressing **A** followed by **4** will cancel the Entry delay, activating the “Instant” mode. This is typically done in the evening when all family members are home for the night. Instant Mode can be activated at any time after the system has been armed. The Red **Armed** light will flash rapidly while in the Instant Mode.

Easy Exit (optional)

Your System may have been programmed to allow Easy Exit, which allows a user to exit the premises with the system armed. By pressing **B** followed by **0**, the protection is removed from the Exit/Entry zone for 3 minutes. This will allow, for example, an early morning commuter to exit the house in the morning, without having to disarm and rearm the system, waking the family.

Arming With a System Trouble Present (the ✓ System Light is Lit)

If the XP600 has a system trouble present, the ✓ **SYSTEM** light will be lit and the keypad sounder pulsing. If you cannot immediately clear the system trouble, the system can still be armed. Simply press **C** to view the trouble, press **C** again to reset the trouble and then arm the system.

Emergency Conditions

E Fire
e Emergency
Enabled?
Yes No

F Auxiliary
F Emergency
Enabled?
Yes No

G Police
G Emergency
Enabled?
Yes No

Ambush
Alarm
Enabled?
Yes No

Emergency Buttons

E F G

The three sets of emergency buttons, if programmed, are always active whether the system is armed or disarmed. Discuss these Buttons with your installer. The emergency signal will only be activated when the two respective buttons are pressed at the same time.

Fire Alarm: Simultaneously press E +E to sound a fire alarm, and to alert the central station of a fire emergency, if so programmed.

Auxiliary Alarm: Simultaneously press F +F to alert the central station of an auxiliary emergency, if so programmed.
(The nature of this emergency alarm is to be determined by the installer)

Police Emergency: Simultaneously press G +G to sound a police emergency alarm, and to alert the central station of a fire emergency, if so programmed.

Ambush Alarm

In the event that you are forced by an intruder to disarm your system, the ambush alarm can be activated. Disarming the system with the Ambush Code will cause the system to disarm and simultaneously send a silent ambush alarm signal to Central Station. If your system has the Ambush feature enabled, the code assigned as the User 6 code will function as your Ambush Code.

Disarming Your System / Silencing an Alarm

Disarming Your System when Returning

- 1 Enter your premises through the Entry/Exit door. The keypad will sound a steady tone to remind you to disarm the system before your Entry Delay time expires.
- 2 Enter your user code. The Red **Armed** light will go out, indicating that the system has been disarmed. Note: If you make a mistake entering your code, press the **B** key and re-enter the code.

Alarm Indication

If the Red Armed light is flashing rapidly, an alarm occurred while you were away. **Proceed with caution!** For your own protection, leave immediately and call authorities from a neighbor's phone .

Silencing an Alarm

In the event that the system goes into alarm due to a violated burglary zone, the bell or siren will sound and the keypad sounder will also activate. To silence the system, enter your User code. The zone light of the zone which went into alarm will continue to flash until **B** is pressed to reset the alarm memory.

Silencing a Fire Alarm

In the event that the Fire alarm activates due to an violated smoke or fire detector, the bell or siren will sound a distinct pulsating tone. The Red **FIRE** light on the keypad will be flashing, and the keypad sounder will emit a pulsing tone. If a Fire Alarm does occur:

- 1 If a fire is in progress, evacuate the premises immediately! Call the Fire Department from an outside phone.
- 2 If there is no evidence of a fire, enter your User Code. The bell or siren will silence, and the FIRE light on the keypad will stop flashing but will still be lit.
- 3 Determine which device went into alarm. If you are protected by smoke detectors, the light on the active detector will be lit. Once it is determined which smoke detector is in alarm, press **B** to reset the fire zone.
- 4 If the Fire zone has reset properly, the FIRE light on the keypad should go out in approx. 30 seconds

- ARMED
- READY
- ✓ SYSTEM
- FIRE
- AC

- ZONE 1
- ZONE 2
- ZONE 3
- ZONE 4
- ZONE 5
- ZONE 6

Preparing a Fire Escape Plan

Even with the most advanced fire alarm system, adequate protection requires an escape plan.

