

SENTROL ZX400/ZX410

Security System Control

Programming

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Operating the System

Introduction

The Sentrol ZX400/ZX410 Security System incorporates the most desired operational features available today. The ZX400/ZX410 features ease of installation and programming with an easy-to-operate keypad. Features such as cross-zoning, delay before dialing, and an audible “mute” function on the keypad help reduce false alarms.

The ZX400/ZX410 is pre-programmed at the factory with one 2-wire smoke detector zone and twelve burglar zones (one delay, two interior, and nine instant) through Sentrol’s unique “2 in 1” Zoning™.

A Zone Expander Module (ZXEXP) may be added to provide an additional 2-wire smoke detector zone and up to 16 additional zones. Up to 16 RF Points may be used with the 4710 and 4720 RF Gateways.

The ZX400/ZX410 Security Control is easily programmed with any one of four Control Stations (LCD, LED, SSD, or VFD). The Control’s on-board RAM maintains its data even with the power disconnected. The Control may also be programmed remotely with the aid of a personal computer (PC) and a modem using Sentrol’s remote programming software (RPM2PRO) and a panel support module (PRO400).

The ZX400/ZX410 Security Control allows the division of a single system into two distinct areas, with an optional common area. To the customer, each area appears to be a fully functional system. The common area appears to be an extension of both areas. Each zone must be assigned to one of the two areas or to the common area. Each Control Station must be assigned to one of the two areas and may be extended to operate in the other area as a secondary area. The common area is accessible to all Control Stations.

The Control may have up to 50 user codes. Each user passcode must be assigned to one or both of the areas, and it must also be programmed with one of the 15 different levels of authority.

NOTE

Common Area is available in Rev 2.11 software and later revisions. Check software version label or control panel to determine revision level of software.

Powering Up With The Control Station

The control comes from the manufacturer with a factory set (default) program. The factory default code for user passcode No. 1 is “1234”. This passcode is authorized to perform all user level functions. The default setting for the installer passcode is “9632”. The installer passcode can perform the installer level functions. (See Installer Level Programming - User Data Description for the listed functions). All zones and Control Stations are assigned to Area 1 at default. The default setting for user passcode No. 50 is “1245” and it is authorized to perform all user level functions. It is assigned to both Area 1 and 2.

When a Control Station is powered-up, it briefly displays a test pattern followed by its data bus address. The Control Station will then begin displaying information from the control panel. During the first fifteen seconds after power-up, the control panel will instruct the Control Station to display the panel’s software revision and flash the AWAY, STAY, NIGHT, READY, and TROUBLE LEDs.

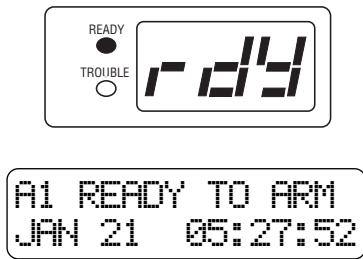


PANEL REV 2.10

NOTE

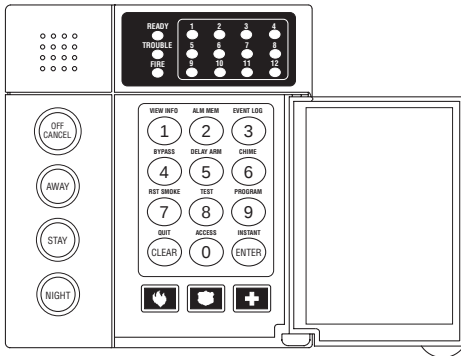
Rev number may change as software is upgraded.

Once the zones are in a secure state, the Control Station displays:

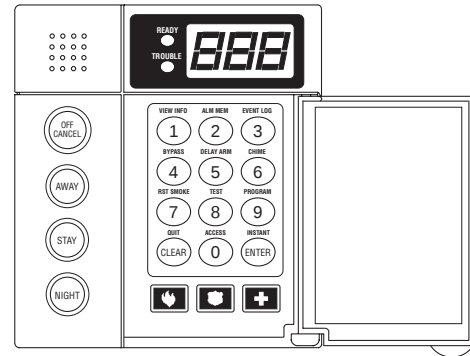


Nearly every option on the control requires the use of a valid user passcode. The user passcode may be used for functions in a specific area or system-wide. Most of the options may be performed at any time, even while the control is fully or partially armed. To perform a function, a user must press the key corresponding to that function and then enter a passcode with the appropriate authority level. For purposes of discussion, the installer and the end user are both considered system users, but have different levels of authorization.

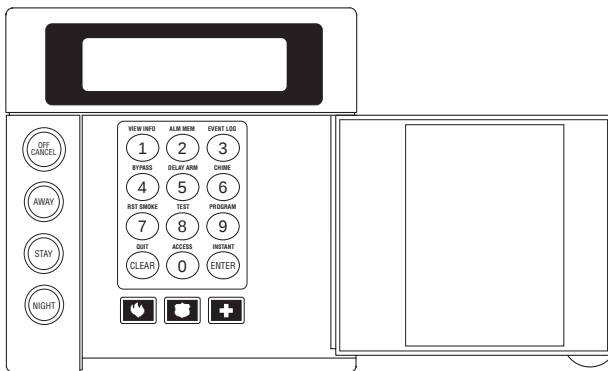
Control Stations



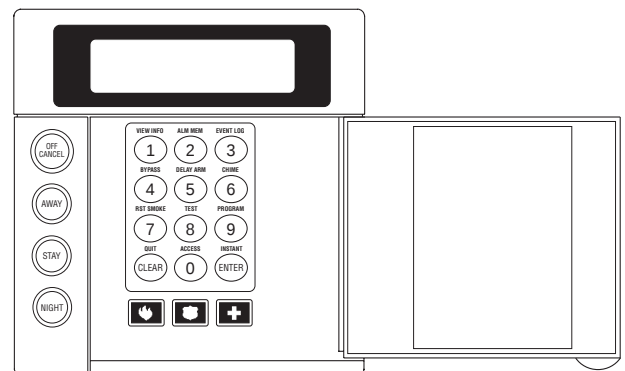
LED Control Station
(ZXLED12)



SSD Control Station
(ZXSSD)



LCD Control Station
(ZXLCD)



VFD Control Station
(ZXVFD)

FIGURE 1 System Control Stations

Control Station Overview

For SSD, LED, LCD, and VFD Control Stations:

Away, Stay, and Night Keys	These keys, followed by a passcode, arm one or both areas to the AWAY, STAY, or NIGHT level.
Away, Stay, and Night LED's	These LEDs backlight the AWAY, STAY, and NIGHT keys to indicate the armed level of the Control Station's primary area. These will flash during Exit Time or during a Burglar Alarm after Dialer Delay has expired.
Off/Cancel Key	This key, followed by a valid user code, disarms an area(s), silences and cancels alarms, and silences trouble conditions.
Instant/Enter Key	This key is used in programming to store entered data. Also, when pressed during an exit time from a STAY or NIGHT arming, this key disables both the entry and exit times for the primary area of the Control Station.
Keypad Audibles	The piezo resonator activates for conditions including entry and exit notification, alarm, trouble, chime, etc.
Auxiliary Keys	When enabled, these keys activate the auxiliary alarms (Fire, Police, Medical Emergency) or call a pager.
Clear/Quit Key	This key is used to reset any entry error and to allow you to escape out of an operation. To clear a "Missing Keypad", "Memory Error", or "Smoke Trouble" system trouble condition or to turn off the Duress output, press and hold the CLEAR key for three seconds.
Keyboard Backlighting	The Control Station contains recessed LEDs to provide a light in dark or dimly lit environments.

For SSD and LED Control Stations only:

Ready LED	This LED indicates the status of the Burglar zones assigned to the Control Station's primary area. It illuminates when the Burglar zones are all secure.
Trouble LED	This LED will illuminate for system troubles (AC failure, low battery, communication failure), zone troubles, and Burglar Tamper conditions. (See Operating the System - Trouble Conditions for a complete list of trouble conditions).

For LED Control Stations only:

Zone Status LED's	These LEDs generally indicate the condition of zones 1 through 12. See the <i>ZXLED8/ZXLED12 User Guide</i> for how the LEDs indicate the Normal, Faulted, Bypassed, Trouble, and Alarm conditions. These LEDs may also display system trouble conditions and programming information.
Fire Zone LED	This LED indicates the status of the two-wire smoke zone on the main control board (Zone 30).

For SSD Control Stations only:

Seven Segment Display	The three Seven Segment Display (SSD) characters enunciate system status, zone status and user information. See the <i>ZXSSD User Guide</i> for details.
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Control Station Function Keys

All Control Station function keys (except the View Info Key) require that the function key be pressed followed by a valid passcode. The passcode's authority level will determine if the selected function can be performed. While entering the passcode, there will be a four second time-out for no activity. After the passcode has been entered, there will be a three minute time-out for no activity. The time-out will return the Control Station to idle. The operator may press the CLEAR key at any time to return the Control Station to idle.

Below are the functions associated with keys 0 - 9 and a brief description of the functions. For details on the operation of these functions, as well as on the three arming keys, see the appropriate User Guide.

-  **VIEW INFO KEY**
This key is used to view information and scroll through alarm and trouble conditions. A passcode is not required to perform this function.
-  **ALM MEM KEY**
This key allows you to view the most recent alarm event(s) on the Control Station.
-  **EVENT LOG KEY**
From an LED or SSD Control Station, this key will initiate printing of the Event Log. From an LCD or VFD Control Station, this key will allow you to view the Event Log on the Control Station or initiate printing the log.
-  **BYPASS KEY**
This key allows you to select zones to be bypassed (removed from the system) and unbypassed (restored to the system).
-  **DELAY ARM KEY**
This key extends or postpones an automatic arming by one hour.
-  **CHIME KEY**
This key turns the chime function on or off for a particular area.
-  **RST SMOKE KEY**
This key resets all latched smoked detectors and clears "Smoke Troubles" and "Bell Silenced".



TEST KEY

This key allows you to perform one of the six following tests: Walk, Battery, Bell, Communications, Keypad, and RF Signal Strength. After a valid passcode is entered, you may select the test to perform.



PROGRAM KEY

This key is used to enter installer or user level programming. User level programming is described in the appropriate User Guide. Installer level programming is described in Installer Level Programming.



ACCESS KEY

This key is used to activate a door strike or other similar function.

Secondary Function Keys

The Control Station secondary function keys may be activated by pressing the ENTER key followed by Key #1 through Key #6. A passcode is not required to activate these functions. These functions are activated by pressing the following:

-  +  Turns Lamp Trigger Output ON or OFF
-  +  Turns Universal Output ON or OFF
-  +  Quick Access from Keypad
-  +  Turns Key 4 Output ON or OFF
-  +  Turns Key 5 Output ON or OFF
-  +  Turns Key 6 Output ON or OFF

Please see Installer Level Programming - Output Definitions Description for more details on the operation of these functions. The above outputs are only available to the user if you program them as Programmable Outputs. If any of these features are made available to the user, please instruct the user on their operation as it is not detailed in the appropriate User Guide.

Installer Arming and Disarming

The installer passcode may be used to arm one or both areas. It may be used to disarm one or both areas, but only if the area was armed by the installer passcode. It may be used to silence alarms and to silence trouble conditions. When it is used to silence a Burglar alarm, it will not disarm the area or cancel the alarm unless the area was armed by the installer passcode. For a detailed description of arming and disarming procedures, see the appropriate User Guide.

Installer On Premises

When the installer passcode is used to program Function Map data or User Codes on the control panel or RF Data on an RF Gateway, a "Local Program Begin" event is logged to be reported. A "Local Program End" event is logged to be reported 255 seconds after the programming mode is exited or upon the CLEAR key being pressed and held for three seconds.

Trouble Conditions

The possible trouble conditions are:

AC Power Failure	Zone Trouble
Communication Failure	Telco Line 1 Fault
Smoke Trouble	RF Point Not Reporting
Missing Keypad	Memory Error
Fire Trouble	Supervisory Trouble
RF Jamming	Silenced Burglar Tamper
RF Point Low Battery	Zone Missing
Low/No Battery	Bell 1 Fault
Silenced Fire Alarm	RF Point Tampering
Call RPM Failed	RF User Device Low Battery
Non-Telco Fault	

Refer to the Installation manual for a description of these trouble conditions.

Testing

The ZX400/ZX410 provides the following testing capabilities: Walk Test, Battery Test, Bell Test, Communicator Test, Keypad Test and RF Signal Strength Test. Refer to the appropriate User Guide for instructions on performing these tests. Always ensure that a Walk Test (and an RF Signal Strength Test when applicable) is performed on a new installation.

To test the Received Signal Strength of each RF Zone Device, use Test 6 - RF Signal Strength Test. From the Control Station press the "8" key, followed by the Installer Code (9632) and then press the "6" key. Next press the RF Zone Device Number (13 to 28). The Control Station will display and sound the Received Signal Strength of the last transmission sent by the RF Zone Device. See results below:

Strong Signal (HOT or 5 Control Station beeps): a strong or high level RF signal was measured by the receiver for that location of the transmitter. This is a good location for the transmitter and receiver.

Acceptable (ACC or 3 Control Station beeps): a normal or acceptable level of RF signal was measured by the receiver for that location of the transmitter. This is a good location for the transmitter and receiver.

Low Signal (LOW or 1 Control Station beep): a low or not acceptable level of RF signal was measured by the receiver for that location of the transmitter. Make multiple test transmissions, making sure that obstructions between the transmitter and receiver are normal but minimized (hands away from units, metal ladders away from receiver, etc.) during these tests. The transmitter and/or receiver will need to be relocated to obtain ACCEPTABLE level readings.

No Signal (NO or 1 long Control Station beep): no RF signal or an extremely low RF signal was measured by the receiver for that location of the transmitter. Bring the transmitter to the RF Gateway and activate the transmitter. The red LED on the RF Gateway should blink. If it does not, then the transmitter is not working. If the red LED does blink, but the signal strength is still NO SIGNAL, then a programming error exists. Check the programming of the zone in both the RF Gateway and the panel. If the signal strength is STRONG or ACCEPTABLE, then the transmitter and/or receiver will need to be relocated to obtain ACCEPTABLE level readings. Be sure to power down the control to clear out all signal strength levels before testing the transmitter at its new location.

After testing has been completed, the RF Gateway and RF Zone Devices should be permanently mounted.

NOTE

Series 4000 RF Gateways and transmitters which are not UL Labeled are not allowed in UL Certified installations.

Programming the Control

Introduction

The control may be programmed locally from any LED, SSD, LCD, or VFD Control Station. It may also be programmed using the remote programming software, RPM/2 Pro. Throughout this section, the Fire Auxiliary key is referred to as the “A” key and the Medical Auxiliary key is referred to as the “C” key.

Local Programming

There are two levels of Control Station programming: User level and Installer level.

User Level Programming

Provides the ability to add, change, or delete user passcodes. It also allows Scheduled Arming and Latch Key operation to be changed. A user passcode with authority level 9, 10, or 15 is required to access the user level programming (see Installer Level Programming - Authority Levels). See the appropriate User Guide for more information regarding user level programming.

Installer Level Programming

Allows total customization of the control’s operating features. Only the installer code may access this level. Anyone attempting installer level programming should be familiar with the contents of this publication prior to programming the control panel.

NOTE

If the installer code is lost or forgotten, it may be impossible to program the control locally.

If remote programming is used, it is possible to “lock-out” or prevent takeover of a control by another installation company by selecting “Lockout Local Prog.” This prevents the installer passcode from gaining access through local Control Station programming. The installer passcode may still be used for the non-programming functions described in Installer Level Programming - Authority Levels. **Lock-out Local Prog** does not affect remote programming.

Remote Programming (RPM/2 Pro)

The entire control database can be programmed remotely through a computer and modem using a remote program called RPM/2 Pro. To use RPM/2 Pro with the ZX400/ZX410, you will need RPM2PRO and a panel support module for the ZX400 family (PRO400). Remote programming utilizes extensive error checking and security safeguards, including data encryption, password log-on, panel IDs and agency codes.

Panel IDs are used by RPM/2 Pro to identify a control during a remote programming session. The agency code is used by the control to identify the remote programmer during initialization of a remote programming session. These codes are loaded into the control by RPM/2 Pro during the first RPM/2 Pro session. They cannot be viewed by local programming.

The panel ID and agency code work together to prevent illegal takeover by another computer with RPM/2 Pro. Once the agency code is programmed, the control also prevents local changing of account codes and telephone numbers and disables the RESTORE DEFAULTS function.

Area Partitioning

The control may be divided (partitioned) into two independent areas. To the customer, each area appears to be a full-featured system. This allows one control to be shared by two independent departments within a common structure.

NOTE

LED Control Stations *cannot* have a Secondary Area.

Each area can be programmed to control separate outputs with a dedicated audible or annunciator. It is also possible to combine the outputs of both areas so that a central siren, bell or audible can be used. The audible should be positioned so that it can be heard by all partitions. When partitioning is not desired, simply designate all zones to a single area (Area 1).

An example of a partitioning application is a business that is divided into two departments with both departments occupied by a different manager. The control communicator would be installed in a secure area (common utility closet) with dedicated and uninterrupted AC power and telephone service. This must be considered when planning the control panel position as the power and phone service to a tenant may be terminated if that tenant leaves.

Each tenant's compartment is assigned an area with a number of zones, codes, and Control Stations. When an area experiences an alarm or other event, the adjacent system area is not alerted to the event since the Control Station would be programmed to respond only to events in the assigned area (see Table 1).

Another programming feature is the ability to allow crossover between areas. This allows the user(s) from one area to operate the other area from a designated Control Station. Programming is discussed in detail later in this manual. By factory default, users are only allowed to see and operate their primary assigned area. Multi-area operation may be useful for applications where the security system is installed in a facility that is divided into departments. Each department has a set of users who are responsible for arming and disarming only the security system to which they are assigned. If desired, the system may be set up to allow one or more users to have control over both areas (see Table 2).

