

PROGRAMMING WORK SHEET

NOTE: IN SECTIONS [01] THRU [15]
DO NOT ENTER ANY DATA IN
SECTIONS THAT ARE NOT USED.

[01] 1ST PHONE NUMBER

--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

(enter [0] for digit 0 in phone number)

(enter [*4*] (HEX D) for additional dial tone detection between phone number digits as in local PBX systems)

(be sure to enter [#] to end number)

[02] 1ST CUSTOMER ACCOUNT CODE

--	--	--	--

(for 3 digit code enter [0] for last digit)

(enter [*1*] (HEX A) for digit 0 in account code)

[03] 2ND PHONE NUMBER

--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

[04] 2ND CUSTOMER ACCOUNT CODE

--	--	--	--

[05] ZONES 1 TO 8 ALARM REPORTING CODES

ZONE 1 ALARM
ZONE 2 ALARM
ZONE 3 ALARM
ZONE 4 ALARM
ZONE 5 ALARM
ZONE 6 ALARM
ZONE 7 ALARM
ZONE 8 ALARM

(for single digit reporting codes

enter [0] as 2nd digit)

(enter [*1*] (HEX A) to transmit a 0

a 0 digit is 10 pulses)

[06] ZONES 9 TO 16 ALARM REPORTING CODES

ZONE 9 ALARM
ZONE 10 ALARM
ZONE 11 ALARM
ZONE 12 ALARM
ZONE 13 ALARM
ZONE 14 ALARM
ZONE 15 ALARM
ZONE 16 ALARM

(for single digit reporting codes

enter [0] as 2nd digit)

(enter [*1*] (HEX A) to transmit a 0

a 0 digit is 10 pulses)

[07] ZONES 1 TO 8 RESTORAL REPORTING CODES

ZONE 1 ALARM
ZONE 2 ALARM
ZONE 3 ALARM
ZONE 4 ALARM
ZONE 5 ALARM
ZONE 6 ALARM
ZONE 7 ALARM
ZONE 8 ALARM

[08] ZONES 9 TO 16 RESTORAL REPORTING CODES

ZONE 9 ALARM
 ZONE 10 ALARM
 ZONE 11 ALARM
 ZONE 12 ALARM
 ZONE 13 ALARM
 ZONE 14 ALARM
 ZONE 15 ALARM
 ZONE 16 ALARM

[09] UTILITY ALARM REPORTING CODES

FIRE ZONE*
 AUXILIARY INPUT ZONE*
 BATTERY TROUBLE**
 AC FAILURE TROUBLE**
 FOIL ZONE(S) TROUBLE**
 BELL CIRCUIT TROUBLE**
 FIRE ZONE TROUBLE**
 AUX POWER SUPPLY TROUBLE**

* Priority alarms/restoral
 ** Maintenance alarms/restoral
 see section [33]

[10] UTILITY RESTORAL REPORTING CODES

FIRE ZONE*
 AUXILIARY INPUT ZONE*
 BATTERY TROUBLE**
 AC FAILURE TROUBLE**
 FOIL ZONE(S) TROUBLE**
 BELL CIRCUIT TROUBLE**
 FIRE ZONE TROUBLE**
 AUX POWER SUPPLY TROUBLE**

* Priority alarms/restoral
 ** Maintenance alarms/restoral
 see section [33]

[11] CLOSING (ARMING) REPORTING CODES FOR ACCESS CODES 1 TO 8

ACCESS CODE 1
 ACCESS CODE 2
 ACCESS CODE 3
 ACCESS CODE 4
 ACCESS CODE 5
 ACCESS CODE 6
 ACCESS CODE 7
 ACCESS CODE 8

[12] CLOSING (ARMING) REPORTING CODES FOR ACCESS CODES 9 TO 16

ACCESS CODE 9
 ACCESS CODE 10
 ACCESS CODE 11
 ACCESS CODE 12
 ACCESS CODE 13
 ACCESS CODE 14
 ACCESS CODE 15
 ACCESS CODE 16

[13] OPENING (DISARMING) REPORTING CODES FOR ACCESS CODES 1 TO 8

ACCESS CODE 1
 ACCESS CODE 2
 ACCESS CODE 3
 ACCESS CODE 4
 ACCESS CODE 5
 ACCESS CODE 6
 ACCESS CODE 7
 ACCESS CODE 8

[14] OPENING (DISARMING) REPORTING CODES FOR ACCESS CODES 9 TO 16

ACCESS CODE 9
 ACCESS CODE 10
 ACCESS CODE 11
 ACCESS CODE 12
 ACCESS CODE 13
 ACCESS CODE 14
 ACCESS CODE 15
 ACCESS CODE 16

