SENTROL ZX300/ZX310

Expandable Security System Control

Programming Record Book

ZX300/ZX310 Programming Record Book

Subscriber Name _____

Address _____

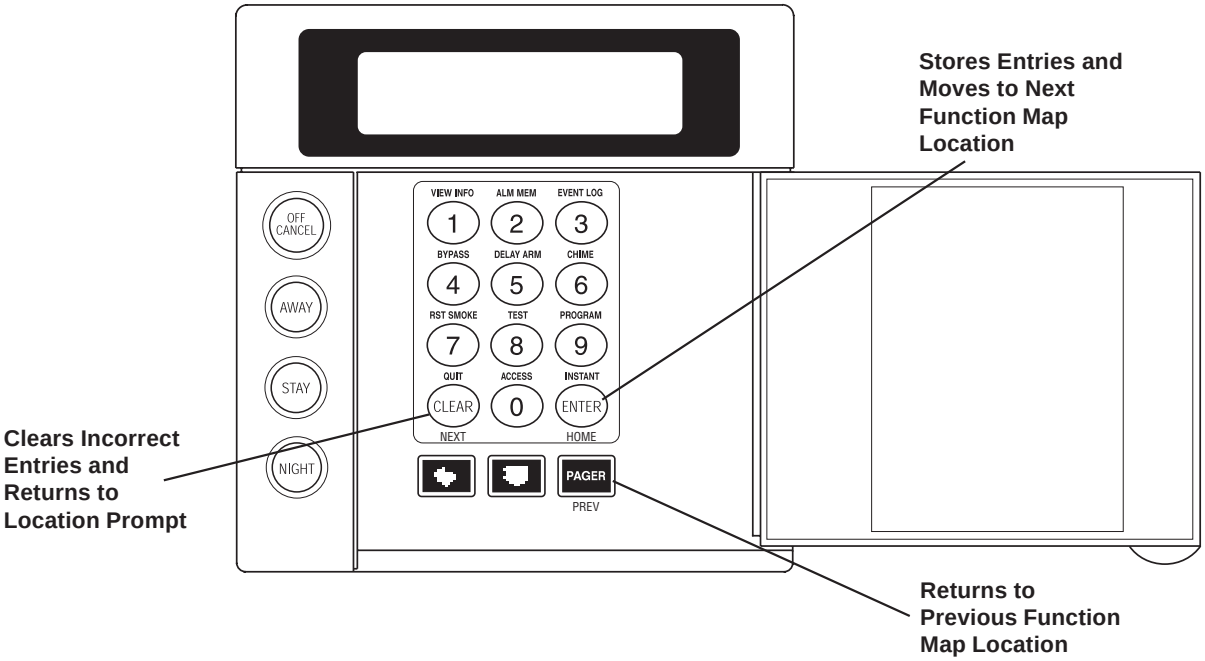
_____

Phone # _____

Control Panel Phone # _____

Account # _____

Installed By _____ Date _____



NOTE

To edit the Function Map, press the PROGRAM (9) key, enter the installer passcode, and press the '3' Key to select the Edit Function Map programming option.

When an "H" is displayed, a hexadecimal value may be programmed at that location.

SYSTEM TIMES

LOC	FEATURE	VALID RANGE & DEFAULT	NEW VALUE	DESCRIPTION
1	AWAY Exit Delay Time	0 to 255 seconds [60]		Time to exit through Delay and Follower burglar zones when the system is armed in the AWAY mode. See Programming Notes-Note 1.
2	STAY & NIGHT Exit Delay Time	0 to 255 seconds [60]		Time to exit through Delay and Follower burglar zones when the system is armed in the STAY or NIGHT mode.
3	Entry Delay Time 1	0 to 255 seconds [30]		Time allowed to enter the premises and disarm the burglar zones defined as Delay #1 before an alarm occurs. See Programming Notes - Note 3.
4	Entry Delay Time 2	0 to 255 seconds [45]		Time allowed to enter the premises and disarm the burglar zones defined as Delay #2 before an alarm occurs.
5	Fire Alarm Cutoff Time	0 to 255 minutes [0]		Amount of time the alarm bell sounds after a fire alarm or CO gas alarm has occurred. If the value is set to 0, the bell will not turn off until it is manually reset.
6	Other Alarm Cutoff Time	0 to 255 minutes [4]		Amount of time the alarm bell will sound for alarms other than fire. If the value is set to 0, the bell will ring indefinitely until it is manually reset.
7	Access Time	0 to 255 seconds [5]		Time an access device (i.e.: door strike) will remain activated when the access function is performed. If the value is set to 0, the access device will toggle between ON or OFF when activated.
8	Alarm Abort Time	0 to 255 seconds [30]		Time that a user has after a burglar, holdup, or auxiliary alarm from a zone occurs to silence the alarm before it is reported to the Central Station. See Programming Notes - Note 2.
9	AC Failure Delay	0 to 255 minutes [30]		Time that AC power is down before the condition is reported to the Central Station. If time is set with an odd number, it will be silent. If time is set with an even number, it will be audible at the keypad.
10	Burglar Audible Lockout	0 to 15 Alarms [0]		The number of times that a bell output may be activated during an armed cycle. Resets with disarm. If the value is set to 0, no audible lockout will occur.
11	Reserved	[8]		NA
12	Reserved	[0]		NA

