

*Using your  
LED Plus  
keypad*

- System 238       System 238i  
 System 2316       System 2316i

# *Congratulations*

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Thank you for purchasing this C&K alarm system. Your system is one of the most powerful and advanced alarm systems on the market today, designed to provide you with years of reliable operation.

This manual explains how to operate your alarm system. Basic operating instructions are also printed on the small label attached to the inside of your keypad(s) door.

If you have questions or need help with your alarm system, call:

\_\_\_\_\_

(Alarm Company Name)



If you have monitoring questions or in cases of accidental alarms, call:

\_\_\_\_\_

(Monitoring Station Name)



When calling the monitoring company, know the following:

My Account Number is: \_\_\_\_\_ My Password is: \_\_\_\_\_

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# Getting acquainted

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## What your alarm system is...

Your alarm system is made up of a control panel and several detection devices like motion sensors, magnetic contacts, and so on. Specific areas of detection are called zones. Zones can be programmed to have different characteristics. Some zones may be 24-hour zones, that is, they remain armed even when the alarm system is off. Zones used for fire detection, for example, are always 24-hour zones. In addition, some zones can be programmed to allow bypassing. When you bypass a zone, you temporarily remove it from the alarm system. **Always remember, however, that bypassed zones are not protected.**

## How your alarm system works...

When a detection device is triggered, the status of its zone goes from normal to FAULTED. If armed, the control panel responds by reporting an alarm condition on site — flashing keypad lights, sounding bells — and if programmed, by transmitting an alarm signal over the telephone wires to a central monitoring station. The monitoring station then dispatches the appropriate authorities.

Some of your system's operations require you to enter your personal identification number (PIN) on the keypad. These include ARMING and DISARMING.

Along with its many other features, your system can be programmed to ARM INSTANTLY or to ARM WITH TIME DELAY (i.e., after giving you time to leave the premises).

# Getting acquainted

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Each alarm system in the 2300 family is designed to meet the specific needs of a variety of applications. Systems 238 and 2316 are designed for applications requiring protection of eight and sixteen zones, respectively.

Some of the available features of your alarm system are also optional, and will only be installed if appropriate for your installation. In addition, some system features will require you to enter your personal identification number (PIN).

As you read through this manual, watch for boxes like these:

- If an optional feature has been installed in your system, its **OPTION INSTALLED** box will be checked.
- If a feature of your system requires you to enter your personal identification number, its **PIN REQUIRED** box will be checked.

OPTION  
INSTALLED



PIN  
REQUIRED



# What the lights mean

	POWER LIGHT	READY LIGHT	ARMED LIGHT	SERVICE LIGHT	ZONES LIGHTS	REMARKS
AC FAILURE	off			onsteady		Power fail. System on battery.
SYSTEM IS READY (ALL ZONES NORMAL)		onsteady				Ready to arm.
FAULTED ZONE WHILE DISARMED		off			onsteady	One or more zones are faulted.
SYSTEM IS ARMED (ALL PROTECTION ON)		off*	onsteady			*Ready light will be on until system is armed.
SYSTEM IS DISARMED (ALL PROTECTION OFF)		on*				*Ready light is on if all zones are normal.
SYSTEM IS ARMED WITH DELAY ZONES CONVERTED TO INSTANT		off	slow flash			Armed with * 7 #.
PERIMETER ARMED WITH DELAYS INTACT		slow flash	onsteady		slow flash*	Armed with * 4 #. *Flashing zones are bypassed.

