General Information

NOTE: The following fields should be preset before beginning: 1*26 First RF Expander; 1*27 Second RF Expander; 2*00 Number of Partitions; 1*32 receiver type. In addition, receivers should be programmed via Device programming.

After programming all system related programming fields in the usual way, press #93 while still in programming mode to display the first choice of the menu driven programming functions, which are as follows:

| ZONE PROG? |
| 1=Yes 0=No |

For programming the following:
• Zone Number
• Zone Response Type
• RF Zone?
• Right Loop Zone?
• Partition Number for Zone
• Dialer report code for zone

| SERIAL PROG? |
| 1=yes 0=no |

For entering 5800 transmitter & serial number polling loop device serial numbers into the system.

| ALPHA PROG? |
| 1=yes 0=no |

For entering alpha descriptors for the following:
• Zone Descriptors
• Installer's Message
• Custom Words
• Partition Descriptors
• Relay Descriptors

| DEVICE PROG? |
| 1=yes 0=no |

For defining the following device characteristics for addressable devices, including consoles, RF receivers (4281/5881) and 4204 output relay modules:
• Device Address
• Device Type
• Device's Home Partition
• Console Options

For defining output relay functions.

| RELAY PROG? |
| 1=yes 0=no |

Press 0 (NO) or 1 (YES) in response to the displayed menu 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 addressable devices, and the ALPHA PROGRAMMING section for programming alpha descriptors. The following is a list of commands used while in the menu mode.

#93 Menu Mode Key Commands

#93	Enters Menu mode
[Q]	Serves as ENTER key. Press to have console accept entry.
[#]	Backs up to previous screen.
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.

Zone Programming

> **Important!: Note that before programming zone characteristics, fields 1*26 & 1*27 (RF Expander Selects) and field 2*00 (number of partitions) and field 1*32 must be programmed. This identifies the use of RF Receivers and the number of partitions being used in the system.**

Enter Programming mode, then press #93 to display "ZONE PROG?".

```
ZONE PROG?
1=Yes  0=No
```

Press 1 to enter ZONE PROGRAMMING mode. The following screens will appear. Press * to display the next screen. Press # to display a previous screen.

```
Enter Zn No.
00=QUIT   20
```

Enter the zone number to be programmed (01-87, 88-91, 95, 96, 97 or 99). Press [*] to accept entry.

```
Zn ZT  P  RC In:L
20 00 1  00 RF:N
```

A summary screen for that zone will appear.

```
20  Zone Type
Zone disabled  00
```

Each zone in a system must be assigned to a zone type, which defines the way in which the system responds to faults in that zone. Refer to the ZONE TYPE DEFINITIONS section of the Installation Instructions for definitions of each zone type. Enter the zone response type for each zone. 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 [*].

For UL applications, use of 1 or 2 RF RCVRs requires enabling their respective faults (88-91) as applicable (type 5). Zone Types are as follows:

    00   Assign for unused zones
    01   Entry/Exit #1, burglary
    02   Entry/exit #2,
    03   Perimeter, burglary
    04   Interior, follower, burglary
    05   Trouble by day/Alarm by night, burglary
    06   24 hour silent alarm
    07   24 hour audible alarm
    08   24 hour auxiliary
    09   Fire (without timeout for some controls)
    10   Interior, delay, burglary
    20   Arm-stay (not for 5700 transmitters)
    21   Arm-away (not for 5700 transmitters)
    22   Disarm (not for 5700 transmitters)
    23   No alarm response

```
20 Partition
```

Enter the partition number (1-8) that this zone is located in.

```
20 Report Code
```

Enter the report code for this zone.

```
20  Input Device
RF Trans.  RF:
```

Enter the device type as follows: 1=hardwired; 2=device not used; 3=supervised RF transmitter; 4=unsupervised RF transmitter; 5=RF button type transmitter; 6=serial number polling loop device; 7=DIP switch type polling loop device; 8=right loop of DIP switch type device.

Right loops refer to the use of the right loop on a 4190WH zone expander module and/or 4278 PIR, which allow hard-wired devices to be monitored by the polling loop.

After completing this entry, the summary display appears. The display will then repeat with the zone number question for programming the other zones in the system. Enter 00 to exit back to normal programming mode.