Another programming feature is common area burglar zones (see Operating the System - Introduction). These zones may be used when a system needs to be configured with two separate areas of protection and a common area. For example, an office building with two separate offices and a common lobby. The lobby (or common area) only gets armed when both areas are armed in the AWAY mode. When one area is armed in the AWAY mode, the common area becomes an extension of the other area. When either area is disarmed, the common area also is disarmed. Faulted common area zones may be viewed on all Control Stations.

Arming and disarming operations with a common area are the same as without a common area, except that when an area is armed in the AWAY mode, all common area zones may need to be secure. Common area zones may not be force-armed, but they may be bypassed. Common area zones may be violated while either of the two areas is in Exit or Entry time countdown.

Maximum Zones = 30

Up to 28 zones may be assigned to either area or the common area (fire zones are system-wide and have no area assignment).

Maximum Users = 50

Any number of users may be assigned to either or both areas.

Maximum Supervised Control Stations = 6

SSD, LCD, and VFD Control Stations can be assigned to operate in both areas if desired. LED Control Stations can only be assigned to operate in either Area 1 or Area 2.

When reporting to the Central Station, the control has three sets of Account Numbers. One set for system events, one set for Area 1 events and one set for Area 2 events. Examples of System events include: Fire Alarms and Troubles, Common Area Burglar Alarms, AC Power Failure, Low Battery and automatic tests. Examples of Area 1 or Area 2 events include: Burglar Alarms, Holdup Alarms, Opening/Closings.

All events are grouped into several categories with each category having options of reporting to receiver A, receiver B and/or a Pager.

SYSTEM	AREA 1	AREA 2
System Account Numbers	Area 1 Account Numbers	Area 2 Account Numbers
Fire Zone 30	Burglar Zones 1 - 3	Burglar Zones 4 - 6
	Users 1 - 3	Users 4 - 6
	Control Stations 1 & 2	Control Stations 3 & 4

Table 1 Two Separate Areas

SYSTEM	AREA 1	AREA 2
System Account Numbers	Area 1 Account Numbers	Area 2 Account Numbers
Common Burglar Zones 7 & 8	Burglar Zones 1 - 3	Burglar Zones 4 - 6
Fire Zone 30	Users 1 - 3, 7	Users 4 - 7
	Control Stations 1, 2, 5	Control Stations 3 - 5

Table 2 Two Areas with Two Common Burglar Zones (Zones 7 & 8)
A Multi-Area User Code (User 7) and a Multi-Area Control Station (Keypad 5)

LED Control Station Programming

When in programming mode, an LED Control Station will mimic what is displayed on an SSD Control Station. The top row of LEDs will correspond to the first SSD character, the second row to the second SSD character and the third row to the third SSD character. If an SSD character is 1 - 9 or A - F, then

that hexadecimal digit will be displayed in binary on the appropriate row of LEDs. See the Installer Level Programming section for programming with the Control Station. It will also show examples of SSD, LCD, or VFD Control Station displays. There are no examples for LED Control Stations (see Figure 2).

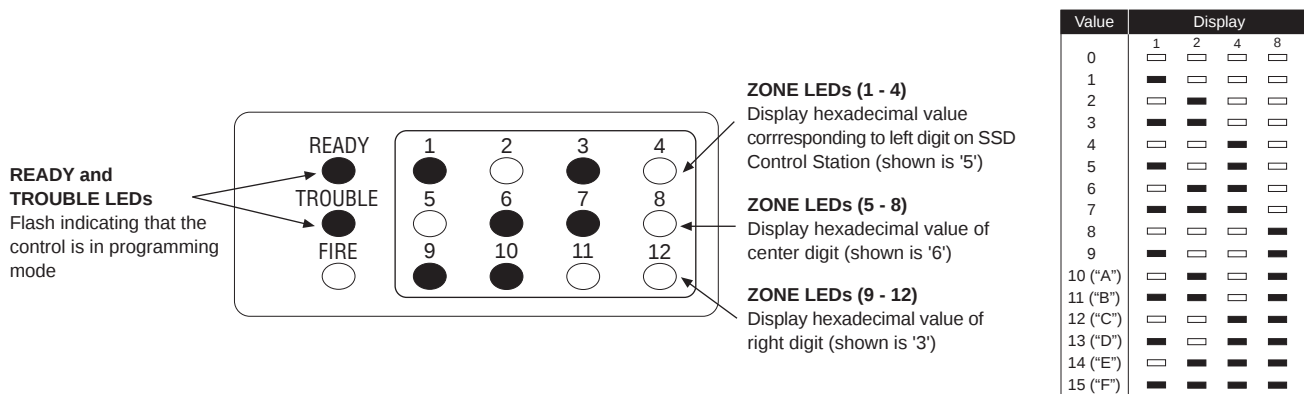


Figure 2 LED Display

Installer Level Programming

Menu Options

This section will describe Installer Level Programming as performed locally from a Control Station.

To enter Installer Level Programming, press the PROGRAM (9) key and enter the installer passcode (default = 9632). The Control Station will then prompt you to select a programming option from 1 to 9 where:

- 1 = REMOTE CONNECT
- 2 = SET CLOCK
- 3 = EDIT FUNCTION MAP
- 4 = PROGRAMMING ZONE NAMES
- 5 = PROGRAMMING USER CODES
- 6 = RESTORE FACTORY DEFAULTS
- 7 = SET DAYS UNTIL NEXT COMM TEST
- 8 = CALL RPM
- 9 = PROGRAM RF DATA

Remote Connect

Press the '9' key and enter the installer passcode to enter programming mode. Press the '1' key to perform a Remote Connect. The control will seize the telephone line and the Control Station will return to idle. This feature is used to manually connect the control to a remote programming computer.



REMOTE CONNECT

Set Clock

Press the '9' key and enter the installer passcode to enter programming mode. Press the '2' key for Set Clock programming. The Control Station will go into clock set mode.

The SSD Control Station will have a Set Clock prompt display. The LCD and VFD Control Station will display the current hour, minute, month, day, and year (HH:MM MM/DD/YY). The zone LEDs on an LED Control Station will remain off. The hour must be entered in 24-hour format.



14:58 02/11/96
ENTER = COMPLETE

The operator may start entering numbers from the first hour digit. As a number is entered, it is displayed and the cursor automatically moves to the next position on the LCD and VFD Control Station. When a digit is entered, the Control Station will display:



24:58 02/11/96
ENTER = COMPLETE

If the CLEAR key is pressed, the cursor will move back to the first hour digit and any changes that were entered will be erased, i.e.: the current time and date will be re-displayed. If the CLEAR key is pressed and no changes have been entered, the Control Station will return to idle with no changes to the time or date.



14:58 02/11/96
ENTER = COMPLETE

If the ENTER key is pressed, all changes that were entered will be range checked. The entire time and date need not be entered. Any fields that are not entered will remain unchanged. If the data entered is within range parameters, the clock will be updated and the Control Station will return to idle. A "Begin Set Clock" event will indicate the time before the change and an "End Set Clock" event will indicate the time after the change. If the entered data is out of range, the Control Station will indicate an error, erase the previous entries and re-display the current time and date.



Edit Function Map

Press the '9' key and enter the installer passcode to enter programming mode. Press the '3' key to enter Edit Function Map mode. The Control Station will prompt you for a location to be programmed. The location numbers, definitions, and valid entries for the locations are described in the Installer Level Programming - Function Map section. From this mode, you may edit the entire Function Map except for User Codes and Zone Names. Editing Zone Names is described in the Installer Level Programming - Programming Zone Names section. Editing User Codes is described in the Installer Level Programming - Programming User Codes section.

From the LOCATION prompt, enter digits for the desired location number. The digits entered will be displayed. If more than three digits are entered, the first digit entered will be discarded. If you make a mistake, you may press the CLEAR key to clear out the location and start over. When the desired location number is displayed, press the ENTER key. The Control Station will then display the current value programmed at that location.

Entering a New Value at a Location

While the Control Station is displaying the value at a location, you can enter digits to change the value at that location. The new value is displayed as you enter the digits. Other keys work as follows:

- ENTER**
 - if pressed after new digits are entered, the displayed value is stored at the current location.
 - if pressed with no new digits entered, then it will go to the next location.
- 'C' Key**
 - if pressed, it will go back one location and ignore any digits entered.
- CLEAR**
 - if pressed after new digits are entered, the new digits will be erased and the original value will be re-displayed at the location.
 - if pressed with no new digits entered, then it will return to the LOCATION prompt.
- OFF CANCEL** - on an LED or SSD Control Station, it will momentarily display the present location number.

NOTE

When you press the ENTER key to store the new value, the system will store the value as entered. It is the responsibility of the programmer to enter a value within the specified range. If the value entered is out of the range, then undesirable operation may occur. In some cases, if the value entered is too large, it will be truncated before it is stored causing a different value to be stored than was entered.

Programming Account Code and Telephone Number Digits

When the location being programmed is an account code or telephone number digit (see Installer Level Programming - Communication Telephone Numbers Description and Area Event Reporting Description), the value will be displayed as an "H" followed by a single digit. The "H" indicates that this location is a Hexadecimal field. The valid entries for these locations are "0" through "F", where A - F correspond to 10 - 15 respectively.

To program a digit, enter digits as normal. To enter an A - F, enter a '1' followed by a '0' through '5'.

As in programming normal fields, if too many digits are entered, the first digit entered will be discarded. The ENTER, OFF CANCEL, 'C', and CLEAR keys will work the same as described above.

Programming Report Codes and Attribute Fields

When the location being programmed is a report code (see Installer Level Programming - Zone Report Codes Description thru System Report Codes Description) or an attribute field (see Installer Level Programming - Area Data Descriptions thru Zone Data Descriptions and System Report Codes Description thru Area Schedules Description), the value will be displayed as an "H" followed by two digits. The "H" indicates that this location is a Hexadecimal field. The valid entries for these locations are "00" through "FF", where A - F correspond with 10 - 15 respectively. The Control Station display will automatically display the hexadecimal value.

To program one of these locations, enter digits as normal. To display a '1' in the first digit location, you must enter a '0' before the '1', i.e. '01' displays a '1'. To enter an A - F, enter a '1' followed by a '0' through '5'. For example:

<u>Enter</u>	<u>To Get</u>
1-2-3	C3
0-1-2	12
1-8	18
0-1-1-0	1A
1-2	0C
2-1	21

As in programming normal fields, if too many digits are entered, the first digit entered will be discarded. The ENTER, OFF CANCEL, 'C', and CLEAR keys will work the same as described above.

Additional Programming Notes

To exit out of Edit Function Map mode and return the Control Station to the idle state, press the CLEAR key from the LOCATION prompt. (You may need to press the CLEAR key several times to get to the LOCATION prompt). An "End Local Programming" event will not be logged until 255 seconds after you exit programming mode. This is to allow you to exit and re-enter programming mode repeatedly without logging each one. To force an "End Local Programming" event to be logged, immediately (i.e.: to have it reported to the Central Station), press and hold the CLEAR key for three seconds.

When programming the value at the last programming location, the Control Station will return to the LOCATION prompt if the ENTER key is pressed.

If the panel has been programmed from RPM/2 Pro and the Agency Code has been loaded into the panel, then the locations corresponding to the telephone numbers and account codes will not be editable.

Programming Zone Names

Only the LCD and VFD Control Station may be used to program zone names. Press the '9' key and enter the installer passcode to enter programming mode. Press the '4' key to program the zone names. The Control Station will prompt you for a Zone ID to be programmed. The valid Zone IDs are 1 to 30.

Enter a number corresponding to the Zone ID and press ENTER. Once a valid Zone ID is selected, the control will display the Zone ID and the current Zone Name with the cursor on the first character. Press the key associated with each character. Each keypress will change the display to the next character listed for that key. The characters available for programming the Zone Names are located on the next page.

Key #1 0 1 2 3 4 5 6 7 8 9 : ; < = > ? @

Key #2 A B C

Key #3 D E F

Key #4 G H I

Key #5 J K L

Key #6 M N O

Key #7 P Q R S

Key #8 T U V

Key #9 W X Y Z [¥] ^ _

Key #0 space ! " # \$ % & ' * + , - . /

'A' Key Used to move the cursor back one position

'C' Key Used to move the cursor forward one position

If the ENTER or CLEAR key is pressed and no changes have been made, the Control Station will return to the Zone ID prompt. If the CLEAR key is pressed and changes have been made, all changes will be cleared and the Control Station will return to displaying the original Zone Name. To save any changes made to the Zone Name, press the ENTER key. The Control Station will return to the Zone ID prompt. Press the CLEAR key to return to idle.

Programming User Codes

The installer passcode has the authority to program user passcodes locally if Lockout Local Installer Programming is disabled. The control may be programmed with up to 50 user passcodes. See Installer Level Programming - User Data Description for instructions on setting the authority level and area assignment for each passcode. To program or change a user passcode:

1. Press the '9' key and enter the installer passcode to enter programming mode.
2. Press the '5' key to Program User Codes. The Control Station will prompt you to enter the User ID of the passcode that you wish to program.
3. Enter the ID number and press the ENTER key.
4. Enter the new four-digit passcode. The Control Station will beep twice and return to the User ID prompt.
5. Enter a new ID number or press the CLEAR key to exit.

The entire passcode is displayed on an LCD/VFD Control Station. Only one digit at a time is displayed on an SSD Control Station. To view the existing passcode on an SSD Control Station, press the ENTER key after each digit is displayed.

If the new passcode being entered is a duplicate of an existing one, the Control Station will sound an error tone and return to the first digit location so that you may try again. To make a User passcode inoperable, enter "0000" as the new four-digit passcode.

Restore Factory Defaults

This function provides a means to completely wipe out the panel's memory and restore it to a factory default state. If successfully completed, the panel will:

- default the entire Function Map (including Zone Names and User Passcodes)
- clear the Event Log and log a "System Startup" event
- clear all alarm, trouble and armed conditions
- not affect the System Clock (time and date)
- not affect data programmed in the RF Gateway(s)

If the panel has been programmed from RPM/2 Pro and the Agency Code has been loaded into the panel, then this function will be disabled.

Press the '9' key and enter the installer passcode to enter programming mode. Press the '6' key to enter Restore Factory Defaults mode. The Control Station will prompt you to select the default mode.



ENT 0=STANDARD
1=COMM FIRE

For a ZX400 or ZX410, enter 0. For a ZX440F, enter 1. To convert a ZX410 to a ZX440F with a ZXCFC (Commercial Fire Kit), you must default the panel with option 1. Once the default mode is selected, the Control Station will prompt you to re-enter the installer passcode for verification.



TO DEFAULT PANEL
ENTER PASSCODE

If it is entered correctly, the Control Station will go back to the system powering up display.

Days Until Next Comm Test

The scheduling of Automatic Communications Tests requires programming a "Comm Test Time-of-Day" and the number of "Days Between Comm Tests" as described in Installer Level Programming - Communicator Data Description. If "Days Between Comm Tests" is zero, then no automatic comm tests will occur. Otherwise, a comm test will occur when a *Days Until the Next Comm Test* counter ticks down to zero. This function allows you to view that *Days* counter. If the value displayed is zero or one, then the next comm test will occur at the next "Comm Test Time-of-Day". This function also allows you to change the number of *Days Until the Next Comm Test*.

Press the '9' key and enter the installer passcode to enter programming mode. Press the '7' key to enter *Days Until Next Comm Test* programming. The Control Station will display the number of days until the next scheduled comm test.

To change this value, enter a number between 0 and 255. If a mistake is made, press the CLEAR key to start over. If a number greater than 255 is entered, the first digit entered will be discarded. When the desired number of days is displayed, press the ENTER key. The Control Station will return to idle. To exit out of this function without adjusting the number of days, press the CLEAR key.

Call RPM

This option is not available at this time.

Program RF Data

In order for an RF Zone Device or RF User Device to be received by an RF Gateway, the address of the RF Device must be programmed into the RF Gateway (as described in the next two sections). The ZX400/ZX410 can support up to 12 RF User Devices per RF Gateway and up to 16 RF Zones. The 16 RF Zones are programmed into the RF Gateways as devices 13-28 corresponding to zones 13-28. The 12 RF User Devices are programmed into a RF Gateway as devices 1-12 in any order (there is no correlation between these devices and the Control Panel's configuration data). The 4710 RF Gateway is restricted to devices 13-20 for zones 13-20 and devices 1-6 for six RF User Devices.

Programming RF Zone Devices Into the RF Gateway

Press the '9' key and enter the installer passcode to enter programming mode. Press the '9' key to Program RF Data. The Control Station prompts you to select an RF Gateway to program. Press '1' or '2'. The Control Station then prompts you to select an RF Device to program.

Enter 13 thru 28 to select an RF Zone and press ENTER. The Control Station displays the eight digits that are currently programmed in the RF Gateway for that zone. For each digit, you may program a new value by pressing a digit key. The Control Station will automatically move to the next digit. To move to the next digit without changing the current digit, press the ENTER key.

The first digit to enter is the Supervision setting where:

- 0 = Unsupervised
- 1 = 200 Seconds
- 2 = 1 Hour
- 3 = 4 Hours
- 4 = 24 Hours

The next seven digits to enter come directly off of a label on the RF Device.

If you make a mistake while entering the eight digits, press the CLEAR key and the Control Station returns to the first digit.

After the last digit is entered, the data is sent to the RF Gateway and is confirmed and the Control Station returns to the RF Device selection prompt. If the data is successfully loaded into the RF Gateway, the Control Station beeps twice. If the RF Gateway does not respond, the Control Station sounds an error tone and briefly displays an error message. Check the data bus connections to the RF Gateway. If the 8 digit number entered for the RF Zone is already stored in the RF Gateway for another zone, the Control Station sounds an error tone and briefly displays a message indicating the duplicate zone.

From the RF Device prompt, select another RF Zone Device or press the CLEAR key to return to the RF Gateway prompt. From the RF Gateway prompt you can switch to program the other RF Gateway (if applicable) or press the CLEAR key to exit.