# *What the lights mean*

	POWER LIGHT	READY LIGHT	ARMED LIGHT	SERVICE LIGHT	ZONES LIGHTS	REMARKS
PERIMETER ARMED WITH DELAY ZONES CONVERTED TO INSTANT		slow flash	slow flash		slow flash	Armed with * 4 7 #. *Flashing zones are bypassed.
ZONE TROUBLE				slow flash	slow flash	Service and zone in trouble. Flash at the same rate.
ZONE(S) IS OR WAS IN ALARM		slow flash	on*		fast flash	An alarm has occurred on this zone. *Armed light is on if the system is armed.
ZONE BYPASSED		slow flash			slow flash	Ready and bypassed zone flash at the same rate.
LOW BATTERY	slow flash			on steady		Call for service.
BELL FUSE FAILURE				on steady		Call for service.
WATCHDOG RESET				slow flash		Panel has reset itself. System OK. To reset the Service Light, press * 1 #.
COMMUNICATIONS FAILURE				fast flash		Call for service.
PROGRAMMING MODE		slow flash	slow flash	slow flash		System is in programming mode.

# What the sounds mean

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SOUND	MEANING
2 beeps	<ul style="list-style-type: none"><li>• system armed or disarmed</li><li>• successful central station test or battery test</li></ul>
5 beeps	<ul style="list-style-type: none"><li>• wrong PIN number entered</li><li>• invalid function</li><li>• unauthorized command attempted</li><li>• error changing PIN number</li></ul>
continuous tone, beeping fast for last ten seconds	<ul style="list-style-type: none"><li>• entry delay time</li></ul>
continuous beeping, speeding up for last ten seconds	<ul style="list-style-type: none"><li>• exit delay time</li></ul>
2 second beep	<ul style="list-style-type: none"><li>• door chime</li><li>• ring back after closing report</li><li>• zone faulted during walk-test</li></ul>
chirping (1 second on, 4 seconds off)	<ul style="list-style-type: none"><li>• chirp alert warning; system is armed, but a Delay zone is faulted; you must disarm the system before entry delay expires or alarm will occur</li><li>• zone programmed to chirp is in alarm</li></ul>
continuous tone	<ul style="list-style-type: none"><li>• zone programmed for steady bell or siren is in alarm</li><li>• circuit malfunction (trouble on supervised loops only)</li></ul>
pulsed tone (2 seconds on, 2 seconds off)	<ul style="list-style-type: none"><li>• zone programmed for pulsed bell or siren is in alarm</li></ul>

# Arming the system

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## TO ARM THE SYSTEM:

### 1 Make sure the green READY light is on.

- If the READY light is not on, the red ZONE lights will indicate which zone(s) are faulted. Faulted zones must be cleared or bypassed before the system can be armed. For more information, refer to the sections [Bypassing Zones](#) and [After An Alarm](#).



### 2 Enter your PIN and push the # key.



- Your PIN number can be from two to five digits long.
- Don't pause for more than 5 seconds while entering the digits or the control panel will reject your PIN number.
- If you make a mistake while entering your PIN number, the keypad will beep five times. After the fifth beep, enter your PIN number again.

# Arming the system

---

## 3 Make sure the red ARM light comes on.

- The keypad will beep twice to confirm that the system is armed.

## 4 Exit through any TIME DELAY DOOR within \_\_\_\_\_ seconds.

- The exit delay time can be programmed from 10 seconds to 150 seconds.
- If the EXIT PRE-ALARM option is installed, the keypad will beep slowly until 10 seconds before the delay time expires, then rapidly for the last 10 seconds.
- Once the exit delay time has expired, the keypad will beep twice to confirm that the system is armed.

OPTION  
INSTALLED

The rest of the ARMING THE SYSTEM section explains how to bypass zones before arming the system, as well as certain arming options our installer can install. However, it's important for you to remember that no matter how your system is programmed, **you will always disarm it in the same way: enter your PIN, then push the # key.**

# Arming the system

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## INSTANT ARMING

Instant Arming converts all time delayed zones to INSTANT zones.

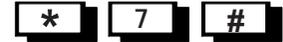
1 Make sure the green READY light is on.



2 Enter your PIN (if required),  
push the \* key, enter the digit "7",  
then push the # key.



- The keypad will beep twice to confirm that the system is armed.
- The red ARM light will flash while the system is instant armed.



**CAUTION:** When the system is Instant Armed, you will not be able to enter through any perimeter door or walk through any protected area without setting off an alarm.

- Bypassing interior zones will allow you to move about freely inside the premises while the system is armed. Refer to BYPASSING ZONES on page 14.