Serial Number
Learning/Deleting

| SERIAL # PROG? |
| 0=no   1=yes |

To learn or delete a device's serial number, enter 1 (yes). Enter 0 to move to the **D e v i c e Programming** menu.

| Enter zone no. |
| 00=QUIT |

Enter the zone number of the device to be learned or deleted. Press * to move to the next prompt. Enter 00 to quit Serial Number programming.

If the device for that zone number was not programmed as a serial number input device in the **Zone Programming** menus, a prompt indicating such will appear. Press * to return to the Enter Zone No. prompt.

| 10 PROG AS RF:2 |
| A000-5372:2 |

If a serial number has already been learned for that device, a summary prompt will appear displaying the type of device and its serial number. Press * to continue to the Delete S/N prompt.

| DELETE S/N? |
| 0=No, 1=Yes |

Enter 1 to delete the displayed serial numbered device. Enter 0 if this device should not be deleted.

| Input type |
| Input = 0 or 3-6 |

If a serial number for that device has not been learned yet, and if the device assigned to that zone number has been programmed as a serial number input device in the **Zone Programming** menus, this prompt will appear. Enter the device input type as follows: 0=none, 3= supervised RF transmitter, 4= unsupervised RF transmitter, 5= RF button type, 6= serial polling loop device. Press * to move to the next prompt.

| Learn S/N? |
| 0=No, 1=Yes |

If adding a new serial number device to the system, this prompt will appear after entering the input type.. Enter 1 to have the system learn the device's serial number. To learn the serial number at a later time but retain the zone programming information, enter 0. If 0 is entered, a zone summary screen appears (described later). Press * to return to the Enter Zone No. prompt to learn another device's serial number or to exit learn menus.

| Input S/N:L |
| Axxxxxx -xxxxxxxx:L |

If 1 was entered at the Learn S/N? prompt, this screen will appear. The device's serial number can be manually entered, or it can be automatically learned by faulting the device at least twice (causing 2 transmissions). Two transmissions must be received. The console will beep with each transmission received. Press * to continue.

| 10 PROG AS RF:2 |
| A000-5372:2 |

A summary screen will appear if the serial number was successfully learned. Press * to continue.

| XX ZT P RC IN:L |

A summary screen for the zone programming will appear showing the zone number, zone type (ZT), partition assignment (P), report code (RC), and input device type (IN:L). Press * to continue. The Enter Zone No. prompt will appear again.

Device Programming   This menu is used to program consoles, receivers and relay modules.
From Data Field Programming mode, press #93 to display "ZONE PROG?". Press 0 repeatedly to display "DEVICE PROG?".

DEVICE PROG? 1=yes 0=no

Press 1 to enter DEVICE PROGRAMMING mode.

DEVICE ADDRESS? 01-31

Enter the 2-digit ID number as set by the device's DIP switches (01-31). Press [*] to accept entry.

DEVICE TYPE

Select the type of addressable device as follows:
    00 = device not used
    01 = alpha console (6139)
    02 = fixed word console (6128)
    03 = RF receiver (4281/5881)
    04 = output relay module (4204)
Press [*] to accept entry.

RF EXPANDER HOUSE ID   XX

If device type 3 is selected, this prompt will appear. Enter the 2-digit house ID (00-31)

CONSOLE HOME PART. (1-8)   X

If device type 01 or 02 was selected this prompt will appear. Enter the addressable device'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 device is intended to be used. Press [*] to accept entry.

SOUNDER OPTION

Addressable consoles can be individually programmed to suppress arm/disarm beeps, entry/exit beeps and chime mode beeps. This helps prevent unwanted sounds from disturbing users in other areas of the premises.

Enter a number 00-03 for the console sounding suppression options desired for the console as follows:
    00 = no suppression.
    01 = suppress arm/disarm & entry/exit beeps.
    02 =suppress chime mode beeps only.
    03 = suppress arm/disarm, entry/exit **and** chime mode beeps.
The screen will display the next device number to be programmed.
Press 00 to exit Menu Mode.

