INSTALLATION/ PROGRAMMING INSTRUCTIONS

AVENGER VI ALARM SYSTEM

MODEL AV-6000

acron corporation

ATTENTION!

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PLEASE READ THIS NOTICE BEFORE INSTALLING

LARM MEMORY HAS BEEN ADDED TO THIS PRODUCT AND ACCESS CODE MUST
ENTERED A SECOND TIME TO CLEAR THE ALARM MEMORY.

MOKE DETECTORS ARE ALSO RESET AFTER THE SECOND ACCESS CODE
ENTERED.

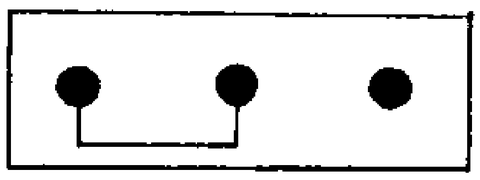
MOKE DETECTORS AND AUXILIARY DEVICES ON
SMOKE DETECTOR OUTPUTS MAY ALSO BE MANUALLY RESET WITH THE 1 & 3 KEYPAD
COMBINATION WHEN A "2" IS ENTERED IN MEMORY LOCATION 53. THE "6" FACTORY
OGRAMMED IN MEMORY LOCATION 53 MUST REMAIN, REGARDLESS OF ANY OTHER PRO-
AMMING AT THIS LOCATION OR ERRATIC OPERATION WILL OCCUR.

PENING AND CLOSING BY USER/FAILURE TO
OMMUNICATE.

FAILURE TO COMMUNICATE OCCURS PRIOR TO COMPLETION OF AN OPENING OR CLOSING
USER REPORT, AND A DIFFERENT USER SUBSEQUENTLY OPENS OR CLOSES, THEN THE
IGINAL USER CODE IS REPLACED BY THE LAST USER CODE WHEN COMMUNICATIONS IS
-ESTABLISHED.

ATTENTION

Please Note: The programming link on the wiring diagram and Installation Instructions is shown incorrectly. It should be as follows:



Your AV6000 has been shipped with the link in this position.

SECTION 1 - INSTALLATION INSTRUCTIONS

1.0 SYSTEM DESCRIPTION

The Acron Model AV-6000 "AVENGER VI" is a six zone control panel/digital communicator alarm system that consists of one AV-6000 panel and one model DK-III digital control station. The AV-6000 can be custom tailored for each installation by programming an Electrically Erasable Programmable Read Only Memory (EEPROM) which is included with the system. Programming can be accomplished using either the DK-III or the Acron Model P-4000 EEPROM programmer. For complete information concerning programmable features and use of the DK-III to enter data and commands into the EEPROM, see Sections II and III AV-6000 Programming Instructions.

NOTE: THE SYSTEM WILL NOT WORK WITHOUT A PROGRAMMED EEPROM.

The material in this publication is for information purposes only and is subject to change without notice. Acron Corporation assumes no responsibility for any error which may appear in this publication.

1.1 INSTALLATION

— CAUTION —

1. Don't short terminal 7or 8 to 3, 4 or 5 or Auxiliary output fuse will blow.
2. Don't connect battery until installation is complete.
3. Do not apply power until after step 8.

1. Connect a 12 Vdc Bell or Siren to terminals 5 and 6. Observe polarity. Output is steady for burglary, pulsed for fire,

2. Unswitched 12 Vdc is available at terminals 3 and 7 for auxiliary devices.

3. If smoke detectors are used, their 12 volt power should be supplied through terminal 7 (+ 12 V) and terminal 3 (common). To reset the smoke detectors, this 12 V source must be interrupted by using an external normally closed switch (not supplied).

   NOTE: THE TOTAL AMOUNT OF AVAILABLE CURRENT IS 400 MA (INCLUDING ANY DK-III'S EVEN THOUGH THEY ARE NOT CONNECTED TO TERMINAL 8). TO DETERMINE THE TOTAL CURRENT REQUIREMENT FOR AN INSTALLATION, ADD THE CURRENT REQUIREMENTS FOR ALL ITEMS TO BE CONNECTED TO THE AUXILIARY OUTPUT AS WELL AS THE DK-III'S. CURRENT REQUIREMENTS FOR THE DK-III IS 80 mA.

   DO NOT EXCEED 400 mA TOTAL

4. *Connect the six (6) input zones to terminals 11 - 19. Make sure to use the supplied END OF LINE resistors as shown in Fig. 1. Note: NORMALLY CLOSED LOOPS ARE WIRED IN SERIES WITH THE RESISTOR, NORMALLY OPEN LOOPS ARE WIRED ACROSS THE RESISTOR.*

5. *Connect the F.C.C. Approved telephone connection cable to terminals 20, 22, 23 and 24 as shown. Insulate all unused leads. THE CABLE MUST BE PHYSICALLY SEPARATED FROM POWER AND SIGNAL LINES.*

6. Connect DK-III to AV-6000. Red lead to terminal 8. Blue lead to terminal 10. Black lead to terminal 4. Yellow lead to terminal 9. *Refer to DK-III Installers Manual and User's Manual for complete instructions regarding DK-III installation and options. WIRES CONNECTING DK-III TO AV-6000 MUST BE KEPT AWAY FROM A.C. AND TELCO WIRING TO MINIMIZE TRANSIENT PROBLEMS DUE TO LIGHTNING.*

7. Connect Terminal 21 and Cabinet to an EARTH GROUND.
   NOTE: 1) SUGGESTED EARTH GROUND AND PROTECTION LEVELS ARE:
   A) PREFERRED PROTECTION - SEPARATE METAL GROUNDING ROD
   B) ACCEPTABLE PROTECTION - METAL COLD WATER PIPE.
   2) USE AT LEAST 16 GAUGE WIRE BETWEEN TERMINAL 21 AND EARTH GROUND.
   3) KEEP WIRE RUN AS SHORT AS POSSIBLE AND AWAY FROM OTHER PANEL WIRING.
   4) DO NOT USE AN EXISTING LIGHTNING ROD GROUND, IT CAN PROVIDE A PATH FOR LIGHTNING STRIKES TO PANEL.

8. Check all connections, verifying polarity.

9. Connect the transformer to terminals 1 and 2. Polarity is not important.

-g the transformer to an unswitched 120 Vac receptacle. The indicators on the DK-III should light.

. Connect the BLACK FLYING LEAD to the negative (-) terminal of a 12 volt, rechargeable gel type battery. Connect the RED FLYING LEAD to the positive (+) terminal of the battery. If the battery is not fully charged, allow 36 hours for battery to reach full charge.

ogram the EEPROM for the desired system configuration and features. Refer to the AV-6000 Programming Instructions (Sections II and III) for proper procedures. After programming is completed, restore the system back to the panel and keypad modes.

Plug the telephone connection cable into the RJ31-X jack.

The system may now be Disarmed and Armed from the DK-III using the (Factory Programmed) Access Code 123.

Leave system Disarmed.

TESTING THE LOCAL SYSTEM USING THE DK-III: Arm the system in the TEST MODE. (Press: Access Code, MODE, TEST, then ENTER). The audible warning devices will pulsate continuously during TEST, except when testing an Entrance Delay zone. During Entrance Delay time, the audible warning device will change to a steady sound (for 4 seconds in the TEST MODE) and then return to a pulsating sound. All loops may now be tested independently. Violate each loop separately. The Arm and zone LED's will flash on alarm. No need to reset panel after each zone test. Bell or Siren will shut off in 4 seconds and another zone can be tested.