One RF Zone Device may be programmed into both RF Gateways, but it must be programmed into a different zone on each gateway. When programming RF Zone Data into two RF Gateways, be sure to note which zones are programmed into each RF Gateway. When the zones are then programmed into the Control Panel, select the correct RF Gateway as the Expansion Device for that zone.

Programming RF User Devices Into the RF Gateway

Press the '9' key and enter the installer passcode to enter programming mode. Press the '9' key to Program RF Data. The Control Station prompts you to select an RF Gateway to program. Press '1' or '2'. The Control Station then prompts you to select an RF Device to program.

Enter 1 thru 12 to select an RF User Device and press ENTER. The Control Station displays the eight digits that are currently programmed in the RF Gateway for that device. For each digit, you may program a new value by pressing a digit key. The Control Station will automatically move to the next digit. To move to the next digit without changing the current digit, press the ENTER key.

The first digit to enter assigns the RF User Device to a keypad. This is required to determine the area of operation of the RF User Device and for the Access function. Enter '1' thru '6' for a keypad assignment.

The second digit to enter defines the operation of the key(s) on the RF User Device, where:

SEC DIGIT	KEY A	KEY B	KEY C	KEY D
1	AWAY	STAY	NIGHT	OFF/CANCEL
2	AWAY	STAY	ACCESS	OFF/CANCEL
3	AWAY	STAY	PANIC/HOLDUP	OFF/CANCEL
4	AWAY	STAY	AUX/MED	OFF/CANCEL
5	AWAY	STAY	ENTER 4	OFF/CANCEL
6	AWAY	PANIC/HOLDUP	ENTER 4	OFF/CANCEL
7	STAY	PANIC/HOLDUP	ENTER 4	OFF/CANCEL
8	STAY	PANIC/HOLDUP	AUX/MED	OFF/CANCEL
9	AWAY	ENTER 4	ENTER 6	OFF/CANCEL

The next six digits to enter come directly off of a label on the RF User Device.

If you make a mistake while entering the eight digits, press the CLEAR key and the Control Station returns to the first digit.

After the last digit is entered, the data is sent to the RF Gateway and is confirmed and the Control Station returns to the RF Device selection prompt. If the data is successfully loaded into the RF Gateway, the Control Station beeps twice. If the RF Gateway does not respond, the Control Station sounds an error tone and briefly displays an error message. Check the data bus connections to the RF Gateway. If the 8 digit number entered for the RF User Device is already stored in the RF Gateway for another device, the Control Station sounds an error tone and briefly displays a message indicating the duplicate device.

From the RF Device prompt, select another RF User Device or press the CLEAR key to return to the RF Gateway prompt. From the RF Gateway prompt you can switch to program the other RF Gateway (if applicable) or press the CLEAR key to exit. In most cases, you can program an RF User device into both RF Gateways.

Programming RF Devices Into the Control Panel

After the RF Devices have been programmed into the RF Gateway, they must also be programmed in the Control Panel. The programming options for the Control Panel's Function Map are described in Installer Level Programming - Function Map. When RF Devices are used in an installation, be sure to consider the following:

For an RF Zone Device, the zone data described in Installer Level Programming - Zone Data Descriptions must be programmed for the selected zone. The Zone Type, Area Number and Burglar Zone Attributes locations are programmed as usual. The Expansion Device location must be set to the appropriate RF Gateway for the zone. The first digit of Zone Attributes location doesn't need to be programmed because it is ignored for Wireless Zones, but the second digit must be programmed as usual.

For an RF User Device, a user passcode must be created that consists of the last four digits of the RF Device's address (see Installer Level Programming - Programming User Codes). An appropriate authority level and area assignment must also be programmed for that user (see Installer Level Programming - User Data Description). It is also required that either the area assignment of the user passcode or the area assignment of the associated keypad must be a single area (i.e. an RF User Device on an RF Gateway can only operate on one area). An RF User Device can be programmed into two RF Gateways with different keypad assignments on each. If the device's passcode is operational in both areas and the keypad on one RF Gateway is operational in one area and the keypad on the other RF Gateway is operational on the other area, then the RF User Device can operate on either area depending on which RF Gateway detects it.

NOTE

For UL 1637 Home Health Care, RF User Devices may only be assigned to user passcodes 1-30.

Function Map

To edit the Function Map, press the PROGRAM (9) key, enter the installer passcode, and press the '3' key to select the Edit Function Map programming option. The Control Station will prompt for a location to be programmed. All function map locations can be programmed except for user codes and zone names.

NOTE

When entering values into the programming locations, it is possible to enter values which exceed the valid range of the programmed options. It is the responsibility of the installer to ensure the correct value of any entry programmed into the control. The valid entries for each location are detailed in the following sections.

Area Data Descriptions

The following table refers to programming locations 1 through 20.

ITEM	VALID RANGE	DESCRIPTION
AWAY Exit Delay Time	0 to 255 seconds	Time in seconds for all Burglar zones, may be audibly annunciated. (See Inst. Level Prog. - Prog. Notes, Note 1).
STAY & NIGHT Exit Time	0 to 255 seconds	Time in seconds for all Burglar zones, always silent.
Entry Delay Time 1	0 to 255 seconds	Time in seconds to enter Burglar zones defined as Delay #1, may be audibly annunciated. (See Inst. Level Prog. - Prog. Notes, Note 1A).
Entry Delay Time 2	0 to 255 seconds	Time in seconds to enter Burglar zones defined as Delay #2, may be audibly annunciated.
Pre-Alarm Warning Time	0 to 255 seconds	Time in seconds to correct a false alarm, always audible. (See Inst. Level Prog. - Prog. Notes, Note 2).
Panic Key Alarms	00 to 33 (see the Panic Key Table)	The first digit defines the annunciation of an alarm activated by the Police key. The second digit defines the annunciation of an alarm activated by the Medical/Emergency key. Either key may also be used to initiate a call to a pager.
Closing Ringback	0 = Ringback Output 1 = Ringback Output and Keypads 2 = Ringback Output, Bell Output and Keypads	Determines how the system annunciates the successful transmission of an AWAY closing report to the Central Station.
Burglar Audible Lockout	0 = No Lockout 1 to 15 = Alarms for an Area	Determines the number of times that a Bell Output may be activated during an armed cycle, resets with disarm.

ITEM	VALID RANGE	DESCRIPTION
Swinger Shunt	0 = No Shunt 1 to 15 = Violations for a Zone	Determines the number of violations that may occur from an armed burglar zone before that zone is automatically bypassed.
Area Attributes	00 to FF (see the Area Attribute Table)	• Bypassing - enables selective bypassing of any zone that is defined as bypassable in this area. • Force-Arming - permits arming of the area with zones faulted. Faulted zones are temporarily bypassed and return to operation if the fault is corrected. Only zones that are defined as bypassable may be force-armed. (See Inst. Level Prog. - Prog. Notes, Note 4). • Exit Arm - (See Inst. Level Prog. - Prog. Notes, Note 3). • 3 Second Panic Keys - requires all panic keys to be pressed and held for approximately 3 seconds in order to activate alarm condition. Only pertains to Control Stations that are Primary to this area. • Double Press Panic Keys - requires all panic keys to be pressed twice within one second to activate. Only pertains to Control Stations that are Primary to this area. • Two Button Arm - enables quick arming by pressing AWAY, STAY, or NIGHT followed by the ENTER key. Cannot be used with force-arming. • Double Press Arm - enables quick arming by pressing AWAY, STAY, or NIGHT twice. Cannot be used with force-arming. • Open After Alarm - enables opening reports to be reported only if they occur after an alarm. All "opening" events will be logged in the Event Log regardless of setting. • Display Bypass Armed - when armed in STAY or NIGHT mode with bypassed or force-armed zones, Control Stations with the area as the Primary area will indicate that there are zones that are bypassed.

Area Data Default Table

	AREA 1		AREA 2	
	Loc	Default	Loc	Default
AWAY Exit Time (sec)	[1]	60	[11]	60
STAY/NIGHT Exit Time (sec)	[2]	60	[12]	60
Entry Time 1 (sec)	[3]	20	[13]	20
Entry Time 2 (sec)	[4]	40	[14]	40
Pre-Alarm Time (sec)	[5]	0	[15]	0
Panic Key Alarms	[6]	H-21	[16]	H-21
Closing Ringback	[7]	0	[17]	0
Burglar Audible Lockout	[8]	0	[18]	0
Swinger Shunt	[9]	0	[19]	0
Area Attributes	[10]	H-09	[20]	H-09

Panic Key Table

FIRST DIGIT	SECOND DIGIT
0 = No Keypad Sounder or Bell Output (invisible)	0 = No Keypad Sounder or Bell Output (visible)
1 = Keypad Sounder Only	1 = Keypad Sounder Only
2 = Keypad Sounder and Bell Output	2 = Keypad Sounder and Bell Output
3 = Call Pager, No Alarm	3 = Call Pager, No Alarm

If the First Digit entered is '1', it must be entered as '01'

Area Attribute Table

ENTER FOR:																
FIRST DIGIT	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
All Features Below Disabled	•															
Two Button Arm		•		•		•		•		•		•		•		•
Double Button Press Arm			•	•			•	•			•	•			•	•
Open After Alarm					•	•	•	•					•	•	•	•
Display Bypassed Armed									•	•	•	•	•	•	•	•
SECOND DIGIT																
Double Press Panic Keys	•	•	•	•	•	•	•	•								
Bypass		•		•		•		•		•		•		•		•
Force-Arm			•	•			•	•			•	•			•	•
Exit Arm					•	•	•	•					•	•	•	•
3 Second Panic Keys									•	•	•	•	•	•	•	•

If the First Digit entered is '1', it must be entered as '01'. A = 10; B = 11; C = 12; D = 13; E = 14; F = 15

Keypad Data Descriptions

Keypad Data Default Table

	KEYPAD 1 Loc Default	KEYPAD 2 Loc Default	KEYPAD 3 Loc Default	KEYPAD 4 Loc Default	KEYPAD 5 Loc Default	KEYPAD 6 Loc Default
Keypad Type	LED	LED	SSD	SSD	LCD/VFD	LCD/VFD
Keypad Attribute	[21] H-1C	[23] H-1C	[25] H-1C	[27] H-1C	[29] H-1C	[31] H-1E
Access Time (sec)	[22] 5	[24] 5	[26] 5	[28] 5	[30] 5	[32] 5

The following table refers to programming locations 21 through 32.

ITEM	VALID RANGE	DESCRIPTION
Keypad Attributes	00 to FF (see the Keypad Attribute table.)	• Primary Area 1 or 2 - determines which area the Control Station's status indicator will reflect and which area the Control Station will display area status for when it is idle. • Secondary Area Enabled - (See Inst. Level Prog. - Prog. Notes, Note 5). • 'A' Key Enabled - defines if the Fire key is to be enabled at this Control Station. • 'B' Key Enabled - defines if the Police key is to be enabled at this Control Station. • 'C' Key Enabled - defines if the Medical/Emergency key is to be enabled at this Control Station. • Silent Exit Time - silences the exit alert at the Control Station. • Silent Entry Time - silences the entry alert at the Control Station. This does not affect Pre-Alarm Warning Time. • Silent Trouble - silences the trouble conditions at the Control Station.
Access Time	0 = Toggle 1 - 255 seconds	• Time in seconds for an access output activated from this Control Station. Toggle access feature allows the output to latch ON/OFF. • All access outputs assigned to this Control Station are affected when the access function and a valid code is entered for this Control Station (See Inst. Level Prog. - Output Definitions Description). It is not area dependent. Typically used to activate electrically operated door strikes.

This control is not a UL Listed Access Control System. The access feature should not be used in UL Listed installations.

Keypad Attribute Table

ENTER FOR:																
FIRST DIGIT	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
All Features Below Disabled	•															
'C' Key Enabled		•		•		•		•		•		•		•		•
Silent Exit Time			•	•			•	•			•	•			•	•
Silent Entry Time					•	•	•	•					•	•	•	•
Silent Troubles									•	•	•	•	•	•	•	•
SECOND DIGIT																
Primary Area 1	•							•					•			
Primary Area 2		•				•				•				•		
Primary Area 1, Secondary Area 2			•				•				•				•	
Primary Area 2, Secondary Area 1				•				•				•				•
'A' Key Enabled					•	•	•	•					•	•	•	•
'B' Key Enabled									•	•	•	•	•	•	•	•

If the First Digit entered is '1', it must be entered as '01'. A = 10; B = 11; C = 12; D = 13; E = 14; F = 15

Zone Data Descriptions

Zone Data Default Table

	ZONE TYPE		AREA		EXPANSION DEVICE		BURGLAR ZONE ATTRIBUTE		ZONE ATTRIBUTE	
	Loc	Default	Loc	Default	Loc	Default	Loc	Default	Loc	Default
Zone 01	[33]	1	[34]	1			[35]	H-0D	[36]	H-37
Zone 02	[37]	1	[38]	1			[39]	H-03	[40]	H-37
Zone 03	[41]	1	[42]	1			[43]	H-03	[44]	H-37
Zone 04	[45]	1	[46]	1			[47]	H-0C	[48]	H-37
Zone 05	[49]	1	[50]	1			[51]	H-0C	[52]	H-37
Zone 06	[53]	1	[54]	1			[55]	H-0C	[56]	H-37
Zone 07	[57]	1	[58]	1			[59]	H-0C	[60]	H-37
Zone 08	[61]	1	[62]	1			[63]	H-0C	[64]	H-37
Zone 09	[65]	1	[66]	1			[67]	H-0C	[68]	H-37
Zone 10	[69]	1	[70]	1			[71]	H-0C	[72]	H-37
Zone 11	[73]	1	[74]	1			[75]	H-0C	[76]	H-37
Zone 12	[77]	1	[78]	1			[79]	H-0C	[80]	H-37
Zone 13	[81]	1	[82]	0	[83]	0	[84]	H-0C	[85]	H-37
Zone 14	[86]	1	[87]	0	[88]	0	[89]	H-0C	[90]	H-37
Zone 15	[91]	1	[92]	0	[93]	0	[94]	H-0C	[95]	H-37
Zone 16	[96]	1	[97]	0	[98]	0	[99]	H-0C	[100]	H-37
Zone 17	[101]	1	[102]	0	[103]	0	[104]	H-0C	[105]	H-37
Zone 18	[106]	1	[107]	0	[108]	0	[109]	H-0C	[110]	H-37
Zone 19	[111]	1	[112]	0	[113]	0	[114]	H-0C	[115]	H-37
Zone 20	[116]	1	[117]	0	[118]	0	[119]	H-0C	[120]	H-37
Zone 21	[121]	1	[122]	0	[123]	0	[124]	H-0C	[125]	H-37
Zone 22	[126]	1	[127]	0	[128]	0	[129]	H-0C	[130]	H-37
Zone 23	[131]	1	[132]	0	[133]	0	[134]	H-0C	[135]	H-37
Zone 24	[136]	1	[137]	0	[138]	0	[139]	H-0C	[140]	H-37
Zone 25	[141]	1	[142]	0	[143]	0	[144]	H-0C	[145]	H-37
Zone 26	[146]	1	[147]	0	[148]	0	[149]	H-0C	[150]	H-37
Zone 27	[151]	1	[152]	0	[153]	0	[154]	H-0C	[155]	H-37
Zone 28	[156]	1	[157]	0	[158]	0	[159]	H-0C	[160]	H-37
Zone 29*	[161]	0							[162]	H-63
Zone 30**	[163]	2							[164]	H-63

* Zone 29 is the Two-Wire Smoke Zone on the ZXEXP Module

** Zone 30 is the Two-Wire Smoke Zone on the Control Board

INSTALLER LEVEL PROGRAMMING

The following table refers to programming locations 33 - 164.

ITEM	VALID RANGE	DESCRIPTION
Zone Type Note: Zone 29 & 30 may only be programmed as 24 Hour Fire, Verified Fire, Fire Supervisory or Not Used; any other will be interpreted as Not Used. All other zones may be programmed as any zone type.	0 = Not Used 1 = Burglar 2 = 24 Hour Fire 3 = 24 Hour Holdup 4 = 24 Hour Auxiliary 5 = Momentary Keyswitch (Arm AWAY/Disarm) 6 = 24 Hour Communicator 7 = 24 Hour Burglar Tamper 8 = Universal 9 = Universal Logged 10 = Verified Fire 11 = Fire Supervisory 12 = Listen-In Module Input 13 = Reserved 14 = 24 Hour Non-Alarm	• Critical Condition Monitor (CCM), no local display. • May be used to activate an output that is programmed as Universal. Only the Universal Logged is posted in the Event Log when activated. No events are reported to the Central Station. • Upon activation, control resets switched smoke power. The loop is ignored for 30 seconds. Subsequent activation within the next 60 seconds causes an alarm. • See Inst. Level Prog. - Prog. Notes, Note 11. • Communicator with local display.
Area Number	0 = Disable 1 = Area 1 2 = Area 2 3 = Common Area	• Determines which area the zone belongs to. Fire zones are visible to both areas regardless of settings. Only Burglar zones may be assigned to the Common Area (see Operating the System - Introduction).
Expansion Device	0 = ZXEXP 1 = RF Gateway 1 2 = RF Gateway 2 3 = ZEM	• Determines which data bus device the system will poll to get the zone's status data.
Burglar Zone Attributes	00 to FF (see the Burglar Zone Attribute Table)	• See Inst. Level Prog. - Prog. Notes, Note 2, 6, and 7 for a complete description of the Burglar Zone Attributes.
Zone Attributes	00 to FF (see the Zone Attribute Table)	• Bell Output on Alarm - determines if Bell Output activates due to an alarm from the zone. (See Inst. Level Prog. - Prog. Notes, Note 8). • Keypad Sounder on Alarm - determines if Control Station sounder activates due to an alarm from the zone. (See Inst. Level Prog. - Prog. Notes, Note 8). • Bypassable - determines if a zone may be bypassed or force-armed. (See Inst. Level Prog. - Prog. Notes, Note 9). • Secure Watch - (See Inst. Level Prog. - Prog. Notes, Note 10). • Zone Supervision - determines how opens and shorts are handled. • Fast Zones - only applies to zones 1 - 12. A Fast Zone on zones 1 - 6 has a loop response time of 80 msec. A Fast Zone on zones 7 - 12 has a loop response time of 20 msec.