Note: Brackets indicate the default value.

SYSTEM OPTIONS

LOC	FEATURE	VALID RANGE & DEFAULT	NEW VALUE	DESCRIPTION
13	Holdup Alarms	**0 = No keypad sounder or bell output (invisible)** 1 = Keypad sounder only 2 = Keypad sounder and bell output		Determines system operation when a Holdup alarm occurs from a zone, a center panic key on a keypad, or an RF user device.
14	Auxiliary Alarms	0 = No keypad sounder or bell output (visible) **1 = Keypad sounder only** 2 = Keypad sounder and bell output		Determines system operation when an Auxiliary alarm occurs from a zone, a right panic key on a keypad, or an RF user device.
15	Burglar Alarms	0 = No keypad sounder or bell output (visible) 1 = Keypad sounder only **2 = Keypad sounder and bell output**		Determines system operation when a burglar alarm occurs from a Burglar zone.
16	Enable Bypassing	0 = Disabled **1 = Enabled**		Enables selective bypassing of any zone that is defined as bypassable.
17	Enable Force Arming	**0 = Disabled** 1 = Enabled		Enables the system to arm regardless if all zones are secured. Faulted zones are temporarily bypassed and return to normal operation if the fault is corrected. Only zones that are defined as bypassable may be force armed. If Force Arming is enabled, then an arming from a keyswitch zone or RF Keyfob will be Force Armed if necessary.
18	Enable Double Press Arming	**0 = Disabled** 1 = Enabled		Enables quick arming by pressing AWAY, STAY, or NIGHT twice. Cannot be used with force-arming.
19	Enable Press & Hold Arming	**0 = Disabled** 1 = Enabled		Enables quick arming by pressing AWAY, STAY, or NIGHT for three seconds. This feature cannot be used with force-arming.
20	Report Openings only after Alarms	**0 = Disabled** 1 = Enabled		When enabled, opening reports are reported only if they occur after an alarm and closing reports are never reported.
21	Programming at Power-Up	**0 = Disabled** 1 = Enabled		Enables you to quickly enter programming mode upon power-up by pressing the 9 key and entering 9999 within the first 60 seconds.
22	Fire Bell	0 = Steady Tone **1 = Temporal Tone**		Determines the operation of the Bell Output during a Fire alarm.
23	Burglar Bell	**0 = Steady Tone** 1 = Pulsed Tone		Determines the operation of the Bell Output during a Burglar alarm.
24	Holdup Bell	**0 = Steady Tone** 1 = Pulsed Tone		Determines the operation of the Bell Output during a Holdup alarm.
25	Auxiliary Bell	**0 = Steady Tone** 1 = Pulsed Tone		Determines the operation of the Bell Output during an Auxiliary alarm.
26	Bell Test On AWAY Arm	**0 = Disabled** 1 = Enabled		If enabled, then the Bell Output(s) will be activated for two seconds when armed in the AWAY mode.
27	Two-hit Swinger Shunt	**0 = One alarm** 1 = Two alarms		Determines whether a burglar alarm zone is shunted after one or two alarms from the zone. After a zone is shunted, any additional alarms are reported as Swinger Troubles. The shunt is automatically cleared upon disarm or 48 hours with no alarms on any burglar zones.
28	RF Exit Time	**0 = Disabled** 1 = Enabled		Enables the suppression of Exit Time when the system is armed with an RF arming device.
29	Pager Key Enable	**0 = Disabled** 1 = Center Panic Key 2 = Right Panic Key		Allows either the center or right panic key on the keypads to call a pager instead of causing an alarm.