# Arming the system

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## HOME ARMING

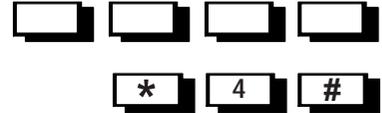
Home Arming arms perimeter zones, while bypassing interior zones (except 24-hour zones).

1 Make sure the green READY light is on.

PIN  
REQUIRED



2 Enter your PIN (if required),  
push the \* key, enter the digit "4",  
then push the # key.



- The keypad will beep twice to confirm that the system is armed.
- Home Arming allows you to move about freely inside the premises while the system is armed.
- When the system is Home Armed, you can enter the premises without setting off an alarm through a delayed entry zone. (Don't forget to disarm the system after entry!)

# Arming the system

## INSTANT HOME ARMING

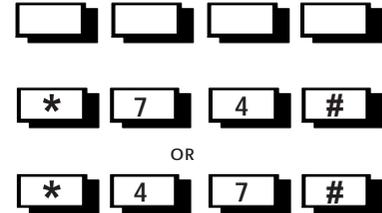
Instant Home Arming arms perimeter zones, and bypasses interior zones (except 24-hour zones). Entry time delays are converted to INSTANT.

1 Make sure the green READY light is on.



2 Enter your PIN (if required), push the \* key, enter the digit "7", the digit "4", then push the # key.

- The keypad will beep twice to confirm that the system is armed.
- The red ARM light will flash while the perimeter zones are instant armed.



**CAUTION:** When the system is Instant Home Armed, you will not be able to enter through any perimeter door without setting off an alarm.

# Arming the system

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## BYPASSING ZONES

This procedure allows you to bypass one or more zones while your system is DISARMED<sup>1</sup>.

 **NOTE:** System programming determines which PINs can bypass zones, also which zones can be bypassed. To learn if a zone can be bypassed, see the ZONE DESCRIPTION LIST on pages 41-42.

PIN  
REQUIRED

1 Enter your PIN if required.



2 Push the  key, enter the zone to be bypassed, then push the # key.



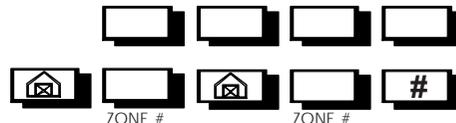
<sup>1</sup>**NOTE:** Zones can be also be bypassed by remote programming. When remote programming is used, the system can either be armed or disarmed.

# Arming the system

PIN  
REQUIRED



- **To bypass more than one zone:** enter your PIN (if required), push the  key, enter the first zone to be bypassed, push the  key again, enter the next zone to be bypassed, and so on. When the last zone to be bypassed has been entered, push the # key.



- To indicate that zones have been bypassed, the READY light and the ZONE light will flash slowly. The red ZONE lights of all bypassed zones will flash to remind you that **bypassed zones are not protected**.
- **The procedures for adding a bypass and removing a bypass are identical.** To remove a bypass: enter your PIN, push the  key, enter the zone from which the bypass is to be removed, then push the # key.
- When you have finished bypassing zones, arm the system by entering your PIN and pushing the # key.



**NOTE:** Disarming your alarm system **REMOVES** all bypasses (except 24-hour zones).

# Arming options

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Your alarm system has been programmed for one of the following three arming types:

OPTION  
INSTALLED

## GOOF-PROOF ARMING

If any zone other than a 24-hour zone is faulted (open window, malfunctioning sensor, etc.), your system will not arm. You will not be able to arm the system until the faulted zone is cleared or manually bypassed.

OPTION  
INSTALLED

## FORCE ARMING

Any zone (except for 24-hour zones) that is violated after the EXIT DELAY time has expired will be automatically bypassed until the system is disarmed.  
**Warning: bypassed zones are not protected.**

# *Arming options*

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OPTION  
INSTALLED

## **CHIRP ALERT**

The system will arm even if delay zones are faulted at the time of arming. If a zone is still faulted when the EXIT DELAY time expires, the bell/siren will begin to chirp. The chirping will continue for the duration of the ENTRY DELAY time. You must re-enter the premises and disarm the system before the ENTRY DELAY time expires or an alarm will occur.