[15] MISCELLANEOUS FUNCTIONS REPORTING CODES

PARTIAL CLOSING***
 KEYPAD PANIC ALARM [P]*
 KEYPAD FIRE ALARM [F]*
 KEYPAD EMERGENCY ALARM [A]*
 KEYPAD PANIC RESTORAL [P]*
 KEYPAD FIRE RESTORAL [F]*
 KEYPAD EMERGENCY RESTORAL [A]*
 PERIODIC TEST TRANSMISSION**

- * Priority alarms/restoral
- ** Maintenance alarms/restoral
see section [33]
- ***Transmission reports with section
[11] & [14] (openings closings)

[16] ZONE DEFINITIONS FOR ZONES 1 TO 8

FACTORY PROGRAMMED (DEFAULT)

ZONE 1	<input type="checkbox"/>	<input type="checkbox"/>
ZONE 2	<input type="checkbox"/>	<input type="checkbox"/>
ZONE 3	<input type="checkbox"/>	<input type="checkbox"/>
ZONE 4	<input type="checkbox"/>	<input type="checkbox"/>
ZONE 5	<input type="checkbox"/>	<input type="checkbox"/>
ZONE 6	<input type="checkbox"/>	<input type="checkbox"/>
ZONE 7	<input type="checkbox"/>	<input type="checkbox"/>
ZONE 8	<input type="checkbox"/>	<input type="checkbox"/>

1ST DIGIT
 0= SLOW,AUDIBLE
 1= SLOW, SILENT
 2= FAST, AUDIBLE
 3= FAST, SILENT

2ND DIGIT
 0= DELAY
 1= INSTANT
 2= INTERIOR
 3= INTERIOR... HOME/AWAY
 4= 24HR...BELL
 5= 24HR...BELL/BUZZER
 6= 24HR...BUZZER
 7= DOUBLE DELAY
 8= 4x DELAY
 9= FOIL

0	0
0	1
0	1
0	1
0	1
0	1
0	1
0	1

[17] ZONE DEFINITIONS FOR ZONES 9 TO 16

ZONE 9	<input type="checkbox"/>	<input type="checkbox"/>
ZONE 10	<input type="checkbox"/>	<input type="checkbox"/>
ZONE 11	<input type="checkbox"/>	<input type="checkbox"/>
ZONE 12	<input type="checkbox"/>	<input type="checkbox"/>
ZONE 13	<input type="checkbox"/>	<input type="checkbox"/>
ZONE 14	<input type="checkbox"/>	<input type="checkbox"/>
ZONE 15	<input type="checkbox"/>	<input type="checkbox"/>
ZONE 16	<input type="checkbox"/>	<input type="checkbox"/>

1ST DIGIT
 0= SLOW,AUDIBLE
 1= SLOW, SILENT
 NOTE.....
 ZONES 9 - 16 CANNOT BE PROGRAMMED FOR FAST RESPONSE - DO NOT USE FAST RESPONSE DEVICES ON THESE LOOPS.
 (eg. Vibration Detectors)

2ND DIGIT
 0= DELAY
 1= INSTANT
 2= INTERIOR
 3= INTERIOR... HOME/AWAY
 4= 24HR...BELL
 5= 24HR...BELL/BUZZER
 6= 24HR...BUZZER
 7= DOUBLE DELAY
 8= 4x DELAY
 9= FOIL

0	1
0	1
0	1
0	1
0	1
0	1
0	1
0	1

[18] 1ST SYSTEM OPTION CODE

ZONE LIGHT 1	<input type="checkbox"/>	ZONE LIGHT ON	ZONE LIGHT OFF	
ZONE LIGHT 2	<input type="checkbox"/>	COMMUNICATION DISABLED	COMMUNICATION ENABLED	OFF
ZONE LIGHT 3	<input type="checkbox"/>	RESTORALS ON BELL TIMEOUT	RESTORALS ON DISARMING	OFF
ZONE LIGHT 4	<input type="checkbox"/>	ALARM DISPLAY WHILE ARMED	NO ALARM DISPLAY/ARMED	OFF
ZONE LIGHT 5	<input type="checkbox"/>	DTMF DIALING	PULSE DIALING	OFF
ZONE LIGHT 6	<input type="checkbox"/>	N/C LOOPS	EOL RESISTORS LOOPS	OFF
ZONE LIGHT 7	<input type="checkbox"/>	KEYPAD [P]ANIC AUDIBLE	SILENT	ON
ZONE LIGHT 8	<input type="checkbox"/>	CALL 1ST PHONE ONLY	BACK UP TO 2ND PHONE	OFF
		16TH CODE = MAID'S CODE	NORMAL CODE	OFF

