3800   w 700

PROGRAMMING WORK SHEET

[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

not required when using
a single system

[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

	1ST DIGIT	2ND DIGIT
ZONE 1	0= SLOW,AUDIBLE	0= DELAY
ZONE 2	1= SLOW, SILENT	1= INSTANT
ZONE 3	2= FAST, AUDIBLE	2= INTERIOR
ZONE 4	3= FAST, SILENT	3= INTERIOR... HOME/AWAY
ZONE 5		4= 24HR...BELL
ZONE 6		5= 24HR...BELL/BUZZER
ZONE 7		6= 24HR...BUZZER
ZONE 8		7= DOUBLE DELAY
		8= 4x DELAY
		9= FOIL

Factory Default:
0	0
0	1
0	1
0	1
0	1
0	1
0	1
0	1

[17] ZONE DEFINITIONS FOR ZONES 9 TO 16

	1ST DIGIT	2ND DIGIT
ZONE 9	0= SLOW,AUDIBLE	0= DELAY
ZONE 10	1= SLOW, SILENT	1= INSTANT
ZONE 11	NOTE......................	2= INTERIOR
ZONE 12	ZONES 9 - 16 CANNOT BE	3= FUTURE USE Home Away
ZONE 13	PROGRAMMED FOR FAST	4= 24HR...BELL
ZONE 14	RESPONSE - DO NOT USE	5= 24HR...BELL/BUZZER
ZONE 15	FAST RESPONSE DEVICES	6= 24HR...BUZZER
ZONE 16	ON THESE LOOPS.	7= DOUBLE DELAY
	(eg. Vibration Detectors)	8= 4x DELAY
		9= FOIL

Factory Default:
0	1
0	1
0	1
0	1
0	1
0	1
0	1
0	1

[18] 1ST SYSTEM OPTION CODE

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

[19] 2ND SYSTEM OPTION CODE

	ZONE LIGHT ON	ZONE LIGHT OFF	
ZONE LIGHT 1	SEND OPENING AFTER ALARM	SEND OPENING NORMALLY	OFF
ZONE LIGHT 2	MASTER CODE NOT CHANGEABLE	MASTER CODE CHANGEABLE	OFF
ZONE LIGHT 3	BELL SQUAWK ENABLED (1)	BELL SQUAWK DISABLED	OFF
ZONE LIGHT 4	PC16 OUT ENABLED	PC16 OUT DISABLED	OFF
ZONE LIGHT 5	TLM TROUBLE ONLY	NORMAL	OFF
ZONE LIGHT 6	1400Hz RADIONICS	2300Hz RADIONICS	OFF
ZONE LIGHT 7	TLM DISABLED	TLM ENABLED	OFF
ZONE LIGHT 8	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		ON
ZONE LIGHT 2	NOTE...............................	ON
ZONE LIGHT 3	IF ZONE LIGHT IS ON,	ON
ZONE LIGHT 4	THE ZONE CAN BE BY-PASSED	ON
ZONE LIGHT 5	USING THE [*][1] COMMAND)	ON
ZONE LIGHT 6		ON
ZONE LIGHT 7		ON
ZONE LIGHT 8		ON

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

ZONE LIGHT 9		ON
ZONE LIGHT 10	NOTE.............................	ON
ZONE LIGHT 11	IF ZONE LIGHT IS ON,	ON
ZONE LIGHT 12	THE ZONE CAN BE BY-PASSED	ON
ZONE LIGHT 13	USING THE [*][1] COMMAND	ON
ZONE LIGHT 14		ON
ZONE LIGHT 15		ON
ZONE LIGHT 16		ON

[22] SYSTEM TIMES

		Default
ENTRY DELAY TIME (IN SECONDS)	VALID ENTRIES	3 0
EXIT DELAY TIME (IN SECONDS)	ARE: 01 TO 99	4 5
BELL CUT-OFF TIME (IN MINUTES)	--------------------	0 4
AC FAILURE TRANSMISSION DELAY (IN MINUTES)	* DO NOT ENTER	0 1
NORMAL LOOP RESPONSE TIME (X 10 MSEC)	"OO" - IT IS NOT	5 0
TEST TRANSMISSION CYCLE TIME (IN DAYS)	A VALID ENTRY	0 1

[23] SYSTEM CLOCK TIMES

AUTOMATIC ARMING TIME OF DAY	ENTER 4 DIGITS	0 0 0 0
AUTOMATIC DISARMING TIME OF DAY	00 TO 23 HOURS IF NOT USED LEAVE AT THE	0 0 0 0
TEST TRANSMISSION TIME OF DAY	00 TO 59 MIN. FACTORY DEFAULT SETTINGS.	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 [#])

[24]	3 0 0 0
[25]	1 2 3 4
[26]	3 0 3 0

[27] COMMUNICATOR FORMAT OPTIONS

1ST TELEPHONE NUMBER	IT IS NECESSARY TO PROGRAM	1
2ND TELEPHONE NUMBER	FORMAT FOR BOTH NUMBERS.	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

[28] PROGRAMMABLE INPUT AND OUTPUT OPTIONS

AUXILIARY INPUT ZONE ☐ ENTER 0, 1, 2 OR 3 FOR OPTIONS BELOW | 0, 1, 2 OR 3 | 2
 [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 | 2
 [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 ☐
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 ZONE IS
ASSIGNED TO GROUP A

NOTE: IF ZONE IS NOT ASSIGNED TO GROUP A OR B
NO TRANSMISSION WILL BE SENT.

ZONES 9 TO 16 ARE PERMANENTLY ASSIGNED TO
GROUP A.

[30] ZONE 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 ZONE IS
ASSIGNED TO GROUP B