# Disarming the system

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## TO DISARM THE SYSTEM:

### 1 Enter only through a TIME DELAY door.

- If the ENTRY PRE-ALARM option is installed, the keypad will sound constantly until 10 seconds before the delay time expires (or the panel is disarmed), then beep rapidly for the last 10 seconds.

OPTION  
INSTALLED

### 2 Enter your PIN within \_\_\_\_\_ seconds and push the # key.



PIN  
REQUIRED

### 3 Make sure the red ARM light on the keypad goes off.

- If the ARM light does not go off, wait for the keypad to beep five times, then enter your PIN again.

# After an alarm

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## AFTER AN ALARM OCCURS:



1 Enter your PIN and push the # key.

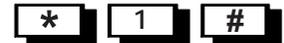


- This will silence the siren/bell and disarm the system.
- The red ZONE lights on the keypad will flash to help you remember where the violations occurred.

2 If this is a false alarm and no emergency response is needed, call our central station IMMEDIATELY at  \_\_\_\_\_ to cancel the alarm.

- Write down the number of the triggered zones to help us service you.

3 Clear the alarm memory and red ZONE lights by pushing the \* key, entering the digit "1", then pushing the # key.



# Options

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OPTION  
INSTALLED

## 24-HOUR MONITORING

With this option installed, your alarm system will transmit alarm signals to our central station.

OPTION  
INSTALLED

## EMERGENCY KEY

Holding the  key down for three seconds will trigger an alarm. The keypad will beep twice to confirm the alarm condition.



**NOTE:** The System 238 and System 2316 have not been investigated by Underwriters Laboratories for compliance with UL1637, Home Health Care Signalling Equipment.

OPTION  
INSTALLED

## FIRE KEY

When this option is installed, holding down the  key for three seconds will trigger an alarm. The keypad will beep twice to confirm the alarm condition.





OPTION  
INSTALLED

## POLICE/PANIC KEY

When this option is installed, holding down the  key for three seconds will trigger an alarm. The keypad will beep twice to confirm the alarm condition.

OPTION  
INSTALLED

## DURESS ALARM (238 and 2316 ONLY)

Should an intruder force you to turn your security system off or on, you can send a silent DURESS signal to our central station by adding or subtracting "1" from the last digit of your PIN. For example, if your PIN is 1-2-3-4, entering 1-2-3-3 OR 1-2-3-5 will trigger a silent alarm. Your system will appear to be operating normally. There will be no indication of an alarm condition.

- If your PIN ends with a "0", entering "9" or "1" instead of the "0" will trigger a DURESS signal.
- If your PIN ends with a "9", entering "8" or "0" instead of the "9" will trigger a DURESS signal.

# Options

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OPTION  
INSTALLED

## DURESS ALARM (238i and 2316i ONLY)

Should an intruder force you to turn your security system off or on, you can send a silent DURESS signal to our central station by entering **User Code 7** - a code designed exclusively for a DURESS signal. Your system will appear to be operating normally. There is no indication of an alarm condition.

OPTION  
INSTALLED

## GUEST COMBINATION

The SYSTEM 238 can store up to 8 PINs, and the SYSTEM 2316 can store up to 32 PINs. In both systems, PIN #8 can be programmed as a GUEST COMBINATION that will only be valid for a specified number of successive days. The countdown of days begins the first time the GUEST COMBINATION is used.

NUMBER OF DAYS GUEST COMBINATION IS VALID

- Once the time expires, the GUEST COMBINATION will have to be reprogrammed before it can be used again.

OPTION  
INSTALLED

## RING BACK AFTER CLOSING

When this option is installed, the bell/siren will sound for two seconds after the system is armed.

- If your system is programmed to send closing reports to a monitoring station, ring back occurs after the signal is sent and acknowledged; otherwise, ring back occurs when the exit delay expires.

