

# **Solution-16/ Solution-16 Safecom Quick Reference Guide**

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ISSUE 2.41



# *Solution-16/* *Solution-16* Safecom

## Quick Reference Guide

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This documentation is provided to suit both the  
*Solution-16* (CC880/LP880) and *Solution-16* Safecom (SC8016)

Firmware Revision 2.06  
Hardware Revision K

### **Alarm Link Forms**

Software Version 1.10 = S16\_V11    Software Version 1.40 = S16\_V4  
Software Version 1.20 = S16\_V12    Software Version 2.0x = S16\_V20  
Software Version 1.3x = S16\_V13

This quick reference guide includes programming locations to suit both Solution-16 (CC880/LP880) and the Solution-16 Safecom (SC8016) control panel. Locations that are only relevant when using the SC8016 are prefixed with the word Safecom.

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## Introduction

Thank you for choosing the Solution control panel for your installation. We are sure that you will find this system extremely flexible, reliable and easy to use. The quick reference guide is supplied with the system to provide users with enough basic information to wire, configure and program the system. Due to the systems many programmable features and options, we suggest that you obtain the complete installation manual that provides detailed information on system options and functions and programming methods.

## Programming

The programming options of the system are stored in a non-volatile EPROM. This memory will hold all information during a total power loss and can be changed as many times as required.

In general, the entire programming sequence will consist of entering a location number and then change the data as required.

Programming the system can be via the following methods:

- Codepad
- Hand Held Programmer
- Alarm Link Software

## Programming Using A Codepad

The system needs to be disarmed (with no active alarm) to program the control panel. If there is an active alarm or the system is armed, enter the code for User 1 (Default = 2580) followed by the # key (User Code 1 is factory default as the Master Code).

To enter installer's programming mode, enter the installer code (Default = 1234) followed by the # key. Two beeps will be heard. Both the STAY and AWAY indicators will flash simultaneously to indicate that you have entered programming mode. The codepad indicators will display the current data programmed in LOCATION 000 (First location of the Primary Telephone Number).

To move to another programming location, enter the location number followed by the # key. The data in the new location will now be displayed via the codepad indicators (Eg. If you entered 52#, the system will jump you to LOCATION 052 the beginning of the Subscriber ID Number For Area 1).

To move to the next location, press the # key. This will step you to the next location. The data in the next location will now be displayed via the codepad indicators (Eg. If you are currently positioned at LOCATION 052, pressing the # key will take you to LOCATION 053).

To step back one location, press the \* key (Eg. If you are currently positioned at LOCATION 53, pressing the \* key will take you back to LOCATION 52).

To change data in the current location, enter the new value (0 – 15) followed by the \* key. This will store the new data into the location and leave you at the same location (Eg. If you enter the value 14\*, both the Zone 4 indicator and the MAINS indicator will display to represent the new data value).

To move to the next location, press the # key. The data in the next location will now be displayed.

To exit Installer's Programming Mode, enter 960#. Two beeps will be heard and the STAY and AWAY indicators will no longer display. The system has now returned to the disarmed state and is now ready for use.

The table below is a quick guide to programming:

<b>Enter Installer's Programming Mode</b>	1234#
<b>Exit Installer's Programming Mode</b>	960#
<b>Step To Next Location</b>	#
<b>Step Back One Location</b>	*
<b>Program New Data Into Location</b>	Data + * (Data = 0 – 15)
<b>Jump To A New Location</b>	Location Number + #

## Codepad Indicators

Data Value	Zone 1 Indicator	Zone 2 Indicator	Zone 3 Indicator	Zone 4 Indicator	Zone 5 Indicator	Zone 6 Indicator	Zone 7 Indicator	Zone 8 Indicator	MAINS Indicator
0									
1	X								
2		X							
3			X						
4				X					
5					X				
6						X			
7							X		
8								X	
9	X							X	
10									X
11	X								X
12		X							X
13			X						X
14				X					X
15					X				X

## Programming Option Bits

You will notice option bits throughout the quick reference guide. This allows you to program any combination of the four different options in the one location by adding the options together. Programming a zero (0) will disable all four options.

### Example

If at LOCATION 663 you only want options 1, 2 and 4, add the numbers together and the total is the number to be programmed. In this example, the number to be programmed is 7 (Eg. 1 + 2 + 4 = 7).

Option	Description
1	Dialler Reporting Functions Allowed
2	Remote Arming Via Telephone Allowed
4	Upload/Download Via Alarm Link Allowed
8	Terminate Alarm Link Session On Alarm

## Installer's Programming Commands

These commands can only be used when you enter Installer's Programming Mode. Enter the command followed by the # key.

Command	Description
958	Enable/Disable Zone Status (Hand Held Programmer Required)
959	Test Programming Key
960	Exit Installer's Programming Mode
961	Default System Back To Factory Settings
962	Copy Panel Memory To Programming Key
963	Copy Programming Key To Panel Memory
964	Erase Programming Key
965	Default System For Domestic Dialling Format
966	Enable/Disable Automatic Stepping Of Locations When Programming
999	Display Software Version (Hand Held Programmer Required)

## Arming The System (On)

### AWAY Mode

1. Press and hold the # key until two beeps are heard.  
Or
2. Enter your code followed by the # key.  
[eg. 2580 + #].

### STAY Mode 1

1. Press and hold the \* key until two beeps are heard.  
Or
2. Enter your code followed by the \* key.  
[eg. 2580 + \*].

### STAY Mode 2

1. Press and hold the 0 key until two beeps are heard.

### Arm All Areas In AWAY Mode (Partitioning)

1. Enter your code followed by 0 and then the # key [eg. 2580 + 0 + #].

This function allows a code to arm all areas that the code is assigned to in AWAY Mode at the same time without the need to arm each area individually.

## Disarming The System (Off)

### AWAY Mode

1. Enter your code followed by the # key.  
[eg. 2580 + #].

### STAY Mode 1

1. Press and hold the \* key until two beeps are heard (Only if no alarm).  
Or
2. Enter your code followed by the # key.  
[eg. 2580 + #].

### STAY Mode 2

1. Press and hold the 0 key until two beeps are heard (Only if no alarm).  
Or
2. Enter your code followed by the # key.  
[eg. 2580 + #].

## Disarm All Areas (Partitioning)

1. Enter your code followed by 0 and then the # key [eg. 2580 + 0 + #].

This function allows a code to disarm all areas that the code is assigned to at the same time without the need to disarm each area individually.

## Isolating Zones

### Standard Isolating

1. Press the \* key twice.
2. Enter the zone number that you want to isolate followed by the \* key.  
  
Repeat step 2 if more than one zone is required to be isolated.
3. Press the # key to exit when finished.

### Code To Isolate

1. Press the \* key once.
2. Enter your user code.
3. Enter the zone number that you want to isolate followed by the \* key.
4. Repeat step 2 if more than one zone is required to be isolated.
5. Press the # key to exit when finished.

**Set First Test Report**

1. Enter the Installer Code followed by 2 and the key [eg. 1234 + 2 + #].
2. Enter the Number Of Days (0 - 99) to wait until first test report followed by the # key.

**Event Memory Recall**

1. Enter the Installer Code or Master Code followed by 3 and the # key.  
[eg. 1234 + 3 + #].

The last 40 events (non partitioned) or last 10 events (partitioned) will be displayed in reverse order (i.e. most recent to least recent).

**Walk Test Mode**

1. Enter the Installer Code or Master Code followed by 4 and the # key.  
[eg. 1234 + 4 + #].
2. Test each zone as required.
3. Press the # key to exit.

**Satellite Siren Service Mode**

1. Enter the Installer Code followed by 5 and the # key [eg. 1234 + 5 + #].

**Telephone Monitor Mode (Toggle On/Off)**

1. Enter the Installer Code followed by 7 and the # key [eg. 1234 + 7 + #].
2. Press and hold the 9 key until two beeps are heard to send a test report.
3. Repeat Step 1 to turn telephone monitor mode off when complete.

Zone LED	Dialling Event
1	Telephone Line Seized
2	Dialling Telephone Number
3	Handshake Received
4	Data Being Sent
5	Kiss-Off Received
None	Released Telephone Line

**Add A User Code**

1. Enter the Master Code followed by 1 and the # key [eg. 2580 + 1 + #].
2. Enter the User Number that you want to add/change followed by the # key.
3. Enter the New Code followed by the # key.

**Delete A User Code (V1.10)**

1. Enter the Master Code followed by 1 and the # key [eg. 2580 + 1 + #].
2. Enter the User Number that you want to delete followed by the # key.
3. Press the # key again to delete the user code.

**Delete A User Code (V1.20+)**

1. Enter the Master Code followed by 1 and the # key [eg. 2580 + 1 + #].
2. Enter the User Number that you want to delete followed by the # key.
3. Press the \* key to delete the user code.

**Change Domestic Telephone Numbers**

1. Enter the Master Code followed by 2 and the # key [eg. 2580 + 2 + #].
2. Enter the digits for the telephone number.
3. If more than one telephone number, press the \* key and repeat Step 2, else press the # key to exit.

**Turn Outputs On/Off**

1. Enter the Master Code followed by 5 and the # key [eg. 2580 + 5 + #].
2. Enter the Output Number (1 – 5) that you want to toggle on or off.
3. Press the # key to toggle On or the \* key to toggle Off.
4. Press the # key to exit.

**Setting Date and Time**

1. Enter the Master Code followed by 6 and the # key [eg. 2580 + 6 + #].
2. Enter the day (DD), month (MM) and year (YY) followed by the hour (HH) and minute (MM).
3. Press the # key to exit.

**Day Alarm – Toggle On/Off** (V1.10)

1. Enter the Master Code followed by 7 and the # key [eg. 2580 + 7 + #].

**Day Alarm – Toggle On/Off** (V1.20+)

1. Press and hold the 4 key until two beeps are heard.

**STAY Mode 2 Zones - Program**

1. Enter the Master Code followed by 8 and the # key [eg. 2580 + 8 + #].
2. Enter the Zone Number that you want the system to automatically isolate followed by the \* key.
3. Repeat if more than one zone to be automatically isolated when armed in STAY Mode 2.
4. Press the # key to terminate.