[19] 2ND SYSTEM OPTION CODE

ZONE LIGHT 1	<input type="checkbox"/>	ZONE LIGHT ON	ZONE LIGHT OFF	
ZONE LIGHT 2	<input type="checkbox"/>	SEND OPENING AFTER ALARM	SEND OPENING NORMALLY	OFF
ZONE LIGHT 3	<input type="checkbox"/>	MASTER CODE NOT CHANGEABLE	MASTER CODE CHANGEABLE	OFF
ZONE LIGHT 4	<input type="checkbox"/>	BELL SQUAWK ENABLED (1)	BELL SQUAWK DISABLED	OFF
ZONE LIGHT 5	<input type="checkbox"/>	PC16 OUT ENABLED	PC16 OUT DISABLED	OFF
ZONE LIGHT 6	<input type="checkbox"/>	TLM TROUBLE ONLY	NORMAL	OFF
ZONE LIGHT 7	<input type="checkbox"/>	1400Hz RADIONICS	2300Hz RADIONICS	OFF
ZONE LIGHT 8	<input type="checkbox"/>	TLM DISABLED	TLM ENABLED	OFF
		USER CODE REQ'D FOR SHUNT	USER CODE NOT REQ'D	OFF

(1) WITH BELL SQUAWK ENABLED - the siren/bell will sound one short burst on arming and two short bursts on disarming.

[20] ZONES 1 TO 8 BY-PASS (SHUNT) MASK

ZONE LIGHT 1	<input type="checkbox"/>
ZONE LIGHT 2	<input type="checkbox"/>
ZONE LIGHT 3	<input type="checkbox"/>
ZONE LIGHT 4	<input type="checkbox"/>
ZONE LIGHT 5	<input type="checkbox"/>
ZONE LIGHT 6	<input type="checkbox"/>
ZONE LIGHT 7	<input type="checkbox"/>
ZONE LIGHT 8	<input type="checkbox"/>

NOTE.....
IF ZONE LIGHT IS ON,
THE ZONE CAN BE BY-PASSED
USING THE [*][1] COMMAND)

ON
ON
ON
ON
ON
ON
ON
ON

[21] ZONES 9 TO 16 BY-PASS (SHUNT) MASK

ZONE LIGHT 1	<input type="checkbox"/>
ZONE LIGHT 2	<input type="checkbox"/>
ZONE LIGHT 3	<input type="checkbox"/>
ZONE LIGHT 4	<input type="checkbox"/>
ZONE LIGHT 5	<input type="checkbox"/>
ZONE LIGHT 6	<input type="checkbox"/>
ZONE LIGHT 7	<input type="checkbox"/>
ZONE LIGHT 8	<input type="checkbox"/>

NOTE.....
IF ZONE LIGHT IS ON,
THE ZONE CAN BE BY-PASSED
USING THE [*][1] COMMAND

ON
ON
ON
ON
ON
ON
ON
ON

[22] SYSTEM TIMES

ENTRY DELAY TIME (IN SECONDS)	<input type="text"/>
EXIT DELAY TIME (IN SECONDS)	<input type="text"/>
BELL CUT-OFF TIME (IN MINUTES)	<input type="text"/>
AC FAILURE TRANSMISSION DELAY (IN MINUTES)	<input type="text"/>
NORMAL LOOP RESPONSE TIME (X 10 MSEC)	<input type="text"/>
TEST TRANSMISSION CYCLE TIME (IN DAYS)	<input type="text"/>

VALID ENTRIES
ARE: 01 TO 99

* DO NOT ENTER
"00" - IT IS NOT
A VALID ENTRY

3	0
4	5
0	4
0	1
5	0
0	1

[23] SYSTEM CLOCK TIMES

AUTOMATIC ARMING TIME OF DAY	<input type="text"/>
AUTOMATIC DISARMING TIME OF DAY	<input type="text"/>
TEST TRANSMISSION TIME OF DAY	<input type="text"/>

ENTER 4 DIGITS
00 TO 23 HOURS
00 TO 59 MIN.

