User Code + * + 0 + 2 + # (Download Number must be programmed)

If Installer Lockout has NOT been enabled power down then up, Installer Code should default

ARMED, SERVICE, AC LED's should light **Enter Program** 012345 * 0 # Alpha keypads will display "CMD DATA"

Exit Program * then # (↑ and ← on some keypads)

LED KP Program 2-digit location + data + # 3 beeps = Okay, 5 = Error! do it again Alpha KP Program 2-digit location + E (Medical) scrolls Right, P (Police) scrolls left, # exits

Send to Downloader

4/2 Signals Zone 1 31 **Duress** 21 to 2F

Keypad Fire Panic Zone 2 32 Zone 3 33 Keypad Police Panic Zone 4 34 Zone 5 35 Zone 6 36

Keypad Medical Panic 04 Cancel D + User **Low Battery** 71 Zone 7 37 **Low Battery Restore** 76 Zone 8 38 AC Failure 72 Zone 9 39 **AC Restoral** 77 16 or 18 Zone 10 **Smoke Detector** 40 Zone 11 41 Fire Trouble 74 Fire Trouble Restore Zone 12 79 42 Zone 13 43 **Bell Fuse Failure** 73 Zone 14 **Bell Fuse Restore** 78 44 Zone 15 **Communicator Failure** 45 75 Zone 16 46 Panel Watchdog Reset **7B**

Zone (Fire) Trouble 8 + Zone* **Downloading Complete** 7C System Test Opening 5 + User 6 + User Closing

01

02

Hex A = *0 B = *1 C = *2 D = *3 E = *4 F = *5

```
00 Installer Code
                                          0 | 1 | 2 | 3 | 4 | 5 | # |
01 User Code 1
                                                            ? | ? | ? | # | (???? = User Code)
          Digit 1 = Arming Code Type
                                                             1 = Arm only, no Closing Report, no Bypass
                                                             2 = Disarm only, no Opening Report, no Bypass
                                                             3 = Arm and Disarm, no OC Reports, no Bypass
                                                             4 = Arm only, with Closing Report, no Bypass
                                                             5 = Disarm onl, with Opening Report, no Bypass
                                                             6 = Arm and disarm, with O/C Reports, no Bypass
                                                             7 = Arm only, no Closing Report, Bypass
                                                             8 = Disarm only, no Opening Report, Bypass
                                                             9 = Arm/Disarm, No O/C Report, Bypass
                                                             *0 = Arm only, with Closing Report, Bypass
                                                             *1 = Disarm only, with Opening Report, Bypass
                                                             *2 = Arm and disarm, with O/C Reports, Bypass
          Digit 2 = 1st Digit of User Code
                                                             (This is Hard Coded as 1st digit of User Code)
          Digit 3 to 6 = Last 5 digits User Code
                                                             (If less than 5 digits enter *4 as Last Digit)
```

