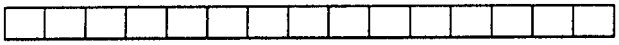
PROGRAMMING WORK SHEET

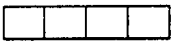
NOTE: IN SECTIONS [01] THRU [15] DO NOT ENTER ANY DATA IN SECTIONS THAT ARE NOT USED.

[01] 1ST PHONE NUMBER



(enter [0] for digit 0 in phone number)
(enter [*4*] (HEX D) for additional dial tone detection between phone number digits as in local PBX systems)
(be sure to enter [#] to end number)

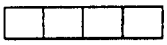
[02] 1ST CUSTOMER ACCOUNT CODE



(for 3 digit code enter [0] for last digit)
(enter [*1*] (HEX A) for digit 0 in account code)

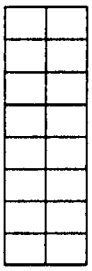
[03] 2ND PHONE NUMBER

[04] 2ND CUSTOMER ACCOUNT CODE



[05] ZONES 1 TO 8 ALARM REPORTING CODES

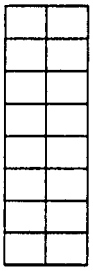
ZONE 1 ALARM
ZONE 2 ALARM
ZONE 3 ALARM
ZONE 4 ALARM
ZONE 5 ALARM
ZONE 6 ALARM
ZONE 7 ALARM
ZONE 8 ALARM



(for single digit reporting codes enter [0] as 2nd digit)
(enter [*1*] (HEX A) to transmit a 0 a 0 digit is 10 pulses)

[06] ZONES 9 TO 16 ALARM REPORTING CODES

ZONE 9 ALARM
ZONE 10 ALARM
ZONE 11 ALARM
ZONE 12 ALARM
ZONE 13 ALARM
ZONE 14 ALARM
ZONE 15 ALARM
ZONE 16 ALARM



(for single digit reporting codes enter [0] as 2nd digit)
(enter [*1*] (HEX A) to transmit a 0 a 0 digit is 10 pulses)

[07] ZONES 1 TO 8 RESTORAL REPORTING CODES

ZONE 1 ALARM
ZONE 2 ALARM
ZONE 3 ALARM
ZONE 4 ALARM
ZONE 5 ALARM
ZONE 6 ALARM
ZONE 7 ALARM
ZONE 8 ALARM

[08] ZONES 9 TO 16 RESTORAL REPORTING CODES

ZONE 9 ALARM	
ZONE 10 ALARM	
ZONE 11 ALARM	
ZONE 12 ALARM	
ZONE 13 ALARM	
ZONE 14 ALARM	
ZONE 15 ALARM	
ZONE 16 ALARM	

[09] UTILITY ALARM REPORTING CODES

FIRE ZONE*	
AUXILIARY INPUT ZONE*	
BATTERY TROUBLE**	
AC FAILURE TROUBLE**	
FOIL ZONE(S) TROUBLE**	
BELL CIRCUIT TROUBLE**	
FIRE ZONE TROUBLE**	
AUX POWER SUPPLY TROUBLE**	

* Priority alarms/restoral
** Maintenance alarms/restoral see section [33]

[10] UTILITY RESTORAL REPORTING CODES

FIRE ZONE*	
AUXILIARY INPUT ZONE*	
BATTERY TROUBLE**	
AC FAILURE TROUBLE**	
FOIL ZONE(S) TROUBLE**	
BELL CIRCUIT TROUBLE**	
FIRE ZONE TROUBLE**	
AUX POWER SUPPLY TROUBLE**	

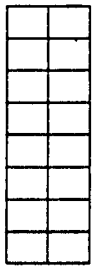
* Priority alarms/restoral
** Maintenance alarms/restoral see section [33]

