



PRO-410
PROM PROGRAMMER
User Manual

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DIFFERENCES FROM DD-490

: **AVOID PROGRAMMING MISTAKES** - :
: **READ THIS FIRST!** :

If you are used to programming with a DD-490 PROM Programmer:

CAUTION: To allow improved capabilities the PRO-410 operates differently from the DD-490 in these ways:

(1) On the DD-490 the entry you select with the knob is added immediately and directly onto the PROM. With the PRO-410 you first make entries to locations in the Programmer's memory. Actual programming of the PROM involves a second step using the PROGRAM and EXECUTE keys. Entries in the Programmer memory can be added (as with the DD-490) or replaced (not possible using the DD-490).

To add an entry into a location:

- (a) first push the PLUS key
- (b) then push the number key.

If you do not push the PLUS key, the number pushed will replace the entry already in memory. Most programming requires that you push PLUS before any number key.

(2) When programming with the PRO-410, you may substitute numbers for the Roman Numerals on programming sheets this way: Use PLUS 1 instead of I, PLUS 2 instead of II, PLUS 4 instead of III, PLUS 8 instead of IV.

All functions mentioned in the following examples are described in detail in SECTION III: DETAILED PRO-410 OPERATION.

EXAMPLE 1: Zones 1, 2, and 3 have already been selected for a feature programmed in one location. That location will contain a 7. You wish to also have the same feature on zone 4. You must use the PLUS key before pressing the number 8 key. The resulting MEMORY ENTRY display should be F, which is correct when zones 1, 2, 3 and 4 have been selected for a feature.

In this example do not do the following: Press PLUS followed by number 1, because this will result in the MEMORY ENTRY display being an 8, which results in a feature being selected for zone 4 and eliminated for zones 1, 2 and 3.

EXAMPLE 2: You wish to substitute a new subscriber number when copying the features from one installation's PROM to another. TRANSFER the contents of the first installation's PROM to Programmer memory. SET the starting location and enter the first digit of the subscriber number. Push NEXT and then enter the second subscriber number digit, etc. (Do not use PLUS.) Push PROGRAM, then EXECUTE and the features from the first FROM along with the new subscriber number will be transferred to the new installation's SUBscriber FROM.

* * *

Experienced Programmer users may prefer to use the summary steps in Appendix II.

SECTION I: GENERAL DESCRIPTION

In general, the Napco PRO-410 Programmer is used to program a SUBscriber PROM which, inserted in a micro-processor type Napco control center or communicator, provides the features needed by your specific installation. A SUBscriber PROM is shipped to you blank. It will not work in a control center or communicator until it is properly programmed. The information contained in the final SUBscriber PROM consists of: (a) background information common to all installations using the same control center or communicator model, copied from a MASTER PROM; (b) features, timing, codes, telephone numbers and other information tailored for your installation and entered one at a time through the Programmer keypad.

Only two functions on the PRO-410 Programmer are required to create a SUBscriber PROM from the blank PROM:

- (1) TRANSFER information from MASTER PROM into the Programmer's memory.
- (2) PROGRAM information held in the Programmer's memory permanently onto a blank SUBscriber PROM.

The EXECUTE key causes the Programmer to perform each function.

After using the PROGRAM function, it is recommended that you also:

