



D9000/D7000 Series Control/Communicators Program Entry Guide

How To Use This Program Entry Guide

This manual addresses the programming of the D9412, D9112, D7412, and D7212 Control/Communicators only, and should not be used in conjunction with the D9112B1 or D7212B1 panels.

Although this manual specifically references the D9412/D9112 Control/Communicators, it may be used in the programming of the D7412/D7212 Control/Communicators also, with attention given to the differences shown in *D9000/D7000 Series Differences* below.

Text marked with a diamond (♦) indicates that this function or feature is available on the D9412 and D7412 only.

Radionics recommends that you read the following documents before installing and programming the new products:

- D9000/D7000 Series Operation and Installation Manual (74-07692-000)
- D9412/D9112 Program Record Sheet (74-07696-000)
- D7412/D7212 Program Record Sheet (34583)

D9000/D7000 Series Differences

The following table indicates the differences among the D9412, D9112, D7412, and D7212 Control Communicators.

Features	D9412	D9112	D7412	D7212
Access Control	Yes, 8 Doors	No	Yes, 2 Doors	No
Expanded Users				
Arm/Disarm Passcodes	249	249	99	99
Cards/Tokens	996	N/A	396	N/A
Passcode Protected	16	16	4	4
Custom Functions				
Number of Printers	3	3	1	1
Number of Points	246	246	75	75
Number of Relays	128	128	64	64

New Features in the D9000/D7000 Series

- Access Control. The D9412/D7412 will support card or token control of the alarm system (each door requires a D9210B Access Control Module) using 26-bit Weigand readers. Access functions assigned by area authority level include access to area controlled by armed state and card/token controlled disarming. The D9210B Access Control Module communicates with the panel via the SDI bus (like command centers) and provides connections for all door functions including the card reader, door strike, door point and request to exit or enter inputs. The D9412/D7412 features new log events and reporting messages to support access control. Besides card/token control by users, access control doors can be programmed to automatically unlock on disarm and lock when the area is armed or be controlled from the keypad.
- Expanded Users. Each user can have a 16-character name, and up to four assigned cards or tokens. (D9412/D7412 only.)

- **Expanded Points and Point Codes.** The D9412/D9112 now accommodates 238 off-board points to provide up to 246 detection points. Each D8125 **Point of Protection Expander (POPEX)** will now support 119 points; the D7412/D7212 accommodates up to 67 off-board points for a total of 75 points. New point codes have been added for fire supervisory points and the new Detection Systems motion detectors that feature integrated POPITs.
- **Expanded Skeds.** All panels now can accommodate up to 40 scheduled events (Skeds). Skeds on the D9412/D7412 can be programmed to execute one of 23 different functions (the D9112 and the D7212 support up to 14 functions and do not support the new access Skeds), now including control of the access doors, access levels and access event logging/printing.
- **Expanded Messages; Local and Remote Reporting.** There are new messages for access, fire supervision, and users (including card token data and user names). New messages require updates to the D6500 Security Receiver (rev 08.00 or higher) and to the D9131A Parallel Printer Interface (rev 03.02). Each system now offers more flexibility in choosing messages that are reported to a local printer or the central station.
- **Custom Programming.** Each system now offers custom programming for maximum flexibility. The regular programming options for specific areas (Report Groups for Routing, Printer Scope, and Command Center Scope) are defaulted to the parameters of the typical installation. You may choose to change these defaults by programming the associated Custom prompt. Selected prompts are only visible to the installer when Custom programming is chosen.

Product Handlers

The programming of the new panels requires multiple product handlers. The availability of each handler is indicated in the following table:

Product Handler	D9412	D9112	D7412	D7212
9000MAIN	✓	✓	✓	✓
RADXUSR1	✓	✓	✓	✓
RADXUSR2	✓	✓	N/A	N/A
RADXPNTS	✓	✓	✓	✓
RADXSKED	✓	✓	✓	✓
RADXAXS	✓	N/A	✓	N/A

- **9000MAIN:** Covers Panel-Wide, Area-Wide, Command Center, Function List, User Interface, and Relay programming modules.
- **RADXUSR1:** Covers Passcode/Token programming for Users 000 through 124.
- **RADXUSR2:** Covers Passcode/Token programming for Users 125 through 249.
- **RADXPNTS:** Covers Point Index and Point Assignment programming for all points.
- **RADXSKED:** Covers Open/Close Windows, User Access Windows, Skeds, and Holiday Index programming modules.
- **RADXAXS:** Covers the programming parameters for installed D9210 Door Controllers. The Program Entry Guide and Program Record Sheet for this handler comes with the D9210 Access Control Module.

Although the handlers shown above can be used to program any of the new control/communicators, not all of the functions will operate. For example, the RADXUSR1 Handler is used to program users 000 through 124. Even though the handler *allows*

you to program users 100 through 124, the D7412 and D7212 will not allow the activation of these users.

Programming Changes

Many of the new features required changes to the product handlers. New prompts were added and some have been modified. The table below lists the prompts which have been changed from the D9112B1/D7212B1 panels. Not all functions are available for each panel.

Program Module/Prompt Status and Description

Phone Parameters Module	
Point/User Flag	Changed. Adjusted to accommodate 246 points and 250 users

Routing	
Primary/Backup Device	New prompts. Allows selection of specific primary and backup devices
View Events	New prompt. Allows custom programming for routing event reports for each report group.
◆ Access Reports	Added. Lists event reports related to access.

Printer Parameters	
P## Scope	Changed. Allows custom programming of printer scope.
P## Report Groups	New prompts. Allows specific event groups to be programmed for printing

Miscellaneous	
Cancel Reports	New prompt. Allows Burg Cancel and Fire Cancel reports to be enabled/disabled.
Duress	Changed: Was located in Passcode section. Still a +1 or +2 option.

Ctrl Cntr Assignment	
CC# Scope	Changed. Allows custom programming of command center scope.
CC# Entr Key Rly	New prompt. Allows a relay to be activated from the command center using a valid code and the ENTER key.
◆ CC# Entr Cycl Dr	New prompt. Allows door to be opened from command center using a valid codee and the ENTER key.
◆ CC# Assign Door	New prompt. Assigns door to the command center scope for door text display and adding user IDs.
CC# Trouble Tone	New prompt. Sounds system trouble tones at the command center.
CC# Entry Tone	New prompt. Sounds tone at command center during entry delay time.
CC# Exit Tone	New prompt. Sounds tone at command center during exit delay time.
CC# Arm Now Warn	New prompt. Displays [PLEASE CLOSE NOW] warning at command center.
◆ CC# Close Door	New prompt. Sounds tone and displays warning at command center when door is left open beyond extend time.

◆ Available on the D9412 and D7412 Control Communicators only.

Program Module/Prompt

Status and Description

User Interface	
◆ L## Door Control	New prompt. Allows specific door control functions to be enabled for specific authority levels. Program as "Yes" to access Door Controls from menu.
◆ L## Unlock Door	New prompt. Allows users to open door from command center.
◆ L## Hold Door	New prompt. Allows users to hold door open from command center.
◆ L## Secure Door	New prompt. Allows users to secure door from command center.
◆ L## Change Levels	New prompt. Allows users to toggle the access levels on and off.
L## C Functions 128-143	New prompts. Added capability for programming custom functions by Authority Level.
◆ L## Security Level	New prompt. Enables users access to areas depending on the area's armed state.
◆ L## Disarm Level	New prompt. Enables users to change the arm state of an area with their token.

Panel-Wide Relays	
Keypad Fail, Printer # Fail	Prompts deleted.
Summary SupFire	New prompt. Activates relay when any fire supervisory point is in a supervisory condition (off-normal).
Summary SupBurg	New prompt. Activates relay when any non-fire supervisory point is in a supervisory condition (off-normal).

Passcode/Token Worksheet	
U###	New feature. USERS1 Handler programs Users 000 to 124; USERS2 Handler programs Users 125-249.
U### Name	New prompt. Allows 16 characters of text for user's name.
◆ U### Master Site	New prompt. Allows a code representing the master user's site (department, location, etc.).
◆ U### Master C/D	New prompt. Identifies the master user's assigned card/token.
◆ U### SU# Site and ◆ U### SU# C/D	New prompt. For sub-users 1, 2, and 3 assigned to each master user. Allows a code for the sub-user's assigned card/token.

Point Index	
Point Type: 9 - Easikey	New point type. Programs point for EasiKey integration.
Point Response: 8	Modified point response. Adds supervisory event for open 24-hour points and trouble for shorted 24-hour points.
Point Response: 9	Modified point response. Adds trouble for open 24-hour points and supervisory event for shorted 24-hour points.
Point Response: A	Modified point response. Adds supervisory event for open 24-hour points.
Point Response: B	Modified point response. Adds fire supervisory event for open 24-hour points.
Point Response: C	Modified point response. Adds fire supervisory event for open and shorted 24-hour points.
Point Response: E	New point response. Adds instant alarm for armed, shorted controlled points and trouble for open controlled points (armed or disarmed). Used with ASIC Detection System motion sensors.
Point Response: F	New point response. Provides no response for any point condition but activates Relay Follow Point.

Relay Response Types	
P## RlyResp Type: 1	New relay response type. Relay activates on point fault and deactivates when point returns to normal.
P## RlyResp Type: 2	No change. Relay latches when point is in alarm, then is reset when (1) a valid combination acknowledges the alarm and (2) a valid combination is entered and the CLEAR key is pressed.

◆ Available on the D9412 and D7412 Control Communicators only.

Program Module/Prompt

Status and Description

Point Assignment	
P###	New feature. Increased number of points. The panel reserves points 128 and 248 for internal functions.
P## RlyResp Type	New prompt. Associates relay with point. Both need to be assigned the same address.
P## BuzzOn Fault	New prompt. Programs command center buzzer to sound when point goes off-normal. Options include: no buzz, silenceable buzz, and non-silenceable buzz.
P## Disp as Dvc	New prompt. Programs [CHECK DEVICE] display at command center when point is off-normal.
P## FA Returnable	New prompt. Returns point automatically upon restoral if point is force armed.
P## BP Returnable	New prompt. Returns point automatically upon restoral if point is bypassed.

Windows	
Opening & Closing Windows	Modified feature. Number of O/C Windows reduced to eight.
User Access Windows	Modified feature. Number of User Access Windows reduced to eight.

Skeds	
◆ Sked Number	New Feature. Increased number of skeds up to 40.
◆ Sked Function: 16 - Access Level On	New sked function. Allows access levels to be turned on.
◆ Sked Function: 17 - Access Level Off	New sked function. Allows access levels to be turned off.
◆ Sked Function: 18 - Unlock Door	New sked function. Allows programmed doors to be held open.
◆ Sked Function: 19 - Lock Door	New sked function. Returns programmed doors to the normal state.
◆ Sked Function: 20 - Secure Door	New sked function. Allows programmed doors to be secured.
◆ Sked Function: 21 - Enable Access Granted Events	New sked function. Enables reporting of access granted and door request events for doors programmed.
◆ Sked Function: 22 - Disable Access Granted Events	New sked function. Disables reporting of access granted and door request events for doors programmed.
◆ Sked Function: 23 - Enable No Entry Events	New sked function. Enables reporting of no entry events for doors programmed.
◆ Sked Function: 24 - Disable No Entry Events	New sked function. Disables reporting of no entry events for doors programmed.

- ◆ Available on the D9412 and D7412 Control Communicators only.

The Program Entry Guide has been set up in a specific order. Related program entries are grouped together in modules as they appear in the specific product handlers. The handler and the programming module are listed at the top of each page to help you find specific programming prompts.

Programming Options. The Program Entry Guide shows the programming options for each product handler. Each option is listed with:

- The program item **Prompt**. Each Prompt is shown as it will appear in the D5200 Programmer or the Remote Account manager (R.A.M.). Sometimes, for space considerations, a Prompt must be abbreviated in the Programmer display. In these cases, the meaning of the prompt is explained in the Description.
- Program Entry **Default** setting. Since defaults are set for the typical installation, you may not need to program each prompt. Review the default entries in the

Program Record Sheet shipped with the panel to determine which prompts need to be programmed.

- Program Entry **Selections**. Only the selections listed can be used for a particular program item. Inappropriate entries are not accepted by the programmer.
- Program Entry **Description**. This provides concise information regarding what can occur with the various entry Selections. Read the Descriptions carefully as misunderstanding can result in improperly programmed equipment.
- **Custom Programming**. A new feature of the D5200 is the option to select Custom programming [YES or NO] to expand programming modules within the D5200. Programming Custom as YES does not affect the programming of any parameter. It allows parameters for special applications to be visible in the programmer.

About the Type Styles That We Use in the Text

We use special type styles to help you identify the objects that we are describing in this guide.

ITALICIZED text with a border represents the prompt that you will see in the D5200 Programmer's display. Shaded borders represent programmer prompts that are available only when you select Custom or View Events.

Bold text usually indicates selections that you may use while programming your panel. It may also indicate an important fact that you should note.

Bold Italicized text represents a prompt when used in a description.

Italicized text references you to another section of the manual, or to a different manual. We also use Italicized text to symbolize names for records that you will create.

`Courier Text` shows what may be printed on the D6500 Display or internal printer. [CAPITALIZED TEXT] in brackets shows what is displayed at the command center. Capitalization may also be used for emphasis.

Programming the panel with the 5200

1st Latch the jumper in the upper right hand corner of the panel labeled as "RESET" on the PCB and "Reset Pin" on the face plate.

2nd Connect the molex end of the cord to the connector labeled as "PROG" on the PCB and "PROG CONN" on the face plate.

3rd Always initiate a panel copy at the [NEWRECORD] prompt or [FILENAME] when pressing the <RECV> (copy) key of the D5200.

4th Always initiate a panel load within the [FILE NAME] or to set as factory default within the [NEWRECORD] when pressing the <SEND> (load) key.

5th Disconnect the D5200 prior to releasing the "RESET" pin or the SDI devices will go into trouble and display [CALL FOR SERVICE].

Programming Tip: CAUTION. Do not leave the D5200 connected to the PROG connector without the "RESET" pin latched. Doing so will cause SDI ## TROUBLE reports and [CALL FOR SERVICE] to display on the control centers. Door controllers will also activate depending upon the SDI failure dipswitch setting.

Programming Error Displays

[Incompatible Panel] You are connected to the wrong panel or using the wrong handler. Check the faceplate for the model number and the handler title.

[Check Cord/Reset Pin] Check the cord and "RESET" pin.

Programming Tip: There will be a 5 to 25 second pause after the "RESET" pin is unlatched during which the panel scans all the points and properly displays, logs and reports them.

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PANEL WIDE PARAMETERS

Use this programming module to define the operating characteristics that affect panel-wide functions. There are seven programming categories in this module: *Phone, Phone Parameters, Routing, Power Supervision, Printer Parameters, RAM (Remote Account Manager) Parameters, and Miscellaneous.*

Phone

The panel can dial up to four different telephone numbers when sending event reports. All telephone numbers use the same receiver format. Event report routing and communication protocol are discussed in the *Routing* section.

Phone 1

Default: Blank

Selections: Up to 24 characters (do not enter SPACE)

The telephone number the panel dials to contact the central station receiver when sending event reports. This number is "Phone 1" which is referenced in *Routing* parameters.

The panel is pre-programmed with a 7-second dial tone detect period. When dial tone is detected or the waiting period ends, the panel begins to dial. To extend the dial tone detect program, place a **D** before the phone number. To insert a pause during or after dialing, use **C** in the number sequence. For example, if the panel hangs up before it hears the Modem IIIa²™ ack tone from the D6500, program extra **C**s after the phone number. The panel waits on line for three extra seconds for each **C** programmed.

Enter up to 24 of the following characters to define dialing characteristics.

Using both Phone data entry lines: The first line of the phone number data entry line must be filled (12 characters) before you press ENTER to move on to the second line. If you enter characters on the second line, and there are less than 12 characters on the first line, the second line clears when you press ENTER.

0 - 9----- Numbers 0 through 9

C -----3-second pause

D -----7-second dial tone detect.

or * ---- Used for the same purpose as pressing this key on a telephone keypad when manually dialing. For example, an asterisk (*) may be needed to access your long distance service. Do not use these characters when pulse dialing.

Blank ---- Panel dials no phone number.

Programming this item Blank does not disable phone routing. To disable reporting to this phone see *Routing*.

Panel-Wide Parameters

Phone 2

Default: Blank

Selections: Up to 24 characters (do not enter SPACE)

(See explanation of **Phone 1.**) This number is "Phone 2" which is referenced in *Routing* parameters.

Phone 3

Default: Blank

Selections: Up to 24 characters (do not enter SPACE)

(See explanation of **Phone 1.**) This number is "Phone 3" which is referenced in *Routing* parameters.

Phone 4

Default: Blank

Selections: Up to 24 characters (do not enter SPACE)

(See explanation of **Phone 1.**) This number is "Phone 4" which is referenced in *Routing* parameters.

Phone Parameters

The program items in this category describe panel wide characteristics for telephone dialing, receiver format, and supervision.

Modem Format

Default: Yes

Selections: Yes or No

Central Station Receiver Format for transmission of reports. Modem format provides many reporting advantages over the BFSK format. See the *D6500 Report Directory (74-04651-000)* for more information about the effect of reporting formats.

Yes -----Radionics' Modem IIIa²™ Communication Format.

Radionics' Modem IIIa²™ Communication Format reports identify points as "001" through "247" and passcode User ID codes as "000" through "249" at the D6500 Receiver (unless **Point/User Flag** is programmed YES; see below). When reporting point events, Radionics' Modem IIIa²™ Communication Format also sends point text to the D6500 as programmed in *Point Assignments*.

No -----BFSK (2300 Hz or 1400 Hz acknowledgment tone).

Programming Tip: If **Modem Format** is No, be sure to assign a number to identify duress reports in **BFSK Duress Code** in this programming section.

Panel-Wide Parameters

Point/User Flag

Default: No
 Selections: Yes or No

This program item determines how point and User ID numbers are presented at the D6500 display, printer, and computer RS232 output.

When **Modem Format** is **Yes**, the panel sends expanded Radionics' Modem IIIa²™ Communication Format reports to the D6500. If your central station data files are not set up for point and User ID number reporting, you can use this program item to convert these numbers to COMEX reports.

Yes ----- The panel sends a "flag" with each report that tells the D6500 to convert point numbers and User ID numbers to COMEX format. The conversions are shown in the table below. [No matter how the D6500 is programmed for output to the computer system, points and User ID numbers are converted when this item is YES. (See the 6500:MPU Program Entry Guide, **CompOut** program item.)]

No----- The panel does not send the "flag." The D6500 outputs point numbers as 001 - 247 (rather than 100 - 732) and User ID numbers as 000 - 249 (rather than 000 - F08), as indicated in the table below.

When **Modem Format** is YES, the panel sends expanded Radionics' Modem IIIa²™ Communication Format reports to the receiver. **Point/User Flag** affects Radionics' Modem IIIa²™ Communication Format data as shown below. The leading zero in the User ID Number with **Point/User Flag** programmed NO is added by the Radionics D6500 receiver.

User ID Numbers		Point Numbers	
<i>Point/User Flag</i>		<i>Point/User Flag</i>	
NO	YES	NO	YES
000 _____	000		
001 - 005 _____	001 - 005	001 - 008 _____	100 - 800
006 - 013 _____	601 - 608	009 - 024 _____	101 - 116
014 - 021 _____	701 - 708	025 - 040 _____	201 - 216
022 - 029 _____	801 - 808	041 - 056 _____	301 - 316
030 - 037 _____	B01 - B08	057 - 072 _____	401 - 416
038 - 045 _____	C01 - C08	073 - 088 _____	501 - 516
046 - 053 _____	D01 - D08	089 - 104 _____	601 - 616
054 - 061 _____	E01 - E08	105 - 120 _____	701 - 716
062 - 069 _____	F01 - F08	121 - 136 _____	801 - 816
070 - 249 _____	000	137 - 152 _____	117 - 132
		153 - 168 _____	217 - 232
		169 - 184 _____	317 - 332
		185 - 200 _____	417 - 432
		201 - 216 _____	517 - 532
		217 - 232 _____	617 - 632
		233 - 247 _____	717 - 731

Panel-Wide Parameters

Independent Zone Control Notice: When using Independent Zone Controls (I.Z.C.) to send opening/closing reports by point, do not duplicate reporting independent point numbers with User ID reports (see *Passcode Worksheet*). For example: If an I.Z.C. is connected to point 8, User ID 8 should not be used.

D6000: Opening/closing User ID numbers are identified at the receiver as "ZONES" (same identification as independent points).

User ID 1 = ZONE B	User ID 6 = ZONE 6	User ID 93 = ZONE 3
User ID 2 = ZONE C	User ID 7 = ZONE 7	User ID 94 = ZONE 4
User ID 3 = ZONE D	User ID 8 = ZONE 8	User ID 95 = ZONE 5
User ID 4 = ZONE E	User ID 91 = ZONE 1	User ID 96 = ZONE 0
User ID 5 = ZONE F	User ID 92 = ZONE 2	

D6500 Receiving BFSK format: Opening/closing User ID numbers are identified at the receiver as "ZN" (same identification as independent points). The "ZN" numbers are based on the "tens" digit of the User ID number. This only applies for Users 000 through 099. Users 100 through 249 will not report in BFSK format.

DTMF Dialing

Default: Yes
Selections: Yes or No

Use DTMF (dual-tone multi-frequency) to dial the central station receiver phone number(s) for event reports, and/or the D5400 Remote Account Manager .

Yes -----Dials the programmed phone number(s) using DTMF.

No -----Pulse Dialing only

Phone Supv Time

Default: Blank
Selections: Blank or 10 - 240

The panel tests the primary phone line approximately nine times a minute and the secondary line once a minute. This prompt sets the amount of time the panel continues to monitor a faulted phone line before initiating phone line trouble responses.

Blank ----- No phone line supervision.

10 - 240 ----- Enter the number of seconds (in 10 second increments) you wish to supervise the phone line. After a faulted phone line restores, it takes the same amount of time to initiate restoral responses.

Phone line trouble responses:

Command centers display [SERVC PH LINE #] to indicate which phone line failed. The command center will initiate a trouble tone if **Buzz on Fail** is YES and **CC# Trouble Tone** is YES.

With dual phone lines (using the D928 module), the restored phone line will handle all messages regardless of the phone line's number.

Phone trouble and restoral events report when they occur. They report also when a diagnostic report is initiated from a command center or by a Sked.

Panel-Wide Parameters
Alarm On Fail

Default: No
 Selections: Yes or No

Yes ----- Generate alarm responses when a phone line fails.

No----- Phone failures will report as trouble responses for Area 1 and/or the account number for Area 1.

Programming Tip: *Phone Supv Time* must be programmed to use this feature.

Application Note: Phone Failure Alarm Responses: The Alarm Bell relay for Area 1 activates. The *Phone Fail* relay activates if programmed in *Relay Parameters*. All phone event messages report as Area 1 and/or the account number for Area 1.

Buzz On Fail

Default: No
 Selections: Yes or No

Yes ----- Generate panel-wide trouble tones and display [PHONE FAIL #] at command centers when a Phone Fail event occurs.

No----- Do not generate trouble tones at command centers when a Phone Fail event occurs. [PHONE FAIL #] will still display.

Programming Tip: *Phone Supv Time* must be programmed to use this feature.

Application Note: How to de-select individual command centers for panel-wide trouble tones. Panel-wide trouble tones for individual command centers (based on their CC# 1 through 8) can be turned off by programming **CC# Trouble Tone** in *command center Parameters* as NO.

Two Phone Lines

Default: No
 Selections: Yes or No

This program item is used when a D928 Dual Phone Line Module is connected to the panel. Both lines must be of the same operation, either ground start or loop start.

Yes ----- D928 Dual Phone Line Module installed. The LEDs on the D928 light to indicate primary or secondary line trouble and COMM FAIL.

No ----- No D928 Dual Phone Line Module.

Programming Tip: IMPORTANT! Program *Phone Supv Time* when using two phone lines.

Application Note: WARNING! NFPA standards prohibit the use of ground start phone lines in systems monitoring fire points.

BFSK Duress Code

Default: 0
 Selections: 0 - 9

If **Duress Enable** in *Area Parameters* is YES and **Modem Format** in *Phone Parameters* is NO, you must program a number to identify duress reports at the central station.

Programming Tip: IMPORTANT! Programming this as 9 will duplicate the battery fail code. It is recommended that you program this item 0-8 when **Bat Fail/Res Rpt** is programmed YES. Check with your central station automation manager.

Expand Test Rpt

Default: No
 Selections: Yes or No

This program item is used to add system event information to scheduled test reports. Test reports are set up as scheduled events in the *Skeds Parameters* section of the program.

Yes -----Report events listed in routing group test reports will report to the central station if they are off-normal.

No-----Do not report off-normal conditions for the events listed in the routing group test reports at test time.

Ground Start

Default: Long
 Selections: Short or Long

Some newer ground start telephone exchange switches require a shorter amount of time to initiate dial tone. If the panel can't initiate dial tone on the ground start line with the default (Long) setting, try the Short setting.

Long -----Standard duration of ground. Use this setting for most ground start telephone systems. The duration is 700 milliseconds.

Short-----Shorter duration of ground. Use this setting for telephone systems where specified. The duration is 250 milliseconds.

Press the **SPACE BAR** to scroll through the selections. Press **ENTER** when the correct selection appears in the display.

Application Note: WARNING! Use this program item only when the panel is connected to Ground Start telephone lines.

Routing

Routing lets you select full or partial groups of events to be reported up to four different destinations. Routing includes choosing which is the most important destination, (Route #), which events are reported to a single or multiple destination and if the events fail, which backup destination should be selected.

Route # Groups, which has the highest priority?

To program a group, you first choose a **Route #**. The lower the **Route #** number, the higher priority that group will have (e.g., events reported for Route 1 have a higher priority than Route 2, 3 or 4 if each group has a message to send at the same time). This will become important when programming duplicate reports or choosing which events you want to ensure will report *first* regardless of the number of events that need to be reported to multiple groups. Remember, Route 1 group Primary Device will be the first destination that the panel will attempt to dial *if an event in that group needs to be reported*. If the panel is idle, any event generated for any group will initiate a dialing sequence.

Programming a Primary and Backup Destination.

Each **Route #** has a **R# Primary Device** and **R# Backup Device**. The **R# Primary Device** destination is the **Phone #** that the Route Group will attempt to dial first. If the **R# Primary Device** destination fails to connect to the central station receiver after two dialing attempts, then the **R# Backup Device** destination will be dialed.

Programming a Duplicate report.

To allow an event within a group to report to multiple groups, the event should be YES for each **Route #** available. For instance, programming Fire Alarms for Route Group 1 and Route Group 2 will result in the fire alarms *first* reporting to Route Group 1 followed by a duplicate report to Route Group 2.

Routing Destination Communication Failures.

When the **R# Primary Device** fails to connect to the central station receiver after two attempts, the **R# Backup Device** phone number will be dialed. The central station will receive the original event with a COMM FAIL PHONE#=(1, 2, 3, or 4) message tagged along indicating which Route Group failed.

When both the **R# Primary Device** and **R# Backup Device** fail, local audible and visual annunciation at the command center(s) [FAIL ROUTE #] and printer indicates which **Route #** failed. An attempt to make contact with the central station will be automatically activated every hour from the time that the last dialing attempt was made. Once the panel reaches the central station during one of these attempts, a COMM RESTORE RG=(1, 2, 3, or 4) is reported to the central station and logged locally. The number [RG=#] in the report message indicates which Route Group restored.

Message Prioritization Within a Route

The D9000/D7000 Series Control/Communicators meet the digital reporting requirements for UL 864. Fire alarm events have the highest priority and are reported first for each group. The next highest priority events are in the following order, panic, duress, medical, intrusion alarm, supervisory and then all troubles and restorals.

