Linear®
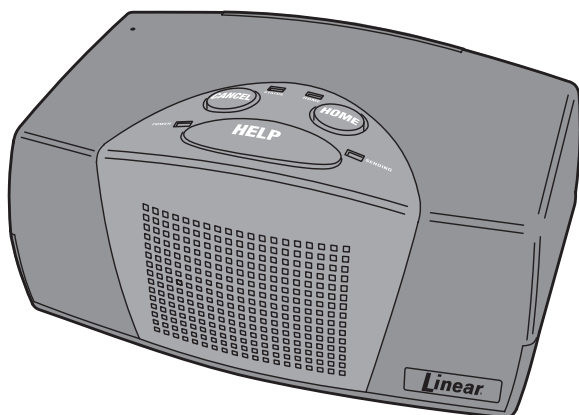
RA-2400

REMOTE ACCESS SOFTWARE

Reference Manual for Programming the
PERS-3600 Personal Emergency Reporting System

FOR TECHNICAL ASSISTANCE CALL:
Linear Technical Services: 1-800-421-1587

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1. INTRODUCTION

1.1 SOFTWARE DESCRIPTION

The software described in this manual supports the programming of a variety of Linear products. These instructions are focused on the Model PERS-3600 Personal Emergency Reporting System. The screen snapshots in this manual were made with the software running on the Windows XP™ operating system.

Refer to the RA-2400/PERS-2400A Programming Reference Guide P/N: 217163 for details on programming the PERS-2400A Personal Emergency Reporting System.

Refer to the RA-2400/DVS-1200, DVS-2400, DUAL-824 & DVS-2408 Supervised Wireless Security Systems Programming Reference Guide P/N: 217473 for details on programming these other models.

What is the RA-2400 Remote Access Software?

The RA-2400 Remote Access software is a communications program designed to work with Linear's PERS-3600 Personal Emergency Reporting System. The software runs on an IBM PC or compatible computer and connects to the console through the standard telephone network, or to the Console directly, with the computer's modem. This 32-bit software runs under all versions of the Windows™ operating system.

RA-2400 software programs all features of Linear PERS Consoles (excluding learning transmitters into the Console). RA-2400 sets the options for: Console alarm, audio, and sensors; communicator telephone numbers, call routing, formats, reporting codes, account numbers, and reminder message times.

The RA-2400 software has a large help file that can be accessed at any time by selecting "Contents" from the "Help" menu or by pressing the F1 key.

How does RA-2400 connect to a Console?

Remote Access communicates with the Console over the same telephone line the Console uses to send communicator reports. Remote Access can also connect to the Console without a telephone line by directly connecting the Computer modem's LINE jack to the Console's LINE jack using a standard modular telephone cable.

With a telephone line connection (*remote dialing*), a special dialing procedure is used. First, Remote Access dials the phone number specified for the Console. Remote Access waits long enough for the phone to ring two or three times, then hangs up. Next, Remote Access waits, then dials again. This second call is answered on the first ring by the Console.

With a direct connection (*local cable connection*), Remote Access prompts the user to place the Console in Test Mode and press the Console's HELP button to establish the connection.

Once the connection is made, the Console will check if its remote access password matches the calling software's password. If the passwords match, access is granted.

Do I have to be connected to a Console to make programming changes?

Since Remote Access knows the Console's programming structure, you can modify an Account Profile without being connected to a Console. This means you can set all of the values for a specific Console configuration and then connect to a unit and send all of the values that you have set. This is referred to as off-line Console configuration.

How do I change Console settings while on-line?

While on-line with the Console, make any changes to the Account Profile then send the data to change the Console.

Can I make a template with the typical settings for all of my accounts?

Programming "templates" can be created to speed up programming multiple Consoles. Common settings, such as the Central Station telephone number, communicator format, Console and communicator configurations which are shared by all of your accounts can be stored in an Account Profile and used as a template. That template file can be used as a basis for creating each customer Account Profile file. See "Using Profile Copies" in the Help contents for more information on creating a template.

How do I add and remove the program's password?

A password can be set to restrict the RA-2400 to authorized users only. To add a password, select "Change Password..." from the "Options" menu. Enter the password in the "New Password" field. Verify it by entering the password again in "Re-type New Password" and click OK. To remove the password, enter your password in "Old Password", don't enter anything in both the "New Password" and "Re-type New Password" fields and press OK.

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1.2   SYSTEM REQUIREMENTS

Minimum System Requirements:

> IBM compatible 486 personal computer with 8 MB RAM
>
> Windows 95/98/NT/ME/XP/2000 operating systems
>
> VGA monitor
>
> Name brand modem that is capable of 300 baud (BELL 103 compatible)
>
> Hard disk drive with 10 MB available space for the software plus 18KB available space for each Account Profile file.
>
> CD-ROM drive

Recommended System:

> Pentium or better based personal computer with 16 MB RAM or more
>
> Windows 95/98/NT/ME/XP/2000 operating systems
>
> SVGA or better video card
>
> Microsoft compatible mouse
>
> Name brand modem that is capable of 300 baud (BELL 103 compatible)
>
> Large hard disk drive (1000 Account Profiles use about 20 MB)
>
> CD-ROM drive

1.3 PROGRAMMING OUTLINE

Use the following programming outline to guide you through the steps required to set up the RA-2400 software and program a PERS Console. Many of the programming options available in the RA-2400 program can be left in their default settings, and do not need to be changed for most installations.

1. SETUP RA-2400 SOFTWARE

✦ Install the software on your computer (Section 1.4).

✦ Test your computer's modem (Section 1.5).

✦ Start the RA-2400 program (Section 2.1).

✦ Set the Communications Setup options (Section 3).

2. CUSTOMIZE AN ACCOUNT PROFILE

✦ Open a new Account Profile (Section 4.1).

✦ Enter customer information (Section 4.2).

✦ Set the Console's access code (Section 4.3).

✦ Set the Console's alarm options (Section 4.4).

✦ Set the Console's audio options (Section 4.5).

✦ Enable the Console's communicator and choose a communicator format (Section 4.7).

✦ Choose the communicator's account number, telephone numbers, and trouble report routing (Section 4.8).

✦ Set the communicator status reporting options (Section 4.9).

✦ Set the Reminder Message schedules (Section 5).

3. PROGRAM THE CONSOLE WITH THE ACCOUNT PROFILE

✦ Choose an Account Profile (Section 6.2).

✦ Connect to the Console (Section 6.3).

✦ Turn the Console's Activity Timer on or off (Section 6.4).

✦ Set the Console's clock (Section 6.5).

✦ Send the data to the Console (Section 6.6).

IMPORTANT:

AFTER ANY PROGRAMMING CHANGES ARE MADE TO A CONSOLE, PERFORM THOROUGH TESTING TO VERIFY THAT THE CONSOLE OPERATES AS INTENDED.

1.4   PROGRAM INSTALLATION

The RA-2400 Remote Access Program software is supplied on a CD-ROM. The latest version of the software is also available on Linear's web site at: www.linearcorp.com. The installation program will create a directory on your hard disk drive. Be sure that you have at least 10 megabytes free on the hard disk for the program and any Account Profile files that you create.
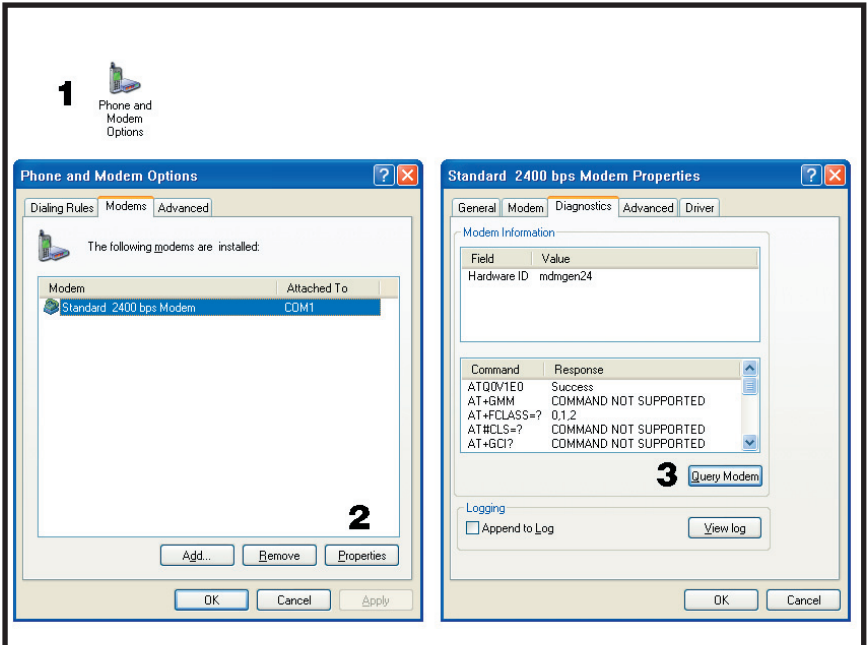
To Install the Remote Access Program:

✦ The first step is to close all other running programs.

✦ Place the Remote Access CD into your computer CD-ROM drive.

✦ The installation process should start automatically. If the CD does not auto run, click START, then RUN... and browse to find RASETUP.EXE on the CD. Double-click on RASETUP.EXE and the install program will start.

✦ Click the Next button to install the Remote Access software. Follow the on-screen instructions as the setup program creates the directory and copies the program files onto your hard disk. A Remote Access icon will be created on your desktop.

✦ If you are performing a reinstallation, or an update, you will be prompted to uninstall RA-2400 first. After the uninstall is completed, browse to the appropriate drive letter for your CD drive and double-click on RASETUP.EXE. Then follow the on-screen steps to install the Remote Access software.

☞ *NOTE: If Windows asks whether to replace existing .DLL files, first answer NO. If RA-2400 fails to run, re-install RA-2400 and answer YES to replace existing .DLL files.*

✦ Remove the CD and store it in a safe place.

To Remove the Remote Access Program:

✦ Press START, SETTINGS, CONTROL PANEL. Double-click on ADD/REMOVE PROGRAMS.

✦ Select Linear RA-2400 and click ADD/REMOVE or CHANGE/ REMOVE button depending on your Windows Operating system.

1.5   TESTING THE MODEM

Before you run the Remote Access Program, be sure that the computer is running correctly and that the modem is installed and working properly.

To Test the Modem:

Windows Control Panel can be used to test the modem and determine what COM port it is connected to.

✦ Press START, SETTINGS, CONTROL PANEL.

✦ Double-click on PHONE AND MODEM OPTIONS.

✦ Click on the MODEMS tab. The modem and the COM port used should be shown.

✦ Note the COM port number. It's used when setting COM port in the RA-2400 Communications Setup window (see Section 3.1).

✦ Click the PROPERTIES button and select the DIAGNOSTICS tab.

✦ Click the QUERY MODEM button. If the modem is connected and working properly, the Modem Information window will display detailed Command and Response modem information. If the modem is not working properly, Windows will notify you.

2.   OVERVIEW

☞ *NOTE: Experienced computer or PC users should find that entering data and navigating around the RA-2400 program dialog boxes is similar to most other Windows programs. New users, or users unfamiliar with running Windows applications, should refer to the Windows help file for details on using Windows.*

2.1   STARTING THE PROGRAM
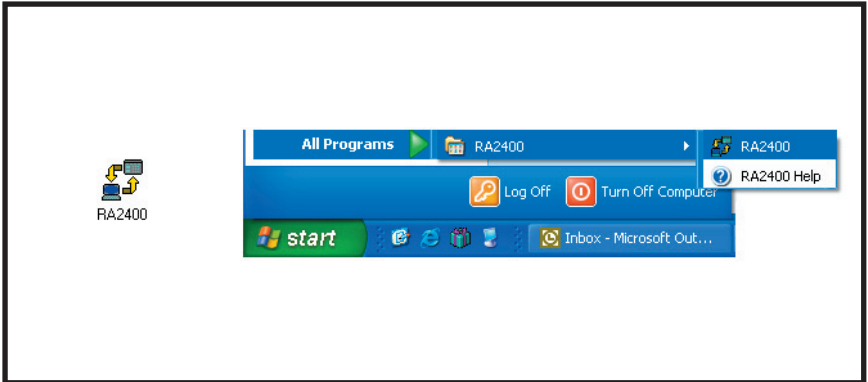
To Run the Program:

✦ Double-click on the RA-2400 desktop icon or press START, point to ALL PROGRAMS, RA2400 and click on RA2400.