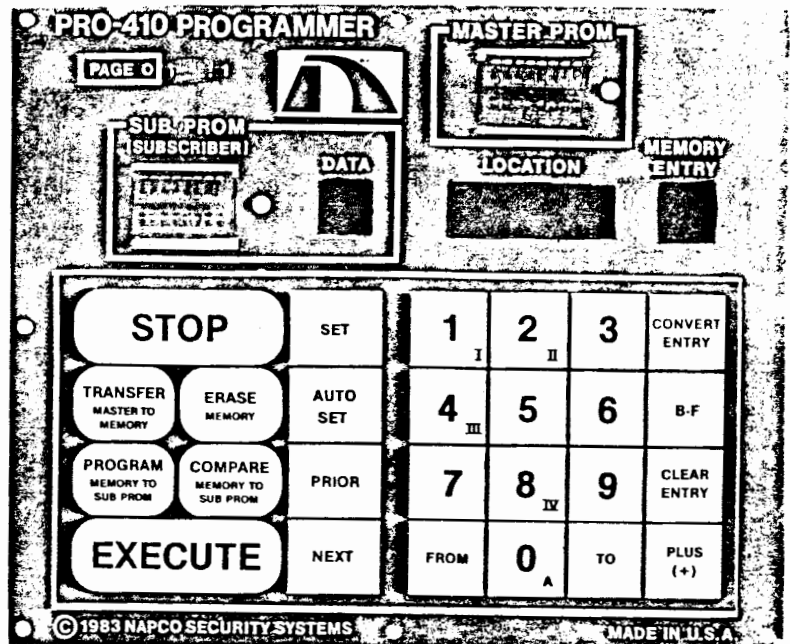
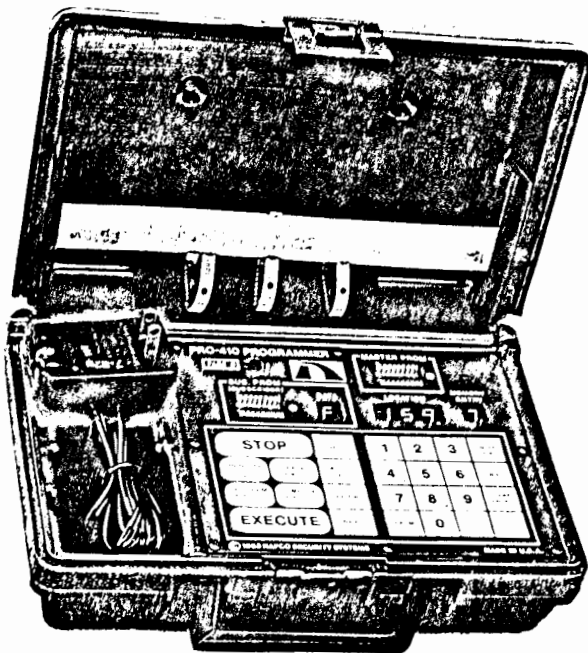
- (3) COMPARE information in the Programmer's memory to the contents of the SUBscriber PROM to verify the SUBscriber PROM has been correctly programmed.

The Programmer can perform more than the few functions described above. Complete operation is described in the pages that follow.

Figure 1

(a) PRO-410 Programmer

(b) Close up of face plate



SECTION II: PROGRAMMING STEPS USING THE PRO-410 PROGRAMMER

Look at your PRO-410 Programmer. Locate the PAGE switch, sockets, displays and keys labeled in Figure 1. All these are explained individually in SECTION III of this Manual: DETAILED PRO-410 OPERATION.

This section describes the steps necessary to make the blank PROM that comes with your alarm control center or digital Communicator into a SUBscriber PROM before you insert it in the unit. APPENDIX II briefly summarizes these steps. APPENDIX III explains words that may be unfamiliar.

1. Check the Ordering Information or programming instructions for the control center or communicator model to be sure you have the correct MASTER PROM and programming sheet.

2. Complete the programming sheet as described in the control center or communicator programming instructions.

3. Set the PAGE switch to zero unless the programming sheet indicates PAGE 1. (The PAGE switch is located in the upper left corner of the PRO-410 Programmer.)

4. Plug the Programmer's transformer into an AC outlet. Use the cord switch to turn on the Programmer.

5. Press STOP (one of the large keys on left side of the Programmer.)

6. Locate the two sockets on the upper portion of the Programmer. Line up the dot printed on the each PROM with the dot marked to the right of its socket. Place the MASTER PROM in its socket, on the righthand side of the Programmer. Place the SUBscriber PROM in its socket, to the left. CAUTION: (a) Power must be on before any PROMs are inserted. (b) Both PROMs must be inserted with the dots facing the correct way.

7. Press the TRANSFER key, then the EXECUTE key. This copies the partial program from the MASTER PROM to the Programmer memory. Three dashes ("---") display when the transfer is complete.