Programming Tip: To comply with NFPA and UL864, you must program Route 1 to report only Fire Alarm events to ensure the fastest reporting time.

Dialing Attempts

The primary device within a group will make six individual attempts to dial and the backup device will make four attempts to dial before initiating a local Comm Fail report. When only one destination is programmed, it will make 10 attempts. Each group takes approximately 10 minutes to go into Comm Fail.

Route #

Default: 1
Selections: 1 - 4

Enter the number specifying the route group to be programmed. The route represents the group you wish to send a group of reports. The groups are prioritized with "1" being the first group to be reported and "4" being the last group to be reported. Each group has a Primary and a Backup device. The Primary Device is the first (most important) destination used to reach the programmed route within this group. The Backup Device is used if the Primary Device fails.

- 1 ----- First group sent
- 2 ----- Second group sent
- 3 ----- Third group sent
- 4 ----- Fourth group sent

R# Primary Device

Default: Blank
Selections: Blank, 1 - 4

Enter the number specifying the Primary Device.

- 1 ----- Phone 1 is this group's primary destination.
- 2 ----- Phone 2 is this group's primary destination.
- 3 ----- Phone 3 is this group's primary destination.
- 4 ----- Phone 4 is this group's primary destination.

R# Backup Device

Default: Blank
Selections: Blank, 1 - 4

Enter the number specifying the Backup Device. The Backup Device is used when the Primary Device fails to reach the programmed destination.

- 1 ----- Phone 1 is this group's backup destination if the primary destination fails.
- 2 ----- Phone 2 is this group's backup destination if the primary destination fails.
- 3 ----- Phone 3 is this group's backup destination if the primary destination fails.
- 4 ----- Phone 4 is this group's backup destination if the primary destination fails.

Panel-Wide Parameters

View Events?

Default: No

Selections: Yes or No

Allows the D5200 programmer to reveal the prompts shown below in shaded borders. Leaving **View Events?** as NO allows the user to ignore a large area of programming that does not need to be changed.

Yes ----- Allows the user to access each routing group and program individual events for this **Route Group** only. (D5200)

No----- Allows the user to continue programming without viewing individual groups.

Fire Reports

Selecting YES enables a report to be sent when the event occurs.

Report	Selections	Description
<i>R# Fire Alarm</i>	Yes, No	Reports fire event.
<i>R# FR (Alarm)</i>	Yes, No	Reports fire restoral from alarm.
<i>R# Fire Missing</i>	Yes, No	Reports missing fire point.
<i>R# Fire Trouble</i>	Yes, No	Reports fire trouble.
<i>R# Fire Supervis</i>	Yes, No	Reports fire supervision.
<i>R# FR (T/M/S)</i>	Yes, No	Reports fire restoral from trouble, missing, or short.
<i>R# Fire Cancel</i>	Yes, No	Reports canceled fire alarm.
<i>R# Fire Sup Miss</i>	Yes, No	Report fire supervisory missing.

Burglar Reports

Selecting YES enables a report to be sent when the event occurs.

Report	Selections	Description
<i>R# Alarm Report</i>	Yes, No	Report burglar alarm event.
<i>R# Burg Restore</i>	Yes, No	Reports non-fire restoral from trouble, missing, or short.
<i>R# Duress</i>	Yes, No	Duress report.
<i>R# Missing Alarm</i>	Yes, No	Reports missing alarm point.
<i>R# Usr Code Tmpr</i>	Yes, No	Reports user code tamper.
<i>R# Trouble Rpt</i>	Yes, No	Reports trouble event.
<i>R# Missing Trbl</i>	Yes, No	Reports missing trouble event.
<i>R# Non Fire Suprv</i>	Yes, No	Reports non-fire supervision event.
<i>R# Pt Bus Fail</i>	Yes, No	Reports point bus failure.
<i>R# Pt Bus Rstl</i>	Yes, No	Reports restoral of point bus after failure.
<i>R# Non Fire Cncl</i>	Yes, No	Reports canceled non-fire alarm.
<i>R# Alarm Restore</i>	Yes, No	Reports non-fire restoral from alarm.
<i>R# Sup Missing</i>	Yes, No	Reports supervisory missing.

IMPORTANT NOTE: Restoral reports will not be sent if the panel is reset after a point is bypassed and then the point is unbypassed. This is true for both fire and non-fire points

User Reports

Selecting YES enables a report to be sent when the event occurs.

Report	Selections	Description
<i>R# Point Bypass</i>	Yes, No	Reports point bypass event.
<i>R# Forced Point</i>	Yes, No	Reports forced point event.
<i>R# Point Open</i>	Yes, No	Reports point opening event.
<i>R# Point Close</i>	Yes, No	Reports point closing event.
<i>R# Forced Arm</i>	Yes, No	Reports point forced armed.
<i>R# Fail To Open</i>	Yes, No	Reports fail to open event.
<i>R# Fail To Close</i>	Yes, No	Reports fail to close event.
<i>R# Ext Clos Tm</i>	Yes, No	Reports extend close time event.
<i>R# Opening Rpt</i>	Yes, No	Reports opening events.
<i>R# Forced Close</i>	Yes, No	Reports point forced close event
<i>R# Closing Rpt</i>	Yes, No	Reports closing events.
<i>R# FC Perim Inst</i>	Yes, No	Reports forced close perimeter instant armed event.
<i>R# FC Perim Delay</i>	Yes, No	Reports forced close perimeter delay armed event.
<i>R# Perim Inst Arm</i>	Yes, No	Reports perimeter instant armed event.
<i>R# Perim Delay Arm</i>	Yes, No	Reports perimeter delay armed event.
<i>R# Send User Text</i>	Yes, No	Reports user text.

Panel-Wide Parameters

Test Reports

Selecting YES enables an event to report when a test report is initiated.

Programming Tip: To send a single test report (R# Test Report), enable Sked Function Code #9 [*Test Report*] in the Skeds section of the program.

To expand this test report to include any off-normal point condition or other off-normal conditions of events listed in Diag Reports [below] as a non-status event following a test report, **Expanded Test Rpt** in *Phone Parameters* must be programmed YES.

To initiate a status report, which includes all R# S:_____ events as a status report [as opposed a non-status report], Sked Function Code #10 must be enabled in the Skeds section of the program.

Reporting off-normal conditions as a status report following a test report, is required by some automation systems. Reporting off-normal conditions as a non-status report which follows a test report is required for other automation systems.

An off-normal condition is any point which is missing, trouble, or in alarm [as opposed to normal] as well as POINT BUS TROUBLE. Also, points which have not been cleared at the command center will report as off-normal.

Report	Selections	Description
<i>R# S: Alarm</i>	Yes, No	Status alarm report.
<i>R# S: Trouble</i>	Yes, No	Status trouble report.
<i>R# S: Supervised</i>	Yes, No	Status supervised report.
<i>R# Status Report</i>	Yes, No	Status report.
<i>R# S: Open</i>	Yes, No	Status open report.
<i>R# S: Close</i>	Yes, No	Status close report.
<i>R# Test Report</i>	Yes, No	Test report.
<i>R# S: Perim Inst</i>	Yes, No	Status perimeter instant arm report.
<i>R# S: Perim Delay</i>	Yes, No	Status perimeter delay arm report.
<i>R# S: Fire Supv</i>	Yes, No	Status fire supervision report.
<i>R# S: Fire Alarm</i>	Yes, No	Status fire alarm report.
<i>R# S: Fire Trbl</i>	Yes, No	Status fire trouble report.
<i>R# S: Msng Fire</i>	Yes, No	Status fire missing report.
<i>R# S: MsngBurgTr</i>	Yes, No	Status burg missing trouble report.
<i>R# S: MsngBurgAl</i>	Yes, No	Status burg missing alarm report.
<i>R# S: FireSpMsng</i>	Yes, No	Status fire supervision missing report.
<i>R# S: SuperMsng</i>	Yes, No	Status non-fire supervision missing report.
◆ <i>R# S: DrLeftOpen</i>	Yes, No	Status door left open report.

Diag Reports

Selecting YES enables a report to be sent when the event occurs. If the off-normal state of the following events still exist, they will report when a *Test Report* [see above] is initiated and **Expanded Test Rpt** is programmed YES.

Report	Selections	Description
<i>R# SDI Dev Fail</i>	Yes, No	Reports SDI device failure.
<i>R# SDI Dev Rstl</i>	Yes, No	Reports restoral of SDI device failure.
<i>R# Watchdog Rset</i>	Yes, No	Reports watchdog reset event.
<i>R# ParaChksmFail</i>	Yes, No	Reports parameter checksum failure.
<i>R# Reboot</i>	Yes, No	Reports reboot event.
<i>R# Ph Line Fail</i>	Yes, No	Reports failure of phone line.
<i>R# Ph Line Rstl</i>	Yes, No	Reports restoral of phone line after failure.
<i>R# AC Fail</i>	Yes, No	Reports failure of AC power to panel.
<i>R# AC Restorl</i>	Yes, No	Reports restoral of AC power to panel after failure.
<i>R# Batt Missing</i>	Yes, No	Reports battery missing detection event.
<i>R# Battery Low</i>	Yes, No	Reports low battery power.
<i>R# Battery Rstl</i>	Yes, No	Reports restoral of battery power to panel after missing or low event.
<i>R# Rt Comm Fail</i>	Yes, No	Reports failure to send report to specific route.
<i>R# Rt Comm Rstl</i>	Yes, No	Reports restoral of communication to specific route after a failure.
<i>R# Checksum Fail</i>	Yes, No	Reports checksum fail event.

Relay Reports

Selecting YES enables a report to be sent when the event occurs.

Report	Selections	Description
<i>R# Sensor Reset</i>	Yes, No	Reports sensor reset event.
<i>R# Relay Set</i>	Yes, No	Reports relay set event.
<i>R# Relay Reset</i>	Yes, No	Reports relay reset event.

Panel-Wide Parameters

AutoFunc Reports

The following prompts support customized routing of Auto Function Reports. Selecting YES enables a report to be sent when the event occurs.

NOTE: Sked Executed event messages are not sent when Windows are enabled [Start] or disabled [stop]. Sked Executed event messages are sent only when Sked Function Codes 1 through 24 are used.

The number following the any of the Sked messages is the Sked index number [1 through 40] that has been executed, changed, or failed to execute.

Report	Selections	Description
<i>R# Sked Executed</i>	Yes, No	Reports Sked executed event.
<i>R# Sked Changed</i>	Yes, No	Reports Sked changed event.
<i>R# Execute Fail</i>	Yes, No	Reports a fail to execute event.

RAM Reports

Selecting YES enables a report to be sent when the **RAM Passcode** event occurs.

NOTE: RAM Access Fail may indicate a wrong passcode when communicating with the panel, or a valid RAM session was terminated by a means other than a GOOD-BYE or RESET-BYE command. Remote Reset indicates a RESET-BYE command issued from RAM, Bad Call to RAM indicates that the panel called RAM but was unable to connect.

Report	Selections	Description
<i>R# Log Threshold</i>	Yes, No	Reports Event log threshold reached.
<i>R# Log Overflow</i>	Yes, No	Reports Log is full, old events will be overwritten.
<i>R# Para Changed</i>	Yes, No	Reports RAM parameter change event.
<i>R# RAM OK</i>	Yes, No	Reports successful RAM access event.
<i>R# RAM Fail</i>	Yes, No	Reports failed access RAM event.
<i>R# Remote Reset</i>	Yes, No	Reports remote reset event.
<i>R# Program OK</i>	Yes, No	Reports successful laptop access event.
<i>R# Program Fail</i>	Yes, No	Reports failed laptop access event.

Point Reports

Selecting YES enables a report to be sent when the event occurs.

Report	Selections	Description
<i>R# Service Start</i>	Yes, No	Reports service walk test start event.
<i>R# Service End</i>	Yes, No	Reports service walk test end event.
<i>R# Fire Walk St</i>	Yes, No	Reports fire walk start event
<i>R# Fire Walk End</i>	Yes, No	Reports fire walk end event.
<i>R# Walk Test St</i>	Yes, No	Reports walk test start event for walk test and invisible walk test.
<i>R# Walk Test End</i>	Yes, No	Reports walk test end event for walk test and invisible walk test.
<i>R# Extra Point</i>	Yes, No	Reports extra point event.
<i>R# Send Point Text</i>	Yes, No	Reports point text.

User Chng Reports

Selecting YES enables a report to be sent when the event occurs.

Report	Selections	Description
<i>R# Date Changed</i>	Yes, No	Reports date change event.
<i>R# Time Changed</i>	Yes, No	Reports time change event.
<i>R# Delete User</i>	Yes, No	Reports delete user code event.
<i>R# User Code Chg</i>	Yes, No	Reports user passcode add or change event.
<i>R# Area Watch</i>	Yes, No	Reports area watch start and watch end.
◆ <i>R# Card Assigned</i>	Yes, No	Reports card assigned to user event.
◆ <i>R# Change Level</i>	Yes, No	Reports access control level change event.

◆ **Access Reports**

[D9412/D7412 only] Selecting YES enables a report to be sent when the event occurs.

NOTE: Access Granted, No Entry, Request to Enter and Request to Exit events may be turned on or off by each individual D9210.

Report	Selections	Description
<i>R# Access Granted</i>	Yes, No	Reports "access granted" event.
<i>R# No Entry</i>	Yes, No	Reports "no entry" event.
<i>R# Door Lt Open</i>	Yes, No	Reports "door left open" event.
<i>R# Cycle Door</i>	Yes, No	Reports "open door" event.
<i>R# Door Unlocked</i>	Yes, No	Reports "unlock door" event.
<i>R# Door Secure</i>	Yes, No	Reports "secure door" event.
<i>R# Door Request</i>	Yes, No	Reports "request to enter" or "request to exit" event.
<i>R# Door Locked</i>	Yes, No	Reports "locked door" event.

Power Supervision

AC Fail Time

Default: 15

Selections: 1 - 90 seconds (Blank and 0 are invalid)

Amount of time (in seconds) that AC power must be off before the panel responds to the AC failure. The response to restoral of AC power is delayed for the same amount of time. The panel always monitors AC.

Application Note: To totally eliminate AC reporting, **AC Tag Along** and **AC Fail/Res Report** must be programmed NO.

AC Fail/Res Rpt

Default: No

Selections: Yes or No

AC Power Supervision reports are sent to the central station and local printer at the time programmed for **AC Fail Time**.

Yes ----- Send AC Fail and AC Restoral reports.

No----- Do not send AC Fail and AC Restoral reports.

Programming Tip: To comply with NFPA standards and UL 864 requirements for Commercial Fire Systems, program this item NO and program **AC Tag Along** as YES.

AC Tag Along

Default: Yes

Selections: Yes or No

Send AC reports only if any other event occurs while AC is off-normal.

Yes ----- Send AC messages as tag along events.

No----- Do not send AC messages as tag along events.

Programming Tip: AC Tag along is required for NFPA and UL 864 Commercial Fire Systems. Be sure to program **AC Fail/Res Rpt** as NO if **AC Tag Along** is programmed YES.

AC/Battery Buzz

Default: No
 Selections: Yes or No

Initiate a panel-wide trouble tone at command centers when AC fails or battery is low or missing. This program item does not prevent the [SERVC AC FAIL] or [SERVC BATT LOW] displays.

Yes -----Initiate panel-wide trouble tone at all command centers.

No -----Do not Initiate panel-wide trouble tone at command centers.

Programming Tip: To comply with NFPA standards and UL 864 requirements for commercial fire systems, program this item as YES.

Application Note: How to de-select individual command centers for panel-wide trouble tones. Panel-wide trouble tones for individual command centers (based on their CC# 1 through 8) can be turned off by programming **CC# Trouble Tone** in *command center Parameters* as NO.

Bat Fail/Res Rpt

Default: Yes
 Selections: Yes or No

This prompt determines if a report will be sent if the battery is low or missing.

The battery must be discharged below 12.1VDC for 16 seconds before the panel responds to a low battery (see the *Operation and Installation Manual* for discharge schedule). It will take between 10 and 60 seconds for a missing battery to be detected.

Yes -----Battery failure and restoral reports are sent to the central station. They are routed to the telephone number programmed for **Power/Phone** events.

Modem reports:	missing or shorted	BATTERY MISSING
	discharged below 12.1VDC	BATTERY LOW
BFSK reports:	missing, shorted, low battery	TROUBLE ZONE 9

No-----Battery failure and restoral reports are NOT sent to the central station.

Programming Tip: To comply with NFPA standards and UL 864 requirements for commercial fire systems, program this item as YES.

Printer Parameters

Up to three D9131A Printer Interface Modules can be connected to the D9412's SDI bus. Each printer is identified by an address of "17", "18", or "19." Options are available for routing reports and area assignments.

Printer Address

Default: 17
Selections: 17, 18, or 19

Enter the printer address you are programming.

P## Area Assign

Default: 1
Selections: 1 - 8

Assign an area to the printer programmed in printer address.

P## Supervised

Default: No
Selections: Yes or No

Supervise this SDI address and generate TROUBLE SDI ## reports and local trouble annunciation if a problem occurs with this printer or the SDI bus.

Yes ----- Only one printer can be installed for this P## SDI address.

No ----- More than one unsupervised printer can be installed using this P## SDI address using the same address dipswitch setting.

Application Note: Unsupervised printers sharing the same address setting will print the same text.

NOTE: TROUBLE SDI ## reports are always reported as Area 1, Account 1 events regardless to which area the SDI device is assigned.

P## Scope

Default: No Printer

Selections: No Printer, Area, Account, Panel Wide, Custom

Press the SPACE BAR to scroll through the selections. Press ENTER when the correct selection appears in the display.

Panel Wide-----Printer prints all designated events that occur panel-wide. A Panel-Wide printer can cross account boundaries.

Account-----Printer prints all designated events that occur within any area that has the same account number in which this printer is assigned.

Area -----Printer prints all designated events that occur in the area to which this printer is assigned.

Custom -----**See Note Below.** Printer prints all events occurring areas programmed YES for this prompt regardless of any boundary restrictions.

No Printer -----No printer installed at this address. If a printer is connected data will not print out.

Programming Tip: The following prompts are visible ONLY when you program **P## Scope** to **Custom**.

P## A1[through A8] In Scope

Default:

No

Selections:

Yes or No

Only available if **P## Scope** is programmed *Custom*. This program item determines whether events occurring in this area will be printed at this printer.

Yes -----Include Area # events in the scope of this printer.

No -----Do not include Area # events in the scope of this printer.

NOTE: Refer to the routing report groups to identify the events that will print. Events programmed as NO in Routing will still print at the local printer. Individual events within the report group cannot be suppressed for events printed at the local printer.

P## Fire Events

Default: See Training Sheet

Selections: Yes or No

Use this prompt to determine whether these events will print at this printer.

Yes -----All events in this group will print at this printer.

No -----No events in this group will print at this printer.

Panel-Wide Parameters

P## Burglar Event

Default: See Training Sheet
Selections: Yes or No

◆ *P## Access Event*

Default: See Training Sheet
Selections: Yes or No

[D9412 only]

P## User Event

Default: See Training Sheet
Selections: Yes or No

P## Test Event

Default: See Training Sheet
Selections: Yes or No

P## Diag Event

Default: See Training Sheet
Selections: Yes or No

P## Auto Funct Evnt

Default: See Training Sheet
Selections: Yes or No

P## RAM Event

Default: See Training Sheet
Selections: Yes or No

P## Relay Event

Default: See Training Sheet
Selections: Yes or No

P## Point Event

Default: See Training Sheet
Selections: Yes or No

P## Usr Chng Evt

Default: See Training Sheet
Selections: Yes or No

RAM Parameters

These program items are used to enable Remote Account Manager (RAM) functions in the D9412.

Uploading and Downloading Reports

When the panel is programmed to send reports in Modem format, when RAM makes contact with the panel and the passcode is incorrect, the panel sends a `RAM ACCESS FAIL` report to the D6500. `RAM ACCESS FAIL` is also generated when the call is not terminated with either a `GOOD-BYE` or `RESET-BYE` command.

`RAM ACCESS OK` is sent according to phone routing when a `GOOD-BYE` command is entered from RAM to terminate the call.

When a `RESET-BYE` is used to terminate the call, a `REMOTE RESET` report is sent to the D6500, and a `RAM ACCESS OK` is placed into the panel's event log. Reports in the event log that have not been sent prior to the `RESET-BYE` are never sent to the D6500.

When parameters are changed by RAM programming, a `PARAMETERS CHANGED` report is sent to the D6500.

To disable remote programming, enter Blank in both ***Answer Armed*** and ***Answer Disarmed*** in this programming section.

Log Threshold Reports

If communication with RAM is not successful, or if there is no phone number programmed in ***RAM Ph***, the panel sends a `LOG THRESHOLD` and a `BAD CALL TO RAM` report to the D6500. This indicates that the log is filling and the panel can't download its events.

If there is no ***RAM Ph*** programmed, the panel sends the `LOG THRESHOLD` and `BAD CALL TO RAM` reports immediately. If there is a ***RAM Ph*** programmed, the panel makes multiple attempts to reach RAM before sending the reports. See ***RAM Ph*** for an explanation of dialing characteristics.

RAM Callback Reports

When dialing the RAM phone number, the panel immediately makes two attempts to reach the RAM. If the panel does not reach RAM on the first two attempts, it waits ten minutes then tries eight more times with a ten minute interval between each attempt. One hour after the last failed attempt, the panel again starts dialing the RAM phone number. It immediately makes two more attempts then waits ten minutes and tries eight more times with ten minute intervals between each attempt before generating a `BAD CALL TO RAM` report and abandoning the effort.

Remote Program Dialing Exception: When dialing the RAM phone number in response to the Remote Program command center function `CALL RAM` option, the panel makes only one attempt. If it does not make contact with RAM, the panel abandons the effort and creates a `BAD CALL TO RAM` report.

Panel-Wide Parameters**RAM Passcode****Default:** 999999**Selections:** 0 - 9, A - F (6 characters required)

Enter six characters. Do not use SPACE in the passcode.

The RAM passcode is used by the panel to verify that the Remote Account Manager at the central station has valid access before connecting.

Log % Full**Default:** Blank**Selections:** 1 - 99, or Blank

This parameter determines how full the memory log should be before initiating a call to RAM at the central station. This allows the central station to call the panel and copy the memory log before messages could be overwritten.

Blank disables the LOG THRESHOLD and LOG OVERFLOW events. These events are not put in the log nor reported to the D6500 or to the local printer.

The panel continues to log events after the LOG THRESHOLD report is sent. When it reaches 100% capacity (memory logger is full and previously stored events will be overwritten), the panel generates a local LOG OVERFLOW event.

The panel won't call RAM again until it downloads the log and the **Log % Full** percentage is again reached. These events are also sent to the panel's event log and to the local printer(s) if installed.

Programming Tip: The log overflow event is not sent to the central station unless **Expanded Test Rpt** is programmed YES..

RAM Call Back**Default:** No**Selections:** Yes or No

Using this function allows the panel, after it has verified RAM passcode, to provide an additional level of security by hanging up and dialing the RAM phone number to call RAM at the central station prior to allowing any upload or download.

Yes -----When the panel hears the proper RAM passcode, it hangs up the phone, seizes the phone line, then dials the programmed RAM phone number (see **RAM Ph**). This ensures that the panel only communicates with RAM units connected to the programmed phone number.

No-----The RAM session is initiated immediately; no call back is required. The panel can engage in RAM sessions when called from any phone number and a proper RAM passcode is identified.

RAM Line Monitor

Default: Yes
Selections: Yes or No

This program item enables a panel which shares a phone line with an answering machine to communicate with RAM at the central station even though the answering machine has answered the phone. You must program **Answer Armed** and/or **Answer Disarmed** and the panel must be in the proper armed state.

Yes ----- Allow the panel to communicate with RAM after the answering machine has answered the phone.

No ----- This item should be programmed NO if the panel is not sharing the phone line with an answering machine.

Programming Tip: This item should be programmed NO if it causes false seizures of the phone line or if you are not using RAM. (This would indicate that a device using the same frequency tone is also using the phone line to which the panel is connected.)

NOTE: If **RAM Call Back** is programmed YES, the panel will hang up the phone after the RAM tone and a proper RAM passcode is identified, then it will call the RAM phone number.

Answer Armed

Default: 15
Selections: 1 - 15, or Blank

Set telephone ring counter to answer when all areas are master armed. If any area in the panel is perimeter armed or disarmed, the **Answer Disarmed** ring counter is used.

Blank ---- No answer.

1- 15 ----- The panel answers the phone after the specified number of rings when all areas are master armed.

NOTE: Perimeter Armed is a disarmed state.

Answer Disarmed

Default: 15
Selections: 1 - 15, or Blank

Set telephone ring counter to answer when any area is in a perimeter armed or disarmed state.

Blank ---- No answer.

1- 15 ----- The panel answers the phone after the specified number of rings when any area in the system is in a perimeter armed or disarmed state.

NOTE: Perimeter Armed is a disarmed state.

Panel-Wide Parameters

RAM Ph

Default: Blank

Selections: Up to 24 characters

The phone number the panel dials to contact RAM. The panel dials the programmed number using Phone #5 as a result of the following events:

- **Log % Full** threshold is achieved
- The panel is contacted by RAM and **RAM Call Back** is programmed **Yes**
- Command 43 is initiated and the user selects **CALL RAM** option

Enter up to 24 of the following characters to define dialing characteristics.

Blank ---- Panel does not dial a phone number for RAM. Use blank when the panel is connected directly to the RAM modem (Demo Mode: the panel seizes the line then waits for instructions from RAM.)

NOTE: See **Phone 1** in *Panel-Wide Parameters Phone* section for programming this item.

Application Note: Command 43 Dialing Exception. When dialing the RAM phone number in response to the Command 43 CALL RAM option, the panel makes only one attempt. If it does not make contact with RAM, the panel abandons the effort and creates a BAD CALL TO RAM report.

Miscellaneous

DuressType

Default: 1
Selections: 1 or 2

This program item determines whether users add one (+1) or two (+2) to the last digit of the passcode. To activate a duress alarm, the user increases the value of the last digit of their passcode when entering it at the command center.

CAUTION: The duress alarm is activated when a user enters the duress combination followed by any termination key (ESC, SILENCE, COMMAND, or ENTER).

- 1** ----- Add "1" to the last digit to generate an alarm. For example, if the passcode is 6123, 6124 triggers a duress alarm.
If the last digit of the passcode is 0, a duress alarm is generated when the user enters 1 as the last digit of the passcode.
If the last digit of the passcode is 9, a duress alarm is generated when the user enters 0 as the last digit of the passcode.
- 2** ----- Add "2" to the last digit to generate an alarm. For example, if the passcode is 6123, 6125 triggers a duress alarm)
If the last digit of the passcode is 8, a duress alarm is generated when the user enters 0 as the last digit of the passcode.
If the last digit of the passcode is 9, a duress alarm is generated when the user enters 1 as the last digit of the passcode.

Programming Tip: Duress is enabled by area in the *Area Parameters Duress Enable* program item. This parameter affects all users.

Cancel Report

Default: No
Selections: Yes or No

Use this program item to control whether or not CANCEL and FIRE CANCEL reports are sent.

A CANCEL and FIRE CANCEL report is created when a passcode is entered to silence an Alarm Bell or a Fire Bell before the bell time expires.

Yes ----- Send CANCEL and FIRE CANCEL reports according to *Routing*.

No ----- Do not send CANCEL and FIRE CANCEL reports.

AREA WIDE PARAMETERS

This programming module contains three programming categories: *Area Parameters*, *Bell parameters*, and *Open/Close Options*.

Area Parameters

Area #

Default: 1
Selections: 1 - 8

Enter the Area Number you are programming.

A# Area On

Default: Yes (Area 1 only)
Selections: Yes or No

Use this program item to enable or disable the area specified.

