#93 USER FRIENDLY MENU MODE

GENERAL INFORMATION

After programming all system related programming fields in the usual way, press #93 to display the first choice of the three menu driven programming functions, which are: Zone Programming (for programming zone types and assigning to partitions), Alpha Programming (for programming alpha descriptors) & Device Programming (for programming console characteristics). Press 0 (NO) or 1 (YES) in response to the selection. Pressing 0 will display the next choice in sequence. Refer to the ZONE PROGRAMMING section for instructions for programming zone characteristics, the DEVICE PROGRAMMING section for instructions for programming remote consoles, and the ALPHA PROGRAMMING section for programming alpha descriptors. The list of commands used while in the menu mode is shown at the right.

#93 MENU MODE KEY COMMANDS

#93	Enters Menu mode
[∗]	Serves as ENTER key. Press to have console accept entry.
[#]	Skips to next screen display without changing existing entries.
0	Press to answer NO
1	Press to answer YES
01-09	All entries are 2-digit entries
00	Escapes from menu mode, back into field programming mode.

NOTE: The following fields should be preset before beginning: 1∗26 First RF Expander; 1∗27 Second RF Expander; 2∗00 Number of Partitions.

ZONE PROGRAMMING

The following fields can be programmed by using the ZONE PROGRAMMING Menu Mode:

ZONE PROGRAMMING FIELDS

∗02-∗05	Zone response types for zones 1-27
∗06-∗08	Right loop assignment for zones 10-32
1∗01-1∗05	Zone response types for zones 28-64
1∗09	Zone response types for RF receivers
1∗10-1∗13	Right loop assignment for zones 33-64
1∗18-1∗25	Wireless zone assignments for zones 1-63
2∗01-2∗08	Zone partition assignments for zones 1-64

IMPORTANT!: Note that before programming zone characteristics, fields 1∗26 & 1∗27 (RF Expander Selects) and field 2∗00 (number of partitions) must be programmed. This identifies the use of RF Receivers and the number of partitions being used in the system.

1. Enter Programming mode, then press #93 to display "ZONE PROG?". Press 1 to enter ZONE PROGRAMMING mode.
2. Enter the zone number to be programmed (01-64, 88-91, 95, 96, 97 or 99). Press [∗] to accept entry.
3. Enter the zone response type for that zone (01-10). The screen will automatically display the zone type for the number entered. Press [∗] to accept entry. If a different zone response type is desired, enter a different number and press [∗].
4. Depending on whether or not RF Expansion has been programmed, and if this zone is between 1-63, the system will ask if this is an RF (wireless) zone. Enter 1 for yes, 0 for no. Press [∗] to accept entry.
5. If the zone number is between 10-64 and the zone has not been selected as a wireless zone, the system will ask if this is a right loop zone. Enter 1 for yes, 0 for no. Press [∗] to accept entry.
6. Enter the partition number for this zone. Press [∗] to accept entry.

   The display will repeat with the zone number question for programming the other zones in the system. Enter 00 to exit back to normal programming mode.

DEVICE PROGRAMMING

1. Enter Programming mode, then press #93 to display "ZONE PROG?". Press 0 (NO) to display "ALPHA PROG?". Press 0 again to display "DEVICE PROG?". Press 1 to enter DEVICE PROGRAMMING mode.
2. Enter the 2-digit console ID number as set by its DIP switches (01-31). Press [∗] to accept entry.
3. Select the type of console, alpha or fixed-word, as prompted (01=alpha; 02=fixed-word). Press [∗] to accept entry. Entering 00 = console not used.
4. Enter the console's default partition number (01 to maximum number of partitions programmed for system in field 2∗00). This is the primary partition for which the console is intended to be used. Press [∗] to accept entry.
5. Enter a number 00-03 for the console sounding suppression options desired for this console as follows:

   Enter 00 for no suppression.
   Enter 01 to suppress arm/disarm & entry/exit beeps.
   Enter 02 to suppress chime mode beeps only.
   Enter 03 to suppress arm/disarm, entry/exit and chime mode beeps.

   The screen will display the next console number to be programmed.

6. Press 00 to exit Menu Mode.

NOTE: Console address 00 is always be set to an alpha console with no sounder suppression options.

ALPHA PROGRAMMING
Assigning Zone & Partition Descriptors

If using a 5137AD console, a user friendly English language description/location of all protection zones, partitions keypad panics, polling loop short and 4280 supervision faults can be programmed into the system. Each description can be composed of a combination of words (up to a maximum of 3) that are selected from a vocabulary of approximately 220 words stored in memory, and any word can have an "s" or " 's " added to it. In addition, up to 20 installer-defined words can be added to those already in memory. Thus, when an alarm or trouble occurs in a zone, an appropriate description for the location of that zone will be displayed at the console. An installer's message can also be programmed for each partition which will be displayed when the system is "Ready" (ex. THE PETERSON's).

