



# S03 Security System

MANUAL



Version 3 - Mar 2018



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# Introduction

Thank you for purchasing the **S03 Security System** from Fortress Security Store! We'll highlight some of the features of your new system here. You can browse through the **Table of Contents** at the beginning of this user manual to quickly find answers to any questions you may have about your system.



*The S03 main panel*

The S03 Security System is a self-monitored, self-installed burglar alarm system for homes and small businesses.

- Up to 100 wireless accessories (150 ft. range)
- Calls up to 6 phone numbers that you specify (Land Line required)
- Plays a custom message that you record
- 32 customizable zones
- RFID technology for keyless entry
- Optional delays for entry & exit
- Optional door chime feature
- Support for existing wired sensors
- Pre-programmed accessories

To get started with your new security system, continue reading in the next sections: **The Main Panel** and **First-Time Setup**.

# The Main Panel

The S03 main panel is the hub where you can arm and disarm your system, and make changes to settings. Let's take a look at the details of the main panel.

## Main Panel Front

Status Lights

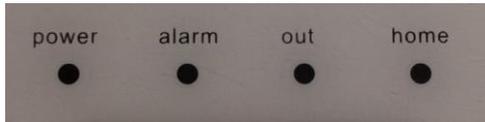
Keypad Buttons



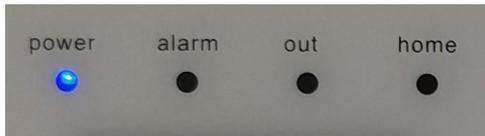
## RFID Keyless Entry

### Status Lights

You can see the current status of your system by checking to see which Status Lights are currently lit up. The four Status Lights are labeled **Power**, **Alarm**, **Out**, and **Home**.



*No power / system is turned off*



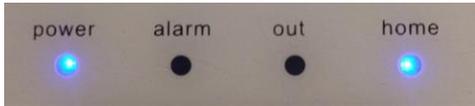
*The system is on and disarmed*



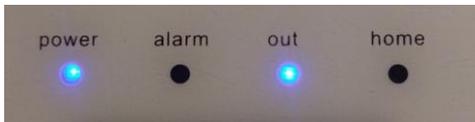
*The alarm has been triggered*



*The system is in Programming Mode*



*The system is armed in Home Mode*



*The system is armed in Out / Away Mode*

Note: **If the Out light is blinking**, that indicates that the system is counting down for its **Exit Delay** to give you time to leave before the system arms. Once the Out light stops blinking and stays lit, then the system is armed.

## Screen

The screen will display different numeric codes at different times. For example, when the alarm has been triggered, the 2-digit Zone number that was triggered will be displayed.



*Zone 12 has triggered the alarm.  
The system was armed in Out Mode.*

# Keypad Buttons

## Numeric Keys

1	2	3		Arm in Out / Away Mode
4	5	6		Arm in Home Mode
7	8	9		Disarm
*	0	#	SOS	SOS / Panic Button (press and hold)

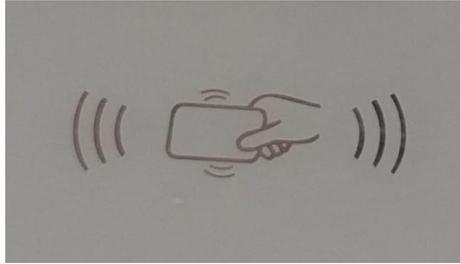
Star Key      Pound Key

Note: Wake up the keypad to begin entering commands. **To wake up the keypad, press any key.** The keys will light up with a blue backlight, as shown below.