To prepare your plan, draw floor plans of your building. (space is provided on the next page) Show two exits - a front or back door and a window from each room. (Make sure each window works. You may need a special fire-escape ladder if the window is high up.) Write down your outside meeting place.

Family Rehearsal

Rehearse each of the following activities:

- 1 Everyone in his room with the doors closed.
- 2 One person sounds the alarm.
- 3 Each person tests his door.
- 4 Pretend that the door is hot and use the alternate escape exit.
- 5 Everyone meets outdoors at the assigned spot.

Important! - Read Carefully

Discuss each of these escape procedures with all those who use the building.

- 1 In a residence, sleep with the bedroom door closed.
- 2 When the fire alarm signals, escape quickly. Do not stop to pack.
- 3 Test the door. If it is hot, use your alternate route through the window. If the door is cool, brace your shoulder against it and open it cautiously. Be ready to slam the door if smoke or heat rushes in. Crawl through the smoke, holding your breath. Close the doors again on leaving to help prevent the fire from spreading.
- 4 Go to your specific outdoor meeting place so you can see that everyone is safe.
- 5 Call the Fire Department from a neighbor's telephone.

Would You Like More Safety Information?

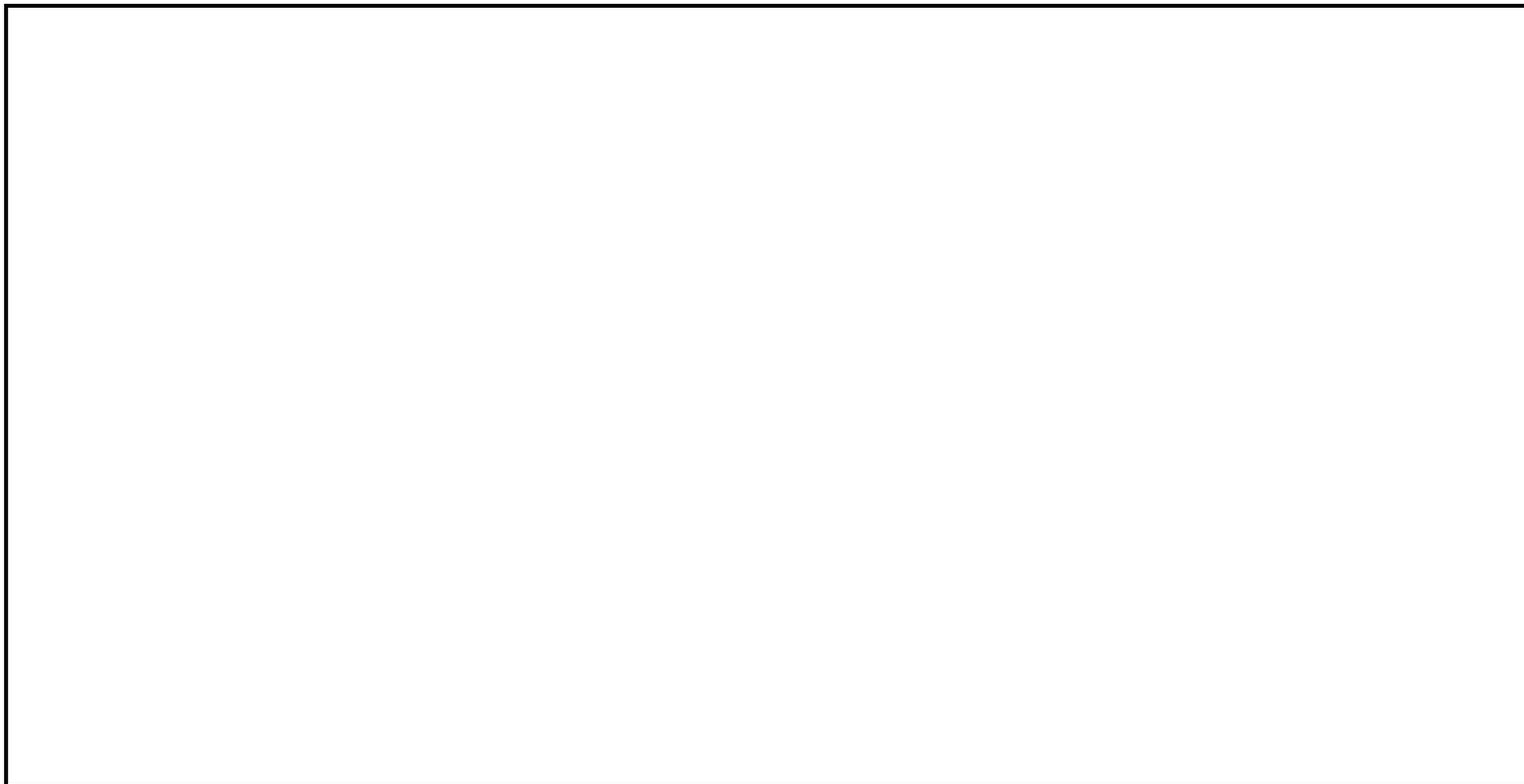
For more information on home fire detection, burn safety, and home fire safety, write to:

National Fire Protection Association,
Public Affairs Dept. 05A,
Batterymarch Plaza,
Quincy, MA 02269

Fire Protection

Floorplan

Draw a plan of your premises below.

A large, empty rectangular box with a black border, intended for drawing a floorplan of the premises.

By pressing A followed by the appropriate key, (do not press simultaneously) these special functions and features can be enabled:

A 0 **Easy Arm** (when system is disarmed)

The Easy Arm feature allows the system to be armed by pressing A followed by 0. This will allow the easy arming of the system by someone who is not a regular system user.

A 0 **Easy Exit** (when system is armed)

This function (if programmed) allows an occupant to leave the premises without disarming the system. Pressing A followed by 0 while the system is armed will start a 3 minute period, during which you can leave through the Exit/ Entry door.

A 1 **Bell / Battery Test**

Pressing A followed by 1 will cause the bell, or siren to sound for 2 seconds. This will also initiate a test of your battery to make sure it is adequately charged. The XP-600 also performs an automatic battery test very 24 hours

A 3 **Access Output**

If programmed, pressing A followed by 3 will activate the Access Output which may be configured to open a door strike, turn on lighting, or activate some other special

feature your installer has provided.

A 4 **Instant Mode**

Pressing A followed by 4 will cancel the Entry delay and put the system into the “Instant” mode. This is typically done in the evening when all family members are home for the night. When the system is disarmed, the Instant mode will be canceled.

A 5 **Chime Mode On / Off**

Pressing A followed by 5 will activate / deactivate the door chime. Activating this feature will cause any door to beep the keypad sounder when it is opened.

A 8 **Program Mode**

Pressing A followed by 8 will enable the “Program Mode”, which will allow you to program and erase user codes. (see Programming user codes, page 14)

A 9 **Keypad Sounder On / Off**

Pressing A followed by 9 will deactivate / activate the keypad sounder, depending on its present state. By activating sleep mode on a keypad installed in a bedroom, for example, you effectively turn off that keypad’s sounder. However, any other keypads on the system will still



System Troubles

The XP600 is constantly monitoring its own components, as well as all critical services, such as AC Power and the Telephone line, to insure that it is always ready to provide the protection for which it was designed. When a system trouble does occur, it will caution you by lighting the yellow **✓SYSTEM** light and beeping the keypad buzzer. If you cannot immediately clear the system trouble, the system can still be used. Simply press **D** to view the trouble as described below, and then arm the system.

In order to determine the nature of the trouble, press **D**, count the number of keypad beeps and observe the number of the illuminated zone light. Refer to the following table to determine the cause of the trouble. If there is more than one trouble to be viewed, pressing **D** will scroll to the next, and then exit the

✓SYSTEM mode if there are no additional troubles to view.

