

# INSTALLATION MANUAL



## **PC2550**

# **Notice of Software Release**

PC2550 software version 1.2 has now been released.

This release adds support for the Escort Voice Assisted Security Control and the LINKS 1000 Cellular Alarm Transmitter.

The Escort Voice Assisted Security Control provides access, from both on and off the premises, to the PC2550 via telephone with voice prompts to guide the user.

No new programming sections have been added to the PC2550 to support the Escort. Programming required by the Escort is described in the Escort installation instructions.

The LINKS 1000 Cellular Alarm Transmitter provides backup communication to a monitoring station via a cellular telephone if there is fault on the regular telephone line.

The following programming sections have been added to support the LINKS 1000:

**[30] Programmable Input and Output Options**

**Auxiliary Input Zone (1st digit)**

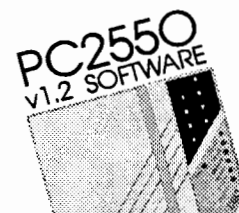
[4] Forced Answer

**Programmable Output (2nd digit)**

[0] LINKS Support Output

**[54] TLM Trouble Reporting Code**

**[55] LINKS Test Transmission Reporting Code**



**NOTE: Downloading Software DLS-1 Version 5.2 must be used to upload/download the new PC2550 v1.2 software. Do not attempt to upload/download with the DLS-1 Version 5.1 or earlier software.**

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# SPECIFICATIONS

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## Control Panel Specifications

### 13 zones including:

- 8 fully programmable supervised zones (EOL resistors)
- Supervised fire zone
- 1 auxiliary normally open zone
- 3 keypad activated zones

### Audible alarm output:

- Bell output  
700 mA, fused at 5 Amps, 12 Vdc unregulated
- Steady or pulsed output

### EEPROM memory:

- Does not lose codes or system status on complete AC and battery failure

### Programmable output:

- Transistor switch sinks 50 mA to ground
- Operation controllable through program options

### Powerful 1.5 amp regulated power supply:

- 400 mA auxiliary supply, 12 Vdc unregulated
- Separately fused for battery, keypad/auxiliary supply and bell output
- Supervision for loss of AC power, low battery
- Internal clock locked to AC power frequency

### Switched Smoke Detector Supply Output:

- Controlled from keypad [\*][4] command

### Battery required:

- 12 volt 4 Ah minimum rechargeable gel-cell or sealed lead-acid battery

### Transformer required:

- 16.5 VAC, 40VA

### Dimensions:

- 11" x 11.8" x 3.3" (279 x 300 x 84 mm)

### Weight:

- 6.5 lbs (3 kg)

## Remote Keypad Specifications (PC2550RK)

- Four wire (QUAD) hook-up and up to 3 keypads per system
- Built-in piezoelectric buzzer
- Full annunciation of zones and system status
- Nominal current draw 60 mA
- Dimensions 5.5" x 4.5" x 1" (140 x 114 x 25 mm)

## Output Voltage Specification

Typically, with normal AC in and a fully charged battery, the output voltage will be 13.8 Vdc. With AC off and a discharged battery, the voltage will go to 10 volts. Devices that require power from the control panel should be capable of normal operation over the voltage range of 10 to 14 Vdc.

## Digital Communicator Specifications

- 78 reporting codes
- Transmits all 10BPS and 20BPS single line and extended formats
- Radionics Rounds and Radionics Parity formats
- Sescoa Superfast format
- 3/1, 4/2 and hexadecimal numbers
- DTMF and Pulse dialing
- DPDT line seizure
- True dial tone detection
- Anti-jam feature
- Two telephone numbers and two account codes
- Split reporting of selected transmissions to each telephone number

# FEATURES

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## Keypad Programming

The PC2550 comes with a default program so it is operational with a minimum of programming. It is completely programmable from the keypad. The panel uses EEPROM memory so that all information is retained even if the panel loses both AC and battery power.

## Multiple Level Static/Lightning Protection

The PC2550 has been carefully designed and tested to provide reliable service. It is built to take static and lightning induced surges and keep on working. Multiple level surge filters are on all zone inputs, the power supply, the keypad connections, the bell output, the auxiliary power supply and the telephone interface. A special "ZAP-TRAC" circuit board configuration catches high voltage impulses right at the wiring terminals. Protective ground planes surround sensitive areas preventing the spread of damaging voltage surges. Metal Oxide Varistors (MOV's) are placed in all the critical areas to further reduce impulses to safe levels.

## "WATCHDOG MONITOR" Circuit

Even when all precautions are taken so that voltage surges do not cause damage to the control panel, it is possible to cause temporary disruption to the operation of the microprocessor causing it to lose track of the program sequence. The PC2550 is equipped with an external "Watchdog Monitor" circuit which continually checks the microprocessor program execution.

## System Supervision Features

The PC2550 continuously monitors a number of possible trouble conditions including:

- An active battery supervision circuit that periodically tests the battery under load.
- A loss of the AC power supply.
- A supervised circuit trouble condition.
- A telephone line monitoring circuit.
- A bell circuit failure indicates open circuit or fuse failure.
- A test code feature which transmits a communicator test code to the monitoring station at a selected time everyday. The test code can be sent at intervals from 1 to 99 days.
- A bell/siren/communicator test feature which can be activated from the keypad.
- TLM (Telephone Line Monitoring) restoral transmission.

## Advanced Features

The PC2550 has many advanced features. Features which provide the security system design flexibility and selling advantage necessary to win those demanding jobs and make them profitable.

### Some of these features include

- EEPROM memory retains all data even on complete AC and battery failure. Panel powers up in last armed or disarmed state before power loss.
- All programmable zones may be selected as one of 8 different types including; delay, auxiliary delay, instant, interior, interior with home-away, delay with home-away, and 4 types of 24 hour emergency and supervisory circuits.
- Keypad programming of up to sixteen security codes.
- Zone bypassing from the keypad.
- Individual zone and system function indicators on keypad.
- A keypad activated utility output function for operating lights, door openers, cameras or other devices.

Although the PC2550 has many features, it is not difficult to use. All keypad commands are similar and are assisted by audible and visual cues.

# INSTALLATION

## Bench Testing

The PC2550 contains a factory default program. Any additional programming required can be done through the keypad. For many applications all that will be required is to enter the telephone number and alarm codes with keypad entries that are as straight forward as dialing a telephone number. If you need help talk to your DSC equipment distributor.

Connect 1K ohm 1/2 watt end of line resistors from each zone (Z1 to Z16) input to the closest common "COM" terminal. Connect an end of line resistor between the "Fire" input terminal and the "COM" terminal between "Z1" and "Z2". Unless all zone loops are properly terminated with end of line resistors the "READY" light will not be on and the panel will not arm unless the "READY" light is on.

Connect the four keypad wires to the control panel as shown in the connection drawing.

To completely test the PC2550 including the communicator data, it is necessary to connect the panel to a digital receiver through a telephone line connection or by connecting the telephone terminals on the PC2550 to a digital communicator test set such as the DSC DTS-1. The DSC DTS-1 digital communicator test set is an inexpensive unit which can simulate the telephone system dial tone and the receiver hand shake and kiss-off tones as well as display the data sent out by a digital communicator. Also, the DTS-1 has a "listen-in" feature which makes it ideal for monitoring the transmission between communicator and receiver when the PC2550 is connected to the telephone line.

If you are using a DTS-1, connect the green and red telephone clips to the "TIP" and "RING" terminals and connect the red and black power clips to the "AUX [+]" and "AUX [-]" terminals on the PC2550. When power is applied to the panel press the red local-line button on the DTS-1 and observe the display window area. The "local-line" indicator should be in the local position.

For testing purposes, so that the sound level is not too loud, connect a small buzzer to the "BELL [+]" and "BELL [-]" terminals to indicate when the panel is in alarm.

Connect a 16.5 VAC, 40 VA transformer to the "AC" terminals. Before plugging in the transformer be sure the circuit board is not resting on anything metallic which may cause a short.

**Note: THE PC2550 WILL NOT START UP IF "AC" IS OFF AND THE BATTERY IS LOW.**

When the transformer is plugged in there should be lights on the keypad and the buzzer connected to the bell terminals may go on for a few seconds. The "ARMED" light may be on or off the first time the panel is powered. The last armed/disarmed condition is stored in the EEPROM memory so the panel will always power up in the last armed/disarmed state. If the "ARMED" light is on, enter the default master code [1234] to disarm the panel. If the keypad is not active, check for the presence of AC power at the "AC" terminals, check the keypad connections and check the panel fuses.

If all the zones are properly connected with end of line resistors all of the zone lights will be off. Note that the panel will arm only if all zones are properly connected with end of line resistors (including FIRE circuit) so that the "READY" light is on. The keypad should beep several times to indicate acceptance of the master code. Enter the master code to arm or disarm the panel.

Read the "Keypad Commands" section of this manual or the Instruction Manual and enter commands on the keypad to become familiar with the different commands.

Turn to the "Programming Guide" in this manual and enter a sample program into the panel through the keypad to become familiar with the programming commands.

## Mounting the Panel

Select a dry location close to an unswitched AC source, a ground connection and the telephone connection.

Remove printed circuit board, mounting hardware and keypad from cardboard retainer inside panel. Before attaching cabinet to wall, press the five white nylon printed circuit board mounting studs and the ground connection screw into cabinet from the back.

Pull all cables into cabinet and prepare them for connection before mounting the circuit board to the back of the cabinet. Press circuit board down onto mounting studs.

## Hook-up Procedure

DO NOT connect transformer or battery until all other wiring has been connected. See power-up procedure.

Connect a ground cable from the cabinet ground connection by the shortest and most direct route to a grounding rod.

Connect zone cables to zone loop inputs and put end of line resistors on any unused zones. Connect wires supplying power to motion detectors to auxiliary supply.

Install keypads and connect wires to keypad terminals on panel. Connect RJ31-X cord to telephone terminals. Do not insert plug into RJ31-X jack.

**Warning: Do not use this equipment on a telephone line equipped with "call holding" feature because the tone generated may interfere with the communicator operation.**

Connect bell or siren to "BELL [+]" and "BELL [-]" terminals. Observe correct polarity for sirens and polarized bells. Connect 1K ohm 1/2 watt resistor across terminals to eliminate trouble condition if bell circuit is not being used.

## Terminal Connections

### "AC" Power Terminals

Use a 16.5 VAC transformer with a minimum 40 VA rating to supply AC power to the PC2550. The transformer should not be connected to an outlet that is controlled by a switch. If AC failure occurs it is displayed as a trouble on the keypad (see "Keypad Functions [\*][2] Trouble Conditions"). It can also be transmitted to the monitoring station as a trouble condition (see "Programming Guide [\*][8]" sections [12] and [13] for alarm and restore codes and section [20] for AC transmission delay).

### Auxiliary Power Terminals "AUX" and "GND"

The auxiliary power supply can be used to power motion detectors and other devices requiring 12 Vdc. 400 mA 12 Vdc is available from the "AUX" (positive) and "GND" (negative) terminals when the PC2550 is used with one keypad. For each additional keypad the auxiliary supply rating must be reduced by 60 mA. The auxiliary supply is fused with the keypad supply at 1 amp. Auxiliary fuse failure transmission can be sent (see [\*][8] sections [12] and [13]).

### Switched Auxiliary Power Terminals "SW AUX" and "GND"

The switched auxiliary supply can be switched off momentarily from the keypad (see "Keypad Commands [\*][4]"). The "SW AUX" terminal is positive and the "GND" terminal negative. The 400mA auxiliary supply rating must be reduced by any current taken from the switched auxiliary supply. The switched supply shares the same fuse as the auxiliary supply.

### Bell/Siren Terminals "BELL [+]" and "BELL [-]"

These terminals are for powering bells or other devices requiring a steady output voltage on alarm. The bell output is fused for 5 amps. When connecting sirens (speakers with siren driver already built-in), be sure to observe the correct polarity. Connect the positive lead to the "BELL [+]" terminal and the negative lead to the "BELL [-]" terminal.

If no siren or bell is used, connect a 1000 ohm resistor between "BELL [+]" to "BELL [-]". The bell/siren alarm output is pulsed (1 second on 1 second off) when an alarm is created by the [F] keypad zone, by the FIRE zone, or when the Bell Pulse option is enabled in section [18] light 2.

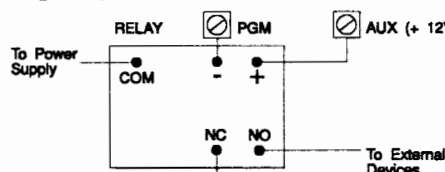
### Keypad Terminals "RED", "BLK", "YEL" and "GRN"

Connect the four colored wires from the keypads to these terminals. When connecting more than one keypad, connect in parallel across the keypad terminals at the control panel (i.e. all reds wires together, all blacks together, all yellows together and all greens together). The keypad red and black power supply terminals are fused through the auxiliary fuse.

### Programmable Output Terminal "PGM OUT"

The operation of the Programmable Output depends upon which option is selected in the programming table. See the "Programming Guide" section [30] for a list of options for the "PGM OUT" output. The "PGM OUT" is a 50 mA maximum switch to ground. A 100 ohm current limiting resistor is

connected in series. A small relay, a buzzer or other DC operated device may be connected between the 12 Vdc "AUX" (positive) terminal and the "PGM OUT" (switched negative) terminal on the main board.



### Auxiliary Input Terminal "AUX IN" (also KEY ARMING)

The "AUX IN" input terminal is a normally open 24 hour zone. It can be programmed from the keypad to be silent or audible. There is no display on the keypad for the "AUX IN" input. An alarm on this input is created by applying a positive voltage or by closing a contact between the "AUX IN" terminal and the positive auxiliary supply. See "Programming Guide [\*][8]" section [11] for programming the alarm and restoral codes.

The "AUX IN" terminal can also be used as a momentary key arming/disarming input. See "Programming Guide" section [30] for a list of options for the "AUX IN" terminal.

### "FIRE" Zone Input

The "FIRE" zone is a supervised (normally open alarm initiating contact) end-of-line resistor circuit designed to accept "Latching" four-wire smoke detectors. (See "Fire Circuit Installation Diagram".)

On alarm, (fire loop shorted) the bell output will pulse the signal to indicate that the fire loop has been activated. Alarm memory and transmission by the digital communicator is delayed 30 seconds. If the alarm is acknowledged, by pressing the [#] key before the 30 second delay has expired the signals will silence and the transmission will be aborted. If the alarm is not acknowledged and the 30 second delay expires, the fire memory latches and the transmission cannot be aborted.

If after signal silence, the smoke detector is not restored to normal, the signals will resound after 90 seconds, and 30 seconds after that, the communicator will transmit. If the signals resound, they may again be silenced, [#] key, and the communicator will be aborted if silence occurs within the 30 second delay period.

To restore the smoke detector to normal, clear all products of combustion from the detector and reset the detector by pressing [\*] and then holding down [4] for 2 or 3 seconds. This action will remove power from the smoke detector and if it is clear of smoke, the detector will return to normal. If the detector is still in alarm, the signals will sound immediately and the above sequence will repeat.

For an open on the FIRE loop, the keypad sounder will beep twice every 10 seconds and the "TROUBLE" light will show on the keypad. The communicator will transmit the trouble condition if programmed for trouble transmission. The audible trouble signal may be silenced by pressing the [#] key. To determine the nature of the trouble, press [\*][2]. (See the "Trouble Display" section.)



### Zone Input Terminals "Z1" to "Z8"

Zone inputs "Z1" to "Z8" are supervised end of line (E.O.L.) resistor circuits. Each input must be terminated with a 1K ohm E.O.L. resistor. An alarm condition will be created if a normally open contact is used to short across the E.O.L. resistor. An alarm is also created if normally closed contacts, wired in series with the E.O.L. resistor, are opened. See the wiring diagram for normally open and normally closed contact connection. The type of circuit or zone definition (delay, instant, 24 hour etc.) is programmed from the keypad using the [\*][8] Installer's Programming commands ("Programming Guide" section [14]).

### Telephone Terminals "TIP", "RNG", "T-1" and "R-1"

The wires from the RJ31-X telephone jack are connected to these terminals in the following way.

TIP	Green wire	▶	Incoming line from telephone company
RNG	Red wire		
T-1	Brown wire	▶	Outgoing line to house telephone(s)
R-1	Grey wire		

**Note: For proper operation there must be no other telephone equipment connected between the control panel and the telephone company's facilities.**

### Battery Connections

Do not connect the battery or the transformer until the wiring is complete. Connect the red battery lead to the positive battery terminal and the black lead to the negative battery terminal. If the connection is made in the reverse the battery fuse will blow.

### Keypad Installation

Mount the keypads near the exit-entry doors. The PC2550RK keypad has a red, a black, a green and a yellow wire on the back. Connect these four wires to the four keypad terminals on the control panel using four conductor (quad) telephone wire. Up to three keypads may be connected to one PC2550. Connect all green wires from the keypads to the "GRN" terminal on the panel. Connect all yellow wires from the keypads to the "YEL" terminal on the panel. Connect all red wires from the keypads to the "RED" terminal. Connect all black wires from the keypads to the "BLK" terminal.

### Power-up Procedure

If the keypads are located a distance from the panel, install an extra keypad temporarily at the panel during power up testing. An extra keypad with a short length of cable and alligator clips attached is helpful for testing and programming PC2550 systems.

Connect the transformer, wait approx. 5 seconds.