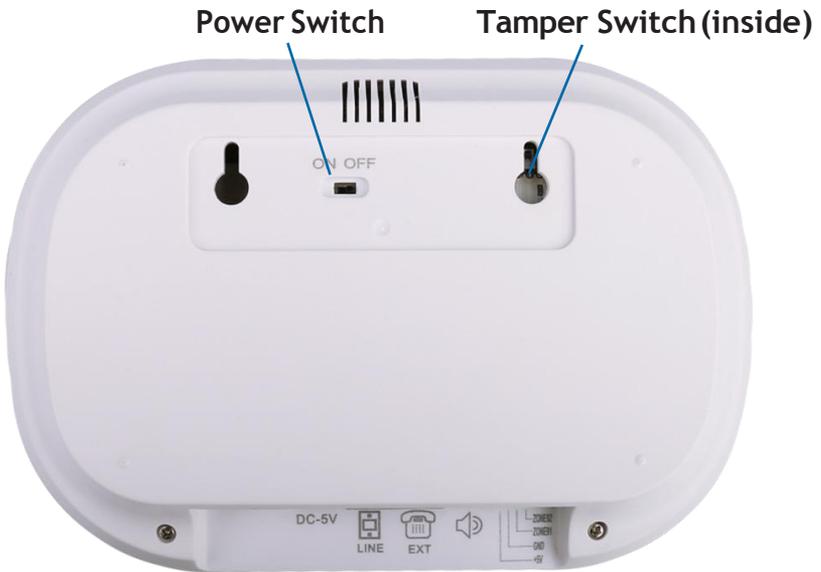
*The keypad lights up when you press any key.*

## RFID Keyless Entry



The main panel has RFID technology built in. You can swipe your RFID Key Tag over this logo on the front of the main panel to disarm the system.

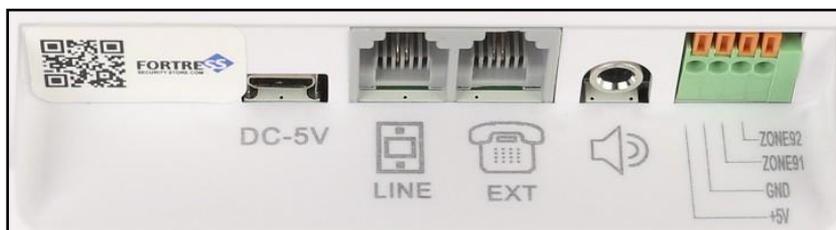
## Main Panel Back



Ports (see next page)

## Main Panel Ports

Power In (Micro-USB)  
Phone Line In  
Phone Line Out (Extension)  
Wired Siren In  
Wired Sensors BUS Bar



*A close-up of the ports on the back of the main panel*

### Main Panel Power

Once set up, the main panel's **power switch should be turned ON**, and the power cable should also be plugged in. This will ensure that the internal **backup battery** will be charging whenever the main panel is receiving power. If the power switch is in the OFF position, the backup battery is not charging.

# Entering Commands

## Arming the System



To arm the system in **Out Mode**, wake the keypad and then press the **Arm Button** (Lock icon).



To arm the system in **Home Mode**, wake the keypad and then press the **Home Arm Button** (House icon).

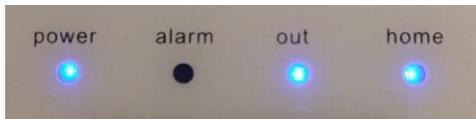
## Disarming the System



To disarm the system, wake the keypad, enter your 4-digit **password**, then press the **Disarm Button**. (Default password: 1234)

**Note:** You can also arm / disarm with a remote key fob, or over the phone. RFID Key Tags can also disarm the system.

## Programming Mode



*The system is in Programming Mode.*

To change settings or enter other commands, the main panel must first be in **Programming Mode**. When in Programming Mode, **both the Out and Home lights** will be lit up.

To enter Programming Mode, **enter your 4-digit password, then press the Pound Key (#)**.

If no commands are entered, **the main panel will time out and automatically exit Programming Mode**. You can also exit Programming Mode by pressing the Pound Key (#). If you are in the process of entering a command, you may need to press the Pound Key twice to exit.

## Responses from the Main Panel

When pressing buttons on the Main Panel keypad, you'll hear **one beep for every button you press**. If you don't hear a beep, then the panel did not recognize the button press. (It does not beep when you wake up the keypad.)

When you've **finished entering a command**, you'll hear **two beeps** from the panel to let you know that the command was recognized successfully.

If a command that you enter was **not recognized**, you'll hear **four short beeps** instead. You can start over and enter your command again.

When entering numbers in for a command, such as a Zone number, the screen will often display the numbers you're currently typing, as well.

- **One beep = button pressed**
- **Two beeps = command recognized**
- **Four short beeps = command NOT recognized**

# First-Time Setup

We've made it as easy as possible for you to get started right away! **Your wireless accessories are pre-programmed to the Main Panel, so you don't need to program them yourself.** (If you add more accessories at a later time, programming them is quick and easy.)

