



StayD Installer Setup Guide

For new unprogrammed panels or reset panels

StayD Enabled Panels

Control Panel
MG5000 / MG5050
SP5500 / SP6000 / SP7000
Esprit E55

Step A: Define the zones

Set up your zones as you would normally and define which zones are disabled during Stay or Sleep arming. See the Zone Definitions table in the panel's respective Programming Guide.

Step B: Assign entry point zones and paths to keypads

- 1 Go to each keypad that requires entry point zone assignment. When you assign a path to a keypad, StayD is automatically enabled.
- 2 [ENTER] + [INSTALLER CODE] (default: 0000 / 000000).
- 3 Press and hold the [OFF] key for three seconds.
- 4 Enter the desired zone number(s):
MG32LRF, MG32LCD, MG32I, MG32LED = 2-digit entry - 01 to 32
MG10LEDV/H, K636 = 1-digit entry - 1 to 0(10)
The first zone you program will be the designated entry point and will flash. Up to three more path zones can be added; these zones will light up and stay lit.
- 5 Press [ENTER] to save and exit.

Step C: Activate StayD mode

- 1 Go to any keypad.
- 2 [STAY] + [USER CODE] + (If partitioned, press 1 and/or 2) + [STAY].
- 3 The StayD LED will light up to confirm StayD activation.

Congratulations, your system is now StayD enabled and ready.



Things you should know

Advanced Settings

Section	Data	Data	Description
[720]	_/_/_/_	(000 to 255) sec.	Flex-Instant = Instant and follow zones will follow the delay at section [720] when Stay or Sleep armed (default is 15 seconds / 000 = instant zone).

Section	Data	Data	Description
[721]	_/_/_/_	(000 to 255) sec.	Re-arm delay (delay before zone re-arms). Default = 000 (no delay)



Entry/Exit Paths

- StayD consists of programmed pathways, where the user enters and exits the property through pre-defined routes, with only the route's respective zones open for passage. A path can be programmed for each individual keypad, with a maximum of four zones per path. Path zones must be defined as follow or delay zones only.
- The first zone programmed in a path is its designated entry point (e.g. doors, garage). Designated entry points are not common to multiple paths. There is only one designated entry point per path. Also, they are only used when entering/exiting with a remote control (see below).
- The system only disables the path zones corresponding to the keypad at the point of entry/exit, while re-arming as you enter/exit.
- Validate your entry path by entering your code. You only need to enter your code once to validate one or more paths. For example, you have entered your home through Path 1 and are at your keypad. Before disarming the system, you notice a Path 2 zone has opened. If you know it is a member of your family and would like to validate the open zone, enter your user code. All paths, including Path 1, will subsequently be validated.
- You must enter your code for every zone that opens that is not part of any path. For example, if you have entered through Path 1 and a non-path zone opens, you must enter your code once to validate your path and once for the non-path zone. If you do not validate the non-path zone, the system will fall in alarm.

Entry/Exit with a Keypad

- When entering with a keypad, the path zones will fall into entry delay, allowing you to reach the keypad. Use the keypad to disarm the system and switch to Stay arm mode.
- When exiting with a keypad, only the path zones will fall into delay (same as exit delay), allowing you to leave while the rest of the premises remains secure.

Entry/Exit with a Remote Control

- When using a remote control, the path you use is defined by a designated entry point. For example: if after pressing the remote control to disarm the system you trigger zone 1, the system will check to see which path(s) include zone 1. All paths that include zone 1 will open. Only after reaching the designated entry point will the system know which path you are taking, and thus will re-arm all other paths. After entry with a remote, the system will automatically arm in Stay mode.
- To disarm the system with a remote control: Press  once to disarm partition 1, twice for partition 2, and three times for both partitions. Press the  button four times to cancel the exit delay and arm the system in Stay mode.

Window Mode and Re-arm Delay

- In a Stay or Sleep-armed system: This mode allows you to open one exterior zone without triggering an alarm. To enter Window mode, press [OFF], then your [ACCESS CODE]. All zones that can be opened flash. The system will start an exit delay, allowing you to open an exterior zone such as a window or a door. The system will only allow you to open one zone as the exit delay will end after doing so. When you close the open zone (window, door, etc.) that zone will re-arm.
- When closing an exterior zone such as a window or door, a delay will start allowing you to close the zone properly. The delay starts when you close the zone, and you must keep the zone closed for the entire delay period for it to re-arm. This is especially useful for windows that stick thus reducing false alarms.