Enter a few keypad commands and open a zone to be sure that the panel and keypad are responding to signals. If the keypad does not respond and there are no indicators on, check for AC voltage at the "AC" terminals. If there is 16 VAC present, check that the keypad wiring is correct and check the keypad/auxiliary supply fuse. If the keypad/auxiliary supply fuse is blown check for a short between the keypad red and black wires before replacing the fuse.

If the keypad is responding normally, connect the battery. The red battery lead attaches to the positive battery post and the black battery lead attaches to the negative battery post.

**Note : THE PC2550 WILL NOT START UP IF 'AC' IS OFF AND THE BATTERY IS LOW.**

### Testing The System

See Installer's test - [\*] [6] [Master Code] [0] (page 9), or do the following. Contact the monitoring station to request a transmission test. Plug the telephone cord into the RJ31-X jack. If a DTS-1 is being used to monitor communicator transmissions, connect as described in "Bench Testing" section and place the DTS-1 in the line mode by pressing the red "LINE/LOCAL" button. Arm the panel, wait for the exit delay to expire and trip a detector on an instant circuit. Wait for the communication to complete. Disarm panel and check with the monitoring station to confirm the transmission. Perform additional transmissions required by the monitoring station.

Check the "TROUBLE" light on the keypad. If it is on, press [\*] then [2] to determine if there is a system trouble. The "Trouble Display" section in "Keypad Commands" gives a description of the different trouble conditions.

### Instructing End-User

Fill out the system reference guide in the PC2550 Instruction Manual. Check off sections in the manual which apply to the user's system and make additional notes if necessary.

Describe the system to an authorized user. Describe arming and disarming procedures. Describe the basic keypad functions. Assist the user in working through examples of each type of command.

Provide user with the Instruction Manual and instruct them to read the manual to become familiar with the system operation.

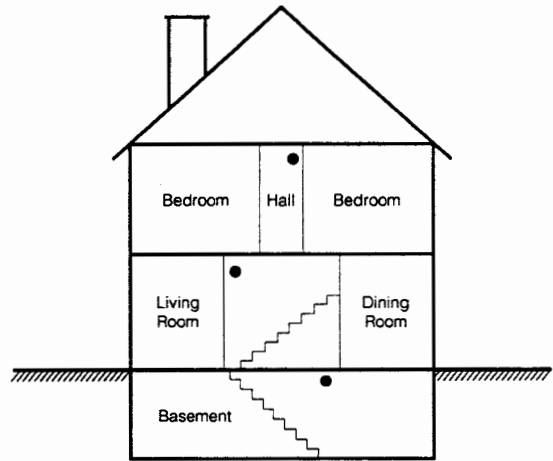
Instruct the user to test the system on a regular basis as described in the Instruction Manual. The Master Code should be changed from the default setting and recorded in the Instruction Manual.

# GUIDELINES FOR SMOKE DETECTOR LOCATION

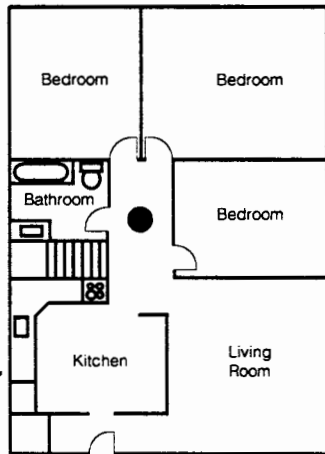
Experience has shown that all hostile fires in family living units generate smoke to a greater or lesser extent. Experiments using typical fires in family living units indicate that detectable quantities of smoke precede detectable levels of heat in most cases. For these reasons, smoke detectors should be installed outside of each sleeping area and on each additional story of the family unit.

The following information is for general guidance only and it is recommended that the smoke detector manufacturer's literature be used for detailed installation instructions.

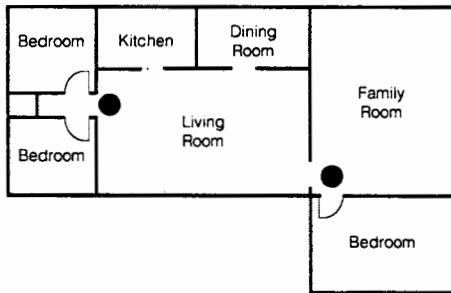
It is recommended that additional smoke detectors beyond those required be installed for increased protection. The added areas include: basement, bedrooms, dining rooms, furnace room, utility room and hallways not protected by the required detectors.



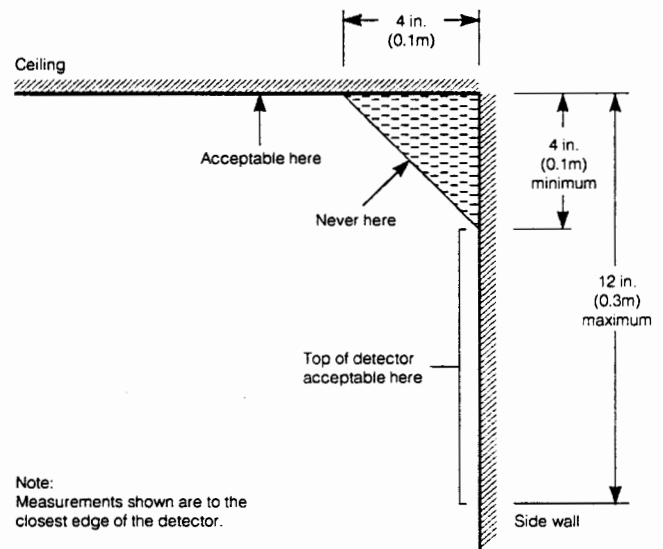
**FIG. 3:** A smoke detector should be located on each story of the living unit.



**FIG. 1:** A smoke detector should be located between the sleeping area and the rest of the family unit.



**FIG. 2:** In the family living units with more than one sleeping area, a smoke detector should be located to protect each sleeping area.



**FIG. 4:** Smoke Detector mounting - "Dead" Air Space. The smoke from a fire generally rises to the ceiling, spreads out across the ceiling surface and begins to bank down from the ceiling. The corner where the ceiling and wall meet is an air space into which the smoke may have difficulty penetrating. In most fires, this "dead" air space measures about 4 in. (0.1m) along the ceiling from the corner and about 4 in. (0.1m) down the wall as shown in Figure 4. Detectors should not be placed in the dead air space.

# KEYPAD FUNCTIONS

## Introduction

The PC2550RK remote keypad provides complete information and control of the PC2550 control panel. The panel can be fully programmed from the keypad. The 8 zone lights and the fire alarm light provide alarm and status indication for the alarm circuits. The 6 function lights guide the user in operating the system. The built-in buzzer lets the user hear correct key entries and other alert signals. The 12 digit keypad is used for code entry and other programming functions. All keypad entries are made by pressing one key at a time.

The keypad is normally resting in the arm-disarm mode. In this condition the zone lights are indicating the opening and closing of zones. The "READY" light comes on when all zones are closed. The system can be directed to perform other functions such as zone bypassing, displaying trouble conditions, displaying alarm memory and programming by entering one of the various [\*] commands described below. Pressing the [#] key or not making any key entry for 2 minutes always returns the keypad to the arm-disarm mode.

## Master Code

A default Master Security Code "1234" is programmed into the PC2550 at the factory. The Master Security Code is used for arming and disarming the control panel, for programming up to fifteen additional security codes using the [\*][5] command and for entering other user functions using the [\*][6] command. The Master Code can be reprogrammed if the installer leaves section [16] light 2 off. Because the PC2550 uses EEPROM memory the codes and other data are retained even after complete AC and battery failure.

## 2nd Master Code

A second master security code "xxxx" can be programmed into the PC2550. This code can be changed by the installer only, and is useful where there are multiple panels in a complex. The 2nd Master Code can be used as a "Master Key". The default 2nd Master Code is blank.

## Installer's Programming Code

A default Installer's Programming Code "2550" is programmed into the PC2550. This code is used with the [\*][8] command by the installer to gain access to the system in order to enter panel or communicator program information. The Installer's Programming Code may be changed by the installer.

## Arming

Check to see if the "TROUBLE" or "BYPASS" light is on before arming the PC2550. Close all protected doors and windows and stop movement in areas covered by motion detectors. Check to see that the "READY" light is on (all zones are closed). The system cannot be armed unless the "READY" light is on. Enter a [4 Digit Security Code]. As each digit is entered the keypad buzzer will beep. If the security code was entered incorrectly, the sounder will beep steadily for 2 seconds. If the code was entered correctly but the ready light was not on, the keypad will beep quickly followed by a steady tone. When the correct code is entered, the "Armed" light will come on and the keypad buzzer will beep quickly. Exit the premises through the designated exit-entry door. At the end of the allowed exit time all lights on the keypad will go out except the "ARMED" light. See the "Installer's Programming [\*][8] Command" section for instructions on how to change the exit time. Also see, "Quick-Arm" and "At Home Arming".

## Disarming

Enter the premises through the designated exit-entry door. The keypad buzzer will be on. Go to the keypad and enter the [4 digit security code]. If an error is made in entering the code, press the [#] key and enter the code again. The "ARMED" light will go out and the keypad sounder will stop. The correct security code must be entered before the allowed entry time expires. To change the entry time see "Installer's Programming Command", [\*][8]. If an alarm occurred while the panel was armed, the "MEMORY" light and the "ZONE" light which caused the alarm will start to flash and stay flashing for 2 minutes when the panel is disarmed. Pressing the [#] key returns the panel to the normal arm-disarm mode.

## Auto-Bypass/Home-Away Arming

If a correct security code is entered, and you do not exit the premises, the system will, at the end of the Exit delay time, arm with interior zones automatically bypassed if those interior zones have been programmed as "Home-Away" zones. The bypass light will come on immediately following the arming code being entered until a delay zone is tripped or [\*][1] is entered to reactivate bypassed home-away zones. (See programming section [14], zone definitions for programming zones as "Home-Away".)

This is a convenience feature for the user who wishes to remain at home with the system armed. The user does not have to manually bypass the home-away zones.

To reactivate the home-away zones that have been automatically bypassed, press [\*][1]. The bypass light will go out. This command is a quick method of fully arming the system before going to bed.

## Zone Bypassing

### [\*][1]

A bypassed zone will not cause an alarm. If a zone is bypassed the panel may be armed ("READY" light will be on) even if the zone is open. Use zone bypassing when access is needed to part of the protected area. Also, damaged wiring or contacts on a zone may be temporarily bypassed until repairs can be made so that the panel can be armed.

If section [18] light 3 is on, all bypassed zones will be shown when armed. Home Away zones that are automatically bypassed will show as well. This feature cannot be used with a split armed system. If section [17] light 8 is on then the bypass status will always be shown.

To bypass zones, enter [\*][1] and the zone number(s) to be bypassed. Press [#] to return to "READY" (arm-disarm mode). To remove all bypasses, enter [\*][1][0][#]. The "ZONE" lights which are on, while the "BYPASS" light is flashing, indicate the bypassed zones. Remember that if no keypad entry is made for more than 2 minutes the keypad will return to the arm-disarm mode. Then, in order to bypass a zone the complete command must be re-entered. Once the bypass command is entered, pressing [9] recalls the last zone or group of zones which was bypassed. If the same group of zones is bypassed each time, this bypass recall feature can be used instead of having to bypass zones individually.

When the PC2550 is programmed, the ability to bypass certain zones may be eliminated. In this case, the "ZONE" lights for those zones will not come on in response to the bypass command. See the "Zone Bypass Mask" instruction in the [\*][8] Installer's programming section. If the "BYPASS" light is on when arming the panel, the [\*][1] command should be used to see which zones are bypassed so that zones are not unintentionally bypassed. Zone bypasses are automatically cancelled when the panel is disarmed.

If light 8 in section [16] is on then a code must be entered with [\*][1] to bypass zones. Only the zones assigned to the same side of the system as the user code can be bypassed. The ability to bypass using certain access codes can be eliminated. See the "Access Bypass Mask" instruction in the [\*][8] Installer's Programming section.

**Note: At no time can any armed zone be bypassed.**

## Trouble Display

### [\*][2]

The PC2550 continuously monitors a number of possible trouble conditions. If one of these conditions occurs, the keypad "TROUBLE" indicator will light and the audible indication will sound (two short beeps every 10 seconds). When the [#] key is pressed the audible indication will stop but the trouble indicator light will remain on until the trouble is cleared. Trouble conditions can also be transmitted to the monitoring station (see "Programming Guide" sections [12] and [13] for alarm and restoral trouble codes). Press the [\*] then [2] keys to display the type of trouble. The "ZONE" lights indicate the type of trouble condition.

- 1 Low stand-by battery
- 2 AC power failure
- 3 Day zone trouble
- 4 Telephone line trouble
- 5 Unsuccessful communication attempt with monitoring station
- 6 Bell circuit failure
- 7 Smoke detector loop trouble
- 8 Loss of time on internal clock

Press [#] to return to "READY".

**1 Low Battery...**A battery trouble will be displayed and can be reported if the battery is weak, disconnected or the battery fuse is blown. Only one low battery alarm or restoral transmission takes place per arming period. Low battery trouble display is latching and can only be cleared by battery restoration.

**2 AC Power Failure...**There is no audible annunciation on AC power failure. The system trouble light will come on but the audible indication will not sound until there is a low battery condition. Transmission delay can be programmed for 1 to 99 minutes. See "Programming Guide" section [20].

**3 Day Zone Trouble...**This trouble applies only to zones which have been programmed as day zones. ("Programming Guide" section [14]). A day zone creates a trouble signal when the panel is disarmed and an alarm signal when the panel is armed.

**4 Telephone Line Trouble...**A telephone line trouble is generated when the line voltage drops below 3 volts for more than 30 seconds. It generates a keypad trouble when the system is disarmed and rings a local alarm when the panel is armed. See section [16] for options.

**5 Unsuccessful Communication...**If the digital communicator is unsuccessful communicating with the monitoring station after eight attempts to each phone # that is to be tried, a trouble is generated. If a later attempt to communicate is successful the trouble is cleared. This trouble can also be cleared by pressing the [#] key to exit the trouble view mode.

**6 Bell Circuit Failure...**If the bell fuse is blown or the bell circuit is open, a keypad trouble and a trouble transmission are generated.

**7 Smoke Detector Loop Trouble...**If a FIRE loop is open circuit, a keypad trouble and a trouble transmission are generated. A trouble on the FIRE loop will unconditionally initiate an audible indication on the keypad. This means that even if any other previous trouble has been silenced, a FIRE loop trouble will restart the keypad buzzer.

**8 Loss of Internal Time...**When the PC2550 is powered up or reset, the internal time of day clock needs to be set to the correct time. This trouble is cleared when the trouble display is viewed and exited or when an attempt is made to reset the internal time of day clock. See "[\*][6] User's Function Command" for resetting time of day clock.

If the [9] is pressed while in the trouble display mode the most recent trouble will be displayed on the zone LEDs. This trouble memory feature is useful as a diagnostic aid when installing and servicing the PC2550.

## Alarm Memory Display

### [\*][3]

Press [\*] then [3] to enter the alarm memory mode. The "MEMORY" light will flash and any alarm caused during the last armed period will be displayed on the zone lights. In addition to the last alarm memory there are 2 history levels. After entering the memory mode (pressing [\*] then [3]), pressing [9] will cause the keypad to display the two other levels of alarm history. Each time [9] is pressed the keypad will beep 1, 2 or 3 times to indicate which level of history is being viewed. When the panel is armed, the last alarm memory is cleared and the contents moves to the 1st history level. The "MEMORY" light will only be on when there was an alarm during the last armed period.

Press [#] to return to "READY".

## Switched Auxiliary Supply Control

### [\*][Hold Down 4]

To interrupt the switched auxiliary power supply press [\*] then hold down [4] for the desired interrupt time. When the [4] is released the system returns to the ready mode and the switched auxiliary supply is restored.

## User's Programming Commands

### [\*][5]+[MASTER CODE]

The [\*][5] user's programming command is used to program additional access codes. Up to 16 user arm-disarm codes may be programmed. The 1st code is the master code (factory default [1234]). The 16th code is optionally a "One Time Use" or maid code. The 16th code may be changed from a "One Time Use" code to a regular code using an installer's programming command (section [15]...light 8). Remember if no keypad entry is made for more than 2 minutes the keypad will return to the normal arm-disarm display and the complete command will have to be re-entered to program a new access code.

### Programming Additional Access Codes

**1** Press the [\*] and [5] keys then enter the Master Security Code (default [1234]) to enter the additional code programming mode. The "PROGRAM" light and "Zone 1" light will be on to show that the first code (the Master Code) is already programmed with the factory default code [1234]. The Master Code may be changed but do not try to erase the Master Code. The installer can disable user changing of the Master Code by turning on light 2 in section [16].

**2** Seven additional codes may be programmed. The zone lights are used to indicate which of these codes are already programmed (zone light on steady) and the one which is currently being programmed (zone light is flashing).

**3** To program the second code, press [2] and zone 2 light will flash. Then enter a 4 digit code and the buzzer will beep three times and zone light 2 will come on steady indicating a programmed code.

**4** To remove the second code, press [2] - the buzzer will beep three times and zone light 2 will flash. Enter [\*][\*][\*][\*], the buzzer will beep three times and zone 2 light will go out to show that the code has been removed.