**Fault Analysis**

1. Press and hold the 5 key until two beeps are heard.
2. Zone Indicators will display FAULT condition (see table below).
3. Press # key to terminate.

Zone LED	FAULT Condition
1	Battery Low
2	Date / Time Reset
3	Sensor Watch Fail
4	Horn Speaker Fail
5	Telephone Line Fail
6	EPROM Fail
7	Zone 16 In Alarm (Partitioning)
8	Communication Fail

**Modem Call (Alarm Link)**

1. Press and hold the 6 key until two beeps are heard.

**Latching Outputs (Reset)**

1. Press and hold the 7 key until two beeps are heard.

**Codepad ID / Buzzer Tone**

1. Press and hold the 8 key until the desired buzzer tone has been reached.

If the system has been partitioned, the codepad will display a number to identify which area the codepad belongs to (see table below).

2. Press the # key to terminate.

Zone LED	Codepad Assignment
1	Area 1
2	Area 2
3	Area 3
4	Area 4
7	Master Partitioned Codepad

**Test Report**

1. Press and hold the 9 key until two beeps are heard.

**Speaker Test**

1. Press and hold the 1 key until two beeps are heard. The horn speaker will sound for two seconds.

**Bell Test**

1. Press and hold the 2 key until two beeps are heard. The piezo will sound for two seconds.

**Strobe Test (Toggle On/Off)**

1. Press and hold the 3 key until three beeps are heard to turn the strobe on.
2. Press and hold the 3 key until two beeps are heard to turn the strobe off.

Location 000 – 015

**Primary Telephone Number**

(0=10 and telephone termination = 0, anywhere else 0=0)

0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

Location 016 – 031

**Secondary Telephone Number**

(0=10 and telephone termination = 0, anywhere else 0=0)

0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

Location 032 – 047

**Call Back Telephone Number**

(0=10 and telephone termination = 0, anywhere else 0=0)

0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

Location 48

**Dialling Format**

- |                                     |                                       |
|-------------------------------------|---------------------------------------|
| 1 = Australian DTMF                 | 4 = International DTMF                |
| 2 = Australian Decadic              | 5 = Reversed Decadic                  |
| 3 = Alternate DTMF & Decadic (Aust) | 6 = Alternate DTMF & Reversed Decadic |

1
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Location 49

**Handshake Tone**

- |                                   |                  |
|-----------------------------------|------------------|
| 1 = HI-LO Handshake (Contact ID)  | 4 = No Handshake |
| 2 = 1400 Hz (Ademco TX @ 1900 Hz) | 5 = Pager        |
| 3 = 2300 Hz (Sescoa TX @ 1800 Hz) |                  |

1
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Location 50

**Transmission Format**

- |                              |                            |                        |
|------------------------------|----------------------------|------------------------|
| 1 = Contact ID               | 6 = 4 + 1 Pulsed Expanded  | 11 = Domestic          |
| 2 = 4 + 2 Expressed          | 7 = 3 + 1 Pulsed Universal | 12 = Basic Pager       |
| 3 = 4 + 2 Pulsed             | 8 = 3 + 1 Pulsed Expanded  | 13 = Reserved          |
| 4 = 4 + 2 Pulsed + Checksum  | 9 = Reserved               | 14 = PET Alpha Pager   |
| 5 = 4 + 1 Pulsed + Universal | 10 = Reserved              | 15 = Synthesised Voice |

1
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Location 51

**Transmission Speed**

- |                        |                            |
|------------------------|----------------------------|
| 1 = 1 Pulse / Second   | 4 = 20 Pulses / Second     |
| 2 = 10 Pulses / Second | 5 = 20 Pulses / Second FDL |
| 3 = 15 Pulses / Second | 6 = 40 Pulses / Second     |

2
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Location 052 – 055

**Subscriber ID Number For Area 1**

0	0	0	0
---	---	---	---

Location 056 – 062

**Installer Code**

1	2	3	4	15	15	15
---	---	---	---	----	----	----

Location 063

**Ring Count**

- |  |  |
|--|--|
| 0 = Panel Will Not Answer                | 14 = Answering Machine Bypass 2 (V1.37+) |
| 1 – 13 = No Of Rings Until Panel Answers | 15 = Answering Machine Bypass 1          |

8
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Location 064 – 319

**User Codes**

<p><b>User Code 1</b> Location 064 - 070</p> <table border="1"> <tr> <td>2</td><td>5</td><td>8</td><td>0</td><td>15</td><td>15</td><td>15</td> </tr> </table>	2	5	8	0	15	15	15	<p><b>Authority Level</b> 071</p> <table border="1"> <tr> <td>8</td> </tr> </table>	8	<p><b>User Code 2</b> Location 072 - 078</p> <table border="1"> <tr> <td>15</td><td>15</td><td>15</td><td>15</td><td>15</td><td>15</td><td>15</td> </tr> </table>	15	15	15	15	15	15	15	<p><b>Authority Level</b> 79</p> <table border="1"> <tr> <td>0</td> </tr> </table>	0	<p><b>User Code 3</b> Location 080 - 086</p> <table border="1"> <tr> <td>15</td><td>15</td><td>15</td><td>15</td><td>15</td><td>15</td><td>15</td> </tr> </table>	15	15	15	15	15	15	15	<p><b>Authority Level</b> 87</p> <table border="1"> <tr> <td>0</td> </tr> </table>	0
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<b>User Code 19</b> Location 208 - 214 15 15 15 15 15 15 15	<b>Authority Level</b> 215 0	<b>User Code 20</b> Location 216 - 222 15 15 15 15 15 15 15	<b>Authority Level</b> 223 0	<b>User Code 21</b> Location 224 - 230 15 15 15 15 15 15 15	<b>Authority Level</b> 231 0
<b>User Code 22</b> Location 232 - 238 15 15 15 15 15 15 15	<b>Authority Level</b> 239 0	<b>User Code 23</b> Location 240 - 246 15 15 15 15 15 15 15	<b>Authority Level</b> 247 0	<b>User Code 24</b> Location 248 - 254 15 15 15 15 15 15 15	<b>Authority Level</b> 255 0
<b>User Code 25</b> Location 256 - 262 0 0 0 0 0 0 0	<b>Authority Level</b> 263 0	<b>User Code 26</b> Location 264 - 270 15 15 15 15 15 15 15	<b>Authority Level</b> 271 0	<b>User Code 27</b> Location 272 - 278 15 15 15 15 15 15 15	<b>Authority Level</b> 279 0
<b>User Code 28</b> Location 280 - 286 15 15 15 15 15 15 15	<b>Authority Level</b> 287 0	<b>User Code 29</b> Location 288 - 294 15 15 15 15 15 15 15	<b>Authority Level</b> 295 0	<b>User Code 30</b> Location 296 - 302 15 15 15 15 15 15 15	<b>Authority Level</b> 303 0
<b>User Code 31</b> Location 304 - 310 15 15 15 15 15 15 15	<b>Authority Level</b> 311 0	<b>User Code 32</b> Location 312 - 318 0 15 15 15 15 15 15	<b>Authority Level</b> 319 1		

**Authority Levels**

Authority Level	Description
0	Arm/Disarm
1	Arm Only
2	Patrolman Code
4	Arm/Disarm + Code Required To Isolate
6	Patrolman Code + Code Required To Isolate
8	Master Code + Arm/Disarm
12	Master Code + Arm/Disarm + Code Required To Isolate

Location 320 - 335

**Auxiliary Codes**

<b>Auxiliary Code 1</b> Location 320 - 326 15 15 15 15 15 15 15	<b>Authority Level</b> 327 2	<b>Auxiliary Code 2</b> Location 328 - 334 15 15 15 15 15 15 15	<b>Authority Level</b> 335 2
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Authority Level	Description
1	Operate When The System Is Armed
2	Operate When The System Is Disarmed
3	Operate When The System Is Armed Or Disarmed
4	Operate Always As Long As No Alarm memories Are Present
5	Operate If Armed & No Alarm Memories Are Present
6	Operate If Disarmed & No Alarm Memories Are Present
7	Operate If Armed Or Disarmed & No Alarm Memories Are Present

Location 336 - 337

**Day Alarm Zones**

<b>Location 336</b> 1 = Zone 1 2 = Zone 2 4 = Zone 3 8 = Zone 4	<b>Location 337</b> 1 = Zone 5 2 = Zone 6 4 = Zone 7 8 = Zone 8	1 0
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Location 338

**User Code Retries**

0 = Unlimited Code Retries / 1 – 15 = Number Of Incorrect Code Retries

6

Location 339

**EOL Resistor Value**

1 = 1K	5 = 3K9	9 = 10K	13 = Reserved
2 = 1K5	6 = 4K7	10 = 12K	14 = Reserved
3 = 2K2	7 = 5K6	11 = 22K	15 = Split EOL
4 = 3K3	8 = 6K8	12 = Reserved	(3K3/6K8)

