R A D I O N I C S

D7212B Control/Communicator
Program Entry Guide

Notice

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About This Manual

This manual describes the programming paramaters available to the D7212B Control/Communicator. This manual follows the organization of the D7212B product handler in the D5200 Programmer.

Each programming section, program item and its page number is listed in the table of contents on the following pages (i - iv).

Throughout this manual, programming prompts are shown in outlined italic letters when they are used in a sentence. For example, *Phone 1* is the first programming prompt in the *Phone* section of the program. References to modules, categories, and sections of the program are shown in italic letters. For example *Phone* is the first programming category in the *Panel Wide Parameter* programming module.

Use the *D7212B Program Record Training Sheet* (74-06895-000) to review default program entries as you read this manual.

For a complete understanding of the D7212B Control/Communicator, read the following manuals in addition to this program entry guide:

D7212 Operation and Installation Manual
Security System Owners Manual
Security System User's Guide

Other Lettering Conventions used in this manual…
D6500 reports are shown in "typewriter style" letters. For example, `AC FAILED` indicates the report sent when the panel reports an AC power failure.

Generally, words shown in all capital letters indicate command center displays, and command center keys. For example, SERVC COMM FAIL is the command center display for a failure to communicate with the D6500 receiver. ESC is a key on the command center. Depending on the context of the sentence, all capital letters may also be used to indicate a recommended programming selection.

Revision Marking

Vertical lines in the right margin mark paragraphs that have been changed since the previous version of the manual. See the example on the right side of this paragraph.

Double lines on the right side of a box indicate changes made to text inside the box.

PANEL WIDE PARAMETER Use this programming module to define the operating characteristics

that affect panel-wide functions. There are five programming categories in this module; *Phone* operation, *Phone Routing, Power Supervision, Printer Parameters,* and *RAM (Remote Account Manager) Parameters.*

Phone The D7212 can dial up to four different telephone numbers when sending

event reports. The program items in this category describe panel wide characteristics for telephone dialing, receiver format, and supervision. All telephone numbers use the same receiver format.

Communications Failure

When only a primary phone destination is programmed for a report (see *Phone Routing*), the panel generates a communication failure (Comm Fail) event if the panel does not reach the receiver:

after 10 attempts if the panel contains software revision 2.93 or lower.

after 5 attempts if the panel contains software revision 2.94 or higher.

When both primary and backup phone destinations are programmed for a report, the panel alternates between the primary destination and the backup destination.

If the panel is equipped with software revision 2.93 or lower, it makes a total of 20 attempts (10 to each phone destination).

If the panel is equipped with software revision 2.94 or higher, it makes a total of 10 attempts (6 to the primary and 4 to the backup).

If all these attempts fail, the D9112 generates a Comm Fail event.

A Comm Fail event appears at the command center as SERVC COMM FAIL. A Comm Fail event is placed in the event log if Comm Fail occurs on both the primary and backup phones. Comm Fail is not reported to the D6500 except during test reports. (***Expand Test Rpt*** must be programmed YES.)

A Comm Restoral event is generated after another reporting event is successfully transmitted to any of the receiver phone numbers. This Comm Restoral report is sent according to the routing for ***Power/Phone*** in *Phone Routing.* When a Comm Restoral report is received, Radionics recommends that you use RAM to download the event log to determine which events were not sent due to the Comm Fail, and which phone number(s) failed. Receiving the Comm Restoral does not necessarily mean that all phone lines have restored, only that at least one phone line is operational.

Phone 1

Default: **Blank**
Selections: **Up to 24 characters (do not enter SPACE)**

The telephone number the D7212 dials to contact the central station receiver when sending event reports. This number is "Phone 1" which is referenced in *Phone Routing* parameters.

The D7212 is pre-programmed with a 7-second dial tone detect period. When dial tone is detected or the waiting period ends, the D7212 begins to dial. To extend the dial tone detect program a **D** before the phone number. To insert a pause during or after dialing, use **C** in the number sequence. For example, if the D7212 hangs up before it hears the Modem II ack tone from the D6500, program extra **C**s after the phone number. The D7212 waits on line for three extra seconds for each **C** programmed.

Enter up to 24 of the following characters to define dialing characteristics.

> **Using both Phone data entry lines:** The first line of the phone number data entry line must be filled (12 characters) before you press ENTER to move on to the second line. If you enter characters on the second line, and there are less than 12 characters on the first line, the second line clears when you press ENTER.

0 - 9------- Numbers 0 through 9

C ---------- 3-second pause

D ---------- 7-second dial tone detect.

 # or * ----- Used for the same purpose as pressing this key on a telephone keypad when manually dialing. For example, an asterisk (*) may be needed to access your long distance service. Do not use these characters when pulse dialing.

Blank ---- Panel dials no phone number.

Programming this item Blank does not disable phone routing. To disable reporting to this phone see *Phone Routing*.

Phone 2

Default: **Blank**
Selections: **Up to 24 characters (do not enter SPACE)**

(See explanation of *Phone 1*.) This number is "Phone 2" which is referenced in *Phone Routing* parameters.

Phone 3

Default: **Blank**
Selections: **Up to 24 characters (do not enter SPACE)**

(See explanation of *Phone 1*.) This number is "Phone 3" which is referenced in *Phone Routing* parameters.

Phone 4

Default: **Blank**
Selections: **Up to 24 characters (do not enter SPACE)**

(See explanation of *Phone 1*.) This number is "Phone 4" which is referenced in *Phone Routing* parameters.

Modem Format

Default: **Yes**
Selections: **Yes or No**

Central station Receiver Format for transmission of reports. Modem format provides many reporting advantages over the BFSK format; therefore, Radionics strongly recommends the use of Modem format reporting (see the *D6500 Report Directory* for more information about the effect of reporting formats).

Yes ------Modem II (requires Radionics D6500 Receiver with MPU EPROM version 06.00 or higher and Line EPROM version 06.00 or higher.)

Modem II format reports identify points as "001" through "048" and passcode User ID codes as "00" through "75" at the D6500 receiver (unless ***Point/User Flag*** is programmed YES; see below). When reporting point events, Modem II also sends point text to the D6500 as programmed in *Point Assignments*.

No --------BFSK (2300 Hz or 1400 Hz acknowledgement tone)

Point/User Flag

Default: **No**
Selections: **Yes or No**

This program item determines how point and User ID numbers are presented at the D6500 display, printer, and computer RS232 output.

When ***Modem Format*** is YES, the D7212 sends expanded Modem II reports to the D6500. If your central station data files are not set up for D7212 point and User ID number reporting, you can use this program item to convert these numbers to D8112 style ZONEX and COMEX reports.

Yes -------The D7212 sends a "flag" with each report that tells the D6500 to convert D7212 point numbers to D8112 style ZONEX format and User ID numbers to D8112 style COMEX format. The conversions are shown in the table below. [No matter how the D6500 is programmed for output to the computer system, points and User ID numbers are converted when this item is YES. (See the *6500:MPU Program Entry Guide*, ***CompOut*** program item.)]

No---------The D7212 does not send the "flag." The D6500 outputs point numbers as 001 - 048 (rather than 100 - 308) and User ID numbers as 000 - 075 (rather than 000 - F08), as indicated in the following table.

When *Modem Format* is YES, the D7212 sends expanded Modem II reports to the receiver. *Point/User Flag* affects Modem II data as shown below. The leading zero in the User ID Number with *Point/User Flag* programmed **NO** is added by the Radionics D6500 receiver.

User ID Numbers			Point Numbers	
Point/User Flag			*Point/User Flag*	
NO	**YES**		**NO**	**YES**
000 _____	000			
001 - 005_____	001 - 005		001 - 008_____	100 - 800
006 - 013_____	601 - 608		009 - 024_____	101 - 116
014 - 021_____	701 - 708		025 - 040_____	201 - 216
022 - 029_____	801 - 808		041 - 048_____	301 - 308
030 - 037_____	B01 - B08			
038 - 045_____	C01 - C08			
046 - 053_____	D01 - D08			
054 - 061_____	E01 - E08			
062 - 069_____	F01 - F08			
070 - 075_____	000			

Independent Zone Control Notice: When using Independent Zone Controls (I.Z.C.) to send opening/closing reports by point, do not duplicate reporting independent point numbers with User ID reports (see *Passcode Worksheet*). For example: If an I.Z.C. is connected to point 8, User ID 8 should not be used.

D6000: Opening/closing User ID numbers are identified at the receiver as "ZONEs" (same identification as independent points).

User ID 1 = ZONE B	User ID 4 = ZONE E	User ID 7 = ZONE 7
User ID 2 = ZONE C	User ID 5 = ZONE F	User ID 8 = ZONE 8
User ID 3 = ZONE D	User ID 6 = ZONE 6	COMMAND 1 = ZONE 9
		(only for closing)

D6500 Receiving BFSK format: Opening/closing User ID numbers are identified at the receiver as "ZN" (same identification as independent points). The "ZN" numbers are based on the "tens" digit of the User ID number.

DTMF Dialing

Default: Yes
Selections: Yes or No

Use DTMF (dual-tone multi-frequency) to dial the central station receiver phone number(s) for event reports, and/or the D5300 Remote Account Manager.

Yes ------ Dials the programmed phone number(s) using DTMF.

No -------- Pulse Dialing only

Phone Supv Time

Default:	**Blank**
Selections:	**Blank or 10 - 240**

This prompt sets the amount of time the panel continues to monitor a faulted phone line before initiating phone line trouble responses.

Blank --------- No phone line supervision.

10 - 240 ------ Initiate phone line trouble responses if the phone line continues to be faulted after the programmed amount of seconds expire. After a faulted phone line restores, it takes the same amount of time to initiate restoral responses.

Make settings in 10-second increments.

> **Phone line trouble responses:**
>
> Command centers display SERVC PH LINE # and sound the trouble tone.
>
> Restoral reports identify the previously failed line after it has restored when a single phone line is used, if *Power/Phone* is enabled in *Phone Routing*.
>
> Trouble and restoral events are reported if *Power/Phone* is enabled in *Phone Routing*, a Dual Phone Line Module is installed, and one of the phone lines is operational.

Alarm On Fail

Default:	**No**
Selections:	**Yes or No**

Yes ------- Generate alarm responses in Area 1 and trouble reponses in all other areas when a phone line fails. *Phone Supv Time* must be programmed to use this feature.

Phone Failure Alarm Responses: An alarm tone sounds at command centers assigned to Area 1. The Alarm Bell relay for Area 1 activates. The *Phone Fail* relay activates if programmed in *Relay Parameters*.

No --------- Only generate trouble responses when a phone line fails. *Phone Supv Time* must be programmed to use this feature.

Two Phone Lines

Default: **No**
Selections: **Yes or No**

This program item is used when a Dual Phone Line Module is connected to the D7212. Both lines must be of the same operation, either ground start or loop start. NFPA standards prohibit the use of ground start phone lines in systems monitoring fire points.

Yes ------ Dual Phone Line Module installed. The LEDs on the light to indicate primary or secondary line trouble and COMM FAIL.

No -------- No Dual Phone Line Module.

> **Good programming practice:** Program *Phone Supv Time* when using two phone lines.

BFSK Duress Code

Default: **0**
Selections: **0 - 9**

When transmitting in BFSK (*Modem Format* is programmed NO), you must assign a number to identify duress reports at the central station. Duress is enabled in *Duress* in the *Passcode Worksheet*.

Expand Test Rpt

Default: **No**
Selections: **Yes or No**

This program item is used to add system event information to scheduled test reports. Test reports are set up as scheduled events in the *Skeds Parameters* section of the program.

Yes ------- Test report includes the following system events if the panel is currently in the condition listed: Log Threshold, Log Overflow, Point Bus Failure, Successful Local Programming, Bad Call to RAM, User Code Tamper, SDI Failure, Communications Failure, AC Failure, Battery Missing, Battery Low, Parameter Bad Checksum.

No --------- Do not send system event information with test reports.

Cancel Report
Default: **Yes**
Selections: **Yes or No**

Use this program item to control whether or not Cancel reports are sent.

A Cancel report is created when a passcode is entered to silence an Alarm Bell or a Fire Bell before the bell time expires. The cancel event is stored in the panel's event log, and sent to the local printer as a point event.

Use *Burg Time* and *Fire Time* in the *Bell Paramaters* section of the program to program bell times. Program Alarm and Fire Bell relay outputs in *Relays*.

Yes ------- Send Cancel reports according to *Phone Routing*.

No --------- Do not send Cancel reports to the phone(s).

Ground Start Default: Long

Selections: **Short or Long**

Use this program item only when the panel is connected to Ground Start telephone lines.

Some newer ground start telephone exchange switches require a shorter amount of time to initiate dial tone. If the panel can't initiate dial tone on the ground start line with the default (Long) setting, try the Short setting.

Both lines must be of the same operation, either ground start or loop start. NFPA standards prohibit the use of ground start phone lines in systems monitoring fire points.

Long ----- Standard duration of ground. Use this setting for most ground start telephone systems. The duration is 700 milliseconds.

Short ----- Shorter duration of ground. Use this setting for telephone systems where specified. The duration is 250 milliseconds.

Phone Routing

Phone Routing lets you direct groups of event reports to four different telephone numbers. The phone numbers and operating characteristics are programmed in the previous category *Phone*.

Fire alarm events have priority over all other events that need to be reported. An event that has not been reported to the primary or backup phone has a higher priority than an event that needs to be reported to a duplicate phone.

Event report groups that you do not send to the central station may be annunciated locally (at the command centers), printed on a local printer (D9131 required), or retrieved later by the Remote Account Manager.

Each of the Report Groups can be programmed to report to one or more of the Phone numbers. The phones can be used as primary, backup, or duplicate reporting paths for each of the Report Groups.

Blank ----Not Reported to this phone number.

P ----------Primary: send all reports from this group to this phone number. Only one primary phone allowed per group.

B ----------Backup: send reports from this group to this phone if the report is not received by the primary phone number. A primary phone route must also be programmed for this Report Group in order to dial the backup phone number. Only one backup phone allowed per group.

D ----------Duplicate: send all reports from this group to this phone number after they are sent to the other phone (primary or backup). A primary phone route must be programmed in order to send a duplicate report. Only one duplicate phone allowed per group. Failure to send a duplicate report does not generate any user notification or central station report.

Press the **SPACE BAR** to scroll through the selections. Press **ENTER** when the correct selection appears in the display.