[11] CLOSING (ARMING) REPORTING CODES FOR ACCESS CODES 1 TO 8

ACCESS CODE 1	
ACCESS CODE 2	
ACCESS CODE 3	
ACCESS CODE 4	
ACCESS CODE 5	
ACCESS CODE 6	
ACCESS CODE 7	
ACCESS CODE 8	

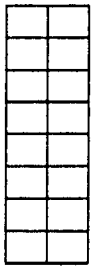
[12] CLOSING (ARMING) REPORTING CODES FOR ACCESS CODES 9 TO 16

ACCESS CODE 9
ACCESS CODE 10
ACCESS CODE 11
ACCESS CODE 12
ACCESS CODE 13
ACCESS CODE 14
ACCESS CODE 15
ACCESS CODE 16



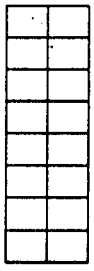
[13] OPENING (DISARMING) REPORTING CODES FOR ACCESS CODES 1 TO 8

ACCESS CODE 1
ACCESS CODE 2
ACCESS CODE 3
ACCESS CODE 4
ACCESS CODE 5
ACCESS CODE 6
ACCESS CODE 7
ACCESS CODE 8



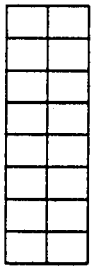
[14] OPENING (DISARMING) REPORTING CODES FOR ACCESS CODES 9 TO 16

ACCESS CODE 9
ACCESS CODE 10
ACCESS CODE 11
ACCESS CODE 12
ACCESS CODE 13
ACCESS CODE 14
ACCESS CODE 15
ACCESS CODE 16



[15] MISCELLANEOUS FUNCTIONS REPORTING CODES

PARTIAL CLOSING***
KEYPAD PANIC ALARM [P]*
KEYPAD FIRE ALARM [F]*
KEYPAD EMERGENCY ALARM [A]*
KEYPAD PANIC RESTORAL [P]*
KEYPAD FIRE RESTORAL [F]*
KEYPAD EMERGENCY RESTORAL [A]*
PERIODIC TEST TRANSMISSION**



* Priority alarms/restoral
** Maintenance alarms/restoral see section [33]
***Transmission reports with section [11] & [14] (openings closings)

NOTE: When defining zones, assign delay zones first to zones 1,2,3.... then assign the other types to the remaining zones in any order desired.

[16] ZONE DEFINITIONS FOR ZONES 1 TO 8

		FACTORY PROGRAMMED (DEFAULT)
ZONE 1		
ZONE 2		
ZONE 3		
ZONE 4		
ZONE 5		
ZONE 6		
ZONE 7		
ZONE 8		

1ST DIGIT
0= SLOW,AUDIBLE
# 1= SLOW, SILENT
2= FAST, AUDIBLE
# 3= FAST, SILENT

* The maximum delays allowed for U.L. installations are: Entry delay = 45 sec. Exit delay = 60*
# Not allowed for U.L. Local installations

2ND DIGIT

0= DELAY	0
1= INSTANT	1
2= INTERIOR	1
3= INTERIOR... HOME/AWAY	1
4= 24HR...BELL	1
5= 24HR...BELL/BUZZER	1
6= 24HR...BUZZER	1
7= DOUBLE DELAY	1
8= 4x DELAY	
9= FOIL	

[17] ZONE DEFINITIONS FOR ZONES 9 TO 16

ZONE 9	
ZONE 10	
ZONE 11	
ZONE 12	
ZONE 13	
ZONE 14	
ZONE 15	
ZONE 16	

1ST DIGIT
0= SLOW,AUDIBLE
1= SLOW, SILENT
NOTE.....
ZONES 9 - 16 CANNOT BE PROGRAMMED FOR FAST RESPONSE - DO NOT USE FAST RESPONSE DEVICES ON THESE LOOPS.
(eg. Vibration Detectors)