2.2   NEW WINDOW
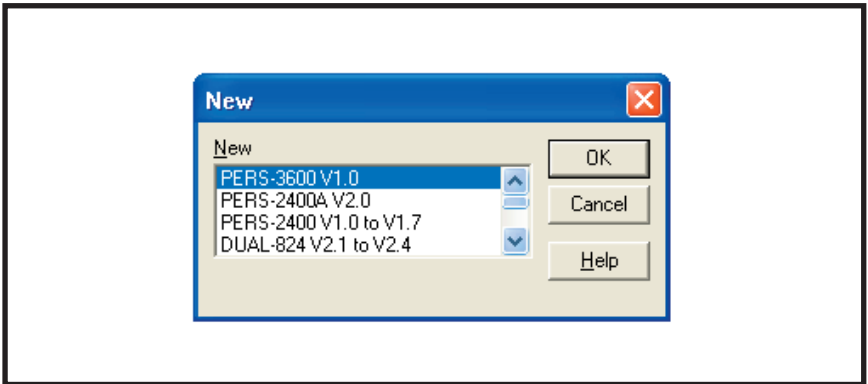
PURPOSE:

To select an Account Profile template for the type of unit being programmed.

USER RESPONSE:

✦ Select PERS-3600 V1.0

✦ Press OK.

The RA-2400 program window will appear with a starter template called PERS-3600 V1.0-1 showing in the workspace. This file can be stored later, under any name, using SAVE AS... in the FILE menu (see Section 2.3).

2.3   MENU BAR

PURPOSE:

To provide access to each of the programs sub-menus.

The sub-menus that can be accessed from this menu are:

File

NEW

To select an Account Profile template for the type of unit being programmed.

OPEN

Loads a saved Account Profile into the RA-2400 workspace. Multiple Account Profiles can be open at the same time in the RA-2400 workspace. They can be arranged in the workspace using the Window menu on the menu bar, or by dragging them around manually.
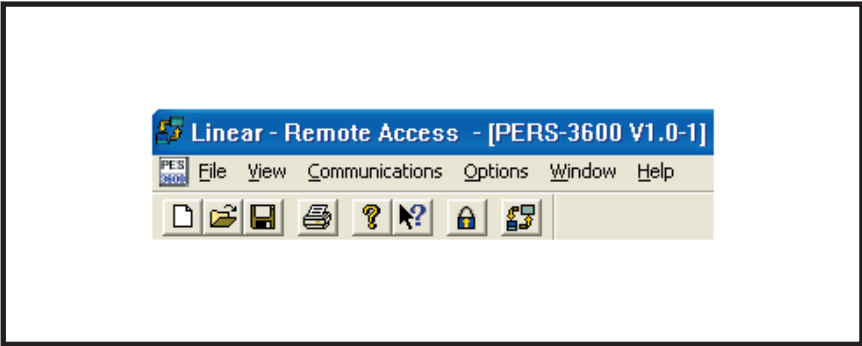
CLOSE

Closes the active Account Profile. If there were any changes to the file, you will be asked if you want to save the changes.

SAVE

Saves the active Account Profile to the hard drive, overwriting the existing file.

SAVE AS…

Saves the active Account Profile while giving the option to change the name or location of the file.

PRINT…

Opens the PRINT window to allow printing of the active Account Profile. Resulting printout is the entire content of the Account Profile file in text format.

PRINT PREVIEW

Shows what will be printed on the screen with options to zoom in or print the document.

PRINT SETUP

Shows the printer name, paper size, orientation, and printer properties.

RECENT FILE LIST

Shows the last four file names (with paths) that were opened in RA-2400. Clicking on a file opens it.

EXIT

Closes the RA-2400 program. If any open Account Profiles have changed, you will be asked if you want to save them.

VIEW

TOOL BAR

When checked, the tool bar is displayed. NOTE: The tool bar can be turned into a re-sizable floating tool bar window by dragging it out of its docked location at the top of the workspace. The tool bar accesses many of the popular menu items. Hover the mouse pointer over the tool bar button to see a description of the button.

STATUS BAR

When checked, the status bar is displayed at the bottom of the workspace.

COMMUNICATIONS

SETUP…

Opens the Communication Setup window. Used for setting up the modem and connection type (local or remote).

SEND/RECEIVE…

Opens the Send/Receive window. Used for connecting to a Console to send or receive data or to det the Console's time.

OPTIONS

CHANGE PASSWORD

Opens the Change Password window. Used for changing or removing the password required to enter the RA-2400 program. THIS IS NOT THE REMOTE ACCESS PASSWORD USED TO CONNECT TO THE CONSOLE.

WINDOW

CASCADE

Arranges all open Account Profile windows layered across the workspace.

TILE

Arranges all open Account Profile windows next to each other in the workspace.

DOCUMENT LIST

Shows a list of all open Account Profiles. The check mark shows the currently active window. Click on a document to select it as the active window.
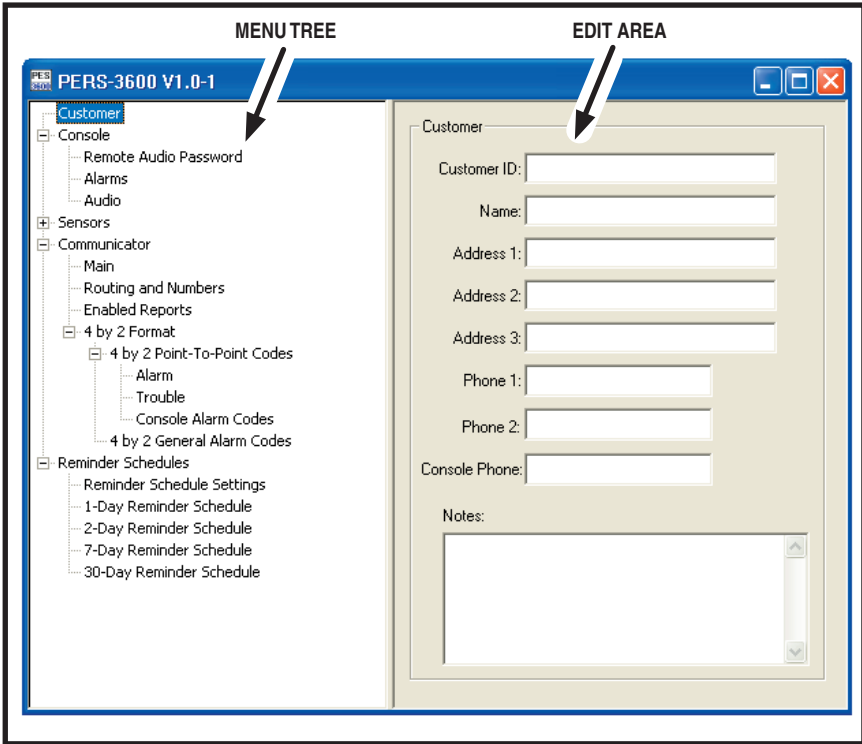
HELP

CONTENTS

Opens the help Contents search window. Used for accessing the RA-2400's built-in help file.

ABOUT RA-2400 REMOTE ACCESS

Displays the version number of the RA-2400 software.

2.4   ACCOUNT PROFILE WINDOW OVERVIEW

MENU TREE   EDIT AREA

PURPOSE:

To enter data and make changes to an Account Profile and customize it for a specific installation.

MENU TREE

Used for selecting the various data entry fields in the Account Profile. Clicking on the plus (+) symbols expands the branches of the menu tree. Clicking on the minus (-) symbols collapses the menu tree branch. Clicking on an item displays the data entry fields in the edit area or other information.

EDIT AREA

Used for adding and changing the data in the Account Profile. Click on the check boxes, buttons, and enter text and numbers in the data areas to modify the Account Profile.

3.   COMMUNICATIONS SETUP

PURPOSE:

The communications setup window sets the COM port for the modem, the modem's speaker characteristics, type of connection (local or remote), dialing method (tone or pulse), and modem initialization string.

USER RESPONSE:

✦ From the **COMMUNICATIONS** menu, select **SETUP...**
to view the Communications Setup window.

✦ See Sections 3.1 - 3.4 and make any changes as required.

✦ After making any changes to the Communication Setup window, click OK to accept the changes and close the window.

3.1   COM PORT
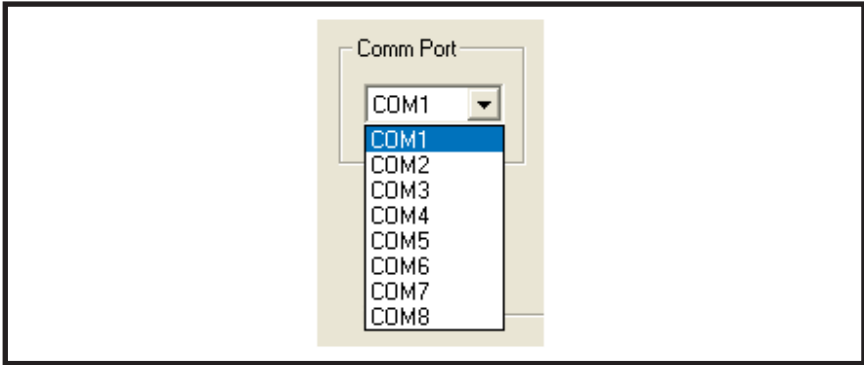
PURPOSE:

To select which communications (COM) port the modem is connected to.

USER RESPONSE:

✦ Use the drop-down menu to select the **COM** port number that the modem is connected to.

☞ *NOTE: See the TESTING THE MODEM Section (*1.5*) of this manual for determining the proper COM port number.*

3.2   SPEAKER
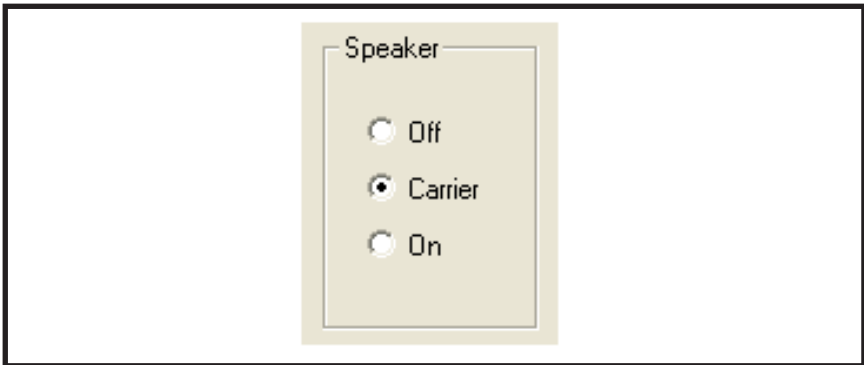
PURPOSE:

To set how the modem's speaker functions before and during communications.

USER RESPONSE:

✦ Select **OFF** to silence the modem's speaker at all times.

✦ Select **CARRIER** to hear the modem connect and have the speaker silenced when the RA-2400 is connected to the Console.

✦ Select **ON** to hear the modem connect and hear the RA-2400 communicate with the Console (for testing only).

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3.3   CONNECTION OPTIONS

PURPOSE:

To choose how the modem will connect to the Console.

Remote Dialing dials a telephone number with the method chosen (tone or pulse) to connect with the Console over a standard telephone line.
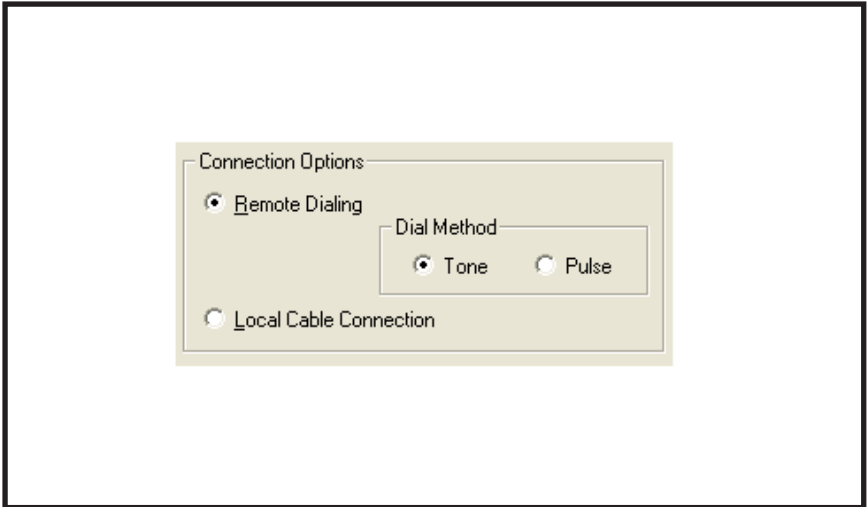
Local Cable Connection does not dial a telephone number, but communicates with the Console wired directly to the modem.

USER RESPONSE:

✦ Select **REMOTE DIALING** if the Console is going to be accessed over the telephone line.

✦ Select **TONE** or **PULSE** depending on the requirements for your telephone system. NOTE: This only affects Remote Dialing.

✦ Select **LOCAL CABLE CONNECTION** if the modem's LINE jack is connected directly to the Console's LINE jack (see wiring example below).