**5** Follow the instructions in **3** or **4** for programming or removing any of the other additional codes.

**6** To program access codes 9 to 16, press 9 to toggle into the upper code region. Zone lights 1 to 8 now represent access codes 9 to 16 (light 1 is code 9.... light 8 is code 16). The ready and armed LED's will flash to indicate that the user is in the upper programming region. Program or remove access codes 9 to 16 as stated in 3 and 4 above. Press 9 again to toggle back down to the lower region (access codes 1 to 8).

**7** Do not try to remove the Master Code (1st code). The Master Code may be changed but it must not be removed. When changing the Master Code be sure to enter a valid 4 digit number (use only number keys 0 to 9). Do not enter [#] or [\*] as one of the digits. If the Master Code is forgotten and the panel is left disarmed, program a new Master Code using the [\*][8][Installer's Code][25] command. If the Master Code is forgotten and the panel is left armed, use the 2nd Master Code to disarm the system. If the 2nd Master Code is not programmed then the entire programming can be reset to factory default by using the "Hardware Reset" method described on page 23.

**8** To successfully program or remove additional codes, the

panel must be put into the code program mode by following step 1 followed by steps 3 or 4. Note that if no key entry is made for 2 minutes the panel will go back to the normal arm/disarm mode, after which step 1 must be repeated to get back into the code program mode.

**9** To exit the code program mode press [#].

To review:

*programming a new code;*

enter [\*] [5] [Master Code] [1 to 8] [4 digit code], or  
[\*] [5] [Master Code] [9] [1 to 8] [4 digit code]

*eliminating an existing code;*

enter [\*] [5] [Master Code] [2 to 8] [\*\*\*\*], or  
[\*] [5] [Master Code] [9] [1 to 8] [\*\*\*\*].

**Note: The access code numbers must be entered as one digit. E.g. 2, 3,....., 7, 8.**

## User's Functions Command

### [\*][6]+[MASTER CODE]

This command is used to set the system clock time and to set the auto arm time. It is also used to turn on and off a number of system functions. The command is used by entering [\*], [6], [Master Code] then a number from the following list to select the item to be changed.

- [0] Installer's test
- [1] System 24 hour clock (enter HH:MM)
- [2] Auto arming time (enter HH:MM)
- [3] DO NOT USE
- [4] Quick arm enable/disable
- [5] Auto arm enable/disable
- [6] Door chime enable/disable
- [7] DO NOT USE
- [8] Bell test function
- [9] User Initiated Callup

**Note: The system clock is a 24 hour clock and times must be entered as two digit number.**

**e.g. HH - 01, 02,.....10, 11,.....23,24**  
**MM - 00, 01,.....35,36.....58,59**

**If a printer is attached**

**Day - 01.....31, Month - 01.....12, Year - XX (two digits)**  
**e.g. HH: MM: DAY: MONTH: YEAR.**

Items 1 & 2 are time setting functions. Enter 4 digits representing the time in hours and minutes (HH:MM) based on the 24 hour or military clock. Always enter a leading zero where only one digit is required, 8:05 am would be entered as 0805, 1:30 pm would be entered as 1330. Items [0], [4], [5] and [6] turn on and off various features. When the item key is pressed, the feature is turned on if the keypad beeps quickly 3 times. The feature is turned off if the keypad sounds one long beep. Pressing item [8] gives a 2 second bell and keypad light test. Pressing [9] makes the panel call the Downloading computer if enabled in section [47].

If a printer is attached to the panel (see section [30]) and is enabled (see section [48]) the clock data entry will be automatically extended to include the day (two digits 01.....31), the month (two digits 01.....12) and the year (two digits...e.g. 91, 92, 93....etc.).

---

## Installer's Test

### [\*]+[6]+[MASTER CODE]+[0]

This feature is designed to assist the installer in testing the system. In this mode, the bell or siren will operate for two seconds each time a device is tripped and the first level of memory will be affected. The feature is automatically disabled when the panel is armed and disarmed. Each time a zone is tripped or restored in this mode, a signal, if programmed, will be transmitted to the monitoring station. If this is not desired, it is possible to disable the communicator during the test (see section [15] "1st System Option Code"). A printer, if attached, will not function if the communicator is disabled.

**Notes: Do not use the PC16OUT module during the installer's test.**

**Do not use the installer's test when the panel is partially armed.**

## Setting the Clock

### [\*]+[6]+[MASTER CODE]+[1]

Setting the "System 24 Hour Clock" (item [1]) tells the system the correct time of day. If the system is without battery and AC power it cannot continue to keep time. Therefore when the panel is first powered up or when it has been without AC power long enough to completely discharge the stand-by battery, the "System 24 Hour Clock" must be reset. If the time needs to be reset a "Trouble #8" will be indicated on the keypad (see [\*][2] "System Trouble Command"). If a printer is attached to the panel, setting the clock must include the day, month and year. e.g. HH: MM: DAY: MONTH: YEAR.

## Auto Arm Time of Day

### [\*]+[6]+[MASTER CODE]+[2]

The PC2550 can be programmed to arm at the same time each day. Programming item [2] sets this time and the feature must be enabled as shown in item [5] (see "Auto Arm Enable" on this page).

At the selected auto-arm time the keypad beeper begins to sound and the Bell/Siren will pulse once every 10 seconds to alert anyone on the premises that the system is about to arm. The Bell/Siren pulse can be silenced in section [17] by turning light 1 on.

The keypad beeper will sound for one minute before auto-arming unless one of the following two methods is used to abort the auto-arm.

- **Auto-arm abort:** Any key can be pressed to abort the auto-arm sequence and silence the keypad during the one minute pre-alert (this is the default condition).
- **Auto-arm abort with code:** If section [17] light 4 is on, then a valid 4 digit access code is required to abort the auto-arm sequence.

The auto-arm will be attempted at the same time the following day. Any time an auto-arm is aborted using one of the above methods, the reporting code programmed in section [08] will be transmitted to the central station.

When the panel does arm by auto-arming, any open zones will be "Force-armed". If light 5 in section [18] is on, the panel will send a partial closing code to let the central station know zones were bypassed. If section [16] light 1 is on, the zones that were force-armed will be identified by transmitting their alarm code along with the partial closing code.

## Quick Arm

### [\*]+[6]+[MASTER CODE]+[4]

The "Quick Arm" feature is enabled by pressing the [4] key while in the "User Functions Command" section. When enabled (enabled 3 beeps....disabled one long beep) the panel can be armed by entering [\*][0]. The closing code transmitted for "Quick Arm" is the same as the code which is programmed for the Master Code.

## Auto Arm Enable

### [\*]+[6]+[MASTER CODE]+[5]

Entering [\*] [6] [Master Code] [5] will enable/disable the Auto Arming feature. When the feature is being Enabled, the keypad buzzer will sound 3 beeps and when being Disabled the buzzer will sound one long beep.

## Door Chime

### [\*]+[6]+[MASTER CODE]+[6]

The "Door Chime" feature is enabled by pressing the [6] key while in the "User's Functions Command" section. When enabled the keypad buzzer will beep quickly 5 times each time any zone defined as a delay or instant circuit opens or closes. The "Door Chime" feature does not operate on other zone definitions. Zone bypass may be used to eliminate "beeping" on doors where it is not wanted. This feature operates only while the panel is disarmed.

## System Test

### [\*]+[6]+[MASTER CODE]+[8]

The system test feature sounds the bell or siren, lights the keypad indicators and beeps the keypad buzzer for 2 seconds. If a code is programmed in section [50] it will be transmitted at the same time.

## User Callup

### [\*]+[6]+[MASTER CODE]+[9]

This function is enabled in section [47]. When activated, the panel will call the downloading computer. The downloading computer must be waiting for the panel to call before downloading can be performed.



---

## Utility Output Command

### [\*]+[7] OR [\*]+[7]+[ACCESS CODE]

The programmable output (PGM terminal) on the PC2550 can be made to activate by a command from the keypad. This output can be used for operating other devices such as; garage door opener, special lighting or door strikes.

The programmable output must be selected for keypad utility using the [\*][8][Installer's Code][30] command and programming a [2], [3], [4] or [5].

Depending on the option chosen in the programming section, the programmable output is activated by pressing the [\*] then [7] keys followed by a Group A access code. Group B access code, any access code, or no code at all. When the proper keys are pressed the keypad sounder and the programmable output are activated for 5 seconds.

## Installer's Programming Commands

### [\*]+[8]+[INSTALLER'S CODE]

The PC2550 is completely programmed from the keypad by using commands in the [\*] [8] section. The commands are described in detail in the programming section of this manual.

## "At-Home" Arming

### [\*]+[9]+[ACCESS CODE]

Entering [\*], [9] before the arming code, arms the panel without any entry delay on the delay zones and bypasses zones that are defined as "Home - Away". This command is used for arming the system while at home. When the panel is armed using [\*], [9], the Armed light will be on flashing and the bypass light will be on to indicate that the "Home - Away" zones are bypassed. Once the panel is Armed in this mode, using [\*], [1] will remove the bypass from those zones defined as "Home - Away" if they have **NOT** been manually bypassed. The [\*], [1] command used here, only removes the bypass from zones that have been Automatically bypassed with the [\*], [9] command."

## "Quick-Arm" Command

### [\*]+[0]

Entering [\*][0] is accepted as a valid arming code when the "Quick - Arm" feature is activated. This command is often used when individuals are required to arm the system. These individuals will not be able to disarm the system. This could be used with home visitors in the case of a residential alarm or junior employees and maintenance staff in the case of a commercial alarm. See instructions in the " [\*][6] User's Functions Command" section for activating the "Quick - Arm" feature. This feature should not be enabled if the One Time Use Code is enabled. The One Time Use Code must be used for arming before it is erased.

## Quick-Exit

### [\*]+[0] When Armed

Entering [\*] [0] when the system is fully armed will allow the user 2 minutes to exit the premises through any delay zone without altering the status of the system if the Quick-Exit feature is enabled. The Quick-Exit feature can be enabled by turning on light 1 in section [18]. After [\*] [0] is entered into an armed system, one and only one delay loop may be tripped. Any additional activity on any other active loop will cause that loop to begin its alarm sequence.

[\*] [0] for Quick-Exit on a partially armed system is not supported.

Quick Exit must not be used when auxiliary delay zones are force armed. Turn light 6 in section [17] off to ensure proper operation.

## Keypad Zones

There are three zones which can be activated from the keypad. The alarm and restoral codes for keypad zones are programmed using the [\*][8] command.

Pressing the [F] key or the [1] and [3] keys for 2 seconds activates a fire alarm. The fire alarm sounds the siren/bell in a pulsed mode and is annunciated as a memory condition. The Fire key can be turned off in section [18].

Pressing the [A] key or the [4] and [6] keys for 2 seconds activates an emergency keypad zone. If a reporting attempt is made to an alarm receiver and it is successful the PC2550 will acknowledge the transmission with a short series of beeps from the keypad.

Pressing the [P] key or the [\*] and [#] keys for 2 seconds activates the Police (or Panic) alarm. The panic alarm can be programmed for audible or silent operation (see sections [15] and [18] in "Programming Guide").

There is no light annunciation from the keypad for the last two keypad zones, however, the keypad buzzer beeps 3 times to confirm activation on any of the keypad zones.

See section [11] for alarm and restoral codes for all three keypad zones.

# PRINTER SETUP

The PC2550 with version 1.0 or higher software is capable of sending data to a local printer.

The printer must be capable of serial communication (RS-232).

The PC2550 should work with most serial printers, however the printers on the following list are strongly recommended.

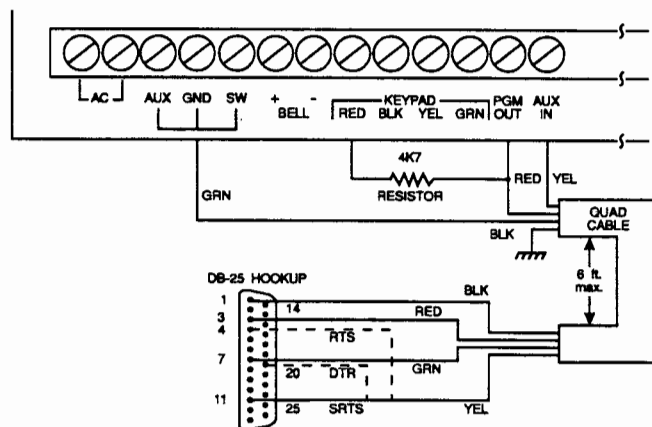
## Compatible printers:

1. Brother M-1109
2. Brother M-1809
3. Star DP 40
4. Epson EP 40
5. C - Itoh model 8510 B
6. Citizen 120-D with serial card
7. Citizen 180-D with serial card
8. Rolland DG PR 1112 with serial card
9. Panasonic KX P1091 I with serial card
10. Mannesman Tally MT81 with serial card
11. Raven 9101 with serial card

## Configuring the Printer

1. Serial interface
2. Baud rate = 1200 (other baud rates may be used but section [48] must be changed accordingly)
3. Parity = None
4. Character length = 8 bits
5. Auto linefeed = Off
6. American/Canadian character set

To hook up the printer, start by fully powering down the panel and the printer. Using A DB-25 connector, connect the printer to the panel as shown below. The maximum cable length should be 6 feet.



**Note:** If SRTS is not available turn on light 6 in section [48] and attach yellow to 4 (RTS) or to 20 (DTR).

## Programming the Panel for Use with a Printer

Section [48] in the panel must be programmed to enable the printer function. See section [48]. Power up the panel and program it as described below.

Enter the Installer's Programming section and edit the following sections. ([\*]+[8]+[Installer's Code])

Section	Printer Only	Monitored and Printer
[01]	Do not program	Program normally
[02]	Program normally	Program normally
[03]	Do not program	Program (see section [48] zone light 5)
[04]	Do not program	Program normally
[05] to [13], [50]	Program everything you wish printed	Program everything you wish printed
[14], [15]	Program normally	Program normally
[16]	Light 4 must be off	Light 4 must be off
[17] to [29]	Program normally	Program normally
[30]	Program with "0C"	Program with "0C"
[31] to [34]	Program normally	Program normally
[35]	Program all 1's	Program normally
[46], [47]	Program normally	Program normally
[48]	Printer setup	Printer setup
[49] to [53]	Program normally	Program normally

**Note:** the time of day, day, month and year must be programmed into the panel using the

[\*]+[6]+[Master Code]+[1] command as described on page 10.

Plug in the printer, insert paper and turn it on line. Your serial printer is now ready to use.

The following is a sample of a printout from the serial printer:

```
07:33 04\01\91 STAT 2 ACCN 5678
CLS ACC 1
12:57 04\01\91 STAT 1 ACCN 1234
ALR ZN 2
ALR ZN 12
13:01 04\01\91 STAT 1 ACCN 1234
RES ZN 2
RES ZN 12
18:01 04\01\91 STAT 2 ACCN 5678
OPN AFTALR
OPN ACC 1
```

**Note:**

- Station 0 is for a local only printer.
- Station 1 is telephone number 1.
- Station 2 is telephone number 2.



---

## Abbreviations

Event printouts are abbreviated. These are the abbreviations used:

<b>AC</b>	AC
<b>ACC</b>	Access
<b>ALR</b>	Alarm
<b>TLM</b>	TLM
<b>AXSUP</b>	AUX Supply
<b>BAT</b>	Battery
<b>BELL</b>	Bell
<b>CLS</b>	Closing
<b>FIRE</b>	Fire
<b>DYZN</b>	Day Zone
<b>KYPD</b>	Keypad
<b>OPN</b>	Opening
<b>TST</b>	Test
<b>TBLRES</b>	Trouble Restore
<b>TX</b>	Transmission
<b>TBL</b>	Trouble
<b>RES</b>	Restore
<b>ZN</b>	Zone
<b>STAT</b>	Station
<b>ACCN</b>	Account
<b>AUARM</b>	Auto Arm
<b>FTC</b>	FTC
<b>PAR</b>	Partial
<b>AFTALR</b>	After Alarm
<b>SYS</b>	System
<b>ABRT</b>	Abort

# DOWNLOADING

The PC2550 supports the DSC "downloading" package. See the downloading manual for details on specific capabilities.

There are several sections pertaining to the downloading feature which must be programmed.

## **Section [27] - Downloading Access Code**

A four digit code must be programmed into this section to allow access to the control panel by the downloading computer.

## **Section [28] - Panel Identification Code**

A four digit code must be programmed into this section to allow the downloading computer to identify the panel it is communicating with.

## **Section [46] - Downloading Computer Telephone Number**

If Callback is enabled, section [47] zone light [8], then this section must be programmed with the telephone number of the downloading computer.

## **Section [47] - Modem Configuration**

**Zone lights [1] to [4]** are programmed to set the number of rings the panel will look for before it answers a call from the downloading computer.

**Zone light [5]** is programmed to enable or disable the control panel for downloading. If downloading is disabled, all other programming sections relating to downloading need not be programmed.

**Zone light [6]** enables or disables user initiated callup to the downloading computer.

**Zone light [7]** enables or disables the answering machine defeat option. (Double Call)

## **Downloading and Answering Machine**

The PC2550 software provides a means to handle downloading when an answering machine is also connected to the telephone line. In section [47], if zone light 7 is off, it is assumed that there is no answering machine connected to the telephone line and the panel will capture the line after the set number of rings.

If zone light 7 is off and an answering machine is connected and it is set to answer before the panel, the panel will be unable to receive a call from a downloading computer. If the panel is set to answer before the answering machine, the answering machine will be unable to receive incoming messages.