- ARMED
- READY
- ✓SYSTEM**
- FIRE
- AC

- ZONE 1
- ZONE 2
- ZONE 3
- ZONE 4
- ZONE 5
- ZONE 6

Keypad Beeps or ✓SYSTEM Flashes	Zone light ON	System Trouble Condition	Action
1 <i>Beep</i>	1	AC Power Failure	This trouble will occur if AC power is not present. Make sure system transformer is plugged into AC receptacle and check circuit breaker, otherwise call installing company for service.
1 <i>Beep</i>	2	Low Battery	If there has been a recent power failure, the battery may be partially depleted and must be recharged by the control panel. If the trouble does not go away in 24 hours, call installing company for service.
1 <i>Beep</i>	3	Communication Failure	The system was not able to report to central station. If this is due to a temporary interruption in the telephone service, the trouble can be cleared when the service is restored by pressing D . Otherwise, call installing company for service.
1 <i>Beep</i>	4	Telephone Line Cut	The telephone line has failed. If telephone service has been temporarily interrupted, the trouble will clear it is when restored. Otherwise, call installing company for service.
2 <i>Beeps</i>	1	Bell/Siren Trouble	There is a problem with the Bell or Siren. Call installing company for service.

✓ **System Troubles**

- ARMED
- READY
- ✓ SYSTEM
- FIRE
- AC

- ZONE 1
- ZONE 2
- ZONE 3
- ZONE 4
- ZONE 5
- ZONE 6

Keypad Beeps or ✓ SYSTEM Flashes	Zone light ON	System Trouble Condition	Action
2 Beeps	2	Fire Trouble	A problem has been detected in the Fire Circuit. Call installing company for service.
2 Beeps	3	Wireless Receiver Trouble	A problem has been detected with the wireless receiver. Call installing company for service.
2 Beeps	4	Wireless Receiver Jam	A problem has been detected with a wireless receiver. Call installing company for service.
3 Beeps	1-6	Wireless Transmitter Low Battery	The battery in a wireless transmitter is low and should be replaced. This transmitter is on the zone corresponding to the number of the lit zone light. The replacement battery for the GEM-Trans2 door/window transmitter, GEM-PIR motion detector and GEM-GB glass break detector is the Duracell DL123A. (2 required for the GEM-PIR and GEM-GB.) The GEM-DT Dual Technology Sensor requires C-Cell Duracell MN1400 batteries(4). <i>Warning: Replace batteries only with the same type as specified above. Use of another battery may present a risk of fire or explosion. Do not recharge or disassemble battery, or dispose of in fire.</i>
4 Beeps	1-6	Wireless Transmitter Supervisory Failure	A problem has been detected with a wireless transmitter. Call installing company for service
5 Beeps	1-4	Wireless Smoke Detector Low Battery	The battery in a wireless smoke detector is low and should be replaced. This wireless smoke detector should be marked with a number corresponding to the number of the lit zone light. The replacement batteries required are Duracell 9 Volt Alkaline (2). <i>Warning: Replace batteries only with the same type as specified above. Use of another battery may present a risk of fire or explosion. Do not recharge or disassemble battery, or dispose of in fire.</i>
6 Beeps	1-4	Wireless Smoke Detector Supervi- sory Failure	A problem has been detected with a wireless smoke detector. Call installing company for service.
7 Beeps	1-6	Zone Trouble	Call installing company for service.

Programming User Codes

Your Installer has assigned a User 1 Code which may be used to not only Arm and Disarm the system, but also to enter the User Program Mode, where you can program other user codes. The following explains how you will use this code to program or erase additional user codes.

Entering the User Program Mode

Press **A** followed by **8** and then enter the User 1 code. The Armed, Status and ✓ System Lights will flash, and the keypad will beep 4 times. You are now in the User Program mode. Zone lights 1 through 6 will light to indicate any User Codes presently programmed.

