

**The following Program CheatSheet is to program an Ademco 4110 panel to do 4+2 reporting. The following reports will result from this sheet:**

11 - Zone 1 alarm

12 - Zone 2 alarm

13 - Zone 3 alarm

14 - Zone 4 alarm

15 - Zone 5 alarm

16 - Zone 6 alarm

17 - Tamper

21 - Panel Trouble

22 - Low Battery Trouble

31 - Cancel

77 - Keypad Panic

88 - Duress

91 - Restore Zone 1

92 - Restore Zone 2

93 - Restore Zone 3

94 - Restore Zone 4

95 - Restore Zone 5

96 - Restore Zone 6

97 - Restore Zone 7 (Keypad Panic)

98 - Restore Duress

99 - Restore Tamper and/or Panel Trouble Restore

## 4110DL PROGRAMMING FORM - 4+2 Programming Cheat Sheet

### FIELD FUNCTION

[ ] = Default Value

#### SYSTEM OPTIONS (\*20-\*28)

- \*20 MASTER SECURITY CODE     [4] [1] [1] [0]  
Enter 4 digits, 0-9 (entry of all 4 is mandatory).
- \*21 QUICK ARM ENABLE †  [0]  
0 = no; 1 = yes. If enabled, [#] key can be used instead of security code when arming the system.
- \*22 KEYSWITCH ENABLE †  [0]  
0 = no, 1 = yes
- \*23 FORCE BYPASS FUNCTION †  [0]  
0 = no, 1 = yes. Allows all faulted zones to be bypassed by entering [Security Code] + [Bypass]. Zones that are bypassed by this function will be displayed after the bypass is initiated.
- \*27 AUDIBLE EXIT WARNING  [1]  
0 = no, 1 = yes. If enabled, beeping will occur during exit time and will change from slow to rapid beeping during last 5 seconds of exit delay (Rev 6 and above only).
- \*28 CONFIRMATION OF ARMING DING  [0]  
0 = no, 1 = yes. If selected, external sounder will sound for approx. 1 second at end of exit time or at time of kissoff of closing report, if programmed.
- \*29 FIRE SOUNDER TIMEOUT †  [0]  
0 = sounder timeout, 1 = no sounder timeout. Enter 0 if sounder timeout for fire zones is desired (uses time programmed in field \*30).
- \*30 ALARM SOUNDER TIMEOUT †  [1]  
Enter time for external sounder to shut off after alarm occurs.  
0 = no timeout; 1 = 4 min; 2 = 8 min; 3 = 12 min

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

**PROGRAMMING HARDWIRE ZONES**

- \* 3 1 ZONE 1 RESPONSE TYPE  [1]
- \* 3 2 ZONE 2 RESPONSE TYPE  [4]
- \* 3 3 ZONE 3 RESPONSE TYPE  [3]
- \* 3 4 ZONE 4 RESPONSE TYPE  [3]
- \* 3 5 ZONE 5 RESPONSE TYPE  [9]
- \* 3 6 ZONE 6 RESPONSE TYPE  [7]

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

0 = DISABLED (or Undefined)	6 = 24 HR (Silent)
1 = ENTRY/EXIT, Burglary	7 = 24 HR (Audible)
2 = <i>not used</i>	8 = 24 HR (Auxiliary)
3 = PERIMETER, Burglary	9 = FIRE (Fields *35 and *37 only)
4 = INTERIOR/FOLLOWER,	10 = INTERIOR W/DELAY, Burglary (To program, enter # + 10)
5 = TROUBLE BY DAY/ ALARM BY NIGHT, Burglary	

- \* 3 7 ZONE 7 RESPONSE TYPE  [6]

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

- \* 3 8 ENTRY DELAY †  [2]

0 = 0 sec ; 1 = 20 sec; 2 = 30 sec; 3 = 45 sec; 4 = 60 sec; 5 = 90 sec. EXIT Delay = ENTRY Delay + 15 sec

- \* 3 9 ZONE 3 RESPONSE TO OPEN †  [0]

0 = 400 ms nominal; 1 = 10 ms nominal

**DIALER PROGRAMMING (\*40-\*49)**

In fields \* 40, \*41, \* 42, enter up to the number of digits shown. Do not fill unused spaces. Enter 0-9; #+11 for \*; #+12 for #; #+13 for a pause.