LOCAL CONNECTION TO CONSOLE

MODEM

PERS-3600

MODEM'S LINE
JACK

CONSOLE'S LINE
JACK

3.4 MODEM INITIALIZATION STRING
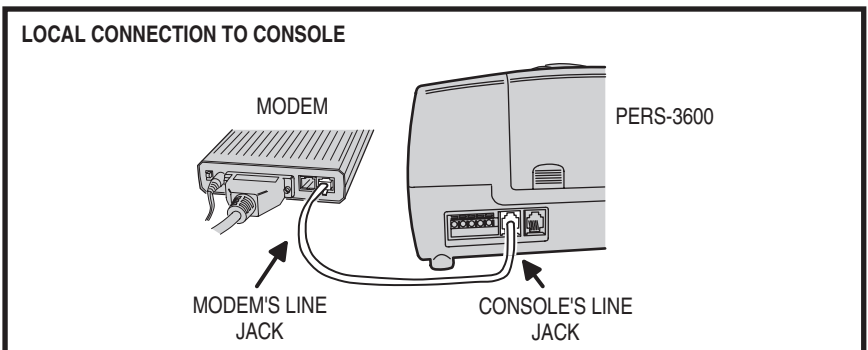
```
┌─ Modem initialization string ──────────────────────────┐
│  ◉ Use default initialization string:                   │
│      &F E0 S9=1 S7=60 S10=10 S12=5                       │
│                                                          │
│  ○ Use custom initialization string:                    │
│      ┌────────────────────────────────────────────┐    │
│      │                                            │    │
│      └────────────────────────────────────────────┘    │
└──────────────────────────────────────────────────────────┘
```
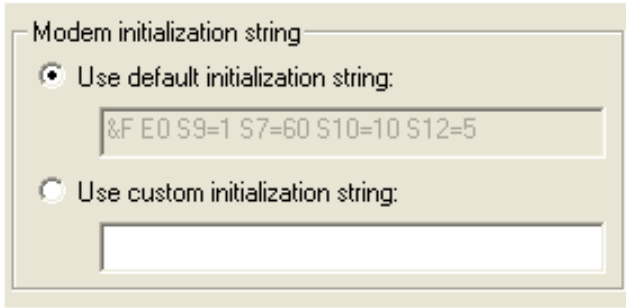
PURPOSE:

Used to choose whether the default or a custom initialization "string" is sent to configure the modem (*a "string" is a series of characters that are commands for the modem*). Modem's use initialization strings to setup their speed, data type, and other options. The RA-2400 sends the initialization string to the modem before using the modem to connect to the Console.

☞ *NOTE: There are hundreds of models of modems available, each with unique characteristics. Instead of using the default modem string, some modems may perform better with a custom initialization string. Refer to your modem's manual.*

USER RESPONSE:

✦ Leave **USE DEFAULT INITIALIZATION STRING** option selected unless you are having trouble connecting with your modem.

✦ IF YOU ARE HAVING TROUBLE CONNECTING WITH YOUR MODEM, **and it tests OK with the Windows modem test diagnostics (see Section 1.5)**, try using a custom initialization string. Various model modems have different requirements for initialization strings. Refer to your modem's manual for the required commands to place the modem in **300 BAUD BELL 103** configuration. Two examples are "&F1&N1" and "N0S37=1". If the initalization string is incorrect, the RA-2400 will display "ERROR WRITING INITIALIZATION STRING".

☞ *NOTE: When entering a custom initialization string, don't enter the "AT" command. The RA-2400 program will do this automatically.*

4. CREATING A CUSTOM ACCOUNT PROFILE

Each Console installation requires an Account Profile. While many items are the same in different Consoles reporting to the same Central Station, some items (account number, customer information, & sensor information) are unique for each installation.

A custom Account Profile is created by editing the account profile template included with the RA-2400 software. The customized profile should then be saved with a unique name for the account and then sent to the Console.

To provide a clean start. Close any open Account Profiles on the workspace.

4.1   NEW WINDOW
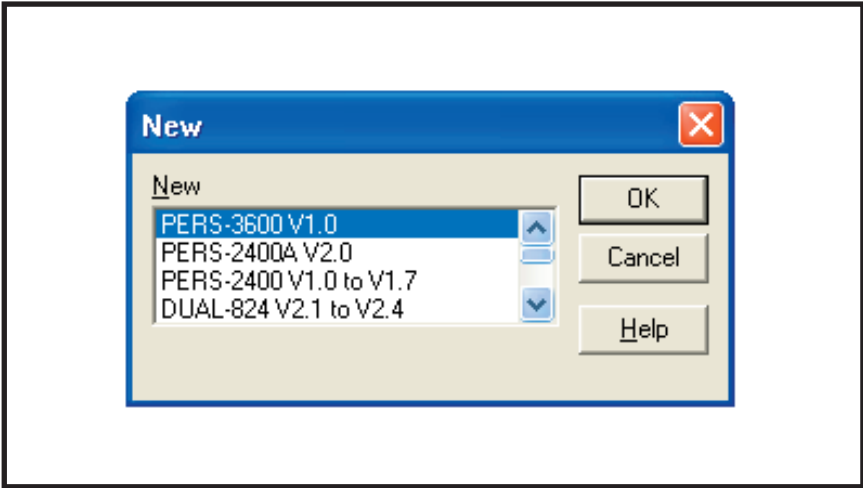
PURPOSE:

To select an Account Profile template for the type of unit being programmed.

USER RESPONSE:

NEW

✦ Click on NEW icon on tool bar or select **NEW** from the **FILE** menu.

✦ Select PERS-3600 V1.0.

✦ Click OK.

The new Account Profile will appear as a starter template called PERS-3600 V1.0-1 (or -2, -3, etc.) in the workspace.

4.2   CUSTOMER INFORMATION

PURPOSE:

For entering customer information specific to the installation for the Account Profile.

USER RESPONSE:

CUSTOMER

☞ *NOTE: All fields are optional and do not have to be filled in. This information is not sent to the Console.*

✦ Enter a **CUSTOMER ID** for the installation.

✦ Enter the customers name in the **NAME** field.

✦ Enter the customers address in **ADDRESS** fields **1**, **2**, & **3**.

✦ Enter the customers telephone number(s) in **PHONE** fields **1** & **2**.

✦ Enter the number of the telephone line that the Console is connected to in the **CONSOLE PHONE** field. This field will show as the telephone number for the account in the Send/Receive window.

☞ *NOTE: DO NOT enter any dashes or spaces into the telephone number fields. Enter numbers only.*

✦ Enter any special information about the customer in the **NOTES** field.

4.3   CONSOLE REMOTE AUDIO PASSWORD
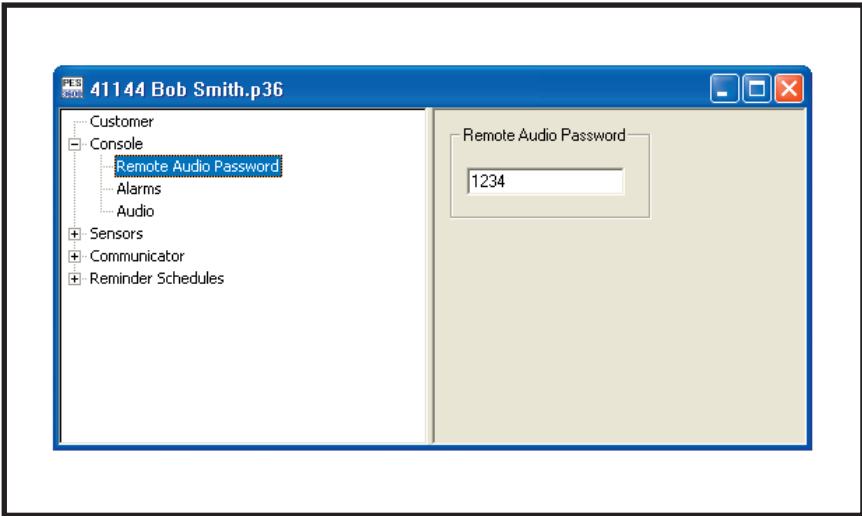
PURPOSE:

For setting the Remote Audio Communications password. This is the code a caller will need to enter using the telephone keypad to establish voice communications with the Console.

USER RESPONSE:

✦ Enter a four-digit code in the **REMOTE AUDIO PASSWORD** field (the factory default code is 1234).

MAKING A REMOTE AUDIO CALL

To establish remote audio communications with the Console:

1. Dial the number of the phone line that the Console is connected to, allow it to ring three times, then hang up

2. Wait about 10 seconds, then call the Console a second time

3. When the Console answers, a tone will sound for about 8 seconds

4. When the tone ends, enter the Remote Audio Password (default 1234) followed by the # key

The console will begin audio communications (2-way duplex, 2-way manual, or listen-only) depending on the Console's programming (see Section 4.5)

☞ *NOTE: If the Console audio is set to "none" Remote Audio Communications will not function*

4.4   CONSOLE ALARMS
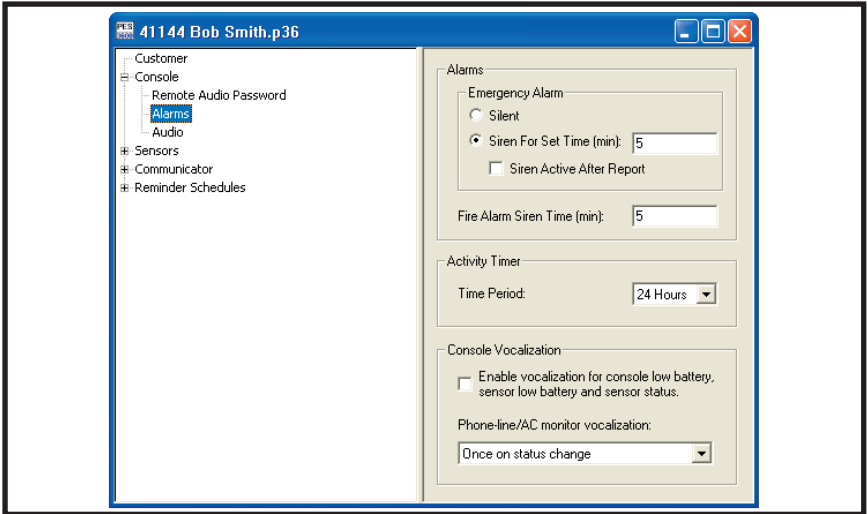
PURPOSE:

For setting the way the emergency and fire sirens work. Also sets the activity timer period and the option for Console annunciation of low batteries, sensor status, and AC power failure.

USER RESPONSE:

ALARMS

✦ Select **SILENT** to disable the emergency siren or select **SIREN FOR SET TIME** for a timed siren after activation. With timed siren selected, enter the length of time (from 1 to 30 minutes) for the siren to run.

✦ Check the **SIREN ACTIVE AFTER REPORT** box if you want the siren to continue after the communicator report to the Central Station is complete (does not effect the fire siren)

✦ Enter the length of time (in minutes) for the fire siren to run in the **FIRE ALARM SIREN TIME** field.

ACTIVITY TIMER

✦ Click the arrow to show a list of settings for the Activity Timer.

Select **8 HOURS** to require the customer to press the HOME button on the Console or trigger an activity transmitter at least once in 8 hours to prevent an inactivity alarm from occurring.

Select **12 HOURS** to require the customer to press the HOME button on the Console or trigger an activity transmitter at least once in 12 hours to prevent an inactivity alarm from occurring.

Select **24 HOURS** to require the customer to press the HOME button on the Console or trigger an activity transmitter at least once in 24 hours to prevent an inactivity alarm from occurring.

Select **DISABLED** to prevent the Activity Timer from running.

CONSOLE VOCALIZATION\

✦ Check the **ENABLE VOCALIZATION** to have the Console announce (beeps or voice) Console low batteries, sensor low batteries, and sensor status exceptions.

✦ Use the drop-down menu to select when the Console will announce the status of its telephone line and AC power connections.

Select **ONCE ON STATUS CHANGE** to have the Console announce phone line trouble or AC power failure once when the condition occurs.

Select **ON STATUS CHANGE AND HOURLY WHEN BAD** to have the Console announce phone line trouble or AC power failure when the condition occurs and every hour thereafter.

Select **OFF** to disable Console vocalization for phone line trouble and AC power failure.

4.5   CONSOLE AUDIO
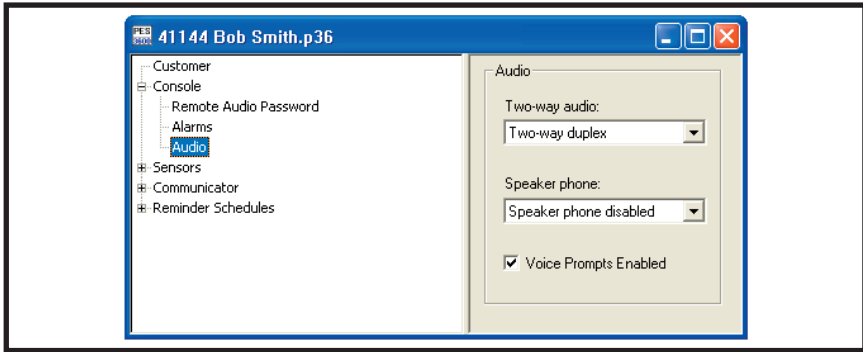
PURPOSE:

Selects how the Console audio operates. Audio modes for monitoring with the Console's built-in microphone and communicating through the speaker to the customer are selectable. The voice prompts from the Console can be enabled or disabled.