8. Look at your programming sheet. Find the lowest location number which must be programmed. The location number may begin with one or two zeros (for example: 003 or 021). Find the SET key and the number keys on your Programmer. (See Figure 2 - Location Keys.) Push SET, then enter all three digits of that lowest location number. Watch the pointer dot move from box to box of the display as you press the number keys. If you SET the location properly, the correct location number appears in the LOCATION display. If the wrong number appears, repeat this step.

9. The pointer dot is in the MEMORY ENTRY display. Unless you wish to replace the MEMORY ENTRY displayed, push PLUS, then the number key for the entry that belongs in the location displayed. If there are more than one entry for this single location, be sure to push PLUS before each number key. To replace a MEMORY ENTRY, push the number key, but do not push PLUS. Most programming requires that you push PLUS before each entry number key.

10. Changing location: If the next location on your programming sheet is one number higher than the location displayed, push the NEXT key. This causes the location number to be advanced by one. Alternatively, push AUTO SET followed by a location number for the location to continue to increase by one automatically after you make an entry into each displayed location.

If the next entry on the programming sheet skips several locations, push SET and the number keys for the next location needed. To back up one location, press PRIOR.

11. Checking Entries: After you have finished entering everything on your programming sheet, you may wish to check the contents of the Programmer's memory for accuracy. Press SET and the number keys for the first location on your programming sheet. The correct entry should appear in the MEMORY ENTRY display.

Press the NEXT key to automatically scan increasing locations. Take your finger off NEXT to stop if you find an entry error.

You may correct entries in Programmer memory, before they are programmed onto the PROM. To correct a wrong entry: (a) be sure the pointer dot is in the MEMORY ENTRY display, (b) push the correct key(s) to reenter the number or

letter on your programming sheet for the location displayed. (NOTE: To add to an entry, push PLUS before the number key. You may clear an entry by pushing CLEAR ENTRY.)

12. Copying entries from Programmer memory onto PROM: Read this whole step before proceeding.

After you are satisfied that you have correctly entered everything needed by your installation into the Programmer's memory, press the PROGRAM key, then press the EXECUTE key. NOTE: Once programmed, the PROM cannot be cleared or erased. Instead of pressing EXECUTE, you may press STOP to prevent the Programmer's memory from being copied onto the SUBscriber PROM.

Numbers display very rapidly while EXECUTE is causing the SUBscriber PROM to be programmed. Three dashes appear in the LOCATION display when the function completes. Note that the Programmer memory will not be erased.

13. Comparing SUBscriber PROM to Programmer Memory: To verify the PROGRAM copied correctly onto the SUBscriber PROM, press the COMPARE key, then the EXECUTE key. Watch the displays:

As long as each SUBscriber PROM location matches the corresponding Programmer memory location, the displays will be blank. If the SUBscriber PROM does not match the Programmer in a particular location, that location number will flash in the LOCATION display, Programmer memory contents for that location will show in the MEMORY ENTRY display, and SUBscriber PROM contents in the DATA display. (See Figure 3: Changing PROM Contents in APPENDIX I: ERRORS/TROUBLE SHOOTING.)

To continue the COMPARE after it pauses to display mismatched location contents, press EXECUTE.

When all the locations have been compared, three dashes will appear in the LOCATION display. (NOTE: location 255 is reserved for factory use and never compared.)

14. If COMPARE completes without a mismatch, insert your prepared SUBscriber PROM in your control center or Communicator.

15. When you are finished using the Programmer: (a) Be sure both PROMs are removed from the sockets before turning off the power. (b) Turn off the cord switch. (c) Disconnect the AC power. (d) Close the cover to keep the sockets free of dirt.

SECTION III: DETAILED PRO-410 OPERATION

PAGE Switch

This switch is rarely used. It is for PROMs that have larger memory capacity. The PRO-410 Programmer has 256 memory locations (numbered 0 to 255). Some PROMs will have twice as many locations (512). The PAGE switch must be kept in the zero ("0") position when reading or programming a PROM locations 0 to 255. Put the switch in the one ("1") position to read or program only the second half of a 512 location PROM. (Your programming sheet will indicate PAGE switch position 1 for entries to PROM locations above 255.)

CAUTION: If the PAGE switch is set to 1, and your SUBscriber PROM has only 256 locations, the location keys, entry keys, PROGRAM and COMPARE may appear to work, but actually do not. (See APPENDIX I: ERRORS/TROUBLE SHOOTING - DATA Displays "F" in all locations.)