2ND DIGIT

0= DELAY	1
1= INSTANT	1
2= INTERIOR	1
3= INTERIOR... HOME/AWAY	1
4= 24HR...BELL	1
5= 24HR...BELL/BUZZER	1
6= 24HR...BUZZER	1
7= DOUBLE DELAY	1
8= 4x DELAY	
9= FOIL	

[18] 1ST SYSTEM OPTION CODE

	ZONE LIGHT ON	ZONE LIGHT OFF	
ZONE LIGHT 1	COMMUNICATION DISABLED	COMMUNICATION ENABLED	OFF
ZONE LIGHT 2	RESTORALS ON BELL TIMEOUT	RESTORALS ON DISARMING	OFF
ZONE LIGHT 3	ALARM DISPLAY WHILE ARMED	NO ALARM DISPLAY/ARMED	OFF
ZONE LIGHT 4	DTMF DIALING	PULSE DIALING	OFF
ZONE LIGHT 5	N/C LOOPS	EOL RESISTORS LOOPS	OFF
ZONE LIGHT 6	KEYPAD [P]ANIC AUDIBLE	SILENT	OFF
ZONE LIGHT 7	CALL 1ST PHONE ONLY	BACK UP TO 2ND PHONE	OFF
ZONE LIGHT 8	16TH CODE = MAID'S CODE	NORMAL CODE	OFF

[19] 2ND SYSTEM OPTION CODE

	ZONE LIGHT ON	ZONE LIGHT OFF	
ZONE LIGHT 1	SEND OPENING AFTER ALARM	SEND OPENING NORMALLY	OFF
ZONE LIGHT 2	MASTER CODE NOT CHANGEABLE	MASTER CODE CHANGEABLE	OFF
ZONE LIGHT 3	BELL SQUAWK ENABLED (1)	BELL SQUAWK DISABLED	OFF
ZONE LIGHT 4	PC16 OUT ENABLED	PC16 OUT DISABLED	OFF
ZONE LIGHT 5	TLM TROUBLE ONLY	NORMAL	OFF
ZONE LIGHT 6	1400Hz RADIONICS	2300Hz RADIONICS	OFF
ZONE LIGHT 7	TLM DISABLED (2)	TLM ENABLED	OFF
ZONE LIGHT 8	USER CODE REQ'D FOR SHUNT	USER CODE NOT REQ'D	OFF

(1) WITH BELL SQUAWK ENABLED – the siren/bell will sound one short burst on arming and two short bursts on disarming.
(2) If this equipment is not connected to a telephone line then TLM should be disabled

FACTORY PROGRAMMED (DEFAULT)

[20] ZONES 1 TO 8 BY-PASS (SHUNT) MASK

ZONE LIGHT 1		NOTE.....	ON
ZONE LIGHT 2		IF ZONE LIGHT IS ON,	ON
ZONE LIGHT 3		THE ZONE CAN BE BY-PASSED	ON
ZONE LIGHT 4		USING THE [*][1] COMMAND)	ON
ZONE LIGHT 5			ON
ZONE LIGHT 6			ON
ZONE LIGHT 7			ON
ZONE LIGHT 8			ON

[21] ZONES 9 TO 16 BY-PASS (SHUNT) MASK

ZONE LIGHT 1		NOTE.....	ON
ZONE LIGHT 2		IF ZONE LIGHT IS ON,	ON
ZONE LIGHT 3		THE ZONE CAN BE BY-PASSED	ON
ZONE LIGHT 4		USING THE [*][1] COMMAND	ON
ZONE LIGHT 5			ON
ZONE LIGHT 6			ON
ZONE LIGHT 7			ON
ZONE LIGHT 8			ON

[22] SYSTEM TIMES

ENTRY DELAY TIME (IN SECONDS)		VALID ENTRIES	30
EXIT DELAY TIME (IN SECONDS)		ARE: 01 TO 99	45
BELL CUT-OFF TIME (IN MINUTES)		----------	04
AC FAILURE TRANSMISSION DELAY (IN MINUTES)		* DO NOT ENTER	30
NORMAL LOOP RESPONSE TIME (X 10 MSEC)		"OO" - IT IS NOT	50
TEST TRANSMISSION CYCLE TIME (IN DAYS)		A VALID ENTRY	30

