

# FA100C-1 PROGRAMMING FORM

## PROGRAMMED VALUES

M. Leuck

[ ] = Default Value

### FIELD FUNCTION

#### SYSTEM ARMING (\*20-\*23)

- \*20 MASTER SECURITY CODE
- \*21 QUICK ARM ENABLE
- \*22 KEYSWITCH ENABLE
- \*23 FORCED BYPASS ENABLE

Enter 4 digits, 0-9 [4] [1] [1] [0]  
 †      
 †  [0 = no]; 1 = yes  
 †  [0 = no]; 1 = yes  
 †  [0 = no]; 1 = yes

#### ZONE RESPONSE PROGRAMMING (\*30-\*39)

- \*30 ALARM BELL TIMEOUT
- \*31 ZONE 1 RESPONSE TYPE
- \*32 ZONE 2 RESPONSE TYPE
- \*33 ZONE 3 RESPONSE TYPE
- \*34 ZONE 4 RESPONSE TYPE
- \*35 ZONE 5 RESPONSE TYPE
- \*36 ZONE 6 RESPONSE TYPE
- \*37 ZONE 7 RESPONSE TYPE
- \*38 ENTRY DELAY
- \*39 ZONE 3 RESPONSE TO OPEN

0 = none; [1 = 4 min; 2 = 8 min; 3 = 12 min];  
 †  [1]  
 †   [4]  
 †   [3]  
 †   [3]  
 †   [9]  
 †   [7]  
 †   [7]  
 †   [7]  
 †  0 = 0 sec; 1 = 20 sec; [2 = 30 sec]; 3 = 45 sec;  
 EXIT Delay = ENTRY Delay + 15 sec  
 †  [0 = 400 ms nominal]; 1 = 10 ms nominal

**ZONE TYPES FOR PROGRAMMING FIELDS \*31-37**

0 = Zone Disabled (or Undefined)	5 = TROUBLE BY DAY/
1 = ENTRY/EXIT, Burglary	ALARM BY NIGHT, Burglary
2 = FIRE with timeout	6 = 24 Hr (Silent)
(Fields *35 & *37 only)	7 = 24 Hr (Audible)
3 = PERIMETER, Burglary	8 = 24 Hr (Auxiliary)
4 = INTERIOR/FOLLOWER, Burglary	9 = FIRE without timeout
	(Fields *35 & *37 only)

Console Panic: Key B or \* & #. Only zone types 0, 2, [6], 7, 8, 9 applicable.

#### DIALER PROGRAMMING (\*40-\*47)

- \*40 PABX ACCESS CODE
- \*41 PRIMARY PHONE No.
- \*42 SECONDARY PHONE No.
- \*43 SUBSCRIBER ACCT No.

Enter up to 4 digits.  
 If fewer than 4 digits entered, exit by pressing \* (and press 41, if entering next field.) To clear entries from field, press \*40\*.  
 Enter up to 12 digits, 0-9.  
 Do not fill unused spaces. If fewer than 12 digits entered, exit by pressing \* (and press 42, if entering next field.)  
 To clear entries from field, press \*41\*.  
 Enter up to 12 digits, 0-9.  
 Do not fill unused spaces. If fewer than 12 digits entered, exit by pressing \* (and press 43, if entering next field.)  
 To clear entries from field, press \*42\*.  
 Enter 0-9; #+11 for B; #+12 for C; #+13 for D;  
 #+14 for E; [#+15 for F]. Enter \* as 4th digit, if 3+1 dialer reporting is to be used.  
 If only 3 digits used, exit by pressing \* (and press next field). To clear entries from field, press \*43\*.  
 Examples: For Acct No. 1234, enter:      
 For Acct No. B234, enter:      
 For Acct No. 123, enter:      
 Enter \* as the 4th digit of \*43 if 3+1 dialer reporting is to be used.