Displays

Usually pressing a key should cause a display to change. Watch the pointer dot to determine whether you are pushing location or entry keys. (See Figure 2.) Note: Displays will not change with every key pressed for write protect. (See Function Keys: PROGRAM.)

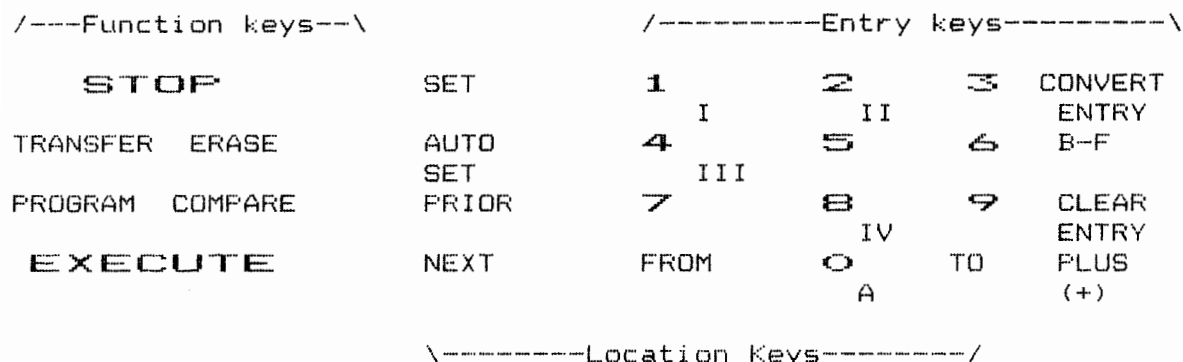
The LOCATION display shows the Programmer memory location which you are addressing to read or enter information. To place a location number in the LOCATION display, see Keypad: Location Keys. Function keys display abbreviations. EXECUTE causes the LOCATION display to become blank. Three dashes ("---") appear when either (a) EXECUTE completes or (b) STOP was pressed. See: Function Keys.

The MEMORY ENTRY display shows what is in the Programmer memory as you read a location or make an entry by pushing entry keys. MEMORY ENTRY 10 appears as a zero, MEMORY ENTRIES from 11 to 15 appear as letters. (See B-F, CONVERT ENTRY.) See Entry Keys.

The DATA display shows the SUBscriber PROM contents at the location displayed. DATA will display an "F" when: (1) no SUBscriber PROM is in the SUBscriber PROM socket, (2) the PAGE switch is set to 1 but the SUBscriber PROM has only 256 locations, (3) the SUBscriber PROM contents for the displayed location is the number 15 (letter "F").

Keypad

Figure 2



Function Keys

STOP - Press STOP:

1) To abort any function after pressing that function key. Do not press EXECUTE.

2) If, after pressing PROGRAM and EXECUTE, "Prt" is displayed. This means your SUBscriber PROM cannot be programmed. See APPENDIX I: ERRORS/TROUBLE SHOOTING.

3) To stop a COMPARE after a mismatch between Programmer memory and SUBscriber PROM is displayed.

STOP causes three dashes ("---") to be displayed in LOCATION.

TRANSFER - To copy the partial program on a MASTER PROM into the Programmer memory: (1) place the MASTER PROM in the MASTER PROM socket, (2) press TRANSFER, (3) press EXECUTE. Until you press EXECUTE "trn" will display. The transfer will not occur until you press EXECUTE.

ERASE - Use when beginning to read or program a new PROM. Use with caution: pressing ERASE then EXECUTE clears out the entire Programmer memory. "ErA" displays after you press ERASE until EXECUTE is pressed. You can abort by pressing STOP instead of EXECUTE.

See Entry Keys: CLEAR ENTRY to erase one location only.

PROGRAM - If you press PROGRAM, followed by EXECUTE, the entire Programmer memory will be copied onto the SUBscriber PROM. (Location 255 is reserved for the factory and never programmed.) Check the Programmer memory against the programming sheet before programming to SUBscriber PROM.

"Pro" is displayed before EXECUTE is pressed.