> **If the D5200 buzzes when you make an entry, you've made a routing error:** If you enter the same route on two different phones for a particular Report Group the D5200 buzzes. When it buzzes, it accepts the entry currently in the display, and changes the matching routing entry to blank. This disables routing the Report Group to the other phone.
>
> **Re-check the phone routing for the Report Group for each phone if the programmer buzzes.**

Phone Routing Worksheet

Report Group Name (Report Type)			Phone 1	Phone 2	Phone 3	Phone 4
Fire Alarm/Res (Fire Alarm/Restoral)						
Fire Alarm	Fire Restoral (after Alarm)					
Fire Tbl/Res (Fire Trouble/Restoral)						
Fire Trouble	Fire Restoral (after Trouble or Missing)					
Fire Walk Start	Fire Walk End					
Missing Fire						
Alarm/Res/Cncl (Non-Fire Alarm/Restoral/Cancel)						
Alarm Report	Duress	User Alarm CMD7				
User Alarm CMD9	User Code Tamper	Cancel Alarm				
Restoral Report	Missing Alarm					
Trouble (Non-Fire Trouble)						
Trouble Report	Missing Trouble	Pt Bus Trouble				
Pt Bus Restoral						
Open/Close						
Point Opening	Early to Open	Opening Report				
Late to Open	Fail to Open	Point Closing				
Closing Early	Closing Late	Closing Report				
Extn Close Time	Fail to Close	Perim Inst Armed				
Perim Dlay Armed	Was Force Armed	Forced Close				
F Close Early	F Close Late	F Close Pr Inst				
F Close Pr Dlay	Forced Point	Point Bypass				
Command Bypass	Sked Bypass	RAM Bypass				
Swinger Bypass						
Test/Stat Rpt (Test and Status Reports)						
Test Report	Log Threshold	Log Overflow				
Including expanded	Prog Access OK	Bad Call to RAM				
panel-wide events as	SDI Failure	Comm Failure				
shown –>	Battery Missing	Battery Low				
	Pt Bus Trouble	User Tamper				
	AC Failure	Params Bad Cksm				
Status Report	S: Alarm	S: Trouble				
includes area events	S: Opening	S: Closing				
as shown –>	S: Perim Delay	S: Perim Instant				
	Point Bypass	Forced Point				
Diagnostic						
SDI Failure	SDI Restoral	Watchdog Reset				
Parm Cksum Fail	Re-boot					
Relay						
Sensor Reset	Relay Set	Relay Reset				
Skeds						
Sked Executed	Sked Changed					
RAM						
Log Threshold	RAM Access OK	RAM Access Fail				
Bad Call to RAM	Parameters Changed	Remote Reset				
Power/Phone						
Comm Restoral	Phone LineFail	Phone Restoral				
AC Failure	AC Restoral	Battery Missing				
Battery Low	Battery Restore					
Service						
Usr Code Change	Usr Code Delete	Prog Access OK				
Prog Access Bad	Date Change	Time Change				

Phone

Default: **1**
Selections: **1 - 4**

Enter the number representing the phone for which you are selecting report group routing.

Ph# Fire Alarm/Res

Default: **Blank**
Selections: **Blank, P, B, or D**

See the introduction to *Phone Routing* for a description of the selections.

Ph# Fire Tbl/Res

Default: **Blank**
Selections: **Blank, P, B, or D**

See the introduction to *Phone Routing* for a description of the selections.

Ph# Alarm/Res/Cncl

Default: **Blank**
Selections: **Blank, P, B, or D**

See the introduction to *Phone Routing* for a description of the selections.

Ph# Trouble

Default: **Blank**
Selections: **Blank, P, B, or D**

See the introduction to *Phone Routing* for a description of the selections.

Ph# Open/Close

Default: **Blank**
Selections: **Blank, P, B, or D**

See the introduction to *Phone Routing* for a description of the selections.

Ph# Test/Stat Rpt

Default: **Blank**
Selections: **Blank, P, B, or D**

See the introduction to *Phone Routing* for a description of the selections.

Test reports and Status reports are enabled in the *Skeds* section of the program. For Test reports, see Sked Function Code #9. For Status reports, see Sked Function Code #10.

Test and Status reports are identified at the D6500 using the account number for Area 1.

If *Expand Test Rpt* in *Phone* is YES, the test report includes additional system events if the panel is currently in the condition: `Prog Access OK`, `SDI Failure`, `Comm Failure`, `Battery Missing`, `Battery Low`, `Pt Bus Trouble`, `AC Failure`, `Params Bad Cksm`, `Log Threshold`, `Log Overflow`, `Bad Call to RAM`, and `User Tamper`.

After a RESET-BYE or disable restart, the panel checks to see if the following conditions exist. If they do, the panel will send appropriate reports with the test report: `Log Threshold`, `Log Overflow`, `Bad Call to RAM`, and `User Tamper`. All other system events are cleared and will not report at test time.

To clear `Bad Call to RAM` and `User Tamper` events, simply contact the panel with RAM II. To clear `Log Threshold` and `Log Overflow` contact the panel with RAM II and per form a RECEIVE LOG AND SET POINTER function from the LOGGER menu.

Ph# Diagnostic

Default: **Blank**
Selections: **Blank, P, B, or D**

See the introduction to *Phone Routing* for a description of the selections.

If a Parameter Checksum Fail `(Parm Cksum Fail)` report is recieved, the user can silence the panel's buzzer, but cannot clear the system trouble display. To correct a Parameter Checksum Fail condition, re-load the program into the panel using RAM or the D5200.

Ph# Relay

Default: **Blank**
Selections: **Blank, P, B, or D**

See the introduction to *Phone Routing* for a description of the selections.

Ph# Skeds

Default: **Blank**
Selections: **Blank, P, B, or D**

The panel uses Skeds18-49 for opening and closing windows. Routing Skeds activity to a receiver when using this feature could result in excessive receiver traffic.

See the introduction to *Phone Routing* for a description of the selections.

Ph# RAM

Default: **Blank**
Selections: **Blank, P, B, or D**

These events are associated with Remote Account Manager (RAM) functions. RAM reports are identified at the D6500 using the account number for Area 1.

RAM Access Fail may indicate a wrong passcode when communicating with the panel, or a valid RAM session was terminated by a means other than a GOOD-BYE or RESET-BYE command. Log Threshold is programmed in *RAM Parameters **Log % Full***. Remote Reset indicates a RESET-BYE command issued from RAM, Bad Call to RAM indicates that the panel called RAM but was unable to connect.

See the introduction to *Phone Routing* for a description of the selections.

Ph# Power/Phone

Default: **Blank**
Selections: **Blank, P, B, or D**

See the introduction to *Phone Routing* for a description of the selections.

Ph# Service

Default: **Blank**
Selections: **Blank, P, B, or D**

See the introduction to *Phone Routing* for a description of the selections.

Power Supervision

AC Fail Time

Default: 10
Selections: 1 - 90 seconds (Blank and 0 are invalid) Amount of time (in seconds) that AC power must be off before the D7212 responds to the AC failure. The response to restoral of AC power is delayed for the same amount of time. The panel always monitors AC. To disable audible and reporting failure responses, program the following items NO: *AC Fail/Res Rpt, AC Tag Along,* and *AC/Battery Buzz*.

> **Visual AC Failure Response:** When a failure occurs, the SERVC AC FAIL message displays at command centers.
>
> You can program other AC failure responses in the program items that follow, and you can program a relay to activate in *Relay Parameters*.

AC Fail/Res Rpt

Default: No
Selections: Yes or No

AC Power Supervision reports sent to the central station when they occur. To comply with UL 864 requirements for Commercial Fire Systems, program *AC Fail/Res Rpt* **No.**

Yes ------- AC Failure and AC Restoral reports are sent to the central station when the panel generates the event. They are routed to the telephone number for *Power/Phone* events. AC Failure is reported as TROUBLE ZONE 0 when transmitting in BFSK.

No --------- AC Failure and AC Restoral reports are NOT sent when they occur. They can still be sent with subsequent reports if *AC Tag Along* Is programmed YES.

AC Tag Along

Default: No
Selections: Yes or No Send AC failure report as an additional message (tag along) with other reports. To comply with UL 864 requirements for Commercial Fire Systems, program *AC Tag Along* **Yes.**

Yes ------- When AC Fails, the report is not sent until another event occurs. The AC Fail report is sent to the receiver with subsequent event reports until the AC restoral report is sent. These AC fail reports are routed to the phone destination of the event with which it is sent. If AC power restores before any other event occurs, the report is not sent.

> If both *AC Fail/Res Rpt* and *AC Tag Along* are YES, two AC failure reports are sent to the *Power/Phone* telephone number(s); once as the primary message, and once as the "tag along" report.

No --------- AC Fail reports are not tag along events.

AC/Battery Buzz

Default: No
Selections: Yes or No

Turn the command center trouble buzzer on when AC fails or the battery is low or missing. This program item does not prevent the SERVC AC FAIL or SERVC BATT LOW displays.

Yes ------ Buzz command center sounder when AC fails or the battery is low or missing. To comply with NFPA standards for fire systems, program this item YES.

No -------- Do not audibly indicate AC failure or battery trouble on the command center.

Bat Fail/Res Rpt

Default: **Yes**
Selections: **Yes or No**

This prompt determines if battery (DC) power supervision reports are sent.

The battery must be discharged below 12.1VDC for 16 seconds before the D7212 responds to a low battery (see the *D7212 Operation and Installation Manual* for discharge schedule) .

Yes ------- Battery failure and restoral reports are sent to the central station. They are routed to the telephone number programmed for ***Power/Phone*** events.

Modem reports:	missing or shorted	BATTERY MISSING
	discharged below 12.1VDC	BATTERY LOW
BFSK reports:	missing, shorted, low battery	TROUBLE ZONE 9

No --------- Battery failure and restoral reports are NOT sent to the central station.

When a battery problem occurs, the trouble buzzer sounds at the command centers unless it is disabled by ***AC/Battery Buzz*** *(see above).*

Printer Parameters

One D9131 Printer Interface Module can be connected to the D7212's SDI bus. The printer is identified as address "17." Options are available for area assignment, supervision, and routing reports.

Printer Scope

Default: No Printer
Selections   **No Printer, Panel Wide, Account, Area**

Press the **SPACE BAR** to scroll through the selections. Press **ENTER** when the correct selection appears in the display.

No Printer. Printer disabled

Panel Wide. Printer prints all designated events that occur panel wide. A panel-wide Printer crosses account boundaries.

Account. Printer prints all designated events that occur in the area where the printer is assigned and all other areas that are assigned to the same account. A single account Printer displays all the information in the account but can not cross account boundaries.

Area. Printer prints all designated events that occur in the assigned area.

Area Assign

Default: 1
Selections: **1 - 8**

Assign the printer to an area of the D7212. This allows the proper routing of events as determined by the *Printer Scope*. If the printer has Panel Wide scope, assign it to Area 1. If the printer has Account scope, assign it to an area within the account number you want to record.

System events such as power supervision, passcode changes, RAM events and such, are only sent to the printer if it is assigned to Area 1. To record these events, make sure the printer is assigned to Area 1 and that *Prt Non Alrm* is programmed Yes.

Supervision

Default: **No**
Selections: **Yes or No**

Use this prompt to determine if any responses are generated when the printer fails. See the *D9131 Printer Interface Operation and Installation Manual* for conditions that are supervised.

No--------- No report or local annunciation if the printer fails.

Yes ------- Send an `SDI Fail` report identifying the printer address (17) to the receiver if the printer fails. (Program ***Diagnostic*** reports for a primary phone destination in the *Phone Routing Worksheet*). Display SERVC PRINTER at all command centers. A relay can be assigned to indicate printer trouble (see *Relay Assignments*).

Prt Points

Default: **Yes**
Selections: **Yes or No**

Point events include every event that can be generated by a point. Events include all of the events listed in the Fire Alarm/Restoral, Fire Tbl/Rest, Alarm Rest/Cancel, and Trouble logs shown in the *Phone Routing* Worksheet.

Yes ------- Print point events according to the Printer Scope and Area Assignment. All point events are printed on the local printer regardless of how points are programmed.

No--------- Do not print any point events.

Prt O/C

Default: **Yes**
Selections: **Yes or No**

O/C events are all of the events listed in the Opening and Closing log shown in the *Phone Routing* Worksheet.

Yes ------- Print Opening and Closing events according to the Printer Scope and Area Assignment. All arming and disarming events are printed on the local printer regardless of the programming of any other prompts associated with openings and closings.

No--------- Do not print any Opening and Closing events.

Prt Non Alrm

Default: **Yes**
Selections: **Yes or No**

Non-Alarm Events are all of the events except Point events, and Opening/ Closing events. Non-Alarm Events include all of the events listed in the Test/Status, Diagnostic, Relay, Skeds, RAM, Power/Phone, and Service logs shown in the *Phone Routing* Worksheet. Information from Expanded Test reports is not printed when the test report is generated.

Yes ------- Print non-alarm events according to the Printer Scope and Area Assignment.

No--------- Do not print any non-alarm events.

RAM Parameters

These program items are used to enable Remote Account Manager (RAM) functions in the D7212.

RAM Passcode

Default: **999999**
Selections: **0 - 9, A - F (6 characters required)**

RAM programming security passcode. Enter six characters. Do not use SPACE in the passcode.

The RAM passcode must be typed into the RAM computer terminal and transmitted to the D7212 before the D7212 allows RAM access.

When the panel is programmed to send reports in Modem format, if the RAM makes contact with the panel and the passcode is incorrect, the panel sends a RAM ACCESS FAIL report to the D6500. RAM ACCESS FAIL is also generated when the call is not terminated with either a GOOD-BYE or RESET-BYE command.

VALID RAM ACCESS is sent according to phone routing when a GOOD-BYE command is entered from RAM to terminate the call.

When a RESET-BYE is used to terminate the call, a REMOTE RESET report is sent to the D6500, and a VALID RAM ACCESS is placed into the panel's event log. Reports in the event log that have not been sent prior to the RESET-BYE are never sent to the D6500.

PARAMETERS CHANGED is sent to the D6500 **with** the RAM ACCESS FAIL or VALID RAM ACCESS report whenever programming parmeters are changed by RAM. A PARAMETERS CHANGED report sent **without** the VALID RAM ACCESS report indicates programming with a D5200.

To disable remote programming, enter Blank in both *Answer Armed* and *Answer Disarmed*.

Log % Full

Default: **Blank**
Selections: **1 - 99, or Blank**When the event log in the D7212 reaches this percentage of its capacity, the D7212 calls the number programmed in *RAM Ph*. When the panel connects to RAM, it waits for instructions from the RAM to download its event log. (See the *RAM II Operation and Installation Manual* for further information on call pick-up procedures.)

If communication with RAM is not successful, or if there is no phone number programmed in *RAM Ph*, the panel sends a LOG THRESHOLD and a BAD CALL TO RAM report to the D6500. This indicates that the log is filling and the panel can't download its events.

If there is no *RAM Ph* programmed, the panel sends the LOG THRESHOLD and BAD CALL TO RAM reports immediately. If there is a *RAM Ph* programmed, the panel makes multiple attempts to reach RAM before sending the reports. See *RAM Ph* for an explanation of dialing characteristics.

The panel won't call RAM again until it downloads the log and the *Log % Full* percentage is again reached. These events are also sent to the panel's event log and to the local printer(s) if installed.

The panel continues to log events after the LOG THRESHOLD report is sent. When it reaches 100% capacity, the panel generates a LOG OVERFLOW event and stores it in the local event log but does not send any report to the D6500. Log Overflow events are sent with test reports if *Expand Test Rpt* is programmed YES. When the log overflows, the oldest events are overwritten by new events. If the log is not downloaded to RAM and the log pointer is not reset, no additional LOG OVERFLOW events are sent to the log.