Yes -----Area is enabled.

No-----Area is disabled.

Programming Tips

1. When programmed NO:

Points assigned to this area do not generate events.

Command centers with Area scope which are assigned to this area display [AREA # DISABLED].

When arming and disarming, this area number is not displayed at control centers with the scope to view this area.

Status for this area is not reported with status reports.

All user authority in this area is turned off while the area is disabled.

2. Area 1 must be enabled: System events such as power and phone supervision will not report properly if Area 1 is disabled.

A# Acct Number

Default: 0000
Selections: For BFSK: 0000 - 0999, 0BBB - 0FFF
For Modem: 0000 - 9999, BBBB - FFFF

This program item determines the account number reported for this area. An account number must be assigned to each active area.

Account numbers are used to group areas together. Each area can have a different account number, or several areas may share the same account number. The panel uses the account number as a reference for arming and command center text displays.

BFSK: Only the last three digits are transmitted. Insert a **0** as the first digit of the account number. Example: 0 2 3 4.

Modem IIIa²™: Enter four characters.

A# FA Bypass Max

Default: 1
 Selections: 0 - 99

Specify the maximum number of combined controlled points that can be faulted or in a bypassed state when arming this area.

See **FA Returnable** and **BA Returnable** in the Point Index for returning a point to the system when the point returns to normal or when the area is disarmed.

Programming Tip: Points must have **Bypassable** programmed YES to be bypassed or force armed. Force arming does not bypass 24-hour points.

A# Delay Res

Default: No
 Selections: Yes or No

Yes -----Point restoral report will not be sent until the bell time expires.

No-----Restoral reports are sent when point restores, regardless of bell time.

A# Exit Tone

Default: Yes
 Selections: Yes or No

Sound an exit tone during exit delay at all command centers assigned to this area.

Application Tip: How to de-select individual command centers for exit tones. Exit tones for individual command centers (based on their CC# 1 through 8) can be turned off by programming **CC# Exit Tone** as NO.

A# Exit Dly Time

Default: 60
 Selections: Blank (0) - 600 (in 5 second increments)

Exit delay time for this area when Master Exit or Perimeter Exit arming.

Application Tip: Points programmed for "instant" alarms generate alarms immediately, even during exit delay. To prevent instant alarms on points the user must fault to leave the building, program **P### Type** in the *Point Index* as 3 (Interior Follower).

A# Auto Watch

Default: No
 Selections: Yes or No

Yes -----When area is disarmed, watch mode is turned on automatically.

No-----When area is disarmed, watch mode must be turned on or off manually.

Programming Notes:

1. Controlled points programmed as P## Watch Point, will send a watch tone automatically.
2. When panel is perimeter armed, only interior points will activate the watch tone when watch mode is turned on. Perimeter points will still report as alarms or troubles.

Area-Wide Parameters

A# Verify Time

Default: 60

Selections: 10 - 60 Seconds (in 1 second increments)

Alarm Verification is designed for use with smoke detectors to reduce the number of false fire alarms. When **Verify Time** is programmed, the panel can double check smoke detector point activations before generating alarm signals.

Check with your AHJ to determine the maximum verification time allowed.

Points are programmed individually to activate the verification feature. See *Point Index*. Any resettable fire point can activate alarm verification for the area to which it is assigned. Radionics recommends the use of separate area alarm verification relays.


To enable alarm verification on a point, program *Point Index Fire Point, Alarm Verify* and *Resettable* as YES.

When an alarm verification point trips, the panel automatically removes power to all resettable points connected to the areas **Reset Sensors** relay. The sensor reset removes power to the sensors for the amount of time programmed in **Verify Time**. When power is reapplied, a 60 second confirmation window begins. If the detector is still in alarm, or trips again during the confirmation window, or if a different resettable verification point in the area trips, an alarm is generated.

Example: *Verify Time* is set for 20 seconds. The alarm verification cycle starts when the detector trips. No report is generated.

Immediately after the detector trips, the areas sensor reset relay interrupts power to points connected to it for the time in **Verify Time**.

When power is restored to the points, the 60 second confirmation window is established. If any detector that had been reset during the verification time is tripped again during the confirmation window, an alarm is generated. If no activity occurs during this period, no alarm is generated and the verification window ends. If a verification point trips again after the window ends, a new verification cycle begins.

	Verification Point Trip	Verify Time/Reset Sensors Power Removed Ignore Activity	60 second Confirmation Generate alarm if additional activity received.	Restart Alarm Verification Cycle if an Alarm Verification Point trips.
Example: Total Cycle time 80 seconds		20 Seconds		

A# Duress Enable

Default: No

Selections: Yes or No

This entry determines if this area can send a duress alarm to the central station. See **Duress Type** in *Miscellaneous of Panel-Wide Parameters* for an explanation of Duress.

Yes ----- Enable Duress alarm for this area.

No----- Disable Duress alarm for this area.

A# Area Type

Default: Regular

Selections: Regular, Master, Associate, or Shared

This program item is used to define boundaries between areas. Boundaries are defined in terms of whether an area can be armed while a user is in another area, whether an area will arm automatically when another area is armed, or whether an area will require other areas be armed before it is armed.

Press the SPACE BAR to scroll through the selections. Press ENTER when the correct selection appears in the display.

Regular ----- Will arm or disarm as an independent area.

Master ----- Will not allow arming for this area unless all **Associate** areas with the same **A# Account Number** are Master exit delay arming or Master armed. [CHK AREA] displays if the **Associate** areas have not yet been armed.

A **Master** area can be disarmed regardless of the armed state of the other areas in the account.

Multiple **Master** areas can be programmed in a single account.

Programming Tip: **CC# Scope** affects Master Arming

Area Wide: A **Master** Area that has a **CC# Scope Area Wide** requires that the **Associate** areas are *independently* armed, or master exit delay before the **Master** area can arm.

Panel Wide/Account Wide: Upon arming the **Master** Area, all **Associate** areas within the **CC# Scope** of the **Master** area will begin to Master exit delay arm. The **Shared** area will begin its arming sequence once all **Associate** areas are armed.

Application Note: Using the arming Sked (**S## Function 1**) requires that you first use an arming Sked to arm the **Associate** areas *before* using an arming Sked to arm the **Master** area.

Associate---- Will allow arming and disarming regardless of the armed state of the other areas with the same **A# Account Number**. This type of area is used with a **Master Area** and is associated by having the same account number.

Application Note: Command Centers assigned to **Associate** areas, when used in conjunction with **Shared** areas, should have the **CC# Scope** programmed to encompass the **Shared** Area.

Shared ----- **Shared** areas can not be armed using a passcode, keyswitch, sub-control, Sked or by the remote account manager.

Programming Tip: A **Shared** area should have a **CC# Scope** of **Panel Wide**.

Shared Area Characteristics

Arming a Shared Area

Requires all **Associate** areas, regardless of account number, to be armed. As soon as the last **Associate** area is armed, the **Shared** area begins its arming sequence automatically. **Shared** areas can not be armed by passcode, keyswitch, sub-controls or Remote Account Manager.

Disarming a Shared Area

Shared areas automatically disarm when any **Associate** area in the panel is disarmed. Shared areas can not be disarmed by passcode, tokens/cards, keyswitch, sub-controls or Remote Account Manager.

Shared Area Arming Sequence

When **Shared** areas automatically begin to arm, the arming is based on the **A# Exit Dly Time** programmed for the **Area #** where the command center has been assigned.

Shared Area Not Ready

If a point is faulted in the **Shared** area, [CHK AREA] will display on the **Associate/Master** command center that is arming the last **Associate** area.

Force Arming a Shared Area

When [CHK AREA] is displayed, pressing the ESC key will display [FORCE ARM?] at the **Associate/Master** command center. [BYPASS ARM?] will display if a point is bypassed in the **Shared** area. Pressing the ENTER key will force arm the **Shared** area if: the user has authority to bypass points, the point is bypassable, **AND** the number of faulted points does not exceed the force arm max amount for the **Shared** area.

Viewing Events in the Shared Area

You can view **Shared** area faults, bypasses, alarms, and troubles from any command center in the panel by pressing the NEXT key.

Viewing Shared Area Armed Status

[VIEW AREA STATUS] can be used from a command center outside of the **Shared** area to view the **Shared** areas armed state.

Silencing Sounders in the Shared Area

Shared area alarms and troubles can be silenced from any command center.

To silence sounders, the user must have an authority level assigned to the **Shared** area. If the user also has the authority to arm/disarm the area, then [ALREADY ARMED] and [ALREADY DISARMED] will momentarily display.

Access Control Readers Assigned to the Shared Area

The **Shared** area will momentarily disarm then begin the exit delay sequence to allow a user to walk to an **Associate** area and disarm. If the token/card reader assigned to the **Shared** area includes any **Associate** area in the **D## CC# Scope** (in the RADAXS handler), both the **Associate** area and **Shared** area will disarm when the token/card is presented.

Closing Reports for Shared Areas

If closing reports are required for Shared Areas, the user must also have arming rights in the **Shared** area as well as enabling closing reports in Area Parameters.

Bell Parameters

The D9412 and D9112 have two main types of annunciation, Fire Bell and Burglary Bell. Both Fire and Burg Bells share the same terminal (terminal 6) on the panel as shipped from the factory.

In the event of a simultaneous Fire Bell and Burg Bell occurrence, the Fire Bell takes precedence over the Burg Bell regardless of which relay or terminal output they share.

When the Fire and Burg Bells share the same output and a Fire Bell occurs while the Burg Bell is ringing, the Fire Bell pattern will override the Burg Bell pattern. At the end of the Fire time, the Burg pattern will resume.

When the Fire and Burg Bells share the same output and a Burg Bell occurs while a Fire Bell is sounding, the panel will wait until the Fire time has expired before starting the Burg Bell.

Either a single bell (panel-wide) or a number of bells (area-wide) can be used on the panel. For programming these applications, see *Area-Wide Relays* in the *Relay Parameters* section.

When both Fire and Burg Bells have occurred simultaneously and a user enters a valid passcode, a FIRE CANCEL report for the fire alarm and a CANCEL report for the burg alarm will be reported to the central station if **Cancel Reports** is programmed YES.

Area

Default: 1
Selections: 1 - 8

Enter the Area Number you are programming.

A# Fire Time

Default: 6
Selections: 1 - 90 minutes (in one minute increments)

Enter the number of minutes the bell rings for fire alarm points. The relay activated for this time is programmed in **A# Fire Bell** in *Area-Wide Relays*.

The bell output begins as soon as the fire alarm occurs. It shuts off the bell when the programmed number of minutes expire.

If programmed for 1 minute, the output may be anywhere from 0 to 60 seconds of bell time. It is recommended that you program **Fire Time** for two minutes or more to ensure you have ample output time.

Application Tip: Check with your AHJ to determine the appropriate bell time for your geographical area.

Area-Wide Parameters
A# Fire Pat
Default: Pulse

Selections: Steady, Pulse, CaStnd, TmCod3

Select the bell pattern this area uses to signal an alarm on a fire point.

Press the **SPACE BAR** to scroll through the selections. Press **ENTER** when the correct selection appears in the display.

Steady----- **Steady Output**

Pulse----- **Pulsed March Time**

120 beats per minute, at an even tempo

CaStnd ----- **California Standard**

10 seconds audible + 5 seconds silent + 10 seconds audible + 5 seconds silent. *This sequence repeats until bell time expires.*

TmCod3 ----- **Temporal Code 3**

0.5 to 1.0 second audible + 0.5 second silent + 0.5 to 1.0 second audible + 0.5 second silent + 0.5 to 1.0 second audible + 2.5 seconds silent. *This sequence repeats for a minimum of 3 minutes with ± 25% timing tolerance. (1991 NFPA standards allow automatic silencing as permitted by the AHJ, and carry a minimum ring time of 5 minutes.)*

NOTE: When two fire points sharing the same relay go into alarm, the bell pattern of the most recent fire event takes precedence.

A# Burg Time
Default: 6

Selections: 1 - 90 minutes (in one minute increments)

Enter the number of minutes the bell rings for burglary alarm points. The relay activated for this time is programmed in **A# Alarm Bell** in *Area-Wide Relays*.

The bell output begins as soon as the burglary alarm occurs. It shuts off the bell when the programmed number of minutes expire.

When the panel's internal clock begins a new minute, it considers the first minute expired. Radionics recommends you program **Burg Time** for two minutes or more.

Application Tip: Check with your AHJ to determine the appropriate bell time for your geographical area.

A# Burg Pat
Default: Steady

Selections: Steady, Pulse, CaStnd, TmCod3

Select the bell pattern this area uses to signal an alarm on a non-fire point.

Press the **SPACE BAR** to scroll through the selections. Press **ENTER** when the correct selection appears in the display.

See **Fire Pat** for a description of each selection.

A# Single Ring

Default: No
Selections: Yes or No

This program item determines if an alarm from a controlled point can restart the alarm bell time with each alarm event, or only initiate alarm output once per arming period.

This does not silence the command center alarm bell tone, nor prevent any reports. This feature does not affect fire points. Fire points restart bell time with each new alarm.

Yes -----One bell output per arming. After one alarm during the armed period, alarms on controlled points in the same area can not restart the bell.

No-----Restart bell output with each alarm event.

A# Bell Test

Default: No
Selections: Yes or No

Provide alarm output from the relay programmed at **A# Alarm Bell** after the closing report has been confirmed or the exit delay time has expired.

Yes -----Initiate bell test.

No-----Do not initiate bell test.

Bell Test After Closing Confirmation

In areas that report opening and closing activity, the Bell Test happens after the panel sends the closing report and receives the acknowledgment from the central station receiver. For proper operation of the Bell Test after closing confirmation, the following rules apply:

- The panel must report opening and closings to the central station
- restricted openings and closings should not be used. And opening and closing windows should not be used.

Area Armed Confirmation

In areas that do NOT report opening and closing activity, the alarm bell relay output for this area is activated for two seconds after exit time expires.

Application Tip: Multiple Bell Tests will occur... When more than one area is armed at the same time (e.g., [ARM ALL AREAS?] function is used), the bell will ring for two seconds with a two second pause between each bell activation if all areas have the same exit delay time programmed. Otherwise, the bell test will occur as each area is armed and it complete its exit delay time.

When areas are armed simultaneously and report to the central station, the bell test will occur as each area is confirmed by the central station receiver.

Open/Close Options

Programming determines if Opening, all normal Closing and Force Arm/Bypass Closing events are reported to the remote central station. Without remote reporting, all panel and area arming (Closing events) and disarming (Opening events) default to local events.

Use this programming category to determine which opening and closing supervision characteristics are required.

There are three different ways to *generate* reports from the D9412. You can generate reports by account, by area, or a combination of both.

There are two different ways to *suppress* reports. First, using Opening/Closing windows, you can suppress reports for a specified period of time and then automatically turn them on again. Secondly, you can suppress reports using the **Restricted O/C** options. In this case, a closing report is sent if the user is force arming, sending a duress or bypass arming. An opening report is sent if the user is disarming during an alarm condition or unbypasses points when disarming. If the system is normal, then no opening or closing report is sent.

NOTE: For the scheduled suppression of Opening and Closing reports, see *Opening and Closing* in the *Windows* programming module (*RADXSKED* handler) to define opening and closing windows.

Account Opening and Closing Reports

Closing reports will be sent once an area with an Account Wide scope has been armed and all areas with the same account number have also been armed. The account number is sent for each area that is armed.

Area Opening and Closing Reports

Closing reports will be sent for each individual area as they are armed. The account number is also sent for each individual area.

Customizing Account Opening and Closing Reports

You can eliminate area opening and closing reports from selected areas in the account by programming **A# Area O/C NO** for those areas.

Combination Account and Area Opening and Closing Reports

To send both *account* openings and closings, and individual *area* openings and closings for all areas in the account, you must (1) program **A# Acct O/C YES** for all areas in the account and (2) program **A# Area O/C YES** for all areas in the account.

Closing reports: In this configuration, when areas in the account are independently armed, each area generates an area closing report. In addition, when the last area is armed, it also generates an account closing report.

Opening reports: In this configuration, when the first area in the account is disarmed, it generates an account opening report along with an area opening report. When the remaining areas in the account are disarmed, each area will generate an area opening report.

Area Only Opening/Closing Supervision Features

This section of the program also provides other features you can use to supervise opening and closing activity *by area*. **Auto Close, Fail To Open, and Fail To Close** all work independently of the **A# Acct O/C** feature. To use these features however, you must program *O/C Windows*.

Area #

Default: 1
 Selections: 1 - 8

Enter the Area Number you are programming.

A# Acct O/C

Default: No
 Selections: Yes or No

This program item determines if the account number, without the area number, will be reported upon arming and disarming. An *account* opening report is generated when the first area in an account is opened (disarmed). After the account opening report is sent, disarming other areas in the account does not generate another account opening report.

Yes ----- Send Opening and Closing reports by Account when the last area in a group of areas with the same account number(s) is armed.

No----- Do not send Opening and Closing reports by Account.

Programming Note: IMPORTANT! All areas *with the same account number* must have this programming item as YES for closing reports to be sent when the last area with the same account number is armed.

Application Tip: Opening and Closing Windows affect Account Opening and Closing Reports: If an account opening or closing is generated while an opening or closing window for this area is in effect, and **Disable O/C in Window** is programmed YES, the report is not sent. Radionics recommends that all areas sharing the same account number use the same Opening and Closing Window times.

Automation Note: Program YES if the panel reports to an automation system that cannot interpret multiple area opening/closing reports.

A# Area O/C

Default: Yes
 Selections: Yes or No

This program item determines if the area number and the account number, will be reported upon arming and disarming. As long as **Account O/C** is NO, the account number will report when arming this area individually. If **Account O/C** is YES, all areas with the same account number must also be armed.

An **area** opening report is generated when each individual area is opened (disarmed). An **area** closing report is generated when each individual area is closed (armed).

Yes ----- Include the Area # and generate Opening and Closing reports for this area when it is armed.

No----- Do not include the Area # or generate Opening and Closing reports for this area.

Automation Note: Do not program this item as YES if the panel reports to an automation system that cannot interpret multiple area opening/closing reports.

Area-Wide Parameters**A# Disable O/C in Window**

Default: Yes
Selections: Yes or No

This item determines if this area O/C will be suppressed during any Opening/Closing window.

Yes ----- Allow an Opening/Closing window to suppress reports during the window period. Send OPENING and CLOSING reports to the central station ONLY outside a programmed window.

If an opening or closing report occurs outside of a window, send an additional, "EARLY TO OPEN or CLOSE" and a "LATE TO OPEN or CLOSE" when the area is armed/disarmed before or after the window respectively.

No----- DO NOT allow an Opening/Closing window to suppress reports during the window period. Send normal OPENING and CLOSING reports to the central station.

A# Auto Close

Default: No
Selections: Yes or No

With this program item, you can have the panel automatically arm the area at the end of the closing window.

Yes ----- The area automatically arms at the end of the close window.

When the area is armed automatically a closing report will be sent if Area and/or Account reports are programmed to do so.

No----- Do not automatically arm the area at the end of the close window.

IMPORTANT!: Regardless of **A# Force Arm Max** or **P## Bypassable**, an *unconditional force arm* will occur resulting in points that are faulted being left out of the system *until they are returned to normal*.

A# Fail To Open

Default: No
Selections: Yes or No

This entry allows you to determine if a FAIL TO OPEN report is sent for this area. This can be used to determine if a user failed to DISARM the area prior to the *opening* window expiring. Normal opening and closing reports do not need to be programmed to use this feature.

Yes ----- FAIL TO OPEN report will occur for this area if the area has not been disarmed when the *opening* window stop time has occurred.

No----- FAIL TO OPEN report will not be sent for this area.

A# Fail To Close

Default: No

Selections: Yes or No

This entry allows you to determine if a FAIL TO CLOSE report is sent for this area. This can be used to determine if a user failed to ARM the area prior to the closing window expiring. Normal opening and closing reports do not need to be programmed to use this feature.

Yes -----FAIL TO CLOSE report will occur for this area if the area has not been armed when the closing window stop time has occurred.

NOTE: An exit delay time must be programmed in *Exit Dly Time*.

No-----FAIL TO CLOSE report will not be sent for this area.

If **Auto Close** is programmed YES, a FAIL TO CLOSE report is sent because it will occur when the closing window stop time has occurred.

If **Disable O/C in Window** is YES, the FAIL TO CLOSE report is followed by CLOSING LATE or F(orce) CLOSE LATE.

A# Restrictd O/C

Default: No

Selections: Yes or No

This item determines if Area Opening and Closing reports are suppressed unless there is an off normal condition during arming and disarming. This event is not suppressed by opening/closing windows.

Yes -----Do not send Opening and Closing reports unless an off normal condition exists.

No-----Opening and closings will report unless suppressed by windows or reports are not being sent.

NOTE: Off Normal Conditions that will generate an Opening or Closing even though they are suppressed:

Closing Reports: During arming, having faulted points and bypassed points which cause the WAS FORCE ARMED, FORCED POINT, FORCED CLOSE, events and arming with a duress passcode.

Opening Reports: During disarming, having alarm or trouble conditions that have occurred and are acknowledged upon disarming and disarming with a duress passcode.

Application Tips:

Restricted O/C events are not suppressed by O/C Windows

Account O/C events cannot be suppressed with this prompt.

Area-Wide Parameters

A# Perimeter O/C

Default: No

Selections: Yes or No

This item determines if this area can send Perimeter Instant and Delay Closing reports and normal Opening reports to the central station. *This event is not suppressed by Opening/Closing windows.*

Central Station Reporting Tip: Modem format reporting is required. Some automation systems can not process these reports.

Yes ----- This area can send perimeter opening and closing reports.

No----- This area can not send perimeter opening and closing reports.

COMMAND CENTER

This programming module contains three programming categories: *Cmd Cntr Assignment*, *Area Text*, and *Custom Function*.

Cmd Cntr Assignment

This programming category assigns a command center to an Area and determines if the command center will be supervised. The command centers are connected to the panel using a two wire serial data interface bus, (SDI bus). This bus can support up to eight supervised command centers, each with their own unique command center address (CC#) and corresponding dipswitch address settings. Should the command centers not be supervised, you can install multiple command centers with the same dipswitch address setting for up to 32 unsupervised command centers.

Cmd Center

Default: 1
Selections: 1 - 8

Enter the command center number (CC#) for the SDI address you are programming. This number corresponds to the dipswitch address settings shown below.

SDI CC #	Address #	Dipswitch Settings					
		1	2	3	4	5	6
CC 1	Address 1	ON	ON	ON	ON	--	ON
CC 2	Address 2	OFF	ON	ON	ON	--	ON
CC 3	Address 3	ON	OFF	ON	ON	--	ON
CC 4	Address 4	OFF	OFF	ON	ON	--	ON
CC 5	Address 5	ON	ON	OFF	ON	--	ON
CC 6	Address 6	OFF	ON	OFF	ON	--	ON
CC 7	Address 7	ON	OFF	OFF	ON	--	ON
CC 8	Address 8	OFF	OFF	OFF	ON	--	ON

CC# Supervised

Default: See Training Sheet
Selections: Yes or No

Supervise this SDI address and generate TROUBLE SDI ## reports and local trouble annunciation if a problem occurs with this command center or the SDI bus.

Yes ----- Only one command center can be installed for this CC# SDI address.

No----- More than one command center can be installed using this CC# SDI address using the same address dipswitch setting.

NOTE: Command centers sharing the same address setting will display the same text and emit the same tones regardless of which command center keys are being pressed.

NOTE: TROUBLE SDI # reports are always reported as Area 1, Account 1 events regardless to which area the SDI device is assigned.

Programming Tip: When this prompt is YES, you cannot have duplicate dipswitch settings.

Command Center

CC# Area Assign

Default: 1
Selections: 1 - 8

Blank is not a valid entry.

Enter the Area # in which you are installing this command center or command centers with this address and the same dipswitch settings.

CC# Scope

Default: See Training Sheet
Selections: Panel-Wide, Custom, No Keypad, Area, Account

This program item is used to define what areas will be affected when this command center is armed, what areas can be viewed with this command center, and what areas this command center can move to.

Press the **SPACE BAR** to scroll through the selections. Press **ENTER** when the correct selection appears in the display.

PanelWide-----A Panel-Wide command center can view information and perform arming and disarming functions for all areas in the panel. A Panel-Wide command center can cross account boundaries. This is normally used with a Master Area.

Account-----An Account command center can view information, and perform arming and disarming functions for all areas that have the same **A# Acct Number**, in Area Wide Parameters. This is normally used for an Associate area.

Area -----An Area command center is restricted to the viewing information and arming/disarming functions for the area to which it is assigned.

Custom -----A Custom command center has no command center restrictions.

No Keypad -----No command center installed at this address. [CALL FOR SERVICE] will display indicating that this address is not being polled by the panel.

Note: The following prompts are visible ONLY when you program **CC## Scope** to Custom. If the scope was previously programmed to be other than No Keypad, defaults settings based on the previous **Scope** will appear. Prior to exiting a custom program, check each area and ensure they are properly enabled and disabled.

CC# A1 [through A8] In Scope

Default: See Note at top of page.
Selections: Yes or No

This program item determines whether any of the eight areas (Area 1-8), and Doors (Door 1-8) will be included in the scope of this command center for viewing status, arming or disarming and controlling doors from the command center.

Yes -----Include this area in the scope of this command center.

No -----Do not include this area in the scope of this command center.

CC# Entr Key Rly

Default: Blank

Selections: 1 - 128, A, B, C, Blank

Enter Key Relay. Program the relay number which will momentarily activate for *10 seconds* when a user enters a valid passcode and presses the ENTER key on the command center. Two events are generated when this function is used: Relay ### Set with User ID and, Relay ### Reset without User ID.

Blank -----The ENTER key will not be used to cycle a relay.

1 - 128, A, B, C --Assign the relay number that activates when the ENTER key is pressed at this command center after the user enters a valid passcode.

IMPORTANT! When programmed to activate a relay, the ENTER key cannot be used for any other function.

Relays used for this function must not be *shared* with any other point, sensor reset, panel or bell functions. This may cause erroneous relay operation.

Application Notes:

1. Entering a valid code and pressing the ENTER key will silence a bell if one is ringing.
2. Use this function for a low-level access control strike on a door. **This will not shunt a point.**
3. This action will be logged as two events, Relay Set and Relay Reset.

◆ CC# Entr Cycl Dr

Default: No

Selections: Yes or No

Enter Key Cycle Door. [D9412 only] Program this prompt as yes to initiate the door cycle sequence (this includes shunting the point assigned to the door) for the door # programmed in **CC# Assign Door** when a user enters a valid passcode then presses the ENTER key. ACCESS GRANTED will print on the local printer and at the central station receiver, if programmed.

Yes -----The ENTER key will be used to cycle the door programmed for **CC# Assign Door**.

No-----The ENTER key will not be used to cycle the door.

IMPORTANT! When programmed to activate a door controller, the ENTER key cannot be used for any other function.

Programming Tips

1. The door will not cycle if **Entr Key Rely** is programmed.
2. [9210 NOT READY] will appear at this command center when you press the ENTER key if the D9210B is not programmed with a **D# Entry Area** (in the RADAXS handler) or if **CC# Assign Door** does not have a door number assigned.

◆ **CC# Assign Door**

Default: Blank

Selections: 1 - 8, Blank

[D9412 only] Program the door number which will be used by this command center for adding tokens/cards and displaying the **CC# Close Door** display.

Blank -----No door controller is assigned for adding tokens or the [CLOSE DOOR #] display on the command center.

1 - 8 -----Assign the door controller that will enter the [Add User?] mode when initiated. This door will activate the [CLOSE DOOR #] display at this command center if **CC# Close Door** is YES.