Nothing is copied until EXECUTE is pressed. You may change your mind by pressing STOP instead of EXECUTE.

If "Prt" is displayed, the SUBscriber PROM cannot be programmed. Press STOP to clear display and abort the PROGRAM function. See APPENDIX I: ERRORS/TROUBLE SHOOTING.

After programming a SUBscriber PROM, verify its correctness by using

COMPARE key. (See COMPARE.)

To write protect a PROM: (a) Press PROGRAM. (b) Press 9, 9, 9. The 9's will not display, but "Spc" will display instead of "Pro" after the third 9. (c) Press EXECUTE.

COMPARE - To begin comparing Programmer memory contents to SUBscriber PROM contents, press the COMPARE key then the EXECUTE key. As long as entries in corresponding locations match, the displays will be blank. If the entry in a Programmer memory location does not match the entry in the corresponding SUBscriber PROM location, the number of that location will flash in the LOCATION display, MEMORY ENTRY will display the contents of the Programmer memory at that location, and DATA will display the SUBscriber PROM contents at the same location. Write down the LOCATION, MEMORY ENTRY, and DATA. Following a mismatch display, proceed with COMPARE by pressing EXECUTE or stop COMPARE by pressing STOP. Three dashes ("---") are displayed when all locations have been compared. (location 255 is reserved for the Factory and never compared.)

NOTE: COMPARE will cause zeros to flash in the LOCATION display and DATA to display an "F" if the PAGE switch is set to 1 and your SUBscriber PROM has only 256 locations.

EXECUTE - You must follow TRANSFER, ERASE, PROGRAM and COMPARE with EXECUTE or these functions will not occur. Pressing EXECUTE causes the displays to be blank. When a function is complete for all locations, the LOCATION display shows three dashes ("---").

Location Keys - Watch the LOCATION display to note the effect of pressing the keys in this section.

SET - To point to a particular numbered location in the Programmer memory, press the SET key and then the sequence of number keys corresponding to the desired location. Watch the pointer in the LOCATION display as you press the number keys.

AUTO SET - To make a series of consecutive entries, press AUTO SET followed by the sequence of number keys corresponding to the desired starting location. After you make each entry into a displayed location, the current LOCATION display will automatically increase by one.

PRIOR - Press the PRIOR key to decrease the current LOCATION display by one.

NEXT - Press NEXT to increase the current LOCATION display by one.

FROM/TO - You can specify a range of locations for any function by pressing the following keys in the order shown:

- 1) the Function Key (for example: TRANSFER or PROGRAM),
- 2) FROM,
- 3) the sequence of number keys corresponding to the desired starting location,
- 4) TO,
- 5) the sequence of number keys corresponding to the desired ending location,
- 6) EXECUTE.

For example, if you wished to copy the features from a SUBscriber PROM you have prepared for one installation onto the SUBscriber PROM for another installation, but avoid copying the subscriber identification number (programmed in locations 034 to 038 of the first installation's PROM) onto the second SUBscriber PROM, you would:

- 1) Press ERASE, then EXECUTE to clear the Programmer's memory.
- 2) Place the first installation SUBscriber PROM into the MASTER PROM

socket.

3) Press TRANSFER, TO, zero, 3, 3, EXECUTE.

4) Wait until the entries for locations 000 to 033 are copied to the Programmer memory.

5) Press TRANSFER, FROM, zero, 3, 9, EXECUTE.

6) Wait until the entries for locations 039 to 255 are copied to Programmer memory.

7) Place the second SUBscriber FROM in the SUBscriber FROM socket and follow the instructions for PROGRAM.

Entry Keys - Watch the MEMORY ENTRY display for the effect of these keys on the Programmer memory for the currently displayed location. NOTE: Unless PLUS is pressed before an entry, the contents of MEMORY ENTRY are replaced. Use the following keys to make a memory entry:

Numbers

1) If the programming sheet shows a number from 0 to 9, use the key with that number printed on it.

2) If ten (10) is to be entered in one location, use the zero (0) key.

3) If the entry for one location is a number from 11 to 15 or a letter from B to F, use the B-F key or add two smaller numbers using PLUS.