4

Location 340 - 467

**Zones**

<b>Zone 1</b> (Default = Delay-1)	Location 340 Zone Type <b>2</b>	Location 341 Zone Options <b>0</b>	Location 342 Zone Pulse Count <b>0</b>	Location 343 Zone Pulse Count Time <b>0</b>	Location 344 Event Code Hundreds Digit <b>1</b>	Location 345 Event code Tens Digit <b>3</b>	Location 346 Event Code Units Digit <b>0</b>	Location 347 Dialler Channel <b>1</b>
<b>Zone 2</b> (Default = Handover)	Location 348 Zone Type <b>1</b>	Location 349 Zone Options <b>0</b>	Location 350 Zone Pulse Count <b>0</b>	Location 351 Zone Pulse Count Time <b>0</b>	Location 352 Event Code Hundreds Digit <b>1</b>	Location 353 Event code Tens Digit <b>3</b>	Location 354 Event Code Units Digit <b>0</b>	Location 355 Dialler Channel <b>1</b>
<b>Zone 3</b> (Default = Handover)	Location 356 Zone Type <b>1</b>	Location 357 Zone Options <b>0</b>	Location 358 Zone Pulse Count <b>0</b>	Location 359 Zone Pulse Count Time <b>0</b>	Location 360 Event Code Hundreds Digit <b>1</b>	Location 361 Event code Tens Digit <b>3</b>	Location 362 Event Code Units Digit <b>0</b>	Location 363 Dialler Channel <b>1</b>
<b>Zone 4</b> (Default = Handover)	Location 364 Zone Type <b>1</b>	Location 365 Zone Options <b>0</b>	Location 366 Zone Pulse Count <b>0</b>	Location 367 Zone Pulse Count Time <b>0</b>	Location 368 Event Code Hundreds Digit <b>1</b>	Location 369 Event code Tens Digit <b>3</b>	Location 370 Event Code Units Digit <b>0</b>	Location 371 Dialler Channel <b>1</b>
<b>Zone 5</b> (Default = Handover)	Location 372 Zone Type <b>1</b>	Location 373 Zone Options <b>0</b>	Location 374 Zone Pulse Count <b>0</b>	Location 375 Zone Pulse Count Time <b>0</b>	Location 376 Event Code Hundreds Digit <b>1</b>	Location 377 Event code Tens Digit <b>3</b>	Location 378 Event Code Units Digit <b>0</b>	Location 379 Dialler Channel <b>1</b>
<b>Zone 6</b> (Default = Instant)	Location 380 Zone Type <b>0</b>	Location 381 Zone Options <b>0</b>	Location 382 Zone Pulse Count <b>0</b>	Location 383 Zone Pulse Count Time <b>0</b>	Location 384 Event Code Hundreds Digit <b>1</b>	Location 385 Event code Tens Digit <b>3</b>	Location 386 Event Code Units Digit <b>0</b>	Location 387 Dialler Channel <b>1</b>
<b>Zone 7</b> (Default = Instant)	Location 388 Zone Type <b>0</b>	Location 389 Zone Options <b>0</b>	Location 390 Zone Pulse Count <b>0</b>	Location 391 Zone Pulse Count Time <b>0</b>	Location 392 Event Code Hundreds Digit <b>1</b>	Location 393 Event code Tens Digit <b>3</b>	Location 394 Event Code Units Digit <b>0</b>	Location 395 Dialler Channel <b>1</b>
<b>Zone 8</b> (Default = 24-Hr Burglary)	Location 396 Zone Type <b>12</b>	Location 397 Zone Options <b>0</b>	Location 398 Zone Pulse Count <b>0</b>	Location 399 Zone Pulse Count Time <b>0</b>	Location 400 Event Code Hundreds Digit <b>1</b>	Location 401 Event code Tens Digit <b>3</b>	Location 402 Event Code Units Digit <b>3</b>	Location 403 Dialler Channel <b>1</b>
<b>Zone 9</b> (Default = Instant)	Location 404 Zone Type <b>0</b>	Location 405 Zone Options <b>0</b>	Location 406 Zone Pulse Count <b>0</b>	Location 407 Zone Pulse Count Time <b>0</b>	Location 408 Event Code Hundreds Digit <b>1</b>	Location 409 Event code Tens Digit <b>3</b>	Location 410 Event Code Units Digit <b>0</b>	Location 411 Dialler Channel <b>1</b>
<b>Zone 10</b> (Default = Instant)	Location 412 Zone Type <b>0</b>	Location 413 Zone Options <b>0</b>	Location 414 Zone Pulse Count <b>0</b>	Location 415 Zone Pulse Count Time <b>0</b>	Location 416 Event Code Hundreds Digit <b>1</b>	Location 417 Event code Tens Digit <b>3</b>	Location 418 Event Code Units Digit <b>0</b>	Location 419 Dialler Channel <b>1</b>
<b>Zone 11</b> (Default = Instant)	Location 420 Zone Type <b>0</b>	Location 421 Zone Options <b>0</b>	Location 422 Zone Pulse Count <b>0</b>	Location 423 Zone Pulse Count Time <b>0</b>	Location 424 Event Code Hundreds Digit <b>1</b>	Location 425 Event code Tens Digit <b>3</b>	Location 426 Event Code Units Digit <b>0</b>	Location 427 Dialler Channel <b>1</b>

<b>Zone 12</b>	Location	428	429	430	431	432	433	434	435
	(Default = Instant)	0	0	0	0	1	3	0	1
	Zone Type	Zone Options	Zone Pulse Count	Zone Pulse Count Time	Event Code Hundreds Digit	Event code Tens Digit	Event Code Units Digit	Dialler Channel	
<b>Zone 13</b>	Location	436	437	438	439	440	441	442	443
	(Default = Instant)	0	0	0	0	1	3	0	1
	Zone Type	Zone Options	Zone Pulse Count	Zone Pulse Count Time	Event Code Hundreds Digit	Event code Tens Digit	Event Code Units Digit	Dialler Channel	
<b>Zone 14</b>	Location	444	445	446	447	448	449	450	451
	(Default = Instant)	0	0	0	0	1	3	0	1
	Zone Type	Zone Options	Zone Pulse Count	Zone Pulse Count Time	Event Code Hundreds Digit	Event code Tens Digit	Event Code Units Digit	Dialler Channel	
<b>Zone 15</b>	Location	452	453	454	455	456	457	458	459
	(Default = Instant)	0	0	0	0	1	3	0	1
	Zone Type	Zone Options	Zone Pulse Count	Zone Pulse Count Time	Event Code Hundreds Digit	Event code Tens Digit	Event Code Units Digit	Dialler Channel	
<b>Zone 16</b>	Location	460	461	462	463	464	465	466	467
	(Default = Instant)	0	0	0	0	1	3	0	1
	Zone Type	Zone Options	Zone Pulse Count	Zone Pulse Count Time	Event Code Hundreds Digit	Event code Tens Digit	Event Code Units Digit	Dialler Channel	

**Zone Types**

Zone Type	Description	Zone Type	Description
0	Instant	8	Delay-1 (Auto Isolated In STAY Mode 1)
1	Handover	9	Delay 2 (Auto Isolated In STAY Mode 1)
2	Delay-1	10	Delay-3 (Auto Isolated In STAY Mode 1)
3	Delay-2	11	Delay-4 (Auto Isolated In STAY Mode 1)
4	Delay-3	12	24 Hour Burglary
5	Delay-4	13	24 Hour Fire
6	Instant (Auto Isolated In STAY Mode 1)	14	Chime
7	Handover (Auto Isolated In STAY Mode 1)	15	Not Used

**Zone Options**

Option	Description
1	Lockout Siren
2	Lockout Dialler
4	Silent Alarm
8	Sensor Watch

**Dialler Channel**

Option	Group
1	Group 1 (Area 1)
2	Group 2 (Area 2)
3	Group 3 (Area 3)
4	Group 4 (Area 4)

**Zone Pulse Count**

The pulse count allows you to program how many pulses (0 – 15) need to be registered within the pulse count time to activate an alarm.

**Zone Pulse Count Time**

Option	20ms Loop Response Time	Option	150 ms Loop Response Time
0	0.5 Seconds	8	20 Seconds
1	1 Second	9	30 Seconds
2	2 Seconds	10	40 Seconds
3	3 Seconds	11	50 Seconds
4	4 Seconds	12	60 Seconds
5	5 Seconds	13	90 Seconds
6	10 Seconds	14	120 Seconds
7	15 Seconds	15	200 Seconds

**Event Code**

The three-digit event code is used to describe the zone function when reporting in Contact ID format (Eg. Entry/Exit, Tamper, Perimeter etc). Refer to the installation manual for a full list of Contact ID codes available.

When the system is reporting in a format other than Contact ID, the event code are programmed as follows:

**Hundreds Digit** = Alarm Restore Report (0 = Alarm Restore Disabled)

**Tens Digit** = Alarm Report (0 = Alarm Disabled)

**Units Digit** = Channel Code (0 = Disabled)

Location 468 - 469  
**Zone Bypass (Zones 1 – 8)** Location 468 = Bypass Report  
 Location 469 = Bypass Restore Report 9 9

Location 470 - 471  
**Zone Bypass (Zones 9 – 16)** Location 470 = Bypass Report  
 Location 471 = Bypass Restore Report 9 9

Location 472 - 473  
**Zone Trouble (Zones 1 – 8)** Location 472 = Trouble Report  
 Location 473 = Trouble Restore Report 9 9

Location 474 - 475  
**Zone Trouble (Zones 9 – 16)** Location 474 = Trouble Report  
 Location 475 = Trouble Restore Report 9 9

Location 476 - 479  
**Codepad Duress** Location 476 = 478 = Contact ID Event Code (Hundreds/Tens/Units) 1 2 1 Location 479 = Dialler Channel 1

Location 480 - 483  
**Codepad Panic** Location 480 = 482 = Contact ID Event Code (Hundreds/Tens/Units) 1 2 0 Location 483 = Dialler Channel 1

Location 484 - 487  
**Access Denied** (Code Retries) Location 484 = 486 = Contact ID Event Code (Hundreds/Tens/Units) 4 2 1 Location 487 = Dialler Channel 1

Location 488 - 491  
**AC Fail** Location 488 = 490 = Contact ID Event Code (Hundreds/Tens/Units) 3 0 1 Location 491 = Dialler Channel 1

Location 492 - 495  
**Low Battery** Location 492 = 494 = Contact ID Event Code (Hundreds/Tens/Units) 3 0 9 Location 495 = Dialler Channel 1

Location 496 - 499  
**Program Altered Code** Location 496 = 498 = Contact ID Event Code (Hundreds/Tens/Units) 3 0 6 Location 499 = Dialler Channel 0

Location 500 - 503  
**Sensor Watch** (V1.10 – 1.31) Location 500 - 502 = Contact ID Event Code (Hundreds/Tens/Units) 3 8 3 Location 503 = Dialler Channel 1

Location 500 - 503  
**Sensor Watch** (V1.32+)  
 Location 500 - 502 = Contact ID Event Code (Hundreds/Tens/Units) 3 0 7 Location 503 = Dialler Channel 1

Location 504 - 505  
**Open/Close Reports For Area 1** Location 504 = Open Report  
 Location 505 = Close Report 8 9

Location 506 - 513  
**Test Report Time** (Automatic)  
 Location 506 = Hour Of Day (Tens Digit)  
 Location 507 = Hour Of Day (Units Digit)  
 Location 508 = Minute Of Day (Tens Digit)  
 Location 509 = Minute Of Day (Units Digit)  
 Location 510 = Repeat Interval (Tens Digit)  
 Location 511 = Repeat Interval (Units Digit)  
 Location 512 = Expansion Code  
 Location 513 = Test Report Options

**Test Report Options**  
 1 = Test Reports Only When Armed  
 2 = Test Reports On All Areas

0	0	0	0	0	0	0	0	9	0
506	507	508	509	510	511	512	513		
H	H	M	M	Repeat Interval		Exp	Option		

Location 514 - 529  
**PET Pager Network Password** 7 0 6 1 7 3 7 3 7 7 6 4 0 0 0 0

Telecom expects to see the password "passwd" sent before the message is transmitted. The password is programmed using ASCII text.