Every time an event is generated, the event is sent to the log. Many events have "modifiers" attached to them which are stored in the log as separate events. For example, each time an area is force armed several events are sent to the log. The log in the D7212 can store up to 499 events.

Blank disables the LOG THRESHOLD and LOG OVERFLOW events. These events are not put in the log nor reported to the D6500 or to the local printer.

RAM Call Back Default: No

Selections: **Yes or No**

This program item is used to add an additional level of communication security to RAM sessions.

Yes ------- When the D7212 hears the proper RAM passcode, it hangs up the phone, seizes the phone line, then dials the programmed RAM phone number (see *RAM Ph*). This ensures that the D7212 only communicates with RAM units connected to the programmed phone number.

No --------- The RAM session is initiated immediately; no call back is required. The D7212 can engage in RAM sessions when called from any phone number and a proper RAM passcode is identified.

RAM Line Monitor

Default: **Yes**
Selections: **Yes or No** This program item enables an answering machine work-around.

Yes ------- When a telephone answering machine is programmed to pick up the phone before the D7212, the panel listens for the RAM lead-in tone. If the RAM tone is identified, the panel seizes the phone line from the other device and begins a RAM session.

You must program *Answer Armed* and/or *Answer Disarmed* and the panel must be in the proper armed state.

If *RAM Call Back* is programmed YES, the panel will hang up the phone after the RAM tone and a proper RAM passcode is identified, then it will call the RAM phone number.

No -------- This item should be programmed NO if you are not using RAM.

This item should be programmed NO if the panel is not sharing the phone line with an anwering machine.

This item should be programmed NO if it causes false seizures of the phone line. (This would indicate that a device using the same frequency tone is also using the phone line to which the panel is connected.)

Answer Armed

Default: **Blank**
Selections: **1 - 15, or Blank**Set telephone ring counter to answer
when all areas are master armed. If any area in the panel is perimeter armed or
disarmed, the ***Answer Disarmed*** ring counter is used.

Blank ---- No answer.

1- 15 ----- D7212 answers the phone after the specified number of rings when all areas
are master armed.

Perimeter Armed is considered a disarmed state for this prompt.

Answer Disarmed

Default: **Blank**Selections: **1 - 15, or Blank**Set telephone ring counter to answer
when any area is in a perimeter armed or disarmed state.

Blank ---- No answer.

1- 15 ----- D7212 answers the phone after the specified number of rings when any area
in the system is in a perimeter armed or disarmed state.

Perimeter Armed is considered a disarmed state for this prompt.

RAM Ph

Default: **Blank**
Selections: **Up to 24 characters**

The phone number the panel dials to contact RAM. The panel dials the programmed
number as a result of the following events:

• ***Log % Full*** threshold is achieved

• The panel is contacted by RAM and ***RAM Call Back*** is programmed **Yes**

• Command 43 is initiated and the user selects the *CALL RAM* option

Once in contact with RAM, RAM issues instructions to the panel. (See the *RAM II
Operation and Installation Manual* for further information on call pick-up procedures.)

When dialing the RAM phone number, the D7212 immediately makes two attempts to
reach the RAM. If the D7212 does not reach the RAM on the first two attempts, it waits
ten minutes then tries eight more times with a ten minute interval between each attempt.
One hour after the last failed attempt, the D7212 again starts dialing the RAM phone
number. It immediately makes two more attempts then waits ten minutes and tries eight
more times with ten minute intervals between each attempt before generating a BAD
CALL TO RAM report and abandoning the effort.

Command 43 Dialing Exception: When dialing the RAM phone number in response
to the Command 43 *CALL RAM* option, the D7212 makes only one attempt. If it does
not make contact with RAM, the panel abandons the effort and creates a BAD CALL
TO RAM report.

The D7212 is pre-programmed with a 7-second dial tone detect period. When dial tone is
detected or the waiting period ends, the D7212 begins to dial. To extend the pause or
dial tone detect, program a C and/or D before the prefix/area code.

Enter up to 24 of the following characters to define dialing characteristics.

0 - 9 ------- Numbers 0 through 9

C ---------- 3-second pause

D ---------- 7-second dial tone detect.

 # or * ---- Used for the same purpose as pressing this key on a telephone keypad when manually dialing. For example, an asterisk (*) may be needed to access your long distance service.

Blank ---- Panel does not dial a phone number for RAM. Use blank when the panel is connected directly to the RAM modem (Demo Mode: the panel seizes the line then waits for instructions from RAM.)

AREA WIDE PARAMETERS

This programming module contains three programing categories; *Area Parameters, Bell Parameters,* and *Opening & Closing.*

Area Parameters *Area #*

Default: **1** **Selections:** **1 - 8** Enter the Area Number you are programming.

A# Area On

Default: **Yes (Area 1 only)** **Selections:** **Yes or No** Use this program item to enable or disable the area specified.

> **Area 1 must be enabled:** System events such as power and phone supervision will not report properly if Area 1 is disabled.

Yes ------- Area is enabled.

No --------- Area is disabled.

> Points assigned to this area do not generate events.
> Command centers with Area scope which are assigned to this area display AREA # DISABLED.
> When arming and disarming, this area number is not displayed at command centers with the scope to view this area.
> Status for this area is not reported with status reports.
> All user authority in this area is turned off while the area is disabled.

A# Acct Number

Default: **0000** **Selections:** **For BFSK: 0000 - 0999, 0BBB - 0FFF**

For Modem: 0000 - 9999, BBBB - FFFF This program item determines the account number reported for this area. An account number must be assigned to each active area.

Account numbers are used to group areas together. Each area can have a different account number, or several areas may share the same account number. The D7212 uses the account number as a reference for arming and command center text displays.

BFSK: Only the last three digits are transmitted. Insert a **0** as the first digit of the account number. Example: 0 2 3 4.

> If you want to send opening and closing reports and identify the user who armed or disarmed, assign a different account number to each active area.

Modem II: Enter four characters.

D7212B Program Entry Guide

A# FA Bypass Max

Default: **1** **Selections:** **0 - 48** The maximum number of controlled points that can be faulted (Force Armed) or bypassed when arming this area.

Force arming allows the area to be armed when points are not normal. Points that are not normal can be left out of the system during the arming procedure and do NOT detect violations. Other points operate as programmed.

Bypassing a point allows you to take a point out of the system at any time.

A# Delay Res

Default: **No** **Selections:** **Yes or No** **Yes** Restoral report is delayed until the area bell time expires, and the point returns to normal.

No--------- Restoral reports are sent when point restores, regardless of bell time.

A# Exit Tone

Default: **Yes** **Selections:** **Yes or No** Sound an exit tone during exit delay at command centers assigned to this area.

A# Exit Dly Time

Default: **60** **Selections:** **0 - 600** Exit delay time for this area. Select an entry that is a five second increment.

Points programmed for "instant" alarms generate alarms immediately, even during exit delay.

> **Fail to Close Reports require exit delay time.** If *Fail To Close* in *Opening & Closing* is programmed YES, you must enter an exit delay time.

A# Auto Watch

Default: **No** **Selections:** **Yes or No** **Yes** When disarmed, this area automatically goes into the watch mode regardless of the status of Watch Mode before the area is armed.

Automatic Watch does not affect manual Watch Mode toggle. You can still control Watch Mode using Command 6.

No--------- Watch Mode status is maintained between arm/disarm cycles. If the Watch Mode was ON at the time the area was armed, it will be ON again when the area is disarmed. If the Watch Mode was OFF at the time the area was armed, it will be OFF when the area is disarmed.

> Watch Mode does not work while the area is perimeter armed.

A# Verify Time

Default: 60 **Selections:** 10 - 60 Seconds Alarm Verification is designed for use with smoke detectors to reduce the number of false fire alarms. When *Verify Time* is programmed, the panel can double check smoke detector point activations before generating alarm signals.

> Check with your AHJ to determine the maximum verification time allowed.

Points are programmed individually to activate the verification feature. See *Point Index*. Any resettable fire point can activate alarm verification for the area to which it is assigned. Radionics recommends the use of separate area alarm verification relays.

To enable alarm verification on a point, program *Point Index* **Fire Point**, **Alarm Verify** and **Resettable Yes**.

When an alarm verification point trips, the D7212 automatically removes power to all resettable points connected to the area's **Reset Sensors** relay. The sensor reset removes power to the sensors for the amount of time programmed in **Verify Time**. When power is reapplied, a 60 second confirmation window begins. If the detector is still in alarm, or trips again during the confirmation window, or if a different resettable verification point in the area trips, an alarm is generated.

> **Example 1:** *Verify Time* is set for 20 seconds. The alarm verification cycle starts when the detector trips. No report is generated.
>
> Immediately after the detector trips, the area's sensor reset relay interrupts power to points connected to it for the time in *Verify Time*.
>
> When power is restored to the points, the 60 second confirmation window is established. If any detector that had been reset during the verification time is tripped again during the confirmation window, an alarm is generated. If no activity occurs during this period, no alarm is generated and the verification window ends. If a verification point trips again after the window ends, a new verification cycle begins.
>
> **Example 2:** *Verify Time* is set for 50 seconds. The alarm verification cycle starts when the detector trips. The events that follow happen as described in example 1, except the sensor reset is 50 seconds.

	Verification Point Trip	Verify Time/Reset Sensors Power Removed Ignore Activity	60 second Confirmation Generate alarm if additional activity received.	Restart Alarm Verification Cycle if an Alarm Verification Point trips.
Example 1: Total Cycle time 80 seconds	☞	■20 Seconds■	▬▬▬▬▬	
Example 2: Total Cycle time 110 seconds	☞	■50 Seconds■	▬▬▬▬▬	

Bell Parameters *Area #*

Default: **1** **Selections:**   **1 - 8** Enter the Area Number you are programming.

A# Fire Time

Default: **6**

Selections: **1 - 90** Enter the number of minutes the bell rings for fire alarm points.

The bell output begins as soon as the fire alarm occurs. When the panel's internal clock begins a new minute, it considers the first minute expired. It shuts off the bell when the programmed number of minutes expire.

If a passcode is entered to silence the bell before the time expires, and ***Cancel Report*** is programmed Yes in *Phone,* a `CANCEL` report is generated and sent to the same phone that the alarm message is routed to.

Check with your AHJ to determine the appropriate time in your application.

The output for the fire bell is determined by programming in the *Relays* section of the program. Relay A is the programmed default providing fire bell output for all eight areas. Relay A is the D7212's on-board relay providing powered alarm output from terminal 6. An optional D136 Relay can be installed on the D7212 to provide powered alarm output from terminal 7 (known as relay "B").

Because the relay number is programmable by area, you may change the relay number to provide separate fire alarm outputs for each area. The relay assigned provides bell output for the number of minutes specified in ***Fire Time*** and follows the pattern set in ***Fire Pat***.

A ***Summary Fire*** relay is also available in the *Relays* section of the program. It does not follow bell pattern or time.

A# Fire Pat

Default: **Pulse**

Selections: **Steady, Pulse, CaStnd, TmCod3**

Select the bell pattern this area uses to signal an alarm on a fire point.

Steady-------- **Steady Output**

Pulse---------- **Pulsed March Time**

> 120 beats per minute, at an even tempo

CaStnd ------ **California Standard**

> 10 seconds audible + 5 seconds silent + 10 seconds audible + 5 seconds silent. *This sequence repeats until bell time expires.*

TmCod3 ----- **Temporal Code 3**

> 0.5 to 1.0 second audible + 0.5 second silent + 0.5 to 1.0 second audible + 0.5 second silent + 0.5 to 1.0 second audible + 2.5 seconds silent. *This sequence repeats for a minimum of 3 minutes with ± 25% timing tolerance. (1991 NFPA standards allow automatic silencing as permitted by the AHJ, and carry a minimum ring time of 5 minutes.)*

Press the **SPACE BAR** to scroll through the selections. Press **ENTER** when the correct selection appears in the display.

A# Burg Time

Default: **6**

Selections: **1 - 90** Enter the number of minutes the bell rings for non-fire alarm points.

The bell output begins as soon as the alarm occurs. When the panel's internal clock begins a new minute, it considers the first minute expired. It ends the timing and shuts off the bell when the programmed number of minutes expire.

If a passcode is entered to silence the bell before the time expires, and *Cancel Report* is programmed Yes in *Phone,* a `CANCEL` report is generated and sent to the same phone that the alarm message is routed to.

The output for the alarm bell is determined by programming in the *Relays* section of the program. Relay A is the programmed default providing non-fire alarm bell output for all eight areas. Relay A is the D7212's on-board relay providing powered alarm output from terminal 6. An optional D136 Relay can be installed on the D7212 to provide powered alarm output from terminal 7 (known as relay "B").

Because the relay number is programmable by area, you may change the relay number to provide separate alarm outputs for each area. The relay assigned provides bell output for the number of minutes specified in *Burg Time* and follows the pattern set in *Burg Pat*.

A *Summary Alarm* relay is also available in the *Relays* section of the program. It does not follow bell pattern or time.

A# Burg Pat

Default: **Steady**

Selections: **Steady, Pulse, CaStnd, TmCod3**

Select the bell pattern this area uses to signal an alarm on a non-fire point.

See *Fire Pat* for a description of each selection.

Press the **SPACE BAR** to scroll through the selections. Press **ENTER** when the correct selection appears in the display.

A# Single Ring

Default: **No** **Selections:** **Yes or No** This program item determines if an alarm from a non-fire point can restart the alarm bell time with each alarm event, or only initiate alarm output once per arming period.

This does not silence the command center alarm bell tone, nor prevent any reports. This feature does not affect fire points. Fire points restart bell time with each new alarm.

Yes ------- One bell output per arming. After one alarm during the armed period, alarms on non-fire points in the same area can not restart the bell.

No --------- Restart bell output with each alarm event.

A# Bell Test

Default: **No****Selections:**   **Yes or No**Provide alarm output from the programmed *Alarm Bell Relay* for two seconds after arming the area.

In areas that report opening and closing activity, the bell test happens after the panel sends the closing report and receives the acknowledgement from the receiver. For proper operation of the bell test in an area where closings are reported:

- Program a phone number and appropriate routing for the *Open/Close* report group
- Program *Area O/C* **Yes**
- Do not suppress opening and closing reports in *O/C Windows*
- Make sure all users have the authority to generate closing reports
- Do not restrict opening and closing reports
- If you are using opening and closing windows, be sure that *Disable O/C in Window* is programmed **No** in *Open/Close Options*.

In areas that do NOT report opening and closing activity, the alarm bell relay output for this area is activated for two seconds after exit time expires. For proper operation of the bell test, program *Area O/C* **No**.

> **Bell test may be erratic.** If several areas programmed for bell test are armed at the same time, and all the areas share the same alarm bell relay, the relay operation may be erratic, or longer than expected.
>
> For example, if all eight areas are programmed for bell test, share the same alarm bell relay, have the same exit delay time, and are armed at the same time, the bell may ring for as long as 16 seconds during the bell test.