With 2-way Audio enabled, after the Central Station operator acknowledges the communicators report, the Console will stop its siren and switch to the selected audio mode for 90 seconds.

USER RESPONSE:

TWO-WAY AUDIO

✦ Click the arrow to show a list of settings for Two-way Audio and select the desired mode.

NONE (All sensors): Console will not report as an audio account to the Central Station. No audio monitoring will occur.

LISTEN ONLY: The operator will be able to hear sound from the Console but will not be able to talk through the Console's speaker. Pressing "9" on a telephone connected to the line disconnects the call (press any key but "9" to extend the time 90 seconds).

TWO-WAY MANUAL: The operator will be able to hear sound from the Console and will be able to talk through the Console's speaker. The operator can switch from listen to talk by pressing "1", or switch from talk to listen by pressing "3" on a telephone connected to the line. Pressing "9" disconnects the call (press any key but "9" to extend the time 90 seconds).

TWO-WAY DUPLEX: The operator will be able to hear sound from the Console and will be able to talk through the Console's speaker. The Console will listen until the operator speaks, then the voice activation will switch the Console to talk as long as the operator speaks. The operator can still switch from listen to talk manually by pressing "1", or switch from talk to listen by pressing "3" on a telephone connected to the line (with increased volume). Pressing "8" returns to two-way duplex. Pressing "9" disconnects the call. Press any key but "9" to extend the time 90 seconds.

SPEAKER PHONE

✦ Click the arrow to show a list of settings for Speaker phone and select the desired mode.

SPEAKER PHONE DISABLED: Speaker phone feature will not be available.

SPEAKER PHONE ENABLED (15 MINUTES): The communication link will be automatically disconnected after 15 minutes, even if a call is in progress.

SPEAKER PHONE ENABLED (30 MINUTES): The communication link will be automatically disconnected after 30 minutes, even if a call is in progress.
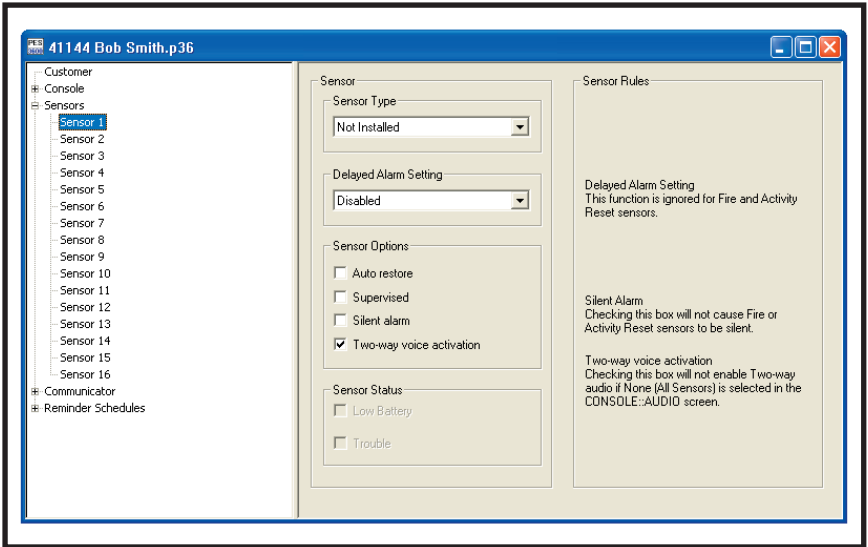
SPEAKER PHONE ENABLED (60 MINUTES): The communication link will be automatically disconnected after 60 minutes, even if a call is in progress.

✦ Check the **VOICE PROMPTS ENABLED** box to have the Console announce system events with a digitally synthesized human voice.

4.6   SENSORS

PURPOSE:

To display and edit sensors installed in the Console's memory. Up to 16 sensors may be installed, each with its own type, restore and supervision options. The status of the sensor selected is also displayed.

☞ *NOTE: To display and edit sensors installed in the Console, the sensor data must first be received from the Console (see Section 6.7).*

USER RESPONSE:

SENSOR TYPE

✦ Click on the sensor number in the menu tree to view it.

✦ View or edit the **SENSOR TYPE**.
The sensor type options are:

NOT INSTALLED: No sensor has been stored in this sensor location. Also can be used to remove a sensor from the Console's memory. Sensors cannot be added with this menu.

FIRE: Sensor will trigger the fire siren and report the fire code to the Central Station.

ACTIVITY RESET: Sensor will reset the Activity Timer, preventing an inactivity report.

EMERGENCY (1 BUTTON): Sensor is a one-button transmitter that will trigger the emergency siren and report the emergency code to the Central Station. *NOTE: MODEL DXS-63 TWO-BUTTON TRANSMITTERS ARE SINGLE-CHANNEL DEVICES AND SHOULD BE SET TO THIS OPTION.*

EMERGENCY (2 BUTTON): Sensor is a two-button transmitter. Both buttons must be pressed to trigger the emergency siren and report the emergency code to the Central Station.

21
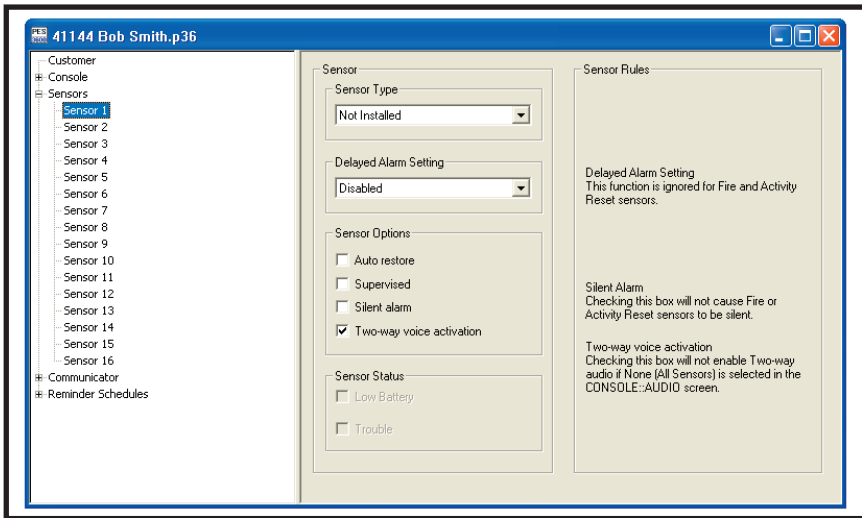
DELAYED ALARM SETTING

✦ Click on the sensor number in the menu tree to view it.

✦ View or edit the **DELAYED ALARM SETTING**. The delayed alarm settings are:

DISABLED: An alarm transmission received from the selected sensor will not be delayed.

15 MINUTE DELAY: An alarm transmission received from the selected sensor will be delayed for 15 minutes.

30 MINUTE DELAY: An alarm transmission received from the selected sensor will be delayed for 30 minutes.

✦ *NOTE: If a transmitter restore is received prior to the timeout period, then the alarm will be automatically cancelled and the unit will return to normal standby operation. The Delayed Alarm Setting is ignored for Fire and Activity Reset sensors.*

SENSOR OPTIONS

✦ View or edit the **SENSOR OPTIONS**. These options are automatically set when the sensor is programmed into the Console. The sensor options are:

AUTO RESTORE: This box should be checked for all model sensors except the Model DXS-31.

SUPERVISED: This box should be checked for all sensors that send periodic status reports. DXT sensors do not send periodic status reports. **REMOVE THE CHECK FROM THIS BOX IF A MODEL DXT SENSOR HAS BEEN PROGRAMMED INTO THIS SENSOR LOCATION** or if you don't want supervision for a DXS sensor. This will keep the Console STATUS indicator from lighting due to missing status reports.

✦ *NOTE: The sensor can still report a low battery condition (see Section 4.9) this will cause the Console's STATUS indicator to flash.*

SILENT ALARM: This box should be checked for all sensors that need to be silent locally. Fire or Activity Reset sensors will not be silent.

TWO-WAY VOICE ACTIVATION: This box should be checked for all sensors that require two-way voice activation. Checking this box will not enable Two-way audio if NONE is selected in the **CONSOLE AUDIO** screen (see Section 4.5).

SENSOR STATUS

✦ View the **SENSOR STATUS** to see the condition of the sensor selected. The sensor status conditions are:

LOW BATTERY: The sensor has sent a low battery signal to the Console. Replace the sensor's battery.

TROUBLE: The Console has not received a status report from this sensor in 24 hours. Sensor may have been out of range of the Console's receiver, or the sensor may be non-functional.

✦ *NOTE: After any changes are made to the sensor type or sensor options, test the sensor to verify proper operation.*
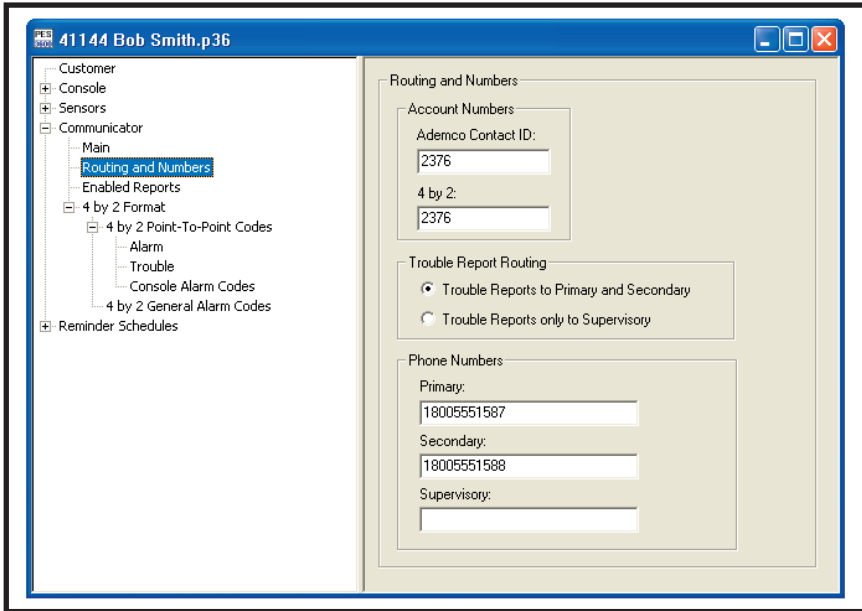
4.7 COMMUNICATOR MAIN
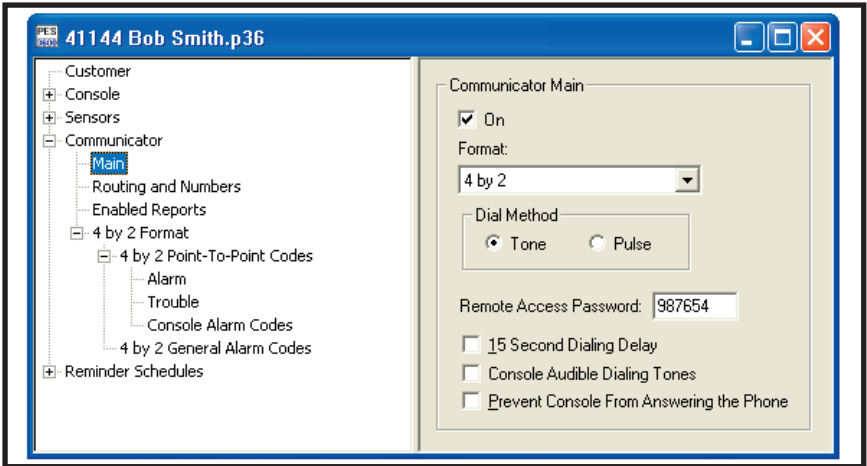
PURPOSE:

For configuring the Console's communicator format, dialing method, remote access password, dialing delay, and auto answer options.

USER RESPONSE:

COMMUNICATOR MAIN

✦ Check the **ON** box to enable the communicator in the Console.

☞ *NOTE: You may want to turn the communicator off while testing the system to prevent the Console from trying to dial out when it is not connected to a telephone line.*

✦ **FORMAT:** Select either **4 BY 2** or **ADEMCO CONTACT ID** for the communicator format depending on the Central Station's requirements.

✦ **DIAL METHOD:** Select either **TONE** or **PULSE** dialing for the Console.