02 User Code 2	1 9 1 2 1 ? 1 ? 1 ? 1 ? 1 # 1
03 User Code 3	1 9 1 3 1 ? 1 ? 1 ? 1 ? 1 # 1
04 User Code 4	1 9 1 4 1 ? 1 ? 1 ? 1 ? 1 # 1
05 User Code 5	1 9 1 5 1 ? 1 ? 1 ? 1 ? 1 # 1
06 User Code 6	1 9 1 6 1 ? 1 ? 1 ? 1 ? 1 # 1
07 User Code 7	1 9 1 7 1 ? 1 ? 1 ? 1 ? 1 # 1
08 User Code 8	1 9 8 ? ? ? ? #

```
09 Arming/Code Options
          Digit 1 = Guest (Temp) Code Time
                                                           1 = Disabled
                                                                             8 = 8 Days
                                                           2 = 2 Days
                                                                             9 = 9 Days
                                                           3 = 3 Days
                                                                             *1 = 11 Days
                                                           4 = 4 Days
                                                                             *2 = 12 Days
                                                           5 = 5 Days
                                                                             *3 = 13 Days
                                                           6 = 6 Days
                                                                             *4 = 14 Days
                                                           7 = 7 Days
                                                                             *5 = 15 Days
          Digit 2 = Code Required for User Functions
                                                           0 = No 1 = Yes
          Digit 3 = Default Installer Code on Power Down
                                                           0 = No 1 = Yes
          Digit 4 = Faulted (Force Arm) Type
                                                           1 = Zones must be Normal or Bypassed to Arm
                                                           2 = Force Arm Enabled on Open Zones
                                                           3 = Force Arm Enabled but chirp during Exit Delay
0A Communication Format
                                                          3_ı
          Digit 1 = Receiver 1 Receiver Format
                                                           1 = Fast A 2300Hz
                                                           2 = Slow B 1400Hz
                                                           3 = SumCheck 1400Hz
                                                           4 = SumCheck 2300Hz
                                                           5 = CFSK III
                                                           6 = DTMF 1400Hz
          Digit 2 = Receiver 1 Message Format
                                                           1 = 3/1 Single
                                                           2 = 3/1 Extended
                                                           3 = 4/2
                                                           4 = 4/1
                                                           5 = CSFK III (Proprietary)
                                                           6 = 4/9 Ademco DTMF
                                                           7 = 4/2 SumCheck DTMF (not Contact ID)
          Digit 3 = Receiver 2 Receiver Format
                                                           1 = Fast A 2300
          Digit 4 = Receiver 2 Message Format
                                                           3 = 4/2
0B Communications Control
                                       1<u>0 1 1 1 1 1 0 1 0 1 # 1</u>
          Digit 1 = Delay Before Dial
                                                                                   8 = 80 seconds
                                                           0 = 0 second
                                                           1 = 10 seconds
                                                                                   9 = 90 seconds
                                                           2 = 20 seconds
                                                                                   *0 = 100 seconds
                                                           3 = 30 seconds
                                                                                    *1 = 110 seconds
                                                           4 = 40 seconds
                                                                                    *2 = 120 seconds
                                                           5 = 50 seconds
                                                                                    *3 = 130 seconds
                                                           6 = 60 seconds
                                                                                    *4 = 140 seconds
                                                           7 = 70 seconds
                                                                                    *5 = 150 seconds
          Digit 2 = Dial Type
                                                           1 = DTMF, 5 tones per second
                                                                                           (Slow dial)
                                                                                           (Fast dial)
                                                           2 = DTMF, 10 tones per second
                                                           3 = Pulse, 10 pulses per second
          Digit 3 = Enable Keypad Downloading
                                                           0 = No 1 = Yes
          Digit 4 = Download (RPS) Enabled
                                                           0 = No 1 = Yes
                                                           0 = Single Ring
          Digit 5 = Phone Ring Type
                                                           1 = Double Ring
          Digit 6 = Dialing Attempts
                                                                                    9 = 9 Attempts
                                                           1 = 1 Attempt
                                                           2 = 2 Attempts
                                                                                    0 = 10 Attempts
                                                           3 = 3 Attempts
                                                                                    *1 = 11 Attempts
                                                           4 = 4 Attempts
                                                                                    *2 = 12 Attempts
                                                           5 = 5 Attempts
                                                                                    *3 = 13 Attempts
                                                           6 = 6 Attempts
                                                                                    *4 = 14 Attempts
                                                           7 = 7 Attempts
                                                                                    *5 = 15 Attempts
                                                           8 = 8 Attempts
0C Account Account 1
                                         0 | 0 | ? | ? | ? | ? | # | (0 to F, 00 must be 1st 2 digits)
0D First 6-digits of Phone 1
                                         1 | 8 | ? | ? | ? | ? | # |
                                       0E Next 6-digits of Phone 1
0F Last 6-digits of Phone 1
                                               *0 = Dial Tone Detect
                                                                  *4 = End of Phone Number
```