Location 530 - 539  
**PET Pager ID Number** 0 0 0 0 0 0 0 0 0 0

The Pager ID Number locations are used to store the unique number that allows the network to identify individual pagers. When programming the system to report via SMS messaging to a mobile phone, enter the mobile phone number as the PET pager ID number.

To program the Pager ID Number, enter the decimal characters that represent the Pager ID Number. Remember to substitute a 10 for a zero and to terminate the number with a zero as you would if you were programming the telephone numbers.

Location 540 - 623

**Outputs**

<p>Location <b>Output 1</b> Default = BOSCHSAT</p>	<p>540 541 Event Code 0 0</p>	<p>542 Polarity 0</p>	<p>543 Time Base 0</p>	<p>544 545 Time Base Multiplier 0 0</p>	<p>Location <b>Output 2</b> Default = BOSCHSTU</p>	<p>546 547 Event Code 0 0</p>	<p>548 Polarity 0</p>	<p>549 Time Base 0</p>	<p>550 551 Time Base Multiplier 0 0</p>
<p>Location <b>Output 3</b> Default = Smoke Detector Reset</p>	<p>552 553 Event Code 0 1</p>	<p>554 Polarity 10</p>	<p>555 Time Base 2</p>	<p>556 557 Time Base Multiplier 0 3</p>	<p>Location <b>Output 4</b> Default = Strobe</p>	<p>558 559 Event Code 2 0</p>	<p>560 Polarity 1</p>	<p>561 Time Base 0</p>	<p>562 563 Time Base Multiplier 0 0</p>
<p>Location <b>Output 5</b> Default = Sirens Running</p>	<p>564 565 Event Code 1 15</p>	<p>566 Polarity 1</p>	<p>567 Time Base 0</p>	<p>568 569 Time Base Multiplier 0 0</p>	<p>Location <b>Output 6</b> Default = Codepad - Entry /Exit+D' Alarm</p>	<p>570 571 Event Code 0 12</p>	<p>572 Polarity 2</p>	<p>573 Time Base 1</p>	<p>574 575 Time Base Multiplier 0 1</p>
<p>Location <b>Output 7</b> Default = Area 1 In Alarm (Siren)</p>	<p>576 577 Event Code 5 2</p>	<p>578 Polarity 6</p>	<p>579 Time Base 3</p>	<p>580 581 Time Base Multiplier 1 0</p>	<p>Location <b>Output 8</b> Default = Area 1 In Alarm (Strobe)</p>	<p>582 583 Event Code 5 2</p>	<p>584 Polarity 6</p>	<p>585 Time Base 3</p>	<p>586 587 Time Base Multiplier 6 0</p>
<p>Location <b>Output 9</b> Default = Area 2 In Alarm (Siren)</p>	<p>588 589 Event Code 5 3</p>	<p>590 Polarity 6</p>	<p>591 Time Base 3</p>	<p>592 593 Time Base Multiplier 1 0</p>	<p>Location <b>Output 10</b> Default = Area 2 In Alarm (Strobe)</p>	<p>594 595 Event Code 5 3</p>	<p>596 Polarity 6</p>	<p>597 Time Base 3</p>	<p>598 599 Time Base Multiplier 6 0</p>
<p>Location <b>Output 11</b> Default = Area 3 In Alarm (Siren)</p>	<p>600 601 Event Code 5 4</p>	<p>602 Polarity 6</p>	<p>603 Time Base 3</p>	<p>604 605 Time Base Multiplier 1 0</p>	<p>Location <b>Output 12</b> Default = Area 3 In Alarm (Strobe)</p>	<p>606 607 Event Code 5 4</p>	<p>608 Polarity 6</p>	<p>609 Time Base 3</p>	<p>610 611 Time Base Multiplier 6 0</p>
<p>Location <b>Output 13</b> Default = Area 4 In Alarm (Siren)</p>	<p>612 613 Event Code 5 5</p>	<p>614 Polarity 6</p>	<p>615 Time Base 3</p>	<p>616 617 Time Base Multiplier 1 0</p>	<p>Location <b>Output 14</b> Default = Area 4 In Alarm (Strobe)</p>	<p>618 619 Event Code 5 5</p>	<p>620 Polarity 6</p>	<p>621 Time Base 3</p>	<p>622 623 Time Base Multiplier 6 0</p>

**Output Event Types**

Event Code	Description	Event Code	Description
0 0	BOSCHSAT – Satellite Siren (Output 1 Only)	1 4	AC Fail
0 0	BOSCHSTU – Securitel (Output 2 Only)	1 5	Low Battery
0 0	Serial Printer (Output 3 Only)	1 6	Horn Speaker Fail
0 1	System Armed	1 7	Sensor Watch Alarm
0 2	System Disarmed	1 8	Codepad Medical Alarm (V1.37+)
0 3	Armed In STAY Mode	1 9	Codepad Fire Alarm (V1.37+)
0 4	Pre-Arming Alert (V1.10)	1 10	Codepad Panic Alarm
0 4	Armed In AWAY (V1.20+)	1 11	Codepad Duress Alarm
0 5	Pre-Arming Alert (V1.20+)	1 12	Access Denied (Code Retries)
0 6	Exit Warning (All Zones Sealed)+Entry Warning	1 13	Speaker Beeps (V1.37+)
0 7	Exit Warning	1 14	Reserved
0 8	Exit Warning Finished	1 15	Sirens Running
0 9	Kiss-Off After End Of Exit Time	2 0	Strobe
0 10	Reserved	2 1	Silent Alarm
0 11	Entry Warning	2 2	Alarm In STAY Mode
0 12	Entry Warning + Day Alarm (Resetting)	2 3	Alarm In AWAY Mode
0 13	Reserved	2 4	Reserved
0 14	Day Alarm (Resetting)	2 5	Fire Alarm (Resetting)
0 15	Day Alarm Latching	2 6	Fire Alarm (Latching)
1 0	Day Alarm Enabled (V1.20+)	2 7	Fire Alarm (Verification)
1 1	Timed Output	2 8	Remote Control 1
1 2	Pre-Alert Warning For Timed Output	2 9	Remote Control 2
1 3	Reserved	2 10	Remote Control 3

Event Code	Description	Event Code	Description
2 11	Remote Control 4	4 8	Reserved
2 12	Auxiliary Code 1	4 9	Reserved
2 13	Auxiliary Code 2	4 10	Area 1 - Zone Unsealed
2 14	Telephone Line Fail	4 11	Area 2 – Zone Unsealed
2 15	Communications Fail After 3 Attempts	4 12	Area 3 – Zone Unsealed
3 0	Communications Fail	4 13	Area 4 – Zone Unsealed
3 1	Dialler Disabled	4 14	Reserved
3 2	Dialler Active (On-Line)	4 15	Reserved
3 3	Ring Detect (V1.37+)	5 0	Reserved
3 4	Reserved	5 1	AC Main 50 Hz / 60 Hz
3 5	Mimic Zone 1	5 2	Area 1 In Alarm
3 6	Mimic Zone 2	5 3	Area 2 In Alarm
3 7	Mimic Zone 3	5 4	Area 3 In Alarm
3 8	Mimic Zone 4	5 5	Area 4 In Alarm
3 9	Mimic Zone 5	5 6	Area 1 Armed
3 10	Mimic Zone 6	5 7	Area 2 Armed
3 11	Mimic Zone 7	5 8	Area 3 Armed
3 12	Mimic Zone 8	5 9	Area 4 Armed
3 13	Mimic Zone 9	5 10	Area 1 Disarmed
3 14	Mimic Zone 10	5 11	Area 2 Disarmed
3 15	Mimic Zone 11	5 12	Area 3 Disarmed
4 0	Mimic Zone 12	5 13	Area 4 Disarmed
4 1	Mimic Zone 13	5 14	Any Areas Armed
4 2	Mimic Zone 14	5 15	Any Areas Disarmed
4 3	Mimic Zone 15	6 0	Area 1 Codepad Data Terminal
4 4	Mimic Zone 16	6 1	Area 2 Codepad Data Terminal
4 5	Chime	6 2	Area 3 Codepad Data Terminal
4 6	Zone Not Sealed	6 3	Area 4 Codepad Data Terminal
4 7	Reserved		

### Polarity (Modes)

Option	Description	Option	Description
0	Disabled	7	Reserved
1	Normally Open, Going Low	8	Normally Low, Going Open
2	Normally Open, Pulsing Low	9	Normally Low, Pulsing Open
3	Normally Open, One Shot Low	10	Normally Low, One Shot Open
4	Normally Open, One Shot Low (Reset)	11	Normally Low, One Shot Open (Reset)
5	Normally Open, One Shot Low (Re-trigger)	12	Normally Low, One Shot Open (Re-trigger)
6	Normally Open, Latching Low	13	Normally Low, Latching Open

### Time Base

Choose one of the options in the table below for the time base.

Option	Description
1	200 ms
2	1 Second
3	1 Minute
4	1 Hour

### Time Base Multiplier

Enter a value between 01 – 99.