[23] SYSTEM CLOCK TIMES

AUTOMATIC ARMING TIME OF DAY		ENTER 4 DIGITS	9999
		00 TO 23 HOURS	9999
TEST TRANSMISSION TIME OF DAY		00 TO 59 MIN.	9999

IF NOT USED LEAVE AT THE FACTORY DEFAULT SETTINGS.

[24] NEW INSTALLER'S CODE
[25] NEW MASTER CODE
[26] DOWNLOADING ACCESS CODE

(ENTER 4 DIGITS FROM 0 TO 9 DO NOT ENTER [*] OR [#])

	3000
	1234
	3030

[27] COMMUNICATOR FORMAT OPTIONS

1ST TELEPHONE NUMBER		IT IS NECESSARY TO PROGRAM	1
2ND TELEPHONE NUMBER		FORMAT FOR BOTH NUMBERS.	1

ENTER ONE HEX DIGIT FROM [0] TO [F] FOR EACH PHONE NUMBER FROM LIST:

[0] SILENT KNIGHT/ADEMCO SLOW, 10 BPS (1400HZ HANDSHAKE) 3/1, 3/2 AND 4/1, 4/2 NON EXTENDED FORMAT

[1] SESCOA, FRANKLIN, DCI, VERTEX, 20 BPS (2300HZ HANDSHAKE) 3/1, 3/2 AND 4/1, 4/2 NON EXTENDED FORMAT

[2] SILENT KNIGHT FAST, 20 BPS (1400HZ HANDSHAKE) 3/1, 3/2 AND 4/1, 4/2 NON EXTENDED FORMAT

[3] RADIONICS, (2300/1400HZ* HANDSHAKE) 3/1, 4/2 NON EXTENDED FORMAT

[4] RADIONICS, (2300/1400HZ* HANDSHAKE) 3/1, 4/2 NON EXTENDED WITH PARITY FORMAT

[5] SESCOA SUPER SPEED

[6] NOT USED
[7] NOT USED
[8] SILENT KNIGHT/ADEMCO SLOW, 10 BPS (1400HZ HANDSHAKE) 3/1 EXTENDED FORMAT
[9] SESCOA, FRANKLIN, DCI, VERTEX, 20 BPS (2300HZ HANDSHAKE) 3/1 EXTENDED FORMAT
[A] SILENT KNIGHT FAST, 20 BPS (1400HZ HANDSHAKE) 3/1 EXTENDED FORMAT
[B] RADIONICS, (2300/1400HZ* HANDSHAKE) 3/1 EXTENDED FORMAT
[C] RADIONICS, (2300/1400HZ* HANDSHAKE) 3/1 EXTENDED WITH PARITY FORMAT
[D] SESCOA SUPER SPEED (WITH IDENTIFIED OPENINGS/CLOSINGS/PARTIAL CLOSINGS
[E] NOT USED
[F] NOT USED

*SEE SECTION [19] FOR RADIONICS HANDSHAKE OPTION

FACTORY PROGRAMMED (DEFAULT)

[28] PROGRAMMABLE INPUT AND OUTPUT OPTIONS

AUXILIARY INPUT ZONE ☐ ENTER 0, 1, 2 OR 3 FOR OPTIONS BELOW — 0,1,2 OR 3 ARE THE ONLY VALID ENTRIES — [2]

[0] PRINTER ATTACHED
[1] SILENT 24 HOUR INPUT
[2] AUDIBLE 24 HOUR INPUT
[3] MOMENTARY KEY ARMING

PROGRAMMABLE OUTPUT ☐ ENTER 1 TO 9 FOR OPTIONS BELOW — 1 THRU 9 & C ARE THE ONLY VALID ENTRIES — [2]