Programming Tips:

1. **IMPORTANT!** [9210 NOT READY] will appear at this command center when you are attempting to add a user if a door is not programmed for this prompt and a door has not been assigned to the area using the **D# Entry Area** in the RADAXS handler. This indicates that the Add User mode can not be initiated by the panel until a door has been assigned to this command center.

2. A door does not need to be assigned to a command center for the user to control the door(s) using the [DOOR CONTROL] function. Any door that is active can be controlled by a user who has the door control authority enabled at a command center with the doors area, assigned in the access handler, within its scope.

Application Note: During the [ADD USER?] mode, token/cards, door control requests and RTE/REX will not function. It is recommended that you put the door mode into an UNLOCKED state prior to adding users if there is heavy activity for this door.

CC# Trouble Tone

Default: Yes

Selections: Yes or No

Determine whether this command center or any command center with the same address setting, will emit the *panel wide trouble tones* (power, phone, SDI bus and Zonex bus).

Yes -----Panel-wide trouble tones will sound and visual displays will show at this command center.

No -----Panel wide troubles will not sound. Visual displays still show.

NOTE: Panel wide trouble tones *do not* include point troubles, buzz on fault, or close door now.

Application Note: Assign two CC#'s to the same area to have one command center emit the tone while another does not.

CC# Entry Tone

Default: Yes
Selections: Yes or No

Determine whether this command center or any command center with the same address setting, will emit the [DISARM NOW] entry delay tone. Any delay point within the area scope of this command center will initiate the entry sequence.

Yes -----This command center will sound entry tones.

No -----This command center will not sound entry tones.

Programming Tip: This prompt allows you to manage the tone by command center. Entry Tone can also be turned off when programming your **P## Entry Tone Off** in Point Index.

Application Note: Assign two CC#'s to the same area and have one CC# emit the tone while the other does not.

CC# Exit Tone

Default: Yes
Selections: Yes or No

Determine whether this command center or any command center with the same address setting, will emit the [EXIT NOW ###] exit delay tone during the delay arming of an area(s). Any command center who has a scope to arm this area can initiate the exit tone sequence.

Yes -----This command center will sound exit tones.

No -----This command center will not sound exit tones.

Programming Tip: This prompt allows you to manage the tone by command center. Exit Tone can also be turned off when programming your **A# Exit Tone** in Area Wide Parameters.

Application Note: Assign two CC#'s to the same area and have one CC# emit the tone while the other not.

CC# Arm Now Warn

Default: No
Selections: Yes or No

Determine whether this command center will sound an audible tone and display the [PLEASE CLOSE NOW] warning on the command center when a *closing window* has activated indicating that the area will automatically arm soon.

Yes -----This command center will activate a tone and display [PLEASE CLOSE NOW].

No -----This command center will not activate the tone or display.

◆ **CC# Close Door**

Default: No

Selections: Yes or No

[D9412 only] Determine whether this command center will sound an audible tone and display the [CLOSE DOOR #] warning on the command center when the door is *physically held open* past the **Extend Time** for the door assigned to this area in **CC## Assign Door**.

Yes -----This command center will sound a tone and display [CLOSE DOOR #].

No -----This command center will not sound the tone or activate the display.

Area Text

This programming category allows you to create custom “Idle Text” displays for the command centers.

Note: Each display can be programmed with up to 16 Alphanumeric characters, including: (A-Z, 0-9, [], (-), (*), (+), (_), (/), (\), (|)).

Invalid characters: Period (.) comma (,) percent (%), parenthesis [()], equal (=), greater/less than (<>), exclamation (!), braces ({}), apostrophe ('), carat (^), grave accent (`), tilde (~), semi-colon (;), and colon (:) are not allowed

Area

Default: 1
Selections: 1 - 8

Enter the Area Number you are programming.

Area # Is On

Default: *See Training Sheet*
Selections:

Enter the text *for this area* that displays when the area is master armed or master instant armed. This display will not appear when the area is Perimeter armed.

Area # Not Ready

Default: *See Training Sheet*
Selections: 16 Alphanumeric characters

Enter the text *for this area* that displays when the area is disarmed but points are faulted.

Area # Is Off

Default: *See Training Sheet*
Selections: 16 Alphanumeric characters

Enter the text *for this area* that displays when the area is disarmed and no points are faulted.

Area # Acct Is On

Default: See *Training Sheet*

Selections: Blank or 16 characters alphanumeric

Enter the text that displays when all areas sharing the same account number have been armed. The **Acct Is On** text appears at all command centers that are assigned to this area if more than one area has the same account number. (See *Cmd Cntr Assignment CC# Area*, and *Area Parameters Account Number*.)

When all areas in the account are master armed, the **Area # Is On** text is replaced by the **Acct Is On** text if the area was armed prior to all the areas with the same account number being armed.

Programming Tip: A blank entry disables the **Acct Is On** display for this area allowing an account wide area to display the **Area # Is On** text instead of the **Acct Is On** text.

Application Note: Each area can have unique **Acct Is On** text, or you can program the same text in each area of the account so that when all the areas in the account are armed, they all show the same text.

Custom Function

Custom Functions are a way to simplify use of complex keystroke sequences that can be entered at the command center. These items are similar to “speed dialing” on a telephone – in other words, a custom function can automatically initiate an end user request with one push of the ENTER key once the custom function text is displayed on the command center. You can have up to 16 Custom Functions and restrict the use of these by area and authority level.

Each **Custom Function ###** item has a 16 character programmable text (**CF### Text**). When the custom function is assigned to the menu **M### Function** (see the Function list section) the user can use the PREV or NEXT key to scroll to the **CF### Text**. (The user accesses the menu by entering their passcode then pressing the ENTER key at the command center).

The user must have the appropriate authority level enabled for the **L## C Function 128-143** in the User Interface section, to be capable of using the custom function.

The **Scope** of the command center used to access the Custom Function item must also be considered. Each Custom Function is enabled in the function menu by Area, **M# CC Address 1 [through 8]**. If the Custom Function is not assigned to the Scope of the command center, it will not appear in the menu.

Custom Function ###

Default: 128
Selections: 128 - 143

Enter the Custom Function number you want to program. You can program up to 16 Custom Functions, which are numbered 128 to 143.

CF### Text

Default: *See Training Sheet*
Selections: *See Area Text for valid character entries*

16 Alphanumeric characters

This entry determines the menu text displayed at the command center for the Custom Function item. Use this text to represent the functions performed by this menu item.

CF### Key Strokes

Default: See Training Sheet

Selections: Up to 32 Characters: 0 - 9, A, B, C, D, and E

The key strokes simulate any sequence of key strokes the user can perform at a command center. You can program up to 32 key strokes for each Custom Function. Use the table below to enter appropriate key strokes.

Selection	=	Key	Faceplate Label
0 - 9	=	0 - 9	
A	=	COMMAND	
B	=	PREV (Previous)	up arrow
C	=	ESC (Escape)	MENU
D	=	NEXT	down arrow
E	=	ENT (Enter)	YES

D5200 data entry: Use the D5200 down-arrow key to move the cursor to the first data entry line. When you want to enter more than 16 keystrokes, the first line of the data entry line must be filled before you move on to the second line. If you make entries on the second line, and the first line has less than 16 characters, the second line clears when you press ENTER.

Command Center Scope affects how a Custom Function executes. The **Scope** of the command center where the Function List is accessed can affect the way the Custom Function operates.

Programming Custom Function Keystrokes

- First find the Command you want to execute on the *User Interface* page of the Program Record Sheet.
- Single digit commands must be programmed with "9" as the second digit.

Command.....	Keystroke	Command	Keystroke
1 (Master Arm Area)	A19	7 (Special Alert)	A79
2 (Perimeter Instant Arm) ...	A29	8 (Perimeter Partial Arm) ...	A89
3 (Perimeter Delay Arm).....	A39	9 (Special Alert)	A99
6 (Watch Mode).....	A69	0 (Bypass a Report)	A09

- Some functions cannot be entered directly because they are nested inside a higher level function. To automatically execute these functions, you have to add appropriate keystrokes.

For example: In the Change Display (Command 49) function there are three sub-functions; Bright Display, Dim Display, and Date/Time Display.

- To turn up the display, enter **A49E**.
- To dim the display, enter **A49DE**.
- To display time and date, enter **A49BE**.

- Custom Functions can perform several tasks at once. For example:
 - To toggle relays 7, 8 and 9 in one Custom Function: enter **A547EE8EE9EEC**.
 - To add a temporary passcode: enter **A5630E987EE1E1E1E1E1E1E1E1E1E**.
This adds user 30, passcode "987" with authority level "1" in all areas.
To delete the passcode: enter **19E30EE**.
- To program multiple area arming or disarming functions, use keystroke sequences including Command 50 (Move to Area) and Command 1.

USER INTERFACE

Use this section to define which functions can be used by each of the 14 user authority levels. Each user can be assigned the same or different authority level by area. The user has rights in the area that the command center is assigned to based on the authority level assigned to the user's passcode for that area.

When the passcode is entered at the command center, the panel checks the authority level. The panel executes the function only in areas where the passcode has the authority to use the function.

Commands

"Commands" is the same method of command initiation used in previous Radionics products. This method is made available to provide continuity in the arming commands across the product line and to make an easy transition for dealers using other Radionics products. With Commands, the end user presses the COMMAND key and then the numeral of the command they want to initiate. For example, "Command 2" arms the perimeter of the area.

The *D9412/D9112 Program Record Sheet* lists the commands available with the system. Command numbers are shown in the third column (labeled "Command") next to the function name. If a particular function does not have a command number, it can only be accessed through the Command Menu.

If the end user is going to use only commands to operate their system, along with arming and disarming by entering a passcode, then you do not need to program *Custom Function* or *Function List*.

Command Center Selections

Programming choices in this section determine if command center functions are disabled (blank), enabled (E), or restricted (P) panel-wide.

Press the **SPACE BAR** to scroll through the selections. Press **ENTER** when the correct selection appears in the display.

Blank ---- **Disable the function panel-wide.** Accessing the function using a Command or the Function List displays [NO AUTHORITY].

E ----- **Enable the function panel-wide.** The function can be executed without entering a passcode.

P ----- **Passcode required.** When the passcode is entered at the command center, the panel checks the user's authority level. See **Authority Lvl Assign**.

NOTE: See the **Authority Levels Selection** area of this section for a detailed description of the functions on the following pages. *These parameters only determine if the authority level functions will be passcode protected.*

User Interface

Command Center Selections

Master Arm Delay

Default: P
Selections: Blank, E, or P

#2 Master Arm Delay, [CMD 1]. This arming function allows a user to arm areas that are disarmed or perimeter armed with a *delayed/all armed* mode. If Enabled, the following arming choices are available to the user with this authority.

Example of how these items are programmed and how it will affect the end user:

P ----- **Passcode** will be required for all users that have the Master Arm Delay enabled for their authority level.

E ----- **Enable** does not require a user to have a passcode if Master Arm Delay is enabled for their authority level.

Blank ---- **Disable** Master Arm Delay can not be accessed in the function menu nor initiated with a Command regardless if the user has this function enabled for their authority level.

Mstr Arm Inst

Default: Blank
Selections: Blank, E, or P

#3 Master Arm Instant, [CMD 11]. This arming function allows a user to arm areas that are disarmed or perimeter armed with a *instant/all armed* mode. If Enabled, the following arming choices are available to the user with this authority. Entry and exit delays ARE NOT provided with this arming function. *This causes a perimeter and interior delay point to act as an instant point.*

Perim Instant

Default: P
Selections: Blank, E, or P

#4 Perimeter Instant Arm, [CMD 2]. This function Instant arms all perimeter points which have a **P## Point Response** that initiates an instant alarm (see *Point Index*) in the **area** where the command center is assigned. Entry and exit delays ARE NOT provided with this arming function. *This causes a perimeter delay point to act as a perimeter instant point.*

Command Center Selections (Continued)

Perim Delay

Default: P
Selections: Blank, E, or P

#5 Perimeter Delay Arm, [CMD 3]. This function Delay arms all perimeter points which have a **P## Point Response** that initiates the **P## Entry Delay** time (see *Point Index*) in the **area** where the command center is assigned. Entry and exit delays are provided with this arming function. *This will not cause a perimeter instant point to act as a delay point.*

Watch Mode

Default: E
Selections: Blank, E, or P

#6 Watch Mode, [CMD 6]. This function lets you know when a perimeter and interior point programmed as **P## Watch Point** has faulted while the point is not armed. This function provides command center audible/visual and optional relay activation **A # Watch Mode** in the area wide relays section of this manual.

Perim Partial

Default: P
Selections: Blank, E, or P

#7 Perimeter Partial Arm, [CMD 8]. This function arms only normal perimeter points while other faulted perimeter points programmed as **P## Bypassable** are ignored. Entry and exit delays are provided with this arming function.

View Area Stat

Default: P
Selections: Blank, E, or P

#8 View Area Status, [MENU FUNCTION]. This function allows the user to view the armed status of all areas within the scope of the command center assigned to this area. The armed states include; [PERIM ON], [INSNT ON], [DELAY ON], [DISARMED], [NOT READY]. All area types, Master, Associate, Regular and Shared can be viewed using this function.

View Memory

Default: E
Selections: Blank, E, or P

#9 View Event Memory, [CMD 40]. This function allows the user to view prior alarm, trouble, and supervisory activity that occurred since the last time the system was armed. Event memory is not cleared until the area is re-armed.

User Interface

Command Center Selections (Continued)

View Pt Status

Default: E
Selections: Blank, E, or P

#10 View Point Status, [MENU FUNCTION]. This function allows the user to view points assigned to the area where the command center is assigned. This function shows point text and the electrical condition (normal, open, short and missing) of each point in the area.

Walk Test

Default: E
Selections: Blank, E, or P

#11 Walk Test, [CMD 44]. This function allows the user to test *controlled* points in areas within the **Scope** of the command center without sending reports to the central station. *24 hour points, P## Type 0*, can not be tested using this walk test mode.

Fire Test

Default: P
Selections: Blank, E, or P

#12 Fire Test, [CMD 58]. This function allows the user to test 24-hour points (fire, burg, or invisible) in areas within the **Scope** of the command center where the function is entered. A *24-hour* point must have **P## Type** programmed "0." *Controlled points, P## Type 1-F*, can not be tested using the fire walk test mode.

Send Report

Default: P
Selections: Blank, E, or P

#13 Send Report, [CMD 41/42]. This function allows the user to test the communication link between the panel and the central station receiver(s). It can send a test report or a status report to the phone numbers as programmed in *Phone Routing*. The test report includes additional information if **Expand Test Rpt** is enabled in the *Phone* section.

Command Center Selections (Continued)

Access Control Functions

◆ **Door Control**

Default: P
Selections: Blank, E, or P

#14 Door Control, [CMD 46]. D9412 only. This is a top level display which must be enabled for the user to access the cycle door, unlock door, and secure door functions [when they are enabled]. Use this item when programming door control in your function menu.

◆ **Access Ctl Level**

Default: P
Selections: Blank, E, or P

#37 Access Control Levels, [MENU FUNCTION]. D9412 only. This function shows the current on/off state of control levels 1 through 14 *pertaining to Access Control Only, (L## Access Level, L## Disarm Level and L## Function Level)*. It allows the user to toggle levels on and off and prevent access control levels from being valid during an extended period. This change only affects the user's token/cards, it does not affect command center door control functions.

Chg Display

Default: E
Selections: Blank, E, or P

#15 Change Display, [CMD 49]. This function allows the user to select either a bright or dim display with loud or soft command center warning tones. It also allows the user to choose the time/date display.

Chg Time/Date

Default: E
Selections: Blank, E, or P

#16 Change Time and Date, [CMD 45]. This function allows the user to set the time and date in the panel. This is a **panel-wide** function that can be executed from any command center with the scope to view an area where the user has authority to perform this function.

Chg Passcode

Default: P
Selections: Blank, E, or P

#17 Change Passcodes, [CMD 55]. This function allows the user to change their passcode. This is a **panel-wide** function that can be executed from any command center assigned to an area where the user has authority.

User Interface

Command Center Selections (Continued)

Add User

Default: P
Selections: Blank, E, or P

#18 Add User, [CMD 56]. This function allows a user to add/change passcodes, tokens/cards (D9412 only), and panel authority levels (L##) by area.

Del User

Default: P
Selections: Blank, E, or P

#19 Delete User, [CMD 53]. This function allows a user to delete a user group passcode and tokens/cards. It does not delete user names.

Extend Close

Default: P
Selections: Blank, E, or P

#20 Extend Close, [CMD 51]. This function allows the user to change the expected closing time for the area. The window cannot be adjusted until the *Close Early Begin* time has passed and the closing window is active.

View Log

Default: E
Selections: Blank, E, or P

#21 View Log, [MENU FUNCTION]. This function allows the user to view all of the main events [DOOR CYCLE] and the main events modifier [BY USER] in the event log memory. [USER NAME] and [POINT TEXT] are NOT stored in the event log but will appear when the panel matches them with the user ID ### and the point ### (respectively).

Each main event takes up one line in the log. Each modifier also takes up one line in the log.

The log in the panel can store a combination of up to 1024 main events and modifiers in the panel log

Print Log

Default: P
Selections: Blank, E, or P

#22 Print Event Log, [MENU FUNCTION]. This function allows the user to print all of the events stored in the panel starting with a start date and ending with the last event in the log.

Command Center Selections (Continued)

User Cmd 7

Default: P
Selections: Blank, E, or P

#23 User Command 7, [CMD 7]. This function allows the user to activate an alarm programmed in **Cmd 7** in the RADXPTS handler.

User Cmd 9

Default: P
Selections: Blank, E, or P

#24 User Command 9, [CMD 9]. This function allows the user to activate an alarm programmed in **Cmd 9** in the RADXPTS handler.

Bypass a Pt

Default: P
Selections: Blank, E, or P

#25 Bypass a Point, [CMD 0]. This function allows the user to bypass individual points that are **P## Bypassable**. Points within the **Scope** of the command center can be bypassed where the function is entered (see *Cmd Cntr Assignment*).

The panel will ignore alarms/troubles and not display point faults when a point is bypassed.

Unbypass a Pt

Default: P
Selections: Blank, E, or P

#26 Unbypass a Point, [CMD 00]. This function allows the user to unbypass individual points that are programmed either **P## FA Returnable** or **P## Bypass Returnable**. Points within the **Scope** of the command center can be unbypassed where the function is entered (see *Cmd Cntr Assignment*).

The panel will respond to alarms/troubles and display point faults when a point is unbypassed.

Reset Sensors

Default: E
Selections: Blank, E, or P

#27 Reset Sensors, [CMD 47]. This function allows the user to activate the Reset Sensors function for fire or intrusion points programmed as **P## Resettable** in the point index section. Points within the **Scope** of the command center where the function is entered will be reset (see *Cmd Cntr Assignment*).

User Interface

Command Center Selections (Continued)

Change Relay

Default: P
Selections: Blank, E, or P

#28 Change Relays, [CMD 54]. This function allows the user to manually set and reset relays 1 through 128 installed in the system.

Remote Program

Default: P
Selections: Blank, E, or P

#29 Remote Programming, [CMD 43]. This function allows the user to initiate Remote Account Manager sessions. When the phone is ringing at the panel, the user initiates this function to have the panel seize the line.

Move to Area

Default: P
Selections: Blank, E, or P

#30 Move to Area, [CMD 50]. This function allows the user to temporarily switch the command center's assignment to a different area. This can be used to perform any function that can be performed by a command center assigned to the area in programming.

Users are limited to performing functions enabled by the authority level they have in the area that the command center is moved to. After fifteen (15) seconds of no activity at the keypad, the command center reverts back to the originally programmed area.

Display Rev

Default: E
Selections: Blank, E, or P

#32 Display Software Revision, [CMD 59]. This function allows the user to show the panel's software revision number in the command center display.

Service Walk

Default: P
Selections: Blank, E, or P

#33 Service Walk Test, [MENU FUNCTION]. This function allows a user to walk test all 246 points in the entire panel regardless of the P## Type.

Command Center Selections (Continued)

Default Text

Default: P
Selections: Blank, E, or P

#34 Default Text, [CMD 57]. It may be difficult to determine the armed state of an area using the programmed custom text. This function allows the user to temporarily switch to the panel default text, shown on the program record *training* sheet.

Change Skeds

Default: P
Selections: Blank, E, or P

#35 Change Skeds, [CMD 52]. This is a **panel-wide** function that can be executed from any command center assigned to an area where the user has authority. This function allows the user to change the **S## Time** from the command center to make adjustments to Skeds.

Custom Functions

C Function 128 [through 143]

Default: P
Selections: Blank, E, or P

#128 - #143 Enable Custom Function 128 through 143, [MENU FUNCTION]
This function determines whether a passcode will be required (or not) when attempting to execute a Custom Function.

Authority Level Selections

There are two selections you can use for each individual function for the authority level you are programming.

Press the **SPACE BAR** to scroll through the selections. Press **ENTER** when the correct selection appears in the display.

Blank ----Disabled This function will not be authorized for the user who is assigned this authority level.

E -----Enabled This function is authorized for the user who is assigned this authority level.

Authority Level

Default: 1
Selections: 1 - 14

Enter the number of the authority level you want to program.

L## Disarm

Default: *See Training Sheet*
Selections: Blank or E

#1 Disarm. The disarming function allows a user to disarm areas that are master armed or perimeter armed. If Enabled, the following disarming choices are available to the user with this authority.

COMMAND Key disarms all areas based on the **CC# Scope** of the command center being used.

[DISARM ALL?] disarms all areas within the **CC# Scope** of the command center being used by accessing the function menu.

[DISARM AREA?] disarms only the area to which the command center is assigned.

Programming Tip for All Arming and Disarming Functions: There are many options available on how a user can arm and disarm. This is dependent upon **A# Area Type** and **CC# Scope**. Read the definitions of the **Area Type** in the Area Wide section and **CC# Scope** in the Command Center section of this manual. Included in these options are **CC# Follow Scope?**

L## Master Arm Delay

Default: See Training Sheet
Selections: Blank or E

#2 Master Arm Delay, [CMD 1]

COMMAND Key master arms all areas based on the **CC# Scope** of the command center being used with an exit delay time.

[MASTER ARM ALL?] allows the user to arm all areas *individually* within the **CC# Scope** of the command center being used with an exit delay time by accessing the function menu.

[ARM AREA #?] arms only the area to which the command center is assigned.

L## Mstr Arm Inst

Default: See Training Sheet
Selections: Blank or E

#3 Master Arm Instant, [CMD 11]

[MASTER ARM INST?] allows the user to arm all areas within the **CC# Scope** of the command center being used with an exit delay time by accessing the function menu.

[ARM AREA #?] arms only the area to which the command center is assigned.

L## Perim Instant

Default: See Training Sheet
Selections: Blank or E

#4 Perimeter Instant Arm, [CMD 2]

[PERIMETR INST?] allow the user with this **L##** to instant arm all points, including delayed points, only in the area to which the command center is assigned.

Application Note: When an area(s) is perimeter disarmed from a master armed state using a token/card, all areas within the scope of the command center will also go to the perimeter armed state.

L## Perim Delay

Default: *See Training Sheet*

Selections: Blank or E

#5 Perimeter Delay Arm, [CMD 3]

[PERIMETR DELAY?] allow the user with this L## to delay arm all perimeter delay point responses only in the area to which the command center is assigned.

L## Watch Mode

Default: *See Training Sheet*

Selections: Blank or E

#6 Watch Mode, [CMD 6]

[WATCH MODE?] allow the user with this L## to initiate the watch mode in the area to which this command center is assigned.

L## Perim Partial

Default: *See Training Sheet*

Selections: Blank or E

#7 Perimeter Partial Arm, [CMD 8]

[PERIMETR PART?] allow the user with this L## to partial arm only the area to which the command center is assigned.

Application Note: This function ignores the **A# FA Bypass Max** entry in *Area Parameters*.

Local Only Reporting: No closing report is sent to the central station, but a PERIMETER DELAY closing event is generated in the event log.

L## View Area Stat

Default: *See Training Sheet*

Selections: Blank or E

#8 View Area Status, [MENU FUNCTION]

[VIEW AREA STAT?] allow the user with this L## to view the current arm/disarm and not ready to arm status of all areas within the scope of the command center in this area. The user must have arming/disarming authority.

L## View Memory

Default: *See Training Sheet*
Selections: Blank or E

#9 View Event Memory, [CMD 40]

[VIEW MEMORY?] allow the user with this L## to view all memory events that have occurred since the last time the system was armed for all areas within the scope of the command center in this area.

L## View Pt Status

Default: *See Training Sheet*
Selections: Blank or E

#10 View Point Status, [MENU FUNCTION]

[VIEW PT STATUS?] allow the user with this L## to view the current status of all points in the area to which this command center is assigned.

L## Walk Test

Default: *See Training Sheet*
Selections: Blank or E

#11 Walk Test, [CMD 44]

[WALK TEST?] allows the user with this L## to initiate a walk test for all *interior/perimeter controlled* points in the area to which this command center is assigned.

The following features are provided with the Walk Test Mode:

- During this test, the panel is being powered by the battery only. A battery test is initiated during the full duration of the test to ensure the battery capacity is capable of supporting the full load of the panel while AC is failed.
This test includes an initial 2 second bell test when starting the walk test.
The test ends once all points are tested or until the test times out in 20 minutes of no activity.
- Local alarm annunciation and event printing without reporting to the central station receiver.
- D1255 command center displays a sequential count after each point is activated and restored as well as the text for the point.
- The command center displays [ALL PNTS TESTED] and an ALL RADXPTS TESTED event is reported to the central station receiver when the last point is tested.
- WALK START and WALK END are reported at the central station receiver for the beginning and end of the test.

Application Note: To walk test a door point, the door must be opened without activating the door sequence or allowed to time out past the extended shunt time.

L## Fire TestDefault: *See Training Sheet*

Selections: Blank or E

#12 Fire Test, [CMD 58]

[FIRE TEST?] allow the user with this L## to initiate a Fire walk test for all 24 hour fire points in the area to which this command center is assigned.

When a Fire Test is initiated one person can typically test a fire system without assistance. The following features are provided with the Fire Test Mode:

- During this test, the panel is being powered by the battery only. A battery test is initiated during the full duration of the test to ensure the battery capacity is capable of supporting the full load of the panel while AC is failed.

This test includes a 2 second bell test for each point that is tested.

The test ends once all points are tested or until the test times out in 20 minutes of no activity.

- Local alarm annunciation and event printing without reporting to the central station receiver.
- Automatic smoke detector reset [SENSORS RESETTING] for all fire points programmed with **P## Resettable** as YES.
- D1255 command center displays a sequential count after each point is activated and restored as well as the text for the point.
- FIRE WALK START and FIRE WALK END are reported at the central station receiver for the beginning and end of the test.

Application Note: **A# Verify Time** for fire points programmed with **P## Alarm Verify** as YES is ignored during the Fire walk test.

L## Send ReportDefault: *See Training Sheet*

Selections: Blank or E

#13 Send Report, [CMD 41/42]

[SEND REPORT?] allow the user with this L## to send a test report from any command center assigned to an area where the user has authority.

◆ Access Control Functions

[D9412 only] The following functions enable the user to control the doors using the command center. Users can have authority to access the Door Control and have the ability to use either all or part of the functions within.

NOTE: Only doors assigned to areas within the command center's scope display when this function is chosen. See **CC# Scope** in Cmd Cntr Assignment and *Access Control Levels* in this section for more information.

◆ **L## Door Control**

Default: See *Training Sheet*

Selections: Blank or E

#14 Door Control, [MENU FUNCTION] D9412 only.

[DOOR CONTROL?] allow the user with this L## to access the door control functions.

Application Note: Cycle Door, Unlock Door and Secure door cannot be accessed through the function list. Door Control must be added to the function list in order to access the door control functions.