# Options

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## CHANGING A SYSTEM 238 AND 238i USER PIN

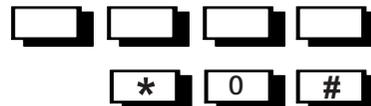
User 1 can use his Master PIN to change the PINs of Users 1 - 8.

MASTER PIN  
REQUIRED



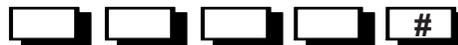
- 1 Enter your Master PIN, push the \* key, enter the digit "0", then push the # key.

- The READY, ARMED and SERVICE lights will flash slowly to indicate programming mode.



- 2 Enter the new PIN and push the # key.

- The new PIN can be from two to five digits long, but must start with the same first digit as the old PIN.



- 3 Enter the new PIN again and push the # key.

If the new PIN is accepted, the keypad will beep twice. If you make a mistake while programming, or if the system rejects the new PIN, the keypad will beep five times.



# Options

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**4** Exit the programming mode by pushing the \* key, then the # key.



**5** Make sure the new PIN works.

After leaving the programming mode, Arm and Disarm your system to ensure that the new PIN functions properly.

# Options

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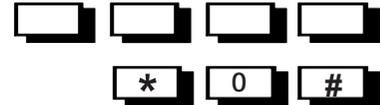
## DELETING A USER PIN - SYSTEM 238 AND 238i

User 1 can use his Master PIN to delete the PINs of Users 2 - 8.

MASTER PIN  
REQUIRED



- 1 Enter your Master PIN, push the \* key, enter the digit "0", then push the ENTER key.
  - The READY, ARMED and SERVICE lights will flash slowly to indicate programming mode.
- 2 Enter the User number (2 - 8) you wish to delete, and push the # key.
- 3 Enter the User number you wish to delete (again), and push the # key.
- 4 Exit the programming mode by pushing the \* key, then the # key.



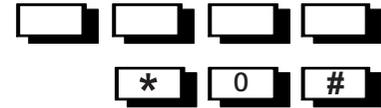
## CHANGING A SYSTEM 2316 AND 2316i USER PIN

User #1 can use the Master PIN to change the PINs of Users 1 - 32 (See Below).

MASTER PIN  
REQUIRED



- 1 Enter your Master PIN, push the \* key, enter the digit "0", then push the # key.



- The READY, ARMED and SERVICE lights will flash slowly to indicate programming mode.

- 2 Enter the User number (1 - 32) and push the # key.



- 3 Enter the new PIN and push the # key.



- The new PIN can be from two to five digits long.

**NOTE:** On System 2316i, User Code #32 is reserved for special functions using the Optional Relay Output Module.

# Options

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- 4 Enter the new PIN again and push the # key.



If the new PIN is accepted, the keypad will beep twice. If you make a mistake while programming, or if the system rejects the new PIN, the keypad will beep five times.

- 5 Exit the programming mode by pushing the \* key, then the # key.



- 6 Make sure the new PIN works.

After leaving the programming mode, Arm and Disarm your system to ensure that the new PIN functions properly.

## DELETING A USER PIN - SYSTEM 2316 AND 2316i

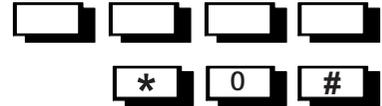
User 1 can use his Master PIN to delete the PINs of Users 2 - 32 (See Note pg. 27).

MASTER PIN  
REQUIRED



- 1 Enter your Master PIN, push the \* key, enter the digit "0", then push the # key.

- The READY, ARMED and SERVICE lights will flash slowly to indicate programming mode.



- 2 Enter the User number and push the # key.
- 3 Enter zero and push the # key.



- 4 Enter zero (again) and push the # key.



- 5 Exit the programming mode by pushing the \* key, then the # key.



# Options

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OPTION  
INSTALLED



## RESETTING SMOKE DETECTORS

When a smoke detector is triggered, the red ZONE light of the zone where it's located will come on, and the bell/siren will sound.