- \* 4 0 PABX ACCESS CODE

If fewer than 4 digits entered, exit by pressing \* (and press 41 if entering next field). To clear entries from field, press \* 40\*.

- \* 4 1 PRIMARY PHONE No.

If fewer than 12 digits entered, exit by pressing \* (and press 42, if entering next field). To clear entries from field, press \* 41\*.

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

\* 4 2 SECONDARY PHONE No.

If fewer than 12 digits entered, exit by pressing \* (and press 43, if entering next field). To clear entries from field, press \*42\*.

Seconday phone number can be used for pager. See \*49 (Rev 6 and above only).

\* 4 3 SUBSCRIBER ACCOUNT No.

 **4 digit acct #**

Enter 0-9; #+11 for B; #+12 for C; #+13 for D; #+14 for E; [#+15 for F]. Enter \* as 4th digit, if 3+1 dialer reporting is to be used. If only 3 digits used, exit by pressing \* (and press 44, if entering next field). To clear entries from field, press \*43\*.

*Examples:* For Acct No. 1234, enter:      
For Acct No. B234, enter:      
For Acct No. 123, enter:

\* 4 4 REPORT FORMAT

 [0]

0 = 3+1, 4+1 ADEMCO L/S STANDARD

1 = 3+1, 4+1 RADIONICS STANDARD

2 = 4+2 ADEMCO L/S STANDARD

3 = 4+2 RADIONICS STANDARD

6 or undefined = 4+2 ADEMCO EXPRESS

7 = ADEMCO CONTACT ID REPORTING

8 = 3+1, 4+1 ADEMCO L/S EXPANDED

9 = 3+1, 4+1 RADIONICS EXPANDED

\* 4 5 PHONE SYSTEM SELECT

 [0]

If Cent. Sta. *IS NOT* on a WATS line: 0 = Pulse Dial;

1 = Tone Dial

If Cent. Sta. *IS* on a WATS line: 2 = Pulse Dial;

3 = Tone Dial

\* 4 6 SESCOA/RADIONICS SELECT

 [0]

0 = Radionics (0-9, B-F reporting); 1 = SESCOA (0-9 only reporting). Select 0 for all other formats.

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

- \* 47 15 SEC DIALER DELAY (BURG) †  [0]  
0 = no, 1 = yes
- \* 48 PERIODIC TEST MESSAGE †  [0]  
0 = none, 1 = 24 hrs; 2 = weekly  
(enter Test Code in field \*64)  
(Initial report is sent 12 hrs. after exiting programming or downloading.)
- \* 49 SPLIT/DUAL REPORTING  [0]

<p><b>TO PRIMARY PHONE No.</b></p> <p>0 = All 1 = Alarms, Restore, Cancel 2 = All Reports except Open/Close, Test 3 = Alarms, Restore, Cancel 4 = All Reports except Open, Close, Test 5 = All Reports (Dual Reporting)</p> <p><b>TO PRIMARY PHONE No.</b></p> <p>6 = All Reports except open/close 7 = All Reports 8 = All Reports (6,7 &amp; 8, Rev 6 and above only)</p>	<p><b>TO SECONDARY PHONE No.</b></p> <p>Backup Report Only Other Reports Open/Close, Test All Reports All Reports All Reports</p> <p><b>To PAGING No. *</b></p> <p>Alarms, Open/Close, Troubles Alarms, Troubles Alarms, Open/Close, Troubles</p>
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\* Can only be used if Primary Reporting is ADEMCO Contact ID.

Touch tone codes sent to pager are: 1911 = alarm, 1001 = open, 1002 = close, 1811 = trouble

### ALARM REPORT CODES (\*50-\*59)

- \* 50 1st DIGIT OF Zn 95, Zn 96  
(Keypad Panics)

(95) (96)

Enter 1-9, 0, B-F as described on next page.  
An entry of "0" will disable report.  
2nd Digit of each (for expanded or 4+2 reporting)  
is same as for field \*57.  
Zone 95 is Console Silent Panic (Key A or 1 & \*).  
Zone 96 is Console Audible Panic (Key C or 3 & #).