✦ **REMOTE ACCESS PASSWORD:** Enter a six-digit password. This is the password required to connect to the Console with the RA-2400 program. The default password is "987654". DO NOT FORGET THIS PASSWORD, LOCAL OR REMOTE PROGRAMMING ACCESS TO THE CONSOLE IS IMPOSSIBLE WITHOUT IT.

✦ **15 SECOND DIALING DELAY:** Check this box to cause a 15 second delay before the communicator starts to dial after an alarm. This gives the subscriber time to cancel a Central Station report before the unit dials out.

✦ **CONSOLE AUDIBLE DIALING TONES:** Check this box to have the Console's speaker monitor the telephone line when a call is placed. The telephone system's dial tone and the Console's DTMF dialing tones will sound from the speaker. This option is generally used for system testing or troubleshooting and should be disabled during normal use.

✦ **PREVENT CONSOLE FROM ANSWERING THE PHONE:** Check this box to disable the Console's telephone ring detection feature. This keeps the Console from automatically answering the phone. Even if this box is checked, the Console can still be programmed by placing the Console into Test Mode and forcing the Console to answer by pressing the Console's HELP button while the phone is ringing (see Section 3.3, Local Cable Connection).

PURPOSE:

For configuring the Console's communicator account number, trouble report routing, and telephone numbers.

USER RESPONSE:

ACCOUNT NUMBERS

✦ Enter a four digit account number for the communicator format used.

TROUBLE REPORT ROUTING

✦ Select **TROUBLE REPORTS TO PRIMARY AND SECONDARY** to have trouble reports routed to the primary number for five attempts, then to the secondary number for five attempts before re-trying. Select **TROUBLE REPORTS ONLY TO SUPERVISORY** to have trouble reports routed to the supervisory number only.

☞ *NOTE: This does not effect emergency reports which are always routed to the primary or secondary telephone numbers.*

PHONE NUMBERS

✦ Telephone numbers can be up to 20 digits long. **DO NOT enter any dashes or spaces into the telephone number fields.** The "#" symbol inserts a 1-second delay, the "~" symbol inserts a 5-second delay.

☞ *NOTE: If no telephone numbers are entered, the Console will not report.*

✦ **PRIMARY:** Enter the correct telephone number to connect the Central Station receiver.

✦ **SECONDARY:** Enter the correct backup telephone number to connect the Central Station receiver.

✦ **SUPERVISORY:** *For trouble reports:* Enter the correct telephone number to connect the Central Station receiver for supervisory reports.

4.9   COMMUNICATOR ENABLED REPORTS
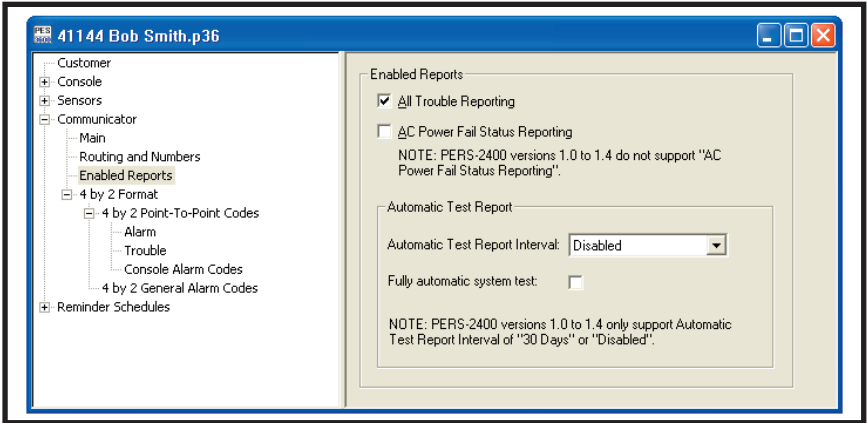
PURPOSE:

For configuring the Console condition reporting options.

USER RESPONSE:

ENABLED REPORTS

✦ Check the **ALL TROUBLE REPORTING** box to have the Console's communicator send all status reports to the central station. These include the Console low battery, sensor supervisory, sensor low battery, and when the Activity Timer is turned on or off.

✦ Check **AC POWER FAIL STATUS REPORTING** if communication of loss and restoration of AC power is desired.

AUTOMATIC TEST REPORT

✦ Click arrow on **AUTOMATIC TEST REPORT INTERVAL** and select 1, 7, 30 days or disabled for the Console automatic test report.

☞ *NOTE: The first 30-day status report will occur 30 days plus 12 hours from the time the Console is programmed.*

✦ Check the **FULLY AUTOMATIC SYSTEM TEST** box to have test reports occur at the set interval only when all Console conditions are OK. If any sensor has a supervisory condition, or the Console has any form of trouble (low backup battery, no AC) the test report will **not** be sent.

4.10   COMMUNICATOR 4 BY 2 FORMAT
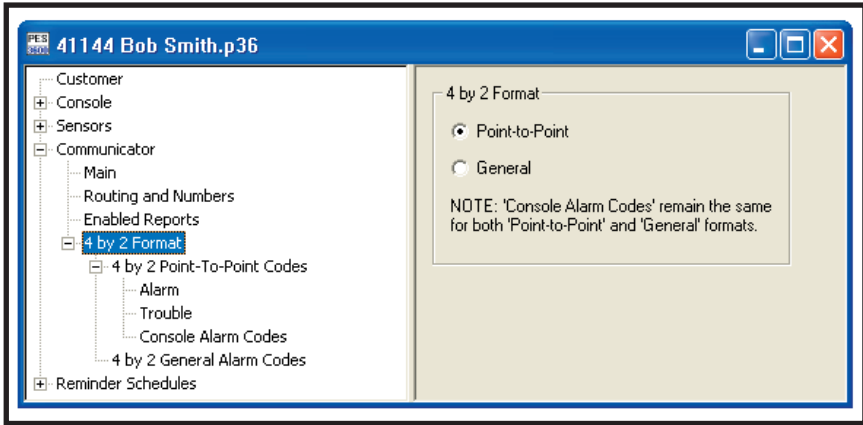
☞ *NOTE: Section 4.10 pertains to the 4 by 2 communicator format only.*

PURPOSE:

For configuring how the 4 by 2 format will report to the Central Station. General reporting *or* Point-to-Point reporting methods are available for the 4 by 2 format.

POINT-TO-POINT REPORTING: Point-to-Point reporting sends each sensor/ zone number with a unique **ALARM** code and **TROUBLE** code.

GENERAL REPORTING: General reporting can send three report codes for sensors: **FIRE**, **EMERGENCY**, and **TROUBLE**. General reporting does not indicate which sensor caused the report.
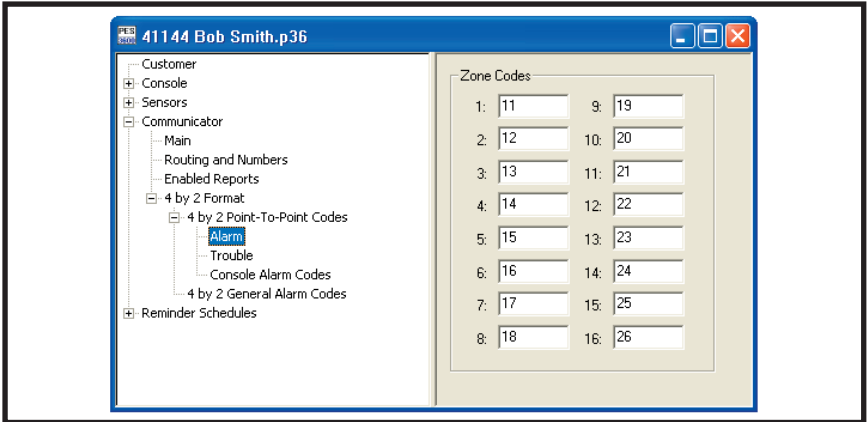
☞ *NOTE: With either reporting method, the Console report codes are the same (see Section 4.10.3).*

USER RESPONSE:

4 BY 2 FORMAT

✦ Select **POINT-TO-POINT** to have the Console's communicator send 4 by 2 Point-to-Point report codes.

✦ Select **GENERAL** to have the Console's communicator send only the three 4 by 2 General report codes.

4.10.1   4 BY 2 POINT-TO-POINT ALARM CODES

PURPOSE:

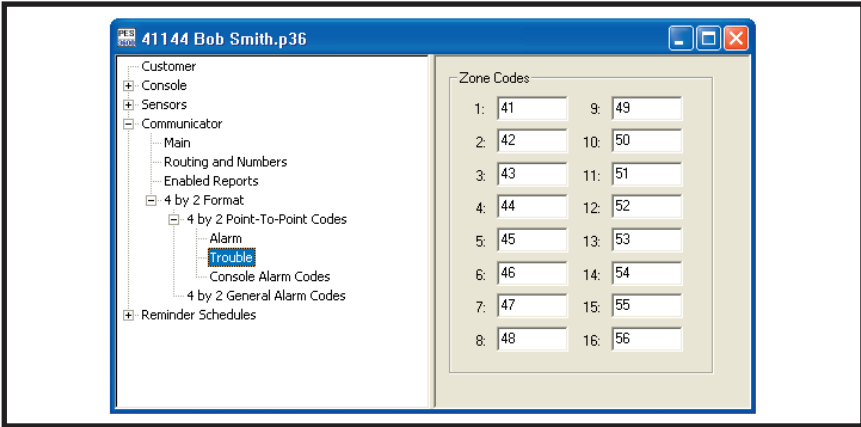To view and edit the 16 sensor (zone) alarm report codes.

☞ *NOTE: 4 by 2 Point-to-Point Reporting must be selected (see Section 4.10) for these codes to report.*

USER RESPONSE:

ZONE CODES

✦ Enter a new two-digit alarm code for any sensor (zone) that needs to be changed.

☞ *NOTE: Entering a "0" for an alarm code will prevent that sensor from reporting alarms.*

4.10.2   4 BY 2 POINT-TO-POINT TROUBLE CODES


```
41144 Bob Smith.p36
```

Customer
Console
Sensors
Communicator
    Main
    Routing and Numbers
    Enabled Reports
    4 by 2 Format
        4 by 2 Point-To-Point Codes
            Alarm
            Trouble
        Console Alarm Codes
    4 by 2 General Alarm Codes
Reminder Schedules

Zone Codes

1:	41	9:	49
2:	42	10:	50
3:	43	11:	51
4:	44	12:	52
5:	45	13:	53
6:	46	14:	54
7:	47	15:	55
8:	48	16:	56

PURPOSE:

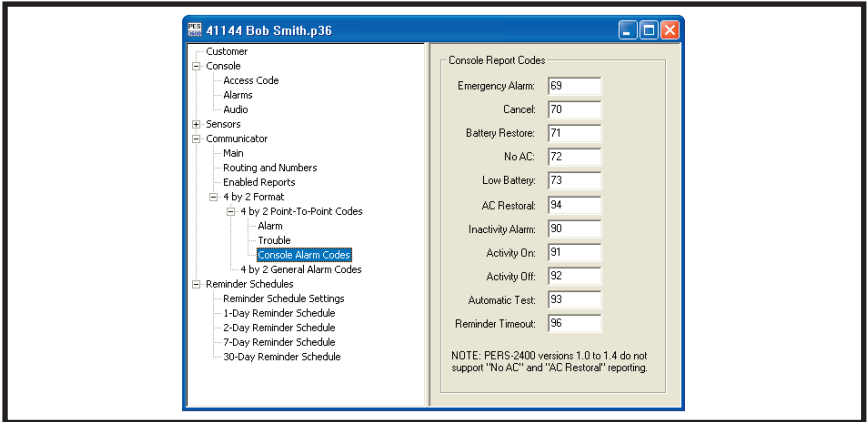To view and edit the 16 sensor (zone) trouble report codes.

☞ *NOTE: 4 by 2 Point-to-Point Reporting must be selected (see Section 4.10) for these codes to report.*

USER RESPONSE:

ZONE CODES

✦ Enter a new two-digit trouble code for any sensor (zone) that needs to be changed.