Note: Bold text indicates the default value.

KEYPAD OPTIONS

LOC	FEATURE	VALID RANGE & DEFAULT	NEW VALUE	DESCRIPTION
30	Keypad #1	0 = Panic Keys Disabled **1 = Panic Keys Enabled** 2 = Panic Keys Disabled with Silent Entry, Exit & Trouble 3 = Panic Keys Enabled with Silent Entry, Exit & Trouble		Defines if the panic keys are enabled at this keypad. Defines if the exit alert, the entry alert, and the trouble conditions are silent at this keypad.
31	Keypad #2	0 = Panic Keys Disabled **1 = Panic Keys Enabled** 2 = Panic Keys Disabled with Silent Entry, Exit & Trouble 3 = Panic Keys Enabled with Silent Entry, Exit & Trouble		Defines if the panic keys are enabled at this keypad. Defines if the exit alert, the entry alert, and the trouble conditions are silent at this keypad.
32	Keypad #3	0 = Panic Keys Disabled **1 = Panic Keys Enabled** 2 = Panic Keys Disabled with Silent Entry, Exit & Trouble 3 = Panic Keys Enabled with Silent Entry, Exit & Trouble		Defines if the panic keys are enabled at this keypad. Defines if the exit alert, the entry alert, and the trouble conditions are silent at this keypad.
33	Keypad #4	0 = Panic Keys Disabled **1 = Panic Keys Enabled** 2 = Panic Keys Disabled with Silent Entry, Exit & Trouble 3 = Panic Keys Enabled with Silent Entry, Exit & Trouble		Defines if the panic keys are enabled at this keypad. Defines if the exit alert, the entry alert, and the trouble conditions are silent at this keypad.

Note: Bold text indicates the default value.

ZONE DEFINITIONS

LOC	ZONE	DEFAULT	NEW VALUE	ZONE TYPE SETTINGS
34	Zone 1	[1]	_____	0 = Not Used
37	Zone 2	[3]	_____	1 = Burglar Delay 1
40	Zone 3	[3]	_____	2 = Burglar Delay 2
43	Zone 4	[1]	_____	3 = Burglar Follower
46	Zone 5	[1]	_____	4 = Burglar Instant
49	Zone 6	[1]	_____	5 = 24 Hour Fire
52	Zone 7	[1]	_____	6 = 24 Hour Verified Fire*
55	Zone 8	[1]	_____	7 = 24 Hour Holdup
58	Zone 9	[0]	_____	8 = 24 Hour Auxiliary
61	Zone 10	[0]	_____	9 = 24 Hour CO gas
64	Zone 11	[0]	_____	10 = Momentary Keyswitch (Arm AWAY/Disarm)
67	Zone 12	[0]	_____	11 = 24 Hour Critical condition Monitor (CCM, no local display, report only)
70	Zone 13	[0]	_____	
73	Zone 14	[0]	_____	
76	Zone 15	[0]	_____	* When a Verified Fire zone is activated, the control resets the switched smoke power. The loop is ignored for 30 seconds. Subsequent activation within the next 60 seconds causes an alarm.
79	Zone 16	[0]	_____	

LOC	ZONE	DEFAULT	NEW VALUE	ZONE ATTRIBUTE SETTINGS
35	Zone 1	[15]	_____	0 = Not Bypassable No Report Arm AWAY
38	Zone 2	[3]	_____	1 = Bypassable No Report Arm AWAY
41	Zone 3	[3]	_____	2 = Not Bypassable Reportable Arm AWAY
44	Zone 4	[7]	_____	3 = Bypassable Reportable Arm AWAY
47	Zone 5	[15]	_____	4 = Not Bypassable No Report Arm AWAY & STAY
50	Zone 6	[15]	_____	5 = Bypassable No Report Arm AWAY & STAY
53	Zone 7	[15]	_____	6 = Not Bypassable Reportable Arm AWAY & STAY
56	Zone 8	[15]	_____	7 = Bypassable Reportable Arm AWAY & STAY
59	Zone 9	[15]	_____	8 = Not Bypassable No Report Arm AWAY & NIGHT
62	Zone 10	[15]	_____	9 = Bypassable No Report Arm AWAY & NIGHT
65	Zone 11	[15]	_____	10 = Not Bypassable Reportable Arm AWAY & NIGHT
68	Zone 12	[15]	_____	11 = Bypassable Reportable Arm AWAY & NIGHT
71	Zone 13	[15]	_____	12 = Not Bypassable No Report Arm AWAY, STAY & NIGHT
74	Zone 14	[15]	_____	13 = Bypassable No Report Arm AWAY, STAY & NIGHT
77	Zone 15	[15]	_____	14 = Not Bypassable Reportable Arm AWAY, STAY & NIGHT
80	Zone 16	[15]	_____	15 = Bypassable Reportable Arm AWAY, STAY & NIGHT
				Note: All zones may be programmed as Bypassable. If a 24-hour zone is bypassable and is bypassed, an audible trouble condition displays. The condition remains visible until the zone is unbypassed. If a violated 24-hour zone is unbypassed, an audible trouble condition displays.