**Before you do anything else, evacuate the building. Don't go back inside until you're sure it's safe.**

When it's safe to do so, you can reset the smoke detectors by doing the following:

Push the \* key, enter the digit "6", the digit "2", and push the # key.



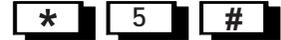
OPTION  
INSTALLED

## DOOR CHIME

When this option is installed, the keypad will beep for two seconds each time a designated zone is faulted.

To turn the Door Chime on and off:

**Push the \* key, enter the digit "5",  
then push the # key.**



OPTION  
INSTALLED

## STANDBY BATTERY

Should there be a loss of AC power, the green POWER light on the keypad will go out, and your alarm system will switch to its standby battery. If an AC power failure lasts for more than 15 minutes, the yellow SERVICE light on the keypad will come on.

- **The standby battery should be replaced every four to six years** with a rechargeable 12 volt, 6.5 Ah, sealed lead-acid battery (such as C&K Model 1265).

# Testing your system

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## LOCAL SYSTEM TEST

This option allows on-site testing of each zone in your system.

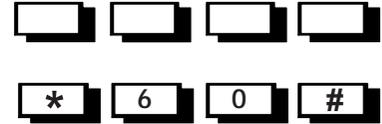
To initiate the LOCAL SYSTEM TEST:

PIN  
REQUIRED



Enter your PIN (if required),  
push the \* key, enter the digit "6",  
the digit "0", then push the # key.

- Once the keypad lights go out, the system will be ready for testing. Walk through the areas protected by motion sensors; open and close protected doors and windows. Each time a zone is faulted, its corresponding red ZONE light on the keypad will begin flashing, and the keypad will chime.
- To exit the system test, push any key.



**WARNING:** Your alarm system will not report alarms during the LOCAL SYSTEM TEST.

# Testing your system

---

OPTION  
INSTALLED

## STANDBY BATTERY TEST

Your alarm system can be programmed to automatically test its standby battery every 24 hours. During the test, AC power is turned off in order to monitor the battery under load.

- To manually test the standby battery, push the \* key, enter the digit "6", the digit "4", then push the # key.



- The standby battery test takes 2 minutes. During the test, the green AC light will be off.
- If the battery is okay, the keypad will beep twice. If the battery is low or dead, the POWER light will flash slowly, the SERVICE light will be on steady, and the keypad will beep five times.

OPTION  
INSTALLED

## BELL/SIREN TEST

To test the bells/sirens in your security system:

Enter your PIN (if required), push the \* key, enter the digit "6", the digit "3", then push the # key.



PIN  
REQUIRED

- The bell/siren and keypads will sound for 3 seconds.

# Testing your system

---

OPTION  
INSTALLED

## CENTRAL STATION TEST

This option tests the reporting capability of your system by sending a test message to the central station. Weekends are the best time for the CENTRAL STATION TEST. To schedule one, call our central station at:

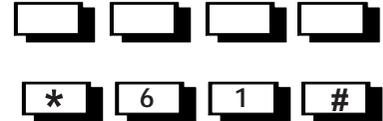
CENTRAL STATION 

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To initiate the CENTRAL STATION TEST:

PIN  
REQUIRED

**Enter your PIN (if required),  
push the \* key, enter the digit "6",  
the digit "1", then push the # key.**



- If the test message was successfully transmitted to the central station, the keypad will beep twice.
- If the test message was not successfully transmitted to the central station, the keypad will beep five times, and the SERVICE light will flash rapidly. Call our Service Department for assistance.

# Telephone trouble

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## IF YOU HAVE TELEPHONE TROUBLE:

First, unplug the control panel from its telephone jack to determine if the alarm system is causing the trouble.

The phone jack is located \_\_\_\_\_ .

If the trouble goes away when you unplug the control, call us for service. If you still have telephone trouble after unplugging the alarm system, plug the system back in, then call your **telephone company**.



**NOTE:** If your telephone system is serviced, make sure to test your alarm system to insure that it has not been disconnected from the telephone network.