*2 = *

*3 = #

*5 = 5 second delay

```
10 Account Account 2
                                             _X_| X_| X_| X_| X_| X_| #_| (? = Account)
11 First 6-digits of Phone 2
                                        <u>X ı X ı X ı X ı X ı Xı #</u>ı (Do Not Program)
12 Next 6-digits of Phone 2
                                        <u>X ı X ı X ı X ı X ı Xı #</u>ı (Do Not Program)
13 Last 6-digits of Phone 2
                                       14 First 6-digits of Download Number
                                       1 | 8 | 0 | 0 | 6 | 8 | # |
15 Next 6-digits of Download Number
                                       2 1 1 1
                                                   <u>6 | 9 | 0 |*4 | #</u>| (*4 ends number)
16 Last 6-digits of Download Number
                                       <u>X ı X ı X ı X ı X ı X ı #</u>ı (Do Not Program)
17 Loop Reporting Zone 1
                                       3 | 1 | 0 | 0 | 0 | 0 | # | Digit 1 & 2 = Alarm Report Code
18 Loop Reporting Zone 2
                                        3 | 2 | 0 | 0 | 0 | 0 | # | Digit 3 & 4 = Restore Report Code
19 Loop Reporting Zone 3
                                       3 | 3 | 0 | 0 | 0 | 0 | # | Digit 5 & 6 = Shunt Report Code
1A Loop Reporting Zone 4
                                        3 1 4 1 0 1 0 1 0 1 0 1 # 1
1B Loop Reporting Zone 5
                                       3 | 5 | 0 | 0 | 0 | 0 | # |
1C Loop Reporting Zone 6
                                        <u>3 | 6 | 0 | 0 | 0 | 0 | # |</u>
1D Loop Reporting Zone 7
                                        3 | 7 | 0 | 0 | 0 | 0 | # |
1E Loop Reporting Zone 8
                                             <u>8</u>ı_
                                                  <u>0 | 0 | 0 | 0 |</u>
                                     If Smoke on Zone 8 program as 1 6 0 0 0 0 #
1F Zone 1 Characteristics
                                             2 | 0 |
                                                        ? | 2 | ? |
         Digit 1 = Receiver Select
                                                        0 = Receiver 1 with Receiver 2 as Backup
                                                        1 = Receiver 1 Only
                                                        2 = Receiver 2 Only
                                                        3 = Receiver 1 and Receiver 2 (Dual Report)
         Digit 2 = Zone Response Time
                                                        0 = 5 ms
                                                        1 = 250 ms
                                                        2 = 500 ms
                                                        3 = 750 \text{ms}
         Digit 3 = Zone Restore Type
                                                        0 = No Restoral
                                                        1 = Restoral sent when Zone normal
                                                        2 = Restoral when Zone normal and Bell silenced
                                                        3 = Restoral when Zone normal and if disarmed
         Digit 4 = Zone Type
                                                        1 = Interior
                                                        2 = Instant
                                                        3 = Delay
                                                        4 = 2x Delay
                                                        5 = Day/Instant w Buzzer
                                                        6 = Day/Delay with Buzzer
                                                        7 = Day/Instant with Bell
                                                        8 = Day/Delay with Bell
                                                        9 = 24 Hr (Fire or Holdup)
         Digit 5 = Loop Bell Type
                                                        1 = Pulsing
                                                        2 = Steady
                                                        3 = Chirp
                                                        4 = Silent with no keypad LEDs
                                                        5 = Silent with keypad LEDs
         Digit 6 = Loop Circuit Type
                                                        1 = Normally Open
                                                        2 = Normally Closed
                                                        3 = EOL Resistors
                                                         4 = Supervised, Bell Latched
                                                         5 = Supervised, Bell not Latched (Smokes)
20 Zone 2 Characteristics
                                       <u> 1 | 2 | 0 | ? | 2 | ? | # |</u>
21 Zone 3 Characteristics
                                        1 | 2 | 0 | ? | 2 | ? | # |
22 Zone 4 Characteristics
                                       1 1 2 1 0 1 ? 1 2 1 ? 1 # 1
23 Zone 5 Characteristics
                                        1 | 2 | 0 | ? | 2 | ? | # |
24 Zone 6 Characteristics
                                        <u> 1 | 2 | 0 | ? | 2 | ? | # |</u>
25 Zone 7 Characteristics
                                        1 | 2 | 0 | ? | 2 | ? | # |
26 Zone 8 Characteristics
                                       1 1 2 1 0 1 ? 1 2 1 ? 1 # 1
```