☞ *NOTE: Entering a "0" for a trouble code will prevent that sensor from reporting trouble.*

4.10.3   CONSOLE REPORT CODES

PURPOSE:

To view and edit the Console report codes. These codes are sent for Console events such as the Console's HELP button, inactivity alarm, Console low battery and battery restore, no AC and AC restoral. Activity On & Off reports occur when the Console's activity timer is turned on or off. The cancel report occurs when the Console's CANCEL button is pressed during an alarm. The Automatic Test Report occurs every 1, 7, or 30 days if the Automatic Test Report is enabled (see Section 4.9).
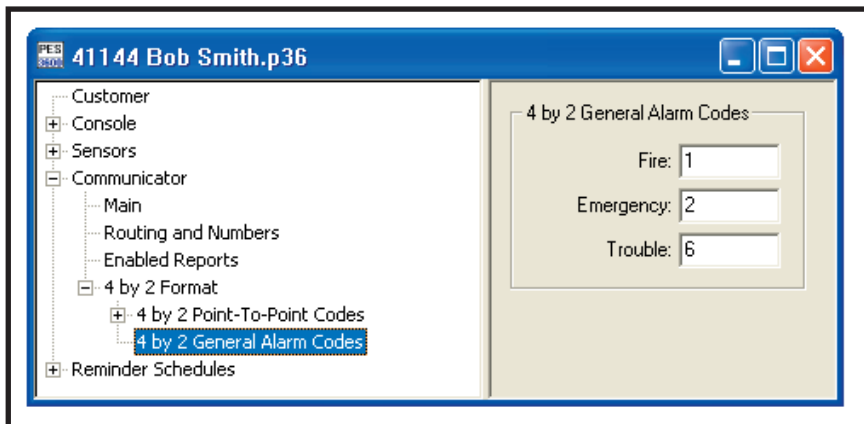
☞ *NOTE: These report codes are sent for both 4 by 2 General and 4 by 2 Point-by-Point Reporting.*

USER RESPONSE:

CONSOLE REPORT CODES

✦ Enter a new two-digit report code for any Console event that needs to be changed.

☞ *NOTE: Entering a "0" for a report code will prevent that event from reporting.*

4.10.4   4 BY 2 GENERAL ALARM CODES

PURPOSE:

To view and edit the two general alarm codes and the general trouble code.

☞ *NOTE: 4 by 2 General Reporting must be selected (see Section* 4.10*) for these codes to report.*

USER RESPONSE:

4 BY 2 GENERAL ALARM CODES

✦ Enter a new one or two-digit report code for any general alarm code that needs to be changed.

☞ *NOTE: Entering a "0" for an alarm code will prevent that event from reporting.*

4.11   ADEMCO CONTACT-ID REPORT CODES

The Ademco Contact-ID reporting codes are pre-defined and cannot be changed. These reporting codes are provided as reference. The Ademco Contact-ID extended report codes indicate the sensor number that triggered the event. Console events report with a "000" extended code.

☞ *NOTE: Ademco Contact-ID Reporting must be selected for these codes to report (see Section* 4.10*).*

| ADEMCO CONTACT-ID REPORT CODES		
EVENT	**ALARM CODE**	**EXTENDED CODE**
CONSOLE EMERGENCY	E100	018
SENSOR EMERGENCY	E101	0xx
SENSOR FIRE	E111	0xx
CANCEL	E406	000
SENSOR LOW BATTERY	E384	0xx
SENSOR STATUS TROUBLE	E381	0xx
CONSOLE LOW BATTERY	E302	000
CONSOLE BATTERY RESTORE	R302	000
INACTIVITY ALARM	E102	000
ACTIVITY ON	E372	000
ACTIVITY OFF	E371	000
1, 7, OR 30-DAY STATUS	E602	000
2-WAY AUDIO	E606	000
CONSOLE NO AC	E301	000
CONSOLE AC RESTORAL	R301	000
REMINDER TIMEOUT	E356	000
xx = SENSOR NUMBER IN EXTENDED REPORT		

5. REMINDER MESSAGES

As a special feature, the PERS-3600 Console can record and play up to approximately eight 15-second audio reminder messages. The reminder messages can be used to help the subscriber remember to take medications, call someone, get ready for an appointment, etc. Each message is controlled by a real time clock and can be programmed via the RA-2400 software to play daily, every other day, weekly, or monthly.

☞ *NOTE: The Reminder Message audio can only be recorded locally at the Console. Reminder Message audio CANNOT be recorded over the telephone.*

Reminder messages are played and repeated in three-minute intervals for either 15 or 30 minutes (programmable) until acknowledged by pressing the **CANCEL** button. If a Reminder Message is not acknowledged, the Console can report the event to the Central Station and trigger 2-way audio communication if programmed to do so.

Reminder Messages can also be programmed for single-play. After playing the message, the Console will sound a beep every three seconds until the message is acknowledged or the Reminder Message timeout period expires.

5.1   REMINDER SCHEDULE SETUP
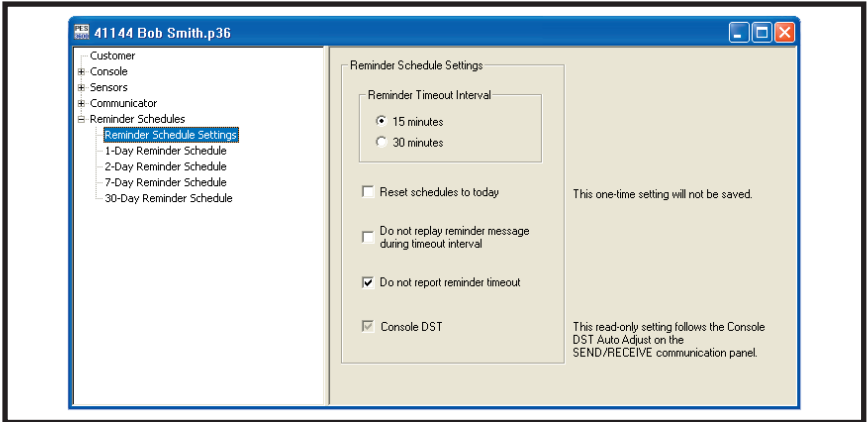
PURPOSE:

To set the options for the Console's Reminder Message feature.

USER RESPONSE:

REMINDER TIMEOUT INTERVAL

◆ Select **15 MINUTES** to have the Console repeat the reminder message every three minutes for 15 minutes, or until acknowledged by pressing the **CANCEL** button.

◆ Select **30 MINUTES** to have the Console repeat the reminder message every three minutes for 30 minutes, or until acknowledged by pressing the **CANCEL** button.

REMINDER SCHEDULE SETTINGS

◆ **RESET SCHEDULES TO TODAY:** Check this box to have the Reminder Message day timer start from when the Account Profile is sent to the Console.

   DO NOT check this box if the Reminder Message day timer in the Console was set previously and is not desired to be changed.

☞ *NOTE: Checking the* **RESET SCHEDULES TO TODAY** *box only affects the 2, 7, and 30-day Reminder Messages.*

◆ **DO NOT REPLAY REMINDER MESSAGES DURING TIMEOUT INTERVAL:** Check this box to cause Reminder Messages to play only once and not be repeated every three minutes. After the message is played, the Console will sound a beep every three seconds until the message is acknowledged or the Reminder Message timeout period expires.

◆ **DO NOT REPORT REMINDER TIMEOUT:** Check this box to disable Reminder Message timeout reporting to the Central Station if a reminder message is not acknowledged by pressing the **CANCEL** button before the reminder timeout interval expires.
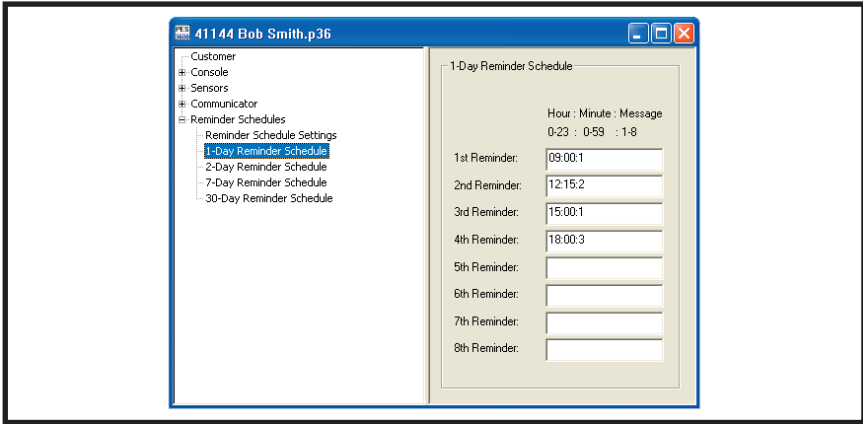
PURPOSE:

To set the times that Reminder Messages on a 1-day schedule will be played. Up to eight play times can be programmed for messages that will play every day. One of the eight recorded Reminder Messages can be selected for each of the eight play times.

USER RESPONSE:

1-DAY REMINDER SCHEDULE

Use the following format to enter the message play times:

HOUR:MINUTE:MESSAGE

Place a colon (:) between each entry.

✦ Enter the time and message number to
play for up to eight messages.

HOUR: Enter the hour number in 24-hour military time format (hour 0-23) for the message to play.

MINUTE: Enter the minute (minute 0-59) for the message to play.

MESSAGE: Enter the number of the Reminder Message to play. The message numbers are announced by the Console when the messages are recorded.

☞ *TIP: To convert 12-hour time to 24-hour time, add 12
to the hour for 1pm and later, up to midnight.*

5.3   2-DAY REMINDER SCHEDULE
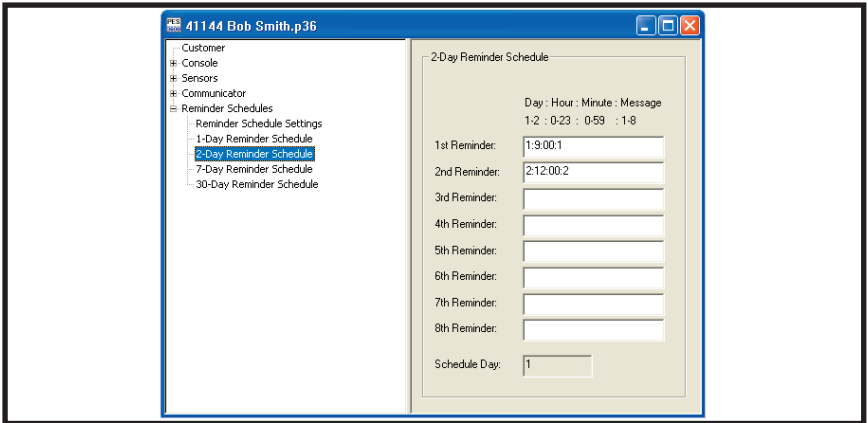
PURPOSE:

To set the times that Reminder Messages on a 2-day schedule will be played. Up to eight play times can be programmed for messages that will play every other day. One of the eight recorded Reminder Messages can be selected for each of the eight play times.

USER RESPONSE:

2-DAY REMINDER SCHEDULE

Use the following format to enter the message play times:

DAY:HOUR:MINUTE:MESSAGE

Place a colon (:) between each entry.

✦ Enter the starting day, the time, and message number to play for up to eight messages.

DAY: Enter 1 or 2 for the Console's schedule day for the message to play on.

☞ *NOTE: The Console's current day will be displayed in the* **SCHEDULE DAY** *area after receiving data from the Console. To set the Console's schedule day without receiving data from the Console, the Console's schedule day can be reset to 1 using the* **RESET SCHEDULE TO TODAY** *function (see Section 5.1).*

HOUR: Enter the hour number in 24-hour military time format (hour 0-23) for the message to play.

MINUTE: Enter the minute (minute 0-59) for the message to play.

MESSAGE: Enter the number of the Reminder Message to play. The message numbers are announced by the Console when the messages are recorded.

☞ *TIP: To convert 12-hour time to 24-hour time, add 12 to the hour for 1pm and later, up to midnight.*

5.4   7-DAY REMINDER SCHEDULE
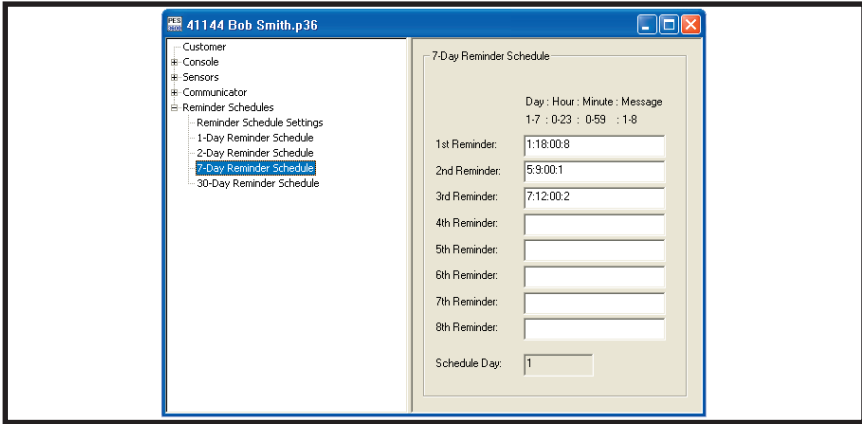
PURPOSE:

To set the times that Reminder Messages on a 7-day schedule will be played. Up to eight play times can be programmed for messages that will play every seventh day. One of the eight recorded Reminder Messages can be selected for each of the eight play times.

USER RESPONSE:

7-DAY REMINDER SCHEDULE

Use the following format to enter the message play times:

DAY:HOUR:MINUTE:MESSAGE

Place a colon (:) between each entry.