[1] GROUND START PULSE
[2] UTILITY OUTPUT NO ACCESS CODE
[3] UTILITY OUTPUT ANY ACCESS CODE
[4] UTILITY OUTPUT GROUP A ACCESS CODE
[5] UTILITY OUTPUT GROUP B ACCESS CODE
[6] KEYPAD BUZZER FOLLOW MODE
[7] SYSTEM STATUS (ARM/DISARM) OUTPUT
[8] STROBE OUTPUT (LATCHED ALARM OUTPUT)
[9] FAILURE TO COMMUNICATE OUTPUT
[C] PRINTER ATTACHED

NOTE (1): IF A PRINTER IS ATTACHED TO THE PANEL, BOTH [0] FOR THE 1ST DIGIT AND [C] FOR THE 2ND DIGIT MUST BE ENTERED.

NOTE: SECTIONS [29]...[33] ARE USED FOR SPLIT ARMING, OR SPLIT REPORTING ONLY.

[29] ZONE GROUP A ASSIGNMENT

ZONE LIGHT 1	☐	ON
ZONE LIGHT 2	☐	ON
ZONE LIGHT 3	☐	ON
ZONE LIGHT 4	☐	ON
ZONE LIGHT 5	☐	ON
ZONE LIGHT 6	☐	ON
ZONE LIGHT 7	☐	ON
ZONE LIGHT 8	☐	ON

IF ZONE LIGHT IS ON THAT ZONE IS ASSIGNED TO GROUP A

NOTE: IF ZONE IS NOT ASSIGNED TO GROUP A OR B NO TRANSMISSION WILL BE SENT.

ZONES 9 TO 16 ARE PERMANENTLY ASSIGNED TO GROUP A.

[30] ZONE GROUP B ASSIGNMENT

ZONE LIGHT 1	☐	ON
ZONE LIGHT 2	☐	ON
ZONE LIGHT 3	☐	ON
ZONE LIGHT 4	☐	ON
ZONE LIGHT 5	☐	ON
ZONE LIGHT 6	☐	ON
ZONE LIGHT 7	☐	ON
ZONE LIGHT 8	☐	ON

IF ZONE LIGHT IS ON THAT ZONE IS ASSIGNED TO GROUP B

FACTORY PROGRAMMED (DEFAULT)

[31] ACCESS CODE GROUP A ASSIGNMENT

ZONE LIGHT 1	☐	IF ZONE LIGHT IS ON, THAT ACCESS	ON
ZONE LIGHT 2	☐	CODE IS ASSIGNED TO GROUP A	ON
ZONE LIGHT 3	☐	NOTE:	ON
ZONE LIGHT 4	☐	ACCESS CODES 9 THRU 16 ARE PERMANENTLY	ON
ZONE LIGHT 5	☐	ASSIGNED TO GROUP A	ON
ZONE LIGHT 6	☐	IF AN ACCESS CODE IS NOT ASSIGNED	ON
ZONE LIGHT 7	☐	TO GROUP A OR B, OPENING AND CLOSING	ON
ZONE LIGHT 8	☐	SIGNALS WILL NOT BE SENT FOR THAT CODE.	ON

[32] ACCESS CODE GROUP B ASSIGNMENT

ZONE LIGHT 1	☐	IF ZONE LIGHT IS ON, THAT ACCESS CODE	ON
ZONE LIGHT 2	☐	IS ASSIGNED TO GROUP B	ON
ZONE LIGHT 3	☐		ON
ZONE LIGHT 4	☐		ON
ZONE LIGHT 5	☐		ON
ZONE LIGHT 6	☐		ON
ZONE LIGHT 7	☐		ON
ZONE LIGHT 8	☐		ON