To program alpha descriptors, enter Programming mode, then press #93 to display "ZONE PROG?". Press 0 (NO) to display "ALPHA PROG?". Press 1 to enter ALPHA PROGRAMMING mode. There are 5 sub-menu selections that will be displayed one at a time. Press 1 to select the mode desired. Press 0 to display the next mode available. The alpha sub menu selections are:

ZONE DESCRIP.?	for entering zone descriptors.
DEFAULT SCREEN?	for creating custom message; shows when system ready.
CUSTOM WORD?	for creating custom words for use in descriptors.
PART DESCRIP?	for creating 4-character partition names.
EXIT EDIT MODE?	Press 1 to exit back to #93 Menu Mode.

Entering Zone Descriptors

1. Select ZONE DESCRIP mode.
   The console keys perform the following functions:
   - [3] Scrolls both alphabet and actual words in ascending alphabetical order.
   - [1] Scrolls both alphabet and actual words in descending alphabetical order.
   - [2] Adds or removes an "s" or " 's " to a vocabulary word.
   - [6] Toggles between alphabet and actual word list; used to accept entries.
   - [8] Saves the zone description in the system's memory.
   - [#] # plus zone number will display the description for that zone.

2. Key *01 to begin entering the description for zone 1, (key *02 for zone 2, *03 for zone 3 etc.). The following will be displayed: * ZN 01 A

   Note that the first letter of the alphabet appears after the zone number, and that the zone number is automatically included with the description.

3. Select the first letter of the desired description (note that "A" is already displayed). Use key [3] to advance through the alphabet and key [1] to go backward. For example, assume the desired description for zone 1 is BACK DOOR. Press key [3] repeatedly (or hold down the key) until "B" appears, then press key [6]. to display the first available word beginning with B. Repeatedly press key [3] to advance through the available words until the word BACK is displayed. Press key [1] to move backward through the word list.

   To add an "s" or " 's ", press the [2] key. The first depression adds an "s", the second depression adds an " 's ", the third depression displays no character (to erase the character), the fourth depression adds an "s", etc.

   To accept the word, press the [6] key, which toggles back to alphabet list.

4. For selection of the next word (DOOR), repeat step 3, but press key [3] until the desired first letter of the next word appears (in this example, "D"). Then press key [6] to display the first available word beginning with "D". Press key [3] repeatedly until the desired word (DOOR) appears. To accept the word, press the [6] key, which again toggles back to alphabet list.

5. When all desired words have been entered, press key [8] to store the description in memory.

6. To review the zone descriptions, key [#] plus zone number (e.g., #01). To edit zone descriptions, key [*] plus zone number (e.g., *01)

7. To exit the zone description mode, key 00.

NOTE: Alpha descriptor entry can be entered locally at the 5137AD console or remotely using a 4130PC Downloader.

Adding Custom Words

Up to 20 installer-defined words can be added to the built-in vocabulary. Each of the 20 "words" can actually consist of several words, but bear in mind that a maximum of 10 characters can be used for each word string.

1. Select CUSTOM WORD mode. The keys perform the following functions:
   - [3] Advances through alphabet in ascending order.
   - [1] Advances through alphabet in descending order.
   - [6] Selects desired letter; moves the cursor 1 space right.
   - [4] Moves the cursor one space to the left.
   - [7] Inserts a space at the cursor location, erasing any character at that location.
   - [8] Saves the new word in the system's memory.
   - [*] Returns to description entry mode.

4. Key the number of the custom word or word string to be created (01-20). For example, if you are creating the first word (or word string), enter 01; when creating the second word, enter 02, and so on. A cursor will now appear at the beginning of the second line.

5. Use the [3] key to advance through the alphabet (numbers, symbols and special characters are included). Use the [1] key to move back through the alphabet.

   IMPORTANT: Custom words must begin with an alphabetic character. If numbers or symbols are used as the first character, the word will not be saved.

6. When you have reached the desired character, press the [6] key to select it. The cursor will then move to the right, in position for the next character.

7. Repeat steps 5 and 6 to create the desired word (or words). Note that the [4] key can be used to move the cursor to the left if necessary, and that key [7] can be used to enter a blank (or to erase an existing character). Each word or word string cannot exceed 10 characters.

8. Press the [8] key to save the custom word(s) and return to the * ED ?? display. The custom word (or string of words) will be automatically added to the built-in vocabulary at the end of the group of words beginning with the same letter.

9. Repeat steps 4 through 8 to create up to 19 additional custom words (or word strings).

10. Press the [*] key to return to the *ZN ?? display, and follow the zone description entry procedure to assign the new words to a zone description.

11. Key 00 to exit the zone description programming mode.

Creating Partition Descriptors

1. Select "Part DESCRIPT." mode. The system will ask for the partition number desired. Enter the number as a single key.

2. Follow the same procedure as for CUSTOM WORDS, except that partition descriptors are limited to four (4) characters (ex. WHSE for warehouse).