Note: The following prompts are sub-functions of **Door Control**. They become visible in the D5200 Programmer when you *Enable Door Control* and press the ENTER key on the D5200.

◆ **L## Cycle Door**

Default: See *Training Sheet*

Selections: Blank or E

Cycle Door, [MENU FUNCTION] D9412 only.

Press the command center number keys [1 through 8] that correspond to the door number to cycle doors. For example, pressing the 2 and the ENTER keys cycles door number 2, which is indicated by "C" in the display.

[CYCLE DOOR?] allow the user with this L## to access the [CYCLE? 12345678] function.

◆ L## Unlock Door

Default: See *Training Sheet*

Selections: Blank or E

Unlock Door, [MENU FUNCTION] D9412 only.

Press the command center number keys [1 through 8] that correspond to the door number to unlock/relock doors. For example, pressing the 2 and the ENTER keys unlocks door number 2, which is indicated by "U" in the display.

[UNLOCK DOOR?] allow the user with this L## to access the [UNLOCK? 12345678] function and display doors within the scope of the command center being used.

◆ L## Secure Door

Default: See *Training Sheet*

Selections: Blank or E

Secure Door, [MENU FUNCTION] D9412 only.

Press the command center number keys [1 through 8] that correspond to the door number to secure/unsecure doors. For example, pressing the 2 and the ENTER keys secures door number 2, which is indicated by an "X" in the display.

[SECURE DOOR?] allow the user with this L## to access the [SECURE? 12345678] function and display doors within the scope of the command center being used.

Door Mode Definitions

Door State	Definition
Lock Door	<i>Normal Door:</i> When a door is in the Lock Door state, one can initiate the door sequence using Skeds, [CYCLE DOOR?] command center functions, door requests, and valid token/card requests.
Secure Door	<i>No Access Allowed:</i> When a door is in the Secure Door state, no access is allowed through the door until it is returned to the Lock Door state. This includes Sked and command center functions.
Unlock Door	<i>Free Access:</i> When a door is in the Unlocked Door state, the door is already shunted and the strike does not prevent the door from opening. In this state, the user does not need to activate a door request or present a valid token/card.
Cycle Door	<i>Momentary Access:</i> This is a temporary door mode in which the door initiates the door sequence as if a valid token/card was read. This state occurs using the command center and RAM. This state cannot be activated by a Sked.

◆ **L## Access Ctl Lvl**

Default: *See Training Sheet*
Selections: Blank or E

#37 Access Control Levels, [MENU FUNCTION] D9412 only.

IMPORTANT! Changing the Access Control Level in any area will affect all users and all doors associated with that level for all areas.

[ACCESS LEVEL CTL?] allow the user with this L## to enable/disable access control levels for all doors activated in the panel regardless of the area the doors are assigned to.

L## Chg Display

Default: *See Training Sheet*
Selections: Blank or E

#15 Change Display, [CMD 49].

[CHG DISPLAY?] allow the user with this L## to change the display in the area to which this command center is assigned.

L## Chg Time/Date

Default: *See Training Sheet*
Selections: Blank or E

#16 Change Time and Date, [CMD 45]

[CHG TIME/DATE?] allow the user with this L## to change the date and time for the panel in this area.

L## Chg Passcode

Default: *See Training Sheet*
Selections: Blank or E

#17 Change Passcodes, [CMD 55]

[CHG PASSCODE?] allow the user with this L## to change a user passcode.

User Interface

L## Add User

Default: *See Training Sheet*

Selections: Blank or E

#18 Add User, [CMD 56]

[ADD USER?] allow the user with this L## to add/change users

Programming Tip: [9210 NOT READY] will appear if a door controller is not assigned, **CC# Assign Door** to the command center being used to add/change tokens/cards.

L## Del User

Default: *See Training Sheet*

Selections: Blank or E

#19 Delete User, [CMD 53]

[DELETE USER?] allow the user with this L## to add/change users.

IMPORTANT!: Although an individual user (001 through 249) can be deleted separately, caution should be taken. User passcode, token/cards can not be deleted individually within a group, (e.g. User 001 has three additional sub-users that use the same authority levels for that group). When dealing with an individual user, it is recommended that you *change* that users token/passcode so other users in the group do not have to be re-added.

L## Extend Close

Default: *See Training Sheet*

Selections: Blank or E

#20 Extend Close, [CMD 51]

[EXTEND CLOSING?] allow the user with this L## to change the closing time in the area where the function is entered.

L## View Log

Default: *See Training Sheet*

Selections: Blank or E

#21 View Log, [MENU FUNCTION]

[VIEW LOG?] allow the user with this L## to view all panel wide events in the panel's memory log.

L## Print Log

Default: *See Training Sheet*
Selections: Blank or E

#22 Print Event Log, [MENU FUNCTION]

[PRINT LOG?] allow the user with this L## to print all panel wide events from the log to the printer in the area from which the user is executing this function.

L## User Cmd 7

Default: *See Training Sheet*
Selections: Blank or E

#23 User Command 7, [CMD 7] Cannot be used in Function Menu.

[USER CMD 7?] allow the user with this L## to generate the alarm programmed at **CMD 7** in the RADXPTS handler.

L## User Cmd 9

Default: *See Training Sheet*
Selections: Blank or E

#24 User Command 9, [CMD 9] Cannot be used in Function Menu.

[USER CMD 9?] allow the user with this L## to generate the alarm programmed at **CMD 9** in the RADXPTS handler.

L## Bypass a Pt

Default: *See Training Sheet*
Selections: Blank or E

#25 Bypass a Point, [CMD 0]

Programming Tip: A point can not be bypassed unless **A# FA Bypass Max** in the *Area Parameters* section is programmed with an allowable limit.

[BYPASS A POINT?] allow the user with this L## to bypass points.

L## Unbypass a Pt

Default: *See Training Sheet*
Selections: Blank or E

#26 Unbypass a Point, [CMD 00]

[UNBYPAS A POINT?] allow the user with this L## to unbypass points.

User Interface

L## Reset Sensors

Default: *See Training Sheet*

Selections: Blank or E

#27 Reset Sensors, [CMD 47]

[RESET SENSORS?] allow the user with this L## to reset sensors.

L## Change Relay

Default: *See Training Sheet*

Selections: Blank or E

#28 Change Relays, [CMD 54]

[CHG RELAYS?] allow the user with this L## to set [RELAY ON?] and reset [RELAY OFF?] relays in the panel.

IMPORTANT!: DO NOT attempt to use the [CHG RELAYS?] function to toggle relays reserved for special functions. Special function relays are **Area Wide and Panel Wide** relay functions as well as relays assigned to **CC# Entr Key Rly?**

L## Remote Program

Default: *See Training Sheet*

Selections: Blank or E

#29 Remote Programming, [CMD 43]

[REMOTE PROGRAM?] allow the user with this L## to initiate a RAM session once the phone is ringing at the panel.

L## Move to Area

Default: *See Training Sheet*

Selections: Blank or E

#30 Move to Area, [CMD 50]

[MOVE TO AREA?] allow the user with this L## to temporarily switch to a different area and perform command center functions related to the area to which the command center is switched.

L## Display Rev

Default: *See Training Sheet*

Selections: Blank or E

#32 Display Software Revision, [CMD 59]

[DISPLAY REV?] allow the user with this L## to display the panel software revision [9412 REV ##.##].

L## Service Walk

Default: **See Training Sheet**
Selections: **Blank or E**

#33 Service Walk Test, [MENU FUNCTION]

[SERVICE WALK?] allow the user with this L## to initiate a service walk test for all 24 hour interior/perimeter controlled points in the panel.

Points will not be included in this test if... points are in an area that is already in *any* walk test mode. Points are assigned to an area that is not enabled, **A# Area On**. Points are in an area that is Master or Perimeter armed.

When a Service Walk Test initiated, one person can test all the points in the panel without assistance. The following features are provided with the Service Test Mode:

- Display tells you exactly how many points can be tested.
- A Battery and Bell test does not occur during this walk test.
- The test ends once all points are tested or until the test times out in 20 minutes of no activity.
- Local event printing without alarm annunciation or reporting to the central station receiver.
- D1255 command center displays a sequential count after each point is activated and restored as well as the text for the point.
- The command center displays [ALL PNTS TESTED].
- SERVICE START and SERVICE END are reported at the central station receiver for the beginning and end of the test.

Point 128 and Point 248 will appear as missing. This is normal. These points are used for supervising the Zonex bus 1 (PT 128) and Zonex bus 2 (248). Should these points indicate a short, the Zonex bus has a fault.

Extra points can be viewed using this function. Extra Points occur under two conditions. An extra point is a point wired electrically to the Zonex bus with a blank **P### Point Index** and two Zonex devices exist for the same Zonex address.

User Interface

L## Default Text

Default: *See Training Sheet*

Selections: Blank or E

#34 Default Text, [CMD 57]

[DEFAULT TEXT?] allow the user with this L## to temporarily display the armed state of the area using panel default text, [A# AREA # IS ON], [A# NOT READY], [A# AREA # IS OFF], and [A# ACCOUNT IS ON].

L## Change Skeds

Default: *See Training Sheet*

Selections: Blank or E

#35 Change Skeds, [CMD 52].

[CHG SKEDS?] allow the user with this L## to change skeds that can be edited.

Application note: Skeds can be restricted from being edited by programming **S## Time Edit?** to NO.

Custom Functions

L## C Function 128 [through 143]

Default: *See Training Sheet*

Selections: Blank or E

#128 - #143 Enable Custom Function 128 through 143, [MENU FUNCTION]

Allow the user with this L## to execute the desired Custom Function.

Report Levels

L## Force Arm

Default: *See Training Sheet*
Selections: Blank or E

Allow a user with this L## to Force Arm.

L## Area O/C

Default: *See Training Sheet*
Selections: Blank or E

Allow a user with this L## to generate opening and closing reports if the area to which this authority level is assigned sends opening and closing reports.

L## Restricted O/C

Default: *See Training Sheet*
Selections: Blank or E

Allow a user with this L## to initiate an opening report if a bell is ringing or a closing report when force/bypass arming. The area to which this authority level is assigned must be programmed for restricted openings and closings (see **A# Restricted O/C**) in *Open/Close Options*.

L## Perimeter O/C

Default: *See Training Sheet*
Selections: Blank or E

Allow a user with this L## to report perimeter opening and closing reports if the area to which this authority level is assigned sends perimeter opening and closing reports.

L## Send Duress

Default: *See Training Sheet*
Selections: Blank or E

Allow a user with this L## to send duress report if the area to which this authority level is assigned sends duress

L## Passcode Arm

Default: *See Training Sheet*
Selections: Blank or E

Allow a user with this L## to arm an area by entering their passcode, then pressing the ENTER key.

L## Passcode Disarm

Default: *See Training Sheet*
Selections: Blank or E

Allow a user with this L## to disarm an area by entering their passcode, then pressing the ENTER key.

Access Control Levels [D9412 Only]

◆ L## Security Level

Default: See Training Sheet

Selections: M, P, D, or Blank

Security Level, [TOKEN FUNCTION]. [D9412 only] When the user presents a token/card at the reader, access is granted only when the user has the authority to enter the area under certain armed conditions.

M ----- Users have access rights for this area when the area is in any armed state.

P ----- Users have access rights for this area when the area is perimeter armed or disarmed but not while the area is Master Armed.

D ----- Users have access rights for this area only while it is disarmed.

Blank ----- Users do not have access rights to this area.

◆ L## Disarm Level

Default: See Training Sheet

Selections: I, D, or Blank

Disarm Level, [TOKEN FUNCTION]. [D9412 only] When the user presents a token/card door reader, the panel checks the **L## Access Level** and enables area disarm functions as programmed.

I ----- Users change the Master Armed state and Perimeter Delay Armed state to [PERIMETER INSTANT]. The armed state will not change in other areas, and the armed state will not change if the area is already in the perimeter instant or disarmed state. User must have **Access Level** for Master Armed (**M**) state.

D ----- Users change the local area's Master Armed state and Perimeter Armed state to the disarm state. User must have **Access Level** for Master Armed (**M**) or Perimeter Armed (**P**) state. All areas within the scope of the command center assigned to the **D# CC# Scope** in the Access handler and areas to which the user has disarm rights will disarm as programmed.

Blank ----- Users do not have disarm rights in this area.

Important: Burglar bells will be silenced in the local area when a user disarms with a token/card or presents the token/card during an alarm. The user must use a passcode to silence a fire bell. Cancel reports will be sent after a valid passcode or token/card has silenced the bell.

Programming Tip: Opening and Closing reports as well as armed state change reports are sent to the central station receiver if programmed.

Programming Tip: For more information on programming this prompt for a **Shared** area, see the **Access Control Readers Assigned to the Shared Area** paragraph for the **A# Area Type** prompt in Area Wide Parameters.

FUNCTION LIST

The Function List is accessed when the user presses the MENU key while the command center is displaying the idle text. Up to 32 **M### Function**(s) can be programmed.

Even if a Function is not programmed for the menu, the user can still bring up this function in the display by entering the corresponding command function #.

Each **CC #** command center address can display a combination of all/each of the 32 menu items. This is done by enabling the function in the menu list by area. The function name shown in the *Functions* column on the record sheet appears in command center display in capital letters. For example, [WATCH MODE] displays for **# 6 Watch Mode**.

Menu Item

Default: 1
Selections: 1 - 32

Enter the Menu Item number you are programming. The **M### Function** will display sequentially in the order they are programmed. (**M 1 Function** is the first function that will appear in the menu and **M 32 Function** is the last function that will appear when scrolling through the menu).

Programming Tips:

1. **WARNING!** A failure to program **Menu Item 1** will cause [COMMAND DISABLED] to appear in the command center display.
2. Do not leave any **M### Function** blank within the sequential list. Skipping a Menu Item will cause a [(blank)] display to appear while the user is scrolling through the function list.

M### Function

Default: See Training Sheet
Selections: Blank, 1 - 22, 25 - 30, 32 - 37, 128 - 143

Enter the function number indicated in the “#” column of the program record sheet and next to the function in the User Interface section.

Programming Tip: Function numbers 128 to 143 are custom functions and will display the text programmed for **CF ### Text**.

Application Note: There is no restriction on how many times you may assign a specific function to the menu. By doing so, you can assign the same function at different command centers so they appear differently in some areas than they would in others.

M### CC Address 1 [through 8]

Default: See Training Sheet
Selections: Yes or No

Programming this prompt determines at which **CC#** address setting this **Menu Item** will appear.

Yes ----- This menu item will appear at this command center address.

No----- This menu item will not appear at this command center address.

RELAY PARAMETERS

Relays provide dry contact (normally open/closed) outputs for LED annunciation and other applications as well as wet (12vdc on/off) voltage outputs for basic alarm system functions (such as Bell output, Reset Sensors, etc.). The applications are endless, but primarily, relays are used to enhance a systems capability to perform output functions.

Panel Wide Relays

These relays are used to provide an output related to a “panel wide” indication. For annunciation, these relays can be used to indicate “system wide” troubles for power, phone and overall panel summary of alarms, troubles and supervisory conditions.

Area Wide Relays

These relays are used to provide an output “by the area” that the relay is assigned to. An area can have its own bell and sensor reset indications. Relays can also be used to indicate the area armed state and whether any off normal conditions such as a force arm have occurred.

On Board Relays

There are 3 on board 12VDC voltage-outputs which provide power when activated on the panel. These outputs are default programmed from the factory as relays A, B and C. Typically, relay A (terminal 6) is used for the Bell, relay B (terminal 7) is used for an alternate alarm output (such as another bell) and relay C (terminal 8) is used for Sensor Reset. (Relay B and C require the optional D136 Relays.)

Off Board Relays

The panel can also control 128 dry contact form “C” relays when up to 16 optional D8129 OctoRelay Modules are installed. These relays are used for **Area Wide Relay, Panel Wide Relay, and Individual Point Fault Relays.**

Relay Follows Point

Relays can also be used to activate when a point programmed for, **P## RlyResp Type** (in the point index section), is off normal.

Relay Reports

When relay activity is reported to the receiver (see *Phone Routing*), on-board relays are reported as follows: A = 253, B = 254, C = 255, and others report as 001 to 127. The relay report is RELAY SET RELAY # rrr when the relay is turned ON and RELAY RESET RELAY # rrr when the relay is turned off. Relay reports are also printed on the local printer and stored in the panel memory log.

Controlling Relays

As mentioned, relays can be activated depending upon conditions that exist with the panel. In addition, relays can be controlled by the user using the [CHG RELAY?] function, **Relay On/Relay Off** skeds, and the Remote Account Manager.

The following programming tips, notes and applications are important for you to review prior to programming your relays.

IMPORTANT!: DO NOT attempt to use the [CHG RELAYS?] function to toggle relays reserved for special functions. Special function relays are **Area Wide** and **Panel Wide** relay functions as well as relays assigned to **CC# Entr Key Rly** and **P## RlyResp Type?**

Relay C is always powered ON. Assigning any other relay (1 - 128, A or B) deactivates Relay C so this output can be used for other functions. When Relay C is programmed for **A# Rest Sensors**, power is always supplied from terminal 8 of the panel.

Check relay status after reprogramming or resetting the panel. All relays are turned off after the panel is reset. Certain relay functions are checked by the panel each minute and will resume the correct state after the reset. Other relays must be manually set to the correct state using the Change Relay function (Command 54).

These relay functions **resume the proper state** within one minute:

Alarm Bell	Fire Bell	Area Fault
Perimeter Fault	AC Fail	Battery Trouble
Summary Fire	Summary Alarm	Summary Fire Tbl
Summary Trouble	Phone Fail	Communications Fail
Area Armed	Silent Alarm	Watch Mode
Reset Sensors	Summary SupBurg	Summary SupFire

These relay functions **need to be manually reset with Change Relay function (Command 54):**

Fail To Close	Force Armed
Duress	Log % Full

Area Wide Relays

Each area can be assigned a unique relay number for each of the events listed in this section.

Area

Default: 1
Selections: 1 - 8

Enter the area number you are programming.

A# Alarm Bell

Default: A
Selections: Blank, 1 - 128, A, B, or C

This *voltage output* relay activates and provides 12vdc output when a non-fire point (**P## Fire** Is NO) assigned to this area goes into alarm.

Programming Tip: *Burg Time* and *Burg Pat* must be programmed in *Bell Parameters*. This relay activates according to the bell pattern and remains active until the bell time expires. **P## Silent Bell** must be NO in order for the bell to ring upon alarm.

A# Fire Bell

Default: A
Selections: Blank, 1 - 128, A, B, or C

This *voltage output* relay activates and provides 12vdc output when a fire point (**P## Fire** Is YES) assigned to this area goes into alarm.

Programming Tip: *Fire Time* and *Fire Pat* must be programmed in *Bell Parameters*. This relay activates according to the bell pattern and remains active until the bell time expires. **P## Silent Bell** must be NO in order for the bell to ring upon alarm.

A# Reset Sensors

Default: C
Selections: Blank, 1 - 128, A, B, or C

Unlike the default relay for Alarm Bell and Fire Bell, this *voltage output (relay C)* relay de-activates for five seconds when the [RESET SENSORS?] function is initiated from the command center or during a [FIRE WALK?] test.

Application Note: The Reset Sensor time will convert from the five second default time to the time programmed in **A# Verify Time** (Area Wide parameters section) when a point programmed for **P## Alarm Verify** (Point Index Section) goes into an alarm condition.

Programming Tip: When sharing one relay to reset sensors in two or more areas you must program the following. Failure to do so will cause TROUBLE PT ### for all point types programmed as **P## Resetable**.

- **CC# Scope** must include all the areas that are sharing the relay.
- **L## Reset Sensors** for the user initiating the sensor reset must be enabled in all the areas that are sharing the relay.
- **A# Verify Time** must be the same number of seconds for all the areas that are sharing the relay.

A# Fail To Close

Default: Blank
Selections: Blank, 1 - 128, A, B, or C

This relay activates when the closing window expires for the specified area. It remains activated until midnight, or until another closing window starts, or the panel is reset, whichever occurs first.

A# Force Armed

Default: Blank
Selections: Blank, 1 - 128, A, B, or C

This relay activates when this area is Force Armed. It remains activated until the area is disarmed or the panel is reset.

NOTE: When Perimeter force arming this relay does not activate.

Relay Parameters

A# Watch Mode

Default: Blank

Selections: Blank, 1 - 128, A, B, or C

This relay activates when a controlled point that is programmed for **P## Watch Point** is tripped in the specified area while the area is in Watch Mode and the point is not armed. It remains activated for two seconds after each point is faulted.

A# Area Armed

Default: Blank

Selections: Blank, 1 - 128, A, B, or C

The relay activates when the specified area begins the master arming sequence. The relay remains activated until the area is disarmed, it will not deactivate during the entry delay time.

If multiple areas use the same relay, the relay activates when all areas are armed. It deactivates when the first area disarms.

Application Notes:

Keyswitch area armed status with LED's. Use a D8219 module and connect the Green LED when the relay deactivates and the Red LED when the relay activates to display the armed state.

Alternate communication trigger: This output relay can be used to trigger the input zone of a device being used as a slave to report panel arming status.

A# Area Fault

Default: Blank

Selections: Blank, 1 - 128, A, B, or C

The relay activates whenever a *controlled (P## Type 1-F)* perimeter or interior point is faulted. The relay remains activated until all perimeter and interior points in the area are normal.

Application Note: Keyswitch area armed status with LED's. Use a D8219 module and connect an Amber LED to illuminate when this relay is activated indicating that the area is not ready to arm.

A# Duress Relay

Default: Blank

Selections: Blank, 1 - 128, A, B, or C

The relay activates when a duress alarm is generated from a command center assigned to the specified area.

Programming Tip: Burg Time must have a bell period programmed and **A# Duress Enable** must be YES. This relay activates "steady" regardless of bell pattern and remains active until the bell time expires.

A# Perim Fault

Default: Blank

Selections: Blank, 1 - 128, A, B, or C

The relay activates when a controlled perimeter point (**P## Type 1**) assigned to the specified area is faulted. This relay activates regardless of the areas armed state. This relay provides a steady output until all perimeter points in the area return to normal.

Application Note: This relay does not activate on interior faults. To detect all area point faults, program all points as perimeter points in the area to which this relay is assigned.

A# Silent Alarm

Default: Blank

Selections: Blank, 1 - 128, A, B, or C

This relay activates when a point assigned to the specified area and programmed for **P## Silent Bell** goes into alarm.

Programming Tip: **Burg Time** must have a bell period programmed. This relay activates according to the bell pattern and remains active until the bell time expires.

Application Note: Use this relay for invisible/silent bell 24 hour panic/hold up applications.

Panel Wide Relays

The following eleven relay options will activate when they occur anywhere in the panel. They are not restricted by area boundaries.

AC Failure

Default: Blank

Selections: Blank, 1 - 128, A, B, or C

This relay activates when the panel responds to an AC power failure as programmed in **AC Fail Time** in the *Power Supervision* section. This relay automatically resets when AC power is restored.

Application Note: Use this relay as an option to create audible annunciation using the command centers for all applications excluding commercial fire systems.

Battery Trouble

Default: Blank

Selections: Blank, 1 - 128, A, B, or C

This relay activates when battery voltage falls below 85% of capacity (12.1vdc) for a fully charged (13.8vdc) battery, or when the battery is in a missing condition. This relay automatically resets when battery power is restored.

Application Note: Use this relay as an option to create audible annunciation using the command centers for all applications excluding commercial fire systems.

Phone Fail

Default: Blank

Selections: Blank, 1 - 128, A, B, or C

This relay activates when a telephone line failure alarm is generated. (See **Alarm On Fail** in the *Phone* programming section.) This relay automatically resets when a phone line restoral report is sent and acknowledged by the receiver.

Comm Fail

Default: Blank

Selections: Blank, 1 - 128, A, B, or C

This relay activates when a panel is unable to communicate a report after 10 attempts are made to each *Routing* destination. At the same time, [COMM FAIL RT ##] will display at the command center. This relay automatically resets when a report is sent successfully.

Application Note: Use this relay to report primary digital report failure to an alternate communication device.

Log % Full**Default:** Blank**Selections:** Blank, 1 - 128, A, B, or C

Enter the number of the relay that activates when the log has reached the programmed percentage of its capacity as programmed in *RAM Parameters* program item **Log % Full**. This relay provides a steady output until a "vacuum log" is performed from the RAM, or the panel is reset.

Summary Fire**Default:** Blank**Selections:** Blank, 1 - 128, A, B, or C

Enter the number of the relay that activates when a fire point (**P## Type 0, P## Fire YES**) goes into alarm. This relay provides a steady output until the alarm is acknowledged by a valid passcode then cleared from alarm memory with an acknowledgment at the command center.

Application Note: Use this and the following summary relays to report alarms (Fire/Burg), troubles (Fire/Burg/Supervisory) and Supervisory conditions to an alternate communication device.

Summary Alarm**Default:** Blank**Selections:** Blank, 1 - 128, A, B, or C

Enter the number of the relay that activates when a *controlled (P## Type 1-F)* goes into alarm. This relay provides a steady output until the alarm is acknowledged by a valid passcode then cleared from alarm memory with an acknowledgment at the command center.

Application Note: This relay will not activate for silent alarms.

Summary Fire Tbl**Default:** Blank**Selections:** Blank, 1 - 128, A, B, or C

This relay activates when any fire point in the panel is in trouble. This relay provides a steady output until the trouble is acknowledged by the user at the command center.

Relay Parameters

Summary SupFire

Default: Blank

Selections: Blank, 1 - 128, A, B, or C

This relay activates when any *Fire Supervisory* point in the panel is in a supervisory condition (off normal). This relay provides a steady output until the alarm is acknowledged by a valid passcode then cleared from alarm memory with an acknowledgment at the command center.

Summary Trouble

Default: Blank

Selections: Blank, 1 - 128, A, B, or C

This relay activates when any non-fire point in the panel is in trouble. This relay provides a steady output until the trouble is acknowledged by the user at the command center.

Summary SupBurg

Default: Blank

Selections: Blank, 1 - 128, A, B, or C

This relay activates when any *Non-Fire Supervisory* point in the panel is in a supervisory condition (off normal). This relay provides a steady output until the alarm is acknowledged by a valid passcode then cleared from alarm memory with an acknowledgment at the command center.

PASSCODE/TOKEN WORKSHEET

This section of programming item assigns user groups 001 to 249 a passcode, area assignment by authority level and a user group window.

Programming Tip: Two handlers in the D5200 programmer are used to program the users. USER 1 handler programs users 000 to 124. USER 2 programs users 125 to 249.

Users Group

There are 249 groups consisting of one user with a passcode and token, (Master) and three users who have token/cards but not a passcode (Sub-User). All users in the group share the same authority level as the Master User. The panel supports up to 249 Master Users and 750 sub users. This combines for a total of 249 User passcodes, one Service passcode (000), and 996 tokens.

Passcodes

Only the Master User is assigned a passcode. The passcode can be from three to six digits. Entering three digits in the **User ###** chooses the Master user. Programming the **U### Passcode** assigns a passcode to the Master user. Sub-Users cannot use the passcode.

User Group Window

U### User Group can be used to enable/disable the **U### Passcode** for up to eight different time periods throughout the day. This is done by assigning the number (1-8) programmed in **U### User Group** to a **W# User Window #**. If the user is outside a window, [COMMAND DISABLED] will appear on the command center after the user enters the passcode and presses the ENTER key.

Application Note: *This window does not affect tokens/cards, it will only affect the passcode of the Master User.*

Authority Level by Area

A user group is assigned an authority level of 1 through 14 for each area using the **U### Area # Auth** prompt. The authority level can be different for each area. Not programming an authority level for an area will be indicated by the [NOT AUTHORIZED] display on the command center.

