

CCI-6 PROGRAMMING SHEET

CUSTOMER ADDRESS _____

PHONE _____

ZONE FUNCTIONS

- ZONE PRIORITY (See Note A Below)
- DAY ZONE ANNUNCIATION
- 24-HOUR ARMED (See Note B Below)
- AUTOMATIC RESET
- STEADY BELL OUTPUT
- PULSED BELL OUTPUT (See Note C Below)
- DRY CONTACT CLOSURE
- LOW VOLUME SOUNDER
- RESPONSE TIME (See Table No. 3)

ADDITIONAL PROGRAMMING FEATURES

- KEY SWITCH SELECTION
Momentary - Enter 1
Maintained - Blank
- KEY SWITCH RESPONSE TIME (See Table 3)
- DELAY BEFORE LOW BATTERY TRIP (See Table 1)
- AUTOMATIC BELL TEST
- AUTOMATIC BELL TEST TIME (See Table 1)
- LOW VOLUME SOUNDER CUT-OFF TIME (See Table No.1)
- STEADY BELL CUT-OFF TIME (See Table No. 2)
- SEQUENTIAL ZONE I-IV ENTRY DELAY * EXIT-ENTRY DELAY TIMES MUST BE PROGRAMMED ON ZONE 1 & 2.

LOW. BATT. ZONE	PANIC ZONE	ZONE IV	ZONE III	ZONE II	ZONE I
005 II	005 I	004 IV	004 III	004 II	004 I
013 II	013 I	012 IV	012 III	012 II	012 I
011 II	011 I	010 IV	010 III	010 II	010 I
007 II	007 I	006 IV	006 III	006 II	006 I
015 II	015 I	014 IV	014 III	014 II	014 I
017 II	017 I	016 IV	016 III	016 II	016 I
019 II	019 I	018 IV	018 III	018 II	018 I
021 II	021 I	020 IV	020 III	020 II	020 I
	158 159	156 157	154 155	152 153	150 151

EXIT/ENTRY DELAY

- ENTRY DELAY TIME (See Table No. 1)
- ENTRY WARNING SOUNDER
- EXIT DELAY
- EXIT DELAY TIME (See Table No. 1)

Program the Desired Function for each Specific Zone Using the Indicated Roman Numerals. Leave Location Blank to Omit Function.

NOTE A - Any Zone Not Programmed Priority Becomes Automatic Shunted If Circuit is Open.
 NOTE B - Program Full Time Operation Zones Such As Fire and Panic For This Feature.
 NOTE C - For Pulsed Output Program Both Steady and Pulsed Output for Zone(s).
 Pulsed Output Over-rides Steady When Both Are Activated.

Exit Delay Time Is Common To All Exit Delay Zones.

**CCI-6 USED WITH DD-487
DIGITAL COMMUNICATOR**

If the CCI-6 is to be used with the DD-487 Digital Communicator You MUST enter the following data into the CCI-6 Memory Chip.

<input type="checkbox"/> ZONE I	REPORT UPON ALARM Key On	<input type="checkbox"/> I	REPORT UPON RESTORE Key Off	<input type="checkbox"/> I	<input type="checkbox"/> KEY"ON" DELAY BEFORE TRANSMISSION (See Table No. 1)	<input type="checkbox"/> I 114	<input type="checkbox"/> I 115	Leave blank to omit
<input type="checkbox"/> ZONE II	<input type="checkbox"/> II	<input type="checkbox"/> II	<input type="checkbox"/> II	<input type="checkbox"/> II	<input type="checkbox"/> RING-BACK (If Ring-Back before exit delay is desired) (must select in DD-487 Program)	<input type="checkbox"/> 000	<input type="checkbox"/> II	Leave blank to omit
<input type="checkbox"/> ZONE III	<input type="checkbox"/> III	<input type="checkbox"/> III	<input type="checkbox"/> III	<input type="checkbox"/> III		<input type="checkbox"/> 054	<input type="checkbox"/> III	
<input type="checkbox"/> ZONE IV	<input type="checkbox"/> IV	<input type="checkbox"/> IV	<input type="checkbox"/> IV	<input type="checkbox"/> IV	<input type="checkbox"/> OPENING SIGNAL	<input type="checkbox"/> 029	<input type="checkbox"/> IV	Leave blank to omit
<input type="checkbox"/> HOLD-UP	<input type="checkbox"/> I	<input type="checkbox"/> I	<input type="checkbox"/> I	<input type="checkbox"/> I				
<input type="checkbox"/> LOW BAT.	<input type="checkbox"/> II	<input type="checkbox"/> II	<input type="checkbox"/> II	<input type="checkbox"/> II	<input type="checkbox"/> CLOSING SIGNAL	<input type="checkbox"/> 023	<input type="checkbox"/> IV	Leave blank to omit