[33] COMMUNICATOR CALL DIRECTION OPTIONS

ZONES GROUP A ALARMS AND RESTORALS	☐	1
ZONES GROUP B ALARMS AND RESTORALS	☐	1
ACCESS CODES GROUP A OPENINGS AND CLOSINGS	☐	1
ACCESS CODES GROUP B OPENINGS AND CLOSINGS	☐	1
PRIORITY ALARMS AND RESTORALS	☐	1
MAINTENANCE ALARMS AND RESTORALS	☐	1

ENTER:

[0] No transmissions for this group
[1] Call 1st phone number back up to 2nd (becomes 1st number only when section [18] item [7] is on)
[2] Call 2nd phone number only
[3] Always call both phone numbers

[34] RESET EEPROM MEMORY TO FACTORY DEFAULTS

[35] THROUGH [45] RESERVED FOR FUTURE USE

[46] DOWNLOADING CALLBACK TELEPHONE NUMBER

This telephone number is used by the panel to call the downloading computer at the Downloading computer's request for access.

CALL BACK TELEPHONE NUMBER ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Enter [0] for digit '0' in the phone number

Enter [*4*] for hex 'D' for additional dial tone detection between phone number digits as in local PBX systems

ENTER [#] TO END THE TELEPHONE NUMBER ENTRY

[47] MODEM CONFIGURATION

This section is used to set up the panel for downloading functions. The following table shows the ON/OFF patterns of zone lights 1 through 4 which are used to set the number of RINGS before the panel will answer a call from the downloading computer. The default setting is 12.

FACTORY DEFAULT SETTING

	NUMBER OF RINGS →	1	2	3	4	5	6	7	8	9	10	11	12
ZONE LIGHT	1	ON	OFF	ON	OFF	ON	OFF	ON	OFF	ON	OFF	ON	OFF
ZONE LIGHT	2	OFF	ON	ON	OFF	OFF	ON	ON	OFF	OFF	ON	ON	OFF
ZONE LIGHT	3	OFF	OFF	OFF	ON	ON	ON	ON	OFF	OFF	OFF	OFF	ON
ZONE LIGHT	4	OFF	OFF	OFF	OFF	OFF	OFF	OFF	ON	ON	ON	ON	ON

	ZONE LIGHT ON	ZONE LIGHT OFF	FACTORY DEFAULT
ZONE LIGHT 1	SET LIGHT PATTERNS FOR NUMBER OF RINGS AS DESCRIBED IN THE ABOVE TABLE. MIN. NUMBER = 1 MAX. NUMBER = 15 (ALL LIGHTS ON) ** AT LEAST ONE LIGHT MUST BE ON **		OFF
ZONE LIGHT 2			OFF
ZONE LIGHT 3			ON
ZONE LIGHT 4			ON
ZONE LIGHT 5	DOWNLOADING ENABLED	DOWNLOADING DISABLED	OFF
ZONE LIGHT 6	USER INITIATED CALL UP	NO USER INITIATED CALL UP	OFF
ZONE LIGHT 7	ANSWERING MACHINE CONNECTED	NO ANSWERING MACHINE (1)	OFF
ZONE LIGHT 8	CALL BACK ENABLED	CALL BACK DISABLED	OFF

(1) If an answering machine is connected and zone light 7 is OFF, the panel will prevent messages from being received. If zone light 7 is ON, the panel will look at the line to see if a Downloading computer is calling and if it is not a Computer, the panel returns the line to the answering machine.

[48] PANEL IDENTIFICATION CODE [ ][ ][ ][ ]

(Enter 4 digits from 0 to 9. DO NOT ENTER [*] or [#].)