Burglar Zone Attribute Table

ENTER FOR:																
FIRST DIGIT	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
Standard (all below disabled)	•															
Chime Always		•		•		•		•		•		•		•		•
Verifying			•	•			•	•			•	•			•	•
Self-Verifying					•	•	•	•					•	•	•	•
Sentry Test									•	•	•	•	•	•	•	•
SECOND DIGIT	Armed AWAY only (interior)				Armed AWAY & STAY				Armed AWAY & NIGHT				Armed AWAY, STAY & NIGHT (perimeter)			
Instant	•				•				•				•			
Delay 1		•				•				•				•		
Delay 2			•				•				•				•	
Follower				•				•				•				•
Arm STAY					•	•	•	•					•	•	•	•
Arm NIGHT									•	•	•	•	•	•	•	•

Zone Attribute Table

ENTER FOR:																
FIRST DIGIT	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
Invalid	•								•							
Alarm on Open - No Trouble (EOL optional)		•								•						
Alarm on Short - No Trouble (EOL optional)			•								•					
Alarm on Open or Short - No Trouble (with EOL)				•								•				
Trouble on Open or Short					•								•			
Alarm on Open - Trouble on Short						•								•		
Alarm on Short - Trouble on Open							•								•	
Alarm on Open or Short - Trouble on Open when disarmed (Burg only)								•								•
Fast Zones										•	•	•	•	•	•	•
SECOND DIGIT																
All Features Below Disabled	•															
Bell Output on Alarm		•		•		•		•		•		•		•		•
Keypad Sounder			•	•			•	•			•	•			•	•
Bypassable					•	•	•	•					•	•	•	•
Secure Watch									•	•	•	•	•	•	•	•

If the First Digit entered is '1', it must be entered as '01'. A = 10; B = 11; C = 12; D = 13; E = 14; F = 15

- The first digit of the zone attribute is ignored for RF and ZEM zones.
- The only valid zone attributes for Zones 29 and 30 are '63', '65', '66' and '67'.

User Data Description

The user data block is used to set the level of authority that determines the level of activity the user can perform on the control and the areas that a particular user can perform operations on. The passcodes associated with each user may be programmed as described in Installer Level Programming - Programming User Codes.

User Data Code Default Table

	CODE Default	AUTHORITY LEVEL Loc Default	OPERATION AREA Loc Default		CODE Default	AUTHORITY LEVEL Loc Default	OPERATION AREA Loc Default
User 01	1234	[165] 10	[166] 1	User 26	0000	[215] 6	[216] 1
User 02	0000	[167] 6	[168] 1	User 27	0000	[217] 6	[218] 1
User 03	0000	[169] 6	[170] 1	User 28	0000	[219] 6	[220] 1
User 04	0000	[171] 6	[172] 1	User 29	0000	[221] 6	[222] 1
User 05	0000	[173] 6	[174] 1	User 30	0000	[223] 6	[224] 1
User 06	0000	[175] 6	[176] 1	User 31	0000	[225] 6	[226] 1
User 07	0000	[177] 6	[178] 1	User 32	0000	[227] 6	[228] 1
User 08	0000	[179] 6	[180] 1	User 33	0000	[229] 6	[230] 1
User 09	0000	[181] 6	[182] 1	User 34	0000	[231] 6	[232] 1
User 10	0000	[183] 6	[184] 1	User 35	0000	[233] 6	[234] 1
User 11	0000	[185] 6	[186] 1	User 36	0000	[235] 6	[236] 1
User 12	0000	[187] 6	[188] 1	User 37	0000	[237] 6	[238] 1
User 13	0000	[189] 6	[190] 1	User 38	0000	[239] 6	[240] 1
User 14	0000	[191] 6	[192] 1	User 39	0000	[241] 6	[242] 1
User 15	0000	[193] 6	[194] 1	User 40	0000	[243] 6	[244] 1
User 16	0000	[195] 6	[196] 1	User 41	0000	[245] 6	[246] 1
User 17	0000	[197] 6	[198] 1	User 42	0000	[247] 6	[248] 1
User 18	0000	[199] 6	[200] 1	User 43	0000	[249] 6	[250] 1
User 19	0000	[201] 6	[202] 1	User 44	0000	[251] 6	[252] 1
User 20	0000	[203] 6	[204] 1	User 45	0000	[253] 6	[254] 1
User 21	0000	[205] 6	[206] 1	User 46	0000	[255] 6	[256] 1
User 22	0000	[207] 6	[208] 1	User 47	0000	[257] 6	[258] 1
User 23	0000	[209] 6	[210] 1	User 48	0000	[259] 6	[260] 1
User 24	0000	[211] 6	[212] 1	User 49	0000	[261] 6	[262] 1
User 25	0000	[213] 6	[214] 1	User 50	1245	[263] 10	[264] 3

The following table refers to programming locations 165 - 264.

ITEM	VALID RANGE	DESCRIPTION
Authority Level	0 to 15	See table on following page for Authority Level options. (Enter 0 to disable).
Areas of Operation	0 = Disabled 1 = Area 1 2 = Area 2 3 = Both	Determines which areas the passcode can be used to perform operations on. If a 3 is selected, the Control Station it is used on must be programmed for both areas in order to access both areas.

Authority Levels

Authorities levels 1 through 10 are the general purpose levels with level 10 having the highest capabilities. Level 11 is for limited disarm capabilities (ie: Maid's passcode). Level 12 is for User on Premises reporting. Level 13 is for Duress reporting.

For High Level Security applications, only levels 14 and 15 should be used. If levels 14 and 15 are used, all other users should be set to Level 0 (zero).

Level 14 needs **2 different level 14 passcodes** in order to activate any of the options available. The

Control Station will beep 4 times after the 1st passcode is entered signifying that it has been accepted. The 2nd passcode may then be entered. Level 15 is for maintenance activities only. Level 15 does not allow the user to arm or disarm the system, only to maintain it.

See the table on the next page for the options available for each authority level. To disable all capabilities, set the authority level to zero (0).

The Installer passcode has the authority level to perform the following operations:

Access from Keypad *	Initiate Call to RPM/2 Pro
Arm (AWAY, STAY, NIGHT) *	Remote Connect
Disarm if Armed by an Installer *	Reset Smoke Power
Change Arming Level *	Program RF Data
Edit User Codes *	RF Signal Strength
Edit Zone Names *	Set Clock
Force-Arm *	Silence Trouble
View & Print Event Log *	View Alarm Memory
Bypass Zones *	Battery Test
Chime Enable/Disable *	Bell Test
Default Function Map *	Comm Test
Edit Function Map (except Zone Names & User Codes) *	Keypad Test
Silence/Cancel Alarm if not Armed or if Armed by Installer *	Walk Test
Silence Bell without Disarm if Armed by other than Installer	Adjust Days Until Next Auto Comm Test

* Disabled if Lockout Local Programming is enabled (see Installer Level Programming - Programming Options).

INSTALLER LEVEL PROGRAMMING

CAPABILITIES	AUTHORITY LEVEL														
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Access From Keypad	•	•	•	•	•	•	•	•	•	•	•			••	
Chime Enable/Disable	•	•	•	•	•	•	•	•	•	•	•				
Silence Bell Without Disarm		•	•	•											
Arm (AWAY, STAY, NIGHT)			•	•	•	•	•	•	•	•	•	•		••	
Changing Arming Level			•	•	•	•	•	•	•	•	•	•	•	••	
Remote Connect				•	•	•	•	•	•	•	•			••	••
Silence/Cancel Alarm					•	•	•	•	•	•				••	
Silence Trouble					•	•	•	•	•	•	•			••	
Disarm					•	•	•	•	•	•				••	
View Alarm Memory					•	•	•	•	•	•	•				••
Reset Smoke Power					•	•	•	•	•	•	•			••	
Bypass Zones						•	•	•	•	•	•				
Force-Arm						•	•	•	•	•	•	•		••	
Abort Exit Arm						•	•	•	•	•					
Walk Test							•	•	•	•					••
Comm Test							•	•	•	•					••
Bell Test							•	•	•	•					••
Battery Test							•	•	•	•					••
Keypad Test							•	•	•	•					••
RF Signal Strength Test							•	•	•	•					••
Delay Scheduled Arming								•	•	•				••	
View & Print Event Log								•	•	•					••
Edit Scheduled Arming									•	•					••
Edit Latch Key Operation									•	•					
Set Clock									•	•					
Abort Auto-Arming									•	•					••
Edit Zone Names									•	•					
Edit User Codes										•					••
Disarm If Armed By A Level 11 User Passcode											•				
Silence/Cancel Alarm If Not Armed Or If Armed By A Level 11 Passcode											•				
Silence Bell Without Disarm If Armed By Other Than A Level 11 Passcode											•				
Access From Keypad With User On Premises Report												•			
Silence/Cancel Alarm With User On Premises Report												•			
Disarm With User On Premises Report												•†			
Access From Keypad With Duress													•		
Arm (AWAY, STAY, NIGHT) with Duress													•		
Change Arming Level With Duress													•		
Force-Arm With Duress													•		
Silence/Cancel Alarm With Duress													•		
Disarm With Duress													•†		

•• For High Level Security applications only

† The Off/Cancel key followed by a Duress or User On Premises passcode will always produce a "Duress" or "User On Premises" report regardless of whether the system was armed.

Output Definitions Description

This data block is used to assign the programmable outputs. The ZX400/ZX410 Control Board is equipped with one programmable output (PGO1) and one bell output (BELL). Additional outputs can be obtained in groups of ten by the addition of output driver modules (ZXODM) or a zone expander (ZXEXP). The 10 outputs on ODM2 are identical to the 10 outputs on the zone expander.

Each output is assigned a condition (i.e.: Burglar, Fire, Status, Alarm) and areas to which it should respond when the condition is active in those areas. For access conditions, the output is assigned to a Control Station(s). Output conditions 1 - 12 ignore the area setting.

Output Definitions Default Table

CONDITION		AREA OR KEYPAD		CONDITION		AREA OR KEYPAD	
Loc	Default	Loc	Default	Loc	Default	Loc	Default
Control Bell		[265]	1	Zone Expander or ODM 2			
Control PGO1	[266] 17	[267]	1	Output 01	[288] 13	[289]	1
ODM 1				Output 02	[290] 3	[291]	1
Output 01	[268] 13	[269]	1	Output 03	[292] 14	[293]	1
Output 02	[270] 3	[271]	1	Output 04	[294] 15	[295]	1
Output 03	[272] 14	[273]	1	Output 05	[296] 19	[297]	1
Output 04	[274] 15	[275]	1	Output 06	[298] 31	[299]	1
Output 05	[276] 19	[277]	1	Output 07	[300] 18	[301]	1
Output 06	[278] 31	[279]	1	Output 08	[302] 25	[303]	1
Output 07	[280] 18	[281]	1	Output 09	[304] 34	[305]	1
Output 08	[282] 25	[283]	1	Output 10	[306] 39	[307]	1
Output 09	[284] 34	[285]	1	Output conditions 39 and 40 add combinations of keypads 1 - 6.			
Output 10	[286] 39	[287]	1	Conditions 13 - 38 are specified as a combination of Areas 1 & 2.			

INSTALLER LEVEL PROGRAMMING

The following table refers to programming locations 265 through 307.

ITEM	VALID RANGE	
Output Condition	See next page for complete descriptions 0 = Not Used 1 = Fire Bell Output Trigger 2 = Reserved 3 = Fire Alarm 4 = Fire Supervisory 5 = Reserved 6 = Fire Trouble 7 = Duress 8 = Low/No Battery 9 = Failed to Comm 10 = Telco Line Fault 11 = Telco Line Seized 12 = Ground Start 13 = Burglar Alarm 14 = Holdup Alarm 15 = Auxiliary Alarm 16 = Other Bell Output Trigger 17 = Violation 18 = Ready 19 = Armed AWAY 20 = Armed STAY 21 = Armed NIGHT 22 = Armed and Exit Time Expired 23 = Exit Time 24 = Entry Time 25 = Pre-Alarm Warning Time 26 = Annunciation 27 = Auto-Arm Warning 28 = Closing Ringback 29 = Trouble 30 = Audible Trouble 31 = Chime 32 = Universal Output 33 = Listen-In Module 34 = Lamp Trigger 35 = Key 4 Output 36 = Key 5 Output 37 = Key 6 Output 38 = RF Annunciator 39 = Access by Keypad 40 = Quick Access by Keypad 101 - 130 = Zone (1 to 30) Violated 201 - 230 = Zone (1 to 30) In Alarm or Secure Watch	
Areas of Operation	(for Output Conditions 13 - 38) 1 = Area 1 2 = Area 2 3 = Both	[add up selections] (for Output Conditions 39 & 40) 1 = Control Station 1 2 = Control Station 2 4 = Control Station 3 8 = Control Station 4 16 = Control Station 5 32 = Control Station 6

If the Output Condition is "Ready", "Armed AWAY", "Armed STAY", "Armed NIGHT", "Armed & Exit Time Expired", "Exit Time", "Entry Time", "Annunciation", "Key 4 Output", "Key 5 Output", or "Key 6 Output", then the Areas of Operation should be limited to a single area.

Bell Output Activation

The Bell Output is assignable to a combination of areas and may activate due to an alarm condition in any of the areas. A Fire Alarm from a Fire or Verified Fire zone or the 'A' Key will always activate the Bell Output. A Burglar Alarm, a Burglar Tamper, a Holdup Alarm, the 'B' Key, an Auxiliary Alarm, or the 'C' Key may activate the Bell Output.

Each alarm type is programmable for its Bell Output operation. (See Installer Level Programming - Global System Options Description). If more than one alarm type is active at the same time, the Bell Output will annunciate the highest priority alarm. The priority order is Fire, Auxiliary, Burglar, and Holdup.

If any of the Bell Output's areas have Closing Ringback Annunciation set to "Ringback Output, Keypads, and Bell Output", the Bell Output will emit a two (2) second ringback tone. (See Installer Level Programming - Area Data Description).

To prevent accidents, the Bell Test on AWAY arm and the Ringback Bell are disabled while the duress output is active.

Programmable Output Activation

The programmable outputs will be activated according to their Output Condition listed in the following table. The output will go ON STEADY for the following conditions unless otherwise specified in the table below.

CONDITION	OUTPUT BECOMES ACTIVE WHEN:
Fire Bell Output Trigger	Activates according to cadence when a Fire or Verified Fire zone or an 'A' Key is in alarm as described above.
Fire Alarm	A Fire, Verified Fire or Water Flow zone or an 'A' Key is in alarm.
Fire Supervisory	A zone defined as Fire Supervisory is in alarm.
Fire Trouble	A Fire or Verified Fire zone is in Trouble.
Duress	A Duress code has been used. To turn off, press the CLEAR key for 3 seconds.
Panel Low/No Battery	A Panel Low/No Battery trouble condition occurs.
Failed to Comm	A Failed to Comm trouble condition occurs.
Telco Line Fault	A Telco Line Fault trouble condition occurs.
Telco Line Seized	The system seizes the telephone line for an RPM connection or prior to making a call to the Central Station.
Ground Start	A Telco ground start circuit is triggered for one second.
Burglar Alarm	A Burglar or a Burglar Tamper defined zone is in alarm.
Holdup Alarm	A Holdup zone or an 'B' Key is in alarm.
Auxiliary Alarm	An Auxiliary zone or an 'C' Key is in alarm.
Other Bell Output Trigger	Activates according to cadence for an Auxiliary, Burglar or Holdup Alarm as described above.
Violation	A Fire, Fire Supervisory, Water Flow, Burglar, Auxiliary, Visible Holdup or Burglar Tamper is in alarm.
Ready	The area is ready to arm.
Armed AWAY	The area has been armed in the AWAY mode.
Armed STAY	The area has been armed in the STAY mode.
Armed NIGHT	The area has been armed in the NIGHT mode.
Armed & Exit Time Expired	The area has been armed in any way and the exit time has expired.
Exit Time	The exit time starts in its area due to an AWAY, STAY, or NIGHT arm. The output will go ON STEADY until the last ten seconds, then it will PULSE for the last ten seconds. When the Exit Time expires, it will go ON STEADY for two seconds.