Opening & Closing

Use this programming category to define opening and closing supervision characteristics for each area in the D7212. In this category are two sections; *Open/Close Options* and *O/C Windows*. Additional programming in the *Authority Lvl Assign* programming module can affect opening and closing reports. Radionics recommends that you review both sections in this category, as well as the *Authority Lvl Assign* module before programming the D7212.

All arming and disarming activities create local events which are stored in the panel's event log and printed on the local printer, if installed. Programming determines if the reports are sent to the central station.

About the default program: To enable typical opening and closing report supervision, the only programming change needed is to select a phone destination for the reports in *Phone Routing,* ***Open/Close***.

Open/Close Options

There are two different ways to generate opening and closing reports from a D7212. You can generate opening and closing reports according to account status, and/or according to area status.

Account Opening and Closing Reports

Whether account opening and closing reports are generated or not depends on programming in ***A# Acct O/C*** in this section of the program.

Area Opening and Closing Reports

Whether area opening and closing reports are generated or not depends on programming in ***A# Area O/C*** in this section of the program.

Selective Combinations of Account and Area Opening and Closing Reports

You can eliminate area opening and closing reports from selected areas in the account by programming ***A# Area O/C*** NO for those areas. If an area that is not programmed for area opening and closing reports is the first to open, or the last to close, only the account opening or closing report is sent.

You can suppress area opening and closing reports from selected users by programming ***A# Area O/C*** YES, then programming ***L## Area O/C*** NO for their authority level. If a user that is not programmed for area opening and closing reports opens the first area in the account, or closes the last area in the account, only the account opening or closing report is sent.

Combining Account and Area Opening and Closing Reports

To send both "account" openings and closings, and individual "area" openings and closings for all areas in the account, program ***A# Acct O/C*** YES for all areas in the account, program ***A# Area O/C*** YES for all areas in the account, and program ***L## Area O/C*** YES for the authority levels used in the areas.

Closing reports: In this configuration, when areas in the account are independently armed, each area generates an area closing report. In addition, when the last area is armed, it also generates an account closing report.

Opening reports: In this configuration, when the first area in the account is disarmed, it generates an account opening report along with an area opening report. Then when the rest of the areas in the account are disarmed, each area will generate an area opening report.

Additional Opening/Closing Supervision Features

This section of the program also provides several other features you can use to supervise opening and closing activity by area. ***Auto Close, Fail To Open,*** and ***Fail To Close*** all work independently of the ***A# Acct O/C*** feature. To use these features however, you must program *O/C Windows*.

Area

Default: 1
Selections: 1 - 8 Enter the Area Number you are programming.

A# Acct O/C

Default: No
Selections: Yes or No

This program item determines if "account" opening and closing reports are generated by this area. Program this item the same for all areas in the account.

Yes ------- Send Opening and Closing reports by Account.

Use this selection if the panel reports to an automation system that cannot interpret multiple area opening/closing reports, or if ***Modem Format*** is programmed **No** in the *Phone* category (BFSK format is in use and opening and closing reports are enabled).

An "account" opening report is generated when the first area in an account is opened (disarmed). After the account opening report is sent, disarming other areas in the account does not generate another account opening report. An "account" closing report is generated only when the last area in an account is closed (armed). Account opening and closing reports do not contain any area information.

Opening and Closing Windows affect Account Opening and Closing Reports: If an account opening or closing is generated while an opening or closing window for this area is in effect, and ***Disable O/C in Window*** is programmed **Yes**, the report is not sent. Radionics recommends that all areas sharing the same account number use the same Opening and Closing Window times.

No --------- Do not send Opening and Closing reports by Account.

A# Area O/C

Default: **Yes**
Selections: **Yes or No**

This item determines if this area can send Area Opening and Closing reports to the central station.

An "area" opening report is generated when each individual area is opened (disarmed). An "area" closing report is generated when each individual area is closed (armed). This report includes the area information.

Yes ------- Generate Area Opening and Closing reports for this area. Do **not** use this selection if the panel reports to an automation system that cannot interpret multiple area opening/closing reports.

Whether area opening and closing reports are sent or not is dependent on two factors as described below.

Authority Level Assignment: The first factor is the authority level of the passcode entered. If a passcode is required to arm or disarm, and the *Authority Lvl Assign* program item **L## Area O/C** is disabled for the user's Authority Level, the report is not sent. See the *User Interface, Authority Lvl Assign* section, **L## Area O/C** prompt.

> If a passcode is not required for arming or disarming and this item is YES, the area sends opening and closing reports. Since there is no need to enter a passcode, there is no authority level screening to prevent the report from being sent.

Opening/Closing Window: The second factor is whether or not an opening or closing "Window" is in effect at the time of the opening or closing. When a window is in effect, programming in *Disable O/C in Window* determines whether or not the report is sent.

No --------- Do not generate Area Opening and Closing reports for this area.

Use this selection if the panel reports to an automation system that cannot interpret multiple area opening/closing reports, or if **Modem Format** is programmed **No** in the *Phone* category (BFSK format is in use and opening and closing reports are enabled).

> Even if **L## Area O/C** is **E**nabled for the authority level of the passcode used to arm or disarm, *openings and closings are not reported by area when this item is NO.*
>
> Programming this item NO does *not* prevent Account opening and closing reports if they are enabled in **A# Acct O/C**.

A# Restrictd O/C

Default: **No**
Selections: **Yes or No**

This item determines if this area can Restrict Opening and Closing report activity.

A restricted opening report refers to the panel sending an area opening report *only when the area is disarmed after a non-fire alarm.*

A restricted closing report refers to the panel sending an area closing report *only when the area has been master armed with controlled points that were faulted during the arming sequence.* The sequence of reports generated by a restricted closing are: WAS FORCE ARMED, FORCED POINT, FORCED CLOSE, then CLOSING REPORT.

Yes ------- Restrict opening and closing reports for this area. *A# Area O/C* must be programmed YES to generate restricted opening and closing reports.

> If a passcode is not required for arming or disarming and this item is YES, the area only sends restricted opening and closing reports. In this case, restricted reports are sent without User ID.

Opening/Closing Window does not affect this report: Windows do not prevent restricted opening and closing reports from being sent. Early or late designations are NOT added to opening/closing reports when they are sent according to the rules for restricted opening/closing reports.

No --------- Do not Restrict Opening and Closing reports for this area.

Regardless of programming in *Authority Levels L## Restricted O/C*, reports are not restricted in this area when this item is programmed NO.

A# Perimeter O/C

Default: No
Selections: Yes or No

This item determines if this area can send Perimeter Opening and Closing reports to the central station. Modem format reporting is required.

A perimeter opening report refers to the panel sending an opening report *when the area is disarmed after being in a perimeter armed state.* A perimeter closing report refers to the panel sending a closing report *when the area has been perimeter armed.*

The area can be perimeter armed using either the perimeter instant, or perimeter delayed arming options. In these cases, the area is only partially armed and is considered in a disarmed state for the following: Account opening and closing reports, RAM II programming.

Yes ------- This area can send perimeter opening and closing reports.

Whether perimeter opening and closing reports for a particular user are sent or not is dependent on the user's Authority Level. If a passcode is required to arm or disarm, and the *Authority Lvl Assign* program item *L## Perimeter O/C* is disabled for the Authority Level, perimeter opening and closing reports are disabled for that user. See the *User Interface, Authority Lvl Assign* section of the program, *L## Perimeter O/C* prompt.

> If a passcode is not required for perimeter arming or disarming and this item is YES, the area sends perimeter opening and closing reports. In this case, the report is sent without User ID.

Opening/Closing Window does not affect this report: Windows do not prevent perimeter opening and closing from being sent.

There are no reports for Perimeter Partial arming (Command 8).

No --------- This area can not send perimeter opening and closing reports.

Even if *L## Perimeter O/C* is **E**nabled for the authority level of the passcode used to perimeter arm or disarm the area, *reports are not sent when this item is programmed NO.*

A# Disable O/C in Window

Default: Yes
Selections: Yes or No

This item determines if opening and closing activity is reported when it occurs inside an Opening or Closing Window as programmed in *O/C Windows.*

Reports are always logged and printed on a local printer, if installed.

Yes ------- Do not send OPENING and CLOSING reports to the central station if they occur inside an active window.

If an opening or closing report occurs outside of a window, send it with an early or late modifier. See *O/C Windows.*

The active window must be a closing window for closing reports. It must be an opening window for opening reports.

No --------- Send OPENING and CLOSING reports to the central station even when they occur inside a programmed window. If an opening or closing occurs outside of the appropriate window, it reports but does NOT have an early or late modifier.

If you want to monitor all opening and closing activity, but you also want to use features provided by Opening and Closing Windows, program this item NO, and program appropriate *O/C Windows*.

A# Auto Close

Default: **No**
Selections: **Yes or No**

With this program item, you can have the panel automatically arm the area at the end of the closing window.

Yes ------- The area automatically arms at the end of the close window.

When the area is armed automatically, the area sends a CLOSING REPORT without a user ID if *A# Area O/C* is programmed YES. If *A# Area O/C* is programmed NO, the area automatically arms, but no area closing report is sent. See also *A# Acct O/C*.

When the panel is armed automatically at the end of the closing window, all faulted points (including non-bypassable points) are force armed, even if the number of faulted points exceeds the limit set in *A# Force Arm Max*.

No--------- Do not automatically arm the area at the end of the close window.

A# Fail To Open

Default: **No**
Selections: **Yes or No** This entry allows you to determine if FAIL TO OPEN reports are sent.

Yes ------- FAIL TO OPEN reports are sent to the central station, logged, and recorded on a local printer (if installed) at the end of the opening window if the area has not been disarmed. Normal opening and closing reports do not need to be programmed to use this feature.

No--------- No FAIL TO OPEN reports or log events are generated.

A# Fail To Close

Default: **No**
Selections: **Yes or No** This entry allows you to determine if FAIL TO CLOSE reports are sent.

Yes ------- FAIL TO CLOSE reports are sent to the central station, logged, and recorded on a local printer (if installed) at the end of the closing window if the area has not been armed. An exit delay time must be programmed in *Exit Dly Time*. Normal opening and closing reports do not need to be programmed to use this feature.

If *Auto Close* is programmed YES, a FAIL TO CLOSE report is sent. If *Disable O/C in Window* is YES, the FAIL TO CLOSE report is followed by CLOSING LATE or F(orce) CLOSE LATE.

No--------- No FAIL TO CLOSE reports or log events are generated.

O/C Windows Use these windows to set a schedule for disarming and arming. The disarming and arming schedules provide several independent features:

- Suppress normal opening and/or closing reports when *A# Disable O/C in Window* is programmed YES.

- Generate a `FAIL TO OPEN` report if the area is not disarmed on schedule when *A# Fail To Open* is programmed YES.

- Provide a warning tone and PLEASE CLOSE NOW display at the command center when it is time to arm the area.

- Generate a `FAIL TO CLOSE` report if the area is not armed on schedule when *A# Fail To Close* is programmed YES.

- Automatically arm the area at the end of the closing window when *A# Auto Close* is programmed YES.

Opening and closing schedules can be set up independently. For example, if you only want to use features provided by closing windows, leave times blank in the opening windows prompts and program closing window times.

A worksheet is provided at the end of this section for your convenience. Following the worksheet are examples of how to program opening and closing windows for particular applications.

About the Program Record Sheet: Two columns labeled "Sked #" appear on the record sheet provided with the D7212. These numbers appear in D6500 reports and local printer reports when the window "*Begin Time*" executes.

Window

Default: 1
Selections: **1 - 16** Enter the Window number you want to program.

W## Sunday

Default: No
Selections: **Yes or No**

This prompt, and the next six "day of the week" prompts, select the days of the week that the opening and/or closing windows are active.

Exceptions:

To prevent the windows from activating on certain days of the year, program *Xept Holiday* YES, and enable at least one Holiday Index. When *Xept Holiday* is YES, the window executes on the days of the week programmed *unless the date is designated as a Holiday by the Holiday Index selected.*

If opening and/or closing windows are only needed on certain days of the year, do not program the windows to execute on any days of the week. Instead, program *Xept Holiday* NO, and select a Holiday Index with the days of the year you want the window to be active.

Yes ------- Activate this window on Sundays.

No --------- Do not activate this window on Sundays.

W## Monday

Default: No
Selections: Yes or No

Yes ------- Activate this window on Mondays.

No -------- Do not activate this window on Mondays.

W## Tuesday

Default: No
Selections: Yes or No

Yes ------- Activate this window on Tuesdays.

No -------- Do not activate this window on Tuesdays.

W## Wednesday

Default: No
Selections: Yes or No

Yes ------- Activate this window on Wednesdays.

No -------- Do not activate this window on Wednesdays.

W## Thursday

Default: No
Selections: Yes or No

Yes ------- Activate this window on Thursdays.

No -------- Do not activate this window on Thursdays.

W## Friday

Default: No
Selections: Yes or No

Yes ------- Activate this window on Fridays.

No -------- Do not activate this window on Fridays.

W## Saturday

Default: No
Selections: Yes or No

Yes ------- Activate this window on Saturdays.

No -------- Do not activate this window on Saturdays.

> **W## Open Early Begin**

Default: _ _ : _ _
Selections: HH:MM (hours and minutes)
00:00 to 23:59

Open Early Begin: This program item is one of three required to create an opening window. To finish programming an opening window, *Open Window Start* and *Open Window Stop* must be programmed.

Use *Open Early Begin* to set the time that you want the panel to look for an opening window. When opening and closing reports are enabled, disarming the area between midnight and the *Open Early Begin* time generates an OPENING REPORT. In addition:

- If *Disable O/C in Window* is YES –

  Disarming the area between the *Open Early Begin* time and the *Open Window Start* time generates an OPENING REPORT and adds an EARLY TO OPEN modifier. (If the *Open Early Begin* time is the same as the *Open Window Start* time, the EARLY TO OPEN modifier is not sent.)

  Disarming the area between the *Open Window Start* and *Open Window Stop* time creates a local event in the D7212 log but does not send the opening report to the central station.

  Disarming the area after the *Open Window Stop* and the next window's *Open Early Begin* time (or midnight, whichever comes sooner) generates an OPENING REPORT and adds a LATE TO OPEN modifier.

- If *Disable O/C in Window* is NO –

  Disarming the area generates an OPENING REPORT without the "early" or "late" modifier, regardless of when the area is disarmed.

When you are programming multiple windows to activate on a single day, program the windows in chronological order. Be careful not to program a window's *Open Early Begin* time for a time that is between any other window's *Open Window Start* and *Open Window Stop* time.

> **Disabled windows have a Blank "Begin" time.** If the entry for this prompt is blank, but times are programmed for *Open Window Start* and *Open Window Stop* the window is disabled.

To disable the window, both the hours and minutes spaces must be Blank.

00:00 is Midnight   23:59 is 11:59 P.M.   Make entries using a 24-hour clock (for example, 7:00 AM is entered as 07:00, 2:45 PM is entered as 14:45).