FACTORY DEFAULT [5][0][5][0]

[49] PRINTER CONFIGURATION

	ZONE LIGHT ON	ZONE LIGHT OFF	FACTORY DEFAULT
ZONE LIGHT 1	110 BAUD	NOT 110 BAUD	OFF
ZONE LIGHT 2	300 BAUD	NOT 300 BAUD	OFF
ZONE LIGHT 3	1200 BAUD	NOT 1200 BAUD	OFF
ZONE LIGHT 4	2400 BAUD	NOT 2400 BAUD	ON
ZONE LIGHT 5	PRINTER ONLY	PRINTER & NORM. COMMUNICATION	OFF
ZONE LIGHT 6	SEE NOTE (1) BELOW	PRINTER & NORM. COMMUNICATION	OFF
ZONE LIGHT 7	(RTS, PIN A) (DTR, PIN 20)	(SRTS, PIN 11)	OFF
ZONE LIGHT 8	PERIODIC DOWNLOAD	TEST TRANSMISSION	OFF

NOTE (1): IF ZONE LIGHT 6 IS ON AND ZONE LIGHT 5 IS OFF:

All items whose reporting codes are programmed for telephone #1 will be communicated to the monitoring station AND printed on the printer.

All items whose reporting codes are programmed for telephone #2 will NOT be communicated to the monitoring station but will be printed on the printer.

IF ZONE LIGHT 5 AND 6 ARE OFF:

All items whose reporting codes are programmed for telephone #1 or telephone #2 will be printed on the printer and communicated to the monitoring station.

IF ZONE LIGHT 5 IS ON:

All items whose reporting codes are programmed for telephone #1 or telephone #2 will be printed on the printer but will not be communicated to the monitoring station. In this case it is assumed that telephone lines are not connected. DO NOT disable the communicator. The 1st System Option Code, zone light [1] must be ON. To avoid TLM trouble, program 2nd System Option Code light [7] to be ON.

Only one zone light of zones 1, 2, 3, and 4 may be ON for correct baud rate section.

[50] EEPROM COPY FUNCTION

The EEPROM COPY FUNCTION will copy the following sections only.

[05] Zone 1 to 8 alarm reporting codes
[06] Zone 9 to 16 alarm reporting codes
[07] Zones 1 to 8 restoral codes
[08] Zones 9 to 16 restoral codes
[09] Utility Alarm Codes
[10] Utility restoral codes
[11] Closing (arming) reporting codes for access codes 1 to 8
[12] Closing (arming) reporting codes for access codes 9 to 16
[13] Opening (disarming) reporting codes for access codes 1 to 8
[14] Opening (disarming) reporting codes for access codes 9 to 16
[15] Miscellaneous function reporting codes
[18] 1st system option codes
[19] 2nd system option codes
[22] System times
[24] New installer's code
[27] Communicator format options
[46] Downloading callback telephone number

PRINTER SETUP

The PC3000 with ver. 7.0 or higher software is capable of outputting data to a local printer. The printer must be capable of serial communication (RS-232). The Brother model M-1109 is recommended.

PROGRAMMING FOR THE PRINTER

Enter the Installer's programming section. [*]+[8]+[INSTALLER'S CODE]

Edit the following sections:

SECTION	PRINTER ONLY	MINITORED & PRINTER
[01]	DO NOT PROGRAM	1ST PHONE NUMBER
[02]	1ST CUSTOMER ACCOUNT CODE	1ST CUSTOMER ACCOUNT CODE
[03]	DO NOT PROGRAM	2ND PHONE NUMBER. If this number is left unprogrammed and Section [49] zone light 6 is ON, this channel will only print on the printer.
[04]	DO NOT PROGRAM	2ND CUSTOMER ACCOUNT CODE
[05] TO [15]	PROGRAM ALL SECTIONS WHICH YOU WOULD LIKE PRINTED OUT	PROGRAM ALL SECTIONS THAT ARE TO BE MONITORED
[16] TO [18]	PROGRAM NORMALLY	PROGRAM NORMALLY
[19]	LIGHT 4 MUST BE OFF	LIGHT 4 MUST BE OFF
[20] TO [27]	PROGRAM NORMALLY	PROGRAM NORMALLY
[28]	PROGRAM "0" (section [28]) PROGRAM "C" (section [28])	PROGRAM "0" (section [28]) PROGRAM "C" (section [28])
[29] TO [32]	PROGRAM NORMALLY	PROGRAM NORMALLY
[33]	DIRECT ALL TO 1ST TELEPHONE NUMBER	PROGRAM NORMALLY
[49]	PROGRAM AS REQUIRED	PROGRAM AS REQUIRED