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Entry Time	The entry time starts in its area. The output will stay ON STEADY until the last ten seconds of entry time. During the last ten seconds of entry time, it will PULSE.
Pre-Alarm Warning Time	Any of its areas are in Pre-Alarm Warning Time. The output will PULSE when any of its areas are in Pre-Alarm Warning Time.
Annunciation	The Annunciation output operates like a combination of the Exit Time, Entry Time, and Pre-Alarm Warning Time outputs. When the exit time starts in its area due to an AWAY, STAY, or NIGHT arm, the output will go ON STEADY until the last ten seconds. During the last ten seconds, it will PULSE and when the exit time expires, it will go ON STEADY for two seconds. When the entry time starts in its area, the output will go ON STEADY until the last ten seconds of entry time. During the last ten seconds, it will PULSE. When in Pre-Alarm Warning Time, the output will PULSE.
Auto Arm Warning	The timer activates for 3 seconds for each minute of the ten minutes left before Auto-Arming occurs. It will also activate at one minute and two minutes until before an Exit Arm occurs.
Closing Ringback	A Closing Report due to an AWAY arm from a Control Station or keyswitch has been successfully transmitted to the Central Station.
Trouble	A System Trouble condition is present. (See Operating the System - Trouble Conditions).
Audible Trouble	A System Trouble condition is present and has not been Silenced.
Chime	A Disarmed Chime Always Burglar zone in any of its areas is violated, a Disarmed Perimeter (Arm on STAY & Arm on NIGHT) Burglar zone in any of its areas is violated and that area has Chime Enabled.
Universal	A Universal or Universal Logged zone is violated. (See Inst. Level Prog. - Prog. Notes, Note 16).
Listen-In	An alarm event is reported to the Central Station from one of the output's areas. (See Inst. Level Prog. - Prog. Notes, Note 11).
Lamp Trigger	Any of its areas are in exit time, entry time and five minutes after entry time. The Output will go ON STEADY when its areas are in entry time and will stay ON STEADY until five minutes after entry time expires or five minutes after disarm (whichever is shorter). (See Inst. Level Prog. - Prog. Notes, Note 17).
Key 4 Output	ENTER + Key #4 is pressed on a keypad primary to its area. May be used to toggle an output ON/OFF.
Key 5 Output	ENTER + Key #5 is pressed on a keypad primary to its area. May be used to toggle an output ON/OFF.
Key 6 Output	ENTER + Key #6 is pressed on a keypad primary to its area. May be used to toggle an output ON/OFF.
RF Annunciator	Activates when an RF Keyfob is used in one of the output's areas. The output will pulse once for an RF Keyfob disarm, twice for a successful RF Keyfob arm, and three times for a failed RF Keyfob arm.
Access by Keypad	Any of its Control Stations have an Access timer that is running or ON. (See Inst. Level Prog. - Prog. Notes, Note 18).
Quick Access By Keypad	Any of its Control Stations have a Quick Access timer that is running or ON. (See Inst. Level Prog. - Prog. Notes, Note 18).
Zone Violated	The zone is violated
Zone in Alarm or Secure Watch	The zone goes into alarm. For a Burglar zone, it will deactivate when the alarm is silenced. For Fire, Holdup, Auxiliary, Burglar Tamper, Verified Fire, and Fire Supervisory zones, it will deactivate when the zone restores after the alarm has been silenced. For Water Flow zones, it will deactivate when the zone restores. The zone goes into Secure Watch Trouble until the condition restores (See Inst. Level Prog. - Prog. Notes, Note 10).

Global System Options Description

Global System Options Default Table

	TIME Loc Default		TIME Loc Default
Fire Bell 1 Cutoff Time (min)	[308] 0	Fire Delay Before Dial (sec)	[315] 0
Fire Bell 2 Cutoff Time (min)	[309] 0	AC Failure Delay (min)	[316] 30
Burglar Cutoff Time (min)	[310] 10	Secure Watch Time (hrs)	[317] 24
Holdup Cutoff Time (min)	[311] 10	Reserved	[318] 0
Aux Cutoff Time (min)	[312] 10	Fire Bell	[319] H-20
Universal Output Time (sec)	[313] 0	System Attributes	[320] H-30
Delay Before Dial (sec)	[314] 0	Passcode Attempts	[321] 8

The following table refers to programming locations 308 through 321:

ITEM	VALID RANGE	DESCRIPTION
Fire 1 Cutoff Time	0 = No Cutoff, 1 to 255 minutes	Determines the time in minutes for Bell Output or Fire Bell 1 Output and Fire Alarm signaling device.
Fire 2 Cutoff Time	0 = No Cutoff, 1 to 255 minutes	Determines the time in minutes for Fire Bell 2 Output.
Burglar Cutoff Time	0 = No Cutoff, 1 to 255 minutes	Determines the time in minutes for Bell Output or Other Bell Output and Burglar Alarm signaling device.
Holdup Cutoff Time	0 = No Cutoff, 1 to 255 minutes	Determines the time in minutes for Bell Output or Other Bell Output and Holdup Alarm signaling device.
Auxiliary Cutoff Time	0 = No Cutoff, 1 to 255 minutes	Determines the time in minutes for Bell Output or Other Bell Output and Auxiliary Alarm signaling device.
Universal Output Time	0 = Toggle ON, 1 to 255 seconds	Controls the timer for output programmed as Universal. Activated from Universal or Universal Logged zones. (See Inst. Level Prog. - Prog. Notes, Note 16).
Delay Before Dial	0 to 255 seconds	Time in seconds that a user has after a Burglar, Holdup or Auxiliary Alarm from a zone has occurred to silence the alarm with a disarm and abort the alarm event. (See Inst. Level Prog. - Prog. Notes, Note 12).
Fire Delay Before Dial	0 to 255 seconds	Time in seconds that a user has after a Fire Alarm from a zone has occurred to silence the alarm and abort the alarm event. (See Inst. Level Prog. - Prog. Notes, Note 13).
AC Trouble Delay	0 to 255 minutes	Determines the time that AC power must be down until the condition is reported to the Central Station. Time is in minutes and if the time set is an odd number, it will be silent; if the time set is an even number, it will be audible at the keypad.
Secure Watch Time	0 - 42 hours	Time in hours during which there is no activity before a Secure Watch event is logged to be reported. (See Inst. Level Prog. - Prog. Notes, Note 10).
Fire Bell	00 to 30 (see Fire Bell Table)	The first digit defines the cadence of the Bell during a Fire Alarm. The second digit is reserved.

ITEM	VALID RANGE	DESCRIPTION
System Attributes	00 to FF (see the System Attribute Table.)	- Burglar Bell (Steady/Pulsed) - determines the operation of the Bell Output or Other Bell Output during a Burglar alarm. - Holdup Bell (Steady/Pulsed) - determines the operation of the Bell Output or Other Bell Output during a Holdup alarm. - Auxiliary Bell (Steady/Pulsed) - determines the operation of the Bell Output or Other Bell Output during an Auxiliary alarm. - Bell Test on Arm - if enabled, then the Bell Output or Other Bell Output for an area will be activated for two seconds when that area is armed in the AWAY mode. - Log Alarm Abort Events - if enabled, Abort Alarm events are posted in the Event Log. (See Inst. Level Prog.- Prog. Notes, Notes 12 & 13). - Log Access Events - if enabled, the "Keypad Access Activated" events will be posted in the Event Log. These events are not reportable to the Central Station. - Print Access Only R/T - if enabled with a printer connected, then only "Keypad Access Activated" events will be printed. This does not affect the Event Log print command.
Passcode Entry Lockout	0 = No Lock, 1 to 15 attempts	Sets the number of failed passcode entry attempts allowed before a 50 second lockout for a particular Control Station.

Fire Bell Table

FIRST DIGIT	
0 = Steady	2 = Temporal
1 = Pulsed (March Time)	3 = Calif March Time

NOTE

Alarm Bell operations only affect the Bell Outputs. They do not affect the associated Alarm Indicator outputs.

System Attribute Table

ENTER FOR:																
FIRST DIGIT	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
All Features Below Disabled	•								•							
Log Alarm Abort Events		•		•		•		•		•		•		•		•
Log Access Events			•	•			•	•			•	•			•	•
Print Access Only Real Time					•	•	•	•					•	•	•	•
SECOND DIGIT																
Burglar Bell Steady	•		•		•		•		•		•		•		•	
Burglar Bell Pulsed		•		•		•		•		•		•		•		•
Holdup Bell Steady	•	•			•	•			•	•			•	•		
Holdup Bell Pulsed			•	•			•	•			•	•			•	•
Aux Bell Steady	•	•	•	•					•	•	•	•				
Aux Bell Pulsed					•	•	•	•					•	•	•	•
Bell Test on Arm									•	•	•	•	•	•	•	•

If the First Digit entered is '1', it must be entered as '01'. A = 10; B = 11; C = 12; D = 13; E = 14; F = 15

Communicator Data Description

Communicator Data Default Table

	Loc	Default		Loc	Default
Phone Line	[322]	H-10	Dialer Type	[331]	H-10
Enable Skip Test	[323]	0	CS1 Dial Attempts	[332]	5
Power-up Comm Test	[324]	0	CS2 Dial Attempts	[333]	5
Disable Call Waiting	[325]	0	Pager Dial Attempts	[334]	1
Comm Test Time of Day (hr:min)	[326: 327]	00:00	Pager Delay Time (sec)	[335]	15
Days Between Comm Tests	[328]	0	On-Hook Time (sec)	[336]	5
Time Between Calls (sec)	[329]	5	Off-Hook Time (sec)	[337]	3
Trans Formats	[330]	H-33			

The following table refers to programming locations 322 through 337:

ITEM	VALID RANGE	DESCRIPTION
Phone Line	0 to 30 (see Phone Line Table)	First digit is used to enable the phone line for digital communicator event reporting and to enable monitoring of the phone line. The second digit is reserved. If the phone line is disconnected, turning off the monitoring of the line will clear the PHONE LINE FAIL trouble condition.
Enable Skip Test	0 = No 1 = Yes	Allows the auto comm test to be skipped if any signal has been transmitted to the Central Station since the last auto comm test.
Power-up Comm Test	0 = No 1 = Yes	Causes a communicator test to be initiated immediately upon system power up. Does not affect days between tests counter.
Disable Call Waiting	0 = No 1 = Yes	If enabled, the system will automatically dial “*70D” (or “1170D” if pulse dialing) prior to dialing a telephone number. This will temporarily disable the Call Waiting beeps during a phone call.
Comm Test Time of Day	00:00 to 23:59 HH:MM	Sets the hour and minute in military format for the auto communicator test.
Days Between Comm Tests	0 = Disable, 1 to 255 days	Sets the time intervals in days for the auto communicator test. A setting of 0 disables Automatic Comm Test Reporting. Days until next comm test may be manually adjusted by Control Station. (See Installer Level Programming - Days Until Next Comm Test).
Time Between Calls	0 to 255 seconds	Time in seconds between a failed dial attempt to a Central Station and the next dial attempt.
Trans Formats	00 to 44 (see Trans Formats Table)	First digit defines the transmission format used when the communicator dials the phone number for Central Station 1. Second digit defines the transmission format used when the communicator dials the phone number for Central Station 2. (See Inst. Level Prog. - Prog. Notes, Note 14).
Dialer Type	00 to 20 (see Dialer Types Table)	First digit defines the type of dialing used on the phone line. Second digit is reserved.
CS1 Dial Attempts	1 to 15 attempts	Maximum number of dial attempts when the communicator dials the phone number for Central Station 1.
CS2 Dial Attempts	1 to 15 attempts	Maximum number of dial attempts when the communicator dials the phone number for Central Station 2.
Pager Dial Attempts	1 to 15 attempts	Total number of dial attempts when the communicator dials a Pager phone number. All attempts will be used.
Pager Delay Time	0 to 255 seconds	Time in seconds that the communicator waits after dialing before blindly sending a 6-digit pager message.
On-Hook Time & Off-Hook Time	1 to 15 seconds	Before the communicator dials a phone number, it seizes the phone line and goes off-hook for two seconds. It will then go back on-hook for the On-Hook Time to disconnect an existing phone connection. The communicator will then go back off-hook for the Off-Hook Time to acquire dial tone before dialing.

Phone Line Table

FIRST DIGIT	
0 = Disabled	2 = Enabled with Line Monitor
1 = Enabled	3 = Enabled with Silent Line Monitor

Transmission Formats Table

FIRST & SECOND DIGITS	
0 = Pulsed 20 Baud - Non Extended	3 = Contact ID
1 = Pulsed 20 Baud - Non Extended	4 = Non-Telco Contact ID
2 = Pulsed 40 Baud - Extended	

Dialer Types Table

FIRST DIGIT	
0 = US Rotary	North American Standard (60/40) make/break ratio pulses.
1 = Touchtone®	Industry standard DTMF tones. Touchtone is a trademark of AT&T.
2 = Foreign Rotary	67/33 make break ratio pulses, typical of foreign countries.

Receiver Compatibility Table

RECEIVERS	TRANSMISSION FORMAT	TRANSMISSION SPEEDS (Pulse Reporting Only)
Ademco 685	3/1, 4/2, Contact ID	20B
FBI CP220	3/1, 4/2, Contact ID	20B - 40B
Osborne-Hoffman (Quick Alert)	3/1, 4/2, Contact ID	20B - 40B
Radionics 6000	3/1	20B - 40B
Radionics 6500	3/1, 4/2	20B - 40B
Silent Knight 9000	3/1, 4/2	20B - 40B
MLR-2DG	3/1, 4/2, Contact ID	20B - 40B

All receivers listed functioned with the listed formats at time of testing. Modifications or programming changes may affect receiver operation. Consult manufacturer of specific receiver for setup and operation.

Communication Numbers Description

Event reporting assignments for each telephone number are programmed under the Installer Level Programming - Area Event Reporting section. The assignment

of telephone dialing options and reporting formats are programmed under the Installer Level Programming - Communicator Data Description section.

Communication Number Default Table

	Loc	Default
Central Station 1 Phone Number	[338 - 357]	all F's
Central Station 2 Phone Number	[358 - 377]	all F's
Area 1 Pager Phone Number	[378 - 397]	all F's
Area 2 Pager Phone Number	[398 - 417]	all F's
RPM/2 Pro Phone Number*	[418 - 437]	all F's
Area 1 Pager Header Message	[438 - 453]	all F's
Area 2 Pager Header Message	[454 - 469]	all F's

* Available for future use.

Dialed Digits Allowed

All five phone numbers allow up to 20 hex digits. The two Pager Header Messages allow up to 16 hex digits. See also Installer Level Programming - Programming Account Codes and Telephone Number Digits.

0 - 9	Numbers from 0 to 9 dial the appropriate Touchtone® or pulse digit.
A	Same as 0.
B	Programming a B into any digit position causes the communicator to produce a Touchtone® * tone. Useful for unique applications such as voice mail, cellular, or paging applications.
C	Programming a C into any digit position causes the communicator to produce a Touchtone® # tone.
D, E	Programming a D or E into any digit position causes a three second pause during dialing.
F	An 'F' may be programmed after the last digit of a number to signify end of dialing. An 'F' entered as the first digit of a number disables that number.

Pager Telephone Numbers

When an event is sent to a pager, the event's Area Pager Phone Number is dialed. System events are sent to the Area 1 Pager Phone Number. The communicator then waits the Pager Delay Time (see I.L.P. Communicator Data Descr.) before blindly sending a pager message. The pager message may consist of up to 16 digits from the appropriate Pager Header Message followed by a two digit code from the Pager Event Table. Or, if the Pager Header Message is not needed, put an 'F' in its first digit and the appropriate four digit account code is used in its place. The Pager Event Table is also available on a wallet card.

Only one message is sent per phone call and the call is made for the number of Pager Dial Attempts specified. There is no feedback from the pager, so pager events do not affect the failed to communicate condition.

NOTE

The paging network setup for your area determines if your pager will work with a pager telephone number.

Pager Event Table

2-DIGIT CODE	EVENT DESCRIPTION	2-DIGIT CODE	EVENT DESCRIPTION
11	Fire Alarm	35	System Trouble Restore
12	Supervisory Alarm	36	AC Power Restore
13	Burglar Alarm	37	Central Station Comm Restore
14	Holdup Alarm		
15	Duress	41	Arm
16	Auxiliary Alarm	42	Auto Arm Failed/Canceled
17	Critical Condition Monitor	43	Auto Arm Delayed
18	Exit Alarm	44	Recent Closing
		45	Disarm
21	Zone Trouble	46	Burglar Alarm Canceled
22	Testing (Fire Zone)		
23	Zone Bypassed	51	Latchkey Supervision
24	Unsuccessful Attempt to Access via Keypad	52	User On Premises
25	System Trouble		
26	AC Power Failure	61	Comm Test
		62	Comm Test (Not Normal)
31	Alarm Restore	63	Begin Installer Programming, Installer On Premise
32	Zone Trouble Restore	64	End Installer/Remote Programming, Installer Off Premise
33	Zone Unbypassed	65	Remote Programming Failure
		66	Call Home (Panic Key)

Event Reporting Description

Event Reporting Default Table

SYSTEM			AREA 1		AREA 2	
	Loc	Default	Loc	Default	Loc	Default
Tel 1 Account No (4 Hex Digits)	[470 - 473]	0000	[478 - 481]	0000	[486 - 489]	0000
Tel 2 Account No (4 Hex digits)	[474 - 477]	0000	[482 - 485]	0000	[490 - 493]	0000
Fire Phone No.	[494]	3				
System Events Phone No.	[495]	0				
System Troubles Phone No.	[496]	3				
Burglar Phone No.			[497]	3	[505]	3
Hold-up Phone No.			[498]	3	[506]	3
Auxiliary Phone No.			[499]	3	[507]	3
CCM Phone No.			[500]	3	[508]	3
Zone Trouble/Restore Phone No.			[501]	0	[509]	0
Zone Bypass/Restore Phone No.			[502]	0	[510]	0
Open/Close Phone No.			[503]	0	[511]	0
Supervision Phone No.			[504]	0	[512]	0

The following table refers to programming locations 470 through 512:

ITEM	VALID RANGE	DESCRIPTION
Telephone 1 Account No.	4 Hex Digits	Account number used when dialing CS1 Phone Number or Pager. (See Inst. Level Prog. - Prog. Notes, Note 14).
Telephone 2 Account No.	4 Hex Digits	Account number used when dialing CS2 Phone Number. (See Inst. Level Prog. - Prog. Notes, Note 14).
Fire Phone No. Note: These events are reported using System account codes only.	0 to 11 (See Phone Directors Table)	Directs which telephone number(s) to report Fire Alarms, Fire Supervisories, and Restorals.
System Events Phone No. Note: These events are reported using System account codes only.	0 to 11 (See Phone Directors Table)	Directs which telephone number(s) to report system events. Includes Keypad Lockout, Auto Comm Test, Begin & End Installer Local Programming, End Remote Programming, Remote Programming Denied & Aborted.
System Troubles Phone No. Note: These events are reported using System account codes only.	0 to 11 (See Phone Directors Table)	Directs which telephone number(s) to report system events. Includes Keypad Missing & Restoral, AC Failure & Restoral, Panel Low/No Battery & Restoral, Bell Faults & Restoral, Comm Restoral, Memory Error, Phone Line Faults & Restoral, RF Jamming, RF Channel Clear and RF Keyfob Low Battery.
Burglar Phone No.	0 to 11 (See Phone Directors Table)	Directs which telephone number(s) to report Burglar Alarms, Burglar Tamper, Exit Alarm, Recent Closing, Burglar Alarm Canceled, and Restorals.
Hold-up Phone No.	0 to 11 (See Phone Directors Table)	Directs which telephone number(s) to report Holdup Alarms, Duress, and Restorals.
Auxiliary Phone No.	0 to 11 (See Phone Directors Table)	Directs which telephone number(s) to report Auxiliary Alarms and Restorals.
Critical Condition Monitor (CCM) Phone No.	0 to 11 (See Phone Directors Table)	Directs which telephone number(s) to report Critical Condition Monitoring events and Restorals.
Zone Trouble/Restore Phone No.	0 to 11 (See Phone Directors Table)	Directs which telephone number(s) to report Zone Troubles and Restorals.
Zone Bypass/Restore Phone No.	0 to 11 (See Phone Directors Table)	Directs which telephone number(s) to report Zone Bypasses and Restorals.
Open/Close Phone No.	0 to 11 (See Phone Directors Table)	Directs which telephone number(s) to report Openings, Closings, Auto Arm Fail, Auto Arm Aborted, and Closing Extended.
Supervision Phone No.	0 to 11 (See Phone Directors Table)	Directs which telephone number(s) to report Latch Key Supervision, User on Premises, Secure Watch, and Secure Watch Restore.