NOTE: Zones violated while in the TEST MODE will not report to the Central Reporting Station. After all zones are tested, Disarm the panel. All audible warning devices will shut off and the master Arm LED will turn off.

TESTING COMMUNICATION TO THE CENTRAL REPORTING STATION: Arm the Panel. Violate a zone. The Siren/Bell should turn on, the zone and Arm LED's should flash and the premise telephone should be inoperative (DEAD). After the Central Reporting Station receives a good transmission of this violation, it will send a Kiss-off signal back to the panel and disconnect from the telephone line.

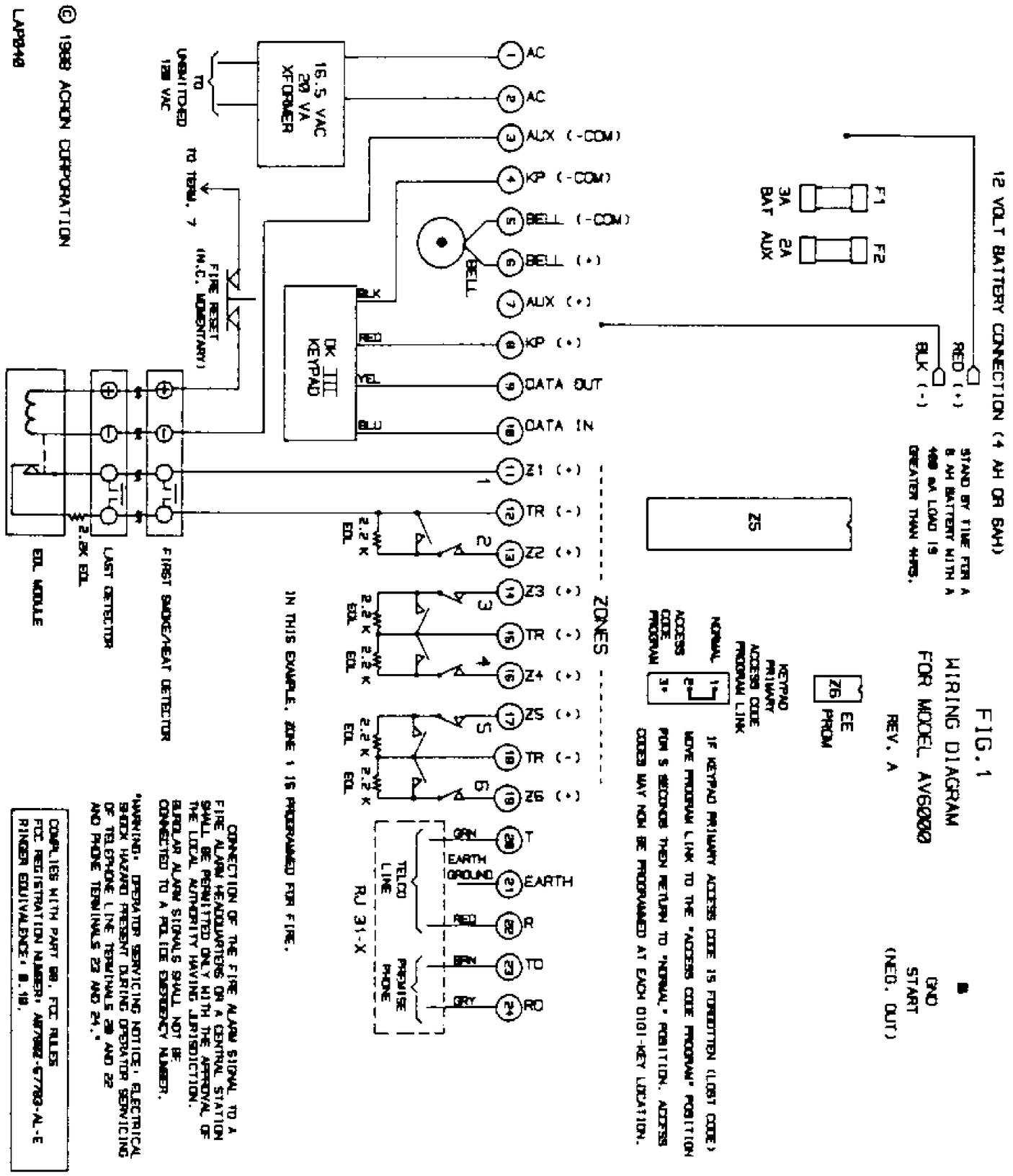
For additonal information on DK-III operation and reprogramming the access code, refer to the AV-6000 DK-III Installer's and User's Manual.

Fill in the appropriate information in the User's Manual, and give it to your customer when you explain how the system operates. Provision is made on the back page for your business card.

NOTE

; equipment and wiring should be installed by a professional installer. The control unit and keypad are to be alled in accordance with the Standard of the National Fire Protection Association for Household Fire Warning ipment, NFPA 74. Installation wiring locations and wiring methods should be in accordance with the National :trical Code, ANSI/NFPA 70-1978 or the most recent revision. For further information contact the NFPA, 470 ntic Avenue, Boston, MA. 02201. The installer should also observe any State or Local codes that may exist.

1.2 FIGURE 1



1.3 TROUBLESHOOTING

SYMPTOM	CHECK
No indicators light	Make sure system is connected to either a good battery or AC. (Test battery under load.)
	Check Auxiliary output fuse.
Bells won't ring	Check battery fuse.
Fault Analysis Condition ..... (Green LED flashing) (Prealert pulsing)	This mode provides diagnostic troubleshooting for AC power failure, low battery, trouble, and failure to communicate. See "Fault Analysis" in DK-III User's Manual.

1.4 ADDITIONAL NOTES

After the programmed number of attempts, the system shuts down unless a new alarm condition occurs. To silence the Audible Warning Device and clear the Alarm Report to prevent further attempts to report the initial alarm, enter and exit the test mode. This will clear the Alarm Report and reset the system.

You may wish to advise your customer over the phone to use this method to clear the Alarm Report until you can solve the problem.

Upon resetting the system (including entering and exiting the Test Mode) any existing fault conditions will cause the Audible Warning Device to pulsate. To silence initiate the Fault Analysis mode. (See DK-III User's Manual.)

1.5 SPECIFICATIONS

POWER REQUIREMENT: 120 Vac, 20 VA, 16.5V transformer supplied. 12 volt battery, rechargeable gel type, not supplied.
TEMPERATURE OPERATING RANGE: 35° Fahrenheit to 135° Fahreneit.
BELL OUTPUT: Burglary and Fire Output, 12 Vdc, total current not to exceed 2 Amps. (Includes Auxiliary Power Output).
AUXILIARY POWER OUTPUT: 12 Vdc, regulated, 400 mA. See NOTE preceding Step 4.
TRANSIENT AND LIGHTNING PROTECTION: Lightning and surge protection provided on all input, power and telephone lines.
ZONE RESPONSE TIME: 220 mSec. During reporting cycle, response time increases to approximately 1 sec.
MAXIMUM LOOP RESISTANCE: Do Not exceed 300 ohms on any zone loop. (Not Including EOL Resistor).
DIMENSIONS: 8 1/4"H x 11"W x 3"D.
SHIPPING WEIGHT: 6 lbs.
FCC REGISTRATION NUMBER: AB798Z-67793-AL-E.
RINGER EQUIVALENCE: 0.1B.