If zone light 7 is on and the panel is called for 1 or 2 rings only and then called again within a set time of 1 to 249 seconds (set in section [49]), the panel will then answer the second call on the first ring. (Double Call)

Once the panel is connected to a downloading computer, no [\*] functions can be performed. If the [\*] key is pressed while the panel is connected to a downloading computer, the keypad buzzer will sound one long tone to indicate an error.

**Zone light [8]** is programmed to enable or disable callback. If callback is disabled, the downloading computer will have immediate access to the control panel. The disabled mode is useful if there are multiple downloading computers (at different telephone numbers). If callback is enabled the downloading computer will call, request access then hang up and wait for the control panel to call. After the control panel has called back and the downloading computer and the control panel accept each other as valid, downloading operations are enabled.

## **Section [48] - Test Transmission and/or Periodic Download Enabled**

**Zone light [7]** programs the enable or disable of test transmission.

**Zone light [8]** programs the enable or disable of periodic download.

## **Section [49] - Answering Machine Double Call Timer**

This timer sets the amount of time that can be taken between calls when using the answering machine over-ride (see section [47] light 7). Valid entries are from 1 to 249 seconds with a default of 60.

# PROGRAMMING GUIDE

## Introduction

The PC2550 is programmed by entering instructions from the panel keypad. The PC2550 memory is EEPROM and can be reprogrammed thousands of times. The EEPROM will not lose memory even on total AC and battery failure. All essential program information required to define the operation of the control panel and the communicator is stored in a section of the EEPROM which can only be accessed using the Installer's Programming Code. If the code is forgotten, the default program code can be re-inserted by using the "Hardware Reset" described on page 23, unless Installer's Lockout is enabled. See sections [90] and [91].

To begin programming the PC2550, enter [\*] [8] [2550] while the panel is disarmed. Installer's Programming can only be done while the panel is disarmed and not in alarm. The factory default Installer's Programming Code is [2550]. This default code can be changed using the Section [24] command listed below (new Installer's Code). Once the basic Installer's command is entered ([\*] [8] [2550]) the program light will start to flash. The program light will continue to flash while programming. Note that while programming, if no key entry is made for more than 2 minutes, the keypad will return to the arm-disarm mode and the complete installers command ([\*] [8] [2550]) must be entered before programming can resume.

The next step is to enter a 2 digit section entry for any of the commands described in the following pages. Note that while the keypad is waiting for the section entry the armed light is on steady. As soon as the 2 digits are entered for the section the keypad will beep 3 times, the arm light will go out and the ready light will go on. The keypad is then ready to accept data entry for the selected section.

A complete description of each programming section will be given in the remaining pages of this section. A programming work sheet summarizing all programming commands is provided in the next section of the manual. Fill out the work sheet and use it as a guide when programming.

As the required data for a programming section is entered, the hexadecimal value of the information in that location is displayed on zone lights 1-4. Most sections contain several groups of two digit entries. The keypad beeps twice and the armed light flashes after each group of two digits is entered. When the required data is completely entered for the section being programmed, the keypad will beep 5 times and the armed light will come back on to indicate that the expected data has been entered and another section can be selected for programming. After completing one section, it is not necessary to re-enter the [\*] [8] [Installers' code] portion of the command. Just enter the number of another programming section. When programming a section, it is possible to exit by pressing [#]. Only the data entered before pressing [#] will be changed in the EEPROM. Practice entering data in several sections until you become familiar with the programming commands.

Certain programming entries may require "HEX" data. That is the numbers 0 through 9 and the letters A through F (in "HEX" numbering the letters A...F represent the numbers 10...15). Where commands require "HEX" data A-F, first press [\*]. The keys 1-6 now assume the hex values A-F and the ready light begins to flash. Key 1=A, Key 2=B, Key 3=C, Key 4=D, Key 5=E and Key 6=F. Pressing the [\*] again stops the ready

light from flashing and the keys assume the normal values for the numbers from 1-9. The most common mistake in entering "HEX" data is forgetting to press [\*] again after entering the "HEX" digit to return to normal number entry.

The data for sections 15, 16, 17, 18, 19, 31, 32, 33, 34, 47, 48, 52 and 53 is entered using the keypad zone lights to indicate which functions are active and the number keys to turn functions on and off. When the section number is entered, the zone lights 1...8 will display which functions are currently on. Pressing the number key corresponding to the zone light alternately turns the function on and off. All functions can be turned off by entering [0]. When the correct selections have been made press [#] to record them in memory and to go on to program the next section.

## Binary Data Display

Zone lights 1 through 4 are used to display the binary value of the data as shown in the table below.

Value	Hex Data Entry*															
	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
Zone 1	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Zone 2	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Zone 3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Zone 4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

Light On  
 Light Off

\*See Hex Data Entry instructions below

## Reviewing Programmed Data

Enter the section you wish to review by entering the 2 digit section number. The zone LED's will represent the value (hexadecimal format) of the first digit in that section. Each press of the 'F' key will advance the display to the next digit. At the end of the section, the keypad buzzer will beep several times and return you to the program mode where another section can be selected for review or programming.

**Note: Only sections [01] through [14], [20] through [30], [35], [46], [49], [50], [54] and [55] can be reviewed using the above method.**

## [00] Binary Programming

This section is normally used upon instruction from factory technical personnel for specialized programming not covered by the standard programming instructions.

## [01] 1st Phone Number

This is the 1st telephone to which the communicator will dial. See section [35] "Transmission to 1st or 2nd Telephone Number Options". After entering the section number [01], enter the communicator telephone number the way you would dial it on a telephone. Press [#] after the last digit to complete the telephone number programming.

Enter [\* 2 \*] to dial a '\*' (Hex B)  
 Enter [\* 3 \*] for a 4 second pause (Hex C)  
 Enter [\* 4 \*] for additional dial tone search (Hex D)  
 Enter [\* 5 \*] to dial a '#' (Hex E)

The total number of digits including dial tone searches and pauses must not exceed 17. Remember to press [#] after entering the last digit of the phone number. Press [02] to program the next section, enter another section number or press [#] a second time to return to the arm/disarm mode.

## **[02] 1st Account Code**

The 1st account code is always transmitted to the 1st phone number to identify the alarm customer. After entering the Section number [02], enter a 4 digit number. If "HEX" digits A to F are required; enter [\*], [1]...[6] and [\*] again to return keys to normal decimal entry. Where a zero digit in the account code is required use "HEX A" ([\*][1][\*]) to transmit 10 pulses. The receiver at the monitoring station interprets 10 pulses for a digit as a zero. If a three digit code is required as in 3/1 formats, enter [0] as the last digit. [0] represents a null digit....no pulses transmitted.

## **[03] 2nd Phone Number**

This is the second telephone number to which the communicator will dial. See section [01] "1st Phone Number" for programming instructions.

## **[04] 2nd Account Code**

The 2nd account code is always transmitted to the 2nd phone number. See section [02] "1st Account code" for programming instructions.

## **[05]...[13] Reporting Code Explanation**

Sections [05] to [13] are used to program the communicator reporting codes. A reporting code is transmitted along with the account code with each transmission. If the reporting codes are not programmed in these sections no transmission will be sent when an event (i.e. alarm, restoral, opening/closing, trouble etc.) takes place. To prevent a transmission from being sent for any event in the following sections leave it unprogrammed or enter [00] as the reporting code.

Between 6 to 10 reporting codes are programmed in each section. Once the section number is entered, the keypad expects 6 to 10 two digit numbers to be entered for the number of reporting codes in that section. The keypad beeps twice and the armed light flashes after each 2 digit number is entered. After the last code is entered, programming of the current section is complete. The keypad will beep 5 times, the "READY" light will go off and the "ARM" light will go on. The keypad is then ready to accept the next section number for programming.

When changing the reporting codes in a section, only code entries up to the one which is being changed need to be entered. Press [#] to exit from the programming sequence. Only codes up to the last one entered will be changed.

## **[05] Alarm Reporting Codes Zones 1 to 8**

Once the Section code [05] is entered, the keypad expects 8 two digit numbers to be entered as the reporting codes for zones 1 to 8 alarms (restorals in section [06]). These codes are used by the communicator when there has been an alarm on zones 1 to 8. Listed below are several programming examples and the resulting transmission using different formats for the reporting codes. Obtaining different formats requires entering data correctly in the account code section ([02] or [04]) reporting codes sections ([05] to [13], [50], [54] and [55]) and communication format options, section ([29]).

### **3/1 Format....Single Line or Non-extended Reporting Required:**

- 3 digit account code in sections [02] or [04]  
i.e. enter [1230] for account code 123
- Format code [0], [1], [2], [3], [4] depending on receiver type selected in section [29]
- Single digit alarm reporting code in section [05]  
i.e. enter [30] for single digit code 3 (0 is null digit i.e. no pulses transmitted)

Transmission sent:

- 123 3

### **4/2 Format....Single Line Reporting Required:**

- 4 digit account code in Sections [02] or [04]  
i.e. enter [1234] for account code 1234
- Format code [0], [1], [2], [3], [4] depending on receiver type selected in section [29]
- Two digit alarm reporting code in section [05]  
i.e. enter [31] for two digit code 31

Transmission sent:

- 1234 31

### **3/1 Format....Extended Reporting Required:**

- 3 digit account code in Sections [02] or [04]  
i.e. enter [1230] for account code 123
- Format code [8], [9], [A], [B], [C] depending on receiver type selected in section [29]
- Two digit alarm reporting code in section [05]  
i.e. enter [31]

Transmission sent:

- 1st round 123 3
- 2nd round 333 1

If a transmission is not wanted for a particular reporting code, then enter 00 to disable that reporting code.

## **[06] Restoral Reporting Codes Zones 1 to 8**

These reporting codes are used by the communicator to transmit a zone alarm for zones 1 to 8. Use instructions in section [05] as a guide for programming.

## **[07] Reporting Codes for Closing (Arming) via Access Codes 1 to 8**

The reporting codes in sections [07] to [10] are used to identify "Openings and Closings" (disarming and arming of the system) by user access code.

After entering the section code [07], enter 9 two digit reporting codes. The 9 reporting codes correspond to the first 8 access codes which are programmed using the [\*][5] command and then the partial closing code in last. When the system is armed using one of the access codes, the corresponding reporting code is transmitted.

When transmitting in any of the extended formats, (see examples in section [05]), closing codes would be programmed as follows. [C1], [C2], [C3], [C4], [C5], [C6], [C7], [C8].....Where the first digit "HEX C" is one which is used to represent a closing signal (this could be another number depending on what is used at the monitoring station) the 2nd digit represents the access code which was used to arm the system.

The closing code transmission takes place after the exit delay time. Therefore if the system is armed and disarmed before the expiry of the exit time, no transmission will take place.

Remember that the 1st access code is the Master Code and that the 16th code may be the temporary or maid's code. The 16th access code can be converted to a normal code by turning light 8 off in section [15].

When the system has been armed using "Quick Arm" [\*][0] or "Auto Arm" (see [\*][6] "Keypad Commands"), the 1st reporting code (reporting code for Master Code) will be transmitted. The Master Code is required to enable or disable these functions.

When the system is armed with one or more zones bypassed (see [\*][1] command for zone bypassing), the monitoring station can be notified by programming the Partial Arm reporting in section [16]. Note that the partial closing code is sent in tandem with the regular closing code to identify it as a partial closing condition. If section [16] light 1 is on then the bypassed zones will be identified between the partial closing and the closing code by sending their alarm code transmissions.

### **[08] Reporting Codes for Closing (Arming) via Access Codes 9 to 16**

The Auto Arm Abort code is described on page 10 under Auto Arm Time of Day. see section [07] for programming information.

### **[09] Reporting Codes for Openings (Disarming) via Access Codes 1 to 8**

The 8 reporting codes correspond to the first 8 access codes which are programmed using the [\*][5] command. When the system is disarmed using one of the access codes, the corresponding reporting code in this section is transmitted. See section [07] for an example of "Opening and Closing" reporting code programming.

### **[10] Reporting Codes for Openings (Disarming) via Access Codes 9 to 16**

See section [09] for further information.

If the opening after alarm code is programmed, that code will be transmitted to the monitoring station on opening if an alarm occurred during the previous armed period. This feature is useful for installations where openings and closings are not reported normally but it is desired to have a report to the monitoring station on opening if an alarm did occur during the previous armed period. This feature allows the monitoring station to know when the user is on the premises and available to receive a report about alarms that occurred while the system was closed.

## **[11] Priority Alarms and Restorals**

These reporting codes are used by the communicator to transmit the following list of alarm and restoral conditions. Use instructions in section [05] as a guide for programming. See "Terminal Connections" section of manual for a description of the operation of the Fire Zone and the Auxiliary Input Zone. Section [30] contains options for Auxiliary Input Zone.

- Fire Zone
- Auxiliary Input Zone
- Keypad Panic Alarm [P]
- Keypad Fire Alarm [F]
- Keypad Auxiliary Alarm [A]
- Fire Zone Restoral
- Auxiliary Input Zone Restoral
- Keypad Panic Restoral [P]
- Keypad Fire Restoral [F]
- Keypad Auxiliary Restoral [A]

## **[12] Reporting Codes for Maintenance Alarms**

The reporting codes programmed in this section include the periodic test reporting code (every 1 to 99 days) and trouble conditions. The battery trouble reporting code will be sent when the battery voltage drops below 11.3 volts. This reporting code will also be sent because of a battery fuse failure. The battery is tested under load every 4 minutes. The AC failure trouble reporting code will be sent after the delay time programmed in section [20]. This prevents transmissions during temporary power failures. Auxiliary power supply trouble reporting code is sent when the auxiliary power supply fuse is blown. The bell circuit trouble reporting code is sent when the bell circuit is open or the fuse is blown. The fire zone trouble code is sent when the fire zone becomes open circuit (E.O.L. resistor is disconnected). The day zone trouble code is sent when any zone defined as a day loop (see section [14]) goes open when the system is disarmed. See [\*][2] Trouble Command for additional description of trouble codes and transmissions. The periodic test cycle time is set in section [20] and reporting time of day is set in section [23].

The reporting codes are programmed in the following order.

- Battery Trouble
- AC Trouble
- Day Zone(s) Trouble
- Bell Circuit Trouble
- Fire Zone Trouble
- Auxiliary Power Supply Trouble
- Periodic Test Transmission

## **[13] Reporting Codes for Maintenance Restorals**

See section [12] for further information.

- Battery Trouble Restoral
- AC Trouble Restoral
- Day Zone(s) Trouble Restoral
- Bell Circuit Trouble Restoral
- Fire Zone Trouble Restoral
- Auxiliary Power Supply Trouble Restoral

## [14] Zone Definition for Zones 1 to 8

As in section [5], once this section number is entered, 8 two digit numbers are required. Each 2 digit number entered describes how a zone will operate. The 8 two digit numbers entered correspond to zone definitions for zones 1 to 8.

### 1st DIGIT

0 = Slow, audible  
1 = Slow, silent  
2 = Fast, audible  
3 = Fast, silent

### 2nd DIGIT

0 = Standard delay  
1 = Instant  
2 = Interior  
3 = Home Away  
4 = 24 Hour..bell  
5 = 24 Hour..bell/buzzer  
6 = 24 Hour buzzer  
7 = Auxiliary delay  
8 = Day

**The 1st Digit** determines whether the zone will cause a silent alarm or an audible alarm and whether the zone response will be fast or slow. Slow loop response time can be programmed in section [20] and can be set from 10 ms to 990 ms. The factory default loop response time is 500 ms. If set at fast, the loop response time is 20 ms and, if set at slow, the loop response time is 500 ms or whatever time is set in section [20].

**The 2nd Digit** determines the zone type, [0] through [8] as described below.

**[0] = Standard Delay Loop** has an entry and exit delay and is normally used for entry/exit doors. The exit delay starts as soon as the panel is armed. The loop may be opened and closed during the delay time without causing an alarm. After the exit delay time has expired, opening the loop will start the entry delay timer. During the entry delay time, the keypad buzzer will sound steadily to advise the user that the system should be disarmed. If the panel is disarmed before the entry time expires, no alarm will be generated.

The default times for this type of loop are a 30 second entry delay and a 45 second exit delay. The entry and exit delays may be independently programmed in section [20] for periods from 1 second to 99 seconds. All loops programmed as type [0] will have the entry and exit delays as programmed in section [20] or the default times if section [20] is not programmed.

**[1] = Instant Loop** is normally used for door and window contacts and has the standard exit delay but is instant when opened after the exit delay expires. The exit delay will be the default time of 45 seconds or the time as established in programming section [20].

**[2] = Interior Loop** is normally used with interior motion detectors and has the standard exit delay time. The loop also has the standard entry delay time provided that a delay loop has been tripped first. If the premises are entered without coming through a "delay" entrance, and a type [2] loop is tripped, an immediate alarm will be generated.

**[3] = Home Away Loop** operates the same as the type [2] loop with the following exception. If the system is armed and the delay loop is NOT tripped during the exit delay time, the type [3] loop will be bypassed. Instead of the interior portion of an interior Home Away loop, a Home Away loop can have a delay equal to the standard entry delay when section [17], light 5 is on. This will affect all Home Away zones when they are not bypassed by [\*][1], [\*][9] arming, or by arming and not leaving the premises. If Home Away zones are automatically

bypassed or [\*][9] arming bypassed and the user then goes [\*][1], the Home Aways will then have a delay if the feature is enabled and will be a type [2] zone if not.