✦ Enter the starting day, the time, and message number to play for up to eight messages.

DAY: Enter 1-7 for the Console's schedule day for the message to play on.

☞ *NOTE: The Console's current day will be displayed in the* **SCHEDULE DAY** *area after receiving data from the Console. To set the Console's schedule day without receiving data from the Console, the Console's schedule day can be reset to 1 using the* **RESET SCHEDULE TO TODAY** *function (see Section 5.1).*

HOUR: Enter the hour number in 24-hour military time format (hour 0-23) for the message to play.

MINUTE: Enter the minute (minute 0-59) for the message to play.

MESSAGE: Enter the number of the Reminder Message to play. The message numbers are announced by the Console when the messages are recorded.

☞ *TIP: To convert 12-hour time to 24-hour time, add 12 to the hour for 1pm and later, up to midnight.*

5.5 30-DAY REMINDER SCHEDULE
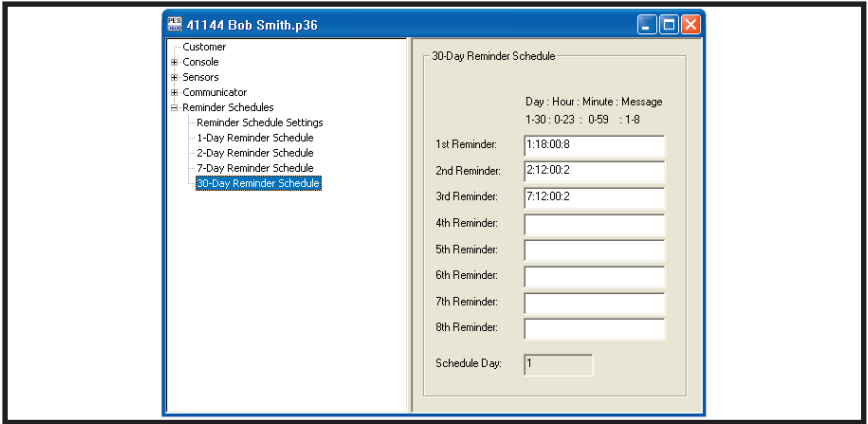
PURPOSE:

To set the times that Reminder Messages on a 30-day schedule will be played. Up to eight play times can be programmed for messages that will play every seventh day. One of the eight recorded Reminder Messages can be selected for each of the eight play times.

USER RESPONSE:

30-DAY REMINDER SCHEDULE

Use the following format to enter the message play times:

DAY:HOUR:MINUTE:MESSAGE

Place a colon (:) between each entry.

✦ Enter the starting day, the time, and message number to play for up to eight messages.

DAY: Enter 1-30 for the Console's schedule day for the message to play on.

☞ *NOTE: The Console's current day will be displayed in the* **SCHEDULE DAY** *area after receiving data from the Console. To set the Console's schedule day without receiving data from the Console, the Console's schedule day can be reset to 1 using the* **RESET SCHEDULE TO TODAY** *function (see Section 5.1).*

HOUR: Enter the hour number in 24-hour military time format (hour 0-23) for the message to play.

MINUTE: Enter the minute (minute 0-59) for the message to play.

MESSAGE: Enter the number of the Reminder Message to play. The message numbers are announced by the Console when the messages are recorded.

☞ *TIP: To convert 12-hour time to 24-hour time, add 12 to the hour for 1pm and later, up to midnight.*

6.   SENDING AND RECEIVING CONSOLE DATA

Sending and receiving the Account Profile data to the Console is an inportant function of the RA-2400 program. The Account Profiles that you create exist only on your computer until they are copied to a Console. The Send/Receive window controls all external communications for the RA-2400 software. It is used to select which Account Profile gets sent to, or received from, a Console in the field (accessed through remote dialing) or connected directly to the modem (accessed through a local cable connection). See Section 3.3 for connection details.

6.1   ACCESSING THE SEND/RECEIVE WINDOW

OPEN A SAVED OR
NEW ACCOUNT
PROFILE

CLICK THE
SEND/RECEIVE
BUTTON
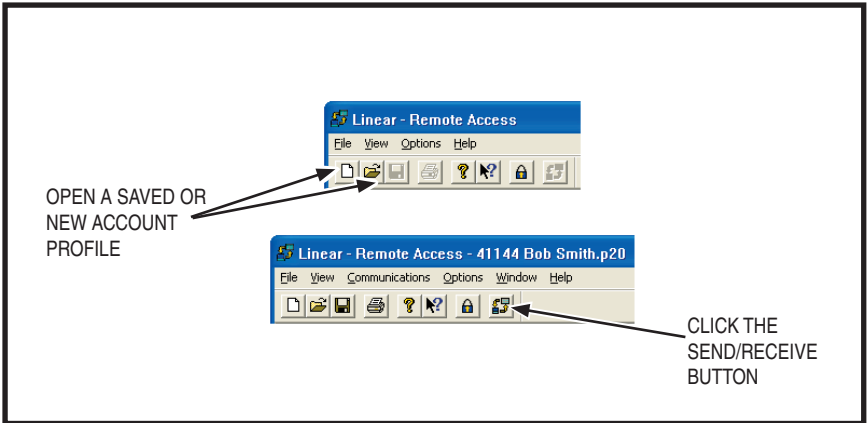
PURPOSE:

For entering data required to connect to a Console and to control the connection. Monitors the status of the communication between the RA-2400 and the Console. Allows setting the Activity Timer in the Console to ON or OFF.

USER RESPONSE:

✦ An Account Profile file must be open before the Send/
Receive window can be accessed. Use the **OPEN...**
or **NEW** command in the **FILE** menu or on the tool bar
to load an Account Profile into the workspace.

✦ From the **COMMUNICATIONS** menu, choose **SEND/RECEIVE...**,
or click on the **SEND/RECEIVE** button on the tool bar.

☞ *NOTE: If you are opening a template created by RA-2400
Versions 1.0 to 1.7 you may get a dialog box saying that
RA-2400 has detected an older version template. Click YES
and RA-2400 will convert the template to the current format
and it will appear on your desktop ready for use. The old
template will be saved as a backup file in its original format.*

6.2 CHOOSING AN ACCOUNT PROFILE

CHOOSE
ACCOUNT
PROFILE
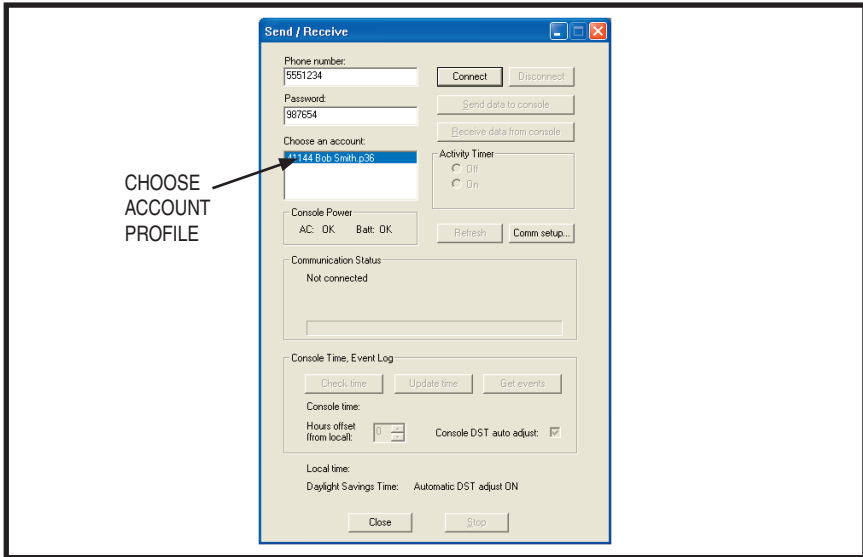
PURPOSE:

For selecting which Account Profile open in the workspace will be used when connecting to a Console. The Account Profile selected automatically fills in the Console's Phone Number and Password Fields using information already entered in the profile (see Section 4.2).

USER RESPONSE:

CHOOSE AN ACCOUNT

✦ Click on the desired Account Profile in the **Choose an Account** box for the Console that is going to be programmed. The installation telephone number and Console password will appear in the boxes.

☞ *NOTE: ARMING MODE will change to ACTIVITY TIMER after a PERS Account Profile is selected.*

6.3 CONNECTING TO A CONSOLE

CONNECT BUTTON
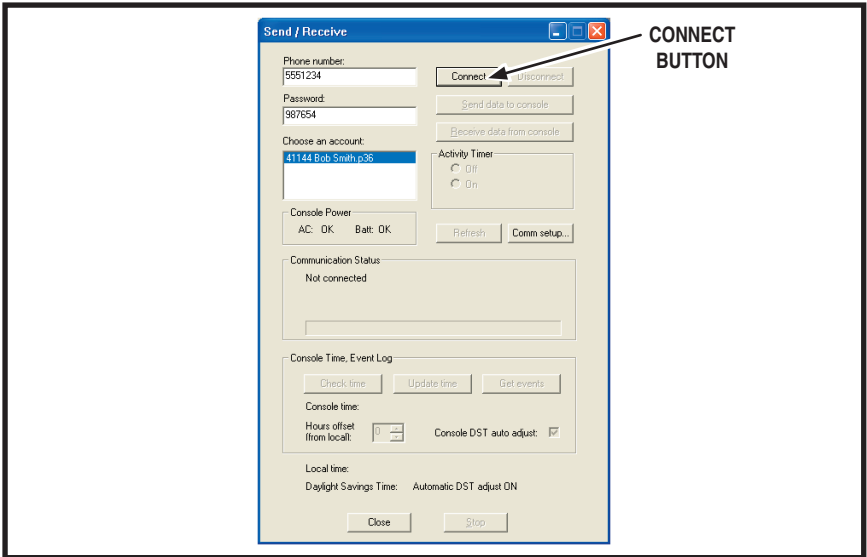
PURPOSE:

Causes the RA-2400 to connect to the Console. The RA-2400 will try to connect to the Console either locally or remotely, depending on the Communications Setup (see Section 3.3).

☞ *NOTE: The Communications Setup can be reviewed by pressing the **COMM SETUP...** button in the Send/Receive window.*

USER RESPONSE:

☞ *NOTE: Before connecting to a Console, it is recommended that all of the sensors used in the system be entered into the Console's memory. This will prevent having to connect to the Console again after programming if modification of the sensor options is required.*

BEFORE CONNECTING

✦ Be sure the computer's modem is powered on, connected, and tested as described in Section 1.5 of this manual.

✦ Check that the Console is powered on (the Console must be connected to AC power).

✦ Be sure that the Account Profile you want to associate with the particular Console is selected in the **Choose an Account** box.

CONNECTING LOCALLY

✦ Verify that the modem's LINE jack is connected to the Console's LINE jack with a double-ended modular telephone cable.

✦ Verify that the Console is in Test Mode.

✦ Click the **CONNECT** button. The **Communication Status** area will show the progress of the connection. **WAIT UNTIL THE TIMEOUT TIMER BEGINS TO COUNT DOWN BEFORE PROCEEDING**.

✦ As the timeout timer counts down, **PRESS THE HELP BUTTON ON THE CONSOLE**.

CONNECTING REMOTELY

✦ Be sure that the modem's LINE jack is connected to a working telephone line.

✦ Verify that the Console's LINE jack is connected to a working telephone line.

✦ Click the **CONNECT** button. The **Communications Status** area will show the progress of the connection. **WAIT FOR THE CONNECTION TO COMPLETE**. The RA-2400 will dial the number once, wait for a few rings, hang-up, then dial a second time. The Console should answer the telephone immediately when the telephone rings during the second dialing attempt.

After connecting the **Communications Status** area will show the progress of the on-line connection, then display "Connected" and the Console's version number.

The **Console Power** area will show the status of the Console's AC power and backup battery. Pressing the **REFRESH** button will update the displayed information.

Local Connection in Progress   *Remote Connection in Progress*

6.4   TURNING THE ACTIVITY TIMER ON & OFF

ACTIVITY TIMER BUTTONS
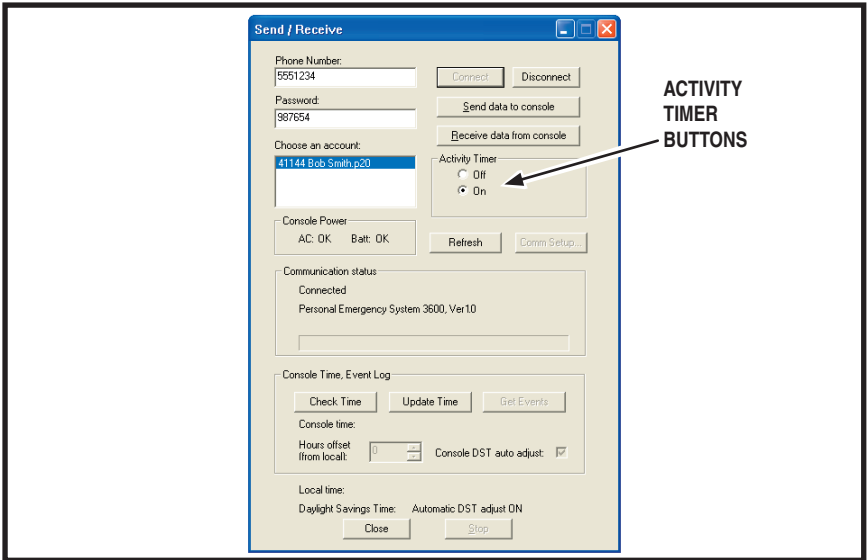
PURPOSE:

Turns the Consoles Activity Timer ON and OFF. When the Consoles Activity Timer is on the emergency alarm will trigger automatically if the time set elapses before an activity transmitter is triggered or the Console's HOME button is pressed.