LOC	ZONE	DEFAULT	NEW VALUE	ZONE SUPERVISION SETTINGS
36	Zone 1	[2]	_____	0 = Alarm on Open - No Trouble
39	Zone 2	[2]	_____	1 = Alarm on Short - No Trouble
42	Zone 3	[2]	_____	2 = Alarm on Open or Short - No Trouble
45	Zone 4	[2]	_____	3 = Trouble on Open or Short
48	Zone 5	[2]	_____	4 = Alarm on Open - Trouble on Short
51	Zone 6	[2]	_____	5 = Alarm on Short - Trouble on Open
54	Zone 7	[2]	_____	6 = Alarm on Open or Short - Trouble on Open Disarmed (Burglar Only)
57	Zone 8	[2]	_____	7 = Wireless Zone
60	Zone 9	[7]	_____	8 = 2-wire smoke
63	Zone 10	[7]	_____	
66	Zone 11	[7]	_____	
69	Zone 12	[7]	_____	**Note:** 2-wire smoke may only be used for Zone 8 (LOC 57). It switches Zone 8 to the 2WS terminal and forces the Zone Type for Zone 8 (LOC 55) to be fire or verified fire. Zone 8 acts like Alarm on Short-Trouble on Open.
72	Zone 13	[7]	_____	
75	Zone 14	[7]	_____	
78	Zone 15	[7]	_____	
81	Zone 16	[7]	_____	

USER AUTHORITY LEVELS

The ZX300/ZX310 allows for nine users, with each user assigned a four-digit passcode. The passcodes may be programmed as described in the *Installation and Programming Manual*. Users 1 through 8 are also assigned an authority level that determines the operations the user can perform at the control station. The following table lists the five different authority levels and the capabilities that are assigned to each level. User 9 is always the installer passcode. It does not have a programmable authority level. The capabilities of the installer passcode are also listed.

CAPABILITIES	AUTHORITY LEVEL					
	0 Disabled	1 Master	2 Duress	3 Maid	4 User on Premise	Installer (User 9)
Access from Keypad		•		•		•
Chime Enable/Disable		•		•	•	•
Arm (AWAY, STAY, NIGHT)		•		•	•	•
Change Arming Level		•		•	•	•
View Alarm Memory		•		•	•	•
Silence/Cancel Alarm		•				
Silence Trouble		•		•	•	•
Disarm		•				
Reset Smoke Power		•		•	•	•
Bypass Zones		•			•	•
Force-Arm		•		•	•	•
Walk Test		•				•
Communication Test		•				•
Bell Test		•				•
Battery Test		•				•
Keypad Test		•				•
RF Signal Strength Test		•				•
Program Function Map						•
Default Function Map						•
Adjust Hours Until Next Auto Comm Test						•
Program User Codes		•				•
Disarm if Armed by a Level 3 or Installer Passcode				•		•
Silence/Cancel Alarm if not Armed or if Armed by a Level 3 User or Installer passcode, otherwise Silence Bell without Disarm				•		•
Access from Keypad with User on Premises Report					•	
Silence/Cancel Alarm with User on Premises Report					•	
Disarm with User on Premises Report					•✚	
Program RF Data						•
Access from Keypad with Duress			•			
Arm (AWAY, STAY, NIGHT) with Duress			•			
Change Arming Level with Duress			•			
Force-Arm with Duress			•			
Silence/Cance Alarm with Duress			•			
Disarm with Duress			•✚			

✚ The OFF CANCEL key followed by a Duress or User On Premises passcode will always provide a “Duress” or “User On Premises” report regardless of whether the system was armed.