Here are a few quick steps you can take to set up your new **S03 Security System**:

- Take Notes - Zone Numbers
- Test the Accessories
- Install the Equipment
- Program Phone Number(s)
- Change Your Password
- Change Optional Settings

## Take Notes - Zone Numbers

Each accessory has been programmed into a certain Zone. Many of the accessories, such as the door/window contact sensors, will have stickers with numbers on them. These stickers show which Zone the sensor has been programmed to by our technicians.



*A door/window contact sensor  
with a #1 sticker.*

When the alarm is triggered the system will report the Zone number, so it's helpful to know where the different sensors are located. There is a **space for taking notes** in the back of this user manual.

## Test the Accessories

Before installing or mounting the accessories, it's a good idea to **test each one** to make sure they're all working. You can arm the system, trigger an accessory, and confirm that the alarm triggers and reports the Zone number to you.

There are more details about how to trigger the accessories in the **Accessories** section of this user manual.

We also recommend **creating a schedule and regularly testing** your accessories (once every 3 months, for example).

If anything is not working correctly, you can refer to the **Troubleshooting** section of the manual for some steps to try. You can also **contact Fortress Customer Support** for further assistance (see page 33). All Fortress equipment comes with a **3-year hardware warranty!**

## Install the Equipment

Your system comes with adhesive tape and mounting hardware for mounting each piece of the system. Here are some recommendations that can help you decide how and where to install the equipment.

- **Mount on clean, flat, dry surfaces**
- **150 feet wireless range (433 MHz radio signal)**
- **Concrete or brick walls can block the signal**
- **Avoid mounting directly on metal (spacers recommended)**
- **Main panel in central / hidden location**
- **Motion detectors not pointing outside (avoid false alarms)**

Check our web site for **installation videos!** You can also find more details in the **Working With Accessories** section.

## Program Phone Number(s)

The [S03 Security System](#) can dial **up to 6** different phone numbers that you specify, and play a brief, custom message that you record ahead of time. The system will call each number one at a time, in order. You can enter phone numbers **up to 14 digits long**.

*(Land Line phone connection required.)*

### Adding A Phone Number

Enter **Programming Mode (page 7)**, then...

**3 [Memory slot 1-6] \* [Your phone number] #**

For example, if we want to add the **phone number 1 (509) 555-1212** to **Memory Slot#1**, then the command would be...

**3 1 \* 15095551212 #**

You can then continue and add more phone numbers, or press # to exit Programming Mode. We recommend also entering the country code in front of the number. The country code for the US is '1.'

Note: If you don't plan to use the system with a phone line connection, then you can **enter a fake phone number, such as 555**. If no phone number is saved, the panel will notify you by beeping 3 times every 30 seconds.

### Removing a Phone Number

Enter **Programming Mode (page 7)**, then...

**3 [Memory slot 1-6] \* #**

## Change Your Password

The **default password** for the S03 Security System is **1234**.

To set a new password, enter **Programming Mode (page 7)**, then...

**1 0 \* [New 4-digit password] #**

Then you can press # again to exit Programming Mode.

## Change Optional Settings

The last step in setting up your system for the first time is to adjust any optional settings, such as enabling an Entry Delay, recording a custom voice message, and more. The instructions for changing these settings can be found in the next sections of this user manual.

# Using the System

If you're setting up your **S03 Security System** for the first time, we recommend browsing through the previous sections of this user manual, **The Main Panel** and **First-Time Setup**.

In this section, we'll talk about the features and settings available in more detail so you can take full advantage of the versatility of your system!

Here's a preview of what's in this section. You can also refer to the **Table of Contents** at the beginning of this user manual.

- **Arming and Disarming**
  - Using the Main Panel
  - Using a Remote Key Fob
  - Using an RFID Key Tag
  - Using a Secondary RFID Keypad
  - Using the Phone
- **Ready To Arm Feature**
- **Phone Controls**
  - Calling the System
  - Answering Calls from the System
  - Recording Your Custom Message
  - Ring Count
  - Line Cut Notification
- **Entry Delay**
- **Exit Delay**
- **Siren Time / Silent Alarm**
- **Siren Chirp**
- **Door Chime**
- **Zone Settings**

# Arming and Disarming

## Using the Main Panel

### Arming the System



To arm the system in **Out Mode**, wake the keypad and then press the **Arm Button** (Lock icon).