> **Disable/Restart the panel to activate today's window.** If you are programming a window that needs to activate on the same day that you are programming it, do a disable/restart after programming.

W## Open Window Start

Default: _ _ : _ _
Selections: **HH:MM (hours and minutes)**

Enter the time that you want the panel to start the opening window. The window goes into effect at the beginning of the minute.

See *Open Early Begin* for report feature explanations.

W## Open Window Stop

Default: _ _ : _ _
Selections: **HH:MM (hours and minutes)**

Enter the time that you want the panel to end the opening window. The window stops at the end of the minute.

If the area is not disarmed by the time the *Open Window Stop* time expires, the panel generates a FAIL TO OPEN report if enabled in *Fail To Open*.

See *Open Early Begin* for other report feature explanations.

> **Do not use a time of 23:59** as a window stop time unless another window begins on the next day at 00:00.
>
> FAIL TO OPEN reports are not sent for windows that stop at 23:59.

Programming for two Opening Windows on the same day

W#	Day of Week	OPENING Early Begin	OPENING Start	OPENING Stop	CLOSING Early Begin	CLOSING Start	CLOSING Stop	eXcept On Holiday	Holiday Index	Area(s)
1	S <u>M</u> T W T F S	06:00	07:00	08:00				Yes <u>No</u>	1 2 3 4	**1** 2 3 4 5 6 7 8
2	S <u>M</u> T W T F S	13:00	14:00	15:00				Yes <u>No</u>	1 2 3 4	**1** 2 3 4 5 6 7 8

> **Do not program a single window to cross the midnight boundary.** The window stop time must be later than the window start time. To program a window that effectively crosses the midnight boundary, you have to program two windows.
>
> For example, to program windows for an area that opens between 11:30 PM and 12:30 AM, five days a week, use two windows as shown in the example below:

Programming to Link Two Days Over Midnight

W#	Day of Week	OPENING Early Begin	OPENING Start	OPENING Stop	CLOSING Early Begin	CLOSING Start	CLOSING Stop	eXcept On Holiday	Holiday Index	Area(s)
1	<u>S</u> <u>M</u> <u>T</u> <u>W</u> <u>T</u> F S	22:00	23:30	23:59				Yes <u>No</u>	1 2 3 4	**1** 2 3 4 5 6 7 8

2	S M̲ T̲ W̲ T̲ F̲ S	00 : 00	00 : 00	00 : 30				Yes N̲o̲	1 2 3 4	**1** 2 3 4 5 6 7 8

W## Close Early Begin

Default: _ _ : _ _
Selections: **HH:MM (hours and minutes)**
                                                                   00:00 to 23:59

Close Early Begin: This program item is one of three required to create a closing window. To finish programming a closing window, *Close Window Start* and *Close Window Stop* must be programmed.

Use *Close Early Begin* to set the time that you want the panel to look for a closing window. When opening and closing reports are enabled, arming the area between midnight and the *Close Early Begin* time generates a CLOSING REPORT. In addition:

- If *Disable O/C in Window* is YES –

  Arming the area between the *Close Early Begin* time and the *Close Window Start* time generates a CLOSING REPORT and adds an CLOSING EARLY modifier. (If the *Close Early Begin* time is the same as the *Close Window Start* time, the CLOSING EARLY modifier is not sent.)

  Arming the area between the *Close Window Start* and *Close Window Stop* time creates a local event in the D7212 log but does not send the CLOSING REPORT to the central station.

  Arming the area after the *Close Window Stop* and the next window's *Close Early Begin* time (or midnight, whichever comes sooner) generates a CLOSING REPORT and adds a CLOSING LATE modifier.

- If *Disable O/C in Window* is NO –

  Disarming the area generates a CLOSING REPORT without the "early" or "late" modifier, regardless of when the area is armed.

When you are programming multiple windows to activate on a single day, program the windows in chronological order. Be careful not to program a window's *Close Early Begin* time for a time that is between any other window's *Close Window Start* and *Close Window Stop* time.

> **Disabled windows have a Blank "Begin" time.** If the entry for this prompt is blank, but times are programmed for *Close Window Start* and *Close Window Stop* the window is disabled.

To disable the window, both the hours and minutes spaces must be Blank.

00:00 is Midnight   23:59 is 11:59 P.M.   Make entries using a 24-hour clock (for example, 7:00 AM is entered as 07:00, 2:45 PM is entered as 14:45).

> **Disable/Restart the panel to activate today's window.** If you are programming a window that needs to activate on the same day that you are programming it, do a disable/restart after programming.

W## Close Window Start

Default: _ _ : _ _
Selections: HH:MM (hours and minutes)

Enter the time that you want the panel to start the closing window. The window goes into effect at the beginning of the minute.

A warning tone sounds and PLEASE CLOSE NOW displays at the command center if the area is not armed when the *Close Window Start* time comes. To temporarily silence the tone, press the ESC key on the command center. The warning tone restarts in 10 minutes if the area is not armed.

See *Close Early Begin* for report feature explanations.

W## Close Window Stop

Default: _ _ : _ _
Selections: HH:MM (hours and minutes)

Enter the time that you want the panel to end the closing window. The window stops at the end of the minute.

If the area is not armed by the time the *Close Window Stop* time expires, the panel generates a FAIL TO CLOSE report if enabled in *Fail To Close*.

See *Close Early Begin* for other report feature explanations.

> **Do not use a time of 23:59** as a window stop time unless the window continues on the next day at 00:00. FAIL TO CLOSE reports are not sent, and the *Auto Close* feature does not work for windows that stop at 23:59.
>
> **Do not program a single window to cross the midnight boundary.** The window stop time must be later than the window start time. To program a window that effectively crosses the midnight boundary, you have to program two windows.
>
> For example, to program windows for an area that closes between 11:30 PM and 12:30 AM, five days a week, use two windows as shown:

W#	Day of Week	OPENING			CLOSING			eXcept On Holiday	Holiday Index	Area(s)
		Early Begin	Start	Stop	Early Begin	Start	Stop			
1	S M T W T F S				22 : 00	23 : 30	23 : 59	Yes No	1 2 3 4	**1** 2 3 4 5 6 7 8
2	S M T W T F S				00 : 00	00 : 00	00 : 30	Yes No	1 2 3 4	**1** 2 3 4 5 6 7 8

W## Xept Holiday

Default: **No**
Selections: **Yes or No**This entry allows you to determine if the
window is disabled on holidays, or is active only on holidays.

To prevent the windows from activating on certain days of the year, program *Xept Holiday* YES, and enable at least one Holiday Index. When *Xept Holiday* is programmed YES, the window executes on the days of the week programmed *unless the date is designated as a Holiday by the Holiday Index(es) selected.*

Yes ------- Do not activate this window on holidays.

To use this selection, the window must be programmed to activate on at least one day of the week and a Holiday Index must be enabled.

No--------- A holiday will not prevent this window from activating.

You also use this selection if opening and/or closing windows are only needed on certain days of the year. Do not program the windows to execute on any days of the week. Instead, program *Xept Holiday* NO, and select at least one Holiday Index with the days of the year you want the window to be active.

Holiday Indexes for O/C Windows

You can enable up to four Holiday Indexes for use with Opening/Closing Windows. Enable at least one Holiday Index if *W## Xept Holiday* is programmed YES for this Window, or if you want this window to activate only on specific dates. Holidays are programmed in the *Holiday Indexes* section of the program.

W## Holiday 1 **Radionics Default: No**

Selections: **Yes or No**

Yes ------- Use Holiday Index 1 with this Window.

No --------- Do not use Holiday Index 1 with this Window.

W## Holiday 2 **Radionics Default: No**

Selections: **Yes or No**

Yes ------- Use Holiday Index 2 with this Window.

No --------- Do not use Holiday Index 2 with this Window.

W## Holiday 3 **Radionics Default: No**

Selections: **Yes or No**

Yes ------- Use Holiday Index 3 with this Window.

No --------- Do not use Holiday Index 3 with this Window.

W## Holiday 4 **Radionics Default: No**

Selections: **Yes or No**

Yes ------- Use Holiday Index 4 with this Window.

No --------- Do not use Holiday Index 4 with this Window.

W## Area #

Default: **No**

Selections: **Yes or No** Eight separate program items determine whether a particular window activates in each of the eight Areas of the panel.

Yes ------- Activate the window in the area number (#) specified.

No --------- Disable the window in the area number (#) specified.

Opening/Closing Windows Worksheet

W#	Day of Week	OPENING			CLOSING			eXcept On Holiday		Holiday Index				Area(s)
		Early Begin	Start	Stop	Early Begin	Start	Stop							
1	S M T W T F S	__:__	__:__	__:__	__:__	__:__	__:__	Yes	No	1 2 3 4				1 2 3 4 5 6 7 8
2	S M T W T F S	__:__	__:__	__:__	__:__	__:__	__:__	Yes	No	1 2 3 4				1 2 3 4 5 6 7 8
3	S M T W T F S	__:__	__:__	__:__	__:__	__:__	__:__	Yes	No	1 2 3 4				1 2 3 4 5 6 7 8
4	S M T W T F S	__:__	__:__	__:__	__:__	__:__	__:__	Yes	No	1 2 3 4				1 2 3 4 5 6 7 8
5	S M T W T F S	__:__	__:__	__:__	__:__	__:__	__:__	Yes	No	1 2 3 4				1 2 3 4 5 6 7 8
6	S M T W T F S	__:__	__:__	__:__	__:__	__:__	__:__	Yes	No	1 2 3 4				1 2 3 4 5 6 7 8
7	S M T W T F S	__:__	__:__	__:__	__:__	__:__	__:__	Yes	No	1 2 3 4				1 2 3 4 5 6 7 8
8	S M T W T F S	__:__	__:__	__:__	__:__	__:__	__:__	Yes	No	1 2 3 4				1 2 3 4 5 6 7 8
9	S M T W T F S	__:__	__:__	__:__	__:__	__:__	__:__	Yes	No	1 2 3 4				1 2 3 4 5 6 7 8
10	S M T W T F S	__:__	__:__	__:__	__:__	__:__	__:__	Yes	No	1 2 3 4				1 2 3 4 5 6 7 8
11	S M T W T F S	__:__	__:__	__:__	__:__	__:__	__:__	Yes	No	1 2 3 4				1 2 3 4 5 6 7 8
12	S M T W T F S	__:__	__:__	__:__	__:__	__:__	__:__	Yes	No	1 2 3 4				1 2 3 4 5 6 7 8
13	S M T W T F S	__:__	__:__	__:__	__:__	__:__	__:__	Yes	No	1 2 3 4				1 2 3 4 5 6 7 8
14	S M T W T F S	__:__	__:__	__:__	__:__	__:__	__:__	Yes	No	1 2 3 4				1 2 3 4 5 6 7 8
15	S M T W T F S	__:__	__:__	__:__	__:__	__:__	__:__	Yes	No	1 2 3 4				1 2 3 4 5 6 7 8
16	S M T W T F S	__:__	__:__	__:__	__:__	__:__	__:__	Yes	No	1 2 3 4				1 2 3 4 5 6 7 8

Use this table to determine the proper entries for your application.

		The column below briefly describes the ways to activate an Opening/Closing Window.		
		Use the guidelines shown in the other columns to choose the appropriate entries.		

	Program at least one day as YES.	**Day(s) of the Week**	NO	None	Program at least one Area as YES.
	Program at least one day as YES.	**Day(s) of the Week, but NOT on Holidays**	YES	Select at least one Index	Program at least one Area as YES.
	Program at least one day as YES.	**Day(s) of the Week, PLUS Holidays**	NO	Select at least one Index	Program at least one Area as YES.
	All days must be programmed NO.	**Only On Holidays**	NO	Select at least one Index	Program at least one Area as YES.

Normal Store Hours

Monday - Friday, Opening between 5-6 AM. Closing between 11 PM-1 AM.

W#	Day of Week	Early Begin	OPENING Start	OPENING Stop	Early Begin	CLOSING Start	CLOSING Stop	eXcept On Holiday	Holiday Index	Area(s)
1	S M̲ T̲ W̲ T̲ F̲ S	04 : 00	05 : 00	06 : 00	20 : 00	23 : 00	23 : 59	Yes No̲	1 2 3 4	**1** 2 3 4 5 6 7 8
2	S M T̲ W̲ T̲ F̲ S	_ _ : _ _	_ _ : _	_ _ : _	00 : 00	00 : 00	01 : 00	Yes No̲	1 2 3 4	**1** 2 3 4 5 6 7 8

Delivery Schedule

Monday and Wednesday, In between 2:45-3:00 AM.
Out between 3:15-3:30 AM.

Another alternative for delivery schedules would be to automatically bypass specific points using Skeds.

W#	Day of Week	Early Begin	OPENING Start	OPENING Stop	Early Begin	CLOSING Start	CLOSING Stop	eXcept On Holiday	Holiday Index	Area(s)
3	S M̲ T W̲ T F S	02 : 30	02 : 45	03 : 00	03 : 05	03 : 15	03 : 30	Yes̲ No	1 2 3 4	**1** 2 3 4 5 6 7 8
	Program at least one day as YES.	**Day(s) of the Week, but NOT on Holidays**						YES	Select at least one Index	Program at least one Area as YES.

Monthly Auditor's Schedule

Sunday, In between 8-8:30 AM.
Out between 2:30-5:00 PM.

W#	Day of Week	Early Begin	OPENING Start	OPENING Stop	Early Begin	CLOSING Start	CLOSING Stop	eXcept On Holiday	Holiday Index	Area(s)
4	S̲ M T W T F S	07 : 00	08 : 00	08 : 30	14 : 00	14 : 30	17 : 00	Yes No̲	1 2̲ 3 4	**1** 2 3 4 5 6 7 8
	All days must be programmed NO.	**Only On Holidays**						NO	Select at least one Index	Program at least one Area as YES.

COMMAND CENTER

This programming module contains three programming categories: *Cmd Cntr Assignment, Area Text,* and *Custom Function.*

Cmd Cntr Assignment

This programming category determines if the command center is supervised and what area information the command center displays.

Cmd Center #

Default: 1

Selections: **1 - 8** Enter the command center address you want to program. Corresponding DIP switches on the command center are set to identify each command center. See the *D7212 Program Record Sheet* for DIP switch settings for each address.

CC# Supervised

Default: No

Selections: **Yes or No** This entry tells the panel if the command center at the address specified is supervised. The panel polls the command centers by address number. If a supervised address does not respond, an SDI FAIL report with the address number is sent to the log, SERVC KEYPAD displays at all other command centers, and a report is sent to the *Diagnostic* phone route, if programmed.

Yes ------- Only one command center can be installed with this address number (see the command center manual for address switch settings).

If the address number is supervised and the DIP switches for more than one command center are programmed for this address, the command centers intermittently sound the keypad encoding tone.

No --------- More than one command center can be installed with this address number.

Command centers with the same address echo the operation of all other command centers with the same address (in other words, all show the same displays and emit the same tones at the same time).