Application Note: When using the [ADD/CHANGE USER] function at the command center, the Master User's passcode and the entire group's token/cards are affected by the authority levels and the changes that have been made.

When using the [ACCESS CMD LVL] function at the command center, the whole group is affected by whether the level is on or off for access control functions only.

When using the [DELETE USER?] function, the whole group will be deleted. There is no means to delete each user within the group individually. It is recommended that you use the [ADD/CHG USER?] function to change a user token/card instead of deleting the whole group.

User Name

Passcode

Each user group can be assigned one **U#### Name**. This name is logged and reported to the central station for all the users in the group. The user ID is used to differentiate which user(s) token/card were executed.

◆ **Tokens/Cards**

The Master user that is assigned the passcode can also be assigned a token/card. This is done by programming the **U#### Mstr Site** and **U#### Mstr C/D**.

Three more token/cards are assigned to the user group for the sub users using the **U#### SU# Site** and **U#### SU# C/D**.

Reporting and Logging

Modem Format must be YES for the following reports to the central station. Regardless of the reporting format, they will log and print *locally* at the local printer as shown. Each Sub-user is identified by the Master User's three digit number plus an extension of 0, 1, 2, or 3. These numbers are called Sub-user ID Codes.

The following is an example of all the users for User Group 122 as they would appear.

Master User:

ID 122. (when using passcode)

- ◆ CRD ID 122-0 (when using token/card).

- ◆ **Sub User -1: ID 122-1**

CRD ID 122-1 (when using token/card).

- ◆ **Sub User -2: ID 122-2.**

CRD ID 122-2 (when using token/card).

- ◆ **Sub User -3: ID 122-3.**

CRD ID 122-3 (when using token/card).

Programming Tip: In reporting systems using Modem format, all three digits of the User ID Code are transmitted to the central station with appropriate reports. Central station automation computer systems may only accept Zonex and COMEX style User IDs, see **Point/User Flag** in the *Phone* section of *Panel Wide Parameter*.

In BFSK, only one number is transmitted. This number represents a group of 10 users as shown in the table below. Note that Users 100 through 249 will not report in BFSK format.

User Code 000 - 009	User Code 010 - 019	User Code 020 - 029	User Code 030 - 039	User Code 040 - 049	User Code 050 - 059	User Code 060 - 069	User Code 070 - 079	User Code 080 - 089	User Code 090 - 099
BFSK Report 0	BFSK Report 1	BFSK Report 2	BFSK Report 3	BFSK Report 4	BFSK Report 5	BFSK Report 6	BFSK Report 7	BFSK Report 8	BFSK Report 9

User ###**Default:** 001**Selections:** 000 or 001 - 249

Enter the User number you are programming.

Programming Tip: User 000 is the Service Authority Level (Level 15). You can not change the programming for user 000.

Only the Service Authority Level (User 000) can delete User 000. When a user other than User 000 tries to delete the passcode for User 000, the command center displays NOT IN USE.

User 000 cannot be added/changed from the command center whether it exists or not.

U### Passcode**Default:** See Training Sheet**Selections:** Three to six digits (0 - 9)

Enter from three to six digits to enable a passcode for the Master User in this group.

Programming Tip: User ID Code 000 is the Service Authority Level. The default passcode for the Service Authority Level is 123.

Programming Tip: The programmer does not allow you to enter any passcode number that could conflict with a duress passcode. If **Duress Type** is a 1, passcodes within a range of 1 for existing passcodes can not be entered. This rule applies even if duress is disabled. For example, once a passcode of 654321 is entered, 654322, 654323, 654320, and 654329 can not be entered.

Application Note: A "silence bell" authority is built into all authority levels, even if they are default and none of the available programmable functions are enabled. A user passcode can silence a Fire/Burg bell as long as "any" authority level is assigned to the area where the bell can be silenced from.

Passcode

U### User Group

Default: Blank

Selections: Blank or 1 - 8

Use this parameter to create a group of up to 249 users whose combinations can be enabled/disabled using an automatic user window. This is the number that will be entered into the **W# User Group** for any active **W# User Window**. Multiple windows can be programmed for one user group (up to eight) within one 24 hour period. For example, if User Group 1 has a window running from 8:00 AM (start time) to 4:00 PM (stop time), the users for that group may use their passcodes only between 8:00 AM and 4:00 PM. Between 4:00 PM and 8:00 AM the next day, the users may not use their passcodes.

Programming Tip: To enable this user's passcode at all times, leave this item blank.

User Group Window times cannot be changed from the command center. Once a window is assigned to a user group, the users in that group rely on the window to be active (within the start and stop times) for their passcodes to function. The only way to disable the window is through reprogramming the panel from the D5200 or RAM.

U### Area 1 [through Area 8] Auth

Default: See Training Sheet

Selections: 1 - 14, or Blank

Assign an authority level to the user for this area.

Blank means the user has no authority in this area.

U### Name

Default: See Training Sheet

Selections: 16 Alphanumeric characters

Enter Alphanumeric characters A-Z in Capital Letters

Period (.) comma (,) percent (%), parenthesis [()], equal (=), greater/less than (<>), exclamation (!), braces ({}), apostrophe ('), carat (^), grave accent (`), tilde (~), semi-colon (;), and colon (:) are not allowed.

Enter up to 16 characters of text for this user group.

Application Note: Programming this group with a departmental, team or function name will identify all the users in this group in a function related manner [ENGINEERING].

Card Data Format

The D9412 and D9210 controller comply with the 26-BIT Wiegand™ card data format. In essence, the format consists of 26 bits (3.2 Bytes) of data. The first bit is used for the even parity. The next 8 bits (first byte) is used for the **U### Site Code**. The next 16 bits (second and third byte) are used for the **U### Card Data**. The last bit is used for the odd parity.

As long as the reader and tokens/cards you are using are 26-BIT Wiegand™ compatible, they will function with this system.

Radionics recommends you use only the readers that are identified as being compatible with the D9210 door control module. Information on these readers can be found in the D9210 O/I manual.

For more information refer to the *Security Industry Association (SIA) Access Control 26-BIT Wiegand™ Reader Interface Standard*.

◆ U### Mstr Site

Default: Blank

Selections: 000=(0) - 254, or Blank (255)

Master User ### Site Data [D9412 only]

Enter the first three *decimal* numbers on the back of the token/card. This is the first byte (bits 2 through 9) of data for a 26 bit Wiegand card. This is called the site number.

<p>Programming Tip: Converting hexadecimal to decimal. If your card label has alphabetical as well as decimal numbers, then a conversion process using your calculator should be done. If you cannot convert them in this way, use the reader and the [ADD/CHG USER?] function to add the tokens/cards.</p>
--

The following test will confirm you can convert properly:

<p>On your calculator, press <HEX>. Enter all hexadecimal characters into the calculator. Press <DEC> and your hexadecimal characters should have converted to eight digits as follows (e.g. 03251888). The 032 is the site number, and should be entered in U### Mstr Site. The 51888 is your card data, and should be entered into U### Mstr C/D.</p>

<p>IMPORTANT! Always pre-tag your tokens prior to adding them to the system so you do not get them mixed up. Use the CRD ID ###-# number to index them.</p>
--

◆ U### Mstr C/D

Default: Blank

Selections: 00000=(0) - 65534, or Blank (65535)

Master User ### Card Data [D9412 only]

Enter the remaining five *decimal* numbers on the back of the token/card. This is the second and third byte (bits 10 through 25) of data for a 26 bit Wiegand card. This is called the card data.

You must program **U### Mstr Site** before programming this prompt.

Passcode

◆ ***U### SU1 through SU3 Site***

Default: Blank

Selections: 000=(0) - 254, or Blank (255)

[D9412 only] Sub-Users one through three Site Data

◆ ***U### SU1 through SU3 C/D***

Default: Blank

Selections: 00000=(0) - 65534, or Blank (65535)

[D9412 only] Sub-Users one through three Card Data

POINT INDEX

Use this programming module to construct “personality types” for points used in the system. The Index numbers are used in “Point Assignments.” Each unique Point Index number determines the panel’s responses to specific conditions occurring on the protective points.

The NEW RECORD program contains default entries and descriptions that match RAMIII defaults for Point Indexes. See the *D9412/D9112 Program Record Training Sheet* for defaults.

Point Index

Default: 1
Selections: 1 - 31

The number of the point personality you are about to program. You can define up to 31 individual personalities.

P## Type

Default: See Training Sheet
Selections: 0 - 9

This entry defines the “Point Type.” Following are definitions for each type of point.

0-----24-hour – A 24 hour point is not turned on and off from a command center. 24 hour points are armed all the time, and can be used for fire protection (see **Fire Point**), panic, medical, and police alerts.

24-hour points can be programmed as bypassable; however, the application should be carefully considered before using the bypassable option. Bypassable 24-hour points should be programmed to Buzz on Fault. When a 24-hour point is bypassed, the report should be sent as it occurs. If the area contains all 24-hour points, the area is never armed or disarmed; therefore, a deferred bypass report is not sent.

24-hour protection for fire doors, roof hatches, etc. Instead of programming this type of protection as a 24-hour point, consider using a perimeter point type with a **Point Response** of 9 to E. 24-hour points do not show faults when an arming function is entered, but perimeter points do. When programming for this type of protection, you may also want to consider using the **Buz on Fault** and **Local While Disarmed** options.

1-----Perimeter – Perimeter points are armed with all arming functions. Points programmed as perimeter can also be armed as a group (using perimeter arming functions) separately from points programmed as interior. This lets the user partially arm the system to establish perimeter protection and still occupy the interior of the protected premises.

Perimeter points can be programmed to initiate entry delay time. If the point initiates entry delay, it can also initiate an entry tone.

When a Perimeter Point is programmed for entry delay, entry delay time is always provided. If the area is in entry delay when a second Perimeter Point trips, the panel compares the remaining entry delay time to the time programmed for the second Perimeter Point. If the second Perimeter Point's entry delay time is less than the remaining time, it shortens the entry delay time.

Perimeter Points programmed for an instant **Point Response**, generate an alarm immediately when tripped, even during entry or exit delay.

2-----Interior – Interior points are armed only by master arming the area. They are NOT armed when using perimeter arming functions. These points are typically used to monitor interior detection devices such as interior doors, motion detectors, photoelectric beams, carpet mats, etc.

“Instant” Interior Points. Interior points are usually programmed for an instant alarm (see **Point Response**). Points programmed for instant alarms generate alarms immediately, even during entry or exit delay.

“Delayed” Interior Points. Interior Points can be programmed for a delayed **Point Response**. A delayed response means that if the point is tripped while the area is armed, it initiates entry delay. It does not generate an alarm until entry delay expires.

When an Interior Point is programmed for entry delay, entry delay time is always provided. If the area is in entry delay when the Interior Point trips, the panel compares the remaining entry delay time to the time programmed for the Interior Point. If the Interior Point's entry delay time is less than the remaining time, it shortens the entry delay time.

Delayed points can also initiate an entry tone at the command center (see **P## Entry Tone Off**).

In some cases, you may need to create an interior point that causes an instant alarm *only if entry delay protection is not tripped first*. Use **Interior Follower** to create this type of protection.

3-----Interior Follower – Interior Follower points are armed only by master arming the area. They are NOT armed when using perimeter arming functions.

An Interior Follower point does not create an alarm if it trips while the area is in entry delay. An Interior Follower does not change the amount of remaining entry delay time.

If no entry delay is in effect when the Interior Follower trips, it creates an instant alarm.

You must program a delayed **Point Response** (4, 5, 6, 7, or 8) for an Interior Follower point. The panel ignores the entry in **P## Entry Delay** for an Interior Follower point.

NOTE. It may be necessary to increase the **Debounce** count for Interior Follower points to prevent Interior Follower points from going into alarm before the panel recognizes that a Perimeter delay point has been faulted. Program the Interior Follower's **Debounce** for one number higher than the debounce count on Perimeter delay points.

Keyswitch Points. Special rules apply to points used for keyswitch functions. These special point **Types** do not respond the same way to the **Point Response** entry as point **Types** 1, 2, and 3. Responses for keyswitch point types are described below.

4-----Keyswitch Maintained – Program **Point Response** as 1. Do not connect initiating devices to a Keyswitch point.

- Normal The area is disarmed.
- Open When this point changes from normal to open, the area arms.
- Short A short is a trouble while the area is disarmed. A short is an alarm while the area is armed. When this point changes from shorted to normal or open, it restores.

If you program **Point Response** as 2, the point will respond as follows:

- Normal When this point changes from open to normal, the area arms.
- Open The area is disarmed.
- Short A short is a trouble while the area is disarmed. A short is an alarm while the area is armed. When this point changes from shorted to normal or open, it restores.

Trouble and Restoral reports are not sent if **Local Disarmed** is YES.

Alarm and Restoral reports are not sent if **Local Armed** is YES.

- 5-----**Keyswitch Momentary** – Used for Area Arming and Disarming. **Point Response** must be programmed **1**. Do not connect initiating devices to a Keyswitch point.
- | | |
|-------|--|
| N→S→N | When this point momentarily changes from normal to shorted to normal, it toggles the armed state of the area. |
| Open | An open is a trouble while the point is disarmed. An open is an alarm while the point is armed.
When this point changes from open to normal, it restores. |

Trouble and Restoral reports are not sent if **Local Disarmed** is YES.

Trouble and Restoral reports are not sent if Local Armed is YES.

- 6-----**Open/Close Point** – Used for Point Arming and Disarming. **Point Response** must be programmed **1**. Local bells are silenced through the command center.
- | | |
|--------|--|
| Normal | The point is armed and sends a POINT CLOSING. POINT CLOSING is not sent if Local Armed is YES. |
| Open | An open is an alarm while the point is armed. An open is a trouble while the point is disarmed. ALARM and RESTORAL reports are not sent if Local Disarmed is YES. |
| Short | The point is disarmed and sends a POINT OPENING. A POINT OPENING is not sent if Local Armed is YES. |

- 7-----**D279 (O/C Non-Priority)** – The D279 provides point arming and disarming independent of the area arm state. A *non-priority* D279 point arm state does not affect area arm state. **Point Response** must be programmed **1**. Local bells are silenced through the command center. For bell control at the D279, use **P## Type 8**.

Cut the W1 jumper on the D279 to send POINT OPENING and POINT CLOSING reports. If the D279's W1 jumper is NOT cut then no open or close report is sent, regardless of panel programming.

- | | |
|--------|--|
| Normal | The point is armed and sends a POINT CLOSING. POINT CLOSING is not sent if Local Armed is YES. |
| Open | The point is disarmed and sends a POINT OPENING. POINT OPENING is not sent if Local Armed is YES. |
| Short | A short is an alarm condition. ALARM and RESTORAL reports are not sent if Local Disarmed is YES. |

8-----D279 (O/C Priority) – The D279 provides point arming and disarming independent of the area arm state. A *priority* D279 point must be armed before an area can be armed. Program **Point Response** as **2**.

Cut the W1 jumper on the D279 to send area opening and closing reports as programmed in *Area Parameters* and to provide bell control. If the D279's W1 jumper is NOT cut then no area open or area close report is sent, and alarm bells can only be silenced from a command center, no matter how the panel is programmed.

Normal When this point changes from open to normal, the area arms.

Open The area is disarmed. The alarm bell silences if an alarm had occurred while the area was armed.

Short ----- A short is a trouble while the area is disarmed. A short is an alarm while the area is armed. When this point changes from shorted to normal or open, it restores.

9-----Easikey – This point is programmed for access. Program **Point Response** as **1**. If the system is Master Armed or Perimeter Armed, with or without delays, presenting a valid token to the Easikey reader shorts the point and turns the system off. Presenting a valid token in a disarmed state will not clear trouble or alarm memory or rearm the area.

Point Responses

Applications for Point Responses 9, D, and E

You can combine **Point Responses 9, D** and **E** with Perimeter Point **Types** to create more flexible 24-hour protection. Unlike 24-hour points, a faulted perimeter point with a **Point Response** of D and E displays at the command center when arming. Like a 24-hour point, a point programmed this way can generate alarms whether the area is armed or disarmed.

Combining **Point Response 9** with the **Local Disarmed** feature provides off-site reporting when the area is armed, but only local alarm annunciation when the area is disarmed.

Combining **Point Response 9** with the **Local Armed** feature provides off-site reporting when the area is disarmed, but only local alarm annunciation when the area is armed.

Point Response E *Use this for Zonex/Asic motion detectors.* This will allow troubles to report, (for the diagnostic mode on some detectors) while the panel is master armed.

Point Response F is designed to provide a local, non audible/non-visual point response. It can be used for home automation applications and other applications that simply require relay outputs to be tripped without noticeable changes to the end user. To annunciate off-normal state at command center, program **Disp as Dvc** as YES and/or **BuzzOn Fault** as 1 or 2. This point response will not generate alarms or activate alarm relay.

Application Note: Characteristics of a Fire and Non-Fire Supervisory Point: P## Response of 8, 9, A, B, or C.

Reporting: Fire Supervisory reports and Non-Fire Supervisory reports are sent with a lower priority than Fire and other life threatening reports.

Reports: When the point is faulted in an off-normal supervisory condition (S), FIRE SUPERVISORY ZN ### is reported when **P## Fire** is YES and SUPERVISORY ZN ### is reported when **P## Fire** is NO. TROUBLE ZN ### is reported if either supervisory response is put in a Trouble (T) condition.

Visual Annunciation: [A# ### FIRE SUPVR] and [A# ### SUPERVISRY] is displayed on the command centers. Acknowledging the trouble will initiate the [FIRE TROUBLE] scroll until the fire point is returned to normal. Panel Wide Relays **Summary SupFire** (for Fire supervisory) and **Summary SupBurg** (for Non-Fire supervisory) will activate if a relay is assigned when any supervisory point response goes off normal or into a trouble state.

Audible Annunciation: A Fire or Non-Fire supervisory condition does not activate the bells. A normal trouble tone, which is in accordance with the exception written in NFPA, sounds at the command center. A restored supervisory point does not cause the command center to emit a tone.

Walk Test: A Fire supervisory is tested in the **Fire Walk** test, a Non-Fire supervisory is tested in the **Walk Test**.

Application Notes:

IMPORTANT!! **Point Response 8** is required for NFPA Remote systems using Fire Supervision.

To provide an audible tone for a Fire Supervisory point that has been restored, use **P## RlyResp Type 1** and connect to a graphic annunciator.

P## Pt Response

Default **See Training Sheet**
 Selections: 0 - F

Point Response defines the “Point Response to Opens and Shorts” for this point. The Point Response tables show each selection available for controlled (non-24-Hour) point types and 24-Hour point types.

CONTROLLED (NON-24-HOUR) POINTS		0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
Armed	Open	I	I	I	I	D	D	I	I	D	I	I	I	I	I	I	T
Armed	Short	I	I	I	I	I	I	D	D	D	I	I	I	I	I	I	I
Disarmed	Open		T	T						T	I	I	T	I			T
Disarmed	Short			T	T		T				I	T	I		I		

Example: Point Type = 1 and Point Response = 8.
 Perimeter point with delayed alarm response when armed (opened or shorted) and no response when disarmed.

24-HOUR POINTS		0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
	Open	I	T	I	T			I	T	S	T	S		S			
	Short	I	I	T	T	I	T			T	S		S	S			

Example: Point Type = 0 and Point Response = 8.
 24-hour point with supervisory response when open and a trouble supervisory response when shorted.

Table Key: I = Instant Alarm, D = Delayed Alarm, T = Trouble, s = Supervisory, **Blank** = audible/visual response.

P## Entry Delay

Default: **See Training Sheet**
 Selections: 5 - 600 seconds

Use this option to enter the amount of entry delay time that a user will have after faulting a controlled point (**P## Type 1-F**) with a delayed response (D) (**P## Pt Response**) of 4-5-6-7 or 8. [DISARM NOW] will display for the duration of the time programmed when the point is faulted in the delay condition.

If this time is allowed to expire before disarming or if the point is faulted to an instant response (I) an alarm will occur.

Programming Tip: Make entries in five second increments. The programmer does not allow off-increment entries.

Application Note: If another perimeter or interior follower delay point trips while the area is already in entry delay, the panel will adjust the delay time to the delay point with the least amount of delay time.

Application Note: Use **P## Type 3 Interior Follower** to program points that will not go into instant alarm that the user must fault in order to get to the command center and disarm during the entry or exit delay period.

P## Ent Tone OffDefault: *See Training Sheet*

Selections: Yes or No

This option enables/disables the entry delay warning tone for this point.

Yes ----- Disable entry delay tone when this point is faulted to the delay response.

No----- A tone sounds at command centers when this point initiates entry delay.

Caution! Do not set to NO on points actually being used to notify the user to disarm the system. The possibility of false alarms increases if the entry delay warning is not used.

Programming Tip: Entry Tone can also be turned off when programming your **CC# Entry Tone** in the command center section which allows you to manage the tone by command center.

Application Note: You may want to disable the entry tone in high security applications where you do not want to annunciate entry delay.

P## Silent BellDefault: *See Training Sheet*

Selections: Yes or No

Programming this parameter determines whether the **A# Silent Alarm** will activate disable alarm annunciation from the command center and alarm bells when this point goes into alarm..

Yes ----- Activate ONLY the **A# Silent Alarm** relay when this point goes into alarm.

No----- Activate **A# Alarm Bell** and/or **A# Fire Bell** relays and annunciate alarms at the command center if programmed for the area that this point is assigned to.

Application Note: If you want this point to eventually ring the bell because the message failed to reach the central station receiver, program **P## Audible After 2 Failures** as YES.

P## Ring Til Rst

Default: **See Training Sheet**
Selections: Yes or No

Use this option to determine if the bell will continue to ring until the **Fire Bell** time expires. The point is returned to a normal condition when the user can acknowledge the alarm to silence the bell.

Yes ----- The relay programmed to provide fire alarm output for this point can not be de-activated until the point restores to normal.

No----- The relay programmed to provide fire alarm output for this point can be de-activated before the point restores to normal.

Note: If the point restores and the fire alarm is not silenced from the command center, the fire alarm output continues until **Fire Bell** time expires. If the point does *not* restore, the fire alarm output continues even after bell time expires.

Application Note: Use this option for fire applications to meet the requirement that audible alarms cannot be silenced until the fault condition clears or the **Fire Bell** time expires.

P## Audible After 2 Failures

Default: **No**
Selections: Yes or No

Use this option for reporting non-fire points programmed as **P## Silent** to eventually cause the alarm bell to ring *if the panel fails to report the alarm event at the end of two failed attempts to the remote central station receiver.*

Yes ----- **A# Burg Alarm** relay will activate after two failed attempts.

No----- **P## Silent** points will not cause the **A# Burg Alarm** relay to activate even if the report does not get to the central station receiver.

Programming Tip: When a point that is programmed for **P## Silent Bell** is faulted, the timer for the **A# Burg Time** starts, even though the bell is not yet ringing. It could take up to three minutes before the second attempt has failed. Because of this, ensure **A# Burg Time** is programmed to provide the amount of bell time you would like, *minus the three minutes it may take before the bell actually begins to ring.*

P## Invisible PtDefault: *See Training Sheet*

Selections: Yes or No

Use this option to determine whether the point will appear in the command center display upon an alarm condition. For LED command centers, the LED will not illuminate upon an alarm condition. Point text will appear and annunciation will be made for invisible points that are programmed for a trouble condition in point response.

Yes ----- Command centers do not display alarm activity from this point.

No----- Activity from this point is visible at the command centers.

Application Note: To prevent the command center alarm tone and the **A# Burg Alarm** bell from sounding, this point must have **P## Silence Bell** as YES.

Programming Tip: [ALARM SILENCED] will display at the command center if this invisible point causes a bell to ring upon an alarm.

P## BuzzOn FaultDefault: **Blank**Selections: **Blank, 1 - 2**

Use this option to generate a Trouble Buzz even if the point is not actually in trouble. This does not affect normal point trouble (T) buzz.

Blank ---- The point will only generate a buzz at the command center if it goes into the trouble condition indicated in the **P## Point Response**.

1 ----- The point will generate a buzz until restore at the command center for *any fault condition* while the point is disarmed. The point must be normal before the user can silence the buzz.

2 ----- The point will generate a buzz at the command center for *any fault condition* while the point is disarmed. The point does not have to be normal before the user can silence the buzz.

Application note: The buzz does not automatically stop once the point is restored. The user must acknowledge the buzz prior to the buzz stopping.

Application note: If the fault occurred while the system was armed or if it was a 24 hour point and in both cases an alarm occurred, the buzz will follow the silencing of the bell or at the end of the bell time.

P## Watch PointDefault: *See Training Sheet*

Selections: Yes or No

Use this option to allow the point to generate a watch tone as long as the point is disarmed and not being faulted into a trouble or alarm condition.

Yes ----- This point activates Watch Mode responses if it is faulted while the panel is in Watch Mode.

No----- Do not activate Watch Mode responses for this point.

P## RlyResp Type

Default: Blank
Selections: Blank, 1 - 2

Use this option to cause a relay (1-127) to respond when a *corresponding* point with the same number (1-127) is faulted. (This requires connecting D8129 OctoRelays to Zonex bus 1 see address settings on back of program record sheet).

Blank ----Point state will not affect the operation of the corresponding relay.

1 -----**Relay Follow Point:** The relay corresponding with this point will activate when the point is faulted to *any off normal condition*. The relay will automatically reset when the point is returned to normal.

2 -----**Relay Latches:** The relay corresponding with this point will latch when the point is faulted to *any off normal condition..* This relay provides a steady output until the alarm is acknowledged by a valid passcode then cleared from alarm memory with an acknowledgment at the command center.

Application Note: Point 128 is reserved for use other than an actual point. Only the first 127 points can have an associated relay. Relays are not available for points 129 to 247.

IMPORTANT!: DO NOT attempt to use the [CHG RELAYS?] function to toggle relays reserved for special functions. Special function relays are **Area Wide and Panel Wide** relay functions as well as relays assigned to **CC# Entr Key Rly and P## RlyResp Type?**

P## Disp as Dvc

Default: No
Selections: Yes or No

Use this option to cause the command center to display [CHECK DEVICE] once a point is off normal or has been acknowledged after going into alarm.

Yes ----- Display [CHECK DEVICE] when this point is off normal.

No----- Do not display [CHECK DEVICE] when this point is off normal.

Application Note: This function can be used for devices that have a dry contact output which faults a point once the device is in a trouble condition.

P## Local While DisarmedDefault: See *Training Sheet*

Selections: Yes or No

Use this option to allow a controlled point (**P## Type 1-F**), to report alarms, troubles and restoral reports *only* when the area is armed. This prompt will not affect local annunciation.

Yes ----- Suppress alarm, trouble and restoral reports from this point while the area it is assigned to is disarmed.

No----- Report events occurring from this point while the area is disarmed.

Application Note: Warning! Local While Disarmed suppresses all reports from 24-hour points. Do not use **P## Type 0** for this prompt. Remember, this only works for disarmed points and a Type 0 is a 24 hour "always armed" point. Instead, choose any Type other than 0, and use a point response that will report an alarm whether the point is armed or not. For instance, P## Type 1 and P## Response 9 will report an alarm on a trouble or a short (I) whether the area is armed or not.

Application Note: Warning! Local While Disarmed affects "Keyswitch" Points. This prompt will suppress keyswitch (troubles/restorals) and D279 (alarms/troubles/restorals) It is recommended that you do not use this parameter for controlled points that arm/disarm.

P## Local While ArmedDefault: See *Training Sheet*

Selections: Yes or No

Use this option to allow a controlled point (**P## Type 1-F**), to report alarms, troubles and restoral reports *only* when the area is disarmed. This prompt will not affect local annunciation.

Yes ----- Suppress alarm, trouble and restoral reports from this point while the area it is assigned to is armed.

No----- Report events occurring from this point while the area is armed.