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

Relay Programming

The 4140XMPT2 supports up to sixteen (16) X-10 and/or relay outputs. The X-10 interface is made via a 4300 plug-in transformer. Relay and X-10 devices are interchangeable in functionality. Once a device is programmed into the system, the user sees no difference between an X-10 or a relay output device.

Relays can be used to perform many different function and actions. Each relay must be programmed to begin one of four types of ACTIONS at a designated START event and end that ACTION at a designated STOP event.

> These relay output actions are performed **in response** to a programmed condition. The system can also activate relays to **initiate** and action at programmed times by using the #80 Scheduling Menu Mode–Time Driven Events function.

Action (A)
The "ACTION" of a relay is the way in which the relay will respond when activated by the "START" event. There are 4 different choices of actions:

1) **CLOSE for 2 Seconds**....The relay will activate for 2 seconds then reset. Because the relay resets on its own, "STOP" programming is not necessary
2) **CLOSE….**The relay will activate and remain activated until it is told to deactivate by the "STOP" programming.
3) **PULSE ON and OFF....**The relay will pulse (intermittent activation) until it is told to deactivate by the "STOP" programming.
4) **No Response....**Relay is not used.

START
The "START" programming determines when and under what conditions the relay will activate. There are 4 parts that must be programmed; Event, Zone List, and Zone type/System Operation. Each part is described below.

1) **EVENT (EV)**....The "EVENT" instructs the relay what condition must occur to the zone(s) programmed into the "ZONE LIST" in order to activate the relay. The "EVENT" and "ZONE LIST" work together. There are 5 different choices of events:

_ ALARM....An alarm condition occurring on any zone in the zone list will activate the relay.

_ FAULT....A fault condition (whether control is armed or disarmed) on any zone in the zone list will activate the relay.

_ TROUBLE....A trouble condition occurring on any zone in the zone list will activate the relay. **(*A trouble condition can only occur on fire and day/night zones*).**

_ NOT USED....Use when an "EVENT" is not needed. If a "ZONE LIST" is not being used because a "ZONE TYPE/SYSTEM OPERATION" is, it is not necessary to use an "EVENT" or a "ZONE LIST".

2) **ZONE LIST (ZL)....**A "ZONE LIST" is a list of zones selected by the installer via menu selection after relay programming is completed. When an event occurs as assigned by "EVENT" on any zone within that list, the relay will activate as selected in "ACTION". In this way many zones can be assigned to a single event very easily. For example: you may wish a relay to activate (perhaps to activate a strobe to get a visual indication) whenever one zone of a group of zones is faulted.

3) **ZONE TYPE/SYSTEM OPERATION (ZT)**....Instead of using a "ZONE LIST" and "EVENT", a specific zone response type or action can be selected to activate the relay. If a specific zone response type is chosen, any zone of that type going into alarm, trouble, or fault will cause the relay to activate as selected in "ACTION". Any zone of that type that restores will deactivate the relay. If a "SYSTEM OPERATION" is chosen, that operation will cause the relay to activate as selected in "ACTION".

The following is a list of choices for (ZT):

CHOICES FOR ZONE TYPES:

00 = No Response (Not Used)
01 = Entry/Exit #1
02 = Entry/exit #2
03 = Perimeter
04 = Interior Follower
05 = Trouble Day/Alarm Night
06 = 24 Hr Silent
07 = 24 Hr Audible
08 = 24 Hr Aux
09 = Fire
10 = Interior w/Delay
23 = No alarm response

CHOICES FOR SYSTEM OPERATION:

20 = Arming-Stay
21 = Arming-Away
22 = Disarming (Code+Off)
31 = End of Exit Time
32 = Start of Entry Time
33 = Any Burglary Alarm
34 = Code + # + 71 Key Entry
35 = Code + # + 72 Key Entry
36 = At Bell Timeout **
37 = 2 Times Bell Timeout**
38 = Chime
39 = Any Fire Alarm
40 = Bypassing
41 = AC Power Fail
42 = System Battery Low
43 = Communication failure
44 = RF low battery
45 = polling loop failure
51 = RF receiver failure
52 = kissoff
54 = fire zone reset
55 = disarm + 1 minute
56 = XX minutes (enter XX in field 1*74; stop condition only)
57 = YY seconds (enter YY in field 1*75; stop condition only)
58 = Duress
60 = Alarm Verification Usage (use for both START and STOP)

** Or at Disarming, whichever occurs earlier

STOP
The "STOP" programming determines when and under what conditions the relay will deactivate. There are 3 parts that must be programmed; Restore Zone List, Zone type/System Operation, and Partition. Each part is described below.