1.6 OPTIONAL ACCESSORIES

DK-III: A digital arming station that allows full system status from one or more convenient locations. 8 LED's display zone status and alarm memory for each zone; 8 LED's display armed status of each burglary zone; 3 LED's display general loop status, instant/delay mode and general armed status. Up to 4 DK-III's may be used.

P-4000: An EEPROM portable field programmer with complete digital read out of both data and memory location makes programming even easier. The P-4000 enables duplicate EEPROMS to be made from a master while permitting the addition of account numbers and other individual programming if desired.

1.7 FCC COMPLIANCE

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications of Subpart J of part 15 of FCC rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

1. Reorient the TV or radio antenna.

2. Relocate or move the alarm control away from the receiver.
3. Plug the transformer for the alarm control into a different outlet so the the receiver and the alarm are on different branch circuits.
4. If necessary, the user should consult the alarm dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: "How to Identify and Resolve Radio-TV Interference Problems." This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, stock #004-000-00345-4.

NOTES

SECTION II - PROGRAMMING INSTRUCTIONS
Using The DK-III As A Programmer

GENERAL
2.0 INTRODUCTION

Whether you are an experienced installer/programmer or a newcomer you will find programming and installing the AV-6000 simple and easy to understand. For those familiar with programming Acron or other products a reading of Section II with an occasional glance at Section III (DEFINITIONS) is probably all that is necessary. For those that are new to programming, a thorough reading of Sections II and III is recommended.

The EEPROM in the AV-6000 may be programmed either by a separate programmer or by the DK-III, which comes with the system. These instructions describe how the DK-III is used for this purpose. A free permanent aluminum overlay for the DK-III is available from your distributor or Acron to simplify the use of the Digi-Key, or use the temporary overlay printed on the DK-III box.

2.1 PROGRAMMING MODE

Both the panel and the DK-III must be placed in the "PROGRAM" mode in order to program the AV-6000. This is accomplished by the following key sequences:

Put the DK-III in the programming mode first by entering the following key sequence:

A A A — PRIMARY ACCESS CODE

MODE SEQUENCE — # (ENTER)

Then put the AV-6000 into the programming mode from the DK-III by entering the following:

1 2 3 4 5 — # (ENTER)

MODE SEQUENCE

When programming is complete return the AV-6000 and the DK-III in the "PANEL" mode as follows:

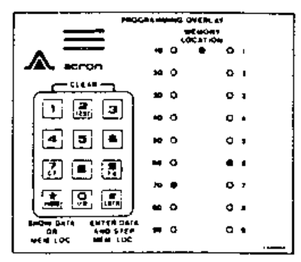
Press 4 and 6 simultaneously to return the AV-6000 to panel mode.

Press * (HOME) and # (ENTER) simultaneously to return the DK-III to normal mode.

NOTE: FAILURE TO RETURN BOTH AV-6000 AND DK-III TO THE PANEL MODE WILL RESULT IN IMPROPER OPERATION. IF THIS OCCURS REPROGRAM DK-III TO THE PROGRAM MODE AND REPEAT ABOVE IN PROPER SEQUENCE.

DISPLAY
2.2 LED ARRANGEMENT

The two columns of 9 LED's may be thought of as a two-digit decimal display with the left column representing the tens digit and the right column representing the units digit. The top LED represents a "one", the bottom LED represents a "nine". When all LED's are off, a "zero" is being displayed. When the yellow LED is on, either blinking or steady the display is showing a memory location; when the yellow LED is off, the display is showing the data. A blinking yellow LED indicates a Memory Location that exceeds 99. For example, the figure below (which has a steady yellow LED) indicates memory location 76 (● indicates the LED is on).



NOTE: A Free Programming overlay may be obtained from your distributor or by calling Acron.

The "MODE" key is used to switch back and forth between these two display modes. When in the memory location mode, the display shows the current memory location and the keypad can be used to move to any desired location.

When in the data mode (the yellow LED off), the display shows the contents of the current memory location and the keypad can be used to modify data. The EEPROM is capable of storing two types of data, each of which is displayed and manipulated differently.

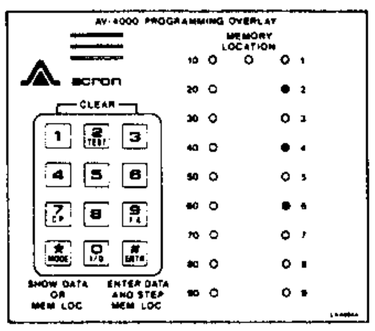
2.3 NUMERIC DATA

NUMERIC DATA is used to store telephone numbers, account codes, entrance/exit delays, etc.

2.4 SELECTION DATA

SELECTION DATA displays specific data selected for special functions (burglary zones or fire zones, for example) or (Touch Tone dialing and False Alarm shutdown, for example).

DISPLAY of Selection data uses only the top 8 LED's of the right hand column and specifies the functions selected. For example, the figure below indicates that zones 2, 4, and 6 have been selected.



KEYPAD

2.5 CHANGING MEMORY LOCATIONS AND VIEWING DATA

Changing Memory Locations and Viewing Data is accomplished in the following manner. If the display is not showing a Memory Location (Yellow LED ON), press the Mode key.

THE NUMERIC KEYS enter numbers into the display in the same way as a standard calculator; that is, each entry shifts the contents of the units digit into the tens digit and then places the new entry in the units digit. For example:

To go to location 76, enter 076. To go to location 1, enter 001.

NOTE: TO AVOID CONFUSION, EACH ENTRY SHOULD BE 3 DIGITS LONG.

2.6 PROGRAMMING NUMERIC DATA

The following example shows how to program a telephone number. Let's program the primary phone number to dial 3647200.

A review of the programming worksheet (Figure 4) shows that the first digit of the first number starts in memory location "1". To program the telephone number, display memory location "1". Next press the MODE key to switch the display to show data. Next, press key 3, press ENTR, press 6, press ENTR, press key 4, press ENTR, and continue this sequence until the last digit "0" is entered. Notice that the digit "0" is displayed as a 10. This is similar to the "0" on a rotary telephone dial. Although the dial is marked with a "0", the actual number of pulses transmitted is 10.

After programming the last telephone digit the "1" & "3" keys must be pressed simultaneously. This will "clear" the next memory location by entering a true "0", which must be done to inform the AV-6000 that the dialing sequence is complete

2.7 REVEWING THE DATA

In order to review the telephone number or any other data the following procedure is used. Go to memory location "1" (start of the first telephone number). Switch the display to view data, a 3 will be displayed (first dialed digit); press ENTR again, a 6 will be displayed; press ENTR, a 4 will be displayed. Every time the ENTR key is pressed, the memory location is advanced and the associated data is displayed. When the last digit is displayed, switch the display to show the Memory Location. Since the last dialed digit is the 7th digit, the display will show 7. This last step is not necessary, and is intended to show the relationship between the Memory Location and its associated data. It also shows a way to check for errors

2.8 REPROGRAMMING NUMERIC DATA

It is not necessary to "clear" the old data when reprogramming numeric data, just reprogram over the old data. This is not true for Selection data, as is explained in Section 2.9

2.9 PROGRAMMING SELECTION DATA

The following example shows how to select Zones 2, 4, and 6 for Burglary. A review of the Programming Worksheet shows Burglary Functions are assigned to Memory Location 84.