Creating A Custom Message Display (Installer's Message)

Normally, when the system is in the disarmed state, the following display is present on the Console.
****DISARMED**** READY TO ARM

Part or all of the above message can be modified to create a custom installer message for each partition. For example, ****DISARMED**** on the first line or READY TO ARM on the second line could be replaced by the installation company name or phone number for service. Note that there are only 16 character spaces on each of the two lines. To create a custom display message, proceed as follows:

1. Select DEFAULT SCREEN mode. The console will ask for the partition number for this message. Enter the partition number number. Press [*] to accept entry.

   The following will appear:

   ****DISARMED****

   READY TO ARM

   A cursor will be present at the extreme left of the first line (over the first "star"). The [6] key is used to move the cursor to the right and the [4] key to move the cursor to the left. Key [7] may be used to to insert spaces or erase existing characters.

2. For example, to replace READY TO ARM with the message SERVICE:424-0177, proceed as follows:

   Press the [6] key to move the cursor to the right, and continue until the cursor is positioned over the first location on the second line.

   Press the [3] key to advance through the alphabet to the first desired character (in this case, "S"). Use the [1] key to go backward, when necessary. When the desired character is reached, press [6]. The cursor will then move to the next position, ready for entry of the next character (in this example, "E"). When the cursor reaches a position over an existing character, pressing the [3] or [1] key will advance or back up from that character in the alphabet. Proceed in this manner until all characters in the message have been entered.

3. To store this new display message in memory, press the [8] key.

4. Press the [*] key to return to the * ZN ?? display. To confirm that the new message has been stored in memory, press 00 and then press 00 again. The new message should be displayed.

5. Key 00 to exit the descriptor/programming mode.

VOCABULARY OF WORDS STORED IN MEMORY* (5137 CONSOLE ONLY)

AIR	COLD	FOIL	MAGNETIC	REFRIGERATIO	THERMOSTAT
ALARM	COATROOM	FOYER	MAIDS	N	TOOL
ALCOVE	COLLECTION	FREEZER	MAIN	RF	TRANSMITTER
ALLEY	COMBUSTION	FRONT	MASTER	RIGHT	TRAP
AMBUSH	COMPUTER	FUR	MAT	ROOM	ULTRA
AREA	CONTACT	FURNACE	MEDICAL	ROOF	UP
APARTMENT			MEDICINE		UPPER
ART	DAUGHTERS	GALLERY	MICROWAVE	SAFE	UPSTAIRS
ATTIC	DELAYED	GARAGE	MONEY	SCREEN	UTILITY
AUDIO	DEN	GAS	MONITOR	SENSOR	
AUXILIARY	DESK	GATE	MOTHERS	SERVICE	VALVE
	DETECTOR	GLASS	MOTION	SHED	VAULT
BABY	DINING	GUEST	MOTOR	SHOCK	VIBRATION
BACK	DISCRIMINATOR	GUN	MUD	SHOP	VOLTAGE
BAR	DISPLAY			SHORT	
BARN	DOCK	HALL	NORTH	SHOW	WALL
BASEMENT	DOOR	HEAT	NURSERY	SIDE	WAREHOUSE
BATHROOM	DORMER	HIGH		SKYLIGHT	WASH
BED	DOWN	HOLDUP	OFFICE	SLIDING	WEST
BEDROOM	DOWNSTAIRS	HOUSE	OIL	SMOKE	WINDOW
BELL	DRAWER		OPEN	SONIC	WINE
BLOWER	DRIVEWAY	INFRARED	OPENING	SONS	WING
BOILER	DRUG	INSIDE	OUTSIDE	SOUTH	WIRELESS
BOTTOM	DUCT	INTERIOR	OVERFLOW	SPRINKLER	WORK
BOX		INTRUSION	OVERHEAD	STAMP	
BREAK	EAST			STATION	XMITTER
BUILDING	ELECTRIC	JEWELRY	PAINTING	STEREO	
BURNER	EMERGENCY	KITCHEN	PANIC	STORE	YARD
	ENTRY		PASSIVE	STORAGE	
CABINET	EQUIPMENT	LAUNDRY	PATIO	STORY	ZONE
CALL	EXECUTIVE	LEFT	PERIMETER	STRESS	
CAMERA	EXIT	LEVEL	PHONE	STRIKE	0
CAR	EXTERIOR	LIBRARY	PHOTO	SUMP	1ST
CASE		LIGHT	POINT	SUPERVISED	2ND
CASH	FACTORY	LINE	POLICE	SUPERVISION	3RD
CCTV	FAILURE	LIQUOR	POOL	SWIMMING	4TH
CEILING	FAMILY	LIVING	POWER	SWITCH	5TH
CELLAR	FATHERS	LOADING			6TH
CENTRAL	FENCE	LOCK	QUAD	TAMPER	7TH
CIRCUIT	FILE	LOOP		TAPE	8TH
CLIP	FIRE	LOW	RADIO	TELCOPHONE	9TH
CLOSED	FLOOR	LOWER	REAR	TELLER	
COIN	FLOW	MACHINE	RECREATION	TEMPERATURE	
			REFRIG		

Note: *This factory-provided vocabulary of words is subject to change.*