**[4] = 24 Hour Bell Loop** is active at all times and will create an alarm if the panel is armed or disarmed. This loop will always activate the bell/siren output.

**[5] = 24 Hour Bell/Buzzer** operates as the type [4] except the bell/siren output is activated only when the panel is armed and only the keypad buzzer is activated while the panel is disarmed.

**[6] = 24 Hour Buzzer** operates as the type [4] except only the buzzer will be activated in the armed or disarmed mode.

**[7] = Aux. Delay Loop** operates the same as the type [0] loop except the entry/exit times can be independently set in section [21]. This loop type is useful when a loop with an entry and/or exit time is required that is different from the standard times as established for type [0] zones in section [20]. If section [17], light 6 is on it will enable the system to be armed even if the aux delay loop is open (Ready Light ON). Also, the system can be armed with the aux delay loop closed and then it can be opened before the aux exit delay has expired. In both cases the aux delay loop will not become active until both the aux exit delay has expired and the loop is closed. If force arming of type [7] zones is used, quick exit must not be used.

**[8] = Day Loop** is a variation of a 24 hour circuit. It operates as a type [5] loop by ringing the bell or siren at night and the keypad buzzer during the day (2 beeps every 10 seconds; pressing any key silences keypad buzzer). However, a trouble transmission (programmed in section [12]) is sent when the system is disarmed rather than an alarm transmission (programmed in section [05]).

## [15] 1st System Option Code

The 1st system option code is set using the zone lights to indicate which options in the following list are active. Once section [15] is entered the 8 zone lights will indicate which options are active. Press the corresponding number key to turn an option on or off. Press [0] to turn all options off.

- [1]\* Light off = Communications are enabled  
Light on = Communications are disabled
- [2]\* Light off = Restorals follow zones  
Light on = Restorals sent on bell time out
- [3]\* Light off = No alarms are displayed while panel is armed  
Light on = Alarms are displayed while panel is fully armed
- [4]\* Light off = Panel dials pulse. (rotary dialing)  
Light on = Panel dials DTMF. (touch tone dialing)
- [5]\* Light off = Zones 1 to 8 use end-of-line-resistors  
Light on = Zones 1 to 8 use normally closed loops
- [6]\* Light off = Keypad panic [P], bell is silent  
Light on = Keypad panic [P], bell is audible  
(See Keypad Zones page 11)
- [7] Light off = Call 1st phone number with backup to 2nd phone number if unsuccessful for 8 attempts  
\* Light on = Becomes call 1st phone number only  
(See section [35] page 23)

**Note: Do not program backup to 2nd phone number if no 2nd phone number is programmed.**

- [8]\* Light off = 16th code becomes normal access code  
Light on = 16th code is maid's code (One Time Use code)  
(Access codes are programmed with [\*][5] command)

\* is default condition



## [16] 2nd System Option Code

Use same method of programming as used in section [15].

- [1]\* Light off = Partial closings not identified  
Light on = Partial closings identified  
(Bypassed zones will be identified with their alarm transmissions between the partial closing code and the closing code.)
  - [2]\* Light off = Master code changeable  
Light on = Master code changeable by installer only  
(See [\*]+[5] User's Programming Commands page 9)
  - [3]\* Light off = Disable bell squawk  
Light on = Enabled bell squawk upon arm or disarm  
(1 burst on Arm/2 bursts on Disarm)
  - [4]\* Light off = PC16OUT module disabled  
Light on = PC16OUT module enabled  
(Module which provides 16 voltage outputs to indicate panel conditions. See distributor for details.)
  - [5]\* Light off = TLM trouble, audible bell when armed  
Light on = TLM trouble only, armed or disarmed  
(TLM = Telephone Line Monitoring)
  - [6]\* Light off = Accepts 2300Hz (standard) handshake  
Light on = Accepts 1400Hz handshake for Radionics formats #3, 4, B and C in section [29]  
(See Radionics format description page 21).
  - [7]\* Light off = TLM enabled  
Light on = TLM disabled  
(TLM = Telephone Line Monitoring)
  - [8]\* Light off = No access code required for zone bypassing  
Light on = Use [\*]+[1]+[Access Code] for zone bypassing (shunting)
- \* is default condition

## [17] 3rd System Option Code

- [1]\* Light off = Bell squawks once every 10 seconds during Auto Arm  
Light on = Only the buzzer will sound during an Auto Arm  
(See Auto Arm, [\*]+[6]+[Master Code]+[2])
- [2]\* Light off = Acknowledge AC as a valid trouble  
Light on = AC is excluded from trouble group
- [3]\* Light off = Zones are active on power up  
Light on = 60 second bypass of zones on power up
- [4]\* Light off = Any key will abort the Auto Arm  
Light on = Auto Arm cancel requires a 4 digit access code  
(See Auto Arm, [\*]+[6]+[Master Code]+[2])
- [5]\* Light off = Home Away zones act as interior zones when active  
Light on = Home Away zones act as delay zones when active  
(See Zone Type 3, section [14], page 18)
- [6]\* Light off = Aux. delay zones arm same as other zones  
Light on = Aux. delay zones can be force armed  
(See Zone Type 7, section [14], page 18)

- [7]\* Light off = Transmission counter for swinger shutdown reset upon arming  
Light on = Transmission counter reset every 24 hours at midnight  
(See section [22])
  - [8]\* Light off = Bypass status shown when disarmed only  
Light on = Bypass status shown when armed or disarmed  
(See Zone Bypassing, page 7)
- \* is default condition

## [18] 4th System Option Code

- [1]\* Light off = Quick exit disabled  
Light on = Quick exit enabled ([\*]+[0] when armed)  
(See Quick Exit, page 11)
- [2]\* Light off = Bell responds normally  
Light on = Bell pulses always  
(Bell pulses for fire or alarm)
- [3]\* Light off = Bypassed zones not displayed when armed  
Light on = Bypassed zones displayed when armed  
(See Zone Bypassing, page 7)
- [4]\* Light off = Keypad LED's always active  
Light on = Keypad LED's turn off after 2 minutes of no key entry. Any alarm, entry delay, or keypress will reactivate LED's.

**NOTE: This feature must not be used with an LCD keypad.**

- [5]\* Light off = Partial closing transmission on Auto Arm disabled  
Light on = Partial closing transmission on Auto Arm enabled  
(See Auto Arm, [\*]+[6]+[Master Code]+[2])
  - [6]\* Light off = Keypad buzzer audible indication of panic  
Light on = Keypad no buzzer on panic alarm  
(See Keypad Zones, page 11)
  - [7]\* Light off = The [F]ire key is enabled  
Light on = The [F]ire key is disabled
  - [8]\* Light off = Disable bell shutdown  
Light on = Enable bell shutdown  
The bell will follow the swinger shutdown counter as set in section [22].
- \* is default condition

## [19] Zones 1 to 8 Bypass Mask

Use the same method of programming as used in section [15]. Using this section it is possible to control which zones the user is able to bypass using the [\*][1] command. If the zone light is on the zone can be bypassed. If the zone light is off that zone cannot be bypassed.

## [20] System Times

Once the section number is entered, 6 two digit numbers are expected to be entered. The valid range for entries in this section is 01 to 99. Hex values or 00 are not allowed. The times are entered in the following order:

- Entry delay time (in seconds)
- Exit delay time (in seconds)
- Bell cut off time (in minutes)
- Delay before AC failure trouble reporting (in minutes)
- Slow loop response time (in 10 ms increments)
- Default loop response - 500 ms
- Test transmission/periodic download cycle time (in days)

Up to a 99 minute delay may be programmed before the AC Failure reporting code is transmitted. The reporting code for AC Failure Trouble is programmed in sections [12] and [13].

The loop response time is the length of time that an alarm condition must be present on a loop before it is detected. Certain vibration detectors, shock sensors and glass break detectors require a fast response loop in order to operate. The loops to which these types of detectors are connected should be programmed as fast response loops. All other loops should be programmed as slow response loops. Loops are defined as either fast or slow response time in section [14]. The fast response time is fixed at 20 ms. The Slow Loop Response Time is programmable in increments of 10 ms. The normal entry would be 50 for a 500 ms slow response time.

A test transmission or a periodic download is sent to the monitoring station on a regular basis to confirm that the communication link to the system is intact. The test transmission/periodic download cycle time is how often (in days) the test transmission and /or periodic download is sent. The reporting code for the test transmission is programmed in section [12]. The time of day that the test transmission and/or periodic download is sent is programmed in section [23].

To enable either option, lights 7 and 8 in section [48] must be programmed. If both test transmission and periodic download are enabled, the same time will be used for both. The test transmission will transmit first and after it goes off line a periodic download will take place.

## [21] Aux. Delay Loop Times

This section requires 2 three digit entries to establish the auxiliary entry and exit delay times. Do not press the [#] key during data entry. The entry default time is 45 seconds and may be changed to anytime from '001' second to '255' seconds. The exit default time is 60 seconds and may be changed to any time from '001' second to '255' seconds.

For the aux. delay times to be effective on a loop, the loop must be set as type [7] in section [14] Zone Definitions, page 18.

## [22] Communication Variables

Once this section is entered, 2 two digit numbers are expected. Do not press the [#] key while entering data. The

first two digit number defines the number of alarm and restoral pairs per zone that the communicator will make before it shuts down for that zone. (Swinger shutdown). The system will still go into a local alarm (Bell or siren) unless section [18] light 8 is on to make the bell follow the swinger shutdown counter. The counter may be reset either when the panel is armed or on a 24 hour basis as defined in the 3rd system option code, zone light 7. The number of alarms may be programmed from '00' to '99' where '00' means the communicator will never shutdown. The fire zone cannot be shutdown, it always transmits.

The second two digit number defines the delay before transmission. This delay is for zones defined as burglary zones only. 24 hour loops or the fire loop will not be delayed. The time may be programmed from '00' to '99' seconds where '00' means no delay. If the system is disarmed before the transmission delay expires, then no transmission will take place.

## [23] System Clock Times

After the section number [23] is entered, three 4 digit numbers are expected. These numbers are the following system times:

- Automatic arming time of day (HH:MM)
- For future use (99:99)
- Test transmission time of day (HH:MM)

Times are entered using the "24 hour clock" (military time). Valid entries are 00 to 23 for HH (i.e. hours) and 00 to 59 for MM (i.e. minutes). **Note: IF INVALID TIMES ARE ENTERED FUNCTIONS WILL NOT WORK. The automatic arm function is enabled and disabled using the [\*]+[6]+[Master Code] User's Function Commands.**

**Enter a new 4 digit code in each of the following sections (24 to 28). Once the section number has been entered, only use digits 0 to 9 as code numbers. Do not press the [\*] or [#] keys.**

**If an error is made in entering a code, continue to enter the four digits then enter the section number again and re-enter the correct code. Do not press the [\*] or [#] while entering these codes.**

## [24] Installer's Code

## [25] Master Code (Access Code Number 1)

## [26] 2nd Master Code

## [27] Downloading Access Code

This 4 digit code allows the panel to confirm that it is communicating with a valid downloading computer. The factory default code is [2525].

## [28] Panel Identification Code

This 4 digit code allows the downloading computer to confirm the identity of the control panel. The factory default code is [2501]. Do not make any of these codes the same.



## [29] Communicator Format Options

This section sets the type of format which will be sent to each of the two telephone numbers programmed in sections [01] and [03]. Enter one HEX digit (i.e. when entering HEX "A" press [\*][1][\*]) for each. The number entered for each phone number is determined by the requirements of the receiver being called. Enter the format number for the "1st Telephone Number" first. It is necessary to program the format number for each telephone number even if the first phone number is the only one being used. Options are as follows.

- [0] Silent Knight/Ademco slow, 10 BPS (1400 Hz handshake) 3/1 and 4/1, 4/2 non extended format
- [1] Sescoa, Franklin, DCI, Vertex, 20 BPS (2300 Hz handshake) 3/1 and 4/1, 4/2 non extended format
- [2] Silent Knight fast, 20 BPS (1400 Hz handshake) 3/1 and 4/1, 4/2 non extended format
- [3] Radionics, (2300/1400 Hz handshake)\* 3/1, 4/2 non extended format
- [4] Radionics, (2300/1400 Hz 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 (1400 Hz handshake) 3/1 extended format
- [9] Sescoa, Franklin, DCI, Vertex, 20 BPS (2300 Hz handshake) 3/1 extended format
- [A] Silent Knight/Ademco fast, 20 BPS (1400 Hz handshake) 3/1 extended format
- [B] Radionics, (2300/1400 Hz handshake)\* 3/1 extended format
- [C] Radionics, (2300/1400 Hz handshake)\* 3/1 extended with parity format
- [D] Sescoa super speed (with identified openings/closings)
- [E] Not used
- [F] Not used

\* See section [16] light 6 for Radionics Handshake Option.

### 10 BPS and 20 BPS Formats

10 BPS is the standard slow format used on Silent Knight/Ademco receivers.

DATA=1900 Hz KISSOFF=1400 Hz SPEED=10 BAUD

20 BPS is the standard fast format used on DCI, Franklin, Sescoa and Vertex receivers.

DATA=1800 Hz KISSOFF=2300 Hz SPEED=20 BAUD

### Radionics Format

For conventional 3/1 Radionics format the communications mode should be set to either Radionics rounds [B] or Radionics parity [C]. The extended version of the Radionics format is normally used. The following guidelines have been provided to help in configuring the PC2550 for Radionics format.

1. The customer account code must be only 3 digits with a zero making up the 4th digit (i.e. program 1230 for account code 123).
2. The zone alarm reporting codes must all be single digit numerical codes with no extended 2nd round being sent. The zero in the 2nd digit of the reporting code tells the PC2550 not to send an extended round.

3. All other non-alarm reporting codes must be set up to send an extended 2nd round. The 1st digit of the reporting code is used to identify the event while the 2nd or extended digit is used to associate the event with a particular item. (i.e. A reporting code of E3 means restore zone 3. E for restore and 3 for zone 3.)

4. The following is a list of 1st digit identifiers that should be used with the Radionics format.

Restorals "E"	Example "E3" = Restore Zone 3
Openings "B"	Example "B2" = Opening by User 2
Closings "C"	Example "C4" = Closing by User 4
Troubles "F"	Example "F5" = Trouble from Source 5
Misc "D"	Example "D1" = Partial Closing

### Sescoa Super Speed Format

The Sescoa Super Speed Format must be programmed exactly as follows to function correctly.

1. The account code must be four decimal digits in length and in the range of 0001 to 3374.
  2. The reporting codes must be 2 digits in length and programmed as follows.
- |  |            |
|--|------------|
| Alarms Zones 1-8 (section [05])            | A1 to A8   |
| Restorals Zones 1-8 (section [06])         | A1 to A8   |
| All Opening Codes (sections [09] and [10]) | BA         |
| All Closing Codes (sections [07] and [08]) | CA         |
| Partial Closing (section [07])             | C1         |
| Low Battery (section [12])                 | E1         |
| Battery Restorals (section [13])           | E1         |
| AC Failure (section [12])                  | E1         |
| AC Restoral (section [13])                 | E1         |
| Bell CCT. Trouble (section [12])           | F1         |
| Bell CCT. Restoral (section [13])          | F1         |
| Troubles (sections [12] and [13])          | AA         |
| Misc Alarms (section [11])                 | (A1 to 99) |
| Test Code (section [12])                   | 1C or DC   |
| System Test Code (section [10])            | CC         |
| After Alarm Code (section [50])            | B1         |
| Auto Arm Abort Code (section [08])         | C8         |
| TLM Restoral Code (section [50])           | EE         |

## [30] Programmable Input and Output Options

Both the Auxiliary Input Zone and the Programmable Output have options which are programmed in this section. After the section number [30] is entered, enter 2 HEX digits from the following lists to program them.

### Auxiliary Input Zone (1st digit)

- [0] Printer attached to panel (see Note 1)
- [1] Silent 24 hour input
- [2] Audible 24 hour input
- [3] Momentary arming input
- [4] Forced Answer

When option [4] is selected, a high input (+12 V) will force the panel to pick up the phone line and await communications from downloading. This option is used for on-site downloading or for use with the LINKS Cellular Alarm Transmitter.

See Auxiliary Input Terminal in the "Terminal Connections" section on page 4 for details on the Auxiliary Input. When option [3] is selected, a momentary key closure between the Auxiliary Input and the Positive Auxiliary Power Supply will alternately arm and disarm the system. The reporting codes for the Auxiliary Input (sections [9] and [10]) can be used as opening and closing codes for key arming but will only be transmitted with side A openings and closings.

#### **Programmable Output (2nd digit)**

See Programmable Output Terminal in the "Terminal Connections" section on page 4 for details on connecting the "PGM OUT" terminal.

[0] LINKS support output. Select this option if a LINKS 1000 Cellular Alarm Transmitter is to be used with the panel. The PGM output terminal is used to control the LINKS 1000. The PGM output will activate the LINKS 1000 after an unsuccessful communication attempt on the regular phone line.

[1] Ground start pulse provides a 2 second ground start pulse before dialing begins to obtain the dial tone on ground start telephone equipment.

[2] Utility output ([\*], [7]) no access code

[3] Utility output ([\*], [7]) any access code

[4] Utility output ([\*], [7]) Group A access code

[5] Utility output ([\*], [7]) Group B access code

These options change the "PGM OUT" terminal to different options used with the keypad utility output [\*][7] command. See Utility Output Command in the "Keypad Command" section.