- ARMED
- READY
- ✓ SYSTEM
- FIRE
- AC

- ZONE 1
- ZONE 2
- ZONE 3
- ZONE 4
- ZONE 5
- ZONE 6

Programming / Reprogramming User Codes

1 Press the User number to be programmed. (For example, press **2** to program the User 2 code.).

The keypad will beep 2 times and the corresponding Zone light will flash to indicate the user number you are about to program.

2 Press in the 4 digits of the new User 2 code, the keypad will beep 4 times.

3 If there are more user codes to be programmed, return to step 1 above, otherwise, go to Exiting the User Program Mode below.

Erasing a User Code

1 Press the User number to be erased. The keypad will beep 2 times and the corresponding Zone light will flash to indicate the user number you are about to erase.

2 Press **D**. The zone light will go out to indicate that the user code has been erased.

3 If there are more user codes to be erased, return to step 1 above, otherwise, go to Exiting the user Program Mode below.

Exiting the User Program Mode

When you are done programming or erasing User codes, press **b** to Exit the User Program Mode.

Ambush Code - In the event that you are forced by an intruder to disarm your system, this special code can be used to disarm the system, and simultaneously send a silent alarm to Central Station. If your system has the Ambush feature enabled, the code assigned as the User 6 code will function as your Ambush Code

Arming / Disarming - Turning the system on or off by entering your user code at the keypad.

Auto Interior Bypass - A feature which allows the system to recognize when you have not left the premises and automatically bypass any interior zones, deactivating devices such as motion sensors, allowing free movement throughout the premises.

Battery - A backup source of power to provide protection for a limited time in the event of a power failure.

Bypass - the manual or automatic removal of one or more protection zones from the system. Press **C**

and then the zone number to bypass a zone.

Central Station - Monitors alarm, emergency and trouble reports from the alarm system and notifies proper authorities.

Chime - a keypad beep which indicates that a door has been opened while the system is disarmed.

Easy Exit - Allows an occupant to leave the premises without disarming the system. Pressing **A** and then **O** while the system is armed will permit exit by removing the protection on the Exit/Entry door for 3 minutes,

Exit/Entry Delay - The amount of time you are allowed to enter and leave the premises when the system is armed.

Exit/Entry Zone - A zone which will allow you to enter and leave the premises when the system is armed.

Instant Protection - Arming without Entry Delay while remaining on the

premises. (Press **A 4** while armed)

Keypad Sounder - A local warning device at the keypad to alert that Entry delay has started,

System Trouble - A problem has been detected in the system which may prevent it from working properly. ✓SYSTEM light will be lit.

User Code - A four digit code which is used to arm and disarm the system from the keypad.

User 1 Code - A four digit code which can be used to program, re-program and erase user codes, as well as arm and disarm the system from the keypad.

Zone - An area which is protected by a security device. Your front door may be designated as Zone 1, while the living room motion detector may be Zone 2. Refer to the Zone Label on your keypad for the Zone Identification of your system.

NAPCO LIMITED WARRANTY

NAPCO SECURITY SYSTEMS, INC. (NAPCO) warrants its products to be free from manufacturing defects in materials and workmanship for thirty-six months following the date of manufacture. NAPCO will, within said period, at its option, repair or replace any product failing to operate correctly without charge to the original purchaser or user.

This warranty shall not apply to any equipment, or any part thereof, which has been repaired by others, improperly installed, improperly used, abused, altered, damaged, subjected to acts of God, or on which any serial numbers have been altered, defaced or removed. Seller will not be responsible for any dismantling or reinstallation charges.

THERE ARE NO WARRANTIES, EXPRESS OR IMPLIED, WHICH EXTEND BEYOND THE DESCRIPTION ON THE FACE HEREOF. THERE IS NO EXPRESS OR IMPLIED WARRANTY OF MERCHANTABILITY OR A WARRANTY OF FITNESS FOR A PARTICULAR PURPOSE. ADDITIONALLY, THIS WARRANTY IS IN LIEU OF ALL OTHER OBLIGATIONS OR LIABILITIES ON THE PART OF NAPCO.