To arm the system in **Home Mode**, wake the keypad and then press the **Home Arm Button** (House icon).

### Disarming the System



To disarm the system, wake the keypad, enter your 4-digit **password**, then press the **Disarm Button**. (Default password: 1234)

## Using a Remote Key Fob

- **Lock Button** (top right)
  - Arm in Out Mode
- **Unlock Button** (top left)
  - Disarm
- **House Button** (bottom left)
  - Arm in Home Mode
- **SOS** (bottom right)
  - Trigger SOS / Panic Alarm



## Using an RFID Key Tag

- **Disarm:**

Swipe the RFID Key Tag directly in front of the RFID icon on the main panel.  
(The RFID Key Tag cannot be used to arm the system.)



## Using a Secondary RFID Keypad

- **Disarm:**

Swipe an RFID Key Tag, or enter the Keypad's password and then press the Keypad's Disarm Button.

- **Arm:**

Enter the Keypad's password, then press Arm Button.

For more information about the Secondary RFID Keypad, see the **Working With Accessories** section.

## Using the Phone

If you have a land line phone connection, you can also call the system and control it over the phone. See the **Phone Controls** section for more information.

## Ready to Arm Feature

The **Ready to Arm** feature checks to see if any doors or windows are propped open when you try to arm the system. If there are any open, then the Zone number will be shown. You can press the Arm button again to override that warning and arm the system anyway. If the feature is disabled, then it will not check to see if any doors or windows are open.

To toggle the **Ready to Arm** feature on/off, enter **Programming Mode (page 7)**, then...

Enable: **16 \* 1 #**

Disable: **16 \* 0 #**

To toggle whether the **wired siren chirps** with the Ready to Arm feature, use **68 \* 0 # to disable** and **68 \* 1 # to enable**.

## Phone Controls

If you have a land line phone connection, you can connect your S03 Security System by plugging in the phone cable from the wall to the **LINE** port on the back of the Main Panel (page 6).

If you also want to connect a phone to the same line, then the phone can be plugged into the panel using the **EXT** port. Otherwise, you can leave the EXT port empty.

### Calling the System

To control the system over the phone, you can call the phone number for the land line, and **the Main Panel will pick up the call** after a certain number of rings (see **Ring Count**).

When the system answers the call, it will beep once to prompt you to **enter your password**. When you finish entering your 4-digit password, the panel will beep twice to confirm your entry (similar to entering the password on the panel itself).

After entering your password, you can use the following commands by pressing buttons on your phone:

**1 - Arm in Out Mode**

**2 - Disarm**

**\* - Listen In On Microphone - 30 seconds (repeat as needed)**

**# - Hang Up**

**[2-digit outlet number] 1 = Turn Outlet On**

**[2-digit outlet number] 0 = Turn Outlet Off**

## Answering Calls from the System

When the system calls out and the call is answered, the person who answered will hear the custom message that's been recorded into the system ahead of time. While this recorded message is playing, **pressing # will prevent the system from calling any other numbers in the list.**

After that, the person can hang up and call back in to the system if needed, following the steps in the **Calling the System** section.

If the person hangs up the call without pressing #, then the system will continue calling any other phone numbers in the list, one at a time.

## Recording Your Custom Message

When the alarm is triggered and a phone line is connected, the system will call out and play your custom message to the person who answers the call. You can record a custom message **up to 10 seconds** in length.

For example, you may wish to record something like the following: **“The burglar alarm has been triggered at (street address). Please send help.”**

To record or re-record your custom message, enter **Programming Mode (page 7)**, then...

**6 #**

**Speak into the microphone** while the timer counts down. **Press # when you're done**, or let the timer finish on its own.

## Ring Count

You can change the number of rings that the Main Panel will wait before answering any inbound phone calls on the land line. For the purposes of counting, **one “ring” is about 6 seconds long.**

To change the Ring Count, enter **Programming Mode (page 7)**, then...

**12 \* [2-digit number] #**

For example, to change the Ring Count to 2 rings, the command would be...