Set the display to Memory Location 084. Change display to show data. If random data appears, press clear key combination (1 & 3). The display will indicate no zones selected (all LED's in right hand column are out). Press key 2, press key 4, press key 6. Notice as you press each key, its associated LED lights up in the right column indicating you have selected that zone. If the information is correct press ENTR key. That location is now programmed. If incorrect press the clear keys again and re-select zones. Unlike numeric data (where a new entry overwrites an old entry) selection data must be cleared if an error is made

PROGRAMMING SELECTION DATA other than Zone data is the same as Programming Zone Data. Example: Select Touch Tone Dialing and False Alarm Shutdown. The Memory Assignment Chart shows location 53 contains the numbers to be entered. A "1" for Touch Tone Dialing and a "3" for False Alarm Shutdown.

Set the display to show the data in Memory Location 53. If clearing is required, do so. If not, press the "1" then the "3" key. Display will now show the "1" and "3" LED's lit in the right hand column. Press the ENTR key. This location is now programmed

SUMMARY
2.10 MODE KEY

Changes the display. Display can view a memory location or its associated data, but not both at the same time. Pressing the MODE key allows alternating between viewing a memory location or its contents (data).

2.11 ENTER KEY

When the displays shows a memory location, pressing the ENTR KEY will advance that memory location. When the display shows data, pressing the ENTR KEY enters the displayed data into EEPROM and advances to the next memory location.

2.12 NUMERIC KEYS

WHEN DISPLAY SHOWS MEMORY LOCATIONS Used to change memory locations. Examples: display shows 76 and 1 is desired, enter the following key sequence 0 0 1. The display now shows 1.

WHEN DISPLAY SHOWS DATA AND NUMERIC DATA ENTRY IS REQUIRED Use numbers 0 thru 15 to enter data, and press "CLEAR" keys ("1" & "3" simultaneously) to correct a programming error. A "0" entry will program and display 10

WHEN DISPLAY SHOWS DATA AND SELECTION DATA ENTRY IS REQUIRED. Use keys 1 thru 8 to enter Function data. Key 9 will select all function numbers (1 thru 8). "Clear" keys will deselect all function numbers.

EXAMPLES AND FIGURES
2.13 PROGRAMMING EXAMPLE

This programming example shows two telephone numbers programmed to access second (outside) Dial Tone. Zones, Mode Selection and Reporting Codes are as follows:

ZONES AND MODES SELECTED	REPORTING CODES SELECTED
Touch Tone Dialing	**Acct Number = 123 (Both Primary and Secondary)**
False Alarm Shutdown	**Test Cancel Code = 9**
Extended Format All Zones Telephone #1 (Not used with SK 4 + 2)	**Restore Code = 14(E) - Change to "2" for SK 4 + 2**
Std. Format Telephone #2	**Low Battery Code = 8 Change to "6" for SK 4 + 2**
Restore Zones 2, 3, 4	**Opening Code = 11(B) Change to "9" for SK 4 + 2**
Fire Zone 1	**Closing Code = 12(C) Change to "4" for SK 4 + 2**
Burglary Zones 2 - 5	**Self-Test Code = 13(D) Change to "3" for SK 4 + 2**
Silent Panic Zone 6	**Test Cycle = 1 (24 Hrs.)**
Test Cancel Zones 4 & 5 (Not used with SK 4 + 2)	**Zones 2 - 5 Reporting Codes = 3 Change to "0" for SK 4 + 2**
Delayed Burglary 2 & 3	**Zone 1 = Code 1**
8 Reporting Attempts	**Zone 6 = Code 2**
Keypad Emergency (1 & 3)	**Station Code = 7**
Keypad Emergency (4 & 6)	**Emergency Keypad (4 & 6) = Code 4 (Audible Panic)**
Keypad Emergency (* & #)	**Emergency Keypad (* & #) = Code 2 (Silent Panic)**
	Emergency Keypad (1 & 3) = Code 1 (Audible Fire)

This example is shown on the sample programming worksheet. See Figure 2.

FIGURE 2

2.13 PROGRAMMING WORKSHEET

Name _____ First Acct # _____

Address _____ Second Acct # _____ (If Used)

PROGRAMMING WORKSHEET

MEMORY LOCATION	DESCRIPTION	ENTER NUMBER	DATA ENTERED NOW	FACTORY PROGRAMMED
1-21	FIRST TELEPHONE NUMBER MEMORY LOCATIONS		1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21	
	FIRST TELEPHONE NUMBER DIGITS		9 1 4 1 8 0 5 5 5 / 1 / 2	
22-42	SECOND TELEPHONE NUMBER MEMORY LOCATIONS		22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42	
	SECOND TELEPHONE NUMBER DIGITS		9 1 4 5 5 / 1 / 2	
43-46	FIRST ACCOUNT NUMBER MEMORY LOCATIONS		43 44 45 46	
	FIRST ACCOUNT NUMBER DIGITS		/ 1 2 3	
47-50	SECOND ACCOUNT NUMBER MEMORY LOCATIONS		47 48 49 50	
	SECOND ACCOUNT NUMBER DIGITS		/ 1 2 3	
DIALER FUNCTIONS			SELECT ZONES 1 2 3 4 5 6 7 8	
51	DIAL SECOND NUMBER ONLY, SELECT ZONES		■ ■	
52	DIAL BOTH NUMBERS, SELECT ZONES		■ ■	
53	1 = TOUCH TONE DIAL, 3 = FALSE ALARM SHUTDOWN, 4 = BELL MAKE-BREAK ■ = DUAL BELL, OP. & FAILURE TO COMM. DISABLE		/ 3 ■	ROTARY SINGLE BELL
54	TEL #1 2 EXT. REP. # (SK 4+2 = MACRON)	2	■	STANDARD
55	TEL #2 2 EXT. REP. # (SK 4+2 = MACRON)		■	STANDARD
57	RESTORE SELECT ZONES		2 3 4 ■ ■	
58	RESTORE CODE	14(E)		
59	TEST CANCEL SELECT ZONES		4 5 ■ ■	
60	TEST CANCEL CODE	9		
61	REPORTING DELAY, SELECT ZONES		■ ■	
62	REPORTING DELAY TIME = 10 SEC.		■	
63	LOW BATT. DELAY, SELECT 2 AC DELAY SELECT		■ ■	
REPORTING CODES			DESCRIPTION	
64	ZONE 1 CODE	1		1
65	ZONE 2 CODE	3		2
66	ZONE 3 CODE	3		3
67	ZONE 4 CODE	3		4
68	ZONE 5 CODE	3		5
69	ZONE 6 CODE	2		6
70	ZONE 7 CODE	■		
71	ZONE 8 CODE	■		
72*	ZONE 9 CODE, LOW BATTERY			
73*	ZONE 10 CODE, AC POWER FAILURE			
74*	ZONE 11 CODE, SELF TEST	13(D)		
75*	ZONE 12 CODE, CLOSING	12(C)		
76*	ZONE 13 CODE, OPENING	11(B)		
77*	ZONE 14 CODE, STATION	7		
78*	ZONE 15 CODE, BYPASSING			
79*	ZONE 16 CODE, TROUBLE			
PANEL FUNCTIONS			SELECT ZONES 1 2 3 4 5 6 7 8	
80	FOLLOWER SELECT ZONES		■ ■	
81	AUDIBLE PANIC, SELECT ZONES (24 HR.)		■ ■	
82	SILENT PANIC, SELECT ZONES (24 HR.)		6 ■ ■	
83	AUDIBLE FIRE, SELECT ZONES (24 HR.)	1	■ ■	1
84	AUDIBLE BURGLARY, SELECT ZONES	2 3 4 5	■ ■	2-5
85	DELAYED BURGLARY, SELECT ZONES	2 3	■ ■	1
86	EXIT DELAY, (10 SEC.)	3	■ ■	3
87	ENTRANCE DELAY, (10 SEC.)	3	■ ■	3
88	BELL SHUT OFF TIME, (2 MIN.)	1	■ ■	8-15 MIN
89	FIRE BELL TIME, 0 = AUTO, 1 = MANUAL		■ ■	AUTO
90	AC LOW BATT. REPORT DELAY, (1 = 1 MIN.)		■ ■	
91	NUMBER OF REPORTING ATTEMPTS, CLEAR = UNLIMITED	8	■ ■	8
95	DIAL 2ND NUMBER ONLY, AUXILIARY		■ ■	
	LOW BATT., AC, SELF-TEST, 4 0 0 S, SAP & DURESS, BYPASS & ZONE TROUBLE		■ ■	
96	DIAL BOTH NUMBERS, AUXILIARY		■ ■	
97	SELF TEST, # OF REPORTING CYCLES, (24 HR. CLEAR = 0	1	■ ■	
98	BURG./FIRE EMERGENCY BELLS	2 5	■ ■	
99*	KEYPAD 1 & 3, REPORTING CODE	1		
100*	KEYPAD 4 & 6, REPORTING CODE	4		
101*	KEYPAD * & #, REPORTING CODE			
102*	KEYPAD 1 & 4, REPORTING CODE	7		
103*	DURESS REPORTING CODE			
104*	STATUS REPORTING CODE			
105	LOW BATTERY RESTORE CODE			
106	AC POWER FAILURE RESTORE CODE			
144	DAY/NIGHT TROUBLE ZONES, DISPLAY ENABLE		■ ■	
145	DAY/NIGHT TROUBLE ZONES, REPORT ENABLE		■ ■	