NOTE: TIME MUST BE SET USING [*], [6], [MASTER CODE], [1]

Exit the programming section normally and power down the system (AC & battery) to hook up the printer. Using a DB-25 connector for the printer, connect the cable as shown in Fig. 1 and connect the other end of the cable to the PC3000 as shown in Fig. 2 below. The maximum cable length is 6 feet. Configure the printer as follows:

1) Serial interface
2) Baud rate - 2400 (other baud rates may be used but be sure to match the printer baud rate and the panel output baud rate. (See Section [49])
3) Parity = none
4) Character length = 8 bits
5) Auto linefeed = OFF
6) American/Canadian character set

Plug the printer into an AC outlet and power up the panel. Make sure the printer is "on-line". Enter the User Function command - [*][6][master code] and input the current time and date. See Section [*]+[6]+[MASTER CODE]+[1]

PC3000 CONTROL PANEL - PRINTER CONNECTION

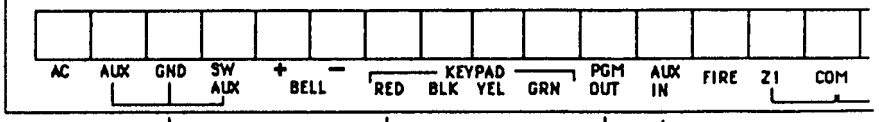


Fig. 2

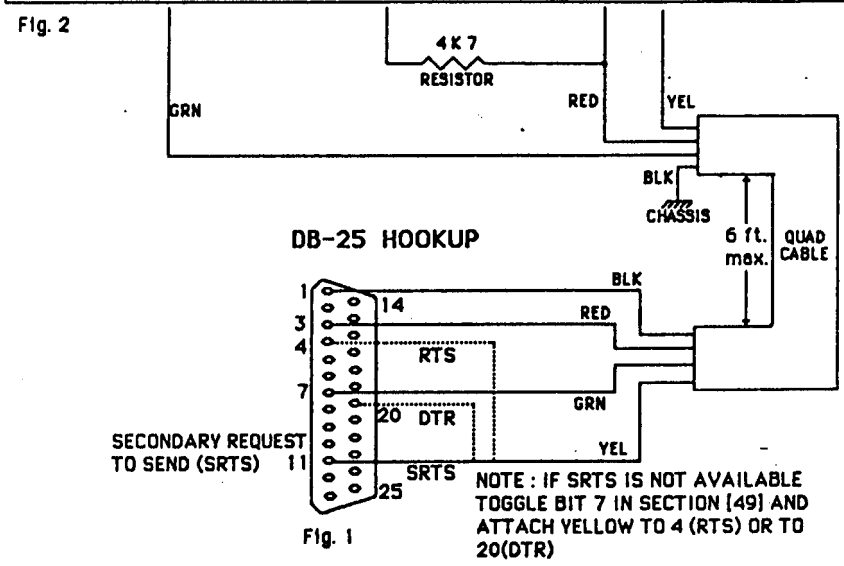


Fig. 1

TYPICAL PRINTOUTS

TIME 17:31
DATE 04\01\88
STATION 02
ACCOUNT NUMBER 4567

CLOSING ACCESS 1

TIME 17:32
DATE 04\01\88
STATION 01
ACCOUNT NUMBER 1234

ALARM ZONE 9

TIME 17:33
DATE 04\01\88
STATION 01
ACCOUNT NUMBER 1234

RESTORE ZONE 9

TIME 17:33
DATE 04\01\88
STATION 02
ACCOUNT NUMBER 4567

OPENING ACCESS 1