The Activity Timer can be set for 8, 12 or 24 hour operation (See Section 4.4).

USER RESPONSE:

ACTIVITY TIMER

✦ Click the **ON** button in the **ACTIVITY TIMER** area
to turn the Console's Activity Timer on.

✦ Click the **OFF** button in the **ACTIVITY TIMER** area
to turn the Console's Activity Timer off.

SPECIAL NOTES:

The Activity Timer setting will be transferred to the Console immediately as long as the RA-2400 is connected to the Console.

6.5   SETTING THE CONSOLE'S CLOCK
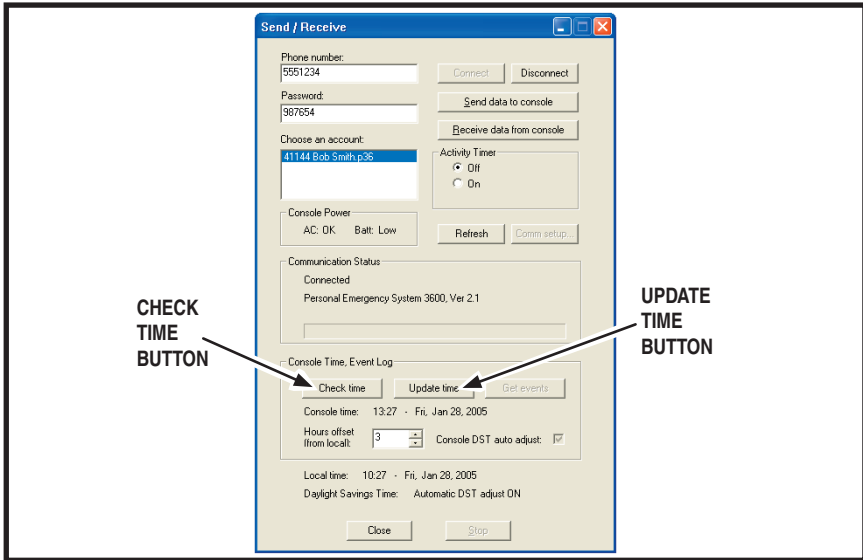
PURPOSE:

For setting the Console's real time clock. The Console's clock controls the playing of the Reminder Messages. The RA-2400 will set the Console's clock to the Computer's clock time and date. A local time offset number can be entered for programming units that are in a different time zone from the Computer. Automatic daylight savings time adjustment for the Console is also selectable.

☞ *NOTE: If the Reminder Message feature is not going to be used, the Console's clock does not need to be set.*
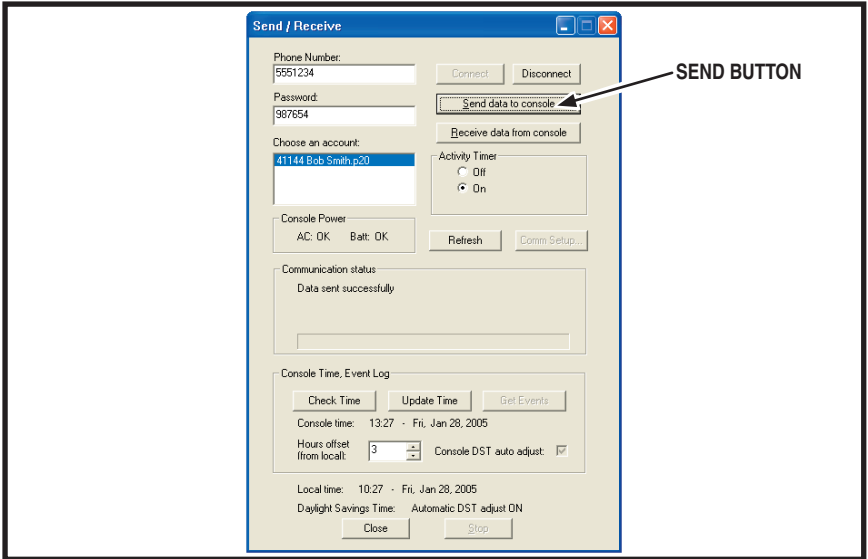
USER RESPONSE:

CONSOLE TIME, EVENT LOG

☞ *NOTE: The Event Log feature is not supported in the PERS-3600.*

✦ If the Console is located in another time zone, set the **HOURS OFFSET FROM LOCAL** number to how many hours difference (plus or minus) the Console's time is from the local time. If the Console is located in the same time zone as the Computer, set the value at 0.

✦ Check the **DST AUTO ADJUST** box for Console's in states where daylight savings time is observed.

✦ Click the **UPDATE TIME** button to send the time and date to the Console. The Computer's local time and date will be displayed at the bottom of the window.

✦ Click the **CHECK TIME** button to check the Console's time. The Console's current time and date will be displayed.

SEND BUTTON

PURPOSE:

For transferring data from an Account Profile to a Console. Also used to monitor Console power and control Activity Timer status.
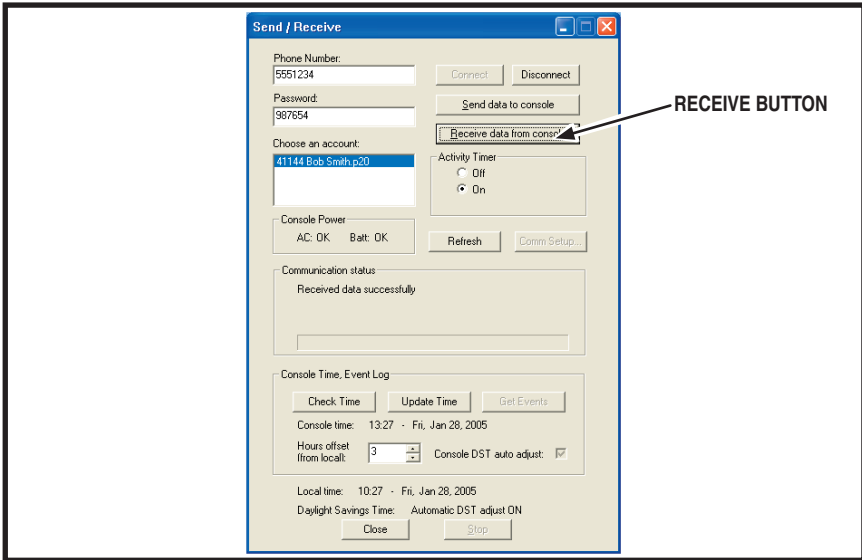
USER RESPONSE:

SENDING

✦ Click the **SEND DATA TO CONSOLE** button. The **Communications Status** area will indicate the progress and show if the data was sent to the Console successfully.

SPECIAL NOTES:

You can make changes to the Account Profile while the Console is connected. Be sure to send any changes to the Console before disconnecting. Minimize the Send/Receive window or slide it out of the way before editing the Account Profile. There is a time limit to the connection. The Console will automatically disconnect after three minutes of inactivity.

6.7   RECEIVING DATA

RECEIVE BUTTON

PURPOSE:

For transferring data from a Console to an Account Profile.

☞ *CAUTION: Receiving the data from the Console will overwrite the data in the Account Profile. If you have made changes to the Account Profile, save the profile, then SEND the profile to the Console <u>before</u> receiving the data into the profile. This leaves previously learned sensor information unchanged. If this is a new Account Profile, its OK to receive the Console data into the new profile.*
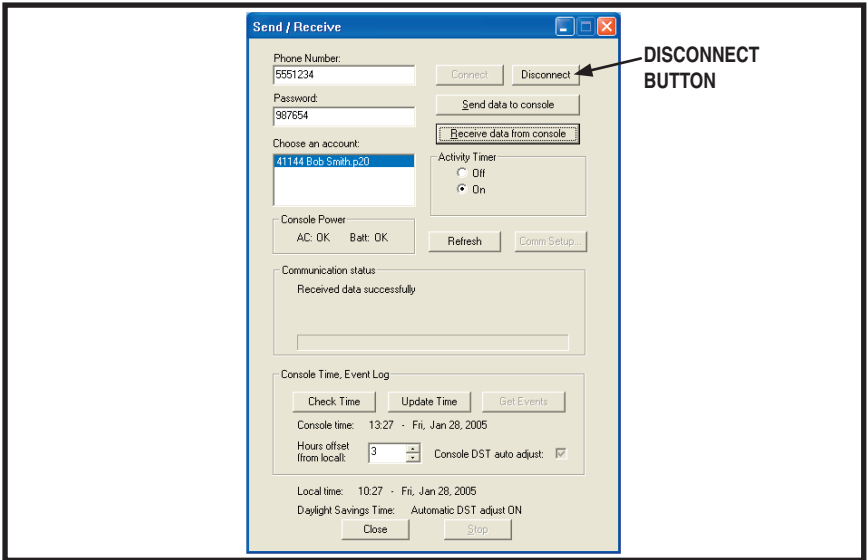
USER RESPONSE:

RECEIVING

✦ Click the **RECEIVE DATA FROM CONSOLE** button. The **Communications Status** area will indicate the progress and show if the data was received from the Console successfully.

SPECIAL NOTES:

You can make changes to the Account Profile while the Console is connected. Be sure to send any changes to the Console before disconnecting. Minimize the Send/Receive window or slide it out of the way before editing the Account Profile. There is a time limit to the connection. The Console will automatically disconnect after three minutes of inactivity.

6.8   DISCONECTING FROM THE CONSOLE
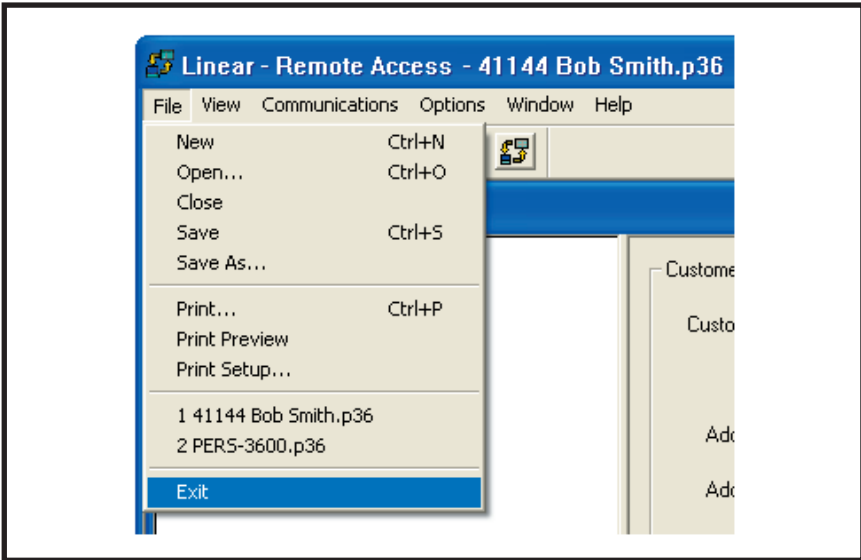

PURPOSE:

For terminating the connection bewteen the RA-2400 and the Console.

USER RESPONSE:

DISCONNECTING

✦ When finished communicating with the Console, click on the **DISCONNECT** button. The Communication Status area will show "Not Connected" when the Console has been disconnected.

6.9   CLOSING RA-2400

PURPOSE:

To save the active Account Profile(s) and quit the RA-2400 program.

USER RESPONSE:

✦ From the **FILE** menu, choose **EXIT** or close the RA-2400 window.

✦ To save while exiting, in the **SAVE CHANGES?** window click **YES**.

If the active Account Profile is the default template, select a location and new name for the file and click **SAVE**.

If the active Account Profile already has a custom file name, it will be saved with the same name.

☞ *NOTE: If more than one Account Profile template is open and has been changed, additional **SAVE CHANGES?** windows will appear.*

IMPORTANT:

AFTER ANY PROGRAMMING CHANGES ARE MADE TO A CONSOLE, PERFORM THROUGH TESTING TO VERIFY THAT THE CONSOLE OPERATES AS INTENDED.

NOTES