**12 \* 02 #**

The maximum number of rings that can be set is 12.

## Line Cut Notification

If the Main Panel detects that a phone line is connected, but it is not receiving any dial tone on the line, then the panel will beep 3 times every 30 seconds to notify you. Without dial tone, the phone control features of the **S03 Security System** will not work correctly.

You can toggle the Line Cut Notification feature on or off by entering **Programming Mode (page 7)**, then...

Enable: **22 \* 1 #**

Disable: **22 \* 0 #**

## Exit Delay

By default, when you arm the system in Out Mode, the Main Panel will count down with an **Exit Delay** in order to give you time to leave before the system is armed. **The Out light will be flashing** while the Exit Delay is counting down.

The default Exit Delay is **30 seconds**, and it can be adjusted from **0 to 90 seconds**.

To change the Exit Delay time, enter **Programming Mode (page 7)**, then...

**27 \* [2-digit number]#**

For example, to set the Exit Delay to 10 seconds, the command would be...

**27 \* 10 #**

## Entry Delay

The Entry Delay gives you time to go to the Main Panel and disarm the system before the alarm is triggered.

To change the Entry Delay time, enter **Programming Mode (page 7)**, then...

**28 \* [2-digit number]#**

**Each individual Zone** can have Entry Delay enabled or disabled. See the **Zone Settings** section for more information.

## Siren Time / Silent Alarm

You can adjust how long the Internal Wired Siren will sound for when the alarm is triggered, from **0 to 30 minutes (default 1 minute)**. If this is set to 0, all sirens will be off and the alarm will be silent. If not silent, the wireless sirens have a timeout of 1 minute, and those cannot be adjusted.

To change the Siren Time, enter **Programming Mode** (page 7), then...

**29 \* [2-digit number]#**

## Siren Chirp

By default when the system is armed or disarmed, there will be a short blast, or “chirp,” from the sirens. You can toggle this setting on or off.

To toggle the Siren Chirp, enter **Programming Mode** (page 7), then...

Enable: **8 #**

Disable: **8 \***

## Door Chime

Each Zone can be set to have an optional Door Chime. When the Door Chime feature is enabled, then **whenever the system is disarmed and a sensor is triggered** (such as opening a door), then the **main panel will beep 3 times**.

To toggle the Door Chime feature for a certain Zone, enter **Programming Mode (page 7)**, then...

Enable: \* [2-digit Zone number] 7 1 #

Disable: \* [2-digit Zone number] 7 0 #

The Door Chime feature is ideal for anyone using the system in a small business location, where you may want to know when customers walk in your front door, or etc.

## Zone Settings

Each Zone can be set to behave in a certain way, according to its **Zone Setting**. Multiple accessories can be programmed into a single Zone, and any and all accessories in a single Zone will behave the same way.

### Available Zone Settings

#### 1 - Instant

When the system is **armed in Out Mode or in Home Mode**, the accessories in this Zone will trigger the alarm immediately. If the system is **disarmed**, then the accessories will not do anything when triggered.

#### 2 - Delay

When the system is **armed in Out Mode or in Home Mode**, the accessories in this Zone will trigger the alarm only after the **Entry Delay** has finished counting down. If the system is **disarmed**, then the accessories will not do anything when triggered.

### 3 - Emergency

Any accessories in a Zone with this setting will trigger the alarm immediately, **even if the system is disarmed**. This is ideal for certain types of accessories, such as smoke alarms, panic buttons, etc.

### 4 - Disabled

Any accessories in a Zone with this setting will not trigger the alarm, **even if the system is armed**.

### 5 - Away Armed Mode

Any accessories in a Zone with this setting will trigger the alarm when it's **armed in Out Mode**.

If the system is **armed in Home Mode**, or if the system is **disarmed**, then the accessories will not do anything when triggered.

By default, any **motion detectors** included with your system are pre-programmed in **Away Armed Mode**. That way, you can still move around inside your house at night without triggering the alarm, but the doors and windows will still be armed and protecting the perimeter of your house.

### Changing Zone Settings

To change a Zone Setting for a certain Zone, enter **Programming Mode** (page 7), then...

\* [2-digit Zone number] 2 [1-digit Zone Setting] #

Forexample, to set **Zone 03** to 'Type 1 - Instant' ...