> **System Security Notice:** Install unsupervised command centers inside of the protected area. All equipment installed outside of the protected area should be enclosed in a tamper resistant housing.

CC# Scope

Default: **Account (address 1 only)**

Selections: **PanelWide, Account, Area, or No KeyPad** Scope determines if the command center is capable of viewing the status and arming and disarming areas other than the one to which the command center is assigned.

> **Reminder:** A *Security Security System Owner's Manual* is provided with each panel. This guide further explains how Scope and other relationships like Authority Levels and Skeds affect command center displays and operation.

Press the **SPACE BAR** to scroll through the selections. Press **ENTER** when the correct selection appears in the display.

PanelWide

    A Panel-Wide command center can view information and perform arming and disarming functions for all areas in the panel. A Panel-Wide command center can cross account boundaries.

Account

    An Account command center can view information, and perform arming and disarming functions for all areas that are assigned to the same account as the area where the command center is assigned. An account command center can not cross account boundaries.

Area ------ An Area command center can view information and perform arming and disarming functions only for the area to which it is assigned.

No Keypad

    No command center installed at this address. CALL FOR SERVICE displays at command centers programmed for this address.

CC# Area

Default: **1**

Selections: **1 - 8** Each installed command center must be assigned to an area of the D7212. This allows proper event displays as well as user authority operations.

Blank entries are not acceptable.

Area Text

This programming category allows you to create custom "Idle Text" displays for the command centers.

Area

Default: 1
Selections: 1 - 8

Enter the Area Number you are programming.

Area # Is On

Default: *See Training Sheet*
Selections: **16 Alphanumeric characters**

Enter Alphabetic characters A-Z in Capital Letters

Period (.) comma (,) percent (%), parenthesis [()], equal (=), greater/less than (<>), exclamation (!), and colon (:) are not allowed

Text that displays at command centers assigned to this area when the area is master armed. The text for each area is programmed separately, so each area can have a custom display.

Check the *Program Record Training Sheet* (74-06895-000) for default text.

Area # Not Ready

Default: *See Training Sheet*
Selections: **16 Alphanumeric characters**

Enter Alphabetic characters A-Z in Capital Letters

Period (.) comma (,) percent (%), parenthesis [()], equal (=), greater/less than (<>), exclamation (!), and colon (:) are not allowed

Text that displays at command centers assigned to this area when the area is disarmed and has faulted points. Enter the text that displays at command centers when the area has faulted controlled points.

The text for each area is programmed separately, so each area can have a custom display.

Check the *Program Record Training Sheet* (74-06895-000) for default text.

Area # Is Off

Default: *See Training Sheet*

Selections: **16 Alphanumeric characters**

Enter Alphabetic characters A-Z in Capital Letters

Period (.) comma (,) percent (%), parenthesis [()], equal (=), greater/less than (<>), exclamation (!), and colon (:) are not allowed

Text that displays at command centers assigned to this area when the area is disarmed. Enter the text that displays at command centers when the area is ready to be armed (there are no faulted controlled points).

The text for each area is programmed separately, so each area can have a custom display.

Check the *Program Record Training Sheet* (74-06895-000) for default text.

Area # Acct Is On

Default: **Blank**

Selections: **Blank or 16 characters alphanumeric**

Enter Alphabetic characters A-Z in Capital Letters

Period (.) comma (,) percent (%), parenthesis [()], equal (=), greater/less than (<>), exclamation (!), and colon (:) are not allowed

When all areas in the account are master armed, the *Area # Is On* text is replaced by the *Acct Is On* text. The *Acct Is On* text appears at all command centers that are assigned to this area. (See *Cmd Cntr Assignment **CC# Area***, and *Area Parameters **Account Number**.*)

Each area can have unique *Acct Is On* text, or you can program the same text in each area of the account.

A blank entry disables the *Acct Is On* display for this area. Each area's armed text continues to display after the last area in the account is armed.

Custom Function

Custom Functions are a way to simplify use of complex keystroke sequences that can be entered at the command center. These items are similar to "speed dialing" on a telephone – in other words, they can be programmed to perform a series of keystrokes that automatically perform specific functions with a single menu entry.

Each menu item has a 16 character programmable title (see **CF# Text**). Use the text to describe the function so that the user understands what happens when he uses the menu item.

Once programmed, the Custom Function item number can be added to the Command Menu. The user accesses the Command Menu using the MENU/ESC key at the command center.

Access to menu items from specific command center addresses is determined by programming *Command Menu* in the *User Interface* section of the program.

The user must have the appropriate authority level to use the functions executed by the Custom Function. The **Scope** of the command center used to access the Custom Function item must also be considered. This is especially important when the Custom Function is used to execute arming and disarming functions. For a further discussion see **CF# Key Stroke**.

Test All Custom Functions!
Incorrect entries in **CF### Key Stroke** can cause unexpected operation. For example, with certain combinations of entries, a portion of the function can start repeating in an endless loop and may disable the panel. If this happens during testing, reboot the panel using the reset pin and reprogram the keystrokes for the function.

Custom Function ###

Default: **128**
Selections: **128 - 131**

Enter the Custom Function number you want to program. You can program up to four (4) Custom Functions, which are numbered 128 to 131.

CF### Text

Default: *See Training Sheet*
Selections: **Up to 16 Characters Alphanumeric**

Enter Alphabetic characters A-Z in Capital Letters

Period (.) comma (,) percent (%), parenthesis [()], equal (=), greater/less than (<>), exclamation (!), and colon (:) are not allowed

This entry determines the menu text displayed at the command center for the Custom Function item. Use this text to represent the functions performed by this menu item. You can program up to 16 characters for each Custom Function.

CF### Key Strokes

Default:	*See Training Sheet*	
Selections:	**Up to 32 Characters: 0 - 9, A, B, C, D, and E**	

The key strokes simulate any sequence of key strokes the user can perform at a command center. You can program up to 32 key strokes for each Custom Function. Use the table below to enter appropriate key strokes.

Selection	=	Key	Faceplate Label
0 - 9	=	0 - 9	
A	=	COMMAND	
B	=	PREV (Previous)	up arrow
C	=	ESC (Escape)	MENU
D	=	NEXT	down arrow
E	=	ENT (Enter)	YES

> **D5200 data entry:** Use the D5200 down-arrow key to move the cursor to the first data entry line. When you want to enter more than 16 keystrokes, the first line of the data entry line must be filled before you move on to the second line. If you make entries on the second line, and the first line has less than 16 characters, the second line clears when you press ENTER.

Command Center Function/Authority Lvl Assign affects how a Custom Function executes. Depending on programming in *User Interface*, some functions may require a passcode before a function executes. When a passcode is required, either embed the passcode within the function, or make the function reqiring the passcode the LAST one in the keystroke string.

Command Center Scope affects how a Custom Function executes. The *Scope* of the command center where the Custom Function is accessed can affect the way the Custom Function operates.

Programming Custom Function Keystrokes

• Use the *User Interface* page of the Program Record Sheet to determine the Command number(s) for the function(s).

• Single digit commands must be programmed with "9" as the second digit.

Command-----------*Key Strokes*	Command-------------*Key Strokes*
1 (Master Arm Area) ------- A**1**9	**7** (Special Alert) ------------- A**7**9
2 (Perimeter Instant Arm)- A**2**9	**8** (Perimeter Partial Arm) -- A**8**9
3 (Perimeter Delay Arm) -- A**3**9	**9** (Special Alert) -------------- A**9**9
6 (Watch Mode) ------------- A**6**9	**0** (Bypass a Point) ----------- A**0**9

• Some functions cannot be entered directly using a Command number because they are nested inside a higher level function. To automatically execute these functions, you have to add appropriate keystrokes.

For example: In the Change Display (Command 49) function there are three sub-functions; Bright Display, Dim Display, and Date/Time Display.
  • To turn up the display, enter **A49E**.
  • To dim the display, enter **A49DE**.
  • To display time and date, enter **A49BE**.

• Custom Functions can perform several tasks at once. For example, to toggle relays 7, 8 and 9 in one Custom Function: enter **A547EE8EE9EEC**.

- To program multiple area arming or disarming functions, use keystroke sequences including Command 50 (Move To Area), and Command 1.

Important: Examples above assume that none of the functions require a passcode.

USER INTERFACE

This programming module contains three programming categories: *Cmd Center Functions, Authority Lvl Assign*, and *Command Menu.* Use these programming categories, and *Custom Function* in the *Command Center* module, to enable user interface features.

There are two ways to access command center functions: Commands and the Command Menu. The *Security System User's Guide* provides instructions on how to access the Command Menu along with step by step instructions for basic command center functions. The *Security System Owner's Manual* explains the more advanced features.

Commands

"Commands" is the same method of command initiation used in previous Radionics products. This method is made available to provide continuity in the arming commands across the product line and to make an easy transition for dealers using other Radionics products. With Commands, the end user presses the COMMAND key and then the numeral of the command they want to initiate. For example "Command 2" arms the perimeter of the area.

The *D7212 Program Record Sheet* lists the commands available with the D7212 system. Command numbers are shown in the third column (labeled "Command") next to the function name. If a particular function does not have a command number, it can only be accessed through the Command Menu.

If the end user is going to use *only* commands to operate their system, along with arming and disarming by entering a passcode, then you do not need to program *Custom Function* or *Command Menu*.

Command Menu and Custom Functions

The Command Menu is accessed when the user presses the ESC/MENU key while the command center is displaying idle text. Each command center address can display a unique list of functions to suit the application. The function name shown in the second column on the record sheet appears in all capital letters in the command center display when the function is programmed for the *Command Menu*. See *Command Menu* for instructions.

Custom Functions simplify the use of the command center by providing a method of displaying complex functions in a simplified form using custom text. Custom Functions can only be accessed through the Command Menu.

In order to use command center functions in Custom Function programming, the functions must be enabled as described in *Cmd Center Functions*.

If a function that requires the use of a passcode is programmed for a Custom Function, the user's passcode must have the authority to execute the function in at least one of the areas within the scope of the command center, otherwise, NO AUTHORITY displays.

> ***Fill out the Program Record Sheet as you design the system***
>
> To enable a function panel wide with no restrictions, enter an "E" in the fourth column. To completely disable it, enter a blank in the fourth column. To restrict use to users with a particular authority level, place a "P" in the fourth column next to the function.
>
> You only need to program Authority Levels for functions restricted by passcode. To enable a function for a particular authority level, put an "E" under the authority level column A blank under an authority level disables the function for the authority level specified.

In the User Interface section of this guide, descriptions of prompts found in *Cmd Center Functions* and *Authority Lvl Assign* are combined. This makes the relationship between the two sections easier to understand when you are learning how to program the panel.

Cmd Center Function prompts are shown in plain boxes. *Authority Lvl Assign* prompts are shown in shaded boxes.

In the D5200 programmer, the prompts for *Cmd Center Functions* and *Authority Lvl Assign* appear in separate sections of the User Interface module.

See the *Security System User's Guide* for descriptions and operating instructions for the most commonly used functions. See the *Security System Owner's Manual* for advanced command center functions.

Fill out the worksheets in the Owner's Manual when you're done, or remove the *Appendix* section of the *Owner's Manual.*

Cmd Center Function

Programming choices in this section of the program determine if command center functions are disabled (blank), enabled (E), or restricted (P) panel-wide.

Command Center Function Selections

Blank ---- **Disable the function panel wide.** Accessing the function using a Command or the Command Menu displays NO AUTHORITY.

E ---------- **Enable the function panel wide.** The function can be executed without entering a passcode.

P----------- **Passcode required.** When the passcode is entered at the command center, the panel checks the authority level. See *Authority Lvl Assign*.

Authority Lvl Assign Use this section to program command center
functions so that they can be used by specific User Authority Levels.

Programming Time Saver: Only functions that are programmed to require a passcode (P) in the *Cmd Center Functions* section of the program need to be programmed in *Authority Lvl Assign*.

Functions that are disabled (blank) in *Cmd Center Functions* are disabled panel-wide for all authority levels. Functions that are enabled (E) in *Cmd Center Functions* are enabled panel-wide for all authority levels.

Authority Level Selections

Blank ---- **Disable** this function for the Authority Level specified.

E ---------- **Enable** this function for the Authority Level specified. When the passcode is entered at the command center, the panel checks the authority level. The panel executes the function only in areas where the passcode has the authority to use the function.

When a passcode is entered into a command center that has Account scope, the user can use any panel-wide feature (such as send report or display rev) as long as the user has authority for the feature in at least one area where the command center has scope. If the function is area specific the authority must be set for the specific function (for example, Watch Mode).

Disarm

Default: **P**
Selections: **P**

There are two disarming functions enabled by this prompt: Disarm All Areas and Disarm An Area. *"Blank" and "E" are not valid entries for this item.*

Disarm All Areas disarms all areas according to the *Scope* of the command center where the function is entered (see *Cmd Cntr Assignment).*

Disarm An Area disarms a single area. When this function is accessed the command center displays the armed status of areas within its *Scope*.

> **How Command Center *Scope* affects area execution:** An Area command center can execute this function only in the area where the command center is assigned. An Account command center can execute this function in all areas in the account where the user has authority.

P----------- Passcode is always required for this function. When the passcode is entered at the command center, the panel checks the authority level.

The panel disarms areas where the passcode is authorized that are within the *Scope* of the command center. The command center display shows the areas it is disarming.

Programming in *O/C Options* **Area O/C** and **Restricted O/C** determines whether opening and closing reports can be generated for a particular area.

L## Disarm

Default: *See Training Sheet*
Selections: **Blank or E**

Blank ---- Disable this function for the Authority Level (L##) specified.

E ---------- Enable this function for the Authority Level specified. When the passcode is entered at the command center, the panel checks the authority level. The panel executes the function only in areas where the passcode is authorized.

Programming in *O/C Options* **Area O/C** and **Restricted O/C** determines whether opening and closing reports can be generated for a particular area.

Whether opening and closing reports are generated by this user or not depends on the *L## Area O/C* and *L## Restricted O/C* prompts in *Authority Lvl Assign*.

Master Arm

Default: **P**
Selections: **Blank, E or P**

There are three arming functions enabled by this prompt: Arm All Areas, Arm An Area, and Command 1 local area arming.

Master Arm All Areas arms all areas according to the *Scope* of the command center where the function is entered (see *Cmd Cntr Assignment).*

Master Arm an Area allows the user to select a single area to arm.

Command 1 only arms the area where the command center is assigned.

How Command Center *Scope* affects area execution: An Area command center can execute this function only in the area where the command center is assigned. An Account command center can execute this function in all areas in the account where the user has authority.

Blank ---- Disable the function panel wide. Attempting to access the function displays NO AUTHORITY.

E ---------- Enable the function panel wide. The function can be executed from any area within the command center's *Scope* without entering a passcode.

Programming in *O/C Options* **Area O/C** and **Restricted O/C** determines whether opening and closing reports can be generated for a particular area.

P----------- Passcode required. When the passcode is entered at the command center, the panel checks the authority level.