### One Shot Mode

When you program the output polarity as one shot, the time base is multiplied by the time base multiplier (Eg. If the time base = 2 and the multiplier = 05, the output will operate for 5 seconds)

### Pulsing Mode

When you program the output polarity as pulsing, the time base becomes the 'ON' time and the multiplier becomes the 'OFF' time. The 'OFF' time is the **time base x the multiplier** (Eg. If you want the output to pulse one (1) second 'ON' and five (5) seconds 'OFF', you would program time base as one (1) and the multiplier as five (5)).

Location 624 - 625 <b>Entry Time 1</b>	Location 624 = Increments Of 1 Second (0 – 15 Seconds) Location 625 = Increments Of 16 Seconds (0 – 240 Seconds)	<table border="1"><tr><td>10</td><td>0</td></tr></table>	10	0																
10	0																			
Location 626 - 627 <b>Entry Time 2</b>	Location 626 = Increments Of 1 Second (0 – 15 Seconds) Location 627 = Increments Of 16 Seconds (0 – 240 Seconds)	<table border="1"><tr><td>4</td><td>1</td></tr></table>	4	1																
4	1																			
Location 628 - 629 <b>Entry Time 3</b>	Location 628 = Increments Of 1 Second (0 – 15 Seconds) Location 629 = Increments Of 16 Seconds (0 – 240 Seconds)	<table border="1"><tr><td>14</td><td>1</td></tr></table>	14	1																
14	1																			
Location 630 - 631 <b>Entry Time 4</b>	Location 630 = Increments Of 1 Second (0 – 15 Seconds) Location 631 = Increments Of 16 Seconds (0 – 240 Seconds)	<table border="1"><tr><td>8</td><td>2</td></tr></table>	8	2																
8	2																			
Location 632 - 633 <b>Exit Time For AWAY Mode</b>	Location 632 = Increments Of 1 Second (0 – 15 Seconds) Location 633 = Increments Of 16 Seconds (0 – 240 Seconds)	<table border="1"><tr><td>12</td><td>3</td></tr></table>	12	3																
12	3																			
Location 634 - 635 <b>Exit Time For STAY Mode 1</b>	Location 634 = Increments Of 1 Second (0 – 15 Seconds) Location 635 = Increments Of 16 Seconds (0 – 240 Seconds)	<table border="1"><tr><td>12</td><td>3</td></tr></table>	12	3																
12	3																			
Location 636 - 637 <b>Exit Time For STAY Mode 2</b>	Location 636 = Increments Of 1 Second (0 – 15 Seconds) Location 637 = Increments Of 16 Seconds (0 – 240 Seconds)	<table border="1"><tr><td>12</td><td>3</td></tr></table>	12	3																
12	3																			
Location 638 - 639 <b>Entry Guard Time For STAY Mode 1 and 2</b>	Location 638 = Increments Of 1 Second (0 – 15 Seconds) Location 639 = Increments Of 16 Seconds (0 – 240 Seconds)	<table border="1"><tr><td>12</td><td>3</td></tr></table>	12	3																
12	3																			
Location 640 - 641 <b>Codepad Lockout Time</b>	Location 640 = Increments Of 1 Second (0 – 15 Seconds) Location 641 = Increments Of 16 Seconds (0 – 240 Seconds)	<table border="1"><tr><td>0</td><td>0</td></tr></table>	0	0																
0	0																			
Location 642 - 643 <b>Sensor Watch Time</b>	Location 642 = Increments Of Days (Tens Digit) Location 643 = Increments Of Days (Units Digit)	<table border="1"><tr><td>0</td><td>0</td></tr></table>	0	0																
0	0																			
Location 644 - 649 <b>System Date (V1.10)</b>	Location 644 = Day Of The Week (Sun = 1 Sat = 2) Location 645 = Month Of The Year (Jan = 1 Dec = 12) Location 646 = Day Of The Month (Tens Digit) Location 647 = Day Of The Month (Units Digit) Location 648 = Current Year (Tens Digit) Location 649 = Current Year (Units Digit)	<table border="1"><tr><td>644</td><td>645</td><td>646</td><td>647</td><td>648</td><td>649</td></tr><tr><td>1</td><td>1</td><td>0</td><td>1</td><td>9</td><td>5</td></tr><tr><td>D</td><td>M</td><td>D</td><td>D</td><td>Y</td><td>Y</td></tr></table>	644	645	646	647	648	649	1	1	0	1	9	5	D	M	D	D	Y	Y
644	645	646	647	648	649															
1	1	0	1	9	5															
D	M	D	D	Y	Y															
Location 644 - 649 <b>System Date (V1.20+)</b>	Location 644 = Day Of The Month (Tens Digit) Location 645 = Day Of The Month (Units Digit) Location 646 = Month Of The Year (Tens Digit) Location 647 = Month Of The Year (Units Digit) Location 648 = Current Year (Tens Digit) Location 649 = Current Year (Units Digit)	<table border="1"><tr><td>644</td><td>645</td><td>646</td><td>647</td><td>648</td><td>649</td></tr><tr><td>0</td><td>1</td><td>0</td><td>1</td><td>9</td><td>5</td></tr><tr><td>D</td><td>D</td><td>M</td><td>M</td><td>Y</td><td>Y</td></tr></table>	644	645	646	647	648	649	0	1	0	1	9	5	D	D	M	M	Y	Y
644	645	646	647	648	649															
0	1	0	1	9	5															
D	D	M	M	Y	Y															
Location 650 - 653 <b>Auto Arming Time</b>	Location 650 = Hour Of The Day (Tens Digit) Location 651 = Hour Of The Day (Units Digit) Location 652 = Minute Of The Day (Tens Digit) Location 653 = Minute Of The Day (Units Digit)	<table border="1"><tr><td>650</td><td>651</td><td>652</td><td>653</td></tr><tr><td>0</td><td>0</td><td>0</td><td>0</td></tr><tr><td>H</td><td>H</td><td>M</td><td>M</td></tr></table>	650	651	652	653	0	0	0	0	H	H	M	M						
650	651	652	653																	
0	0	0	0																	
H	H	M	M																	
Location 654 <b>Auto Arming Pre-Alert Time</b>	0 = No Pre-Alert Time / 1 - 15 = Pre-Alert Time In Minutes (Default = 5 Min's)	<table border="1"><tr><td>5</td></tr></table>	5																	
5																				
Location 655 <b>Timed Output Pre-Alert Time</b>	0 = No Pre-Alert Time / 1 - 15 = Pre-Alert Time In Minutes (Default = 5 Min's)	<table border="1"><tr><td>5</td></tr></table>	5																	
5																				
Location 656 - 659 <b>Auto Operation Of The Timed Output</b>	Location 656 = Hour Of The Day (Tens Digit) Location 657 = Hour Of The Day (Units Digit) Location 658 = Minute Of The Day (Tens Digit) Location 659 = Minute Of The Day (Units Digit)	<table border="1"><tr><td>656</td><td>657</td><td>658</td><td>659</td></tr><tr><td>0</td><td>0</td><td>0</td><td>0</td></tr><tr><td>H</td><td>H</td><td>M</td><td>M</td></tr></table>	656	657	658	659	0	0	0	0	H	H	M	M						
656	657	658	659																	
0	0	0	0																	
H	H	M	M																	

Location 660	<b>Siren Run Time</b> (V1.10 – 2.03)	0 = No Siren Time / 1 - 15 = Siren Time In Minutes (Default = 10 Min's)	10
Location 660	<b>Siren Run Time</b> (V2.04+)	0 = No Siren Time / 1 - 15 = Siren Time In Minutes (Default = 5 Min's)	5
Location 661	<b>Siren Sound Rate</b>	0 = Slowest Frequency / 15 = Fastest Frequency	7
Location 662	<b>Swinger Shutdown Count For Siren and Dialler</b> (V1.10 – 1.37)	0 = No Lockout / 1 - 15 = Number Of Times Siren/Dialler Operate Till Lockout	0
Location 662	<b>Swinger Shutdown Count For Siren</b> (V1.40+)	0 = No Lockout / 1 - 15 = Number Of Times Siren Operate Till Lockout	0
Location 663	<b>Dialler Options 1</b>	1 = Dialler Reporting Functions Allowed ( <b>Disable In V2.00 Also Disable Safecom</b> ) 2 = Remote Arming Via Telephone Allowed 4 = Upload/Download Via Alarm Link Allowed 8 = Terminate Alarm Link Session On Alarm	5
Location 664	<b>Dialler Options 2</b>	1 = Open/Close Reports Only After Alarm 2 = First To Open/Last To Close Reporting (Partitioned Systems Only) 4 = Open/Close Reports In STAY Mode Allowed 8 = Answering Machine Bypass Only When Armed (V1.31 +)	0
Location 665	<b>System Options 1</b>	1 = Forced Arming Allowed 2 = Smart Lockout Allowed 4 = Horn Speaker Monitor 8 = Horn Speaker Beeps Allowed	1
Location 666	<b>System Options 2</b>	1 = Keyswitch Interface, Night Arm Station or RE005 Installed 2 = Handover Delay To Be Sequential 4 = Codepad Panic To Be Silent 8 = Access Denied (Code Retries/Codepad Tamper) To Be Silent	2
Location 667	<b>System Options 3</b>	1 = Area 1 Codepad Connected To Main Data Terminal 2 = Modem Module Required For Alarm Link Operation 4 = AC Fail After 1 Hour (Disabled = After 2 Minutes) 8 = Pulse Count Handover Allowed	0
Location 668	<b>System Options 4</b> (V1.10 Only)	1 = Delay Audible Alarm Until Communication Complete 2 = Reset Alarm Outputs From Any Area (Partitioned Systems Only) 4 = Auto Arm In AWAY Mode 8 = Auto Arm In STAY Mode 1	0
Location 668	<b>System Options 4</b> (V1.20+)	1 = Delay Audible Alarm Until Communication Complete 2 = Reset Alarm Outputs From Any Area (Partitioned Systems Only) 4 = Ignore AC Mains Fail (V1.30+) 8 = Auto Arm In STAY Mode 1	0
Location 669	<b>Consumer Options 1</b> (V1.10 Only)	1 = Entry Guard Time In STAY Mode 2 = Audible Alarm In STAY Mode Allowed 4 = User Code Required To Isolate Zones 8 = Codepad Extinguish Mode Allowed	2
Location 669	<b>Consumer Options 1</b> (V1.20+)	1 = STAY LED To Display Day Alarm On/Off Status 2 = Audible Alarm In STAY Mode Allowed 4 = AUX LED To Display Dialler On-Line (Partitioned Codepad Only) 8 = Codepad Extinguish Mode Allowed	2
Location 670	<b>Consumer Options 2</b>	1 = 'User Code + 0 + AWAY' Function To Arm/Disarm All Areas Allowed 2 = Single Button Arming Allowed (AWAY, STAY Mode 1 & STAY Mode 2) 4 = Single Button Disarm Allowed (STAY Mode 1 or STAY Mode 2) 8 = Alarm Reset Memory On Disarm	2