Digit 1	and 2 = Medical Panic Report Code	Sends 04	
Digit 3	B = Medical Panic Receiver Select	1 = Receiver 1 Only	
Digit 4	l = Medical Panic Bell Type	1 = Pulse 2 = Steady 3 = Chirp 4 = Silent	
28 Keypad Fire P Digit 1	ranic (Loop B)	1_i_#_i Sends 01	
Digit 3	B = Fire Panic Receiver Select	0 = Receiver 1 with Recei 1 = Receiver 1 Only 2 = Receiver 2 Only 3 = Receiver 1 and Recei	·
Digit 4	= Fire Panic Bell Type	1 = Pulse	
29 Keypad Police Digit 1	Panic (Loop C)	2_ı_#_ı Sends 01	
Digit 3	B = Police Panic Receiver Select	1 = Receiver 1 Only	
Digit 4	l = Police Panic Bell Type	2 = Steady 4 = Silent	
2A Event Reporti Digit 1	ing	1 D 1 # 1 = Receiver 1 Only	
Digit 2	2 = Restore Report Receiver Select	1 = Receiver 1 Only	
Digit 3	B = Unit Status Report Code	7 enables all below Reporting, 0 Disables	
		71 = Low Battery 72 = AC Failure 73 = Bell Fuse Trouble 74 = Zone Trouble 75 = Comm Failure 76 = Battery Restore	77 = AC Restore 78 = Bell Fuse Restore 79 = Zone Trouble Restore 7B = Panel Watchdog Reset 7C = Downloading Complete
Digit 4	l = Unit Status Receiver Select	1 = Receiver 1 Only	
Digit 5	i = Cancel Report Code	Sends D + User1 to 8	
Digit 6	S = Cancel Report Receiver Select	1 = Receiver 1 Only	
2B Test Report Digit 1	<u>E E 1 </u> & 2 = Test Report Code	9_ı_#_ı 00 = Disabled, if needed ı	use EE
Digit 3	3 = Test Report Receiver Select	1 = Receiver 1 Only	
Digit 4	I = Test Report Interval	1 = 1 Hour 2 = 4 Hours 3 = 12 Hours 4 = 24 Hours 5 = 7 Days	6 = 14 Days 7 = 30 Days 8 = 1 Hour if Armed 9 = 4 Hours if Armed *0 = 12 Hours if Armed *1 = 24 Hours if Armed

Digit 1 = Opening Report Code 0 = Disabled, if needed use 5

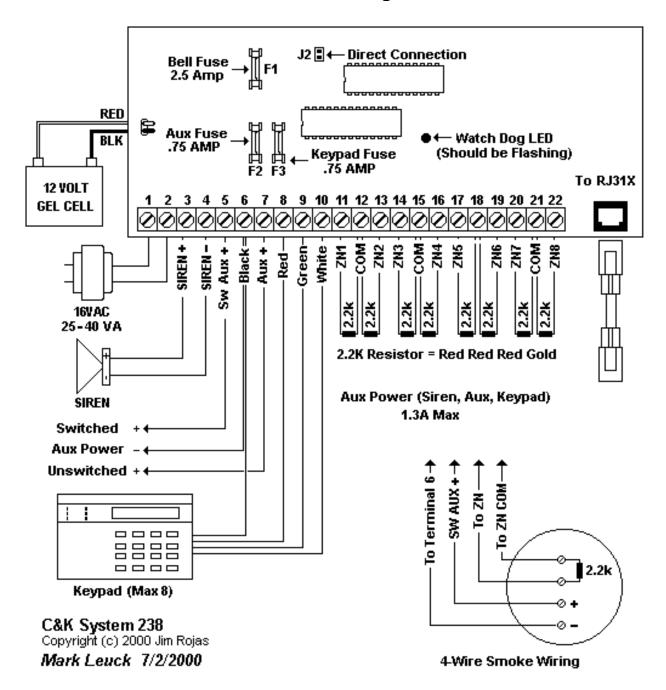
Digit 2 = Opening Report Receiver Select 1 = Receiver 1 Only

Digit 3 = Closing Report Code 0 = Disabled, if needed use 6

Digit 4 = Closing Report Receiver Select 1 = Receiver 1 Only

(Also must have 1st digit of in sections 01 to 08 set as C to enable O/C Reports)