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

- \* 51 ZONE 1 ALARM REPORT CODE
- \* 52 ZONE 2 ALARM REPORT CODE
- \* 53 ZONE 3 ALARM REPORT CODE
- \* 54 ZONE 4 ALARM REPORT CODE
- \* 55 ZONE 5 ALARM REPORT CODE
- \* 56 ZONE 6 ALARM REPORT CODE
- \* 57 ZONE 7 ALARM REPORT CODE  
(Console Panic: Key B or \*&#)
- \* 58 ZONE 8 ALARM RPT CODE (Duress)
- \* 59 ZONE 9 ALARM RPT CODE  
(Tamper)

1	1
1	2
1	3
1	4
1	5
1	6
7	7
8	8
1	9

**TO PROGRAM REPORT CODES FOR ALARM, SYSTEM STATUS, & RESTORE (\*51-\*74)**

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

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

**For Ademco Contact ID Format:**  
Enter any digit (other than "0") in the *first* box, to enable zone to report. This is an "enabling" code only and is not the actual report sent to the central office. Entries in the *second* box will be ignored.

**SYSTEM STATUS REPORT CODES (\*60-\*68)**

- \* 60 TROUBLE REPORT CODE
- \* 61 BYPASS REPORT CODE
- \* 62 AC LOSS REPORT CODE  
(Sent at random delay up to 1 hour, Rev 6 and above; otherwise sent immediately)
- \* 63 LOW BAT REPORT CODE
- \* 64 TEST REPORT CODE
- \* 65 OPEN REPORT CODE
- \* 66 CLOSE REPORT CODE
- †† 2nd digit is automatically sent as the user number if expanded or 4+2 reporting is selected.
- \* 68 CANCEL REPORT CODE

2	1
2	2
	††
	††
3	1

An entry of "0" in the *first* box for any report format will **disable a** report. An entry of "0" in the *second* box will result in automatic advance to the next field when programming. **To send "0" as a digit, you must enter # + 10.**

**Examples:**

For Code 3 (1 Digit), enter: 

3	0
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For Code 32 (2 Digits), enter: 

3	2
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For Code B2 (Hex) enter: 

#11	2
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**RESTORE REPORT CODES (\*69-\*93)**

- \* 69 GROUP RESTORES for TROUBLE, RF LOW BATTERY, BYPASS
- \* 70 ALARM RESTORE REPORT CODE
- \* 71 TROUBLE RESTORE REPORT CODE

<input type="checkbox"/>	[0]
0	= no (report for each restore),
1	= yes (report after all zones restored)

*Note:* "1" not applicable to Contact ID reporting.

9
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9	9
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- \*72 BYPASS RESTORE REPORT CODE
- \*73 AC RESTORE REPORT CODE
- \*74 LOW BAT RESTORE REPORT CODE
- \*93 REPORTS PER ARMED PERIOD  [0]

0 = 10 max total alarm + alarm restores; 1 = Unlimited

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

- \*94 DOWNLOAD PHONE No.             

Enter up to 12 digits, 0-9. Enter # + 11 for "\*", # + 12 for "#", # + 13 for 2 sec. pause. Do not fill unused spaces. If fewer than 12 digits entered, exit field by pressing \* (and press 95, if entering next field). To clear entries from field, press \*94\*.
- \*95 RING DET COUNT FOR DOWNLOADING  [0] **#15**

[0=Disable Station Initiated Download]; 1-14=number of rings (1-9, #+10=10, #+11=11, #+12=12, #+13=13, #+14=14); 15=answering machine defeat (#+15=15)
- \*96 INITIALIZES **DOWNLOAD ID AND SUBSCRIBER ACCOUNT No.** FOR FIRST TIME DOWNLOAD  
(THIS **MUST** BE DONE BEFORE FIRST DOWNLOAD. ONCE INITIALIZED, DO NOT RE-ENTER ANOTHER SUBSCRIBER ACCOUNT No. MANUALLY. THIS WOULD VOID THE \*96 COMMAND.)
- \*97 ZEROS ALL PROGRAM FIELDS

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

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

- \*98 EXITS PROGRAMMING MODE *Prevents* re-entry by: [Master Code] + [Code] key + [0].
- \*99 EXITS PROGRAMMING MODE *Allows* re-entry by: [Master Code] + [Code] key + [0].