The panel only arms areas where the passcode is authorized that are within the *Scope* of the command center. The command center display shows the areas it is arming.

Force Arming: If a passcode is not required to arm with these functions, all authority levels can force arm. To disable force arming in an area, enter **0** in *FA Bypass Max* in the *Area Parameters* section of the program.

L## Master Arm

Default: *See Training Sheet*
Selections: **Blank or E**

Master Arm

Blank ---- Disable this function for the Authority Level (L##) specified if this item in *Command Center Function* requires a passcode (P).

E ---------- Enable this function for the Authority Level specified. When the passcode is entered at the command center, the panel checks the authority level. The panel executes the function only in areas where the passcode is authorized.

Programming in *O/C Options* **Area O/C** and **Restricted O/C** determines whether opening and closing reports can be generated for a particular area.

Whether opening and closing reports are generated by this user or not depends on the *L## Area O/C* and *L## Restricted O/C* prompts in *Authority Lvl Assign.*

Mstr Arm Inst

Default: **Blank**
Selections: **Blank, E or P**

Master Arm Instant   Command 11

There are three instant master arming functions enabled by this prompt: Master Arm All Areas Instant, Master Arm An Area Instant, and Command 11 local area arm instant.

Normally, these instant master arming functions provide no entry or exit delay, however, if a disable/restart is performed while the area is instant master armed, then an entry delay is provided for the current armed cycle.

Master Arm All Areas (Instant) arms all areas according to the *Scope* of the command center where the function is entered (see *Cmd Cntr Assignment).* No entry or exit delays are provided with this arming function.

Master Arm an Area (Instant) allows the user to select a single area to arm. No entry or exit delays are provided with this arming function.

Command 11 only arms the area where the command center is assigned. No entry or exit delays are provided with this arming function.

> **How Command Center** *Scope* **affects area execution:** An Area command center can execute this function only in the area where the command center is assigned. An Account command center can execute this function in all areas in the account where the user has authority.

Blank ---- Disable the function panel wide. Accessing the function using a Command, the Command Menu, or a Custom Function, displays NO AUTHORITY.

E ---------- Enable the function panel wide. The function can be executed from any area within the command center's *Scope* without entering a passcode.

Programming in *O/C Options* **Area O/C** and **Restricted O/C** determines whether opening and closing reports can be generated for a particular area.

P----------- Passcode required. When the passcode is entered at the command center, the panel checks the authority level.

The panel only arms areas where the passcode is authorized that are within the *Scope* of the command center. The command center display shows the areas it is arming.

> **Force Arming:** If a passcode is not required to arm with these functions, all authority levels can force arm. To disable force arming in an area, enter **0** in *FA Bypass Max* in the *Area Parameters* section of the program.

L## Mstr Arm Inst

Default: **Blank**
Selections: **Blank or E**

Master Arm Instant

Blank ---- Disable this function for the Authority Level (L##) specified if this item in *Command Center Function* requires a passcode (P).

E ---------- Enable this function for the Authority Level specified. When the passcode is entered at the command center, the panel checks the authority level. The panel executes the function only in areas where the passcode is authorized.

Programming in *O/C Options **Area O/C*** and ***Restricted O/C*** determines whether opening and closing reports can be generated for a particular area.

Whether opening and closing reports are generated by this user or not depends on the ***L## Area O/C*** and ***L## Restricted O/C*** prompts in *Authority Lvl Assign*.

Perim Instant

Default: **P**
Selections: **Blank, E or P**

Perimeter Instant Arm   Command 2

This command center function arms all perimeter points (see *Point Index **Point Type***) in the **area** where the command center is assigned. No entry or exit delays are provided with this arming function.

Blank ---- Disable the function panel wide. Accessing the function using a Command, the Command Menu, or a Custom Function, displays NO AUTHORITY.

E ---------- Enable the function panel wide. The function can be executed without entering a passcode.

Programming in *O/C Options **Perimeter O/C*** determines whether perimeter closing reports can be generated for a particular area.

P ----------- Passcode required. When the passcode is entered at the command center, the panel checks the authority level.

The panel only arms the area if the passcode is authorized.

> **Force Arming:** If a passcode is not required to arm with this function, all authority levels can force arm. To disable force arming in an area, enter **0** in ***FA Bypass Max*** in the *Area Parameters* section of the program.

L## Perim Instant

Default:	*See Training Sheet*
Selections:	**Blank or E**

Perimeter Instant Arm

Blank ---- Disable this function for the Authority Level (L##) specified if this item in *Command Center Function* requires a passcode (P).

E --------- Enable this function for the Authority Level specified. When the passcode is entered at the command center, the panel checks the authority level. The panel executes the function only in areas where the passcode is authorized.

Programming in *O/C Options* **Perimeter O/C** determines whether perimeter closing reports can be generated for a particular area.

Whether perimeter closing reports and subsequent opening reports are generated by this user or not depends on the **L## Perimeter O/C** prompt in *Authority Lvl Assign*.

Perim Delay

Default:	P
Selections:	**Blank, E or P**

Perimeter Delay Arm   Command 3

This command center function arms all perimeter points (see *Point Index* **Point Type**) in the **area** where the command center is assigned. Entry and exit delays are provided with this arming function.

Blank ---- Disable the function panel wide. Accessing the function using a Command, the Command Menu, or a Custom Function, displays NO AUTHORITY.

E --------- Enable the function panel wide. The function can be executed without entering a passcode.

Programming in *O/C Options* **Perimeter O/C** determines whether perimeter closing reports can be generated for a particular area.

P ----------- Passcode required. When the passcode is entered at the command center, the panel checks the authority level.

The panel only arms the area if the passcode is authorized.

Force Arming: If a passcode is not required to arm with this function, all authority levels can force arm. To disable force arming in an area, enter **0** in **FA Bypass Max** in the *Area Parameters* section of the program.

L## Perim Delay

Default: *See Training Sheet*
Selections: **Blank or E**

Perimeter Delay Arm

Blank ---- Disable this function for the Authority Level (L##) specified if this item in *Command Center Function* requires a passcode (P).

E --------- Enable this function for the Authority Level specified. When the passcode is entered at the command center, the panel checks the authority level. The panel executes the function only in areas where the passcode is authorized.

Programming in *O/C Options* **Perimeter O/C** determines whether perimeter closing reports can be generated for a particular area.

Whether perimeter closing reports and subsequent opening reports are generated by this user or not depends on the **L## Perimeter O/C** prompt in *Authority Lvl Assign*.

Watch Mode

Default: **E**
Selections: **Blank, E or P**

Watch Mode **Command 6**

This command center function operates only in the **area** where the command center is assigned.

This function provides command center and optional relay annunciation of faults from points that are programmed as **Watch Point**s in *Point Index*.

See **Command Center Function Selections** in the introduction to the *Command Center Functions* programming module for descriptions of selections.

L## Watch Mode

Default: *See Training Sheet*
Selections: **Blank or E**

Watch Mode

See **Authority Level Selections** in the introduction to the *Authority Lvl Assign* programming module for descriptions of selections.

Perim Partial

Default: **P**
Selections: **Blank, E or P**

Perimeter Partial Arm **Command 8**

This command center function arms only perimeter points which are not faulted in the **area** where the command center is assigned. Entry and exit delays are provided with this arming function.

This function ignores the **A# FA Bypass Max** entry in *Area Parameters*.

No closing report is sent to the central station, however, a PERIMETER DELAY event is recorded and faulted points are identified as "forced" in the event log.

See *Command Center Function Selections* in the introduction to the *Command Center Functions* programming module for descriptions of selections.

L## Perim Partial

Default: *See Training Sheet*
Selections: **Blank or E**

Perimeter Partial Arm

See *Authority Level Selections* in the introduction to the *Authority Lvl Assign* programming module for descriptions of selections.

View Area Stat Default: **P**

Selections: **Blank, E or P**

View Area Status

This command center function allows the user to view the armed status of areas other than the one to which the command center is assigned. This function shows the following states for areas where the passcode is authorized: armed, disarmed, perimeter armed (partial, instant, delayed), not ready to arm, account armed text, exit delay text, entry delay text.

L## View Area Stat

Default: *See Training Sheet*
Selections: **Blank or E**

View Area Status

See *Authority Level Selections* in the introduction to the *Authority Lvl Assign* programming module for descriptions of selections.

View Event Mem

Default: **E**
Selections: **Blank, E or P**

View Event Memory **Command 40**

This command center function allows the user to view prior alarm and trouble activity that occurred during the last armed period. The user can view activity in areas within the *Scope* of the command center where the function is entered (see *Cmd Cntr Assignment).* Event memory is not cleared until the area is re-armed.

See *Command Center Function Selections* in the introduction to the *Command Center Functions* programming module for descriptions of selections.

L## View Event Mem

Default: *See Training Sheet*
Selections: **Blank or E**

View Event Memory

See *Authority Level Selections* in the introduction to the *Authority Lvl Assign* programming module for descriptions of selections.

View Pt Status Default: **E**

Selections: **Blank, E or P**

View Point Status

This command center function allows the user to view points assigned to the area where the command center is assigned. This function shows point text and the electrical condition (normal, open, short) of each point in the area.

See *Command Center Function Selections* in the introduction to the *Command Center Functions* programming module for descriptions of selections.

L## View Pt Status

Default: *See Training Sheet*
Selections: **Blank or E**

View Point Status

See *Authority Level Selections* in the introduction to the *Authority Lvl Assign* programming module for descriptions of selections.

Walk Test

Default: **E**
Selections: **Blank, E or P**

Walk Test   **Command 44**

This command center function allows the user to test controlled points in areas within the *Scope* of the command center without sending reports to the central station.

See *Command Center Function Selections* in the introduction to the *Command Center Functions* programming module for descriptions of selections.

L## Walk Test

Default: *See Training Sheet*
Selections: **Blank or E**

Walk Test

See *Authority Level Selections* in the introduction to the *Authority Lvl Assign* programming module for descriptions of selections.

Fire Test

Default: P
Selections: Blank, E or P

Fire Test **Command 58**

This function allows the user to test 24-hour points in areas within the *Scope* of the command center where the function is entered. When a Fire Test is initiated one person can typically test a fire system without assistance. The following features are provided with the Fire Test Mode:

• Central station report is transmitted when the Fire Test Mode is initiated and when it is terminated.

• Local alarm annunciation without report transmission.

   Caution! All reports from 24-hour points within the *Scope* of the command center are suppressed during Fire Test.

• Automatic smoke detector reset (executing a Reset Sensors from the Function Menu is not required after each device is tested).

• Command centers equipped with an alpha-numeric display show a sequential count after each point is activated and restored.

• Printed record of each alarm test response is available if a local printer is installed and has the Scope required to record events from the area being tested (D9131 Printer Interface required).

See *Command Center Function Selections* in the introduction to the *Command Center Functions* programming module for descriptions of selections.

L## Fire Test

Default: *See Training Sheet*
Selections: Blank or E

Fire Test

See *Authority Level Selections* in the introduction to the *Authority Lvl Assign* programming module for descriptions of selections.

Send Report

Default: P
Selections: Blank, E or P

Send Report **Command 41 and 42**

This command center function allows the user to test the communication link between the panel and the central station receiver(s). It can send a test report or a status report to the phone numbers as programmed in *Phone Routing*. The test report includes additional information if *Expand Test Rpt* is enabled in the *Phone* section.

> *Test/Stat Rpt* in *Phone Routing* must be programmed with a primary destination. If no routing is programmed for the report, the command center displays "SENDING REPORT" but the confirming message "REPORT SENT" never displays.

This is a **panel-wide** function that can be executed from any command center assigned to an area where the user has authority.

See *Command Center Function Selections* in the introduction to the *Command Center Functions* programming module for descriptions of selections.

L## Send Report

Default: *See Training Sheet*
Selections: **Blank or E**

Send Report

See *Authority Level Selections* in the introduction to the *Authority Lvl Assign* programming module for descriptions of selections.

Chg Display

Default: E
Selections: **Blank, E or P**

Change Display   Command 49

This command center function affects only the command center address where the function is entered. This function allows the user to select either a bright or dim display with loud or soft command center warning tones, and it turns on the continuous time and date display. (The time and date display clears when a higher priority message needs to be displayed.)

See *Command Center Function Selections* in the introduction to the *Command Center Functions* programming module for descriptions of selections.

L## Chg Display

Default: *See Training Sheet*
Selections: **Blank or E**

Change Display

See *Authority Level Selections* in the introduction to the *Authority Lvl Assign* programming module for descriptions of selections.

Chg Time/Date

Default: E
Selections: **Blank, E or P**

Change Time and Date   Command 45

This command center function allows the user to set the time and date in the panel. This is a **panel-wide** function that can be executed from any command center with the scope to view an area where the user has authority to perform this function.

See *Command Center Function Selections* in the introduction to the *Command Center Functions* programming module for descriptions of selections.

L## Chg Time/Date

Default: *See Training Sheet*

Selections: **Blank or E**

Change Time and Date

See ***Authority Level Selections*** in the introduction to the *Authority Lvl Assign* programming module for descriptions of selections.

Chg Passcode

Default: **P**

Selections: **Blank or P**

Change Passcodes   **Command 55**

This command center function allows the user to change the passcode numbers for users already programmed into the panel. This is a **panel-wide** function that can be executed from any command center assigned to an area where the user has authority.

If you enter "E", the panel treats the entry as a "P" .

See ***Command Center Function Selections*** in the introduction to the *Command Center Functions* programming module for descriptions of selections.

L## Chg Passcode

Default: *See Training Sheet*

Selections: **Blank or E**

Change Passcodes

See ***Authority Level Selections*** in the introduction to the *Authority Lvl Assign* programming module for descriptions of selections.

Add Passcode

Default: **P**

Selections: **Blank, E or P**

Add Passcode   **Command 56**

This command center function allows the user to add user numbers, associated passcodes, and assign authority levels for each area. This is a **panel-wide** function that can be executed from any command center assigned to an area where the user has authority.

Radionics recommends this item be programmed **P** or disabled.

See ***Command Center Function Selections*** in the introduction to the *Command Center Functions* programming module for descriptions of selections.

L## Add Passcode

Default: *See Training Sheet*
Selections: **Blank or E**

Add Passcode

See *Authority Level Selections* in the introduction to the *Authority Lvl Assign* programming module for descriptions of selections.

Del Passcode

Default: **P**
Selections: **Blank, E or P**

Delete Passcode

This command center function allows the user to delete user numbers and associated passcodes from the system. This is a **panel-wide** function that can be executed from any command center assigned to an area where the user has authority.

Radionics recommends this item be programmed **P** or disabled.

See *Command Center Function Selections* in the introduction to the *Command Center Functions* programming module for descriptions of selections.

L## Del Passcode

Default: *See Training Sheet*
Selections: **Blank or E**

Delete Passcode

See *Authority Level Selections* in the introduction to the *Authority Lvl Assign* programming module for descriptions of selections.

Extend Close

Default: **P**
Selections: **Blank, E or P**

Extend Close

This command center function allows the user to change the expected closing time for the area. This function allows the user to change the closing time in area where the function is entered. The window cannot be adjusted until the *Close Early Begin* time has passed and the closing window is active.