USER PASSCODES AND AUTHORITY LEVELS

	Code		Authority Level		
FEATURE	DEFAULT	NEW VALUE	LOC	DEFAULT	NEW VALUE
User 01	1234	_____	82	1	_____
User 02	0000	_____	83	1	_____
User 03	0000	_____	84	1	_____
User 04	0000	_____	85	1	_____
User 05	0000	_____	86	1	_____
User 06	0000	_____	87	1	_____
User 07	0000	_____	88	1	_____
User 08	0000	_____	89	1	_____
User 09	9632	_____	--	--	Installer

PROGRAMMABLE OUTPUTS

The programmable outputs will be activated according to the Output Condition listed.

LOC	OUTPUT	DEFAULT & OUTPUT CONDITION		NEW VALUE
	Control			
90	PGO1	[10]	Violation	
	ODM			
91	Output 01	[6]	Burglar Alarm Indicator	
92	Output 02	[1]	Fire Alarm Indicator	
93	Output 03	[7]	Holdup Alarm Indicator	
94	Output 04	[8]	Auxiliary Alarm Indicator	
95	Output 05	[12]	Armed	
96	Output 06	[14]	Chime	
97	Output 07	[11]	Ready	
98	Output 08	[13]	Trouble	
99	Output 09	[15]	Lamp Trigger	
100	Output 10	[17]	Access	

PROGRAMMABLE OUTPUTS

Unless otherwise specified, the output will go ON STEADY for the following conditions:

CONDITION NUMBER	OUTPUT CONDITION	OUTPUT BECOMES ACTIVE WHEN:
0	Not Used	The output is not used.
1	Fire Alarm Indicator	A Fire zone is in alarm or the left panic key on a keypad has been pressed.
2	Duress	When a duress passcode is used, the Duress output goes ON. It stays ON until the CLEAR key is pressed and held for 3 seconds. To prevent accident, the BELL TEST on AWAY arm is disabled while the duress is active.
3	Low Battery	The battery voltage has dropped below 11.3V
4	Failed to Communicate	All dial attempts have failed.
5	Telco Line Fault	A Telco Line Fault trouble condition occurs.
6	Burglar Alarm Indicator	A zone defined as Burglar is in alarm.
7	Holdup Alarm Indicator	A zone defined as Holdup is in alarm, the center panic key on a keypad has been pressed, or an RF user device has been activated.
8	Auxiliary Alarm Indicator	A zone defined as Auxiliary is in alarm, the right panic key on a keypad has been pressed, or an RF user device has been activated.
9	Bell Output Trigger	A Fire Alarm, CO Alarm, Burglar Alarm, Holdup Alarm, or Auxiliary Alarm may activate the Bell Output. Each alarm type is programmable for its Bell Output operation (see System Options). If more than one alarm type is active at the same time, the Bell Output will annunciate the highest priority alarm. The priority order is Fire, CO, Auxiliary, Burglar, and Holdup.
10	Violation	A Fire, CO, Burglar, Auxiliary or Holdup Alarm is active.
11	Ready	All zones have been secured and the alarm system is ready to be turned ON (armed).
12	Armed	The alarm system has been turned ON (armed).
13	Trouble	A system Trouble condition is present. (See Installation/Programming Manual).
14	Chime	A disarmed perimeter (Arm on STAY and Arm on NIGHT) burglar zone is violated and Chime is enabled.
15	Lamp Trigger	If activated, the output will go ON steady during exit time and entry time and will stay on five (5) minutes after the entry time has expired or five (5) minutes after disarm, whichever is shortest.
16	RF Annunciator	The output will pulse once for an RF keyfob disarm, twice for a successful RF keyfob arm, and three times for a failed RF keyfob arm.
17	Access Output	Activated from the access operation.
18	CO Detected	A zone defined as 24-hour CO gas is in alarm.