Any action for breach of warranty, including but not limited to any implied warranty of merchantability, must be brought within the six months following the end of the warranty period.

IN NO CASE SHALL NAPCO BE LIABLE TO ANYONE FOR ANY CONSEQUENTIAL OR INCIDENTAL DAMAGES FOR BREACH OF THIS OR ANY OTHER WARRANTY, EXPRESS OR IMPLIED, EVEN IF THE LOSS OR DAMAGE IS CAUSED BY THE SELLER'S OWN NEGLIGENCE OR FAULT.

In case of defect, contact the security professional who installed and maintains your security system. In order to exercise the warranty, the product must be returned by the security professional, shipping costs prepaid and insured to NAPCO. After repair or replacement, NAPCO assumes the cost of returning products under warranty. NAPCO shall have no obligation under this warranty, or otherwise, if the product has been repaired by others, improperly installed, improperly used, abused, altered, damaged, subjected to accident, nuisance, flood, fire or acts of God, or on which any serial numbers have been altered, defaced or removed. NAPCO will not be responsible for any dismantling, reassembly or reinstallation charges.

This warranty contains the entire warranty. It is the sole warranty and any prior agreements or representations, whether oral or written, are either merged herein or are expressly cancelled. NAPCO neither assumes,

nor authorizes any other person purporting to act on its behalf to modify, to change, or to assume for it, any other warranty or liability concerning its products.

In no event shall NAPCO be liable for an amount in excess of NAPCO's original selling price of the product, for any loss or damage, whether direct, indirect, incidental, consequential, or otherwise arising out of any failure of the product. Seller's warranty, as hereinabove set forth, shall not be enlarged, diminished or affected by and no obligation or liability shall arise or grow out of Seller's rendering of technical advice or service in connection with Buyer's order of the goods furnished hereunder.

NAPCO RECOMMENDS THAT THE ENTIRE SYSTEM BE COMPLETELY TESTED WEEKLY.

Warning: Despite frequent testing, and due to, but not limited to, any or all of the following: criminal tampering, electrical or communications disruption, it is possible for the system to fail to perform as expected. NAPCO does not represent that the product/system may not be compromised or circumvented; or that the product or system will prevent any personal injury or property loss by burglary, robbery, fire or otherwise; nor that the product or system will in all cases provide adequate warning or protection. A properly installed and maintained alarm may only reduce risk of burglary, robbery, fire or otherwise but it is not insurance or a guarantee that these events will not occur. CONSEQUENTLY, SELLER SHALL HAVE NO LIABILITY FOR ANY PERSONAL INJURY, PROPERTY DAMAGE, OR OTHER LOSS BASED ON A CLAIM THE PRODUCT FAILED TO GIVE WARNING. Therefore, the installer should in turn advise the consumer to take any and all precautions for his or her safety including, but not limited to, fleeing the premises and calling police or fire department, in order to mitigate the possibilities of harm and/or damage.

NAPCO is not an insurer of either the property or safety of the user's family or employees, and limits its liability for any loss or damage including incidental or consequential damages to NAPCO's original selling price of the product regardless of the cause of such loss or damage.

Some states do not allow limitations on how long an implied warranty lasts or do not allow the exclusion or limitation of incidental or consequential damages, or differentiate in their treatment of limitations of liability for ordinary or gross negligence, so the above limitations or exclusions may not apply to you. This Warranty gives you specific legal rights and you may also have other rights which vary from state to state.

THE FOLLOWING STATEMENT IS REQUIRED BY THE FCC.

This equipment generates and uses radio-frequency energy and, if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class-B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment

does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures: reorient the receiving antenna; relocate the computer with respect to the receiver; move the computer away from the receiver; plug the computer into a different outlet so that computer and receiver are on different branch circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: "How to Identify and Resolve Radio-TV Interference Problems". This booklet is available from the U.S. Government Printing Office, Washington, DC 20402; Stock No. 004-000-00345-4.