[6] Keypad buzzer follow mode. With this option the "PGM OUT" terminal switches to ground as long as the keypad buzzer is on.

[7] System status (arm/disarm) output. With this option the "PGM OUT" terminal switches to ground when the panel is armed. The switch is open when the panel is disarmed.

[8] Strobe output (latched alarm output). With this option the "PGM OUT" terminal switches to ground after an alarm and remains switched on until the system is disarmed.

[9] Failure to communicate output. With this option the "PGM OUT" terminal switches to ground if the system fails to communicate with the monitoring station after 8 attempts. The output stays switched to ground until a successful communication takes place or until trouble #5 is cleared from the keypad. This option may be used to tie two systems together. One system can then be made to report a communication failure for the other.

[A] TLM and alarm. With this option the "PGM OUT" terminal switches to ground if the system has a TLM fault and any alarm condition while fully armed. The output follows the length of 'bell time out'.

[B] Courtesy pulse. With this option the "PGM OUT" terminal switches to ground during the course of the entry and exit times. It could be used to turn on a light near the exit for the duration of the entry/exit times.

[C] Printer attached to panel (see Note 1). With this option a serial printer must be used. See "Printer Setup".

[D] 2nd line slave. With this option the "PGM OUT" terminal switches to ground after four unsuccessful attempts have been made to the phone number being dialed. The output will stay switched until the panel has hung-up. This could be used to switch the panel to a backup set of phone lines.

[E] Kissoff output. With this option the "PGM OUT" terminal switches to ground after the kissoff has been received to complete a "successful" communication to the central station. The terminal switches to ground for 2 seconds.

[F] Remote operation. With this option the "PGM OUT" terminal can be switched remotely using the DLS-1 software (version 4.0 or later).

**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.**

#### **[31] [32] [33] [34] Split Arming**

"Split Arming" feature permits a single control panel to act as two independent alarm systems, each with its own opening and closing schedules, zone assignments and authorized users.

The allowable zone and access code assignments to system A or system B are described below. Typically, zones and access codes are assigned to either Group A or Group B but the PC2550 can be programmed for zones and access codes that are common to both Group A and Group B.

The following four sections are each programmed the same as section [15].

#### **Split System Zone and Access Assignments**

[31] Group A Zone Assignment for Zones 1 to 8.

[32] Group B Zone Assignment for Zones 1 to 8.

[33] Group A Access Code Assignment for Codes 1 to 8.

**Note: Codes 9 to 16 are always assigned to Group A.**

[34] Group B Access Code Assignment for Codes 1 to 8.

**Note: Codes 9 to 16 cannot be assigned to Group B.**

#### **Common Zones**

If a zone (1 through 8 only) is assigned to both Group A and Group B then both Group A and Group B must be armed for that zone to be armed.

#### **Common Access Code**

If an access code (1 through 8 only) is assigned to Group A and Group B then that access code will arm and disarm the entire panel.

#### **Armed Status Indications**

When the panel is established as a split system, and ONE side only [Group A or B] is armed, the "armed" indicator will flash and the zone indicators for the group that has been armed will flash.

If both Group A and Group B are armed the "armed" indicator will be on steadily and the zone lights will not flash.

### Zone Bypassing Access Code

When the system is established for split arming, [\*] [1] bypassing should be set so that bypassing requires the use of an access code. (See section [16].)

### Communicator

When the PC2550 is set up for "split arming" and both Group A and Group B systems are reporting to the same telephone number with different account codes, Group A burglar alarms and restorals are programmed as [1] in section [35] to call the 1st phone number only. Light 7 in section [15] must be turned "ON".

Group B burglar alarms and restorals are programmed with a [2] in Section [35] to call the 2nd phone number only. It is necessary to program both the 1st and 2nd phone number locations with the same telephone number.

#### Notes:

#### 1. The following restrictions apply to split arming applications:

- The master code must be assigned to side A and B.
- All codes and zones must be assigned even if not used.
- Transmission delay must not be used.
- Home-away zones must not be used.

#### 2. PGM OUT Option A, Quick exit, and alarms displayed while armed will only work in a fully armed system.

### [35] Communicator Call Direction Options

Programming this section tells the dialer whether to send transmissions to the 1st or 2nd telephone number.

There are four classes of dialer call direction options.

- [0] No transmission for this group
- [1] Call 1st phone number with back up to 2nd number\*
- [2] Call 2nd phone number only
- [3] Always call both phone numbers

\* Option [1] becomes "Call 1st number only" when light [7] in section [15] is turned on. Do not program backup to 2nd phone number if no 2nd phone number is programmed.

After entering the section number, enter [0], [1], [2] or [3] for each of the following reporting code groups in the order given (total of six digits).

- Zone Group A Alarms and Restorals
- Zone 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

Where all reporting codes are to be sent to one telephone number, enter [1] for all of the above groups.

### [36] Software Reset EEPROM Memory to Factory Defaults

This section is used to reset the EEPROM memory to the original factory default values. As soon as [36] is entered the EEPROM is reset and the program is restarted as though power has just been applied.

### Hardware Reset of EEPROM Memory to Factory Defaults

If the Installer's Code is lost through inadvertent programming, the only means of reprogramming the system is via a hardware reset. If the Installer's Lockout is enabled, there is no way to reprogram the system without entering the correct Installer's Code.

Follow the sequence outlined below to reset the panel to factory default conditions.

1. Power unit down by removing both AC and battery power.
2. Using a short jumper, short pins marked "EEPROM RESET" together.
3. Power PC2550 up.
4. Wait for 10 seconds then remove shorting jumper.
5. The system will have reloaded the EEPROM with the factory default codes.

### [37] Through [45] Reserved for Future Use

### [46] Downloading Computer Telephone Number

This is the telephone number that the panel would use to call the downloading computer if the CALLBACK feature (section [47]) is enabled or if a user initiated call up is done. ([\*]+[6]+[ Master Code]+[ 9]).

### [47] Modem Configuration

This section is used to enable the Downloading function. If Downloading is enabled then the Downloading access code must be entered, (section [27]) and the Panel Identification Code must be entered. (section [28]). If Callback is enabled the downloading computer's telephone number must be entered. (section [46]).

- [1]\* Light off = 0 This section is used to set the number of rings that the panel must see before it will answer a call from the downloading computer.
- [2]\* Light off = 0  
Light on = 2
- [3] Light off = 0 The number of rings is the sum of the binary digits as represented by lights 1 through 4. e.g. Light 1 = off = 0  
\*Light on = 4  
[4] Light off = 0  
\*Light on = 8  
Light 2 = on = 2  
Light 3 = off = 0  
Light 4 = on = 8  
Sum.....= 10 rings
- [5]\* Light off = Downloading disabled  
Light on = Downloading enabled  
(See Downloading, page 14)
- [6]\* Light off = No user initiated call up  
Light on = User initiated call up enabled  
(See [\*]+[6]+[Master Code]+[9])
- [7]\* Light off = No answering machine connected  
Light on = Answering machine connected
- [8]\* Light off = Call back disabled  
Light on = Call back enabled

\*is default condition. (See "Downloading", page 14.)

## [48] Printer Configuration

- [1]\*Light off = Not 110 baud  
Light on = 110 baud selected
  - [2]\*Light off = Not 300 baud  
Light on = 300 baud selected
  - [3] Light off = Not 1200 baud  
\*Light on = 1200 baud selected
  - [4]\*Light off = Printer and normal communications  
Light on = Printer only
  - [5]\*Light off = Printer and normal communications  
Light on = See Notes
  - [6]\*Light off = Printer Yellow to PIN 11, SRTS  
Light on = Printer Yellow to PIN 4, RTS or to PIN 20, DTR
  - [7]\*Light off = Periodic test TX disabled  
Light on = Periodic test TX enabled
  - [8]\*Light off = No periodic downloading  
Light on = Periodic downloading enabled
- \*is default condition. (See "Downloading", page 14.)

### Note (1):

***IF ZONE LIGHT 5 IS ON AND ZONE LIGHT 4 IS OFF: All items whose reporting codes are programmed for telephone #1 will be communicated to the monitoring station AND printed on the printer. All items whose reporting codes are programmed for telephone #2 will NOT be communicated to the monitoring station but will be printed on the printer.***

***IF ZONE LIGHT 4 AND 5 ARE OFF: All items whose reporting codes are programmed for telephone #1 or telephone #2 will be printed on the printer and communicated to the monitoring station.***

***IF ZONE LIGHT 4 IS ON: All items whose reporting codes are programmed for telephone #1 or telephone #2 will be printed on the printer but will not be communicated to the monitoring station. In this case it is assumed that telephone lines are not connected. DO NOT disable the communicator. The 1st System Option Code, zone light [1] must be OFF. To avoid TLM trouble, program 2nd System Option Code light [7] to be ON.***

## [49] Double Call Timer

This timer sets the amount of time that can be taken between calls when using the answering machine over-ride. (See section [47] light 7 description.) Valid entries are from 1 to 249 seconds with a default of 60.

## [50] System Test Code and TLM Restoral Code

This section is programmed the same as section [05].

### System Test Code

Once a valid code is programmed into the system test code it will be sent to the central station every time that a system test is done. ([\*]+[6]+[Master Code]+[8])

### TLM Restoral Code

Once a valid code is programmed into the TLM restoral code it will be sent to the central station every time that the phone

line trouble is restored. This will also initiate transmission of all codes unsuccessfully transmitted during the phone line fault.

## [52] Access Bypass Mask (Codes 1 to 8)

Use the same method of programming as used in section [19]. In this section it is possible to control which access codes can be used to bypass zones. If the zone light is on that access code can be used to bypass. Zone light 8 in section [16] must be on to enable access bypassing with an access code.

## [53] Access Bypass Mask (Codes 9 to 16)

Use the same method of programming as used in section [52].

**Note: Zone lights 1 to 8 represent codes 9 to 16.**

## [54] TLM Trouble Reporting Code

This reporting code can be transmitted to the monitoring station through a LINKS 1000 Cellular Alarm Transmitter, when a TLM trouble occurs on the regular phone lines. Leave this section blank if there is no LINKS unit connected. See section [05] for programming reporting codes and "Trouble Display [\*]+[2]" for a description of TLM trouble.

## [55] LINKS Test Transmission Reporting Code

This reporting code is transmitted to the monitoring station through a LINKS 1000 Cellular Alarm Transmitter periodically for testing the cellular communications. The cellular test transmission occurs at the same time as the regular test transmission. The test transmission time is programmed in sections [22] and [23]. After the cellular test transmission is completed, the periodic test transmission reporting code programmed in section [15] will be transmitted through the regular phone lines.

## [90] Installer's Lockout Enable

This feature is enabled by entering [90] while in the Installer's Programming mode. A factory default (hardware or software) will not reset the Installer's Code or the download access code once this feature is enabled. A panel that has this lockout feature enabled will give a distinctive audible indication upon power up. This indication is the phone line relay clicking ten times. Make sure that your new Installer's Code has been entered correctly before enabling this feature because there is no way of re-entering the programming mode without the new Installer's Code. Even a reset to the factory default will not change the Installer's Code back to default.

## [91] Installer's Lockout Disable

Entering [91] when in the Installer's Programming mode will disable the Installer's Lockout feature.

**Note: Panels returned to DSC with the Installer's Lockout feature enabled and no other apparent problems will be subject to an additional service charge.**



# JUST FOR THE RECORD

PC2550 Version 1.2

Customer \_\_\_\_\_ County \_\_\_\_\_

Address \_\_\_\_\_

\_\_\_\_\_ Cross Street \_\_\_\_\_

Phone \_\_\_\_\_ Installation Date \_\_\_\_\_

**Contact:**

#1 Name \_\_\_\_\_ Phone \_\_\_\_\_

#2 Name \_\_\_\_\_ Phone \_\_\_\_\_

#3 Name \_\_\_\_\_ Phone \_\_\_\_\_

Control \_\_\_\_\_ Version # \_\_\_\_\_ Account # \_\_\_\_\_

Receiver Number \_\_\_\_\_ Installer's Code \_\_\_\_\_

**Zone Type**

**Protected Area**

1	_____	_____
2	_____	_____
3	_____	_____
4	_____	_____
5	_____	_____
6	_____	_____
7	_____	_____
8	_____	_____

Fire Zone \_\_\_\_\_

Entry Time \_\_\_\_\_ Exit Time \_\_\_\_\_ Bell Cut Off \_\_\_\_\_

**Keypad Zones**

[F] Key 

ON	OFF
----	-----

[A] Key 

ON	OFF
----	-----

[P] Key 

ON	OFF
----	-----

**Quick Arm**

ON	OFF
----	-----

**Quick Exit**

ON	OFF
----	-----

**Inst Lock Out**

ON	OFF
----	-----

Installer's Name \_\_\_\_\_



# PROGRAMMING WORK SHEETS

*Note: In sections [01] through [13], do not enter any data in sections that are not used.*

**[01] 1st Phone Number** Page 15

\_\_\_\_\_

- Be sure to enter [#] to end number
- Enter [0] for digit "0" in phone number

**[02] 1st Customer Account Code** Page 16

\_\_\_\_\_

- For 3 digit code enter [0] for last digit
- Enter [\*1\*] (HEX A) for digit "0" in account code  
i.e. Account code 103 would be [1]+[\*1\*]+[3]+[0].

**[03] 2nd Phone Number** Page 16

\_\_\_\_\_

**[04] 2nd Customer Account Code** Page 16

\_\_\_\_\_

**[05] Zones 1 to 8 Alarm Reporting Codes** Page 16

____ Zone 1 Alarm	____ Zone 5 Alarm
____ Zone 2 Alarm	____ Zone 6 Alarm
____ Zone 3 Alarm	____ Zone 7 Alarm
____ Zone 4 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 1 to 8 Restoral Reporting Codes** Page 16

____ Zone 1 Alarm	____ Zone 5 Alarm
____ Zone 2 Alarm	____ Zone 6 Alarm
____ Zone 3 Alarm	____ Zone 7 Alarm
____ Zone 4 Alarm	____ Zone 8 Alarm

**[07] Closing (Arming) Reporting Codes for Access Codes 1 to 8** Page 16

____ Access Code 1	____ Access Code 6
____ Access Code 2	____ Access Code 7
____ Access Code 3	____ Access Code 8
____ Access Code 4	____ Partial Closing Code
____ Access Code 5	

**[08] Closing (Arming) Reporting Codes for Access Codes 9 to 16** Page 17

____ Access Code 9	____ Access Code 14
____ Access Code 10	____ Access Code 15
____ Access Code 11	____ Access Code 16
____ Access Code 12	____ Auto Arm Abort Code
____ Access Code 13	

**[09] Opening (Disarming) Reporting Codes for Access Codes 1 to 8** Page 17

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

**[10] Opening (Disarming) Reporting Codes for Access Codes 9 to 16** Page 17

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Access Code 9	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Access Code 14
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Access Code 10	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Access Code 15
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Access Code 11	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Access Code 16
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Access Code 12	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Opening After Alarm Code
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Access Code 13	

**[11] Priority Alarms and Restorals Reporting Codes** Page 17

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Fire Zone Alarm
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Auxiliary Input Zone Alarm
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Keypad Panic Alarm [P]
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Keypad Fire Alarm [F]
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Keypad Auxiliary Alarm [A]
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Fire Zone Restoral
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Auxiliary Input Zone Restoral
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Keypad Panic Restoral [P]
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Keypad Fire Restoral [F]
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Keypad Auxiliary Restoral [A]

**[12] Maintenance Alarm Reporting Codes** Page 17

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Battery Trouble Alarm
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> AC Failure Trouble Alarm
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Day Zone(s) Trouble Alarm
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Bell Circuit Trouble Alarm
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Fire Zone Trouble Alarm
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Auxiliary Power Supply Trouble Alarm
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Periodic Test Transmission

**[13] Maintenance Alarm Restoral Codes** Page 17

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Battery Trouble Restoral
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> AC Failure Trouble Restoral
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Day Zone(s) Trouble Restoral
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Bell Circuit Trouble Restoral
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Fire Zone Trouble Restoral
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Auxiliary Power Supply Trouble Restoral



**[14] Zone Definitions for Zones 1 to 8** Page 18

*Note: When defining zones, ASSIGN DELAY ZONES FIRST to zones 1, 2, 3....then assign the other types to the remaining zones in any order desired.*

<u>Default</u>			<u>1st Digit</u>	<u>2nd Digit</u>
<input type="checkbox"/> 0   <input type="checkbox"/> 0	<input type="checkbox"/> <input type="checkbox"/>	Zone 1	0 = Slow, audible	0 = Delay
<input type="checkbox"/> 0   <input type="checkbox"/> 1	<input type="checkbox"/> <input type="checkbox"/>	Zone 2	1 = Slow, silent	1 = Instant
<input type="checkbox"/> 0   <input type="checkbox"/> 1	<input type="checkbox"/> <input type="checkbox"/>	Zone 3	2 = Fast, audible	2 = Interior
<input type="checkbox"/> 0   <input type="checkbox"/> 1	<input type="checkbox"/> <input type="checkbox"/>	Zone 4	3 = Fast, silent	3 = Home/Away
<input type="checkbox"/> 0   <input type="checkbox"/> 2	<input type="checkbox"/> <input type="checkbox"/>	Zone 5		4 = 24 hr...Bell
<input type="checkbox"/> 0   <input type="checkbox"/> 2	<input type="checkbox"/> <input type="checkbox"/>	Zone 6		5 = 24 hr...Bell/Buzzer
<input type="checkbox"/> 0   <input type="checkbox"/> 2	<input type="checkbox"/> <input type="checkbox"/>	Zone 7		6 = 24 hr...Buzzer
<input type="checkbox"/> 0   <input type="checkbox"/> 2	<input type="checkbox"/> <input type="checkbox"/>	Zone 8		7 = Auxiliary Delay
				8 = Day Zone