Phone Directors Table

0 = Do Not Report	6 = Pager Only
1 = CS1 Phone Only	7 = CS1 Phone and Pager
2 = CS2 Phone Only	8 = CS2 Phone and Pager
3 = CS1 Phone (CS2 Phone on Failure)	9 = CS1 Phone (CS2 Phone on Failure) and Pager
4 = CS2 Phone (CS1 Phone on Failure)	10 = CS2 Phone (CS1 Phone on Failure) and Pager
5 = CS1 Phone and CS2 Phone	11 = CS1 Phone, CS2 Phone and Pager

Zone Report Codes Description

The Zone Report Codes utilize programming locations 513 through 632. Each Zone has an alarm, restore, bypass and trouble code. The restore may be an alarm, trouble, or bypass restoral. A Zone Trouble may result from one of the following conditions:

- Wiring problem
- Secure Watch Trouble
- No Response from Zone Expander
- Fire Trouble
(Fire zone bypassed or Fire zone in Walk Test)
- Smoke Trouble
- RF Point Not Reporting
- RF Sensor Tamper
- RF Point Low Battery

These events will be posted and displayed differently in the Event Log. If one of these events is reported using a Pulsed format, then the standard Zone Trouble report code will be used. If one of these events is reported using Contact ID then a more descriptive report code will be used.

Each report code requires a two digit entry. The first digit sets the primary event code and the second digit sets the extended code. (See Installer Level Programming - Programming Report Codes). If a transmission format other than a Pulsed format is used, it is only necessary to program a value other than zero into either digit to enable that event to be reported, the correct transmitted data is automatically sent.

Zone Report Codes Default Table

	ALARM		RESTORE		BYPASS		TROUBLE	
	Loc	Default	Loc	Default	Loc	Default	Loc	Default
Zone 01	[513]	H-31	[514]	H-E3	[515]	H-AB	[516]	H-F3
Zone 02	[517]	H-32	[518]	H-E3	[519]	H-AB	[520]	H-F3
Zone 03	[521]	H-33	[522]	H-E3	[523]	H-AB	[524]	H-F3
Zone 04	[525]	H-34	[526]	H-E3	[527]	H-AB	[528]	H-F3
Zone 05	[529]	H-35	[530]	H-E3	[531]	H-AB	[532]	H-F3
Zone 06	[533]	H-36	[534]	H-E3	[535]	H-AB	[536]	H-F3
Zone 07	[537]	H-37	[538]	H-E3	[539]	H-AB	[540]	H-F3
Zone 08	[541]	H-38	[542]	H-E3	[543]	H-AB	[544]	H-F3
Zone 09	[545]	H-39	[546]	H-E3	[547]	H-AB	[548]	H-F3
Zone 10	[549]	H-3A	[550]	H-E3	[551]	H-AB	[552]	H-F3
Zone 11	[553]	H-3B	[554]	H-E3	[555]	H-AB	[556]	H-F3
Zone 12	[557]	H-3C	[558]	H-E3	[559]	H-AB	[560]	H-F3
Zone 13	[561]	H-3D	[562]	H-E3	[563]	H-AB	[564]	H-F3
Zone 14	[565]	H-3E	[566]	H-E3	[567]	H-AB	[568]	H-F3
Zone 15	[569]	H-3F	[570]	H-E3	[571]	H-AB	[572]	H-F3
Zone 16	[573]	H-61	[574]	H-E6	[575]	H-AB	[576]	H-F6
Zone 17	[577]	H-62	[578]	H-E6	[579]	H-AB	[580]	H-F6
Zone 18	[581]	H-63	[582]	H-E6	[583]	H-AB	[584]	H-F6
Zone 19	[585]	H-64	[586]	H-E6	[587]	H-AB	[588]	H-F6
Zone 20	[589]	H-65	[590]	H-E6	[591]	H-AB	[592]	H-F6
Zone 21	[593]	H-66	[594]	H-E6	[595]	H-AB	[596]	H-F6
Zone 22	[597]	H-67	[598]	H-E6	[599]	H-AB	[600]	H-F6
Zone 23	[601]	H-68	[602]	H-E6	[603]	H-AB	[604]	H-F6
Zone 24	[605]	H-69	[606]	H-E6	[607]	H-AB	[608]	H-F6
Zone 25	[609]	H-6A	[610]	H-E6	[611]	H-AB	[612]	H-F6
Zone 26	[613]	H-6B	[614]	H-E6	[615]	H-AB	[616]	H-F6
Zone 27	[617]	H-6C	[618]	H-E6	[619]	H-AB	[620]	H-F6
Zone 28	[621]	H-6D	[622]	H-E6	[623]	H-AB	[624]	H-F6
Zone 29	[625]	H-11	[626]	H-E1	[627]	H-AB	[628]	H-F1
Zone 30	[629]	H-12	[630]	H-E1	[631]	H-AB	[632]	H-F1

User Report Codes Description

The User Report Codes utilize programming locations 633 through 732. This data block is used to program the opening and closing reports for each user code.

Each report code requires a two digit entry. The first digit sets the primary event code and the second digit sets the extended code. (See Installer Level Programming - Programming Report Codes). If a transmission format other than a Pulsed format is used, it is only necessary to program a value other

than zero into either digit to enable that event to be reported, the correct transmitted data is automatically sent.

The open and close report code is assigned to the user, not the area. Some users may be assigned to arm and disarm multiple areas. Any user with the authority to arm and disarm multiple areas has the same opening and closing report codes. However, the Central Station can differentiate between areas by the account code transmitted.

User Report Code Default Table

CLOSE			OPEN		CLOSE			OPEN	
	Loc	Default	Loc	Default		Loc	Default	Loc	Default
User 01	[633]	H-C1	[634]	H-B1	User 26	[683]	H-CF	[684]	H-BF
User 02	[635]	H-C2	[636]	H-B2	User 27	[685]	H-CF	[686]	H-BF
User 03	[637]	H-C3	[638]	H-B3	User 28	[687]	H-CF	[688]	H-BF
User 04	[639]	H-C4	[640]	H-B4	User 29	[689]	H-CF	[690]	H-BF
User 05	[641]	H-C5	[642]	H-B5	User 30	[691]	H-CF	[692]	H-BF
User 06	[643]	H-C6	[644]	H-B6	User 31	[693]	H-CF	[694]	H-BF
User 07	[645]	H-C7	[646]	H-B7	User 32	[695]	H-CF	[696]	H-BF
User 08	[647]	H-C8	[648]	H-B8	User 33	[697]	H-CF	[698]	H-BF
User 09	[649]	H-C9	[650]	H-B9	User 34	[699]	H-CF	[700]	H-BF
User 10	[651]	H-CA	[652]	H-BA	User 35	[701]	H-CF	[702]	H-BF
User 11	[653]	H-CB	[654]	H-BB	User 36	[703]	H-CF	[704]	H-BF
User 12	[655]	H-CC	[656]	H-BC	User 37	[705]	H-CF	[706]	H-BF
User 13	[657]	H-CD	[658]	H-BD	User 38	[707]	H-CF	[708]	H-BF
User 14	[659]	H-CE	[660]	H-BE	User 39	[709]	H-CF	[710]	H-BF
User 15	[661]	H-CF	[662]	H-BF	User 40	[711]	H-CF	[712]	H-BF
User 16	[663]	H-CF	[664]	H-BF	User 41	[713]	H-CF	[714]	H-BF
User 17	[665]	H-CF	[666]	H-BF	User 42	[715]	H-CF	[716]	H-BF
User 18	[667]	H-CF	[668]	H-BF	User 43	[717]	H-CF	[718]	H-BF
User 19	[669]	H-CF	[670]	H-BF	User 44	[719]	H-CF	[720]	H-BF
User 20	[671]	H-CF	[672]	H-BF	User 45	[721]	H-CF	[722]	H-BF
User 21	[673]	H-CF	[674]	H-BF	User 46	[723]	H-CF	[724]	H-BF
User 22	[675]	H-CF	[676]	H-BF	User 47	[725]	H-CF	[726]	H-BF
User 23	[677]	H-CF	[678]	H-BF	User 48	[727]	H-CF	[728]	H-BF
User 24	[679]	H-CF	[680]	H-BF	User 49	[729]	H-CF	[730]	H-BF
User 25	[681]	H-CF	[682]	H-BF	User 50	[731]	H-CF	[732]	H-BF

System Report Codes Description

Each report code requires a two digit entry. The first digit sets the primary event code and the second digit sets the extended code. (See Installer Level Programming - Programming Report Codes). If the transmission format is anything other than a Pulsed

format, it is only necessary to program a value other than zero into either digit to enable that event to be reported, the correct transmitted data is automatically sent.

System Event Report Codes Default Table

	Loc	Default		Loc	Default
'A' Key Report Code	[733]	H-19	AC Restore Report Code	[754]	H-EA
'B' Key Report Code	[734]	H-29	Low/No Battery Report Code	[755]	H-F9
'C' Key Report Code	[735]	H-49	Battery Restore Code	[756]	H-E9
Duress Code	[736]	H-99	Bell Fault Report Code	[757]	H-00
Keypad Lockout Code	[737]	H-00	Bell Restore Report Code	[758]	H-00
Burg Cancel Report Code	[738]	H-00	Telco Fault Report Code	[759]	H-00
Quick Arm Report Code	[739]	H-00	Telco Restore Report Code	[760]	H-00
Auto-Arm Code	[740]	H-00	Reserved	[761]	H-00
Auto-Arm Failed Code	[741]	H-00	Reserved	[762]	H-00
Keyswitch Closing Code	[742]	H-00	Comm Restore Report Code	[763]	H-00
Keyswitch Opening Code	[743]	H-00	Memory Error Report Code	[764]	H-00
Installer/RPM Closing Code	[744]	H-00	Local Program Begin Code	[765]	H-00
Installer/RPM Opening Code	[745]	H-00	Local Program End Code	[766]	H-00
Closing Extended Code	[746]	H-00	RPM End Report Code	[767]	H-00
Exit Alarm Code	[747]	H-00	RPM Denied Report Code	[768]	H-00
Recent Closing Code	[748]	H-00	RPM Abort Report Code	[769]	H-00
Latch Key Supervision Code	[749]	H-00	Missing Keypad Code	[770]	H-00
User on Premises Code	[750]	H-00	Restore Keypad Code	[771]	H-00
Comm Test Not Norm Code	[751]	H-00	RF Jamming Code	[772]	H-00
Comm Test Report Code	[752]	H-00	RF Channel Clear Code	[773]	H-00
AC Fail Report Code	[753]	H-FA	RF Keyfob Low Battery Code	[774]	H-00

The following table refers to programming locations 733 through 774:

ITEM	VALID RANGE	DESCRIPTION
'A' Key Report Code	00 to FF	Code sent for alarms activated by pressing the Fire panic key.
'B' Key Report Code	00 to FF	Code sent for alarms activated by pressing the Police panic key.
'C' Key Report Code	00 to FF	Code sent for alarms activated by pressing the Medical panic key.
Duress Code	00 to FF	Code sent for a duress (Authority Level 13) code arm or disarm.
Keypad Lockout Code	00 to FF	Code sent when a Control Station is locked out due to failed passcode attempts.
Burg Cancel Report Code	00 to FF	Code sent when an authorized user resets a burglar alarm after reporting and before the Burglar Bell Cutoff timer expires.
Quick Arm Report Code	00 to FF	Code sent when an area is armed using Two-Button or Double Press Arming.
Auto-Arming Code	00 to FF	Code sent when armed by scheduled program or Exit Arm.
Auto-Arm Failed Code	00 to FF	Code sent when a scheduled arming is aborted or could not be completed.

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Keyswitch Closing Code	00 to FF	Code sent when an area is armed by keyswitch zone.
Keyswitch Opening Code	00 to FF	Code sent when an area is disarmed by keyswitch zone.
Installer/RPM Closing Code	00 to FF	Code sent when an area is armed by RPM or the installer at a Control Station.
Installer/RPM Opening Code	00 to FF	Code sent when an area is disarmed by RPM or the installer at a Control Station.
Closing Extended Code	00 to FF	Code sent when the scheduled closing time is extended.
Exit Alarm Code	00 to FF	Code sent in addition to a burglar alarm event if the alarm occurs when the exit time expires.
Recent Closing Code	00 to FF	Code sent in addition to a burglar alarm event if the alarm occurs within two minutes after exit time expires.
Latch Key Supervision Code	00 to FF	Code sent when the Latch Key code is not entered during the programmed time window.
User on Premises Code	00 to FF	Code sent when the User on Premises (Authority Level 12) passcode is entered to disarm the system or perform the access operation.
Comm Test Not Norm Code	00 to FF	Code sent at the comm test time-of-day in place of the comm test report when a trouble condition is present. If this report code is set to 00, a normal comm test event is transmitted.
Comm Test Report Code	00 to FF	Code sent at the comm test time-of-day when no trouble conditions are present. Transmitted at power-up, if Test On Power-Up is enabled. (See Inst. Level Prog.- Communication Data Description). Implies proper operation of the communicator and the telephone line.
AC Fail Report Code	00 to FF	Code sent when the control has lost the primary AC input. The delay time before this report is transmitted is located in Installer Level Programming - Global System Options Description.
AC Restore Report Code	00 to FF	Code sent when the AC primary power has been restored.
Low Battery Report Code	00 to FF	Code sent when the control detects a low battery voltage reading of 11.3 VDC or less.
Battery Restore Code	00 to FF	Code sent when the low battery condition has been restored.
Bell Fault Report Code	00 to FF	Code sent when the control panel detects a Bell Fault. Contact ID will distinguish between Bell 1 and Bell 2 faults.
Bell Restore Report Code	00 to FF	Code sent when a Bell Fault trouble restores. Contact ID will distinguish between Bell 1 and Bell 2 restores.
Telco Fault Report Code	00 to FF	Code sent when the control panel detects a Telco Fault. Contact ID will distinguish between Phone Line and Non-Telco faults.
Telco Restore Report Code	00 to FF	Code sent when a Telco Fault trouble restores. Contact ID will distinguish between Phone Line and Non-Telco restores.
Comm Restore Report Code	00 to FF	When the control is unsuccessful in reporting an event, the fail to communicate (local trouble) displays. If a subsequent report of any type is successful, the control also reports this code.
Memory Error Report Code	00 to FF	Code sent when the internal memory check finds an unauthorized change in the value of one or more of the programming options.
Local Prog Begin Code	00 to FF	Code sent when a program function map is initiated at the control site.
Local Prog End Code	00 to FF	Code sent after programming mode is terminated at the installation site. This occurs 255 seconds after exiting programming mode or by holding the CLEAR key for three seconds.
RPM End Report Code	00 to FF	Code sent when an RPM session has been completed normally.
RPM Denied Report Code	00 to FF	Code sent when an unauthorized RPM session is attempted (i.e.: improper ID code or access device).
RPM Abort Report Code	00 to FF	Code sent when an RPM session is aborted. If an alarm event requiring a report to the Central Station occurs during an RPM session, the control may abort the session to report the event.
Missing Keypad Code	00 to FF	Code sent when a supervised Control Station is removed or fails to respond to system polling.
Restore Keypad Code	00 to FF	Code sent when a missing Control Station is restored to the data bus.
RF Jamming Report Code	00 to FF	Code sent when an RF Gateway detects an RF jamming condition.
RF Channel Clear Code	00 to FF	Code sent when an RF Gateway detects an RF jamming condition has cleared.
RF Keyfob Low Battery Code	00 to FF	Code sent when an RF Gateway detects a low battery condition on one of its Fobs.

Area Schedules Description

Automatic Arming

If automatic arming is enabled, the control produces a warning signal at the appropriate Control Station(s) once every minute beginning ten minutes prior to the event. During this warning, the same Control Station(s) may display a visual indication of the impending action and the amount of time remaining. This allows the user ample warning to exit or override the impending action. Auto Arming time may be extended by one hour during each ten minute warning period (but not past midnight) using the Delay Auto Arming function. The user can also abort the scheduled arming for that day through User Level programming. (See the appropriate User Guide). Auto Arming arms the control in the AWAY, STAY, or NIGHT mode with normal exit time.

Latch Key Schedules

A Latch Key User ID is used to determine which user passcode must be entered on selected Latch Key Days. The user passcode must be entered within a time window. If the user passcode is not entered during the Time Window, a Latch Key Supervision event will be posted in the Event Log to be reported.