COMMUNICATOR OPTIONS

LOC	FEATURE	VALID RANGE & DEFAULT	NEW VALUE	DESCRIPTION
101	Enable Communicator	0 = Disabled **1 = Enabled** 2 = Enabled with Line Monitor 3 = Enabled with Silent Line Monitor		Used to enable the control digital communicator for event reporting. If it is disabled, then the remaining items in this section shall be ignored and an existing Comm Failure trouble condition will be cleared. If Telco Line Monitoring is enabled, then it will be performed. If it is disabled, an existing Telco Line Fault trouble condition will be cleared.
102	Days Between Comm Test	0 to 255 days **(1 day)**		Sets the time intervals in days for the auto communicator test. A setting of 0 disables Automatic Comm Test Reporting. Hours Until Next Comm Test may be manually adjusted (see Installation/Programming Manual).
103	Time Between Calls	0 to 255 seconds **(5 seconds)**		Time in seconds between a failed dial attempt to a Central Station and the next dial attempt.
104	CS1 Trans Format	0 = SIA **1 = Contact ID**		Sets the transmission format used by the communicator to dial the Central Station1/Central Station 2 telephone number.
105	CS2 Trans Format	0 = SIA **1 = Contact ID**		
106	Dialer Type	0 = US Rotary 1 = Foreign Rotary **2 = Touchtone** 3 = Touchtone with Call Waiting Disabled		Sets the type of dialing. US Rotary = 60/40 make/break ratio pulses. Foreign Rotary = 67/33 make/break ratio pulses. Touchtone = DTMF tones. Touchtone with Call Waiting Disabled = Disables call waiting prior to dialing a telephone number with DTMF.
107	CS1 Dial Attempts	1 to 15 attempts **(8 attempts)**		Maximum number of dial attempts when the communicator dials Central Station 1 telephone number.
108	CS2 Dial Attempts	1 to 15 attempts **(8 attempts)**		Maximum number of dial attempts when the communicator dials Central Station 2 telephone number.
109	Pager Dial Attempts	1 to 15 attempts **(1 attempt)**		Maximum number of dial attempts when the communicator dials the Pager phone number.
110	Pager Delay Time	0 to 255 seconds **(15 seconds)**		Time in seconds that the communicator waits after dialing before blindly sending the pager message.
111	On-Hook Time	1 to 15 seconds **(5 seconds)**		Before the communicator dials a phone number, it seizes the phone line and goes off-hook for two seconds. It will then go back on-hook for the On-Hook Time to disconnect an existing phone connection. The communicator will then go back off-hook for the Off-Hook Time to acquire dial tone before dialing.
112	Off-Hook Time	1 to 15 seconds **(3 seconds)**		

Note: Bold text indicates the default value.

Receiver Compatibility Table

RECEIVERS	TRANSMISSION FORMAT
Ademco 685	Contact ID
FBI CP220	Contact ID
Osborne-Hoffman (Quick Alert)	Contact ID, SIA
Sur-Gard MLR2-DG	Contact ID, SIA
Silent Knight 9000	SIA

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

EVENT REPORTING PHONES

LOC	FEATURE	VALID RANGE & DEFAULT	NEW VALUE	DESCRIPTION
113	Alarm/Restore Phone #	0 to 11 (see Phone Directors Table) [3]		Directs which telephone number(s) to report all Alarms, Duress, Exit Alarm, Recent Closing, Burglar Alarm Cancelled, Alarm Restorals and Swinger Troubles/Restorals.
114	Bypass/Restore Phone #	0 to 11 (see Phone Directors Table) [0]		Directs which telephone number(s) to report Zone Bypasses and Restorals.
115	Open/Close Phone #	0 to 11 (see Phone Directors Table) [0]		Directs which telephone number(s) to report Openings and Closings.
116	Zone Trouble/Restore Phone #	0 to 11 (see Phone Directors Table) [0]		Directs which telephone number(s) to report Zone Troubles and Restorals (including Zone Trouble, Zone Missing, RF Point Not Reporting, Smoke Trouble, RF Sensor Tamper, RF Point Low Battery).
117	System Trouble 1/ Restore Phone #	0 to 11 (see Phone Directors Table) [0]		Directs which telephone number(s) to report AC Failure/ Restore, Panel Low Battery/Restore, Bell Fault/Restore, and Failed to communicate Restore.
118	System Trouble 2/ Restore Phone #	0 to 11 (see Phone Directors Table) [0]		Directs which telephone number(s) to report Walk Test Begin/ End, Keypad Missing/Restore, RF Jamming, RF Channel Clear, RF User Device Low Battery, and Memory Error.
119	System Phone #	0 to 11 (see Phone Directors Table) [0]		Directs which telephone number(s) to report User on Premises, Remote Program End/Aborted, Communicator Tests, and Installer ON/OFF Premises.

Note: Brackets indicate the default value.