**[15] 1st System Option Code** Page 18

<u>Default</u>			<u>Zone Light On</u>	<u>Zone Light Off</u>
<input type="checkbox"/> Off	<input type="checkbox"/>	Zone Light 1 .....	Communication disabled	Communication enabled
<input type="checkbox"/> Off	<input type="checkbox"/>	Zone Light 2 .....	Restorals on bell timeout	Restorals on disarming
<input type="checkbox"/> Off	<input type="checkbox"/>	Zone Light 3 .....	Alarm display while armed	No alarm display/armed
<input type="checkbox"/> Off	<input type="checkbox"/>	Zone Light 4 .....	DTMF dialing	Pulse dialing
<input type="checkbox"/> Off	<input type="checkbox"/>	Zone Light 5 .....	N/C loops	EOL resistors loops
<input type="checkbox"/> Off	<input type="checkbox"/>	Zone Light 6 .....	Keypad [P]anic audible	Silent
<input type="checkbox"/> On	<input type="checkbox"/>	Zone Light 7 .....	Call 1st phone only	Back up to 2nd phone
<input type="checkbox"/> Off	<input type="checkbox"/>	Zone Light 8 .....	16th code = maid's code	Normal code

**[16] 2nd System Option Code** Page 19

<u>Default</u>			<u>Zone Light On</u>	<u>Zone Light Off</u>
<input type="checkbox"/> Off	<input type="checkbox"/>	Zone Light 1 .....	Partial Closing Identified	Not Identified
<input type="checkbox"/> Off	<input type="checkbox"/>	Zone Light 2 .....	Master code not changeable	Master code changeable
<input type="checkbox"/> Off	<input type="checkbox"/>	Zone Light 3 .....	Bell squawk enabled	Bell squawk disabled
<input type="checkbox"/> Off	<input type="checkbox"/>	Zone Light 4 .....	PC16 OUT enabled	PC16 OUT disabled
<input type="checkbox"/> Off	<input type="checkbox"/>	Zone Light 5 .....	TLM trouble only	TLM audible when armed
<input type="checkbox"/> Off	<input type="checkbox"/>	Zone Light 6 .....	1400Hz Radionics	2300Hz Radionics
<input type="checkbox"/> Off	<input type="checkbox"/>	Zone Light 7 .....	TLM disabled	TLM enabled
<input type="checkbox"/> Off	<input type="checkbox"/>	Zone Light 8 .....	Access code req'd for bypass	Access code not req'd

**[17] 3rd System Option Code** Page 19

<u>Default</u>			<u>Zone Light On</u>	<u>Zone Light Off</u>
<input type="checkbox"/> Off	<input type="checkbox"/>	Zone Light 1 .....	No bell during auto arm	Bell during auto arm
<input type="checkbox"/> Off	<input type="checkbox"/>	Zone Light 2 .....	AC excluded from trouble	AC included
<input type="checkbox"/> Off	<input type="checkbox"/>	Zone Light 3 .....	60 second shunt on power up	Zones active on power up
<input type="checkbox"/> Off	<input type="checkbox"/>	Zone Light 4 .....	Auto arm cancel req. access code	No code required
<input type="checkbox"/> Off	<input type="checkbox"/>	Zone Light 5 .....	Home Away with delay	Home Away as interior
<input type="checkbox"/> Off	<input type="checkbox"/>	Zone Light 6 .....	Force arm on aux. delay	Aux. delay normal
<input type="checkbox"/> Off	<input type="checkbox"/>	Zone Light 7 .....	TX limit to 24 hr. period	TX limit to armed period
<input type="checkbox"/> Off	<input type="checkbox"/>	Zone Light 8 .....	Show bypass status always	Show bypass status/disarmed

**[18] 4th System Option Code** Page 19

<u>Default</u>		<u>Zone Light On</u>	<u>Zone Light Off</u>	
<input type="checkbox"/> Off	<input type="checkbox"/>	Zone Light 1 .....	Quick exit enabled	Quick exit disabled
<input type="checkbox"/> Off	<input type="checkbox"/>	Zone Light 2 .....	Bell pulses always	Bell pulses upon fire only
<input type="checkbox"/> Off	<input type="checkbox"/>	Zone Light 3 .....	Show bypassed zones/armed	Bypass display normal
<input type="checkbox"/> Off	<input type="checkbox"/>	Zone Light 4 .....	2 min keypad timeout enabled	2 min keypad timeout disabled
<input type="checkbox"/> Off	<input type="checkbox"/>	Zone Light 5 .....	Partial close on auto arm	No partial close on auto arm
<input type="checkbox"/> Off	<input type="checkbox"/>	Zone Light 6 .....	Keypad [P]anic silent buzzer	Keypad [P]anic audible buzzer
<input type="checkbox"/> Off	<input type="checkbox"/>	Zone Light 7 .....	[F]ire key disabled	[F]ire key enabled
<input type="checkbox"/> Off	<input type="checkbox"/>	Zone Light 8 .....	Bell shutdown active	Bell shutdown not active

**[19] Zones 1 to 8 Bypass (Shunt) Mask** Page 19

<u>Default</u>	
<input type="checkbox"/> On	<input type="checkbox"/> Zone Light 1
<input type="checkbox"/> On	<input type="checkbox"/> Zone Light 2
<input type="checkbox"/> On	<input type="checkbox"/> Zone Light 3
<input type="checkbox"/> On	<input type="checkbox"/> Zone Light 4
<input type="checkbox"/> On	<input type="checkbox"/> Zone Light 5
<input type="checkbox"/> On	<input type="checkbox"/> Zone Light 6
<input type="checkbox"/> On	<input type="checkbox"/> Zone Light 7
<input type="checkbox"/> On	<input type="checkbox"/> Zone Light 8

**Note:**  
 If zone light is on, the zone can be bypassed using the [\*] [1] command.

**[20] System Times** Page 20

<u>Default</u>	
<input type="text" value="3"/> <input type="text" value="0"/>	<input type="checkbox"/> Entry Delay Time (in sec.)
<input type="text" value="4"/> <input type="text" value="5"/>	<input type="checkbox"/> Exit Delay Time (in sec.)
<input type="text" value="0"/> <input type="text" value="4"/>	<input type="checkbox"/> Bell Cut-off Time (in min.)
<input type="text" value="3"/> <input type="text" value="0"/>	<input type="checkbox"/> AC Failure Transmission Delay (in min.)
<input type="text" value="5"/> <input type="text" value="0"/>	<input type="checkbox"/> Normal Loop Response Time (x 10 ms)
<input type="text" value="3"/> <input type="text" value="0"/>	<input type="checkbox"/> Test Transmission/Periodic Download Cycle Time (in days)

**Notes:**  
 1. Valid entries are: 01 to 99.  
 2. Do not enter "00" - it is not a valid entry.

**[21] Auxiliary Delay Loop Times** Page 20

<u>Default</u>	
<input type="text" value="0"/> <input type="text" value="4"/> <input type="text" value="5"/>	<input type="checkbox"/> Entry Time (in sec.)
<input type="text" value="0"/> <input type="text" value="6"/> <input type="text" value="0"/>	<input type="checkbox"/> Exit Time (in sec.)

**Note:**  
 Valid entries are: 001 to 255.

**[22] Communication Variables** Page 20

<u>Default</u>	
<input type="text" value="0"/> <input type="text" value="3"/>	<input type="checkbox"/> <b>Maximum transmissions until swinger shutdown</b> Enter digits from 01 to 99 for number of transmissions per zone during the period as defined in section [17], 3rd system option code, zone light 7. "00" = Unlimited transmissions per burglary zone (Fire zone never shuts down).
<input type="text" value="0"/> <input type="text" value="0"/>	<input type="checkbox"/> <b>Delay Before Transmission (Burglary Zones only)</b> Enter digits from 00 to 99 - delay in seconds. "00" = No delay (Fire zone and 24 hr. zones always transmit without delay). Transmission delay as programmed here is for burglary zones only.

**[23] System Clock Times** Page 20Default

<input type="text" value="9"/> <input type="text" value="9"/> <input type="text" value="9"/> <input type="text" value="9"/>	<input type="text"/>	<b>Automatic Arming Time of Day</b>	Enter 4 digits from 0 to 9.
<input type="text" value="9"/> <input type="text" value="9"/> <input type="text" value="9"/> <input type="text" value="9"/>	<input type="text"/>	<b>For Future Use</b>	Do not enter [*] or [#].
<input type="text" value="9"/> <input type="text" value="9"/> <input type="text" value="9"/> <input type="text" value="9"/>	<input type="text"/>	<b>Test Transmission Time of Day</b>	

**[24] Installer's Code** Page 20Default

<input type="text" value="2"/> <input type="text" value="5"/> <input type="text" value="5"/> <input type="text" value="0"/>	<input type="text"/>		Enter 4 digits from 0 to 9.
			Do not enter [*] or [#].

**[25] Master Code** Page 20Default

<input type="text" value="1"/> <input type="text" value="2"/> <input type="text" value="3"/> <input type="text" value="4"/>	<input type="text"/>		Enter 4 digits from 0 to 9.
			Do not enter [*] or [#].

**[26] 2nd Master Code** Page 20Default

<input type="text" value="A"/> <input type="text" value="A"/> <input type="text" value="A"/> <input type="text" value="A"/>	<input type="text"/>		Can be erased by entering [*1111]
			Enter 4 digits from 0 to 9. Do not enter [*] or [#].

**[27] Downloading Access Code** Page 20Default

<input type="text" value="2"/> <input type="text" value="5"/> <input type="text" value="2"/> <input type="text" value="5"/>	<input type="text"/>		Enter 4 digits from 0 to 9.
			Do not enter [*] or [#].

**[28] PC2550 Panel Identifier Code** Page 20Default

<input type="text" value="2"/> <input type="text" value="5"/> <input type="text" value="0"/> <input type="text" value="1"/>	<input type="text"/>		Enter 4 digits from 0 to 9.
			Do not enter [*] or [#].

**[29] Communicator Format Options** Page 21Default

<input type="text" value="1"/>	<input type="text"/>	<b>1st Telephone Number</b>	It is necessary to program a format for each option.
<input type="text" value="1"/>	<input type="text"/>	<b>2nd Telephone Number</b>	

Enter one HEX digit from [0] to [D] for each phone number:

- [0] Silent Knight/Ademco slow, 10 BPS (1400 Hz handshake) 3/1 and 4/1, 4/2 non extended format
- [1] Sescoa, Franklin, DCI, Vertex, 20 BPS (2300 Hz handshake) 3/1 and 4/1, 4/2 non extended format
- [2] Silent Knight fast, 20 BPS (1400 Hz handshake) 3/1 and 4/1, 4/2 non extended format
- [3] Radionics, (2300/1400 Hz\* handshake) 3/1, 4/2 non extended format
- [4] Radionics, (2300/1400 Hz\* 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 (1400 Hz handshake) 3/1 extended format
- [9] Sescoa, Franklin, DCI, Vertex, 20 BPS (2300 Hz handshake) 3/1 extended format
- [A] Silent Knight fast, 20 BPS (1400 Hz handshake) 3/1 extended format
- [B] Radionics, (2300/1400 Hz\* handshake) 3/1 extended format
- [C] Radionics, (2300/1400 Hz\* handshake) 3/1 extended with parity format
- [D] Sescoa super speed (with identified openings/closings)

\*See section [16] for Radionics Handshake Option

**[30] Programmable Input and Output Options** Page 21

*Note: If a printer is attached to the panel, both [0] for the 1st digit and [C] for the 2nd digit must be entered.*

**Default**

- |   |   |  |  |
|---|---|--|--|
| <input type="checkbox"/> <b>Auxiliary Input Zone</b><br>(Normally open, momentary closure to "Aux +") | <input type="checkbox"/> <b>Programmable Output</b><br>(A 50 mA switch to ground.)<br><i>Note: A relay must be used to obtain more current.</i> | Enter 0, 1, 2, 3 or 4 for options below<br>[0] Printer attached<br>[1] Silent 24 hour input<br>[2] Audible 24 hour input<br>[3] Momentary key arming<br>[4] Forced answer  | 0, 1, 2, 3 or 4 are the only valid entries |
| <input type="checkbox"/> <b>Auxiliary Input Zone</b><br>(Normally open, momentary closure to "Aux +") | <input type="checkbox"/> <b>Programmable Output</b><br>(A 50 mA switch to ground.)<br><i>Note: A relay must be used to obtain more current.</i> | Enter 0 to F for options below<br>[0] LINKS support output<br>[1] Ground start pulse<br>[2] Utility output no access code<br>[3] Utility output any access code<br>[4] Utility output Group A access code<br>[5] Utility output Group B access code<br>[6] Keypad buzzer follow mode<br>[7] System status (arm/disarm) output<br>[8] Strobe output (latched alarm output)<br>[9] Failure to communicate output<br>[A] TLM and alarm<br>[B] Courtesy pulse<br>[C] Printer attached<br>[D] 2nd line slave<br>[E] Kissoff output<br>[F] Remote operation (DLS-1 version 4.0 or later) | 0 through F are the only valid entries     |

*Note: Section [31]...[34] are used for split arming or split reporting only.*

**[31] Zone Group A Assignment** Page 22**Default**

- |                                    |                          |              |
|------------------------------------|--------------------------|--------------|
| <input type="checkbox"/> <b>On</b> | <input type="checkbox"/> | Zone Light 1 |
| <input type="checkbox"/> <b>On</b> | <input type="checkbox"/> | Zone Light 2 |
| <input type="checkbox"/> <b>On</b> | <input type="checkbox"/> | Zone Light 3 |
| <input type="checkbox"/> <b>On</b> | <input type="checkbox"/> | Zone Light 4 |
| <input type="checkbox"/> <b>On</b> | <input type="checkbox"/> | Zone Light 5 |
| <input type="checkbox"/> <b>On</b> | <input type="checkbox"/> | Zone Light 6 |
| <input type="checkbox"/> <b>On</b> | <input type="checkbox"/> | Zone Light 7 |
| <input type="checkbox"/> <b>On</b> | <input type="checkbox"/> | Zone Light 8 |

*Note: If zone light is on that zone is assigned to Group A.*

*If light is on in sections [31] and [32], the zone is common to both sides and will only be armed if both sides are armed.*

**[32] Zone Group B Assignment** Page 22**Default**

- |                                    |                          |              |
|------------------------------------|--------------------------|--------------|
| <input type="checkbox"/> <b>On</b> | <input type="checkbox"/> | Zone Light 1 |
| <input type="checkbox"/> <b>On</b> | <input type="checkbox"/> | Zone Light 2 |
| <input type="checkbox"/> <b>On</b> | <input type="checkbox"/> | Zone Light 3 |
| <input type="checkbox"/> <b>On</b> | <input type="checkbox"/> | Zone Light 4 |
| <input type="checkbox"/> <b>On</b> | <input type="checkbox"/> | Zone Light 5 |
| <input type="checkbox"/> <b>On</b> | <input type="checkbox"/> | Zone Light 6 |
| <input type="checkbox"/> <b>On</b> | <input type="checkbox"/> | Zone Light 7 |
| <input type="checkbox"/> <b>On</b> | <input type="checkbox"/> | Zone Light 8 |

*Note: If zone light is on that zone is assigned to Group B.*

*If light is on in sections [31] and [32], the zone is common to both sides and will only be armed if both sides are armed.*

**[33] Access Code Group A Assignment** Page 22Default

On  Zone Light 1  
 On  Zone Light 2  
 On  Zone Light 3  
 On  Zone Light 4  
 On  Zone Light 5  
 On  Zone Light 6  
 On  Zone Light 7  
 On  Zone Light 8

*Note: If zone light is on that zone is assigned to Group A.*

*Access codes 9 through 16 are permanently assigned to Group A.*

*If zone light is on in sections [33] and [34], the code is common to both sides and will arm or disarm the entire system.*

**[34] Access Code Group B Assignment** Page 22Default

On  Zone Light 1  
 On  Zone Light 2  
 On  Zone Light 3  
 On  Zone Light 4  
 On  Zone Light 5  
 On  Zone Light 6  
 On  Zone Light 7  
 On  Zone Light 8

*Note: If zone light is on, that access code is assigned to Group B.*

*If light is on in sections [33] and [34], the code is common to both sides and will arm or disarm the entire system.*

**[35] Communicator Call Direction Options** Page 23Default

1  Zones Group A Alarms and Restorals  
 1  Zones Group B Alarms and Restorals  
 1  Access Codes Group A Openings and Closings  
 1  Access Codes Group B Openings and Closings  
 1  Priority Alarms and Restorals  
 1  Maintenance Alarms and Restorals

Enter:

[0] No transmissions for this group

[1] Call 1st phone number back up to 2nd (becomes 1st number only, when section [15] item [7] is on)

[2] Call 2nd phone number only

[3] Always call both phone numbers

**[36] Reset EEPROM Memory to Factory Defaults** Page 23**[37] Through [45] Reserved for Future Use**

**[46] Downloading Computer's Telephone Number** Page 23

This telephone number is used by the panel to call the downloading computer at the downloading computer's request for access or during a user initiated call up. **Enter [0] for digit '0' in the phone number.**

\_\_\_\_\_

**[47] Modem Configuration** Page 23

This section is used to set up the panel for downloading functions. The following table shows the On/Off patterns of zone lights 1 through 4 which are used to set the Number of Rings before the panel will answer a call from the downloading computer. The default setting is 12.

