



*Short Guide
for
Honeywell Vista 128/250BPT
Security System*

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Basic operations – Vista 128/250 Honeywell Security System

Displaying Open zones

- Press [*] will display any open (faulted) zones. Faulted means the door is open or someone is walking in front of a motions sensor.

Arming to AWAY -This activates the system with all devices active, and entrance/exit doors will have a delay.

- Press [4 digit user code] + [2]
- The keypad will start beeping and continue to beep until the exit delay expires (usually 60 seconds)
- Short quick beeps mean the exit delay will be over in less than 10 seconds. Disarm and rearm if you hear the short beeps start.
- Leave out designated entrance/exit doors.

Arming to STAY - This activates all perimeter zones and deactivates interior devices (such as motion sensors). Entrance/exit doors will have a delay.

- Press [4-digit user code] + [3]
- Keypad does not beep but should show the system is armed to stay.
- Leave out designated entrance/exit doors or stay in the building.

Disarming - This will turn off any alarms, troubles, and removes the panel from an any of the armed states.

- Enter through designated entrance/exit doors...Keypad will beep during the entrance delay (usually 30 seconds)
- Press [4-digit user code] + [1]
- Entering this sequence, a second time will remove the alarm memory. See below.

Alarm Memory – If the system is disarmed after an alarm has occurred on the system, the keypad will display the zones that caused the alarm.

- To clear the Alarm Memory press [4-digit user code] + [1]
- You will be prevented from arming the system if arm memory exists.

Multiple Partition Arming/Disarming – A partition is an area of the building that arms independently from other areas of the building such as the office partition and warehouse partition.

- If you arm/disarm using a keypad in the partition you are in, you will just arm/disarm that partition unless your code is assigned “Global Arming.”
- If your code is assigned “Global Arming” a screen as shown will display showing each of the partitions on your system.

ARM P 1 2 3 4 5 6 7 8
HIT 0-8 X X X - - X - -

- Press [1-8] to select the partition(s) you want to arm/disarm (and X will appear below the partition as you press the numbers, then press [*]. The system will arm/disarm all the partition that you selected.
- **If you want to arm/disarm all partitions Press [0] + [*].**

Bypassing - This sets zones aside so they will not be activated when the panel is armed.

- Press [4-digit user code] + [6] + [3-digit zone number], then wait a while until main screen come up showing zone bypassed
- Repeat if you want to bypass additional zones.
- Arm the system as you would normally, and all bypassed zones will be disabled.
- All bypasses are removed when the system is disarmed.

Quick Bypassing - This will automatically bypass all open zones.

- Press [4-digit user code] + [6] + [#] then wait until main screen shows zones bypassed.

Chime mode - This will cause all the perimeter zones (doors and windows) to chime (beep at the keypad) when opened while the panel is in an unarmed state.

- Press [4-digit user code] + [9]. Display will show chime on.
- Repeat this key sequence to disable the chime mode.

Duress code (Prowire Default = 9876) If this code is used to arm or disarm, a silent duress signal will be sent to dispatch center and police will be dispatched without calling premise numbers.

Emergency Keys

- **Fire Emergency** (button with fire emblem) – Press and hold for at least 3 seconds. Fire siren will sound, and a fire signal will be sent.
- **Police Emergency** (button with police badge) – Press and hold for at least 3 seconds. Police siren will sound, and a police emergency signal will be sent.
- **Silent Emergency** (The “C” button) – Press and hold for at least 3 seconds. Siren will not sound, and no indication will be shown at the keypad, but a police emergency signal will be sent to dispatch.
- **Silencing Emergency Keys** – Press[4-digit code] + [1]. Pressing [4-digit code] + [1] a second time will clear the alarm.