*A NUMBER (1 - 15) MUST BE ENTERED TO ENABLE THIS REPORT
■ NOT AVAILABLE FOR USE ON AV-6000

Figure 3 shows how this information would be reported on various formats.

2.14 RECEIVER FORMAT EXAMPLE

FIGURE 3

CONDITION	STANDARD	EXTENDED	4 + 2 SILENT KNIGHT	ACRON
A: Trip on Zone 1	123 1	123 1 111 1	1234 11	Account 123 Zone 1 2 3 4 5 6 7 8 Code 1
B: Momentary Trip on Zone 2	123 3	123 3 333 2	1234 33	Account 123 Zone 1 2 3 4 5 6 T 8 Code T3
C: Disarm after alarm report	123 E	123 E EEE 2	1234 22	Account 123 Zone 1 2 3 4 5 6 T 8 Code TE
D: Momentary trip on Zone 3	123 3	123 3 333 3	1234 33	Account 123 Zone 1 2 3 4 5 6 T 8 Code T 3
E: Momentary trip on Zone 5, disarm before alarm report and Zone 3 restores	123 9 123 E	123 9 999 5 123 E EEE 3	1234 35 1234 23	Account 123 Zone 1 2 3 4 5 6 T 8 Code T E 9
F: Momentary trip on Zone 4 disarm before alarm report	123 9	123 9 999 4	1234 04	Account 123 Zone 1 2 3 4 5 6 T 8 Code T 9
G: Momentary trip on Zone 4	123 3	123 3 333 4	1234 04	Account 123 Zone 1 2 3 4 5 6 T 8 Code T 3
H: Disarm after alarm report	123 E	123 E EEE 4	1234 24	Account 123 Zone 1 2 3 4 5 6 7 8 Code T E
I: Opening (By User)	123 B	123 B BBB 3	1234 30	Account 123 Zone 1 2 3 4 5 6 T 8 Code T B
J: Closing (By User)	123 C	123 C CCC 3	1234 43	Account 123 Zone 1 2 3 4 5 6 T 8 Code T C
K: Low Battery	123 8	123 8 888 0	1234 66	Account 123 Zone 1 2 3 4 5 6 T 8 Code 8 8 8 8 8 8 8 8
L: Station Code	123 7	123 7 777 2	1234 72	Account 123 Zone 1 2 3 4 5 6 7 8 Code 7
M: 24-Hour Self-Test	123 D	123 D DDD 0	1234 30	Account 123 Zone 1 2 3 4 5 6 7 8 Code DDDDDDDD

NOTES

1) The "T" in Acron Format (conditions B - H) indicates Zone 1 is still tripped. In addition to the alarm which caused the report, the status of all zones is reported during each alarm transmission. a "T" indicates a tripped zone, while a blank space indicates a zone which is not violated.
2) The Acron Format value for Zone 1 must be changed to any other value except 1. In this example we have selected code 15 (F).

† *Reports user codes 1 through 8 for Opening/Closing by user. This example shows user 3. For additional information see Avenger DK-III Instructions.*

* This example shows Station Code = 7, Access Code = 234, and Station #2 Opening or Closing.

2.15 PROGRAMMING WORKSHEET

Name _____ First Acct # _____

Address _____ Second Acct # _____

FIGURE 4
PROGRAMMING WORKSHEET

MEMORY LOCATION	DESCRIPTION	ENTER 1 OR 2 DIGITS	FACTORY PROGRAMMED
	DIALER FUNCTIONS		
	REPORTING CODES		
	PANEL FUNCTIONS		
	SELECT ZONE(S)		
80	FOLLOWER SELECT ZONES		
81	AUDIBLE PANIC SELECT ZONES (24 HR)		
82	SILENT PANIC SELECT ZONES (24 HR)		
83	AUDIBLE FIRE SELECT ZONES (24 HR)		1
84	AUDIBLE BURGLARY SELECT ZONES		7-8
85	DELAYED BURGLARY SELECT ZONES		3
86	EXIT DELAY = 10 SEC		3
87	ENTRANCE DELAY = 10 SEC		
88	BELL SHUT OFF TIME = 2 MIN.		5-15 MIN
89	FIRE BELL TIME OUT: AUTO / MANUAL		AUTO
90	AC LOW BATT REPORT DELAY (1 - 99HR)		
91	NUMBER OF REPORTING ATTEMPTS (CLEAR=UNLIMITED)		8
95	DIAL 2ND NUMBER ONLY: AUXILIARY		
	LOW BATT / AC / SELF-TEST & O.C.S. S.B.P. & DURESS / BYPASS & ZONE TROUBLE		
96	DIAL BOTH NUMBERS: AUXILIARY		
97	SELF-TEST REPORTING CYCLES (24 HR) CLEAR=A		
98	BURG./FIRE/EMERGENCY BELLS		
99*	KEYPAD 1 & 3: REPORTING CODE		
100*	KEYPAD 4 & 6: REPORTING CODE		
101*	KEYPAD 7 & 9: REPORTING CODE		
102*	KEYPAD * & #: REPORTING CODE		
103*	DURESS REPORTING CODE		
104*	STATUS REPORTING CODE		
105	LOW BATTERY RESTORE CODE		
106	AC POWER FAILURE RESTORE CODE		
164	DAY/NIGHT TROUBLE ZONES: DISPLAY ENABLE		
165	DAY/NIGHT TROUBLE ZONES REPORT ENABLE		

* A NUMBER (1 - 15) MUST BE ENTERED TO ENABLE THIS REPORT
■ NOT AVAILABLE FOR USE ON AV-6000.