	<u>Number of Rings</u>											<u>Default</u>
	1	2	3	4	5	6	7	8	9	10	11	12
Zone Light 1	On	Off	On	Off	On	Off	On	Off	On	Off	On	Off
Zone Light 2	Off	On	On	Off	Off	On	On	Off	Off	On	On	Off
Zone Light 3	Off	Off	Off	On	On	On	On	Off	Off	Off	Off	On
Zone Light 4	Off	Off	Off	Off	Off	Off	Off	On	On	On	On	On

<u>Default</u>		<u>Zone Light On</u>	<u>Zone Light Off</u>	
<input type="checkbox"/> Off	<input type="checkbox"/>	Zone Light 1	Set light patterns for number of rings as described in the above table. Minimum number = 1 Maximum number = 15 (all lights on) At least one light must be on.	
<input type="checkbox"/> Off	<input type="checkbox"/>	Zone Light 2		
<input type="checkbox"/> On	<input type="checkbox"/>	Zone Light 3		
<input type="checkbox"/> On	<input type="checkbox"/>	Zone Light 4		
<input type="checkbox"/> Off	<input type="checkbox"/>	Zone Light 5	Downloading answer enabled	Downloading answer disabled
<input type="checkbox"/> Off	<input type="checkbox"/>	Zone Light 6	User initiated call up	No user initiated call up
<input type="checkbox"/> Off	<input type="checkbox"/>	Zone Light 7	Answering machine connected	No answering machine
<input type="checkbox"/> Off	<input type="checkbox"/>	Zone Light 8	Call back enabled	Call back disabled

**[48] Printer Configuration** Page 24

<u>Default</u>		<u>Zone Light On</u>	<u>Zone Light Off</u>
<input type="checkbox"/> Off	<input type="checkbox"/>	Zone Light 1 ..... 110 baud	Not 110 baud
<input type="checkbox"/> Off	<input type="checkbox"/>	Zone Light 2 ..... 300 baud	Not 300 baud
<input type="checkbox"/> On	<input type="checkbox"/>	Zone Light 3 ..... 1200 baud	Not 1200 baud
<input type="checkbox"/> Off	<input type="checkbox"/>	Zone Light 4 ..... Printer only	Printer and norm. communication
<input type="checkbox"/> Off	<input type="checkbox"/>	Zone Light 5 ..... See note	Printer and norm. communication
<input type="checkbox"/> Off	<input type="checkbox"/>	Zone Light 6 ..... (RTS, PIN 4) (DTR, PIN 20)	(SRTS, PIN 11)
<input type="checkbox"/> Off	<input type="checkbox"/>	Zone Light 7 ..... Test transmission enabled	Test transmission disabled
<input type="checkbox"/> Off	<input type="checkbox"/>	Zone Light 8 ..... Periodic download enabled	Periodic download disabled

**Notes: IF ZONE LIGHT 5 IS ON AND ZONE LIGHT 4 IS OFF: Reporting codes programmed for telephone #1 will be communicated to the monitoring station AND printed on the printer. Reporting codes programmed for telephone #2 will NOT be communicated to the monitoring station but will be printed on the printer.**

**IF ZONE LIGHT 4 AND 5 ARE OFF: Reporting codes programmed for telephone #1 OR telephone #2 will be printed on the printer AND communicated to the monitoring station.**

**IF ZONE LIGHT 4 IS ON AND ZONE LIGHT 5 IS OFF:** Reporting codes programmed for telephone #1 or telephone #2 will be printed on the printer but will not be communicated to the monitoring station. In this case it is assumed that telephone lines are not connected. **DO NOT** disable the communicator. The 1st System Option Code, zone light [1] must be OFF. To avoid TLM trouble, program 2nd System Option Code light [7] to be ON.

Only one zone light of zones 1, 2 and 3 may be ON for correct baud.

**[49] Answering Machine Double Call Timer (1 - 249 sec.)** Page 24

Default

**[50] System Test Code and TLM Restoral Code** Page 24

System Test Code

TLM Restoral Code

▶ Entering a valid reporting code will enable these features.

**[52] Access Bypass Mask for Codes 1 to 8** Page 24

Default

Zone Light 1

Zone Light 2

Zone Light 3

Zone Light 4

Zone Light 5

Zone Light 6

Zone Light 7

Zone Light 8

**Notes:**

*If zone light is on, code can be used to bypass.*

*If an access code is not required to bypass zones, this section is irrelevant.*

**[53] Access Bypass Mask for Codes 9 to 16** Page 24

Default

Zone Light 1

Zone Light 2

Zone Light 3

Zone Light 4

Zone Light 5

Zone Light 6

Zone Light 7

Zone Light 8

**Notes:**

*If zone light is on, code can be used to bypass.*

*If an access code is not required to bypass zones, this section is irrelevant.*

**[54] TLM Trouble Reporting Code** Page 24

*Note: For use with LINKS 1000 Cellular Alarm Transmitter only.*

TLM Trouble Reporting Code

**[55] LINKS Test Transmission Reporting Code** Page 24

*Note: For use with LINKS 1000 Cellular Alarm Transmitter only.*

LINKS Test Transmission Reporting Code

**[90] Installer's Lockout Enable** Page 24

**[91] Installer's Lockout Disable** Page 24

*Notes: See instructions and notice on page 24.*

## LIMITED WARRANTY

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Digital Security Controls Ltd. warrants that for a period of twelve months from the date of purchase, the product shall be free of defects in materials and workmanship under normal use and that in fulfillment of any breach of such warranty, Digital Security Controls Ltd. shall, at its option, repair or replace the defective equipment upon return of the equipment to its repair depot. This warranty applies only to defects in parts and workmanship and not to damage incurred in shipping or handling, or damage due to causes beyond the control of Digital Security Controls Ltd. such as lightning, excessive voltage, mechanical shock, water damage, or damage arising out of abuse, alteration or improper application of the equipment.

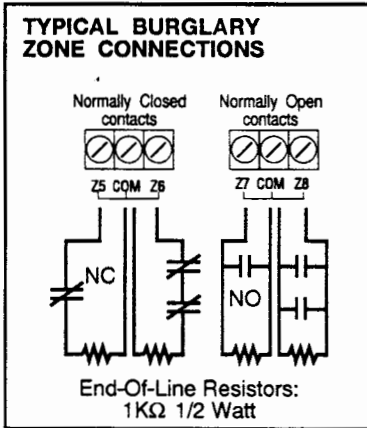
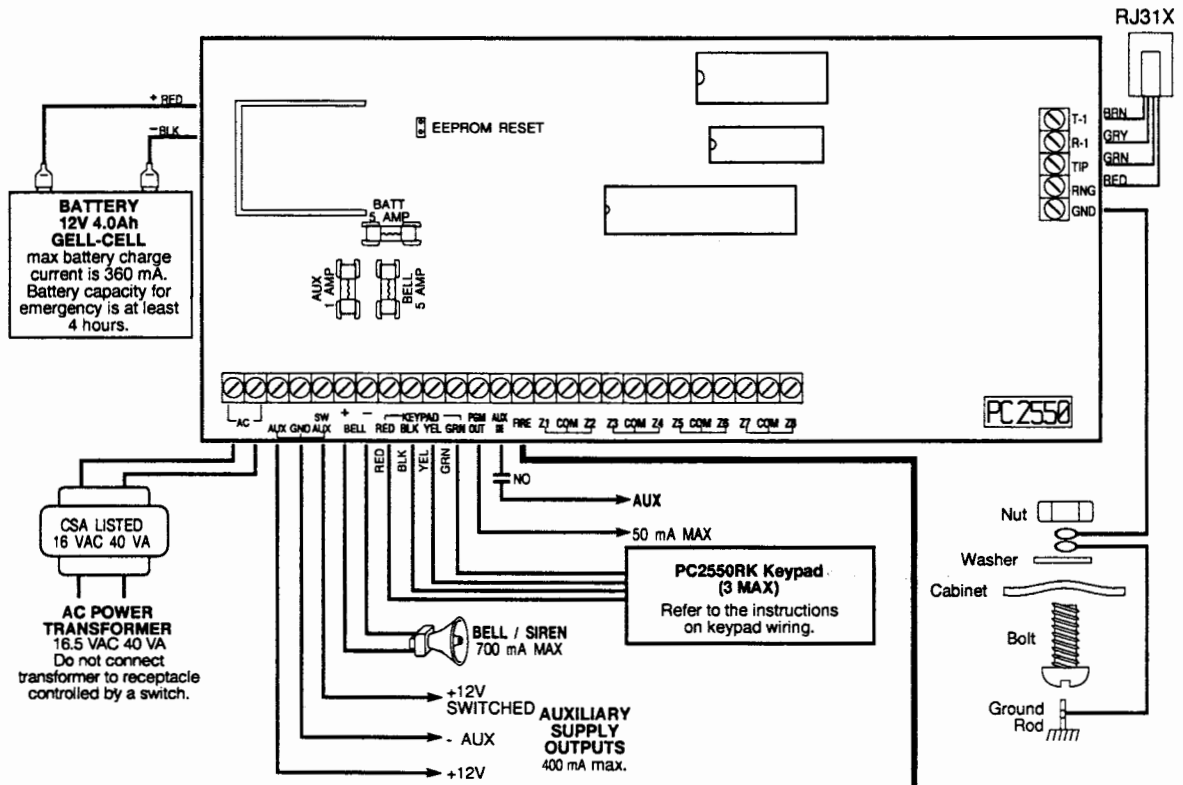
The foregoing warranty shall apply only to the original buyer, and is and shall be in lieu of any and all other warranties, whether expressed or implied and of all other obligations or liabilities on the part of Digital Security Controls Ltd. This warranty contains the entire warranty. Digital Security Controls Ltd. neither assumes, nor authorizes any other person purporting to act on its behalf to modify or to change this warranty, nor to assume for it any other warranty or liability concerning this product.

In no event shall Digital Security Controls Ltd. be liable for any direct, indirect or consequential damages, loss of anticipated profits, loss of time or any other losses incurred by the buyer in connection with the purchase, installation or operation or failure of this product.

***WARNING: Digital Security Controls Ltd. recommends that the entire system be completely tested on a regular basis. However, despite frequent testing, and due to, but not limited to, criminal tampering or electrical disruption, it is possible for this product to fail to perform as expected.***



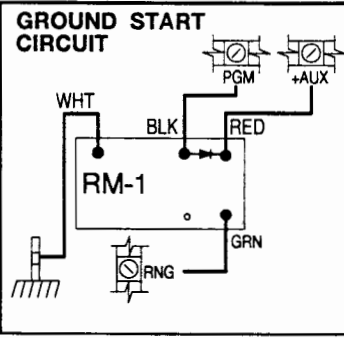
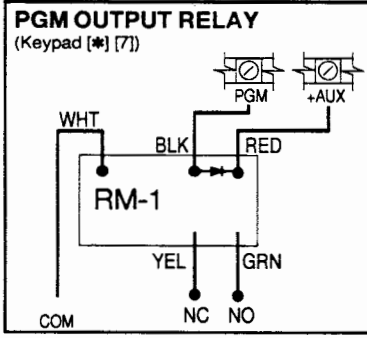
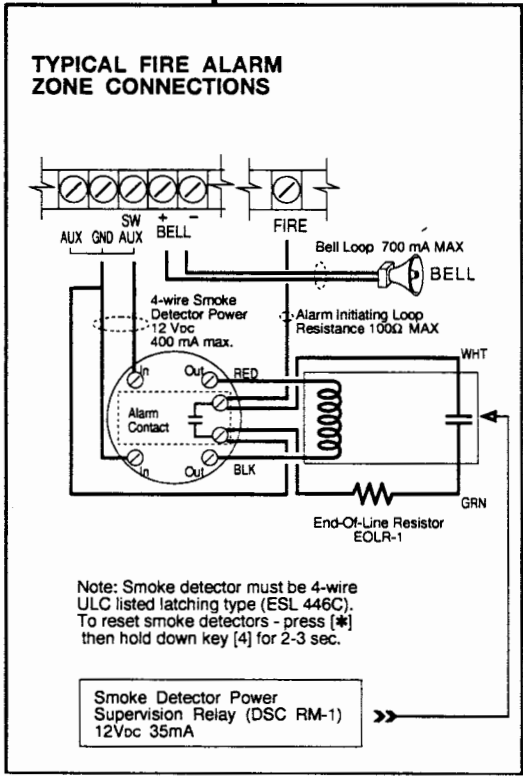
# HOOKUP DIAGRAM



Note: All voltage outputs are rated 12Vdc unregulated.

Temperature Range: 0°C-49°C (32°F-120°F)

Refer to Instruction Manual for complete operating instructions.

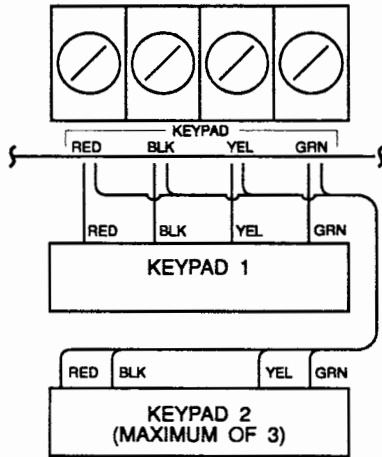


# KEYPAD AND FIRE CIRCUIT HOOKUP DIAGRAMS

## KEYPAD HOOKUP

1. Each keypad has four coloured leads: red (RED), black (BLK), yellow (YEL), and green (GRN). Connect the leads to the corresponding terminals on the panel.
2. Up to 3 keypads may be connected in parallel. DO NOT connect multiple keypads on the same loop.
3. The wiring table gives the maximum wire run for various gauges of wire. Wire run lengths are calculated on the maximum current drawn by the keypad (when all lights are ON).
4. For standby loading purposes, it is recommended that a current draw of 20 mA per keypad be used. This represents the panel in a disarmed state with two zones in alarm.

**Note: If two wires of the same gauge are paralleled, the run length can be doubled. e.g. If eight 22AWG wires (2 RED, 2 BLK, 2 YEL, 2 GRN) are run to the keypad, the run length would double from 540 feet (164.5 m) to 1080 feet (329 m).**

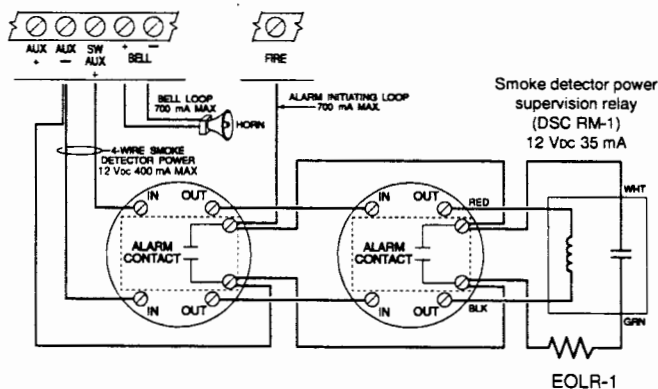


PC2550RK WIRING CHART	
Wire Gauge	Maximum Run Length - Keypad to Panel (feet/meters)
AWG24	330 / 100
AWG22	540 / 164
AWG20	850 / 259
AWG19	1000 / 305
AWG18	1360 / 414

## FIRE CIRCUIT HOOKUP

SMOKE DETECTOR POWER LOOP WIRING CHART						
Loop Current mA	Maximum wire run to EOL relay in feet/meters					
	AWG14	AWG16	AWG18	AWG19	AWG22	
50	2750/838	1740/530	1090/332	869/264	433/131	
100	1375/419	870/265	545/166	435/132	217/66	
200	690/210	435/132	270/82	217/66	108/33	
300	460/140	290/88	180/55	144/33	144/43	
400	345/105	215/65	135/41	108/33	54/16	

ALARM INITIATING LOOP WIRING CHART	
Wire Gauge	Maximum Run to End of Line Resistor (feet / meters)
AWG14	15500 / 4724
AWG16	9740 / 2968
AWG18	6120 / 1865
AWG19	4860 / 1481
AWG20	3840 / 1170
AWG21	3060 / 932
AWG22	2420 / 737



BELL LOOP WIRING CHART						
Bell Current mA	Maximum wire run to EOL resistor in feet/meters					
	AWG14	AWG16	AWG18	AWG19	AWG22	
50	2750/838	1740/530	1090/332	869/264	433/131	
100	1375/419	870/265	545/166	435/132	217/66	
200	690/210	435/132	270/82	217/66	108/33	
300	460/140	290/88	180/55	144/33	144/43	
400	345/105	215/65	135/41	108/33	54/16	
500	275/83	170/52	105/32	86/26	43/13	
600	230/70	140/43	90/27	72/22	36/11	
700	195/59	125/38	80/24	62/19	30/9	

Smoke detector must be latching type (ESL 446C).  
To reset smoke detectors, press and hold [\*][4].