\* 03 2 1 #

# Working With Accessories

The S03 main panel can be programmed with **up to 100** accessories (150-foot range). The system has **32 numbered Zones** for wireless accessories, which can hold up to 10 accessories each. It also has support for connecting up to 2 zones of third-party wired sensors. More than one wired sensor can be on the same zone.

- **Remote Key Fobs**
- **Wireless Sensors /Detectors**
- **RFID Key Tags**
- **Secondary RFID Keypad**
- **Wireless Sirens**
- **Wired Accessories**
- **Smart Outlets**
- **Removing All Accessories**

**New systems have been pre-programmed by our technicians, so the accessories should already work with the main panel.** Accessories that you add later will need to be programmed with the main panel before they will work.

## Programming Accessories to the Main Panel

To program an accessory to the main panel, **set the panel into a listening mode**, and then **trigger the accessory** so that it will send a signal to the main panel to be saved in memory.

**Note:** Whenever programming an accessory, you should **make sure that other accessories do not accidentally trigger**. For example, while programming a new door sensor, you may first want to turn off any motion detectors that would pick up your motion.

## Remote Key Fobs

The Remote Key Fobs can be used to control the system from up to 150 feet away from the main panel. You can arm the system from outside the house as you leave in the morning, and disarm the system before opening the door when you come home.



The remote's four buttons allow you to arm the system (in either mode), disarm the system, or trigger the alarm immediately.

### Programming Remote KeyFobs

By default, the Remote Key Fobs are usually programmed into one of the last Zones, such as **30**, **31**, or **32**. However, you can program them into any empty Zone number.

To add a Remote Key Fob, or to change its Zone, enter **Programming Mode (page 7)**, then...

**7 # [2-digit zone number] #**

**Press any button** on the remote key fob.

**Press #** to save.

### Wireless Sensors / Detectors

To add a sensor or to change its Zone, enter **Programming Mode (page 7)**, then...

**7 # [2-digit zone number] #**

**Trigger the accessory** to send a signal to the main panel.

**Press #** to save.

Also, make sure that the Zone Settings for the Zone that you've chosen are correct so that the accessory you're adding will behave as expected. You can see more information in the previous section, entitled **Zone Settings**.

## RFID Key Tags

RFID Key Tags are ideal for sharing with house guests, cleaning staff, security personnel, or anyone who needs temporary access to your system.

If someone has an RFID Key Tag, they don't need to know your password in order to disarm the system. If an RFID Key Tag is lost or stolen, you can easily de-program that Key Tag so that it won't work with your system anymore.

RFID Key Tags cannot be used to arm the system.

### Adding an RFID Key Tag

To add an RFID Key Tag, enter **Programming Mode (page 7)**, then...



**69 \* 0**

**Swipe the Key Tag** in front of the Main Panel  
**Press #** to save.

### Removing all RFID Key Tags

To remove all RFID Key Tags, enter **Programming Mode (page 7)**, then...

**69 \* 1 #**

## Secondary RFID Keypad

If you have an RFID Keypad with your system, you can use that to arm and disarm the system as well. Additionally, you can swipe the RFID Key Tags in front of the Keypad to disarm the system.



*The Secondary RFID Keypad also comes with 2 additional Key Tags.*

### Changing the RFID Keypad's Passwords

The RFID Keypad has two passwords which are separate from the password in your Main Panel.

Default Admin Password (change settings): **123456**

Default User Password (disarm system): **1234**

**Note:** The User Password does not need to match the Main Panel's password for the Keypad to work correctly.

To change the Admin Password, enter the following on the Keypad:

**[Current 6-Digit Admin Password]#**  
**8[New 6-Digit Admin Password]#**

To change the User Password:

**[Current 6-Digit Admin Password]#**  
**7[New 4-Digit User Password]#**

## Programming the Keypad to the Main Panel

The main panel **considers the RFID Keypad to be the same as a Remote Key Fob**, so we can add it to one of the Zones typically used for Remotes like 30, 31, or 32. You can refer to the Remote Key Fobs section for more information.

When ready, **the way to trigger the RFID Keypad** is to type in the 6-digit Admin Password, then press **SOS**.