4) If you wish to enter two numbers in the same location, press PLUS before each number.

Roman Numerals (I, II, III, IV) - If your programming sheet or other instructions require a Roman Numeral entry value, press PLUS, then the key on which that numeral appears.

CONVERT ENTRY - Push CONVERT ENTRY to display the combination of 1, 2, 4, and 8 which can be summed to obtain MEMORY ENTRY. You might convert a displayed entry to break it down into the individual zones for which a feature was selected, or to verify the way it was computed from Time and other charts.

For example, if you press CONVERT ENTRY when MEMORY ENTRY displays the number 9 under the pointer, 9 will be converted to a sum of 1 and 8 this way: The MEMORY ENTRY display will go blank. Then, separate displays will show a 1, a dash ("—"), a second dash ("—"), followed by an 8. The dashes mean the numbers 2 and 4 are not used to compute 9. If the 9 entry represented a feature select by zone, that feature will work on zone one (programmed with a 1) and zone four (programmed with an 8). After CONVERT ENTRY is completed, MEMORY ENTRY again displays the original 9.

B-F - When the pointer is in the MEMORY ENTRY display, you may enter a number from 11 to 15 or a letter from B to F this way:

1) Press B-F one time to enter an 11 or B. MEMORY ENTRY will display the lower case letter "b".

2) Press B-F a second time to enter 12 or C. MEMORY ENTRY will display the letter "C".

3) Follow the chart below for the remaining values:

Entry	Press B-F key	MEMORY ENTRY display
11 or B	once	b
12 or C	twice	C
13 or D	three times	d
14 or E	four times	E
15 or F	five times	F

CLEAR ENTRY - When the pointer is in the MEMORY ENTRY display, you may clear the single entry displayed from Programmer memory, by pressing CLEAR ENTRY.

PLUS - You can add an entry to the MEMORY ENTRY displayed. (1) Press PLUS. (2) The MEMORY ENTRY will begin to flash. (3) Press the entry to be added.

(4) MEMORY ENTRY will display the sum. The maximum entry value is 15 (or F).

For example, you may wish to select a feature for both zones one and two. Press PLUS followed by the number 1. Press PLUS again, then the number 2. The MEMORY ENTRY will display the number 3.

APPENDIX I: ERRORS/TROUBLE SHOOTING

PROBLEM	POSSIBLE CAUSE/SOLUTION
displays blank	1) Fuse bad. Check and replace, if necessary. 2) PROM backwards in Programmer socket. Remove both PROMs. Turn the cord switch off and on again and press STOP. Be sure dashes appear in the displays. Reinsert the PROMs with the dots in the correct direction. Watch for symptoms of bad PROM.
display missing segment	Bad PROM
COMPARE mismatch	1) Bad PROM. 2) The following normal uses of the COMPARE function may result in a mismatch: (a) Checking unlike PROMs. (b) Partially programmed SUBscriber PROM. (See <u>Location Keys: FROM/TO.</u>) (c) PROM contents changed. (See Figure 3: Changing PROM Contents, at the end of this Appendix.) 3) Malfunction.
dashes ("----") displayed when no key has been pressed.	Normal operation. Programmer displays dashes if not used for 5 minutes.
DATA displays "F" in all locations	1) PAGE switch is on 1 for 256 location SUBscriber PROM. Move PAGE switch to zero. 2) SUBscriber PROM socket is empty.
"Prt" displayed	1) PAGE switch on 1 for 256 location SUBscriber PROM. Move PAGE switch to zero. 2) MASTER PROM is in SUBscriber PROM socket. Put PROMs in correct sockets. 3) SUBscriber PROM has "Write Protect" code in location 255. Compare the rest of the SUBscriber PROM locations to the entries on your programming sheet.

Figure 3

Changing PROM Contents

To change FROM contents, you must first change the Programmer memory, using the PLUS (+) key and one of the keys shown in the chart to the right.

Example: The DATA display shows a 2, but you would like a 7 in this location. Referring to the chart, follow the 2 row across to where it intersects the vertical column 7. You will find a 5. Push PLUS, then 5 to get the desired Memory Entry display readout. Use the PROGRAM and EXECUTE keys again to transfer the new entry value onto the PROM. Then check the same location again, and the DATA display should show a 7. NOTE: To change a 2 to an E (or 14), you would press PLUS, 8, PLUS, 4.