NOTES

PROGRAMMING TABLE NO. 1

Use this table for programming the following locations:

Bell Test	036-037
Audible Sounder	038-039
Battery Delay	110-111
Communicator Delay	114-115
Exit Delay	032-033
Entry Delay-Zone 1	100-101
Entry Delay-Zone 2	102-103
Entry Delay-Zone 3	104-105
Entry Delay-Zone 4	106-107

If both columns or locations are used, their sum equals the total time.

Example

Column 1	Column 2
8	2
(8 Sec.)	(32 Sec.)
Total Time 40 Seconds	

FIRST LOCATION DIGIT			SECOND LOCATION DIGIT		
Seconds	Program	Display	Seconds	Program	Display
1	1	1	16	1	1
2	2	2	32	2	2
3	3	3	48	3	3
4	4	4	64	4	4
5	5	5	80	5	5
6	6	6	96	6	6
7	7	7	112	7	7
8	8	8	128	8	8
9	9	9	144	9	9
10	0	0	160	0	0
11	8+3	.b	176	8+3	.b
12	8+4	.c	192	8+4	.c
13	8+5	.d	208	8+5	.d
14	8+6	.e	224	8+6	.e
15	8+7	.f	240	8+7	.f

PROGRAMMING TABLE NO. 2

Use this table for programming locations 034 and 035 Bell Time Only

If both columns or locations are used, their sum equals the total bell cut-off time.

Example

034	035
1	1
Total Time 8 Minutes 32 Seconds	

FIRST LOCATION (034) DIGIT			SECOND LOCATION (035) DIGIT		
Seconds	Program	Display	Minutes	Program	Display
32	1	1	8	1	1
64	2	2	16	2	2
96	3	3	24	3	3
128	4	4	32	4	4
160	5	5	40	5	5
192	6	6	48	6	6
224	7	7	56	7	7
256	8	8	64	8	8
288	9	9	72	9	9
320	0	0	80	0	0
352	8+3	.b	88	8+3	.b
384	8+4	.c	96	8+4	.c
416	8+5	.d	104	8+5	.d
448	8+6	.e	112	8+6	.e
480	8+7	.f	120	8+7	.f

PROGRAMMING TABLE NO. 3

Use this table for programming the following locations:

Zone 1	150-151
Zone 2	152-153
Zone 3	154-155
Zone 4	156-157
Panic	158-159
Key	164-165

If both columns or locations are used, their sum is the resulting time.

Example

Column 1	Column 2
4	3
Total Time 6.5 Seconds	

FIRST LOCATION DIGIT			SECOND LOCATION DIGIT		
Milliseconds	Program	Display	Seconds	Program	Display
125	1	1	2	1	1
250	2	2	4	2	2
375	3	3	6	3	3
500	4	4	8	4	4
625	5	5	10	5	5
750	6	6	12	6	6
875	7	7	14	7	7
1000	8	8	16	8	8
1025	9	9	18	9	9
1250	0	0	20	0	0
1375	8+3	.b	22	8+3	.b
1500	8+4	.c	24	8+4	.c
1625	8+5	.d	26	8+5	.d
1750	8+6	.e	28	8+6	.e
1875	8+7	.f	30	8+7	.f