SECTION III - PROGRAMMING INSTRUCTIONS

MEMORY LOCATION	DEFINITIONS
1 - 42	**3.0 TELEPHONE NUMBERS** The AV-6000 is capable of reporting to two different telephone numbers. Telephone numbers are entered into the appropriate Memory Locations Each number may be up to 20 digits long. The 1st number must be programmed in memory locations 1 - 20. The 2nd number in locations 22 - 41. Each number must be **CLEARED** after the last digit. If the communicator function is not to be used, Location 1 must be cleared. If more than 20 digits are required, the second telephone numbers' memory locations may be used to dial a single long number of up to 41 digits which must begin in memory location 1. In addition to the telephone number, two special function numbers may be inserted: **SECOND DIAL TONE** In installations where two dial tones are received (first for internal line and second for outside line). The AV-6000 may be programmed to detect a second dial tone by entering a "14" between the internal line number and the outside line number. **DIALING PAUSE** In areas where a dialing pause is required a dialing pause may be programmed after any dialing digit by entering a "15". The dialing pause is approximately 5 seconds
1 - 21	**3.1 FIRST NUMBER DIALING** Spaces 1 - 20 are reserved for entering the first telephone number. Starting at Memory Location 1.
22 - 42	**3.2 SECOND NUMBER DIALING** Spaces 22- 41 are reserved for entering the second telephone number. Start at Memory Location 22. In special cases when a longer telephone number is required, these spaces may be used. There are three second number dialing modes. **BACK-UP REPORTING** If the primary receiver does not answer after two attempts the second number will be called for the next two attempts. This alternation process between both numbers will repeat until the programmed number of attempts are completed. **DIAL-SECOND NUMBER ONLY - (SEE MEMORY LOCATIONS 51 & 55).** Zones may be selected to dial second number only. Useful for reporting non-emergency conditions without tying up the primary receiver. For example using a zone for testing on demand **DIAL BOTH NUMBERS - (SEE MEMORY LOCATIONS 52, 54 & 55).** Zones may be selected to dial both numbers. Used in high security applications where redundant reporting is desired.
43 - 46	**3.3 FIRST ACCOUNT NUMBER** A three or four digit account number can be used, beginning in Memory Location 43. If a 3 digit account number is required, location 46 must be cleared. Hexadecimal digits may be programmed when required. Although these are programmed as 10 thru 15, some receivers will display them as letters A through F. Some receivers will not accept a four digit account number.
47 - 50	**3.4 SECOND ACCOUNT NUMBER** A second account number may be entered beginning in Memory Location 47. If a 3 digit account number is required, location 50 must be cleared NOTE: A second account number must be programmed whenever a second telephone number number is used

MEMORY LOCATION	DEFINITIONS
51	**3.5 DIAL SECOND NUMBER ONLY, SELECT ZONES** Any combination of the 6 zones may be selected to Dial Second Number Only
52	**3.6 DIAL BOTH NUMBERS, SELECT ZONES** Any combination of the 6 zones may be selected to dial both numbers
53	**3.7 ROTARY/TOUCH TONE DIALING** Rotary dialing is factory programmed. If Touch Tone Dialing is desired, a "1" must be programmed in Memory Location 53. If Touch Tone Dialing is to be changed to rotary dialing, the "1" in Memory Location 53 must be cleared. **3.8 FALSE ALARM SHUT DOWN (SWINGER REJECTION)** This feature is not factory programmed. This feature may be selected by programming a "3" in Memory Location 53. When this feature is selected 4 reports on the same zone within a 2 hour period will shut down that zone and ignore alarm signals for 24 hours or until system is armed or disarmed again. **3.9 EUROPEAN MAKE/BEAK** American standard make/break rotary dialing ratio of 60/40 is factory programmed. If European make/break ratio of 70/30 is desired enter a "4" in Memory Location 53. **3.10 INHIBIT FAILURE TO COMMUNICATE** If Failure to Communicate function is not desired program an "8" in Memory Location 53.
54	**3.11 RECEIVER FORMATS FOR THE FIRST TELEPHONE NUMBER** If this memory location is cleared the standard reporting format will be selected. Entering a "2" will select EXTENDED reporting. (This method allows compatibility with Radionics receivers for open/close by user and other special features). Entering a "4" will select SILENT KNIGHT 4 + 2 format. When using Silent Knight 4 + 2 reporting format the AV-6000 should be programmed as follows. 1. 4 Account digits must be used. 2. Memory Locations 64 to 69 must contain "10" or "A". 3. If Restores are desired Memory Location 58 should contain "2". 4. Test Cancel should not be used. When using the non-emergency codes (Low Battery, Opening, Closing and Self Test) with Silent Knight 4 + 2 format, these codes should be programmed as follows: Memory Location 72 Low Battery = 6. Memory Location 76 Opening = 9 Memory Location 75 Closing = 4 Memory Location 74 Self Test = 3 Entering a 6 will select ACRON superfast format. NOTE: If two number reporting is used, 2 different receiver formats may be used. Example Acron Superfast format receiver on one number and Ademco 660 "Slow" format receiver on the other.
55	**3.12 RECEIVER FORMATS FOR THE SECOND TELEPHONE NUMBER** Specific zones may be selected to dial both telephone numbers or second telephone number only. Memory Locations 51 and 52 are used to select zones 1 through 6 for emergency reporting. Memory Locations 95 and 96 are used to select non-emergency reporting conditions Receiver formats for telephone #2 are selected in the same manner as telephone #1. See Memory Location 54.