Location 671

**DTMF Command Module Options**

- 1 = Access To Installer's Programming Mode Allowed
- 2 = Installer Code Functions Allowed
- 4 = Disarming and Auxiliary Code Functions Allowed
- 8 = Master Code Functions Allowed

0

Location 672

**Expansion Board Options (V1.10)**

- 1 = Zone Expansion Board Installed
- 2 = Output Expansion Board Installed
- 4 = Momentary Keyswitch Input
- 8 = Latching Keyswitch Input

0

Location 672

**Expansion Board Options V1.20+)**

- 1 = Zone Expansion Board Installed
- 2 = Output Expansion Board Installed
- 3 = Momentary Keyswitch Input
- 4 = Latching Keyswitch Input
- 5 = Momentary Arm In AWAY Mode
- 6 = Momentary Arm In STAY Mode 1
- 7 = Momentary Arm In STAY Mode 2
- 8 = Momentary Disarm
- 9 = Momentary Arm Area 4
- 10 = Momentary Disarm Area 4
- 11 = Momentary Arm/Disarm Area 4
- 12 = Latching Arm/Disarm Area 4

0

Location 673

**Telephone Line Fail Options**

- 1 = Display FAULT Indicator If Telephone Line Fails
  - 2 = Sound Alarm When System Is Armed If Telephone Line Fails
  - 4 = Sound Alarm When System Is Disarmed If Telephone Line Fails
- Note: Option 2 & 4 Must Be Used In Conjunction With Option 1 (Eg. Program a 1, 3, 5 or 7)

0

Location 674 - 675

**Open/Close Reports For Area 2**

- Location 674 = Open Report
- Location 675 = Close Report

0 0

Location 676 - 677

**Open/Close Reports For Area 3**

- Location 676 = Open Report
- Location 677 = Close Report

0 0

Location 678 - 679

**Open/Close Reports For Area 4**

- Location 678 = Open Report
- Location 679 = Close Report

0 0

Location 680 - 683

**Subscriber ID Number For Area 2**

0 0 0 0

Location 684 - 687

**Subscriber ID Number For Area 3**

0 0 0 0

Location 688 - 691

**Subscriber ID Number For Area 4**

0 0 0 0

Location 692 - 699

**Zone Allocations For Area 1**

- Location 692 = Zone 1 LED – Area 1 Codepad
- Location 693 = Zone 2 LED – Area 1 Codepad
- Location 694 = Zone 3 LED – Area 1 Codepad
- Location 695 = Zone 4 LED – Area 1 Codepad
- Location 696 = Zone 5 LED – Area 1 Codepad
- Location 697 = Zone 6 LED – Area 1 Codepad
- Location 698 = Zone 7 LED – Area 1 Codepad
- Location 699 = Zone 8 LED – Area 1 Codepad

692	693	694	695	696	697	698	699
0	0	0	0	0	0	0	0
Z1	Z2	Z3	Z4	Z5	Z6	Z7	Z8

Location 700 - 707

**Zone Allocations For Area 2**

- Location 700 = Zone 1 LED – Area 2 Codepad
- Location 701 = Zone 2 LED – Area 2 Codepad
- Location 702 = Zone 3 LED – Area 2 Codepad
- Location 703 = Zone 4 LED – Area 2 Codepad
- Location 704 = Zone 5 LED – Area 2 Codepad
- Location 705 = Zone 6 LED – Area 2 Codepad
- Location 706 = Zone 7 LED – Area 2 Codepad
- Location 707 = Zone 8 LED – Area 2 Codepad

700	701	702	703	704	705	706	707
0	0	0	0	0	0	0	0
Z1	Z2	Z3	Z4	Z5	Z6	Z7	Z8

Location 708 - 715

**Zone Allocations For Area 3**

Location 708 = Zone 1 LED – Area 3 Codepad  
 Location 709 = Zone 2 LED – Area 3 Codepad  
 Location 710 = Zone 3 LED – Area 3 Codepad  
 Location 711 = Zone 4 LED – Area 3 Codepad  
 Location 712 = Zone 5 LED – Area 3 Codepad  
 Location 713 = Zone 6 LED – Area 3 Codepad  
 Location 714 = Zone 7 LED – Area 3 Codepad  
 Location 715 = Zone 8 LED – Area 3 Codepad

708	709	710	711	712	713	714	715
0	0	0	0	0	0	0	0
Z1	Z2	Z3	Z4	Z5	Z6	Z7	Z8

Location 716 - 723

**Zone Allocations For Area 4**

Location 716 = Zone 1 LED – Area 4 Codepad  
 Location 717 = Zone 2 LED – Area 4 Codepad  
 Location 718 = Zone 3 LED – Area 4 Codepad  
 Location 719 = Zone 4 LED – Area 4 Codepad  
 Location 720 = Zone 5 LED – Area 4 Codepad  
 Location 721 = Zone 6 LED – Area 4 Codepad  
 Location 722 = Zone 7 LED – Area 4 Codepad  
 Location 723 = Zone 8 LED – Area 4 Codepad

716	717	718	719	720	721	722	723
0	0	0	0	0	0	0	0
Z1	Z2	Z3	Z4	Z5	Z6	Z7	Z8

Location 724 - 755

**User Code Area Assignment**

0 = User Code Not Assigned  
 1 = User Code Assigned To Area 1  
 2 = User Code Assigned To Area 2  
 4 = User Code Assigned To Area 3  
 8 = User Code Assigned To Area 4

Location User Code 1	724 0	User Code 2	725 0	User Code 3	726 0	User Code 4	727 0	User Code 5	728 0	User Code 6	729 0
Location User Code 7	730 0	User Code 8	731 0	User Code 9	732 0	User Code 10	733 0	User Code 11	734 0	User Code 12	735 0
Location User Code 13	736 0	User Code 14	737 0	User Code 15	738 0	User Code 16	739 0	User Code 17	740 0	User Code 18	741 0
Location User Code 19	742 0	User Code 20	743 0	User Code 21	744 0	User Code 22	745 0	User Code 23	746 0	User Code 24	747 0
Location User Code 25	748 0	User Code 26	749 0	User Code 27	750 0	User Code 28	751 0	User Code 29	752 0	User Code 30	753 0
Location User Code 31	754 0	User Code 32	755 0								

Location 756

**Serial Printer Baud Rate**

1 = 300 Baud  
 2 = 600 Baud  
 3 = 1200 Baud  
 4 = 2400 Baud

2
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Location 757

**Dialler Lockout Count (V1.40+)**

0 = No Lockout / 1 - 15 = Number Of Times Dialler Operate Till Lockout

0
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Location 760 - 763

**Safecom – RF Fail (V2.00+)**

Location 760 = 762 = Contact ID Event Code (Hundreds/Tens/Units)  
 Location 763 = Dialler Channel (Point ID = 30 Hex / 48 Decimal)

3	5	3	1
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Location 764 - 767

**Safecom – Telco Fail (V2.00+)**

Location 764 = 766 = Contact ID Event Code (Hundreds/Tens/Units)  
 Location 767 = Dialler Channel (Point ID = 31 Hex / 49 Decimal)

3	5	1	1
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Location 768 - 771

**Safecom – RF Jamming (V2.00+)**

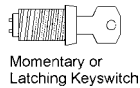
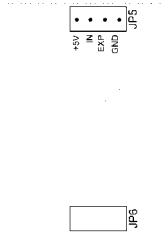
Location 768 = 770 = Contact ID Event Code (Hundreds/Tens/Units)  
 Location 771 = Dialler Channel (Point ID = 32 Hex / 50 Decimal)

3	4	4	1
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Location 772 <b>Safecom – RF Jamming Delay</b> (V2.00+)	0 = No RF Jamming Delay / 1 - 15 = RF Jamming Delay In Minutes	<input type="text" value="0"/>
Location 773 <b>Safecom RF Supervision Time</b> (V2.02+)	0 = No RF Supervision Time / 1 - 15 = RF Supervision Time In Minutes	<input type="text" value="10"/>
Location 846 – 847 <b>Ring Burst Time</b> (V2.04)	Location 846 = Increments Of 5 ms (0 ms – 75 ms) Location 847 = Increments Of 80 ms (0 ms – 1200 ms)	<input type="text" value="0"/> <input type="text" value="0"/>
Location 846 – 847 <b>Ring Burst Time</b> (V2.05+)	Location 846 = Increments Of 5 ms (0 ms – 75 ms) Location 847 = Increments Of 80 ms (0 ms – 1200 ms)	<input type="text" value="4"/> <input type="text" value="6"/>
Location 896 <b>Safecom Reporting Options</b> (V2.00+)	1 = Safecom Communication Reporting Disabled 2 = Arming From ST1000 Base Allowed 4 = Disarming From ST100 Base Allowed 8 = Reserved	<input type="text" value="6"/>
Location 897 <b>System Options 5</b> (V1.37+)	1 = Send 'Test' Report At End Of Siren Time 2 = Power Up In Disarmed State (Re-Boot) 4 = Internal Crystal To Keep Time (V1.40+) 8 = Reserved	<input type="text" value="0"/>
Location 898 <b>System Options 6</b> (V1.33+)	1 = Busy Tone Detection For Domestic Dialling Allowed 2 = 'Kiss-Off' Detection For Domestic Dialling Allowed 4 = Extend Acknowledge Time From 30 To 60 Seconds 8 = If Battery Failed, Restrict Battery Test Only On Arming (V1.35+)	<input type="text" value="3"/>
Location 899 <b>Carrier Sync Options</b>	1 = 100 ms - 15 = 1.5 Seconds (Increments Of 100 ms)	<input type="text" value="9"/>
Location 900 <b>Default Options</b>	0 = Defaulting System Allowed / 15 = Defaulting System Disabled	<input type="text" value="0"/>
Location 901 - 904 <b>System Time</b>	Location 901 = Hour Of The Day (Tens Digit) Location 902 = Hour Of The Day (Units Digit) Location 903 = Minute Of The Day (Tens Digit) Location 904 = Minute Of The Day (Units Digit)	<input type="text" value="0"/> <input type="text" value="0"/> : <input type="text" value="0"/> <input type="text" value="0"/>
Location 920 - 927 <b>Safecom Interface Serial Number</b>		<input type="text" value="0"/> <input type="text" value="0"/> <input type="text" value="0"/> <input type="text" value="0"/> <input type="text" value="0"/> <input type="text" value="0"/> <input type="text" value="0"/> <input type="text" value="0"/>