For example, if Monday is a Latch Key Day and the Latch Key Time for Monday is 14:30 with a thirty minute Time Window and the Latch Key User ID is not entered between 14:00 and 15:00 hours, then a Latch Key Supervision event will be posted at 15:00 hours.

NOTE

The Latch Key Time Window cannot cross over the Midnight boundary. During the Time Window, the Control Station will chime once a minute until the user passcode is entered or the Time Window has expired, whichever comes first.

Area Schedules Default Table

	AREA 1		AREA 2	
	Loc	Default	Loc	Default
Scheduled Arm Mode	[775]	0	[808]	0
Scheduled Arm Days	[776]	H-00	[809]	H-00
Arm Time Sun (hr:min)	[777:778]	00:00	[810:811]	00:00
Arm Time Mon (hr:min)	[779:780]	00:00	[812:813]	00:00
Arm Time Tues (hr:min)	[781:782]	00:00	[814:815]	00:00
Arm Time Wed (hr:min)	[783:784]	00:00	[816:817]	00:00
Arm Time Thurs (hr:min)	[785:786]	00:00	[818:819]	00:00
Arm Time Fri (hr:min)	[787:788]	00:00	[820:821]	00:00
Arm Time Sat (hr:min)	[789:790]	00:00	[822:823]	00:00
Latch Key User ID	[791]	0	[824]	0
Latch Key Days	[792]	H-00	[825]	H-00
Latch Key Window (min)	[793]	0	[826]	0
Latch Time Sun (hr:min)	[794:795]	00:00	[827:828]	00:00
Latch Time Mon (hr:min)	[796:797]	00:00	[829:830]	00:00
Latch Time Tues (hr:min)	[798:799]	00:00	[831:832]	00:00
Latch Time Wed (hr:min)	[800:801]	00:00	[833:834]	00:00
Latch Time Thurs (hr:min)	[802:803]	00:00	[835:836]	00:00
Latch Time Fri (hr:min)	[804:805]	00:00	[837:838]	00:00
Latch Time Sat (hr:min)	[806:807]	00:00	[839:840]	00:00

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The following table refers to programming locations 775 through 840:

ITEM	VALID RANGE	DESCRIPTION
Scheduled Arming Mode	0 = AWAY, 1 = STAY, 2 = NIGHT	Determines the Auto Arm mode.
Scheduled Arming Days	00 to FF (see the table below for a complete description of each value's activation)	Selects the days of the week the system automatically arms.
Sunday Arming Time	00:00 to 23:59	The time for Auto Arming on Sunday.
Monday Arming Time	00:00 to 23:59	The time for Auto Arming on Monday.
Tuesday Arming Time	00:00 to 23:59	The time for Auto Arming on Tuesday.
Wednesday Arming Time	00:00 to 23:59	The time for Auto Arming on Wednesday.
Thursday Arming Time	00:00 to 23:59	The time for Auto Arming on Thursday.
Friday Arming Time	00:00 to 23:59	The time for Auto Arming on Friday.
Saturday Arming Time	00:00 to 23:59	The time for Auto Arming on Saturday.
Latch Key User ID	0 = disable, User 1 to 50	Determines the user passcode that has Latch Key Supervision.
Latch Key Days	00 to FF (see Scheduled Arming and Latch Key Days Table.)	Selects the days of the week that Latch Key Supervision is performed.
Latch Key Time Window	0 to 255 minutes	Time in minutes (+/-) the Latch Key User Code may be entered.
Sunday Latch Key Time	00:00 to 23:59	The time, (+/-) the Time Window, the Latch Key user passcode must be entered on Sunday.
Monday Latch Key Time	00:00 to 23:59	The time, (+/-) the Time Window, the Latch Key user passcode must be entered on Monday.
Tuesday Latch Key Time	00:00 to 23:59	The time, (+/-) the Time Window, the Latch Key user passcode must be entered on Tuesday.
Wednesday Latch Key Time	00:00 to 23:59	The time, (+/-) the Time Window, the Latch Key user passcode must be entered on Wednesday.
Thursday Latch Key Time	00:00 to 23:59	The time, (+/-) the Time Window, the Latch Key user passcode must be entered on Thursday.
Friday Latch Key Time	00:00 to 23:59	The time, (+/-) the Time Window, the Latch Key user passcode must be entered on Friday.
Saturday Latch Key Time	00:00 to 23:59	The time, (+/-) the Time Window, the Latch Key user passcode must be entered on Saturday.

Scheduled Arming and Latch Key Days Table

ENTER FOR:																
FIRST DIGIT	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
All Days Below Disabled	•								•							
Thursday		•		•		•		•		•		•		•		•
Friday			•	•			•	•			•	•			•	•
Saturday					•	•	•	•					•	•	•	•
SECOND DIGIT																
All Days Below Disabled	•															
Sunday		•		•		•		•		•		•		•		•
Monday			•	•			•	•			•	•			•	•
Tuesday					•	•	•	•					•	•	•	•
Wednesday									•	•	•	•	•	•	•	•

If the First Digit entered is '1', it must be entered as '01'. A = 10; B = 11; C = 12; D = 13; E = 14; F = 15

Programming Options

This section deals with the attributes of the Remote Programming Manager Software. Before programming the specific functions, it is important to understand the following:

Abort: During a remote programming session, the control is fully functional and can detect and announce alarms locally. The control aborts a session with RPM/2 Pro to report alarm events.

Datalock: As a provision of anti-takeover, the control does not permit local programming of the account numbers and telephone numbers, or the Restore Factory Defaults option to operate when an agency code has been established and programmed by the RPM/2 Pro software. Other installer programming

changes are still allowed. When the Datalock (agency code) is set, the Control Station emits an error tone if any attempt is made to change an account number or a phone number or to default the control.

Programming Options Default Table

	Loc	Default
Installer Passcode	[841 - 844]	9632
Call 2 Timer (sec)	[845]	0
Auto Answer Ring Count	[846]	5
Enable RPM	[847]	1
Enable Power Up Program	[848]	0
Lockout Local Program	[849]	0

The following table refers to programming locations 841 through 849:

ITEM	VALID RANGE	DESCRIPTION
Installer Passcode	0000 to 9999	The installer passcode is the only passcode that may program the entire Function Map. See Installer Level Programming - User Data Description for a description of the other functions that may be performed.
2nd Call Timer	0 - 255 seconds	Time in seconds for the answering machine bypass time window. This allows the remote programmer to bypass an answering machine by making two calls to the premises. The first call must ring three times or less and not be answered. The answering machine bypass time window starts ten seconds after the last ring of the first call. If the first ring of the second call occurs within the answering machine bypass time window, the panel answers the second call on the first ring. Remote Programming must be enabled and Auto-Answer Ring count must be non-zero.
Auto Answer Ring Count	0 - 15 rings	Sets the number of rings that must occur before the panel automatically answers the telephone for operation with RPM/2 Pro. A ring count of 0 disables automatic answering, but manual connection may still be used. If Remote Programming is not enabled, then the auto-answer ring count is ignored and the panel never answers.
Enable RPM	0 = No 1 = Yes	Enables operation of the control with the RPM/2 Pro package.
Enable Power Up Program	0 = No 1 = Yes	A quick way to enter program mode upon power up. Pressing the "9" key and entering "9999" within the first 60 seconds after power up enters the control into Installer Level Programming mode. Consider disabling this feature for anti-takeover.
Lockout Local Program	0 = No 1 = Yes	This is provided for anti-takeover protection. If it is enabled, the installer passcode is limited as noted in Installer Level Programming - User Data Description. A user may still be able to perform user level programming and RPM/2 Pro will be fully operational. Do not enable this unless an RPM/2 Pro account has been established for the control.

Programming Notes

Note 1: Restarting Exit Time

If an exit time is counting down from an AWAY arming, the exit time may be automatically restarted once to reduce false alarms.

The exit time will be restarted if a Perimeter (arm in STAY mode and arm in NIGHT mode) Burglar zone is violated anytime during the last ten seconds of exit time.

If the exit time is not due to an Exit Arm or a Scheduled Arming, then the exit time will be restarted if it expires and a Perimeter (Arm in STAY mode and Arm in NIGHT mode) Burglar zone has not been violated during the exit time (i.e.: nobody went out the door).

Note 1A: Entry Delay Times

The Entry Delay Times (Entry Delay 1 and Entry Delay 2) of an area work together to provide a more secure Entry Delay Time. For example, Entry Delay 1 may be programmed as 4 minutes and Entry Delay 2 may be programmed as 1 minute. If Entry Delay 1 (4 min.) is started and counts down to 2 minutes remaining when an armed Delay 2 zone is violated, then the Entry Delay Time is reduced to the more secure Entry Delay 2 time (1 minute remaining). However, if the Entry Delay Time counts down below the Entry Delay 2 Time (i.e. to 30 seconds remaining), then no adjustment is made. Entry Delay Time is only decreased, it is never increased.

Note 2: Entry Time versus Pre-Alarm Warning Time

Assuming Exit, Entry and Pre-Alarm Warning Times are inactive, a violation of an armed Burglar zone will cause the following actions depending on the area's arm level and the type of Burglar zone:

Note 3: Exit Arm

An Exit Arm is intended to automatically arm an area ten minutes after the premises are vacated. An Exit Arm will only be attempted when it is enabled for an area and the area is disarmed and not in alarm. The end user can disable the Exit Arm feature on a day-to-day basis (see the appropriate User Guide). If a Disable Exit Arming is performed, the Exit Arm will be disabled until midnight.

When a Delay Burglar zone restores from a violation, the area's Exit Arm timer is started at ten minutes. During this time, the Control Station may display a visual indication of the impending action and the amount of time remaining. An audible warning signal will occur at two minutes until arming and at one minute until arming. When any Burglar zone is violated, the area's Exit Arm timer is halted. If a Delay zone restores from a violation while the timer is running, the timer is restarted at ten minutes. If an Instant or Follower Burglar zone restores from a violation, the timer is halted.

If the timer expires (i.e.: ten minutes of no Burglar zone activity following a Delay zone restoration), then the system attempts to arm the area in the AWAY mode. If Force-Arming is enabled, then a Force-Arm may occur if needed. If the arming is successful, then Exit time is started and an Auto-Arm event is logged to be reported. If the arming cannot be completed, then nothing will happen.

Note 4: Force-Arming

If Force-Arming is enabled for an area, then an arming from a keyswitch zone, an Exit Arming or a Scheduled Arming will be Force-Armed if necessary.

Note 5: LED Control Stations

The Secondary Area setting is ignored for LED Control Stations since they cannot provide area infor-

	AWAY	STAY	STAY INSTANT	NIGHT	NIGHT INSTANT
Instant Burglar	Instant Alarm	Pre-Alarm Warning Time	Pre-Alarm Warning Time	Pre-Alarm Warning Time	Pre-Alarm Warning Time
Delay Burglar	Entry Time	Entry Time	Instant	Entry Time	Instant
Follower Burglar	Pre-Alarm Warning Time	Pre-Alarm Warning Time	Pre-Alarm Warning Time	Pre-Alarm Warning Time	Pre-Alarm Warning Time

mation and prompts. Therefore, LED Control Stations cannot have a Secondary Area.

Note 6: Verifying or Self-Verifying Burglar Zones

If an armed Verifying Burglar zone is violated, then a forty second Verification Timer is started. If the timer expires and the zone that started it is still in violation, then the zone's violation is verified. If another armed Burglar zone is violated while the timer is still running, then that violation verifies the first zone's violation.

If an armed Self-Verifying Burglar zone is violated, then a forty second Verification Timer is started. If the Timer expires and the zone is still in violation, then the zone's violation is verified. If another armed Burglar zone is violated while the Timer is still running, then that violation verifies the first zone's violation. If the same armed Burglar zone is violated a second time while the Timer is still running, then the zone's violation is verified.

If the area is armed such that a violation from the zone would normally cause an instant alarm:

- when the zone is first violated, nothing happens.
- when the violation is verified, an instant alarm occurs.
- if the Verification Timer expires without the violation being verified, then nothing happens.

If the area is armed such that a violation from the zone would normally cause an Entry Time or Pre-Alarm Warning Time Delay:

- when the zone is first violated, the Delay Timer is started.
- if the violation is verified while the Delay Timer is still running, then the Delay Timer continues as normal.
- if the Verification Timer expires while the Delay Timer is still running and the violation has not been verified, then the time continues. If the Delay Timer expires and no zones are violated from the Delay Time, then nothing happens.
- if the Delay timer expires before the Verification timer expires and the violation has not been verified, then nothing will happen until either the violation is verified or the Verification Timer expires.
- if the violation is verified after the Delay Timer has expired, then an instant alarm occurs.
- if the Verification Timer expires after the Delay

Timer has expired without the violation being verified, then nothing happens.

Common Area Burglar zones cannot be programmed as verifying or self-verifying, but they can verify a verifying or self-verifying zone from Area 1 or Area 2 (see Operating the System - Introduction).

Note 7: Sentry Test Burglar Zones

If a Burglar zone has Sentry Test enabled, then each time the zone is disarmed, it must be tested before it can be armed again. A test consists of violating the zone from a restored state and then restoring it again.

If the zone has not been tested, then it appears as a faulted zone, making its area not ready to arm. An untested zone cannot be armed. If the zone is bypassable, then it may be bypassed to get around the testing. Force-Arming should not be enabled on systems with Sentry Test Burglar Zones.

Note 8: Zone Activation of Bell Output and Keypad Sounders

The Bell Output on Alarm attribute determines whether the Bell Output for the zone's area activates due to an alarm from the zone. It does not affect the activation of any other programmable outputs, including an associated Alarm output.

This attribute is only used if the Zone Type is Burglar, Holdup, Auxiliary or Burglar Tamper; otherwise, it is ignored. The Bell Output activates on all alarms from Fire and Verified Fire zones and from an 'A' key. It never activates from the other Zone Types.

The Keypad Sounder on Alarm attribute determines whether the Control Station sounders activate due to an alarm from the zone. It does not affect the activation of any programmable outputs. This attribute is only used if the Zone Type is Burglar, Holdup or Auxiliary; otherwise, it is ignored. Keypad sounders activate on all alarms from Fire and Verified Fire zones and from an 'A' key, as well as from Burglar Tamper and Fire Supervisory zones. They never activate from the other Zone Types.

If a Holdup zone is programmed with neither Bell Output on Alarm nor Keypad Sounder on Alarm, then an alarm from the zone will be invisible on the Control Stations.

Note 9: Bypassable Zones - Fire Trouble Condition

All zones may be programmed as Bypassable. If a Fire, Verified Fire, or Fire Supervisory zone is bypassable and is bypassed, a Fire Trouble condition occurs and is reported. The condition remains until the zone is unbypassed.

Note 10: Secure Watch

The Secure Watch attribute may only be used with Burglar, Critical Condition Monitor, Non-Alarm, Universal, and Universal Logged zones. It is ignored for all other zone types.

If a Burglar zone has Secure Watch enabled, then the Secure Watch only applies when the zone is disarmed and not bypassed. Whenever the zone is violated, disarmed or unbypassed, the zone's Secure Watch timer is reset to the programmed time. If that timer expires and the zone is disarmed and not bypassed, then a Secure Watch Trouble event is posted for the zone to be reported. The trouble condition is not displayed on the keypad and it does not prevent the area from being armed. A Secure Watch Trouble Restore event is posted for the zone to be reported if the zone is then either violated, armed, or bypassed.

If a Critical Condition Monitor, Non-Alarm, Universal, or Universal Logged zone has Secure Watch enabled, then the Secure Watch only applies when the zone is not bypassed. When the zone is violated or unbypassed, the zone's Secure Watch timer is reset to the programmed time. If that timer expires and the zone is not bypassed, then a Secure Watch Trouble event is posted for the zone to be reported. The trouble condition is not displayed on the keypad. A Secure Watch Trouble restore event is posted for the zone to be reported if the zone is either violated or bypassed.

While a zone has a Secure Watch Trouble condition, its corresponding Secure Watch signaling device (programmable output) will stay ON steady.

Note 11: The Listen-In Module

The Listen-In Module must be wired to the telephone lines in series with and behind the control panel. The Listen-In Module must be connected to the panel

as follows. A Line-Seized indicator line must be connected from the ACTIVE output on the Listen-In Module to an assigned Listen-In Module zone on the panel. A Listen-In output line must be connected from an assigned output on the panel to the ACTIVATE input on the Listen-In Module.

The zone programmed as the Listen-In Module zone is area independent and is used by the panel to determine whether or not the Listen-In Module has seized the telephone line and has the microphone(s) active. The output programmed as the Listen-In Output may be assigned to any combination of areas. It is used by the panel to signal the Listen-In Module for activation.

The Listen-In Module may be configured in one of two modes, Instant Seize mode or Answer mode.

If the Listen-In Module is configured in Instant Seize mode, then when it is first signaled from the panel, it instantly seizes the phone line and signals the panel through the Listen-In Module zone but does not turn on the microphones. When the panel releases the connection to the Central Station and deactivates the Listen-In Output, the Listen-In Module already has the line seized and assumes the connection.

If the Listen-In Module is configured in Answer mode, then after the panel has signaled it by activating and later deactivating the Listen-In Output, the Listen-In Module starts its incoming call timer. The incoming call timer starts when the Listen-In Output is deactivated and runs for five minutes. If a call comes in while the timer is running, then the Listen-In Module answers the call on the first ring. At that time, it signals the panel through the Listen-In Module zone that it has seized the line.

When the control panel detects the Line-Seized signal from the Listen-In Module zone, it temporarily silences all alarm tones at the Control Stations and the Bell Outputs, although the alarm output timers continue. When the Listen-In Module releases the phone line, it removes the Line-Seized signal to the panel. When the control panel detects the Line-Seized signal has been removed, it no longer silences alarm tones at the Control Stations and Bell Outputs. The Bell Outputs are reactivated if they have not timed-out.