Phone Directors Table

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

ACCOUNT NUMBERS

LOC	ACCOUNT	VALID RANGE	NEW VALUE	DESCRIPTION
120 - 125	Number 1	6 hex digits 000000 - FFFFFF		Account number used when dialing the CS1 telephone number or a pager. Locations 124 and 125 are not used with Contact ID or a pager.
126 - 131	Number 2	6 hex digits 000000 - FFFFFF		Account number used when dialing the CS2 telephone number. Locations 130 and 131 are not used with Contact ID.

TELEPHONE NUMBERS

Event reporting assignments for each telephone number are programmed in Event Reporting Phones. The assignment of telephone dialing options are programmed in Communicator Options.

Events are reported to the Central Station in either Contact ID or SIA format. With Contact ID, the first four digits of the appropriate Account Number are sent along with a report code from the Contact ID report table. With SIA, all six digits of the appropriate account number are sent along with a report code from the SIA report table. See the *Installation/Programming Guide*.

When an event is sent to a pager, the pager phone number is dialed and the communicator waits the Pager Delay Time before blindly sending the pager message. See Communicator Options. The pager message consists of up to 16 digits from the Pager Header Message followed by a two digit code from the Pager Event Table. If the Pager Header Message is not needed, use an 'F' for the first digit and the first four digits of Account number 1 are used in its place. If the source of the event is a zone or a user, then two additional digits identifying the source are also sent.

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

The Pager option is perfect for the parent who works late and wants to know if their child arrived home safely. By assigning the child a passcode with the User On Premise authority level, the parent is paged when the child disarms the system.

Note: The pager event table is also available on a wallet card.

LOC	FEATURE	DEFAULT	NEW VALUE	DESCRIPTION
132 - 151	Central Station 1 Telephone Number	all Fs		20 hex digits
152 - 171	Central Station 2 Telephone Number	all Fs		20 hex digits
172 - 191	Pager Telephone Number	all Fs		20 hex digits
192 - 211	Reserved	all Fs		20 hex digits
212 - 227	Pager Header Message	all Fs		16 hex digits

Dialed Digits Allowed

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

PAGER EVENT TABLE

2-DIGIT CODE	EVENT DESCRIPTION	2-DIGIT CODE	EVENT DESCRIPTION
11	Fire Alarm	37	Central Station Comm Restore
13	Burglar Alarm, Swinger Trouble	41	Arm
14	Holdup Alarm	44	Recent Closing
15	Duress	45	Disarm
16	Auxiliary Alarm	46	Burglar Alarm Canceled
17	CCM Alarm	52	User On Premises
18	Exit Alarm	61	Comm Test
19	CO Detected	62	Comm Test (Not Normal)
21	Zone Trouble	63	Installer on Premises
22	Testing	64	End Remote Programming, Installer Off Premises
23	Zone Bypassed	65	Remote Programming Failure
25	System Trouble	66	Call Home (Panic Key)
26	AC Power Failure		
31	Alarm Restore, Swinger Trouble Restore		
32	Zone Trouble Restore		
33	Zone Unbypassed		
35	System Trouble Restore		
36	AC Power Restore		

Note 1: Restarting Exit Time

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

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

The exit time will also be restarted if it expires and a Perimeter (arm in STAY mode and arm in NIGHT mode) Burglar zone has not been violated during the exit time (i.e.nobody went out the door).

Note 2: Alarm Abort Time

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

If the Alarm Abort Time is not zero and the alarm is silenced before the Alarm Abort Time expires, then no Alarm events are logged to be reported.

If the Alarm Abort Time is zero or if the Alarm Abort Time expires before the alarm is silenced with a disarm, then the Alarm event(s) is logged to be reported. If the alarm is a Burglar Alarm and the alarm is silenced with a disarm before the Bell Cutoff Timer expires, then a “Burglar Alarm Canceled” event is logged to be reported.

If an alarm is in Alarm Abort Time, then when the OFF CANCEL key is pressed on a Control Station, all alarms are muted until the Alarm Abort Time expires. While an alarm is muted, the Control Stations do not produce the alarm tone for the alarm and the Bell Output(s) are silent. The muting of an alarm does not affect the operation of programmed outputs. If the Alarm Abort Time expires without the alarm being silenced, then the Control Stations resume the alarm tone and the Bell Output(s) reactivate. The Alarm Cutoff Timer(s) continue to count while the alarm is muted.

Note 3: Entry Delay Times

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

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