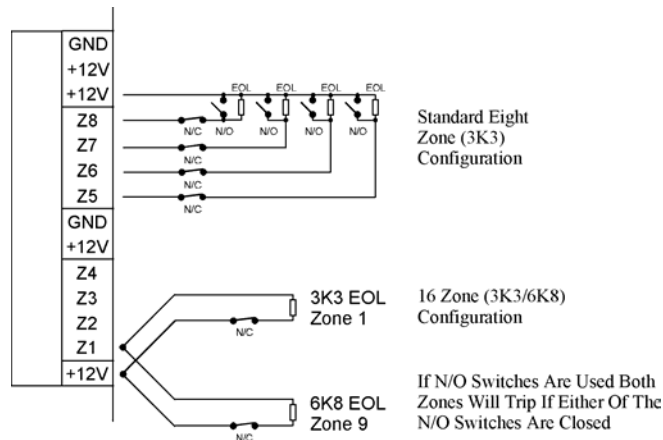
The eight-digit serial number of the Safecom interface board can be read in the above locations.

### Connection For Momentary Or Latching Keyswitch

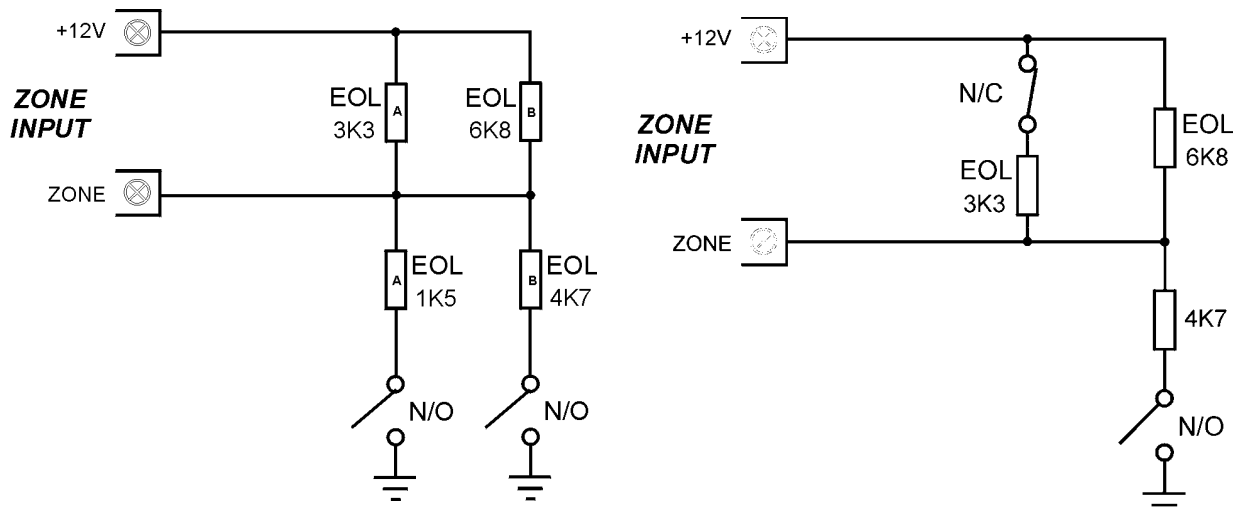


To enable the connection for a momentary or latching keyswitch on the above diagram, refer to "LOCATION 672" under Expansion Board Type to program these options.

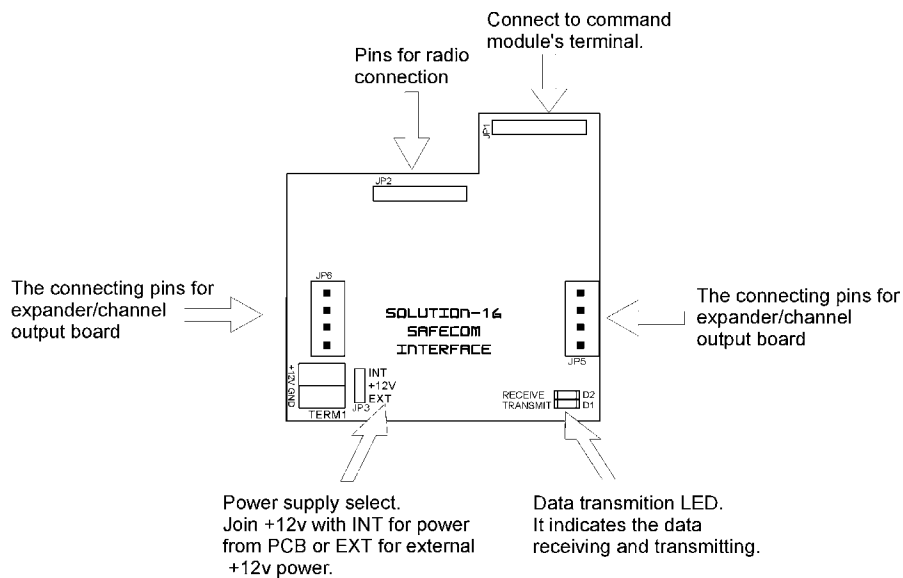
### Connections For Split EOL Resistors For 16 Zone Operation



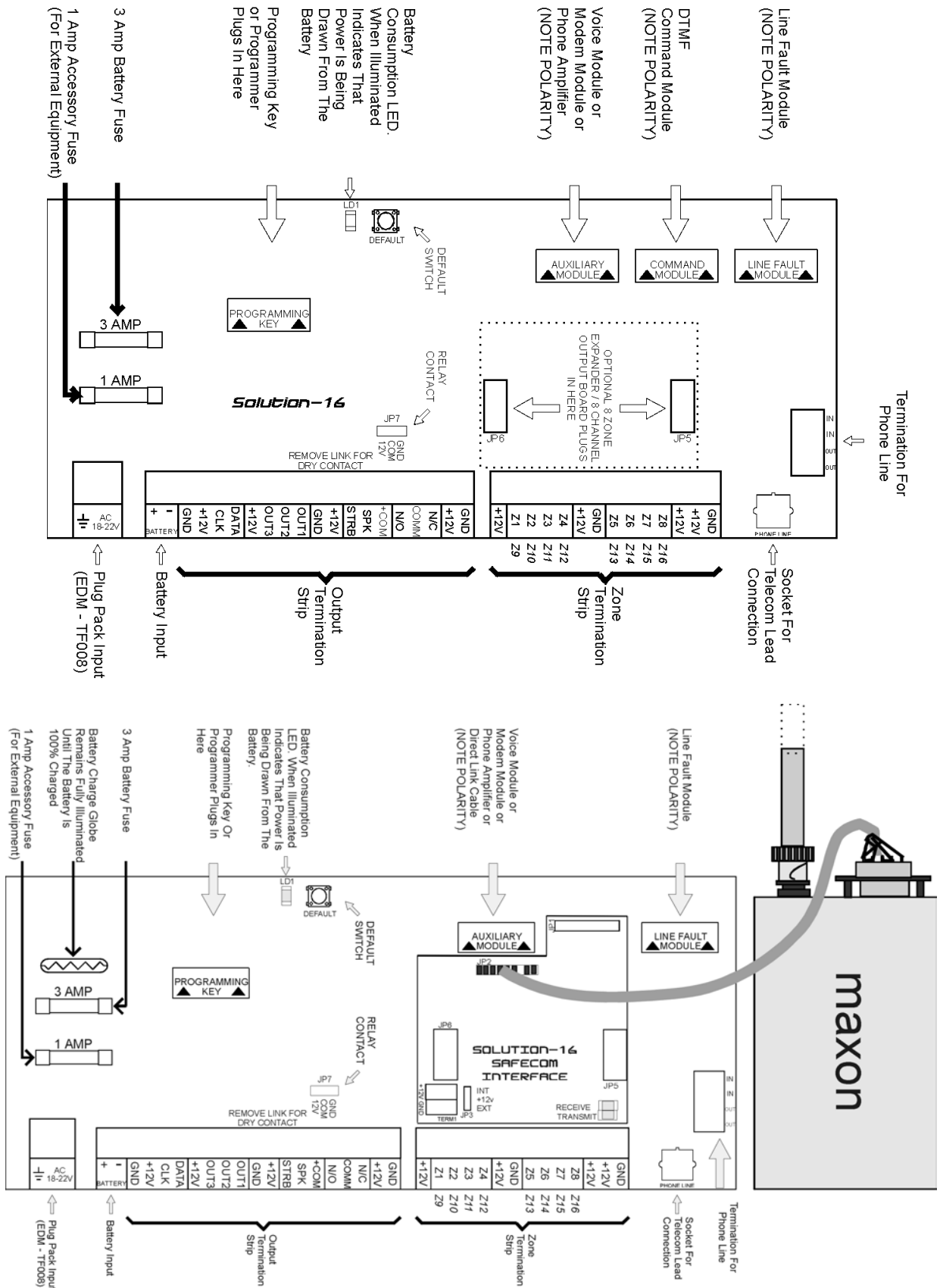
### Connections For Split EOL Resistors For 16 Zone Operation Using N/O Contacts