Application Note: Warning! Local While Armed suppresses all reports from 24-hour points. Do not use **P## Type 0** for this prompt. Remember, this only works for disarmed points and a Type 0 is a 24 hour "always armed" point. Instead, choose any Type other than 0, and use a point response that will report an alarm whether the point is armed or not. For instance, P## Type 1 and P## Response 9 will report an alarm on a trouble or a short (I) whether the area is disarmed or not.

Application Note: Warning! Local While Disarmed affects "Keyswitch" Points. This prompt will suppress keyswitch (alarms/troubles/restorals) and D279 (opening/closing/troubles/restorals) It is recommended that you do not use this parameter for controlled points that arm/disarm.

P## Disable Rst

Default: No
Selections: Yes or No

Use this option to disable any restoral reports from this point after it returns to normal from an alarm or trouble condition.

Yes ----- Disable restoral reports for this point.

No----- Enable restoral reports for this point.

P## FA Retrnable

Default: No
Selections: Yes or No

Use this option to allow points which were force armed out of the area to return back to the armed state once they have become normal again without having to disarm the system.

Yes ----- This point automatically returns to the system when it restores to normal.

No----- This point stays out of the system until the area is disarmed.

Application note: Use on loading dock doors which are required to be left open until loading is completed. Once the loading dock door is closed, it will detect an opening and report an alarm.

P## BP Retrnable

Default: No
Selections: Yes or No

Use this option to return a point which has been bypassed, force armed or swinger bypassed back into the system once the area this point is assigned to is disarmed.

Yes ----- This point automatically returns to the system when the area is disarmed.

No----- This point stays out of the system through arming and disarming cycles.

Application Note: When not allowed to return to the system through disarming, the point must be manually unbypassed using the [UNBYPASS?], command center function, Sked functions 4 and 5 or remotely using the Remote Account Manager.

Programming Tip: For force armed points to remain bypassed, ensure P## FA Returnable is NO.

P## Bypassable

Default: No
Selections: Yes or No

Use this option to allow this point to be bypassed and/or force armed.

Yes ----- This point can be bypassed and force armed.

No----- This point can not be bypassed or force armed from the command center or R.A.M. However, it can be force armed by automatic arming at the end of the closing window (see *Opening & Closing Auto Close*) or by a Sked programmed to arm the area.

Bypassing of a 24 hour point: When a 24-hour point is bypassed [24 HOUR BYPASS] will continuously scroll at the command center. 24 HOUR BYPASS scrolls to indicate a 24-hour non-fire point, **P## Fire NO** is bypassed. [FIRE BYPASS] scrolls to indicate a 24-hour Fire point, **P## Fire YES** is bypassed.

Application Note: Alternative to a 24 hour point: To have the alarm capability of a 24 hour point without the continuous scrolling, use a perimeter point with a **Point Response** of 9 to E.

Programming Tip: A point can be bypassed at the command center using the [BYPASS?] function which reports as a COMMAND BYPASS. When bypassed by Sked function 3, the report is SKED BYPASS. When bypassed by the Remote Account Manager a RAM BYPASS will report after RAM has disconnected. When swinger shunted, a SWINGER SHUNT will be reported. If the point is not bypassable, it can not be bypassed in any of the above cases.

P## Swinger Byp

Default: No
Selections: Yes or No

Use this option to allow the panel to automatically bypass a point that erroneously reports four alarms or trouble events within an hour of the first event.

The panel will report a SWINGER SHUNT P### upon the fourth report. If the point has a partial count (less than four events during an hour), the count is reset to zero and three more events are required upon the next report before the panel initiates the bypass.

Yes ----- Enable Swinger Bypass for this point.

No----- Disable Swinger Bypass for this point.

Programming Tip: P## Bypassable does not have to be programmed YES for swinger bypass to work.

Application Note: A swinger shunted point will return to the system if **P## BP Returnable?** is YES. If not, return the point to the system as described in the application note for P## BP Returnable.

P## Report Bypass at Occurrence

Default: No
Selections: Yes or No

This option allows a point to generate a `COMMAND BYPASS` report as soon as a user bypasses the point from the command center. This option should be enabled for all bypassable 24-hour points. You may also elect to report bypassed a point at the time the area is armed. See ***Defer Bypass Report***.

Yes ----- Send a `COMMAND BYPASS` report at the time that the point is bypassed.

No----- Do not send a `COMMAND BYPASS` report at the time the point is bypassed.

P## Defer BP Report

Default: No
Selections: Yes or No

Use this option to prevent (***P## Type 0-F***) points that are bypassed by the user (`COMMAND BYPASS`) from occurring until the area is armed. Once the area is armed, the bypassed points as well as any point being bypassed during the arming sequence will report as `POINT BYPASS` along with the closing report.

Yes ----- Send a `POINT BYPASS` report with the closing report instead of a `COMMAND BYPASS` when the point is bypassed by a user.

No----- Do not defer bypass reports.

Programming Tips:

WARNING! Bypass reports will not occur when arming the area if the closing report is suppressed by Op/Cl windows or are not being reported.

WARNING! Bypass reports for 24 hour points will not report if ***P## Report Bypass at Occurrence*** and ***P## Defer Bypass Report*** are both NO.

Application Note: To report the bypass at occurrence and when the area is armed, program ***P## Report Bypass at Occurrence*** and ***P## Defer Bypass Report*** as YES. A `COMMAND BYPASS` report is sent as soon as it occurs and a `POINT BYPASS` report is sent with the closing report.

P## Fire PointDefault: *See Training Sheet*

Selections: Yes or No

Use this option to make a 24 hour point a Fire point. This essentially makes this point the highest priority event in the panel when an alarm occurs for both reporting and displaying on the command center.

Yes ----- This is a Fire point.

No----- This is not a Fire point.

Application Note: Characteristics of a Fire Point:

Reporting: Fire reports will be the first event that the panel will route and print out when a group of events occur.

Visual Annunciation: Fire Troubles will continue to scroll until the trouble is cleared. Once acknowledged, a [FIRE TROUBLE] scroll will let the end user know that a fire point, or group of Fire points, is still in trouble. Panel Wide Relays **Summary Fire** and **Summary Fire Tbl** will activate if a relay is assigned when any fire point goes into alarm or is in trouble.

Audible Annunciation: A Fire point activates the **A# Fire Bell** relay programmed in *Relay Parameters*. The amount of time and pattern of the relay activation is programmed by area in *Bell Parameters A# Fire Time* and **A# Fire Pat**.

Supervisory: A Fire Point can send a FIRE SUPERVISORY report and activate the **Summary Fire Sup** and **Summary Fire Tbl** panel wide relays with a **P## Response** of 8-9-A-B-C.

Alarm Verification: A Fire point can delay an alarm by the time programmed in **A# Verify Time** in the area wide parameters. Combined with **A# Resettable**, a fire point will also reset the electrical circuit for the amount of verify time.

Reset Sensor: A fire device that requires resetting can be manually reset using the reset sensor relay for the area it is assigned to.

Fire Walk: A fire point is tested separately from all other point types in the system using the fire walk test which automatically resets each point for five seconds when it is tripped and rings the fire bell for two seconds.

Application Note: You should dedicate a Fire annunciation device to all your fire points if they are assigned to a single area in a multiple area system. Special "red" command centers and annunciators with specific keys for fire systems are designed for this type of application.

P## Alarm Verify

Default: *See Training Sheet*
Selections: Yes or No

Use this option only with Fire Points to designate them for "alarm verification".

When an alarm verification point goes into alarm, the panel removes power to all resettable points for the duration programmed in **A# Verify Time** in the Area Wide parameters section. If the point (or another resettable point in the area) is still in alarm, or goes back into alarm within 60 seconds after the initial verification time reset, an alarm will be generated.

Yes ----- Enable alarm verification on this point.

Alarm verification points must be programmed as **Resettable**.

No----- Disable alarm verification on this point.

Application Note: During a Fire Walk Test the reset time is 5 seconds. The time programmed in **A# Verify Time** is ignored.

P## Resettable

Default: *See Training Sheet*
Selections: Yes or No

Use this option if this is a powered point that requires interruption of power to reset a latched alarm condition. The "resettable point" option is typically used with smoke detectors and glass break detectors.

When initiated either through a Fire Walk Test or the command center function [RESET SENSOR?] or by the Remote Account manager, power is interrupted to the device for 5 seconds. `SENSOR RESET` is reported to the central station receiver.

Yes ----- This point is reset by the [RESET SENSORS?] function and during the alarm verification sequence.

No----- This point is not resettable.

Application Note: WARNING! When a sensor reset is initiated, the panel will not accept alarms from any points that has **P## Resettable** programmed as YES. During the five second reset time, alarms from these points are ignored.

Application Note: Do not mix fire and intrusion devices on the same powered loop.

POINT ASSIGNMENTS

These entries assign Point Indexes to points 1 - 127, 129 - 247, and the points to the areas. Also included in this section are parameters used to set the point's debounce count, BFSK/Relay (for use when transmitting in BFSK or assigning relays to follow alarms for a group of points), and custom command center and report text for each point.

Point Number

Default: 1

Selections: 1 - 127, 129 - 247

Enter the point number you are programming. When transmitting in Modem IIIa²™ the three-digit point number is reported to the D6500. When transmitting in BFSK you must assign a "zone number" in **BFSK/Relay**.

Programming Tip: Point number 128 and 248 are reserved for Zonex bus 1 and 2 supervision.

P### Point Index

Default: See Training Sheet

Selections: Blank (00) - 31

This entry selects one of the 31 **P### Index** Codes that define the points' characteristics and determine how the panel responds to various point conditions.

Blank (00) disables the point.

Application Note: MISSING POINT reports will occur if a point address does not exist for a point that is assigned a point index. EXTRA POINT events will occur if more than two devices have the same address.

P### Area Assign

Default: 1

Selections: 1 - 8

The areas are numbered 1 to 8. Select the area number to which the point will be assigned.

P### Debounce

Default: 2
Selections: 1 - 15

Use this option when you believe the point is susceptible to AC induction or relay noise from the device it is connected to. The debounce count is the number of times the panel scans a point before initiating an alarm. Scan cycles are 300 ms.

For appropriate settings consult the manufacturer's instructions for the device connected to this point.

1 = .300 seconds	6 = 1.8 seconds	11 = 3.3 seconds
2 = .600 seconds	7 = 2.1 seconds	12 = 3.6 seconds
3 = .900 seconds	8 = 2.4 seconds	13 = 3.9 seconds
4 = 1.2 seconds	9 = 2.7 seconds	14 = 4.2 seconds
5 = 1.5 seconds	10 = 3.0 seconds	15 = 4.5 seconds

Programming Tip: Radionics recommends an entry of **2 or higher**. Interior Follower points should have a debounce at least one number higher than the Perimeter delay points assigned to the same area.

RADXPTS

Point Assignments

P### BFSK/Relay

Default: See *Training Sheet*

Selections: 0 - 9

Use this option for two reasons. First, it can be used to determine the point number reported in BFSK when this point is tripped. In addition, you can use this option to activate a relay, even if the panel is programmed for Modem reporting as shown in the matrix below.

D8129 on Zonex Bus 2, address setting 1(On)-2(OFF)-3(On)-4(On)

BFSK Code	Trips Relay	BFSK Code	Trips Relay	BFSK Code	Trips Relay	BFSK Code	Trips Relay
1 =	73	3 =	75	5 =	77	7 =	79
2 =	74	4 =	76	6 =	78	8 =	80

NOTE: Local annunciation on the Command centers and Local Printer reporting as well as the View Log display the actual point number (1 - 247) not the BFSK report code.

Programming Tip: The relay will activate even if this point is programmed as an invisible point. Program this prompt as "0" if P### is an invisible point.

Programming Tip: Do not use relays 73 through 80 for area-wide or panel-wide relay functions when using BFSK relays. Doing so will prevent BFSK relays from triggering.

Programming Tip: The relay will activate even if this point is programmed as an invisible point. Program this prompt as "0" if P### is an invisible point.

Application Note: Two relays may activate when this point goes into alarm if the **P## Rly Resp Type** for this point is programmed.

Application Note: These codes can be used to activate relays on the D8129 OctoRelay (or C8137 Transmitter Interface). You can assign the same code to several points and effectively provide a "summary zone" alarm output. When the point goes into alarm the relay activates. When the alarm is acknowledged and is no longer scrolling in the command center display, the relay resets.

P### Point Text

Default: See *Training Sheet*

Selections: Up to 16 Characters Alphanumeric

Enter Alphabetic characters A-Z in Capital Letters

Enter up to 16 characters of text to describe the point. This point text is displayed at command centers (if the point is programmed as "visible") and reported to the D6500 when transmitting in Radionics Modem IIIa²™ format (if it is a reporting point).

It is recommended that you include the point number in custom point text. This helps the user when viewing events, initiating bypasses, etc. and can simplify troubleshooting.

CMD 7 AND CMD 9

These entries assign Point Indexes, BFSK report code, BFSK relay that trips and the text for the CMD 7 and CMD 9 control center functions.

CMD7 Point Index

Default: 31
Selections: Blank (00) - 31

This entry selects one of the 31 **P## Index** Codes that define how the panel will react when a CMD 7 is initiated.

Programming Tip: Warning! The point index code used for CMD 7 and CMD 9 must not be used for any other points on the system.

CMD7 BFSK/Relay

Default: See *Training Sheet*
Selections: 0 - 9

This entry selects one of the digits shown for reporting in BFSK or for activating relays 73-80 (see **P## BFSK/Relay** in point assignments) when a CMD 7 is initiated.

CMD7 Point Text

Default: [COMMAND 7]
Selections: Up to 16 Characters Alphanumeric

Enter Alphabetic characters A-Z in Capital Letters

Enter up to 16 characters of text to describe the point. This point text is displayed at command centers (if the point is programmed as "visible") and reported to the D6500 when transmitting in Radionics Modem IIIa²™ format (if it is a reporting point).

CMD9 Point Index

Default: 31
Selections: Blank (00) - 31

This entry selects one of the 31 **P## Index** Codes that define how the panel will react when a CMD 7 is initiated.

Programming Tip: Warning! The point index code used for CMD 7 and CMD 9 must not be used for any other points on the system.

CMD9 BFSK/Relay

Default: See Training Sheet
Selections: 0 - 9

This entry selects one of the digits shown for reporting in BFSK or for activating relays 73-80 (see **P## BFSK/Relay** in point assignments) when a CMD 9 is initiated.

CMD9 Point Text

Default: [COMMAND 9]
Selections: Up to 16 Characters Alphanumeric

Enter Alphanumeric characters A-Z in Capital Letters

Enter up to 16 characters of text to describe the point. This point text is displayed at command centers (if the point is programmed as "visible") and reported to the D6500 when transmitting in Radionics Modem IIIa²™ format (if it is a reporting point).

WINDOWS

Use this programming module to define the windows for *Opening & Closing* and *User Access*.

Opening & Closing

Use these windows to set a schedule for disarming and arming. The disarming and arming schedules provide several independent features:

- Suppress normal opening and/or closing reports when **A# Disable O/C in Window** is programmed YES.
- Generate a FAIL TO OPEN report if the area is not disarmed on schedule when **A# Fail To Open** is programmed YES.
- Provide a warning tone and [ARM AREA NOW] display at the command center when it is time to arm the area.
- Generate a FAIL TO CLOSE report if the area is not armed on schedule when **A# Fail To Close** is programmed YES.
- Automatically arm the area at the end of the closing window when **A# Auto Close** is programmed YES.

Opening and closing schedules can be set up independently. For example, if you only want to use features provided by closing windows, leave times blank in the opening windows prompts and program closing window times.

A worksheet is provided at the end of this section for your convenience. Following the worksheet are examples of how to program opening and closing windows for particular applications.

About the Program Record Sheet: Two columns labeled "Sked #" appear on the record sheet provided with the D9412. These numbers appear in D6500 reports and local printer reports when the window **Begin Time** executes.

Window

Default: 1
Selections: 1 - 8

Enter the Window number you want to program.

Windows

W# Sunday

Default: No
Selections: Yes or No

This prompt, and the next six “day of the week” prompts, select the days of the week that the opening and/or closing windows are active.

Exceptions:

To prevent the windows from activating on certain days of the year, program **Xept Holiday** YES, and enable at least one Holiday Index. When **Xept Holiday** is YES, the window executes on the days of the week programmed *unless the date is designated as a Holiday by the Holiday Index selected.*

If opening and/or closing windows are only needed on certain days of the year, do not program the windows to execute on any days of the week. Instead, program **Xept Holiday** NO, and select a Holiday Index with the days of the year you want the window to be active.

Yes ----- Activate this window on Sundays.

No----- Do not activate this window on Sundays.

W# Monday

Default: No
Selections: Yes or No

W# Tuesday

Default: No
Selections: Yes or No

W# Wednesday

Default: No
Selections: Yes or No

W# Thursday

Default: No
Selections: Yes or No

W# Friday

Default: No
Selections: Yes or No

W# Saturday

Default: No
 Selections: Yes or No

W# Open Early Begin

Default: 00:00
 Selections: HH:MM (hours and minutes)
 00:00 to 23:59

Open Early Begin: This program item is one of three required to create an opening window. To finish programming an opening window, **Open Window Start** and **Open Window Stop** must be programmed.

Use **Open Early Begin** to set the time that you want the panel to look for an opening window. When opening and closing reports are enabled, disarming the area between midnight and the **Open Early Begin** time generates an OPENING REPORT. In addition:

- **If Disable O/C in Window is YES**

Disarming the area between the **Open Early Begin** time and the **Open Window Start** time generates an OPENING REPORT and adds an EARLY TO OPEN modifier. (If the **Open Early Begin** time is the same as the **Open Window Start** time, the EARLY TO OPEN modifier is not sent.)

Disarming the area between the **Open Window Start** and **Open Window Stop** time creates a local event in the PANEL log but does not send the opening report to the central station.

Disarming the area after the **Open Window Stop** and the next window's **Open Early Begin** time (or midnight, whichever comes sooner) generates an OPENING REPORT and adds a LATE TO OPEN modifier.

- **If Disable O/C in Window is NO**

Disarming the area generates an OPENING REPORT without the "early" or "late" modifier, regardless of when the area is disarmed.

When you are programming multiple windows to activate on a single day, program the windows in chronological order. Be careful not to program a window's **Open Early Begin** time for a time that is between any other window's **Open Window Start** and **Open Window Stop** time.

Disabled windows have a Blank "Begin" time. If the entry for this prompt is blank, but times are programmed for **Open Window Start** and **Open Window Stop** the window is disabled.

To disable the window, both the hours and minutes spaces must be Blank.
00:00 is Midnight 23:59 is 11:59 P.M. Make entries using a 24-hour clock (for example, 7:00 AM is entered as 07:00, 2:45 PM is entered as 14:45).

Disable/Restart the panel to activate today's window. If you are programming a window that needs to activate on the same day that you are programming it, do a disable/restart after programming.

W# Open Window StartDefault: 00:00

Selections: HH:MM (hours and minutes)

Enter the time that you want the panel to start the opening window. The window goes into effect at the beginning of the minute.

00:00 is Midnight 23:59 is 11:59 P.M. Make entries using a 24-hour clock (for example, 7:00 AM is entered as 07:00, 2:45 PM is entered as 14:45).

This program item is one of three required to create an opening window. To program an opening window, **Open Early Begin** and **Open Window Stop** must also be programmed.

See **Open Early Begin** for report feature explanations.

W# Open Window StopDefault: 00:00

Selections: HH:MM (hours and minutes)

Enter the time that you want the panel to end the opening window. The window stops at the end of the minute.

00:00 is Midnight 23:59 is 11:59 P.M. Make entries using a 24-hour clock (for example, 7:00 AM is entered as 07:00, 2:45 PM is entered as 14:45).

This program item is one of three required to create an opening window. To program an opening window, **Open Early Begin** and **Open Window Start** must also be programmed.

If the area is not disarmed by the time the **Open Window Stop** time expires, the panel generates a `FAIL TO OPEN` report if enabled in **Fail To Open**.

Opening reports generated between the **Open Window Start** time and **Open Window Stop** time can be suppressed by programming **Disable O/C in Window Yes**. See **Open Early Begin** for other report feature explanations.

Do not use a time of 23:59 as a window stop time unless another window begins on the next day at 00:00.

`FAIL TO OPEN` reports are not sent for windows that stop at 23:59.

Opening Window Timeline
(example using two opening windows on the same day)

	Midnight	6 AM	7 AM	8AM	Noon	1 PM	2 PM	3 PM	4 PM	
		Open Early Begin	Open Window Start	Open Window Stop		Open Early Begin	Open Window Start	Open Window Stop		
OPENING REPORT		EARLY TO OPEN	OPENING FAIL TO REPORT ¹	LATE TO OPEN ²		EARLY OPEN	OPENING TO OPEN	FAIL TO REPORT ¹	LATE TO OPEN ²	OPEN

- 1 The opening report is suppressed if *Disable O/C in Window* is YES.
- 2 If *Fail To Open* is YES.

Programming for two Opening Windows on the same day
(as shown in the timeline)

W#	Day of Week	OPEN			CLOSE			eXcept On Holiday	Holiday Index	Area(s)
		Early Begin	Start	Stop	Early Begin	Start	Stop			
1	S <u>M</u> T W T F S	06:00	07:00	08:00				Yes / <u>No</u>	1 2 3 4	<u>1</u> 2 3 4 5 6 7 8
2	S <u>M</u> T W T F S	13:00	14:00	15:00				Yes / <u>No</u>	1 2 3 4	<u>1</u> 2 3 4 5 6 7 8

Do not program a single window to cross the midnight boundary. The window stop time must be later than the window start time. To program a window that effectively crosses the midnight boundary, you have to program two windows.

For example, to program windows for an area that opens between 11:30 PM and 12:30 AM, five days a week, use two windows as shown in the example below:

Programming to Link Two Days Over Midnight

W#	Day of Week	OPEN			CLOSE			eXcept On Holiday	Holiday Index	Area(s)
		Early Begin	Start	Stop	Early Begin	Start	Stop			
1	S <u>M</u> <u>T</u> <u>W</u> <u>T</u> F S	22:00	23:30	23:59				Yes <u>No</u>	1 2 3 4	<u>1</u> 2 3 4 5 6 7 8
2	S <u>M</u> <u>T</u> <u>W</u> <u>T</u> F S	00:00	00:00	00:30				Yes <u>No</u>	1 2 3 4	<u>1</u> 2 3 4 5 6 7 8

W# Close Early Begin

Default: 00:00

Selections: HH:MM (hours and minutes)

00:00 to 23:59

Close Early Begin: This program item is one of three required to create a closing window. To finish programming a closing window, **Close Window Start** and **Close Window Stop** must be programmed.

Use **Close Early Begin** to set the time that you want the panel to look for a closing window. When opening and closing reports are enabled, arming the area between midnight and the **Close Early Begin** time generates a CLOSING REPORT. In addition:

- If **Disable O/C in Window** is YES

Arming the area between the **Close Early Begin** time and the **Close Window Start** time generates a CLOSING REPORT and adds a CLOSING EARLY modifier. (If the **Close Early Begin** time is the same as the **Close Window Start** time, the CLOSING EARLY modifier is not sent.)

Arming the area between the **Close Window Start** and **Close Window Stop** time creates a local event in the PANEL log but does not send the CLOSING REPORT to the central station.

Arming the area after the **Close Window Stop** and the next window's **Close Early Begin** time (or midnight, whichever comes sooner) generates a CLOSING REPORT and adds a CLOSING LATE modifier.

- If **Disable O/C in Window** is NO

Disarming the area generates a CLOSING REPORT without the "early" or "late" modifier, regardless of when the area is armed.

When you are programming multiple windows to activate on a single day, program the windows in chronological order. Be careful not to program a window's **Close Early Begin** time for a time that is between any other window's **Close Window Start** and **Close Window Stop** time.

Disabled windows have a Blank "Begin" time. If the entry for this prompt is blank, but times are programmed for **Close Window Start** and **Close Window Stop** the window is disabled.

To disable the window, both the hours and minutes spaces must be Blank.

00:00 is Midnight 23:59 is 11:59 P.M. Make entries using a 24-hour clock (for example, 7:00 AM is entered as 07:00, 2:45 PM is entered as 14:45).

Disable/Restart the panel to activate today's window. If you are programming a window that needs to activate on the same day that you are programming it, do a disable/restart after programming.

W# Close Window Start

Default: 00:00

Selections: HH:MM (hours and minutes)

Enter the time that you want the panel to start the closing window. The window goes into effect at the beginning of the minute.

00:00 is Midnight 23:59 is 11:59 P.M. Make entries using a 24-hour clock (for example, 7:00 AM is entered as 07:00, 2:45 PM is entered as 14:45).

This program item is one of three required to create a closing window. To program a closing window, **Close Early Begin** and **Close Window Stop** must also be programmed.

A warning tone sounds and [ARM AREA NOW] displays at the command center if the area is not armed when the **Close Window Start** time comes. To temporarily silence the tone, press the ESC key on the command center. The warning tone restarts in 10 minutes if the area is not armed.

See **Close Early Begin** for report feature explanations.

W# Close Window Stop

Default: 00:00

Selections: HH:MM (hours and minutes)

Enter the time that you want the panel to end the closing window. The window stops at the end of the minute.

00:00 is Midnight 23:59 is 11:59 P.M. Make entries using a 24-hour clock (for example, 7:00 AM is entered as 07:00, 2:45 PM is entered as 14:45).

This program item is one of three required to create a closing window. To program a closing window, **Close Early Begin** and **Close Window Start** must also be programmed.

If the area is not armed by the time the **Close Window Stop** time expires, the panel generates a FAIL TO CLOSE report if enabled in **Fail To Close**.

Closing reports generated between the **Close Window Start** time and **Close Window Stop** time can be suppressed by programming **Disable O/C in Window Yes**. See **Close Early Begin** for other report feature explanations.

Do not use a time of 23:59 as a window stop time unless the window continues on the next day at 00:00. FAIL TO CLOSE reports are not sent, and the **Auto Close** feature does not work for windows that stop at 23:59.

Do not program a single window to cross the midnight boundary. The window stop time must be later than the window start time. To program a window that effectively crosses the midnight boundary, you have to program two windows.

For example, to program windows for an area that closes between 11:30 PM and 12:30 AM, five days a week, use two windows as shown:

W#	Day of Week	OPEN			CLOSE			eXcept On Holiday	Holiday Index	Area(s)
		Early Begin	Start	Stop	Early Begin	Start	Stop			
1	S M T W T F S				22:00	23:30	23:59	Yes <u>No</u>	1 2 3 4	<u>1</u> 2 3 4 5 6 7 8
2	S M T W T F S				00:00	00:00	00:30	Yes <u>No</u>	1 2 3 4	<u>1</u> 2 3 4 5 6 7 8

Windows

W# Xept Holiday

Default: No
Selections: Yes or No

This entry allows you to determine if the window is disabled on holidays, or is active only on holidays.

To prevent the windows from activating on certain days of the year, program **Xept Holiday** YES, and enable at least one Holiday Index. When **Xept Holiday** is programmed YES, the window executes on the days of the week programmed *unless the date is designated as a Holiday by the Holiday Index(es) selected.*

Yes -----Do not activate this window on holidays.

To use this selection, the window must be programmed to activate on at least one day of the week and a Holiday Index must be enabled.

No-----A holiday will not prevent this window from activating.

You also use this selection if opening and/or closing windows are only needed on certain days of the year. Do not program the windows to execute on any days of the week. Instead, program **Xept Holiday** NO, and select at least one Holiday Index with the days of the year you want the window to be active.

Holiday Indexes for O/C Windows

You can enable up to four Holiday Indexes for use with Opening/Closing Windows. Enable at least one Holiday Index if **W# Xept Holiday** is programmed YES for this Window, or if you want this window to activate only on specific dates. Holidays are programmed in the *Holiday Indexes* section of the program.