#### \*44 REPORT FORMAT

[0 = 3+1, 4+1 ADEMCO L/S STANDARD]      6 or undefined = 4+2 ADEMCO EXPRESS  
 1 = 3+1, 4+1 RADIONICS STANDARD      8 = 3+1, 4+1 ADEMCO L/S EXPANDED  
 2 = 4+2 ADEMCO L/S STANDARD      9 = 3+1, 4+1 RADIONICS EXPANDED  
 3 = 4+2 RADIONICS STANDARD

- \*45 PHONE SYSTEM SELECT
- \*46 FUTURE USE
- \*47 15 SEC DIALER DELAY (BURG)

†  If Cent. Sta. IS NOT on a WATS line: [0 = Pulse Dial]; 1 = Tone Dial  
 If Cent. Sta. IS on a WATS line: 2 = Pulse Dial; 3 = Tone Dial  
 †  Enter 0.  
 †  [0 = no]; 1 = yes

† Entry of a number other than one specified will give unpredictable results

## ALARM REPORT CODES (\*51-\*59)

### TO PROGRAM ALARM, SYSTEM STATUS, AND RESTORE REPORT CODES (\*51-\*74):

**With a 3+1 or 4+1 Standard Format:** Enter a code in the *first* box: 1-9, 0, B, C, D, E, or F. Enter "#+10" for 0, "#+11" for B, "#+12" for C, "#+13" for D, "#+14" for E, "#+15" for F.

A "0" (not "#+10") in the *first* box will disable a report.

A "0" (not "#+10") in the *second* box will result in automatic advance to the next field when programming.

**With an Expanded or 4+2 Format:** Enter codes in *both* boxes (1st and 2nd digits) for 1-9, 0, or B-F, as described above.

A "0" (not "#+10") in the *second* box will eliminate the expanded message for that report

A "0" (not "#+10") in *both* boxes will disable the report

Examples: For Code **3** (Single Digit), enter:

3	0
---	---

For Code **32** (Two Digits), enter:

3	2
---	---

For Code **B2** (Hexadecimal), enter:

#+11	2
------	---

- |     |                                   |   |   |   |
|-----|-----------------------------------|---|---|---|
| *51 | ZONE 1 ALARM REPORT CODE          | <table border="1"><tr><td>3</td><td>1</td></tr></table> | 3 | 1 |
| 3   | 1                                 |   |   |   |
| *52 | ZONE 2 ALARM REPORT CODE          | <table border="1"><tr><td>3</td><td>2</td></tr></table> | 3 | 2 |
| 3   | 2                                 |   |   |   |
| *53 | ZONE 3 ALARM REPORT CODE          | <table border="1"><tr><td>3</td><td>3</td></tr></table> | 3 | 3 |
| 3   | 3                                 |   |   |   |
| *54 | ZONE 4 ALARM REPORT CODE          | <table border="1"><tr><td>3</td><td>4</td></tr></table> | 3 | 4 |
| 3   | 4                                 |   |   |   |
| *55 | ZONE 5 ALARM REPORT CODE          | <table border="1"><tr><td>1</td><td>6</td></tr></table> | 1 | 6 |
| 1   | 6                                 |   |   |   |
| *56 | ZONE 6 ALARM REPORT CODE          | <table border="1"><tr><td>3</td><td>6</td></tr></table> | 3 | 6 |
| 3   | 6                                 |   |   |   |
| *57 | ZONE 7 ALARM REPORT CODE          | <table border="1"><tr><td>A</td><td>2</td></tr></table> | A | 2 |
| A   | 2                                 |   |   |   |
|     | (Console Panic: Key B or *&#)     |   |   |   |
| *58 | ZONE 8 ALARM REPORT CODE (Duress) | <table border="1"><tr><td>2</td><td>6</td></tr></table> | 2 | 6 |
| 2   | 6                                 |   |   |   |
| *59 | ZONE 9 ALARM REPORT CODE (Tamper) | <table border="1"><tr><td>0</td><td>0</td></tr></table> | 0 | 0 |
| 0   | 0                                 |   |   |   |