Also, when the panel detects the Line-Seized signal from the Listen-In Module zone and gets an event (any event) to report to the Central Station, the panel

signals the Listen-In operator by momentarily seizing the phone line and producing a tone. This interrupts the Listen-In Module connection for about one second but it does not hang-up the phone line. The panel also starts a two minute timer. It will not try to call out to the Central Station until either the Line-Seized signal from the Listen-In zone is removed or the two minute timer expires, whichever comes first. If the timer expires before the Line-Seized signal is removed, the panel seizes the line to dial out to the Central Station, disconnecting and hanging up the Listen-In Module's connection.

If an alarm is silenced through a Control Station during a Listen-In session, it has no impact on the Listen-In operation.

NOTE

If a Holdup Alarm event is reported to the Central Station, it is the Listen-In operator's responsibility to NOT activate the speakers on the Listen-In Module.

Note 12: Delay Before Dial Time

The **Delay Before Dial Time** is used as the time that a user has after a Burglar, Holdup, or Auxiliary Alarm from a zone has occurred to silence the alarm with a disarm and abort the Alarm event.

If the **Delay Before Dial Time** is not zero and the alarm is silenced before the **Delay Before Dial Time** expires, then no Alarm events are posted to be reported. If this occurs and **Log Alarm Aborted Events** is enabled, then **Alarm Aborted** events are posted for each zone that went into alarm, but they are not reported.

If the **Delay Before Dial Time** is zero or if the **Delay Before Dial Time** expires before the alarm is silenced with a disarm, then the Alarm events are posted to be reported. If the alarm is a Burglar Alarm and the alarm is silenced with a disarm before the Burglar Bell Cutoff Timer expires, then a "Cancel Alarm" event is logged to be reported.

If an alarm in a Control Station's Primary or Secondary area is in **Delay Before Dial Time**, then when the OFF CANCEL key is pressed on the Control Station, all alarms in the Control Station's Primary and Secondary areas are muted until the **Delay Before Dial Time** expires. While an alarm is muted, the

Control Stations do not produce the alarm tone for the alarm and the Bell Output(s) are silent. The muting of an alarm does not affect the operation of programmed outputs. If the **Delay Before Dial Time** expires without the alarm being silenced, then the Control Stations resume the alarm tone and the Bell Output(s) re-activate. The alarm cut-off timer(s) continue to count while the alarm is muted.

Note 13: Fire Delay Before Dial

The **Fire Delay Before Dial Time** is used as the time that a user has after a Fire Alarm from a zone has occurred to silence the alarm and abort the Alarm event.

If the **Fire Delay Before Dial Time** is not zero and the alarm is silenced before the **Fire Delay Before Dial Time** expires, then no Alarm events are posted to be reported. If this occurs and **Log Alarm Aborted Events** is enabled, the **Alarm Aborted** events are posted for each zone that went into alarm, but they are not reported. If a Fire Alarm is silenced before the **Fire Delay Before Dial Time** expires, the user has 255 seconds to reset the smoke detectors, otherwise a smoke reset will automatically occur when 255 seconds elapses.

If the **Fire Delay Before Dial Time** is zero or if **Fire Delay Before Dial Time** expires before Fire Alarm is silenced, then the Alarm events are posted to be reported.

If a Fire Alarm is in **Fire Delay Before Dial Time** then when the Off Cancel key is pressed from a keypad, all alarms in the keypads Primary and Secondary area are muted until the **Fire Delay Before Dial Time** expires. While an alarm is muted, the Control Stations do not produce the alarm tone for the alarm and the Bell Output(s) are silent. The muting of an alarm does not affect the operation of programmed outputs. If the **Fire Delay Before Dial Time** expires without the alarm being silenced, then the Control Stations resume the alarm tone and the Bell Output(s) re-activate. The alarm cut-off timer(s) continue to count while the alarm is muted.

Fire Delay Before Dial Time does not apply to Fire Alarms from Water Flow zones.

Note 14: Transmission Formats

If the Data Format is "Pulsed 20 Baud - Non-Extended", then the number of digits in the account

code determines how events are reported. If the fourth digit of the account code is 0, then events are reported in the 3/1 Non-Extended format. If the fourth digit of the account code is not 0, then events are reported in the 4/1 Non-Extended format. Only the first digit of the report code is sent. If an account code digit or the first digit of the report code is 0, then that digit is transmitted as an 'A'. Each event is reported in two rounds for verification.

For the 3/1 Non-Extended format, the first three digits of the account code and the first digit of the report code are transmitted in a round. For the 4/1 Non-Extended format, all four digits of the account code and the first digit of the report code are transmitted in a round.

If the Data Format is "Pulsed 20 Baud - Extended" or "Pulsed 40 Baud - Extended", then the number of digits in the account code must be four (4) digits. Both digits of the report code are sent. If an account code digit or one of the report code digits is 0, then that digit is transmitted as an 'A'. Each event is reported in two rounds for verification.

For the 4/2 Extended format, then all four digits of the account code and both digits of the report code are transmitted in a round.

If the Data Format is "Contact ID", then all four digits of the account code are sent. The report code is only used to determine if the event is sent or not. The reports are generated from a Contact ID report table. This is an Ademco developed format.

If the Data Format is "Non-Telco Contact ID", then all four digits of the account code are sent. The report code is only used to determine if the event is sent or not. The reports are generated from a Contact ID report table. The report will be sent to an interface device over the data bus. The interface device will send an acknowledgment to the system upon successful transmission of an event. The associated Central Station telephone number will not be used, but its first digit must not be an 'F'. If the interface device responds back with a transmission failure or if the interface device "loses" the event, the system will view it as a failed dial attempt. If the interface device is not responding on the data bus, a "Non-Telco Failure" condition will be posted and the system will not try to report through the interface. This may cause a "Comm Failure" condition

to occur or the event may be reported using another phone number.

If the Pager option is used, up to 16 digits of the Pager Header Message and a 2-digit Pager Event Message are sent. (If the Pager Header Message is not used, a 4-digit Account Code and a 2-digit Pager Event Message are sent). The telephone number will be dialed for the number of dial attempts programmed and the pager message will be blindly sent each time. There will be no feedback and, therefore, no failed to communicate.

The Pager option is perfect for the parent who works late and wants to know if their child arrived home safely. When the child disarms the system, the parent is paged. Since arming/disarming reports are programmed for each user, the system can be programmed to only page when the child's user passcode is used or when a passcode with the User on Premises authority level is used. The pager option can also be used with the Latch Key Supervision report to page the parent when the child does not come home when expected.

Note 15: Powering Up While Armed

If either area is armed when the panel powers up, violations from all the burglar zones are ignored for three minutes. This allows all armed PIRs to stabilize without causing false alarms.

Note 16: Universal Outputs

A Universal output may be assigned to any combination of areas and is controlled by the Universal timer or keypad in each of the areas. When a Universal or Universal Logged zone in an area is violated, the area's Universal timer will begin a countdown. If the Universal Output Time is set to zero (0), then the area's Universal timer will turn ON. To turn it OFF, use the ENTER + Key #2 secondary function.

If the Universal Output Time is not set to zero (0), then the ENTER + Key #2 secondary function will override the Universal Output timer. For example, if the timer is running when the function is performed, then the output will be turned OFF and the timer will halt. A new zone activation will turn the output ON and re-start the timer. If the timer is not run-

ning when the function is performed, then the function will turn the output ON and subsequent zone violations will be ignored until after the output is turned OFF by performing the function again.

A Universal output will go ON STEADY when any of its areas have a Universal timer that is either running or ON. If the Universal Output Time is 0, only one area should be used to control a Universal output. Otherwise, an area will not be able to turn the output OFF if another area has turned it ON.

Note 17: Lamp Trigger Outputs

A Lamp Trigger output will change state (ON to OFF or OFF to ON) for the Control Station's Primary area when the ENTER + Key #1 secondary function is performed. If the output is turned ON with the ENTER + Key #1 secondary function and then an arming occurs, the output will turn OFF when the Exit Time expires.

Note 18: Access and Quick Access Outputs

An Access output will be controlled by the Access operations (0 + passcode) performed on any of its Control Stations or from RPM. A Quick Access output will be controlled by pressing ENTER + Key #3.

If a Control Station is used to toggle an Access or Quick Access output between ON and OFF, then it should be the only Control Station controlling that output. Otherwise, you may not be able to turn the output OFF if another Control Station has turned it ON.

Digital Communicator Table For Contact ID Formats

This section cross-references many of the reporting options and equivalent codes sent by Sentrol-manufactured controls when transmitting in the Contact ID formats.

Simplified example of data sent in Contact ID format:

SSSS 18 Q XYZ AA CCC

SSSS = 4 decimal digit subscriber #

18 = Contact ID que for automation systems

Q = Event qualifier; 1 = new event or opening;
3 = new restore or closing; 6 = previously reported event

XYZ = Event code (3 decimal digits)

AA = Area number (00 for system events)

CCC = Zone, sensor, or user # (3 decimal digits)

EVENT TYPE	CID CODE	EVENT SOURCE
'A' Key Fire Alarm	1115	500 + Keypad (1 - 6)
Zone Fire Alarm	1110	Zone (1 - 30)
Zone Fire Supervisory	1200	Zone (1 - 30)
Zone Burglar Alarm	1130	Zone (1 - 28)
Zone Burglar Tamper	1137	Zone (1 - 28)
'B' Key Holdup Alarm	1120	500 + Keypad (1 - 6)
Zone Holdup Alarm	1120	Zone (1 - 28)
Duress	1121	User (1 - 50)
'C' Key Auxiliary Alarm	1100	500 + Keypad (1 - 6)
Zone Auxiliary Alarm	1100	Zone (1 - 28)
Zone CCM Alarm	1150	Zone (1 - 28)
Zone Non-Alarm	1163	Zone (1 - 28)
Zone Fire Trouble	1373	Zone (1 - 30)
Zone Fire Test Mode Begin	1604	Zone (1 - 30)
Zone Burglar Trouble	1370	Zone (1 - 28)
Zone Holdup Trouble	1370	Zone (1 - 28)
Zone Auxiliary Trouble	1370	Zone (1 - 28)
Zone Other Trouble	1370	Zone (1 - 28)
Secure Watch Trouble	1641	Zone (1 - 28)
Zone No Response on Bus	1333	Zone (13 - 29)
RF Point Not Reporting	1381	Zone (13 - 28)
Smoke Trouble	1380	Zone (13 - 30)
RF Sensor Tamper	1383	Zone (13 - 28)
RF Point Low Battery	1384	Zone (13 - 28)
Zone Fire Bypass	1571	Zone (1 - 30)
Zone Burglar Bypass	1573	Zone (1 - 28)
Zone Holdup Bypass	1572	Zone (1 - 28)
Zone Auxiliary Bypass	1572	Zone (1 - 28)
Zone Other Bypass	1570	Zone (1 - 28)
Zone Fire Alarm Restore	3110	Zone (1 - 30)

Zone Fire Supervisory Restore	3200	Zone (1 - 30)
Zone Burglar Alarm Restore	3130	Zone (1 - 28)
Zone Burglar Tamper Restore	3137	Zone (1 - 28)
Zone Holdup Alarm Restore	3120	Zone (1 - 28)
Zone Auxiliary Alarm Restore	3100	Zone (1 - 28)
Zone Critical Condition Monitor Alarm Restore	3150	Zone (1 - 28)
Zone Non-Alarm Restore	3163	Zone (1 - 28)
Zone Fire Trouble Restore	3373	Zone (1 - 30)
Zone Fire Test Mode End	3604	Zone (1 - 30)
Zone Burglar Trouble Restore	3370	Zone (1 - 28)
Zone Holdup Trouble Restore	3370	Zone (1 - 28)
Zone Auxiliary Trouble Restore	3370	Zone (1 - 28)
Zone Other Trouble Restore	3370	Zone (1 - 28)
Secure Watch Trouble Restore	3641	Zone (1 - 28)
Zone No Response Restore	3333	Zone (13 - 29)
RF Point Reporting	3381	Zone (13 - 28)
Smoke Trouble Restore	3380	Zone (13 - 30)
RF Sensor Tamper Restore	3383	Zone (13 - 28)
RF Point Low Battery Restore	3384	Zone (13 - 28)
Zone Fire Bypass Restore	3571	Zone (1 - 30)
Zone Burglar Bypass Restore	3573	Zone (1 - 28)
Zone Holdup Bypass Restore	3572	Zone (1 - 28)
Zone Auxiliary Bypass Restore	3572	Zone (1 - 28)
Zone Other Bypass Restore	3570	Zone (1 - 28)
User AWAY Arm from Keypad	3401	User (1 - 50)
User STAY or NIGHT Keypad Arm	3456	User (1 - 50)
Quick AWAY Arm from Keypad	3408	No Data
Quick STAY or NIGHT Keypad Arm	3408	No Data
Keyswitch Arm	3409	Zone (1 - 28)
Installer Arm	3400	No Data
RPM/2 Pro Arm	3407	No Data
Auto Arm	3403	No Data
Auto Arm Failed	1455	No Data
Auto Arm Aborted	3455	User (1 - 50)
Closing Extended	3405	User (1 - 50)
Exit Alarm	1374	Zone (1 - 28)
Recent Closing	3459	User (1 - 50)
User Disarm from Keypad	1401	User (1 - 50)
Keyswitch Disarm	1409	Zone (1 - 28)
Installer Disarm	1400	No Data
RPM/2 Pro Disarm	1407	No Data
Latch Key Supervision	1642	User (1 - 50)
User on Premises	1458	User (1 - 50)
Keypad Locked-out	1300	500 + Keypad (1 - 6)
Keypad Missing	1330	500 + Keypad (1 - 6)
Keypad Missing Restore	3330	500 + Keypad (1 - 6)
Burglar Alarm Canceled	3406	User (1 - 50)
Auto-Comm Test (Not Normal)	1608	No Data

CONTACT ID FORMATS

Auto-Communicator Test	1602	No Data
AC Failure	1301	No Data
AC Restore	3301	No Data
Panel Low/No Battery	1302	No Data
Panel Battery Restore	3302	No Data
Bell Fault	1321	No Data
Bell Restore	3321	No Data
Communication Restore	3354	No Data
Memory Error	1303	No Data
Begin Installer Local Program	1627	No Data
End Installer Local Program	1628	No Data
End Remote Programming	3412	No Data
Remote Programming Denied	1413	No Data
Remote Programming Aborted	1412	No Data
RF Jamming	1381	No Data
RF Channel Clear	3381	No Data
RF Keyfob Low Battery	1384	User (1 - 50)
Phone Line Failure	1351	No Data
Phone Line Restore	3351	No Data
Non-Telco Failure	1353	No Data
Non-Telco Restore	3353	No Data

UL Programming Requirements

Underwriters Laboratories (UL) Listing

This control is listed by Underwriters Laboratories (UL) as follows:

APPLICATION	LISTING
Household Burglary (Grade A)	UL 1023
Household Fire	UL 985
Central Station Burglary (Grade C)	UL 1610/1635
Central Station Burglary (Grade B)	UL 1610/1635
Home Health Care Signaling Equipment	UL 1637
Local Burglary (Grade A)	UL 609
Police Station Burglary Connection (Grade A)	UL 365

UL has established certain requirements which pertain to the installation, use, and programming of this equipment. The local Authority Having Jurisdiction (AHJ) and/or UL may have other requirements which apply to the installation of this system that are not detailed in this manual. It is the responsibility of the installing dealer to check with the AHJ and/or UL before installing this system. The following pages detail guidelines that must be followed in order to comply with the UL listings as stated above.

UL Notes In This Manual

- Key "0" (Access) - The control has not been investigated to UL 294 Access Control System requirements.
- Unsupervised Burglary Zones - UL does not permit the use of unsupervised zones.

UL Notes About Program Functions

- Entrance Delay Time (1 and 2) - Maximum of 45 seconds.
- AWAY Exit Delay Time - Maximum of 60 seconds.
- Burglar Alarm Cutoff Time - Four minutes minimum for household BA/FA and 15 minutes for commercial burglar alarm and police station connected burglar alarm system.
- Fire Cutoff Time - Minimum of four (4) minutes.

- Communicator Enable - Local or police station connected burglar alarm installations: The communicator must be enabled.
- Days Between Comm. Tests - Commercial installations: automatic test performed every 24 hours.
- Time Between Dial Attempts - UL certified accounts: no more than 45 seconds between attempts.
- Dial Type - Will not be programmed for foreign pulse.
- Dial Attempts Before Shutdown - Five dial attempts minimum, ten dial attempts maximum.
- Arming/Disarming Reports - This function will be enabled by programming report codes.
- Low Battery Reporting - This function will be enabled by programming a report code for Grade A Local Burglar, Grade A Police Connected, and Grade B and C Central Station Burglar installations.
- Two Button/Double Press Arming - These functions will be disabled. Four digit passcodes will be used.
- Enable Force Arming - This function will be disabled.
- Enable Bypassing - This function will be disabled.
- Burglar Alarm Output - Will be programmed to STEADY.
- Fire Alarm Output - Will be programmed to TEMPORAL.
- Burglar Loop Audible Lockout - This function will be disabled.
- Enable Bell Test Upon Arming - This function will be enabled for Grade A Local Central Station Connected installations.

- Enable Keypad Sounder for BA Zones - The system will have an audible alarm output upon alarm.
- Auto-Arming - This function will be disabled.
- Listen-In Modules must not be used.
- Burglar zones will not be programmed as Verifying or Self-Verifying.
- Output Type can NOT be programmed as Ground Start
- RF User Devices must be assigned to User Passcodes 1 - 30.

UL Notes About Zone Planning

- Burglar Loops - Will be defined as Alarm on Open/Alarm on Short.
- Fire, Holdup, and Auxiliary Emergency Zones - Will not be defined as bypassable.
- Special Functions/Alarms - Burglar zones will have an audible output.
- Medical Emergency - At least one Control Station will be used as part of the system.

Notes

[illegible]

Notes

[illegible]



SENTROL

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