		DESIRED DATA DISPLAY READOUT														
		1	2	3	4	5	6	7	8	9	0	b	c	d	e	f
PRESENT DATA DISPLAY READOUT	1															
	2		1				4	5			8	9			8+4	8+5
	3							4				8				8+4
	4				1	2	3						8	9	8+2	8+3
	5							2						8		8+2
	6							1							8	8+1
	7															8
	8									1	2	3	4	5	6	7
	9											2		4		6
	0											1			4	5
	b															4
	c													1	2	3
	d															2
	e															1
	f															

APPENDIX II: BRIEF SUMMARY OF PROGRAMMING STEPS

Cautions: PROMs must be inserted after power is on and removed before power is off. Press PLUS key before a number unless replacing a previously programmed entry.

1. Verify MASTER PROM and programming sheet are correct for the installation.
2. If programming sheet does not indicate PAGE 1, put PAGE switch on 0.
3. Apply AC power, use cord switch to turn Programmer on. Power must be on before any PROMs can be inserted in Programmer.
4. Press STOP.
5. Put MASTER and SUBscriber PROMs in sockets, matching dots on PROMs to dots on sockets.
6. Press TRANSFER, then EXECUTE to copy MASTER PROM into Programmer memory.
7. Press SET and the first location on the programming sheet. Use three digits for location. If LOCATION display shows an incorrect location number, repeat this step.
8. Push PLUS, then a number key for the entry that belongs in the displayed location. For more than one entry in the same location, push PLUS again before each entry. If MEMORY ENTRY display shows an error, push CLEAR ENTRY then repeat this step.
9. Use SET, NEXT (or SET, AUTO SET) and number keys to change locations. (See SECTION II for detailed instructions.) Continue to make MEMORY ENTRIES.
10. Use SET, NEXT and number keys to check Programmer memory contents against the programming sheet.
11. Push PROGRAM, then EXECUTE to copy Programmer memory contents onto the SUBscriber PROM.
12. Push COMPARE, then EXECUTE to verify PROM matches Programmer memory.
13. Insert completely programmed PROM into control center or communicator.
14. Use FROM/TO to PROGRAM parts of Programmer memory to another SUBscriber PROM. (See SECTION II for example.) Alternatively, push ERASE, then EXECUTE to clear Programmer memory before TRANSFERRING a different MASTER PROM.
15. When all programming is complete, remove any remaining PROMs from sockets. All PROMs must be removed from Programmer before power is turned off. Turn cord switch, disconnect AC power, close cover over PRO-410 Programmer.

APPENDIX III: PROGRAMMING WORDS USED IN THESE INSTRUCTIONS

A FROM (Programmable Read Only Memory) is a circuit chip which is programmed to remember features and identifying information for each installation. A FROM is divided into individual areas, called locations. The information contained within a location is called an entry. Entries describe feature selections, delay and timeout periods, and Communicator transmissions for a specific installation.

Programming for each Napco control center or communicator involves two different PROMs, MASTER PROM and a SUBscriber PROM, and a programming sheet. Each installation requires a particular MASTER PROM and matching programming sheet, identified in the programming instructions and Ordering Information for control center or communicator model used. The MASTER PROM is preprogrammed in the factory with features common to many installations. The programming sheet is preprinted with numbered boxes that match those locations on the SUBscriber PROM that will be programmed to contain features and other information specific to your installation. First the entries to be programmed into each FROM location are marked on the programming sheet. Then the blank FROM is programmed to make it a SUBscriber PROM. Programming involves two steps: (1) copying the contents of a preprogrammed MASTER PROM (2) filling in custom information written on the programming sheet.

A FROM becomes Read Only Memory after it is programmed one time because it cannot be erased. The PRO-410 has its own Programmer memory, divided into the same numbered locations as the FROM, but capable of being erased and changed. Each entry is placed first in the Programmer's memory, where you can, if necessary, change it before programming it permanently onto the SUBscriber FROM.

