










Chapter 3 User Functions and Settings

Your LightSYS2 comes with a variety of selectable user functions that become available when you enter the *User Functions* mode. This chapter describes in detail the most frequent user functions and also lists the complete menu of user functions.

To enter the *User Functions* mode, press  and enter your code followed by . To exit the *User Functions* mode and return to *Normal Operation* mode, press   quickly.

When using the keypad during the programming mode use the following table to familiarize yourself with the functionality of the keys:

Function	Sequence
	Exits from the current menu
	Terminates commands and confirms data to be stored
	Used to browse through the menu; Scrolls up a list or moves the cursor
	Changes data
	Numerical keys are used to input the numeric codes that may be required for arming, disarming, or used to activate specific functions

User Codes

To perform many of the **LightSYS2** functions, a security code (often called a user code) must be input. **LightSYS2** can support up to 16 different user codes. User codes may have variable lengths of up to six digits.

Each individual using the system is assigned a user code, which, in turn, is linked to an authority level. Those with a "higher authority" have access to a greater number of system functions, while those with a "lower authority" are more restricted in what they may do.

LightSYS2 supports up to nine authority levels.

Notes:

Consult with your installer to configure authority levels.

Authority Levels

Level	Description
GRAND MASTER	All operations for all partitions. There is only one grand master code in the system, and it is designated as user index number 00 . This code can be changed by the installer or the grand master.
Notes:	
Your LightSYS2 was given a grand master code of 1-2-3-4 during manufacturing. RISCO advises that you modify this code to one that is unique and personalized as herein described, unless your alarm company has already done so.	
MASTER	All operations but only for designated partitions. The user holding the master code can change the master code and the codes of all authority levels lower than master. LightSYS2 supports an unlimited numbers of master codes.
USER	Only basic operations for one or more partitions.
DURESS	Like USER except that when disarming the system a duress alarm message is sent to the monitoring station.
ARM ONLY	Arming one or more partitions. Arm only codes are useful for workers who arrive when the premises are already open but, because they are the last to leave, are given the responsibility to close and secure the premises at the day's close.
CLEANER	Used only for one-time arming and disarming, after which the code is automatically erased and should be redefined. This code is typically used residentially for maids, home attendants, and repairmen who must enter the premises before the owner(s) arrive.
UNBYPASS	Basic operations to one or more partitions without the ability to bypass zones.
GUARD	Typically used to enable a guard to disarm the system for a predefined amount of time. After this period, the system is automatically armed again.
UO ONLY	Typically used to enable the operation of a device controlled by a utility output (UO) (for example, a door). These codes are used only to operate a utility output.







User Functions and Settings

Setting / Changing User Codes

The user assigned the grand master authority level can change all user codes but cannot view the digits in the user code fields. Users with other authority levels can only change their own codes. The system must be disarmed in order to set or change user codes.


Note: User codes can also be defined from the web application

To set/change a user code:

1. Press  and enter your code followed by .
2. Using the arrow keys, scroll to the option Codes/Tags and press .
3. Scroll to Define and press .
4. Select the user index number and press .
5. Select Edit Code and press .

Note:

In the LightSYS2 system, the User Index number range is from 00 to 15.
(00=Grand master)


6. Enter the new code followed by .
If successful, a single confirmation beep is sounded; if not, three quick error beeps are sounded
7. Repeat the above steps for additional codes until you have completed your list

Deleting User Codes

At times, you may want to completely delete a user code. Note that it is impossible to delete the grand master code (although it can be changed).

The system must be disarmed in order to delete user codes.


To delete a user code:


1. Follow steps 1-4 of the previous procedure (See *Setting/Changing User Codes*)
2. Scroll the menu to the option Delete and press .
3. If successful, a single confirmation beep is sounded; if not, three quick error beeps are sounded.
4. Repeat the above steps for deleting additional codes.

User Code Labels

You can rename the labels that identify users by changing the default labels (User 1, User 2, and so on) to the names of the users themselves.

To enter a user label:

1. Follow steps 1-4 of the previous procedure (See *Setting/Changing User Codes*)
2. Scroll to **Edit Label**. Press .
3. Use the keys on the keypad to produce characters according to the table below. Pressing a particular key toggles between the characters available for that key:

Key	Data Sequence
1	1 . , ' ? ! " - () @ / : _ + & * #
2	2 a b c A B C
3	3 d e f D E F
4	4 g h i G H I
5	5 j k l J K L
6	6 m n o M N O
7	7 p q r s P Q R S
8	8 t u v T U V
9	9 w x y z W X Y Z
0	0
	Use these keys to toggle forwards and backwards through all the available characters.

Proximity Tags

The proximity keypad enables you to use a proximity tag to arm and disarm the security system or to activate and deactivate home appliances and utilities, such as heating and lights.

Notes:

- Users can define or delete their individual proximity tags. The grand master can define or delete **any** user's tag.
- Each proximity tag can be assigned to only one user.