MEMORY LOCATION	DEFINITIONS
57	**3.13 RESTORE, SELECT ZONES** Select zones which will report restores. A restore is defined as a return to normal after a zone has previously been tripped. If a burglary zone is tripped, a restore report will be sent when the panel is Disarmed after reporting to the receiver. Other 24 Hour zones report Restorals when the zone restores after reporting to the receiver.
58	**3.14 RESTORE CODE** Enter restore code desired in this location.
59	**3.15 TEST CANCEL, SELECT ZONES** Select zones which will report test cancels. If a test cancel zone is tripped and restored before transmission of the alarm code is completed, the Test Cancel code will be sent. On burglary zones the Test Cancel Code will be sent if the system is Disarmed prior to transmission. Other 24 Hour zones report Test Cancel only if the zone restores before the transmission is completed.
60	**3.16 TEST CANCEL CODE** Enter Test Cancel Code desired in this location.
61	**3.17 REPORTING DELAY, SELECT ZONES** Select zones which will delay before dialing out to the receiver. If an alarm signal on a 24 Hour delay zone restores prior to expiration of the delay time, the zone will not report out, but audible and silent zones latch in (sounding alarm and flashing the LED's) until the panel is armed or disarmed. If the panel is disarmed prior to the expiration of the delay time, all audible zones (including burglary zones) will not report out.
62	**3.18 REPORTING DELAY TIME** Enter the reporting delay time desired in the location. Delays from 10 to 150 seconds may be selected in 10 second increments. Enter a "1" for 10 seconds, a "2" for 20 seconds, up to a "15" for 150 seconds.
63	**3.19 LOW BATTERY & AC DELAY ZONES** Entering a "1" in this memory location will delay the Low Battery Report. If the low battery signal restores prior to the expiration of delay time the low battery signal will not report out. Entering a "2" in this memory location will delay the A.C. power failure report. If A.C. power restores prior to expiration of delay time the A.C. power failure signal will not report out. Either a Low Battery or A.C. zone may be selected. If both are selected the reporting delay time applies to both. If either or both are selected a reporting delay time must be programmed in Memory Location 90.
	3.20 ZONE REPORTING CODES Memory Locations 64 through 79 are reserved for entering zone reporting codes. Zone 1 through 6 are factory programmed, all other are cleared. The factory programmed code for Zone 1 is 1, Zone 2 is 2, and so on through Zone 6. Memory Locations 72 through 79 are non-emergency reporting zones.
64 Through 69	**3.21 ZONE 1 THROUGH ZONE 6 REPORTING CODE**
72	**ZONE 9 CODE (LOW BATTERY)** An automatic low battery report is generated when battery voltage falls to a low level and a reporting code is selected in this memory location.
73	**ZONE 10 CODE (A.C. POWER FAILURE)** An A.C. Power failure condition report is generated when a reporting code is selected in this memory location.
74	**ZONE 11 CODE (AUTOMATIC SELF TEST)** Enter reporting code to represent an automatic test report that will automatically report from

MEMORY LOCATION	DEFINITIONS
74 (cont.)	once every day to once every sixteen days. Self test period is selected in Memory Location 97.
75	**ZONE 12 CODE (CLOSING REPORT)** Enter reporting code to represent a closing (arming) report. Closing report is sent after exit delay time expires. If exit delay time is not programmed, closing report will be sent immediately.
76	**ZONE 13 CODE (OPENING REPORT)** Enter reporting code to represent an opening (disarming) report. Opening report is sent when system is disarmed. NOTE: Opening and closing reports are used to notify the Central Monitoring Station when the system is disarmed (opening) and armed (closing). An example of opening and closing reporting is shown on page 9. Opening and closing "By User" can identify up to eight users per keypad in the Extended, Silent Knight 4 + 2 and Acron reporting formats. (See DK-III Instructions.)
77	**ZONE 14 CODE (STATION)** Enter reporting code to enable station code reporting in this Memory Location. This report should be used in conjunction with Opening/Closing report by user in Extened, Acron Superfast or Silent Knight 4 + 2 formats. Station number is determined by first digit of access code. See DK-III User's Manual. All users assigned to a specific station should have the same first digit in their access code.
78	**ZONE 15 CODE (BYPASSING REPORT)** Enter reporting code to enable bypass reporting in this Memory Location. This report when used in conjunction with Extended, Acron Superfast or Silent Knight 4 + 2 formats will indicate (upon arming) which zone(s) have been bypassed.
79	**ZONE 16 (TROUBLE REPORT)** Enter reporting code to enable trouble reporting in this Memory Location. This report when used in conjunction with Extended, Acron Superfast or Silent Knight 4 + 2 reporting formats will report trouble by zone as selected in Memory Location 145.
80	**2.22 FOLLOWER, SELECT ZONES** Selecting follower zones deactivates these zones during entrance and exit delay times. This feature allows the system user to walk in front of an intrusion detector when entering or exiting the premise via an entrance/exit delay zone. If a follower zone is violated when an exit delay is not in progress (when system is armed) or when an entrance delay is not in progress (entrance to premise was not through a delay zone) then the follower zone will instantly go into alarm.
	2.23 PANEL FUNCTIONS
81***	**AUDIBLE PANIC, SELECT ZONES (24 HR)** Select zones to be programmed for audible panic. The Armed LED will flash on alarm whether the panel is armed or disarmed. Zones selected for Audible Panic are always on. Any combination of zones 1 - 6 may be selected.
82***	**SILENT PANIC, SELECT ZONES (24 HR)** Select zones to be programmed for silent panic. Whether the panel is armed or disarmed the Armed LED will not flash on alarm. And the zone LED will not light. Zones selected for Silent Panic are always on. Any combination of zones 1 - 6 may be selected.
83***	**AUDIBLE FIRE, SELECT ZONES (24 HR)** Select zones to be programmed for audible fire. The Armed LED will flash on alarm whether the panel is armed or disarmed. Zones selected for Audible Fire are always on. Any combination of zones 1 - 6 may be selected.

***ANY ZONE NOT PROGRAMMED IN ANY OF THESE 4 LOCATIONS (81 thru 84), BECOMES A 24 HOUR SILENT ZONE BY DEFAULT. THE ARMED LED WILL FLASH WHEN TRIPPED, WHETHER THE PANEL IS ARMED OR DISARMED.

MEMORY LOCATION	DEFINITIONS
84***	**AUDIBLE BURGLARY, SELECT ZONES** Select zones to be programmed for audible burglary. Zones that are selected for Audible Burglary are on when armed and not bypassed. These zones can be armed and disarmed from the keypad. Any combination of zones 1 - 6 may be selected.
85	**DELAYED BURGLARY, SELECT ZONES** Select zones to be programmed for delayed burglary. These zones must be selected if an Entrance Delay or Exit Delay is desired. Any combination of zones 1 - 6 may be selected. These zones must also be selected for audible burglary.
86	**EXIT DELAY TIME** Delays from 10 to 150 seconds may be selected in 10 second increments. When using a closing report an exit delay time should be entered even though an exit delay zone is not selected. This will prevent nuisance reports caused by user immediately disarming the system after arming. Enter a "1" for 10 seconds, a "2" for 20 seconds, up to a "15" for 150 seconds.
87	**ENTRANCE DELAY TIME** Delays from 10 to 150 seconds may be selected in 10 second increments. Enter a "1" for 10 seconds, a "2" for 20 seconds, up to a "15" for 150 seconds.
88	**BELL SHUT OFF TIME (X 2 MIN)** From 2 to 30 minutes may be entered in 2-minute increments. Enter a "1" for 2 minutes, a "2" for 4 minutes, etc., up to a "15" for 30 minutes.
89	**FIRE BELL SHUT-OFF** The Fire Bell will time out as determined by Memory Location 88 (Auto Shut-Off). If set to "1", the fire bell will not shut off unless manually reset. This is a requirement in some states (i.e. California). If the manual shut-off mode is to be changed to the auto shut-off mode, the "1" must be cleared.
90	**3.24 REPORTING DELAY AC/LOW BATTERY** Enter the reporting delay time desired for A.C. Power Failure and Low Battery reports in this location. Delays from 1 minute to 15 minutes may be selected in 1 minute increments. Enter a "1" for 1 minute, a "2" for 2 minutes, up to a "15" for 15 minutes. If both Low Battery and A.C. Power Failure zone are selected the delay time is the same.
91	**3.25 REPORTING ATTEMPTS** Enter the number of reporting attempts desired in this location. If this location is cleared the AV-6000 will continue to dial until a shut down signal is received from the receiver (in countries where allowed). If any number 1 - 15 is entered the unit will shut down after the entered number of attempts and retain this information until a new report occurs. Example: 8 is programmed and the Central Station is temporarily down. After 8 attempts the AV-6000 will not attempt to communicate until a new report occurs.
95	**3.26 SECOND NUMBER DIALING (AUXILIARY)** To select Second Number Dialing for Auxiliary Reports enter the following in the Memory Location: 1 = Low Battery 2 = A.C. 3 = Self Test 4 = Opening/Closing Station 5 = Keypad Initiated Reports 7 = Bypass Reports 8 = Zone Trouble Reports Example: If we require a Low Battery, A.C. Power Failure and Self Test Report to Dial Second Number Only a 1, 2 and 3 should be programmed in the Memory Location.