A FROM cannot be erased, but unless the FROM is write protected, the contents of any location may be changed by using the PLUS key to add entries into that same location. (See Figure 3: Changing FROM Contents in APPENDIX I: ERRORS/TROUBLE SHOOTING.) A FROM may be write protected in the factory. (See APPENDIX I: ERRORS/TROUBLE SHOOTING - Prt displayed.) See Function Keys: PROGRAM to write protect your SUBscriber FROM.

APPENDIX IV: INDEX

0 to 9, <u>see</u> number keys	MEMORY ENTRY display, 3, 5, 7
adding entries, 1, 9	NEXT, 3, 6
AUTO SET, 3, 6	number keys (0 to 9), 3, 7, 9
B-F, 7	PAGE switch, 3, 4, 9
changing FROM Contents, 1, 9	PLUS, 1, 3, 7, 9
CLEAR ENTRY, 7	power off sequence, 4, 9
COMPARE, 4, 6, 9	power on sequence, 3, 9
CONVERT ENTRY, 7	PRIOR, 3, 6
cord switch, 3, 9	PROGRAM, 1, 4, 5, 9
DATA display, 5	Programmer memory, 1, 10
entry, 10	programming, 10
ERASE, 5, 9	programming sheet, 3, 10
EXECUTE, 6	PROM, 10
FROM/TO, 6, 9	Roman Numerals (I, II, III, IV), 1, 7
I, II, III, IV, <u>see</u> Roman Numerals	SET, 3, 6, 9
inserting PROMs in sockets, 3, 9	STOP, 3, 5, 9
location, 10	SUBscriber PROM, 10
LOCATION display, 3, 4, 6	TRANSFER, 3, 5, 9
MASTER PROM, 3, 10	write protect, 6, 10

Napco Limited Warranty

NAPCO SECURITY SYSTEMS, INC. (NAPCO) warrants each of its products to be free from manufacturing defects in materials and workmanship for fifteen months following the date of manufacture. NAPCO will, within said period, at its option, repair or replace any product failing to operate correctly, without charge to the original purchaser or user.

This warranty shall not apply to any equipment or any part thereof which has been repaired by others, improperly installed, improperly used, abused, altered, damaged, subjected to accident, nuisance, flood, fire or acts of God, or on which any serial numbers have been altered, defaced or removed. Seller will not be responsible for any dismantling, reassembly or reinstallation charges.

In order to exercise the warranty, the product must be returned by the user or purchaser, shipping costs prepaid, and insured to NAPCO at its offices at 6 DiTomas Court, Copiague, New York. After repair or replacement, NAPCO assumes the cost of returning products under warranty.

There are no warranties, express or implied which extend beyond the description of the face hereof. There is no express or implied warranty of merchantability or a warranty of fitness for a particular purpose. Additionally, this warranty is in lieu of all other obligations or liabilities on the part of NAPCO.

This warranty contains the entire warranty. It is the sole warranty and any prior agreements or representations, whether oral or

written, are either merged herein or are expressly canceled. NAPCO neither assumes, nor authorizes any other person purporting to act on its behalf to modify, to change, nor to assume for it, any other warranty or liability concerning its products.

In no event shall NAPCO be liable for an amount in excess of NAPCO's original selling price of the product, for any commercial loss or damage, whether direct, indirect, incidental, consequential, or otherwise arising out of any failure of the product. Seller's warranty, as hereinabove set forth, shall not be enlarged, diminished or affected by and no obligation or liability shall arise or grow out of Seller's rendering of technical advice or service in connection with Buyer's order of the goods furnished hereunder.

NAPCO recommends that the entire system be completely tested weekly.

Warning: Despite frequent testing, and due to, but not limited to, any or all of the following: criminal tampering, electrical or communications disruption, it is possible for the system to fail to perform as expected. Therefore, the consumer is advised to take any and all precautions for his or her safety including, but not limited to, fleeing the premises and calling police or fire department, in order to mitigate the possibilities of harm and/or damage.

This warranty shall be construed in accordance with the laws of the State of New York.

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NAPCO SECURITY SYSTEMS INC., 6 DITOMAS COURT, COPIAGUE, NEW YORK 11726, PHONE (516)842-9400.