W# Holiday 1

Default: No
Selections: Yes or No

Yes -----Use Holiday Index 1 with this Window.

No-----Do not use Holiday Index 1 with this Window.

W# Holiday 2

Default: No
Selections: Yes or No

W# Holiday 3

Default: No
Selections: Yes or No

W# Holiday 4

Default: No
Selections: Yes or No

W# Area 1 [through 8]

Default: No
Selections: Yes or No

Eight separate program items determine whether a particular window activates in each of the eight Areas of the panel.

Yes ----- Activate the window in the area number (#) specified.

No ----- Disable the window in the area number (#) specified.

Opening/Closing Windows Worksheet

W#	Day of Week	OPEN			CLOSE			eXcept On Holiday	Holiday Index	Area(s)
		Early Begin	Start	Stop	Early Begin	Start	Stop			
1	S M T W T F S	__: __	__: __	__: __	__: __	__: __	__: __	Yes No	1 2 3 4	<u>1</u> 2 3 4 5 6 7 8
2	S M T W T F S	__: __	__: __	__: __	__: __	__: __	__: __	Yes No	1 2 3 4	<u>1</u> 2 3 4 5 6 7 8
3	S M T W T F S	__: __	__: __	__: __	__: __	__: __	__: __	Yes No	1 2 3 4	<u>1</u> 2 3 4 5 6 7 8
4	S M T W T F S	__: __	__: __	__: __	__: __	__: __	__: __	Yes No	1 2 3 4	<u>1</u> 2 3 4 5 6 7 8
5	S M T W T F S	__: __	__: __	__: __	__: __	__: __	__: __	Yes No	1 2 3 4	<u>1</u> 2 3 4 5 6 7 8
6	S M T W T F S	__: __	__: __	__: __	__: __	__: __	__: __	Yes No	1 2 3 4	<u>1</u> 2 3 4 5 6 7 8
7	S M T W T F S	__: __	__: __	__: __	__: __	__: __	__: __	Yes No	1 2 3 4	<u>1</u> 2 3 4 5 6 7 8
8	S M T W T F S	__: __	__: __	__: __	__: __	__: __	__: __	Yes No	1 2 3 4	<u>1</u> 2 3 4 5 6 7 8

Use this table to determine the proper entries for your application.

	Day of Week	The column below briefly describes the ways to activate an Opening/Closing Window. Use the guidelines shown in the other columns to choose the appropriate entries.	eXcept On Holiday	Holiday Index	Area(s)
	Program at least one day as YES.	Day(s) of the Week	NO	None	Program at least one Area as YES.
	Program at least one day as YES.	Day(s) of the Week, but NOT on Holidays	YES	Select at least one Index	Program at least one Area as YES.
	Program at least one day as YES.	Day(s) of the Week, PLUS Holidays	NO	Select at least one Index	Program at least one Area as YES.
	All days must be programmed NO.	Only On Holidays	NO	Select at least one Index	Program at least one Area as YES.

Normal Store Hours

Monday - Friday, Opening between 5-6 AM. Closing between 11 PM-1 AM.

W#	Day of Week	OPEN			CLOSE			eXcept On Holiday	Holiday Index	Area(s)
		Early Begin	Start	Stop	Early Begin	Start	Stop			
1	S <u>M</u> T W T F S	04:00	05:00	06:00	20:00	23:00	23:59	Yes <u>No</u>	1 2 3 4	<u>1</u> 2 3 4 5 6 7 8
2	S M T <u>W</u> T F S	__: __	__: __	__: __	00:00	00:00	01:00	Yes <u>No</u>	1 2 3 4	<u>1</u> 2 3 4 5 6 7 8

Delivery Schedule

**Monday and Wednesday, In between 2:45-3:00 AM.
Out between 3:15-3:30 AM.**

Another alternative for delivery schedules would be to automatically bypass specific points using Skeds.

W#	Day of Week	OPEN			CLOSE			eXcept On Holiday	Holiday Index	Area(s)
		Early Begin	Start	Stop	Early Begin	Start	Stop			
3	S <u>M</u> T <u>W</u> T F S	02:30	02:45	03:00	03:05	03:15	03:30	<u>Yes</u> No	<u>1</u> 2 3 4	<u>1</u> 2 3 4 5 6 7 8
	Program at least one day as YES.	Day(s) of the Week, but NOT on Holidays						YES	Select at least one Index	Program at least one Area as YES.

Monthly Auditor's Schedule

**Sunday, In between 8-8:30 AM.
Out between 2:30-5:00 PM.**

W#	Day of Week	OPEN			CLOSE			eXcept On Holiday	Holiday Index	Area(s)
		Early Begin	Start	Stop	Early Begin	Start	Stop			
4	S M T W T F S	07:00	08:00	08:30	14:00	14:30	17:00	Yes <u>No</u>	1 <u>2</u> 3 4	<u>1</u> 2 3 4 5 6 7 8
	All days must be programmed NO.	Only On Holidays						NO	Select at least one Index	Program at least one Area as YES.

User Group Windows

In this section, you can create up to eight User Group periods in which the passcodes for the group chosen will be enabled. One user group can have multiple windows assigned to them within a 24 hour period. See **U### User Group**, in the Passcode Worksheet section of the program to assign individuals to a group.

When you assign a **U### User Group** to one of the eight windows, all passcodes for the group will be enabled ONLY for the period between the Enable Time and Disable Time for assigned User Window #.

If a user is not assigned to a **U### User Group** or the number programmed for the user for **U### User Group** is not assigned to a **User Window #**, the passcode for that user is enabled all the time.

Programming Tip: User Group Windows DO NOT affect the users token/card access authority. To enable/disable tokens, Token Levels On/Off.

User Window

Default: 1
Selections: 1 - 8

Enter the User Window number you want to program.

UW# User Group

Default: Blank
Selections: Blank, 1 - 8

Enter the number programmed for the group of users in the **U### User Group** prompt. This group will have their user passcodes enabled/disabled when this window runs.

Programming Tip: A User Group can be assigned to more than one window in a 24 hour period, but the windows must not overlap or exceed the midnight boundary.

UW# Sunday

Default: No
Selections: Yes or No

This prompt, and the next six "day of the week" prompts, select the days of the week that the **User Group** window is active.

Programming Tip: See **W# Sunday** in *O/C Windows* instructions for more information about programming this prompt.

RADXSKE

Windows

UW# Monday

Default: No
Selections: Yes or No

UW# Tuesday

Default: No
Selections: Yes or No

UW# Wednesday

Default: No
Selections: Yes or No

UW# Thursday

Default: No
Selections: Yes or No

UW# Friday

Default: No
Selections: Yes or No

UW# Saturday

Default: No
Selections: Yes or No

UW# Group Enable

Default: 00:00
Selections: HH:MM (hours and minutes)

IMPORTANT! This prompt must be programmed if this User Group Window is assigned to a user group.

Enter the time of day that the window starts. Beginning at this time, users assigned to this window's group will be allowed to use their passcodes. The window goes into effect at the beginning of the minute. Make entries using a 24-hour clock (for example, 7:00 AM is entered as 07:00, 2:45 PM is entered as 14:45).

Disable/Restart the panel to activate today's window. If you are programming a window that needs to activate on the same day that you are programming it, do a disable/restart after programming.

UW# Group Disable

Default: 00:00

Selections: HH:MM (hours and minutes)

IMPORTANT! This prompt must be programmed if this User Group Window is assigned to a user group.

Enter the time of day that the window ends. This time marks the end of the period in which user's assigned to this window's group will be able to use their passcodes. The window stops at the end of the minute. Make entries using a 24-hour clock (for example, 7:00 AM is entered as 07:00, 2:45 PM is entered as 14:45).

To disable the window, both the hours and minutes spaces must be blank.

Do not program a single window to cross the midnight boundary. The window stop time must be later than the window start time.

Holiday Indexes for User Group Windows

You can enable up to four Holiday Indexes to use with User Group Windows. Enable at least one Holiday Index if **UW# Xept Holiday** is programmed YES for this User Window, or if you want this window to activate only on specific dates. Holidays are programmed in the *Holiday Indexes* section of the program.

UW# Xept Holiday

Default: No

Selections: Yes or No

This entry allows you to determine if the window is disabled on holidays, or is active only on holidays. Use the instructions provided in **W# Xept Holiday**.

UW# Holiday 1

Default: No

Selections: Yes or No

UW# Holiday 2

Default: No

Selections: Yes or No

UW# Holiday 3

Default: No

Selections: Yes or No

UW# Holiday 4

Default: No

Selections: Yes or No

SKEDS

Use the *SKEDS* module to program the PANEL to automatically execute functions-that are otherwise initiated by the end user at the command center. Each Sked can be programmed to occur at a specific time on a specific date or day of the week. Up to 40 Skeds can be programmed.

A Sked can edited from the command center if **S## Time Edit?** is yes. The date and time can be changed using the [CHANGE SKED?] function.

Each **Sked Number** can be programmed with one of 24 functions for the **S## Function Code**. A function is what will be executed. In addition to the function, a choice has to be made to what will be affected by the function. (e.g. When choosing a Disarm Sked, the disarming is the function while the areas that are being chosen to become disarmed are what is affected).

The functions and their associated parameters are listed in the "Sked Function Code Table" in the *Program Record Sheet*, and they are explained in detail following the **S## Function Code** prompt.

Each Sked can be programmed with up to four Holiday Indexes. The Holiday Indexes can be used to execute the Sked on the Holidays in addition to the Date or Day(s) of the Week, *or*, they can be used to prevent the Sked from executing on the Holidays (see **S## Xept Holiday**).

Sked Number

Default: 1
 Selections: 1 - 40

Enter the number of the Sked you are programming.

S## TimeEdit

Default: Yes
 Selections: Yes or No

Select whether the user can edit the time of this Sked from the command center. (Function Codes 1-11 and 12-15 are available on D9112.)

Yes -----The user can edit the time of this Sked from the command center and it will appear in the [CHG SKED] display.

No-----The user cannot edit the time of this Sked from the command center and it will NOT appear in the [CHG SKED] displays.

S## Function Code

Default: Blank
 Selections: 1 - 11, 13 - 24

Enter the Function Code you want this Sked to execute. Sked Function 12 is reserved and not a valid entry.

The programmer automatically displays the available parameter choices and range fields for this function. (e.g. Yes/No is automatically displayed for the areas when choosing the arm/disarm function while a blank prompt exists for the point number you want to bypass when choosing the bypass point function).

After you program the parameter choices associated with the Sked function, press EXIT GROUP to continue programming the Sked for date, day of week, time, and holiday.

1 ----- **Arm Area.** This function emulates the [MASTER ARM DELAY] command center function. Entries in the **S## Area #** prompts define the area(s) this Sked arms. The Sked can arm multiple areas. If any point is faulted when the Sked executes, it is force armed.

S## Area 1 [through 8]

Default: No
 Selections: Yes or No

Enable the Sked to arm the areas indicated with YES.

Yes -----Arm Area #

No-----Do not arm Area #

Skeds

- 2-----**Disarm Area.** This function emulates the [DISARM] command center function. Entries in the **S## Area #** prompts define the area(s) this Sked disarms. The Sked can disarm multiple areas.

S## Area 1 [through 8]

Default: **No**

Selections: **Yes or No**

Enable the Sked to disarm the areas indicated with YES.

No-----Do not disarm Area #

Yes -----Disarm Area #

- 3-----**Bypass a Point.** This function emulates the [BYPASS PT?] command center function. The entry in the **S## Point Number** prompt defines the point this Sked bypasses. The point can be bypassed only if **Bypassable** is programmed YES in the *Point Index* assigned to the point. The bypass is reported if Bypass Reports are enabled in the *Point Index* assigned to the point. The Sked can bypass one point.

S## Point Number

Default: **Blank**

Selections: **Blank, 1 - 127, 129 - 247**

Enter the number of the point the Sked Bypasses.

Blank (0)----- No point is to be bypassed.

1 - 127, 129 - 247 ----- Point to bypass.

- 4-----**Unbypass a Point.** This function emulates the [UNBYPASS PT?] command center function. The entry in the **S## Point Number** prompt defines the point this Sked unbypasses. The Sked can unbypass one point. The point can be bypassed only if **Bypassable** is programmed YES in the *Point Index* assigned to the point). The bypass is reported if bypass reports are enabled in the *Point Index* assigned to the point.

S## Point Number

Default: **Blank**

Selections: **Blank, 1 - 127, 129 - 247**

Enter the number of the point the Sked Unbypasses.

Blank (0)----- No point is to be unbypassed.

1 - 127, 129 - 247 ----- Point to unbypass.

- 5-----**Unbypass All Points.** This function is not available as a command center function. The entry in the **S## Area #** prompt defines the area(s) where the Sked unbypasses all points. The Sked unbypasses all points in the area, regardless of how they were bypassed. This Sked can unbypass all points in multiple areas.

S## Area 1 [through 8]

Default: **No**

Selections: **Yes or No**

Enable the Sked to unbypass all points the areas indicated with YES.

No-----Do not unbypass all points in Area #

Yes -----Unbypass all points in Area #

- 6-----**Relay On.** This function emulates the [CHG RELAY?] command center function to turn relays ON. The entry in the **S## Relay Number** prompt defines the specific relay this Sked activates. The Sked can activate one relay.

S## Relay Number

Default: **Blank**

Selections: **Blank, 1 - 128**

Enter the number of the relay the Sked activates.

Blank -----No relay is activated.

1 - 128 -----Relay to activate.

- 7-----**Relay Off.** This function emulates the [CHG RELAY?] command center function to turn relays OFF. The entry in the **S## Relay Number** prompt defines the relay this Sked turns off. The Sked can turn off only relays that were set by a Sked. The Sked can turn off one relay.

S## Relay Number

Default: **Blank**

Selections: **Blank, 1 - 128**

Enter the number of the relay the Sked turns off.

Blank -----No relay is turned off.

1 - 128 -----Relay to turn off.

- 8-----**All Relays Off.** This function is not available as a command center function. This Sked function turns off all relays that were turned on by a Sked. This is a panel-wide function.

There are no other parameters that require input for this option.

9-----**Test Report.** This function emulates the [SEND REPORT?] command center function. This function generates a test report ONLY from Area 1 but contains panel wide status information. The report is sent to the Phone(s) programmed for Test and Status Reports in *Phone Routing*.

If **Expand Test Rpt** in *Phone* is programmed YES, the test report also includes all off-normal states for events listed in *Diagnostic Reports* and *Test Reports* (see the *Routing* section).

The test report can be deferred if any other report was sent since the last test report. To defer the test report, program **S## Defer Test**.

The test report can be sent every hour beginning at the time scheduled in **S## Time**. To send a test report every hour, program **S## Hourly Rpt**.

S## Defer Test

Default: **No**

Selections: **Yes or No**

Enable Sked to defer the test report.

No-----Send the test report on schedule.

Yes -----Defer the test report.

S## Hourly Rpt

Default: **No**

Selections: **Yes or No**

Enable Sked to send the test report every hour.

No-----Send the test report only as scheduled.

Yes -----Send the test report every hour.

10 -----**Status Report.** This function generates a status report for each area that is enabled. The report is sent to the Phone(s) programmed for Test and Status Reports in *Phone Routing*.

The status report can be deferred if any other report was sent since the last status report. To defer the status report, program **S## Defer Status**.

S## Defer Status

Default: **No**

Selections: **Yes or No**

Enable Sked to defer the status report.

No-----Send the status report on schedule.

Yes -----Defer the status report.

- 11 -----Execute Custom Func.** This function emulates any of the custom functions assigned to the command center that can be executed by a user from the command center. When a Custom Function is executed by a Sked, it is subject to the scope of the selected command center. You must make an entry in the **SS# Cmd Center** and **S## Custom Func prompts**.

Caution: Avoid having multiple functions occur at the same time at the same address. Functions can clash and the effect on the panel is unpredictable.

Programming Tips.

Do not program multiple Skeds to execute at the same command center during the same time of execution.

Do not program Skeds to execute at times when a user is likely to be executing functions at the command center. If it is necessary to do so, there are two ways to work around the situation:

1. Program "CC" at the beginning of the **Custom Function Key Strokes** entry. This will abort the user's function and allow the Sked to execute.
2. Program the Sked to execute at an address (**Cmd Center**) that has no command center physically attached to it. The CC # must be assigned to an area and have the appropriate **Scope** programmed.

S## Cmd Center

Default: Blank

Selections: Blank, 1 - 8

Identify the specific Keypad (CC #) where the Custom Function is entered. Only one command center can be assigned for this Sked function.

Blank (0)---No command center is specified for Custom Function activation.

1 - 8-----command center address specified for Custom Function activation.

S## Custom Func

Default: Blank

Selections: Blank, 128 - 143

Enter the Custom Function this Sked executes.

Blank (0)---No Custom Function will be activated.

128 - 143---Custom Function to be activated.

- 13 -----Adjust Time Forward One Hour.** This Sked function is used to make adjustments to the panel's clock. A typical application is to program this to go into effect at 2:00 AM on the date that **Daylight Savings Time begins** (during the springtime). No **TIME CHANGE** report is sent or logged, but the new time appears in the next report logged.

There are no other parameters that require input for this option.

14 ----- Adjust Time Backward One Hour. This Sked function is used to make adjustments to the panel's clock. A typical application is to program this to go into effect at 2:00 AM on the date that **Daylight Savings Time ends** (during the fall). *This function can operate only once in a day, even if multiple Skeds with this function are programmed.* No TIME CHANGE report is sent or logged, but the new time appears in the next report logged.

There are no other parameters that require input for this option.

15 ----- Sound Watch Tone at Command Center. This function sounds the Watch Tone at the command center address programmed in Parameter 1. The Watch Tone sounds at all command centers with the address programmed. Press ESC to silence the tone.

Sound Watch Tone defines the command center address where the Watch Tone sounds. Enter the specific address at the **S## Cmd Center** prompt.

S## Cmd Center 1 [through 8]

Default: Blank

Selections: Blank, Yes or No

Enable the Sked to beep the command center programmed YES.

Yes -----Watch tone will sound at this command center.

No-----Watch tone will not sound at this command center.

◆ **16 ----- Access Control Level On. [D9412 only]** This function emulates the [ACCESS CMD LEVEL] command which determines whether a users token/card level will be ENABLED? Allowing them to have Access Granted rights. This affects all doors that this user is assigned to with this specific level.

Programming Tip: To regulate a user's access for certain doors, assign the user a different authority level # with the same authority functions enabled. For example, a user can be assigned authority level 1 for door 1 and authority level 2 for the remaining doors. You can enable/disable authority level 1 for door 1 without affecting his authority level for doors 2 through 8).

S## Access Ctl Level #

Default: No

Selections: Yes or No

Activate a Sked which enables the Access Level (s), 1 through 14 with YES.

Yes -----Enable Access Control Level #

No-----Do not enable Access Control Level #.

- ◆ 17 ----- **Access Control Level Off. [D9412 only]** This function emulates the [ACCESS CMD LEVEL] command which determines whether a user's token/card level will be disabled. This function allows access to be turned off for the levels programmed.

<i>S## Access Ctl Level #</i>

Default: **No**

Selections: **Yes or No**

The first parameter enables the Sked to turn off access for levels 1 through 14.

Yes -----Turn off access for level #.

No-----Do not turn off access for level #.

- ◆ 18 ----- **Unlock Door. [D9412 only]** This function emulates the [UNLOCK? 12345678] command center function for unlocking a door.

<i>S## Door 1 [through 8]</i>

Default: **No**

Selections: **Yes or No**

Enable the Sked to hold open the doors programmed YES.

Yes -----Unlock Door #.

No-----Do not unlock Door #.

- ◆ 19 ----- **Secure Door. [D9412 only]** This function emulates the [SECURE? 12345678] command center function for securing a door.

<i>S## Door 1 [through 8]</i>

Default: **No**

Selections: **Yes or No**

Enable the Sked to return the doors programmed YES to the normal state.

Yes -----Secure Door #.

No-----Do not secure Door #.

- ◆ 20 ----- **Lock Door. [D9412 only]** This function returns an Unlocked (function 18) or Secured (function 19) door to a normal locked door state.

<i>S## Door 1 [through 8]</i>

Default: **No**

Selections: **Yes or No**

Enable the Sked to lock the doors programmed YES and return them to the normal door mode.

Yes -----Lock Door #.

No-----Do not lock Door #.

Skeds

- ◆ 21 ----- **Access Authority Events On. [D9412 only]** The panel can log Access Granted events when a valid token, “request to enter” (RTE), “request to exit” (REX), or “hold open door” event is detected for a specific door. These events can be directed to print at a local printer or report remotely through *Phone Routing*. This Sked enables Access Granted events to be reported for Door #.

S## Door 1 [through 8]

Default: **No**
Selections: **Yes or No**

This parameter enables the reporting of Access Granted events for Door #.

Yes -----Enable the reporting of Access Granted events for Door #.

No-----Do not enable the reporting of Access Granted events for Door #.

- ◆ 22 ----- **Access Authority Events Off. [D9412 only]** The panel can log Access Granted events when a valid token, “request to enter” (RTE), “request to exit” (REX), or “hold open door” event is detected for a specific door. These events can be directed to print at a local printer or report remotely through *Phone Routing*. This Sked disables Access Granted events to be reported for Door #.

S## Door 1 [through 8]

Default: **No**
Selections: **Yes or No**

This parameter disables the reporting of Access Granted events for Door #.

Yes -----Disable the reporting of Access Granted events for Door #.

No-----Do not disable the reporting of Access Granted events for Door #.

- ◆ 23 ----- **No Entry Events On. [D9412 only]** The panel can log No Entry events when an invalid token is detected for a specific door. These events can be directed to print at a local printer or report remotely through *Phone Routing*. This Sked enables No Entry events to be reported for Door #.

S## Door 1 [through 8]**Default:** No**Selections:** Yes or No

This parameter enables the reporting of No Entry events for Door #.

Yes ----- Enable the reporting of No Entry events for Door #.

No ----- Do not enable the reporting of No Entry events for Door #.

- ◆ 24 ----- **No Entry Events Off. [D9412 only]** The panel can log No Entry events when an invalid token is detected for a specific door. These events can be directed to print at a local printer or report remotely through *Phone Routing*. This Sked disables No Entry events to be reported for Door #.

S## Door 1 [through 8]**Default:** No**Selections:** Yes or No

This parameter disables the reporting of No Entry Events for Door #.

Yes ----- Enable the reporting of No Entry events for Door #.

No ----- Do not enable the reporting of No Entry events for Door #.

RADXSKE

Skeds

S## Time

Default: 00:00

Selections: HH:MM (hours and minutes)

Enter the time that the Sked executes. Make entries using a 24-hour clock (for example, 7:00 AM is entered as 07:00, 2:45 PM is entered as 14:45).

Disabled Skeds have a Blank time. If you copy the panel and the entry for this prompt is blank, but times were at one time programmed, the Sked may have been disabled from the command center using the CHANGE SKEDS function.

To program a time:

1. Press the two digits representing the hour.
2. The cursor advances past the colon (:) in the display.
3. Press the two digits representing the minutes.
4. Press ENTER.

S## Date

Default: __/ __

Selections: MM:DD (month and date)

Enter the date that the Sked executes.

Disabled Skeds have a Blank date. If you copy the panel and the entry for this prompt is blank, but dates were at one time programmed, the Sked may have been disabled from the command center using the CHANGE SKEDS function.

To program a date:

1. Press the two digits representing the month.
2. The cursor advances past the slash (/) in the display.
3. Press the two digits representing the day of the month.
4. Press ENTER.

S## Sunday

Default: No

Selections: Yes or No

This prompt, and the next six day of the week prompts, select the days of the week that the Sked is active.

Exceptions:

To prevent the Sked from activating on certain days of the year, program **Xept Holiday** YES, and enable at least one Holiday Index. When **Xept Holiday** is programmed YES, the window executes on the days of the week programmed *unless the date is designated as a Holiday by the Holiday Index selected.*

If a Sked is only needed on certain days of the year, do not program the Sked to execute on any days of the week. Instead, program **Xept Holiday** NO, and select a Holiday Index with the dates you want the window to be active.

Yes ----- Activate this Sked on Sundays.

No----- Do not activate this Sked on Sundays.

S## Monday

Default: No
Selections: Yes or No

S## Tuesday

Default: No
Selections: Yes or No

S## Wednesday

Default: No
Selections: Yes or No

S## Thursday

Default: No
Selections: Yes or No

S## Friday

Default: No
Selections: Yes or No

S## Saturday

Default: No
Selections: Yes or No

RADXSKED

Skeds

S## Xept Holiday

Default: No
Selections: Yes or No

Yes ----- Prevent this Sked from operating on the Holidays identified in the specific Holiday Index(es) used with this Sked. Specific Holiday Indexes are selected in this programming section and programmed in the next programming module.

No----- This Sked operates on Holidays programmed in the Holiday Index(es) used with this Sked.

If no Days of the Week are programmed, this Sked operates only on the Holidays programmed in the Holiday Index(es) used with this Sked. This Sked also operates if the Holiday falls on a day of the week that is programmed.

S## Holiday 1

Default: No
Selections: Yes or No

Yes ----- Use Holiday Index 1 with this Sked.

No----- Do not use Holiday Index 1 with this Sked.

If no Holiday Index is selected, the Sked operates regardless of any Holiday.

S## Holiday 2

Default: No
Selections: Yes or No

S## Holiday 3

Default: No
Selections: Yes or No

S## Holiday 4

Default: No
Selections: Yes or No

HOLIDAY INDEXES

This programming module has two sections: *Add/Change/Delete* and *View Holidays*. Use the *Add/Change/Delete* section to program the Holiday Indexes. The *View Holidays* section is a “view only” section provided for your convenience. Use *View Holidays* to review the dates programmed in the Holiday Indexes.

Add/Change/Delete

Use this section to program the dates for each of the Holiday Indexes. You can program up to four Holiday Indexes in the D9412. Within each index, you can select up to 365 dates to be designated as Holidays.

The Holiday Indexes function independent of each other. The same day can be programmed in all four schedules. Holiday Indexes are used in programming *O/C Windows*, *User Access Windows*, and *SKEDS*.

Date

Default: /
Selections: MM/DD

This entry selects the month and day you are designating as a Holiday

To program a date:

1. Press the two digits representing the month.
2. The cursor advances past the slash (/) in the display.
3. Press the two digits representing the day of the month.
4. Press ENTER.

To delete a date:

1. At the **Date** prompt, enter the month and day you want to delete and press ENTER.
2. Advance to the **Holiday Index #** that you want to delete the date from. Change the entry to NO. Press ENTER.

If you want the date completely removed as a Holiday, it must be programmed NO for all of the **Holiday Index #** entries.

Holiday Index 1

Radionics Default: No
Selections: Yes or No

Yes -----Use this date in Holiday Index 1.

No-----Do not use this date in Holiday Index 1.

Holiday Index 2

Radionics Default: No
Selections: Yes or No

RADXSKEDES

Holiday Indexes

Holiday Index 3

Radionics Default: No
Selections: Yes or No

Holiday Index 4

Radionics Default: No
Selections: Yes or No

View Holidays

The *View Holidays* section is a “view only” section provided for your convenience. Use *View Holidays* to review the dates you have programmed into each of the Holiday Indexes.

You can view the first 100 dates programmed in each of the indexes.

Index 1 Days

Default: Blank
Selections: ENTER GROUP or Down Arrow

Press ENTER GROUP to view the dates programmed in Holiday Index 1.

Press the Down Arrow Key to advance to the next Holiday Index.

Index 2 Days

Default: Blank
Selections: ENTER GROUP or Down Arrow

Index 3 Days

Default: Blank
Selections: ENTER GROUP or Down Arrow

Index 4 Days

Default: Blank
Selections: ENTER GROUP or Down Arrow



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