2D Duress Report/System Delays Digit 1 = Duress Report Code	1 2 1 1 3 1	6 2 # 2 sends 21 to 28 as Dures	SS
Digit 2 = Duress Report Receiv	er Select	1 = Receiver 1 Only	
Digit 3 = Entry Delay Time		1 = 10 seconds 2 = 30 seconds 3 = 60 seconds	9 = 90 seconds *0 = 100 seconds *1 = 110 seconds
Digit 4 = Exit Delay Time		4 = 90 seconds 5 = 120 seconds 6 = 150 seconds 7 = 70 seconds 8 = 80 seconds	*2 = 120 seconds *3 = 130 seconds *4 = 140 seconds *5 = 150 seconds
Digit 5 = Audible Bell Timeout		1 = 2 minutes 2 = 5 minutes 3 = 10 minutes	4 = 15 minutes 5 = 30 minutes
2E Audible/Visual Switches Digit 1 = Entry Delay Beeps Er	ı <u>1ı1ı0ı</u> able	0 0 # 0 = No 1 = Yes	
Digit 2 = Exit Delay Beeps Ena	ble	0 = No 1 = Yes	
Digit 3 = Bell Reverse Operation	on	0 = No 1 = Yes	
Digit 4 = Bell RingBack after T	ransmission	0 = No 1 = Yes	
Digit 5 = Zone LED's off after 5	Minutes	0 = No 1 = Yes	
2F System Control Digit 1 = Dialer Disabled (Loca	ı <u>0 ı 1 ı 0 ı</u> I System Only)	1	
Digit 2 = Daily Battery Test En	able	0 = No 1 = Yes	
Digit 3 = 4=Minute Power-Up D	elay	0 = No 1 = Yes	
Digit 4 = Enable Keypad Panic	s	0 = No 1 = Yes	
30 Zone 1 Switches Digit 1 = Enable Door Chime	ı <u>?ı1ı0ı</u>	0_i_#_i 0 = No 1 = Yes	
Digit 2 = Enable Bypassing		0 = No 1 = Yes	
Digit 3 = Group Shunting (Mot	ions)	0 = No 1 = Yes	
Digit 4 = Delay Before Dial		0 = No 1 = Yes	
31 Zone 2 Switches	ı <u>?ı1ı0ı</u>	<u>0 ı #</u> ı	
32 Zone 3 Switches	<u> </u>	<u>0 ı #</u> ı	
33 Zone 4 Switches	<u> </u>	<u>0 ı #</u> ı	
34 Zone 5 Switches	ı <u>?ı1ı0</u> ı	<u>0_ı_#_</u> ı	
35 Zone 6 Switches	ı <u>?ı1ı0</u> ı	<u>0_ı_#_</u> ı	
36 Zone 7 Switches	<u> </u>	<u>0 ı #</u> ı	
37 Zone 8 Switches	<u> ? 1 0 </u>	<u>0 ı #</u> ı	
A0 Test Report Timer	ı <u> </u>	Do Not Program	



238 Quick Reference Guide

Arming	Enter User Code + # key The ARM light should turn on
Disarming / Silencing Alarms	Enter User Code + # if silencing an alarm enter User Code + # key to turn off the siren The zone or zones that caused the alarm will remain on Press ★ 1 # key to reset alarm display
Instant Doors	Press * 7 # to arm system with all doors Instant. Disarming will return all Entry/Exit doors to normal Press * 7 4 # or * 4 7 # to turn off motions and arm doors instant
Zone Bypassing	Press ★ + 2 and enter Zone to bypass (1 to 8) + # then Arm system normally Bypassed Zones will light indicating removal from system When system is disarmed all bypassed zones will reset to normal (Some systems require pressing BYPASS Zone to be bypassed
User Codes	Enter Master Code + ★ + 0 + #, POWER, SERVICE and ARM light will slowly flash Enter User number to change (from 2 to 8) then #, Enter new 4-digit code then # (The new code must start with the same 1 st digit as the old code To erase a code repeat steps above except enter 0 0 0 0 instead of a 4-digit code Note: The 1 st code is your Master Code
Door Chimes	Press ★ 5 then #
System Trouble	If the POWER light is OFF the AC transformer has failed If the POWER light is FLASHING the backup battery is low or needs replacing
Panic Buttons	Press P for Police Panic Press E for Medical Panic Press F for Fire Panic Note: some systems may have the Fire Panic disabled
Reset Smoke Detector	Press \star 6 2 $\#$ to reset the Smoke Detector(s) back to normal.