## SYSTEM STATUS REPORT CODES (\*60-\*66)

- |     |                      |  |   |    |
|-----|----------------------|--|---|----|
| *60 | TROUBLE REPORT CODE  | <table border="1"><tr><td>7</td><td>6</td></tr></table>  | 7 | 6  |
| 7   | 6                    |  |   |    |
| *61 | BYPASS REPORT CODE   | <table border="1"><tr><td>0</td><td>0</td></tr></table>  | 0 | 0  |
| 0   | 0                    |  |   |    |
| *62 | AC LOSS REPORT CODE  | <table border="1"><tr><td>0</td><td>0</td></tr></table>  | 0 | 0  |
| 0   | 0                    |  |   |    |
| *63 | LOW BATT REPORT CODE | <table border="1"><tr><td>7</td><td>8</td></tr></table>  | 7 | 8  |
| 7   | 8                    |  |   |    |
| *64 | TEST REPORT CODE     | <table border="1"><tr><td>0</td><td>0</td></tr></table>  | 0 | 0  |
| 0   | 0                    |  |   |    |
| *65 | OPEN REPORT CODE     | <table border="1"><tr><td>0</td><td>††</td></tr></table> | 0 | †† |
| 0   | ††                   |  |   |    |
| *66 | CLOSE REPORT CODE    | <table border="1"><tr><td>0</td><td>††</td></tr></table> | 0 | †† |
| 0   | ††                   |  |   |    |

†† 2nd digit is automatically sent as the user number if expanded or 4+2 reporting is selected.

## RESTORE REPORT CODES (\*70-\*74)

- |     |   |   |   |   |
|-----|---|---|---|---|
| *70 | ALARM RESTORE REPORT CODE   | <table border="1"><tr><td>0</td></tr></table>           | 0 |   |
| 0   |   |   |   |   |
|     | 2nd digit is automatically sent as the 2nd digit of the zone alarm report code programmed in *50-*59, if expanded or 4+2 reporting is selected. |   |   |   |
| *71 | TROUBLE RESTORE REPORT CODE   | <table border="1"><tr><td>0</td><td>0</td></tr></table> | 0 | 0 |
| 0   | 0   |   |   |   |
| *72 | BYPASS RESTORE REPORT CODE  | <table border="1"><tr><td>0</td><td>0</td></tr></table> | 0 | 0 |
| 0   | 0   |   |   |   |
| *73 | AC RESTORE REPORT CODE  | <table border="1"><tr><td>0</td><td>0</td></tr></table> | 0 | 0 |
| 0   | 0   |   |   |   |
| *74 | LOW BATT RESTORE REPORT CODE  | <table border="1"><tr><td>0</td><td>0</td></tr></table> | 0 | 0 |
| 0   | 0   |   |   |   |

## DOWNLOAD INFO (\*94 - \*97)

### \*94 DOWNLOAD PHONE No.

1	8	0	0	6	8	2	1	6	9	0	
---	---	---	---	---	---	---	---	---	---	---	--

Enter up to 12 digits: 0-9. Do not fill unused spaces.

If fewer than 12 digits entered, exit field by pressing \* (and press 95, if entering next field). To clear entries from field, press \*94\*.

### \*96 INITIALIZES DOWNLOAD ID, SUBSCRIBER ACCOUNT No. FOR INITIAL DOWNLOAD:

No entry required.

### \*97 ZEROS ALL PROGRAM FIELDS

No entry required.

## TO EXIT PROGRAM MODE (\*98 or \*99)

Press \*98 or \*99 if exiting programming, or next field number if continuing.

- |     |                        |  |
|-----|------------------------|--|
| *98 | EXITS PROGRAMMING MODE | and <i>prevents</i> re-entry by: Master Code + Code + 0. |
| *99 | EXITS PROGRAMMING MODE | and <i>allows</i> re-entry by: Master Code + Code + 0    |