IF NOT USED
LEAVE AT THE
FACTORY DEFAULT
SETTINGS.

0	0	0	0
0	0	0	0
0	0	0	0

[24] NEW INSTALLER'S CODE

[25] NEW MASTER CODE

[26] DOWNLOADING ACCESS CODE

(ENTER 4 DIGITS FROM 0 TO 9 DO NOT ENTER [*] OR [#])

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

3	0	0	0
1	2	3	4
3	0	3	0

[27] COMMUNICATOR FORMAT OPTIONS

1ST TELEPHONE NUMBER
2ND TELEPHONE NUMBER

<input type="checkbox"/>
<input type="checkbox"/>

IT IS NECESSARY TO PROGRAM
FORMAT FOR BOTH NUMBERS.

1
1

ENTER ONE HEX DIGIT FROM [0] TO [F] FOR EACH PHONE NUMBER FROM LIST:

- [0] SILENT KNIGHT/ADEMCO SLOW, 10 BPS (1400HZ HANDSHAKE) 3/1, 3/2 AND 4/1, 4/2 NON EXTENDED FORMAT
- [1] SESCOA, FRANKLIN, DCI, VERTEX, 20 BPS (2300HZ HANDSHAKE) 3/1, 3/2 AND 4/1, 4/2 NON EXTENDED FORMAT
- [2] SILENT KNIGHT FAST, 20 BPS (1400HZ HANDSHAKE) 3/1, 3/2 AND 4/1, 4/2 NON EXTENDED FORMAT
- [3] RADIONICS, (2300/1400HZ* HANDSHAKE) 3/1, 4/2 NON EXTENDED FORMAT
- [4] RADIONICS, (2300/1400HZ* HANDSHAKE) 3/1, 4/2 NON EXTENDED WITH PARITY FORMAT
- [5] SESCOA SUPER SPEED

- [6] NOT USED
- [7] NOT USED
- [8] SILENT KNIGHT/ADEMCO SLOW, 10 BPS (1400HZ HANDSHAKE) 3/1 EXTENDED FORMAT
- [9] SESCOA, FRANKLIN, DCI, VERTEX, 20 BPS (2300HZ HANDSHAKE) 3/1 EXTENDED FORMAT
- [A] SILENT KNIGHT FAST, 20 BPS (1400HZ HANDSHAKE) 3/1 EXTENDED FORMAT
- [B] RADIONICS, (2300/1400HZ* HANDSHAKE) 3/1 EXTENDED FORMAT
- [C] RADIONICS, (2300/1400HZ* HANDSHAKE) 3/1 EXTENDED WITH PARITY FORMAT
- [D] SESCOA SUPER SPEED (WITH IDENTIFIED OPENINGS/CLOSINGS)
- [E] NOT USED
- [F] NOT USED

*SEE SECTION [19] FOR RADIONICS HANDSHAKE OPTION

FACTORY
PROGRAMMED
(DEFAULT)

[28] PROGRAMMABLE INPUT AND OUTPUT OPTIONS

AUXILIARY INPUT ZONE ENTER 0, 1, 2 OR 3 FOR OPTIONS BELOW 0,1,2 OR 3

[0] PRINTER ATTACHED ARE THE ONLY
[1] SILENT 24 HOUR INPUT VALID ENTRIES
[2] AUDIBLE 24 HOUR INPUT
[3] MOMENTARY KEY ARMING

PROGRAMMABLE OUTPUT ENTER 1 TO 9 FOR OPTIONS BELOW 1 THRU 9 & C ARE THE ONLY VALID ENTRIES.

[1] GROUND START PULSE
[2] UTILITY OUTPUT NO ACCESS CODE
[3] UTILITY OUTPUT ANY ACCESS CODE
[4] UTILITY OUTPUT GROUP A ACCESS CODE
[5] UTILITY OUTPUT GROUP B ACCESS CODE
[6] KEYPAD BUZZER FOLLOW MODE
[7] SYSTEM STATUS (ARM/DISARM) OUTPUT
[8] STROBE OUTPUT (LATCHED ALARM OUTPUT)
[9] FAILURE TO COMMUNICATE OUTPUT
[C] PRINTER ATTACHED

NOTE (1): IF A PRINTER IS ATTACHED TO THE PANEL, BOTH [0] FOR THE 1ST DIGIT AND [C] FOR THE 2ND DIGIT MUST BE ENTERED.