1) **RESTORE ZONE LIST (ZL)**....If a "RESTORE ZONE LIST" is used, the relay action will deactivate when all the zones in that list restore from a previous fault or alarm condition. This will occur regardless of what is programmed to start the relay, therefore, a "RESTORE ZONE LIST" would normally only be used when a "ZONE LIST" is used to start the relay.

2) **ZONE TYPE/SYSTEM OPERATION (ZT)**....Instead of using a "RESTORE ZONE LIST" , a specific zone response type or action can be selected to deactivate the relay. If a specific zone response type is chosen, any zone of that type that restores from a previous alarm, trouble, or fault condition will cause the relay to deactivate. If a "SYSTEM OPERATION" is chosen, that operation will cause the relay to deactivate.

Relay Programming Menus

From #93 Menu Mode, select Relay Programming Menu.
Press * to advance to next screen. Press # to backup to previous screen.

Screen	Description
Enter Relay No. (00=Quit) 01	Enter the relay (output device) identification number 1-16. This is a reference number only, for identification purposes. The actual module address and relay number on the module is programmed in the last two prompts.
02 A EV ZL ZT P STT 0 0 0 00	The console will display a summary START screen.
02 A EV ZL ZT P STOP 0 0 0 00	The console displays a summary STOP screen.
02 Relay Action No Response	Enter the desired relay action as follows: 0=not used; 1=closed for 2 secs.; 2=stay closed; 3=pulse on/off
02 Start Event Not used	Enter the event code to start the relay action as follows: 0=not used; 1=alarm; 2=fault; 3=trouble; 4=restore
02 Start: Zn LIST No list	If a zone list is being used to start this relay action, enter the zone list number 1-8. If a zone list is not being used, enter 0.
02 Start: Zn Typ	If a zone type/system operation is being used to start the relay action, enter the 2-digit code as listed in the Zone Type/System Operation definitions section earlier.
02 Start Part	Enter 0 for any partition. Enter 1-8 for specific partition number.
02 Stop: Zn LIST No list	If a zone list is being used to stop this relay action, enter the zone list number 1-8. If a zone list is not being used, enter 0.
02 Stop: Zn Typ	If a zone type/system operation is being used to stop the relay action, enter the 2-digit code as listed in the Zone Type/System Operation definitions section.
02 Stop Part	Enter 0 for any partition. Enter 1-8 for specific partition number.
Relay Group	Relays may be grouped for common activation by time driven events (commands 06-10). Enter 0 (no group) or 1-8 for specific partition number.
Restriction 1=yes 0=no	The system may have some devices which are not intended to be under end user control, such as relays activating fire doors or machinery. Enter 1 if the end user will be restricted from accessing this relay group.
Relay Type	Enter 1 for relays. Enter 2 for X-10 devices.
House Code	For X-10 devices, enter the letter house code. A=0, B=1, C=2, etc. (00-15)
Unit code	For X-10 devices, enter the numerical unit code (01-15)
ECP ADDRESS	For relay module (4204) outputs, enter the actual relay module's address set by its DIP switch (01-15). Up to 4 modules can be installed in a system.
MODULE RELAY #	For relay module (4204) outputs, enter the specific relay number on that module (1-4). The console displays the two summary screens again.