### Using the RFID Keypad

Press any key to wake up the RFID Keypad.

To send an Arm command to the main panel: **[4-Digit User Password]**, then the **Arm button** (either the Lock icon for Away, or the House icon for Home).

To send a Disarm command to the main panel: **[4-Digit User Password]**, then the **Disarm button** (or swipe an RFID Key Tag in front of the Keypad.)

## Wireless Sirens

The **S03 Security System** works with one or more **wireless sirens** that can be placed anywhere within range of the panel (150 feet). Like the other accessories, sirens that come with your new system are pre-programmed by our technicians so they should be working right out of the box.

If you purchase additional sirens at a later date, you can easily add them to your system by following the steps in this section.

## Programming a Wireless Siren to the Main Panel

First, plug in and/or turn on the wireless siren. It's also a good idea to turn off and/or unplug any other sirens while adding a new siren.

**Trigger the alarm** (the quickest way is to press the SOS button on a Remote Key Fob). The Alarm light will be lit up now.

Then, **trigger the siren**. See the following pages for instructions on triggering the different types of sirens.

Then, **disarm the system**. You'll hear some beeps from the siren in response.

To finish programming the siren, **unplug it and/or turn it off for at least 10 seconds**.

Your siren is now programmed. You can plug in the siren anywhere within range of the main panel, and test it when you're ready by triggering the alarm to confirm the siren will sound.

Remember to turn on and plug in any other sirens that may have been turned off or unplugged during programming.

## Triggering Wireless Sirens

Each of the wireless sirens compatible with the S03 system can be triggered as part of the process to add it to your system. Here are the details for each type of wireless siren that we offer now.

## Round Plug-In Strobe Siren



*Press and hold the white programming button on the back (not pictured)*

## Small Indoor Plug-In Siren



*Press the black programming button on the side.*

## Indoor / Outdoor Strobe Siren



*Press the black programming button on the back, just below the power switch.*

## Solar Siren



*Press and hold the volume button. There are 2 indentations in the white plastic on the back for a finger / thumb. The Volume Button is the upper one of these spots.*

## Black Outdoor Siren



*Disconnect and reconnect the power 3 times in a row, quickly. On the third time, leave it plugged in.*

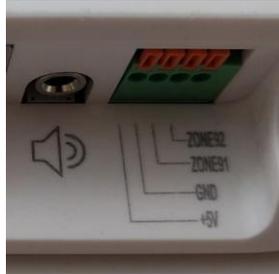
Note: For the Black Outdoor Siren, if you wait too long in between plugging it in and unplugging it during this process, the siren will time out.

If the siren does time out, you'll hear 2 short beeps after a pause. In that case, start over with unplugging it and plugging it in again.

## Wired Accessories

The S03 main panel has a connector port for a **wired siren**, and also some connections for any **third-party wired sensors** that you may have.

Wired Siren



Wired Sensors

*A close-up of the back of the main panel.*

A two-wire sensor would be connected to one of the zones (**Z1** or **Z2**), and the ground (**GND**). If you have both zones connected, they would share the same ground port.

If the sensors need power, you can use the **+5V** power port.

If you have the internal wired siren from Fortress Security Store, you can connect it directly to the **Wired Siren** port. No programming is required.



*The internal wired siren plugs directly into the main panel.*

## Smart Outlets

The Smart Outlets are an optional accessory that provide you with some home automation controls. You can turn the Smart Outlets on and off remotely, either by entering commands on the Main Panel, or by calling the system and entering commands over the phone.

You can also press the button on the Smart Outlet itself to toggle it on or off. The Smart Outlet will show a **red light** when it's turned OFF, and a **blue light** when it's turned ON.



The system supports up to 10 Smart Outlets, numbered from **00** to **09**.

### Controlling from the Main Panel

- Turn On:  
\* [2-digit outlet number] #
- Turn Off:  
\* [2-digit outlet number] \*

For example, to turn on Smart Outlet #02, you would enter the following: \* **02**#

**Note:** You don't need to enter Programming Mode in order to control the Smart Outlets.

## Controlling over the phone

After calling the system and entering your password, you can turn a Smart Outlet on or off with these commands:

- Turn On:  
**[2-digit outlet number] 1**
- Turn Off:  
**[2-digit outlet number] 0**

## Programming a SmartOutlet

Like other accessories, any Smart Outlets you have purchased with a new system will be pre-programmed to the panel. You can add additional Smart Outlets later by following these steps:

1. Plug in the Smart Outlet to power.
2. Press and hold the button on the Smart Outlet. The red light will turn off.
3. On the main panel, enter the following:  
\* [2-digit outlet number] #  
The light on the Smart Outlet will flash red twice.
4. Press and release the button on the Smart Outlet. The light will turn blue.