NOTE: SECTIONS [29]...[33] ARE USED FOR SPLIT ARMING, OR SPLIT REPORTING ONLY.

[29] ZONE GROUP A ASSIGNMENT

ZONE LIGHT 1	<input type="checkbox"/>	IF ZONE LIGHT IS ON THAT ZONE IS	<input type="checkbox" value="ON"/>
ZONE LIGHT 2	<input type="checkbox"/>	ASSIGNED TO GROUP A	<input type="checkbox" value="ON"/>
ZONE LIGHT 3	<input type="checkbox"/>		<input type="checkbox" value="ON"/>
ZONE LIGHT 4	<input type="checkbox"/>	NOTE: IF ZONE IS NOT ASSIGNED TO GROUP A OR B	<input type="checkbox" value="ON"/>
ZONE LIGHT 5	<input type="checkbox"/>	NO TRANSMISSION WILL BE SENT.	<input type="checkbox" value="ON"/>
ZONE LIGHT 6	<input type="checkbox"/>		<input type="checkbox" value="ON"/>
ZONE LIGHT 7	<input type="checkbox"/>	ZONES 9 TO 16 ARE PERMANENTLY ASSIGNED TO	<input type="checkbox" value="ON"/>
ZONE LIGHT 8	<input type="checkbox"/>	GROUP A.	<input type="checkbox" value="ON"/>

[30] ZONE GROUP B ASSIGNMENT

ZONE LIGHT 1	<input type="checkbox"/>	IF ZONE LIGHT IS ON THAT ZONE IS	<input type="checkbox" value="ON"/>
ZONE LIGHT 2	<input type="checkbox"/>	ASSIGNED TO GROUP B	<input type="checkbox" value="ON"/>
ZONE LIGHT 3	<input type="checkbox"/>		<input type="checkbox" value="ON"/>
ZONE LIGHT 4	<input type="checkbox"/>		<input type="checkbox" value="ON"/>
ZONE LIGHT 5	<input type="checkbox"/>		<input type="checkbox" value="ON"/>
ZONE LIGHT 6	<input type="checkbox"/>		<input type="checkbox" value="ON"/>
ZONE LIGHT 7	<input type="checkbox"/>		<input type="checkbox" value="ON"/>
ZONE LIGHT 8	<input type="checkbox"/>		<input type="checkbox" value="ON"/>

FACTORY
PROGRAMMED
(DEFAULT)

[31] ACCESS CODE GROUP A ASSIGNMENT

ZONE LIGHT 1
ZONE LIGHT 2
ZONE LIGHT 3
ZONE LIGHT 4
ZONE LIGHT 5
ZONE LIGHT 6
ZONE LIGHT 7
ZONE LIGHT 8

IF ZONE LIGHT IS ON, THAT ACCESS
CODE IS ASSIGNED TO GROUP A
NOTE:
ACCESS CODES 9 THRU 16 ARE PERMANENTLY
ASSIGNED TO GROUP A
IF AN ACCESS CODE IS NOT ASSIGNED
TO GROUP A OR B, OPENING AND CLOSING
SIGNALS WILL NOT BE SENT FOR THAT CODE.

ON
ON
ON
ON
ON
ON
ON
ON

[32] ACCESS CODE GROUP B ASSIGNMENT

ZONE LIGHT 1
ZONE LIGHT 2
ZONE LIGHT 3
ZONE LIGHT 4
ZONE LIGHT 5
ZONE LIGHT 6
ZONE LIGHT 7
ZONE LIGHT 8

IF ZONE LIGHT IS ON, THAT ACCESS CODE
IS ASSIGNED TO GROUP B

ON
ON
ON
ON
ON
ON
ON
ON

[33] COMMUNICATOR CALL DIRECTION OPTIONS

ZONES GROUP A ALARMS AND RESTORALS
ZONES GROUP B ALARMS AND RESTORALS
ACCESS CODES GROUP A OPENINGS AND CLOSINGS
ACCESS CODES GROUP B OPENINGS AND CLOSINGS
PRIORITY ALARMS AND RESTORALS
MAINTENANCE ALARMS AND RESTORALS

1
1
1
1
1
1
1

ENTER:

- [1] Call 1st phone number back up to 2nd (becomes 1st number only when section [18] item [7] is on)
- [2] Call 2nd phone number only
- [3] Always call both phone numbers

[34] RESET EEPROM MEMORY TO FACTORY DEFAULTS