

PC16-OUT

POSITIVE VOLTAGE OUTPUT MODULE

For use with PC3000/PC2550/PC2500/PC1550/PC1500 control panels.



NOTICE: To ensure that the PC16-OUT functions correctly the communicator must not be disabled. If communication is not desired the reporting codes sections can be left blank or the communicator call direction options can be programmed with all zeroes.

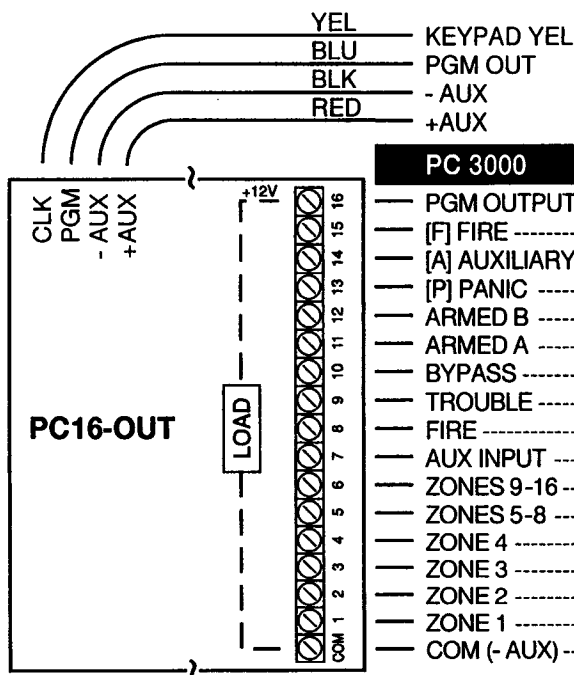
To enable the PC16-OUT:

Panel	Turn Light On
PC3000 -----	Section 19, light 4
PC2550 -----	Section 16, light 4
PC2500 -----	Section 14, light 4
PC1500, PC1550 -----	Section 13, light 4

- Any two or more zones can be tied together on the PC16-OUT to be used as a single output without damaging the module. In this case connect a 1k Ω resistor between the terminals and COM.
- If any problems occur with the PC16-OUT used on the PC1550 or PC1500, connect a 1k Ω resistor between the PGM OUT terminal and the + AUX terminal.
- The printer option available on the PC3000 and PC2550 panels cannot be used in conjunction with the PC16-OUT module.
- The 16 outputs are open collectors which switch to the +12 volt supply when active and can drive loads up to 30 mA.



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PANEL CONNECTIONS

PC 3000	PC2550/PC2500	PC1500/PC1550	EXPLANATION
PGM OUTPUT -----	PGM OUTPUT -----	PGM OUTPUT -----	This output follows the PGM OUT option
[F] FIRE -----	[F] FIRE ([1]+[3]) -----	[F] FIRE -----	ACTIVE for 4 seconds after button is pressed, 24 hour
[A] AUXILIARY -----	[A] AUX. ([4]+[6]) -----	[A] AUXILIARY -----	ACTIVE for 4 seconds after button is pressed, 24 hour
[P] PANIC -----	[P] PANIC ([*]+[#]) -----	[P] PANIC -----	ACTIVE for 4 seconds after button is pressed, 24 hour
ARMED B -----	ARMED B -----	ARMED -----	ACTIVE when Side B is armed
ARMED A -----	ARMED A -----	ARMED -----	ACTIVE when Side A is armed
BYPASS -----	BYPASS -----	BYPASS -----	5 Second pulse when panel armed with bypass
TROUBLE -----	TROUBLE -----	TROUBLE -----	ACTIVE when there is a System Trouble
FIRE -----	FIRE -----	FIRE -----	ACTIVE when alarm latches in; stays until cleared
AUX INPUT -----	AUX INPUT -----	NOT USED -----	ACTIVE only while AUX INPUT is tripped
ZONES 9-16 -----	NOT USED -----	ZONE 6 -----	• 24 hour zones give an ACTIVE output only while tripped, armed or disarmed.
ZONES 5-8 -----	ZONES 5-8 -----	ZONE 5 -----	• Other types while armed will be ACTIVE when tripped and stay that way until either the zone is restored, if restorals as "Followers" is programmed, or until the zone is restored and the bell times out if "Restoral on Bell Time Out" is chosen.
ZONE 4 -----	ZONE 4 -----	ZONE 4 -----	
ZONE 3 -----	ZONE 3 -----	ZONE 3 -----	
ZONE 2 -----	ZONE 2 -----	ZONE 2 -----	
ZONE 1 -----	ZONE 1 -----	ZONE 1 -----	
COM (- AUX) -----	COM (- AUX) -----	COM (- AUX) -----	