Zone List Programming

After entering all relay menu items, up to eight (8) zone lists can be entered by entering 00 at the ENTER RELAY No. prompt.

| Enter Zone LIST
00=QUIT   00 | Enter the zone list number 1-8. |

| 01 Enter Zn Num.
00=QUIT   00 | Enter each zone to be included in this zone list, pressing * to enter each zone number. |

| 01 Del Zn LIST? | Enter 0 to save the zone list entered. Enter 1 to delete that zone list. |

| 01 Delete Zone?
0=No   1=Yes | Enter 1 to delete one or more zones in that zone list. Enter 0 if no changes are necessary. If 1 is entered, the following screen will appear, otherwise the zone list no. prompt will reappear. |

| 01 Zn to Delete?
00=QUIT 00 | Enter each zone number to be deleted from the zone list, pressing * after each number. |

| View Zn LIST
00=QUIT 00 | This will appear if 00 is pressed at the ENTER ZONE LIST prompt. Enter the zone list number that you wish to view. |

| XX ASSIGNED ZONE
00=QUIT 00 | Press * to scroll through all zones in that list. Enter 00 to quit. |

Alpha Programming   If using a 6139 alpha console in the system, a user friendly word description/location of all protection zones, partitions' keypad panics, polling loop short and RF receiver 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 244 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 6 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; displayed when system ready. |

| CUSTOM WORD? | for creating custom words for use in descriptors. |

| PART DESCRIP? | for creating 4-character partition names. |

| RELAY DESCRIP? | for creating relay descriptors |

| EXIT EDIT MODE? | Press 1 to exit back to #93 Menu Mode. |

Entering Zone Descriptors
1.   Select ZONE DESCRIPTOR 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. One of two methods of entering the words can now be used *(assume, for example that the desired description for zone 1 is BACK DOOR)* :
    a) Press [#] followed by the 3 digit number of the first word from the fixed dictionary shown on the next page (e.g., [0][1][3] for BACK). Press [6] in order to save the word and proceed, **or...**
    b) 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 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.

Entering Zone Descriptors (continued)

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 then press *.

NOTE: Alpha descriptor entry can be entered locally at the alpha console or remotely using a V-LINK 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.
2. 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.
3. One of two methods of entering the custom word's characters can now be used (refer to the CHARACTER LIST of letters, numbers, and symbols on the next page):

   a) Press the [#] key, followed by the two digit entry for the first letter you would like to display (e.g., [6][5] for "A"), or...

   b) Use the [3] key to advance through the list of symbols, numbers, and letters. Use the [1] key to move back through the list.

   When zone descriptors are being entered as described in step 3a the custom word numbers are 250 to 269 for words 1 to 20 respectively. When being entered as described in step 3b, each word will be found at the end of the group of words that begin with the same letter as it does.

   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.
4. 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.
5. Repeat steps 3 and 4 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.
6. Press the [8] key to save the custom word(s) and return to the CUSTOM WORD? 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.
7. Repeat steps 2 through 6 to create up to 19 additional custom words (or word strings).
8. Key 00 at custom word prompt then press * 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. 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 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. The system will ask for a new partition number. Enter 00 to quit or 1-8 for a new partition number.

Creating Relay Descriptors
Select relay descript mode. The system will ask for the relay number desired. Enter 01-16 (00 to quit). Follow the same procedure as for CUSTOM WORDS. Relay descriptors may have up to 10 characters.

ALPHA VOCABULARY

(For Entering Alpha Descriptors. To select a word, press [#] followed by the word's 3-digit number.)