## De-Programming a SmartOutlet

You can de-program a Smart Outlet by following these steps:

1. Plug in the Smart Outlet to power.
2. Press and hold the button on the Smart Outlet. The red light will turn off.
3. Press and hold the button on the Smart Outlet again for about 10 seconds. The red light will flash faster and faster, and then you'll see a solid blue light.
4. Unplug the Smart Outlet from the power.

## Removing All Accessories

When removing accessories from the S03 system, **all accessories are removed at the same time**. If you want to remove one or more accessories, then you will need to remove all accessories and then reprogram the ones you wish to continue using. This includes all sensors and detectors, wireless sirens, remote key fobs, smart outlets, and RFID key tags.

Other settings in the panel (such as your password, delay settings, chime settings, and etc.) will not be forgotten when you remove all accessories.

To remove all accessories from your S03 main panel, enter **Programming Mode (page 7)**, then...

**0 7 #**

**[your 4-digit password] #**

Unlike other commands in the S03 system, you'll notice that **you will need to enter your password again** after entering the "0 7 #." This helps to prevent the accidental removal of all of the accessories when you don't intend to do so.

# Technical Specifications

This section contains technical specifications for the **S03 main panel**. For technical information regarding the accessories, you can refer to the documentation for that accessory. We also have details available on our web site.

<https://www.fortressecuritystore.com/>

Power Input: DC 5V

Standby Current: <25mA

Alarm Current: <500mA

RF Frequency:

433MHz for accessories

315MHz / 433MHz for sirens

PSTN/Land Line: US / EU / CN Standard

Internal Backup Battery:

800MA/3.6V Li-polymer

Built-In Siren Volume: 110 dB

Accessory Compatibility:

PT2262 (Oscillation resistance 1.5M - 4.7M)

EV1527 (Oscillation resistance 150K - 470K)

# Troubleshooting

If you experience any difficulties with the system, you can contact **Fortress Customer Support** for assistance.

<https://www.fortresssecuritystore.com/faq>

<https://www.fortresssecuritystore.com/contacts>

**Email:** [support@fortresssecuritystore.com](mailto:support@fortresssecuritystore.com)

**Phone:** 1 (206) 981-5371

We also have some general troubleshooting tips you can try if your system is experiencing any problems.

## Power Cycling the Main Panel

If the system begins behaving unexpectedly, or stops working as usual, one possible solution is to **power cycle** the main panel.

1. Unplug the power cable.
2. Turn off the power switch.
3. Wait for 30-60 seconds.
4. With the power switch turned off, plug in the power cable.
5. Turn the power switch on.

In some cases, if the main panel's internal battery was not fully charged, **you may need to let the panel charge for 1-2 hours**, then test the system again.

## Changing Accessory Batteries

The batteries in the wireless accessories will typically last 8-12 months, depending on usage. **We recommend regularly testing your system every 1-2 months.** If an accessory is beginning to fail, replace the battery and test it again.

## Checking Placement of Sensors

If one or more sensors is not working consistently or correctly, or if you are receiving frequent false alarms, you may need to check the placement of the sensors to make sure they are oriented correctly for best performance.

- Separate door sensors from metallic door or window frames with spacers (1/2" or more)
- Door sensors and magnets should be no farther apart than 1/2" when the door or window is closed.
- Motion detectors should not be placed where they can detect motion from outdoors.
- Smoke alarms should be placed on or near the ceiling.
- Gas leak detectors should be placed on or near the floor.

## Performing a Factory Reset

Some rare issues may be resolved by performing a factory reset in the main panel, then reprogramming the system and testing again.

To perform a factory reset, enter **0000#**.

All programming will be cleared and all settings will be reverted to the defaults. The default password is **1234**.

# Space for Notes

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# MANUAL

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