***ANY ZONE NOT PROGRAMMED IN ANY OF THESE 4 LOCATIONS (81 thru 84), BECOMES A 24 HOUR SILENT ZONE BY DEFAULT. THE ARMED LED WILL FLASH WHEN TRIPPED, WHETHER THE PANEL IS ARMED OR DISARMED.

MEMORY LOCATION	DEFINITIONS
96	**3.27 BOTH NUMBER DIALING (AUXILIARY)** To select Auxiliary Reports to Dial Both Numbers, data should be entered in this Memory Location in the same manner as selecting Second Number Dialing.
97	**3.28 SELF TEST REPORTING CYCLE** The Self Test code programmed in Memory Location 74 can be reported from once every 24 hours to once every 16 days by entering a 1 through 15. Enter a "1" for a report every 24 hours, a "2" for every 2 days up to a "15" for every 15 days. For a report every 16 days, clear this Memory Location.
98	**3.29 KEYPAD AUDIBLE ALARM SELECT (FIRE OR BURGLARY)** Any or all of the four keypad pair combinations may be programmed to sound an audible alarm when a key pair is activated. Each key pair may sound either an audible burglary or fire alarm but not both. Row 1 pair (1 & 3) will sound burglary when a "1" is entered and fire when a "5" is entered. Row 2 key pair (4 & 6) will sound burglary when a "2" is entered and fire when a "6" is entered. Row 3 key pair (7 & 9) will sound burglary when a "3" is entered and fire when a "7" is entered. Row 4 key pair (* & #) will sound burglary when a "4" is entered and fire when a "8" is entered. Examples: Row 1 is to sound fire and rows 2 and 3 are to sound burglary. Enter a "5", "2", and "3" in Location 98. **3.30 KEYPAD INITIATED REPORTING CODES** Memory Locations 99 through 103 are used to select the reporting code keypad initiated 24 hour emergency alarms will report.
99	**KEYPAD 1 AND 3 REPORTING CODE**
100	**KEYPAD 4 AND 6 REPORTING CODE**
101	**KEYPAD 7 AND 9 REPORTING CODE**
102	**KEYPAD * AND # REPORTING CODE**
103	**DURESS REPORTING CODE** A Duress Alarm is initiated when a "0" is entered following the access code before pressing "ENTR", and a code is programmed in this Memory Location.
104	**3.31 STATUS REPORTING CODE** To enable Status Reporting in the Acron Superfast format a "1" must be entered. For Extended and Silent Knight 4 + 2 reporting formats enter reporting code to represent status report in this Memory Location. A status report indicates a zone currently violated and previously reported.
105	**3.32 LOW BATTERY RESTORE CODE** Entering a number in this Memory Location selects the code that will report when a low battery condition is restored. NOTE: This Memory Location must not be programmed if Memory Location 72 is not programmed.
106	**3.33 A.C. POWER FAILURE RESTORE CODE** Entering a number in this Memory Location selects the code that will report when an A.C. power failure condition restores. NOTE: This Memory Location must not be programmed if Memory Location 73 is not prorammed.
144	**3.34 DAY/NIGHT TROUBLE ZONES DISPLAY ENABLE** Any combination of the 6 zones may be selected to display a trouble condition. Fire zones are automatically enabled. Burglary zones will sound and indicate a trouble condition when violated while disarmed. Useful for monitoring window foil breakage.
145	**3.35 DAY/NIGHT TROUBLE ZONES REPORT ENABLE** Any combination of the 6 zones may be selected to report a trouble condition. Burglary zones will report a trouble condition while violated when disarmed. Fire zones will report trouble whenever the trouble condition occurs. The reporting code selected in Memory Location 79 will be reported.

3.36 INSTALLERS KEYPAD REFERENCE GUIDE

FUNCTION	MODE SEQUENCE	KEY SEQUENCE
ABBREVIATED ARMING, SET	A A A ★MODE 1 ★MODE	N D #ENTR
ABBREVIATED ARMING, CLEAR	A A A ★MODE 1 ★MODE	N #ENTR
ENABLE ZONE LEDs	A A A ★MODE 8 ★MODE 1	Z Z Z #ENTR
ENABLE ZONE BYPASS	A A A ★MODE 8 ★MODE 2 TEST	Z Z Z #ENTR
ENABLE ZONE ANNUN./CHIME	A A A ★MODE 8 ★MODE 3	Z Z Z #ENTR
AUD. FEEDBACK SEL/DESELECT	A A A ★MODE 8 ★MODE 4 #ENTR	N/A
SOUNDER SEL/DESELECT	A A A ★MODE 8 ★MODE 5 #ENTR	N/A
MULTI/SINGLE PREMISE SEL/DESEL.	A A A ★MODE 8 ★MODE 7 CP #ENTR	N/A
ENTER PROGRAM MODE KEYPAD	A A A ★MODE 8 ★MODE 9 I/A #ENTR	N/A
ENTER PROGRAM MODE PANEL †	#ENTR 1 2 TEST 3 4 5 #ENTR	N/A
EXIT PROGRAM MODE PANEL †	SIMULTANEOUSLY PRESS 4 & 6	N/A
EXIT PROGRAM MODE KEYPAD	SIMULTANEOUSLY PRESS ★MODE & #ENTR	N/A
PRODUCT CODE AV-6000/8000***	#ENTR ★MODE 9 I/A 0 I/O 9 I/A 1 #ENTR	N/A
PRODUCT CODE OTHERS	#ENTR ★MODE 9 I/A 0 I/O 9 I/A 0 I/O #ENTR	N/A
PRIMARY ACCESS CODE CHANGE*	OLD A A A ★MODE 7 CP	NEW A A A #ENTR
SECONDARY ACC CODE SET**	A A A ★MODE 7 CP ★MODE	N S S S #ENTR
SECONDARY ACC CODE CLEAR	A A A ★MODE 7 CP ★MODE	N #ENTR

See DK-III Installation Instructions.

* Factory Programmed for 1 2 3
** Cleared at Factory
*** Factory Programmed
† For AV-6000/8000 Only
AAA - Primary Access Code (From 3 to 6 digits)

SSS = Secondary Access Code (From 3 to 6 digits).
ZZZ = Zone(s) enabled for bypass, annunciator/chime or individual armed LED's.
N = User Number.
D = Number of digits (1-3) selected for abbreviated arming.

FOR TECHNICAL ASSISTANCE CALL
800-631-2144
IN N.J. (201) 364-7200
TO EXPEDITE TROUBLESHOOTING HAVE YOUR PROGRAMMING WORKSHEET ON HAND.