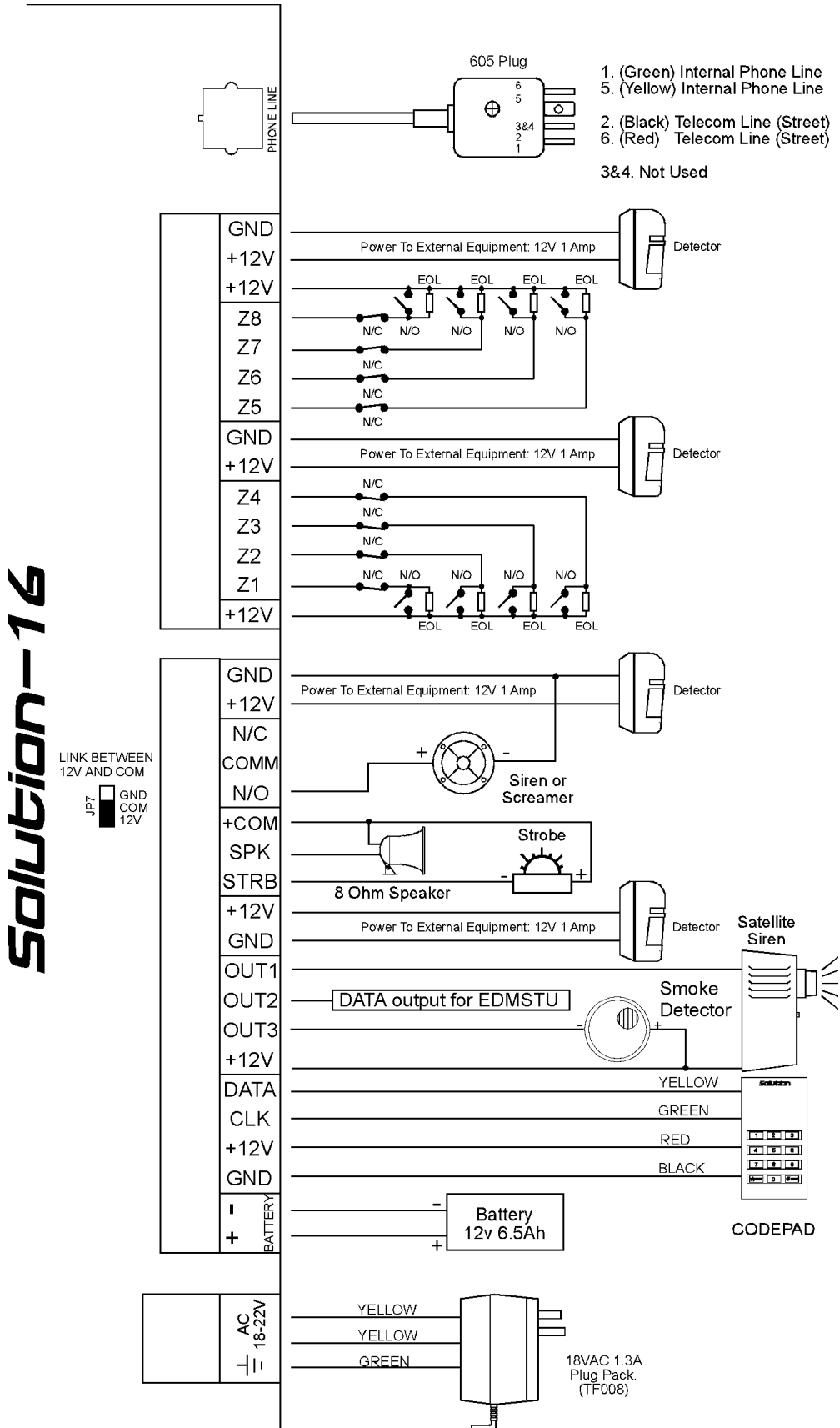
### Safecom Interface



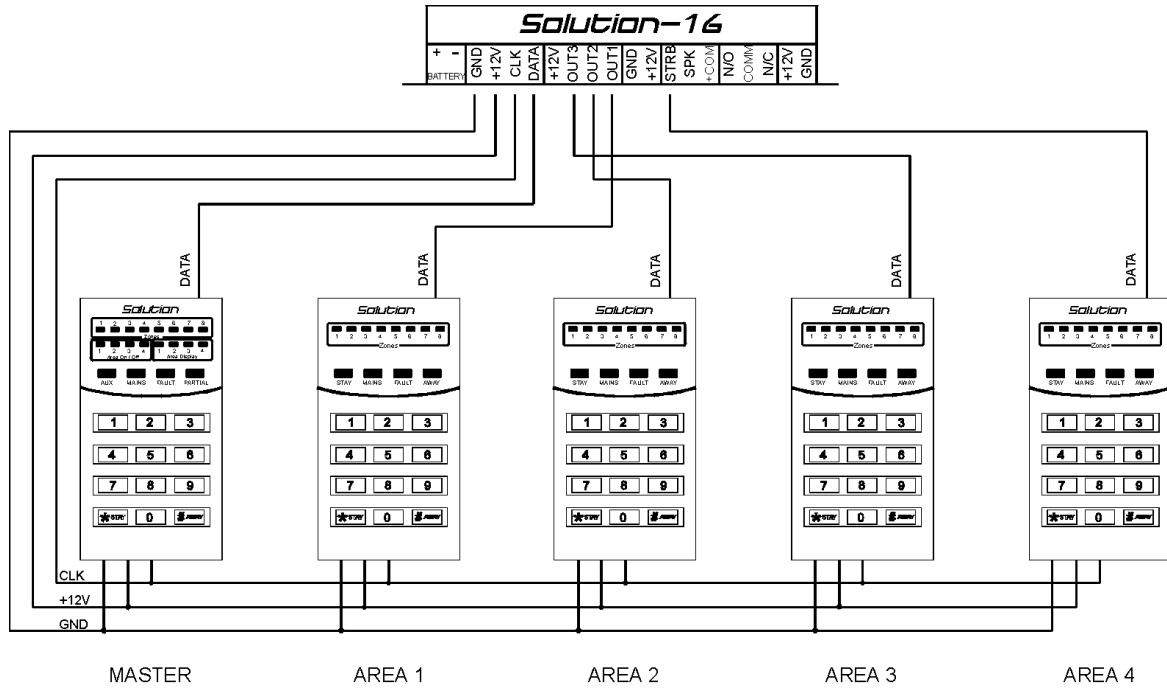
### Component Overlay



Wiring Diagram



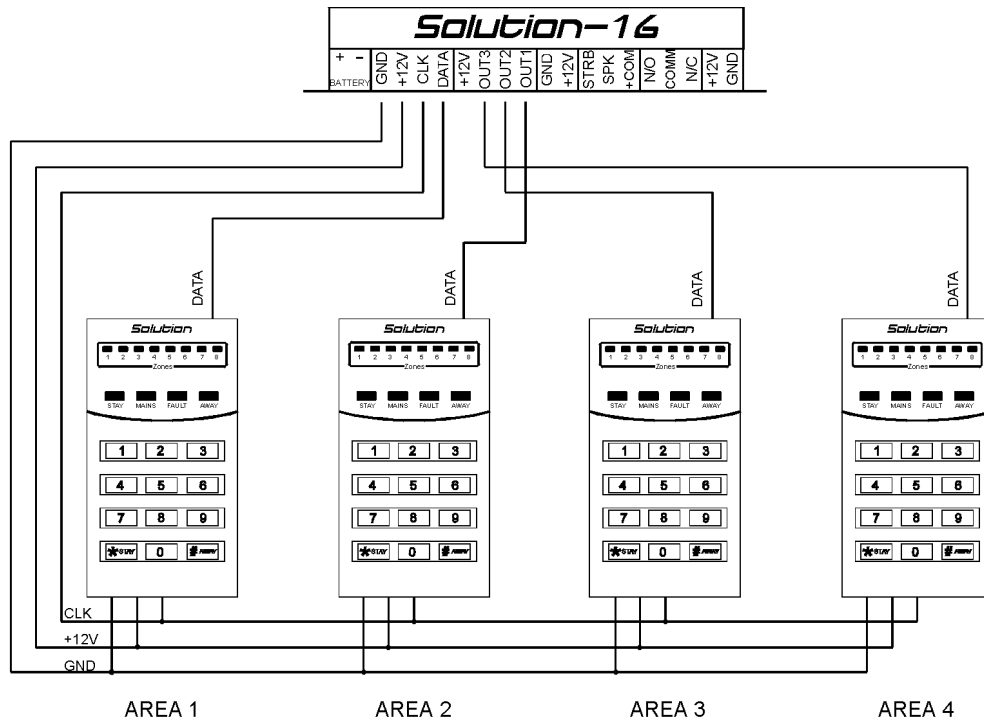
### Codepad Connections (Partitioning)



The following locations must be programmed for the "Area Addressable (CP500A)" codepads to function correctly

- OUT1 - LOCATION 540 = 6, 541 = 0
- OUT2 - LOCATION 546 = 6, 547 = 1
- OUT3 - LOCATION 552 = 6, 553 = 2
- OUT4 - LOCATION 558 = 6, 559 = 3

**Note:** A Master Partitioned codepad requires all DIP Switches to be set in the ON position.



The following locations must be programmed for the "Area Addressable (CP500A)" codepads to function correctly.

- LOCATION 667, Enable Option 1 - Main Codepad To Display Data For Area 1
- OUT1 - LOCATION 540 = 6, 541 = 1,      OUT2 - LOCATION 546 = 6, 547 = 2
- OUT3 - LOCATION 552 = 6, 553 = 3