000	*(Word Space)*	052	DETECTOR	102	INTERIOR	151	POLICE	202	TRANSMITTER
001	AIR	053	DINING	103	INTRUSION	152	POOL	203	TRAP
002	ALARM	054	DISCRIMINATOR			153	POWER		
003	ALCOVE	055	DISPLAY	104	JEWELRY			204	ULTRA
004	ALLEY	056	DOCK	105	KITCHEN			205	UP
005	AMBUSH	057	DOOR			154	QUAD	206	UPPER
006	AREA	058	DORMER	106	LAUNDRY			207	UPSTAIRS
007	APARTMENT	059	DOWN	107	LEFT	155	RADIO	208	UTILITY
008	ART	060	DOWNSTAIRS	108	LEVEL	156	REAR	209	VALVE
009	ATTIC	061	DRAWER	109	LIBRARY	157	RECREATION	210	VAULT
010	AUDIO	062	DRIVEWAY	110	LIGHT	158	REFRIG	211	VIBRATION
011	AUXILIARY	063	DRUG	111	LINE	159	REFRIGERATION	212	VOLTAGE
		064	DUCT	112	LIQUOR	160	RF		
012	BABY			113	LIVING	161	RIGHT	213	WALL
013	BACK	065	EAST	114	LOADING	162	ROOM	214	WAREHOUSE
014	BAR	066	ELECTRIC	115	LOCK	163	ROOF	215	WASH
015	BARN	067	EMERGENCY	116	LOOP			216	WEST
016	BASEMENT	068	ENTRY	117	LOW	164	SAFE	217	WINDOW
017	BATHROOM	069	EQUIPMENT	118	LOWER	165	SCREEN	218	WINE
018	BED	070	EXECUTIVE			166	SENSOR	219	WING
019	BEDROOM	071	EXIT	119	MACHINE	167	SERVICE	220	WIRELESS
020	BELL	072	EXTERIOR	120	MAGNETIC	168	SHED	221	WORK
021	BLOWER			121	MAIDS	169	SHOCK		
022	BOILER	073	FACTORY	122	MAIN	170	SHOP	222	XMITTER
023	BOTTOM	074	FAILURE	123	MASTER	171	SHORT		
024	BOX	075	FAMILY	124	MAT	172	SHOW	223	YARD
025	BREAK	076	FATHERS	125	MEDICAL	173	SIDE		
026	BUILDING	077	FENCE	126	MEDICINE	174	SKYLIGHT	224	ZONE (No.)
027	BURNER	078	FILE	127	MICROWAVE	175	SLIDING	225	ZONE
		079	FIRE	128	MONEY	176	SMOKE		
028	CABINET	080	FLOOR	129	MONITOR	177	SONIC	226	0
029	CALL	081	FLOW	130	MOTHERS	178	SONS	227	1
030	CAMERA	082	FOIL	131	MOTION	179	SOUTH	228	1ST
031	CAR	083	FOYER	132	MOTOR	180	SPRINKLER	229	2
032	CASE	084	FREEZER	133	MUD	181	STAMP	230	2ND
033	CASH	085	FRONT			182	STATION	231	3
034	CCTV	086	FUR	134	NORTH	183	STEREO	232	3RD
035	CEILING	087	FURNACE	135	NURSERY	184	STORE	233	4
036	CELLAR					185	STORAGE	234	4TH
037	CENTRAL	088	GALLERY	136	OFFICE	186	STORY	235	5
038	CIRCUIT	089	GARAGE	137	OIL	187	STRESS	236	5TH
039	CLIP	090	GAS	138	OPEN	188	STRIKE	237	6
040	CLOSED	091	GATE	139	OPENING	189	SUMP	238	6TH
041	COIN	092	GLASS	140	OUTSIDE	190	SUPERVISED	239	7
042	COLD	093	GUEST	141	OVERFLOW	191	SUPERVISION	240	7TH
043	COATROOM	094	GUN	142	OVERHEAD	192	SWIMMING	241	8
044	COLLECTION					193	SWITCH	242	8TH
045	COMBUSTION	095	HALL	143	PAINTING	194	TAMPER	243	9
046	COMPUTER	096	HEAT	144	PANIC	195	TAPE	244	9TH
047	CONTACT	097	HIGH	145	PASSIVE	196	TELCO	250	Custom Word 1
		098	HOLDUP	146	PATIO	197	TELEPHONE	to	
048	DAUGHTERS	099	HOUSE	147	PERIMETER	198	TELLER	269	Custom Word 20
049	DELAYED			148	PHONE	199	TEMPERATURE		
050	DEN	100	INFRARED	149	PHOTO	200	THERMOSTAT		
051	DESK	101	INSIDE	150	POINT	201	TOOL		

CHARACTER (ASCII) CHART
(For Adding Custom Words)

32	(space)	42	*	52	4	62	>	72	H	82	R
33	!	43	+	53	5	63	?	73	I	83	S
34	"	44	,	54	6	64	@	74	J	84	T
35	#	45	-	55	7	65	A	75	K	85	U
36	$	46	.	56	8	66	B	76	L	86	V
37	%	47	/	57	9	67	C	77	M	87	W
38	&	48	0	58	:	68	D	78	N	88	X
39	'	49	1	59	;	69	E	79	O	89	Y
40	(	50	2	60	<	70	F	80	P	90	Z
41	)	51	3	61	=	71	G	81	Q		

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