See *Command Center Function Selections* in the introduction to the *Command Center Functions* programming module for descriptions of selections.

L## Extend Close

Default: *See Training Sheet*
Selections: **Blank or E**

Extend Close

See *Authority Level Selections* in the introduction to the *Authority Lvl Assign* programming module for descriptions of selections.

View Log

Default: E
Selections: Blank, E or P

View Log

This is a **panel-wide** function that can be executed from any command center assigned to an area where the user has authority.

This command center function allows the user to view all of the events stored in the D7212 log. This is particularly useful for system troubleshooting.

Every time an event is generated, the event is sent to the log. Many events have "modifiers" attached to them. Modifiers are stored in the log as separate events. For example, each time an area is force armed several events are sent to the log.

The log in the D7212 can store up to 499 events panel wide. When the number of stored events exceeds 499, the panel overwrites the oldest event, regardless of the area in which it occurred. See *Log % Full* in *RAM Parameters* for more information about the event log.

See *Command Center Function Selections* in the introduction to the *Command Center Functions* programming module for descriptions of selections.

L## View Log

Default: *See Training Sheet*
Selections: Blank or E

View Log

See *Authority Level Command Center Function Selections* in the introduction to the *Authority Lvl Assign* programming module for descriptions of selections.

Print Log

Default: P
Selections: Blank, E or P

Print Event Log

This command center function allows the user to print all of the events stored in the D7212. D9131 Printer Interface required.

The log in the D7212 can store up to 499 events panel wide. When the number of stored events exceeds 499, the panel overwrites the oldest event, regardless of the area in which it occurred. See *Log % Full* in *RAM Parameters* for more information about the event log.

This is a **panel-wide** function that can be executed from any command center assigned to an area where the user has authority.

See *Command Center Function Selections* in the introduction to the *Command Center Functions* programming module for descriptions of selections.

L## Print Log

Default: *See Training Sheet*
Selections: **Blank or E**

Print Event Log

See *Authority Level Selections* in the introduction to the *Authority Lvl Assign* programming module for descriptions of selections.

User Cmd 7

Default: **P**
Selections: **Blank, E or P**

User Command 7 **Command 7**

This command function generates a special manually activated alarm.

This function generates an alarm report each time it is activated, but only one alarm appears in the alarm memory count at the local area command centers. If this function is activated in more than one area within the scope of the command center, the alarm memory count is increased.

See the *Point Assignments* module, *Command 7* section for additional programming requirements for the Command 7 function.

See *Command Center Function Selections* in the introduction to the *Command Center Functions* programming module for descriptions of selections.

L## User Cmd 7

Default: *See Training Sheet*
Selections: **Blank or E**

User Command 7

See *Authority Level Selections* in the introduction to the *Authority Lvl Assign* programming module for descriptions of selections.

User Cmd 9

Default: **P**
Selections: **Blank, E or P**

User Command 9 **Command 9**

This command function generates a special manually activated alarm.

This function generates an alarm report each time it is activated, but only one alarm appears in the alarm memory count at the local area command centers. If this function is activated in more than one area within the scope of the command center, the alarm memory count is increased.

See the *Point Assignments* module, *Command 9* section for additional programming requirements for the Command 9 function.

See *Command Center Function Selections* in the introduction to the *Command Center Functions* programming module for descriptions of selections.

L## User Cmd 9

Default: *See Training Sheet*
Selections: **Blank or E**

User Command 9

See **Authority Level Selections** in the introduction to the *Authority Lvl Assign* programming module for descriptions of selections.

Bypass a Pt

Default: P
Selections: **Blank, E or P**

Bypass a Point   **Command 0**

This command center function allows the user to bypass points in areas within the **Scope** of the command center where the function is entered (see *Cmd Cntr Assignment)*. Bypassed points do not respond to faults.

See **Command Center Function Selections** in the introduction to the *Command Center Functions* programming module for descriptions of selections.

L## Bypass a Pt

Default: *See Training Sheet*
Selections: **Blank or E**

Bypass a Point

See **Authority Level Selections** in the introduction to the *Authority Lvl Assign* programming module for descriptions of selections.

Unbypass a Pt

Default: P
Selections: **Blank, E or P**

Unbypass a Point   **Command 00**

This command center function allows the user to unbypass points in areas within the **Scope** of the command center where the function is entered (see *Cmd Cntr Assignment)*. When unbypassed, a point can detect faults and respond according to programming.

See **Command Center Function Selections** in the introduction to the *Command Center Functions* programming module for descriptions of selections.

L## Unbypass a Pt

Default: *See Training Sheet*
Selections: **Blank or E**

Unbypass a Point

See **Authority Level Selections** in the introduction to the *Authority Lvl Assign* programming module for descriptions of selections.

Reset Sensors

Default: E
Selections: Blank, E or P

Reset Sensors   **Command 47**

This command center function allows the user to activate the Reset Sensors function in areas within the *Scope* of the command center where the function is entered (see *Cmd Cntr Assignment)*. (See *Relays* section for information about Reset Sensors relay activation).

See *Command Center Function Selections* in the introduction to the *Command Center Functions* programming module for descriptions of selections.

L## Reset Sensors

Default: *See Training Sheet*
Selections: Blank or E

Reset Sensors

See *Authority Level Selections* in the introduction to the *Authority Lvl Assign* programming module for descriptions of selections.

Relay Control

Default: P
Selections: Blank, E or P

Relay Control   **Command 54**

This command center function allows the user to manually operate relays installed in the D7212 system. This is a **panel-wide** function that can be executed from any command center assigned to an area where the user has authority. See the *D7212 Operation and Installation Manual* for information about optional relays.

See *Command Center Function Selections* in the introduction to the *Command Center Functions* programming module for descriptions of selections.

L## Relay Control

Default: *See Training Sheet*
Selections: Blank or E

Relay Control

See *Authority Level Selections* in the introduction to the *Authority Lvl Assign* programming module for descriptions of selections.

Remote Program

Default: P
Selections: Blank, E or P

Remote Programming   **Command 43**

This command center function allows the user to initiate Remote Account Manager sessions. This is a **panel-wide** function that can be executed from any command center assigned to an area where the user has authority. Reports concerning the remote programming session are generated as Area 1 events.

See *Command Center Function Selections* in the introduction to the *Command Center Functions* programming module for descriptions of selections.

L## Remote Program

Default: *See Training Sheet*
Selections: **Blank or E**

Remote Programming

See *Authority Level Selections* in the introduction to the *Authority Lvl Assign* programming module for descriptions of selections.

Move to Area

Default: **P**
Selections: **Blank, E or P**

Move to Area **Command 50**

This command center function allows the user to temporarily switch the command center's assignment to a different area. Users are limited to performing functions enabled by the authority level they have in the area that the command center is moved to.

While the Move to Area function is active, the command center has the same Scope and Command Menu in the new area (as programmed in *Cmd Cntr Assignment* and *Command Menu*).

After fifteen (15) seconds of no activity at the keypad, the command center reverts back to the originally programmed area.

See *Command Center Function Selections* in the introduction to the *Command Center Functions* programming module for descriptions of selections.

L## Move to Area

Default: *See Training Sheet*
Selections: **Blank or E**

Move to Area

See *Authority Level Selections* in the introduction to the *Authority Lvl Assign* programming module for descriptions of selections.

Display Rev

Default: **E**
Selections: **Blank, E or P**

Display Software Revision **Command 59**

This command center function allows the user to show the panel's software revision number in the command center display.

See *Command Center Function Selections* in the introduction to the *Command Center Functions* programming module for descriptions of selections.

L## Display Rev

Default: *See Training Sheet*
Selections: **Blank or E**

Display Software Revision

See **Authority Level Selections** in the introduction to the *Authority Lvl Assign* programming module for descriptions of selections.

Default Text

Default: P
Selections: **Blank, E or P**

Display Default Command Center Text   **Command 57**

This command center function affects only the command center address where the function is entered. This command center function allows the user to display the non-customized command center idle text for the area where the command center is assigned. This may be helpful in troubleshooting if the service technician or user cannot remember the area number or meaning of custom idle text.

See **Command Center Function Selections** in the introduction to the *Command Center Functions* programming module for descriptions of selections.

L## Default Text

Default: *See Training Sheet*
Selections: **Blank or E**

Display Default Command Center Text

See **Authority Level Selections** in the introduction to the *Authority Lvl Assign* programming module for descriptions of selections.

Change Skeds

Default: P
Selections: **Blank, E or P**

Change Skeds   **Command 52**

This is a **panel-wide** function that can be executed from any command center assigned to an area where the user has authority. This function allows the user to make adjustments to Skeds numbered 1-17. See the *Security System Owner's Manual* for operating instructions.

See **Command Center Function Selections** in the introduction to the *Command Center Functions* programming module for descriptions of selections.

L## Change Skeds

Default: *See Training Sheet*
Selections: **Blank or E**

Change Skeds

See **Authority Level Selections** in the introduction to the *Authority Lvl Assign* programming module for descriptions of selections.

Authority Level Opening and Closing Options

L## Force Arm

Default: *See Training Sheet*
Selections: **Blank or E**

Force arming allows the area to be armed even though controlled points are not normal. Points that are not normal are left out of the system during the arming procedure and do NOT detect violations. Other points operate as programmed.

This program item is used in conjunction with programming for other arming functions. When a passcode is required to arm, this program item allows you to restrict the ability to force arm.

> If a passcode is not required to arm using a particular function, all authority levels can force arm with that function. To disable force arming in an area, enter **0** in *FA Bypass Max* in the *Area Parameters* section of the program.

Blank ---- Force Arming is disabled for users with the Authority Level specified if a passcode is required to arm with the function used to initiate the force arming sequence.

E --------- Enable Force Arming for the Authority Level specified.

L## Area O/C

Default: *See Training Sheet*
Selections: **Blank or E**

Send Area Opening and Closing Reports.

Blank ---- Disable this function for the Authority Level specified.

E --------- Send Opening and closing by Area when an area is disarmed or armed by a user with this Authority Level.

To send area opening and closing reports in Modem II format, *A# Area O/C* must be programmed YES in *Open/Close Options*.

To send account opening and closing reports in BFSK format, *A# Acct O/C* must be programmed YES and *A# Area O/C* must be programmed NO in *Open/Close Options*.

L## Restricted O/C

Default: *See Training Sheet*
Selections: **Blank or E**

Send Restricted Opening and Closing Reports. The area sends one opening after a non-fire alarm and one closing report after force arming.

Blank ---- If a passcode is required to arm or disarm, restricted openings and closings are disabled for this user.

E --------- If a passcode is required to arm or disarm, send only restricted openings and closings for users with this authority level.

L## Area O/C must be enabled.

A# Area O/C and *A# Restricted O/C* must be programmed YES in *Open/Close Options*.

L## Perimeter O/C

Default: *See Training Sheet*
Selections: **Blank or E**

This entry determines if perimeter opening and closing reports are sent to the central station or logged only when a user with this authority level perimeter arms the area.

Blank ---- Disable this function for the Authority Level specified.

E ---------- Enable this function for the Authority Level specified. To send perimeter opening and closing reports from an area, *A# Perimeter O/C* must be programmed YES in *Open/Close Options*.

L## Send Duress

Default: *See Training Sheet*
Selections: **Blank or E**

This entry determines if users with this authority level can send a duress alarm to the central station. See *Passcode Worksheet Duress* for an explanation of Duress.

Blank ---- Disable Duress for users with the Authority Level specified.

E ---------- Enable this function for the Authority Level specified.

L## Passcode Arm

Default: *See Training Sheet*
Selections: **Blank or E**

This prompt determines the user's ability to arm the panel without having to use the Command Menu or an arming Command. When enabled for an authority level, users with that authority level can arm the area by entering their passcode.

If a bell is ringing in any area within the *Scope* of the command center and you enter a passcode, it silences the bell but does not arm the area.

Blank ---- The user can not arm the area by entering their passcode. NO AUTHORITY displays if the passcode is entered while the command center is displaying idle text

E ----------- The user can arm the area by entering their passcode.

To send closing reports for users with this authority level: *A# Area O/C* must be programmed YES in *Open/Close Options*. *L## Area O/C* must be enabled for this authority level.

L## Pascode Disarm

Default: *See Training Sheet*

Selections: **Blank or E**

This prompt determines the user's ability to disarm the panel without having to use the Menu Structure. When enabled for an authority level, users with that authority level can disarm the area by entering their passcode.

If a bell is ringing in any area within the *Scope* of the command center and you enter a passcode, it silences the bell and disarms the area.

Blank ----The user can not disarm the area by entering their passcode. NO AUTHORITY displays if the passcode is entered while the command center is displaying idle text or the area is in entry delay

E-----------The user can disarm the area by entering their passcode.

To send opening reports for users with this authority level: *A# Area O/C* must be programmed YES in *Open/Close Options*. *L## Area O/C* must be enabled for this authority level.

Command Menu

Use this programming category to create a list of functions that appear in command center displays when the user presses the ESC/MENU key while the command center is displaying idle text. The Command Menu is customized according to command center address.

Each command center address can display a unique list of functions to suit the application. For example, command centers with Address 1 may be located in a secure area; therefore, you want to enable all 32 function displays. But command centers with Address 2 may be located in a part of the building where you do not want "casual access" to any functions, so you disable all of the function displays. This would force the user at Address 2 to initiate all functions using Commands.

Area assignment and scope have no impact on which functions appear in the Command Menu; however, these factors may affect the way that the functions operate when selected from the list.

Menu Item

Default:	**1**
Selections:	**1 - 32**

Enter the Menu Item number you are programming. Do not skip over Menu Item numbers. Do not leave any *M## Function* blank within the sequential list. When the panel reaches a *Menu Item* with a blank *Menu Function*, it stops looking for more Menu Items.

M## Function

Default:	*See Training Sheet*
Selections:	**Blank, 1 - 35 and 128 - 131**

Enter the Command Center Function number that you want to appear in at least one Command Center display. Use the *D7212 Program Record Sheet* to determine the function number.

Function numbers 1 to 35 are shown in the first column on the "User Interface, Command Center Function" page of the *D7212 Program Record Sheet.* The function name is shown in the second column labeled "Function". The function name appears in the command center display as the user advances through the Command Menu.

Function numbers 128 to 131 are programmed in the *Custom Function* section of the program. See the "Command Center, Custom Function" page of the *D7212 Program Record Sheet* to determine which custom functions you can use in the Command Menu. The text programmed for the custom function appears in the command center display as the user advances through the Command Menu.

You can assign the Command Center Function to any Menu Item number. You can even assign the same Command Center Function to several Menu Item numbers if you want to customize the order that they appear in at different command center addresses.

Do not leave any *M## Function* blank within the sequential list. If you no longer want a *Function* to display at any command centers, turn off the function by programming *M## CC Address 1* to *M## CC Address 8* NO, or change the *Function* number.

M## CC Address 1

Default:	*See Training Sheet*

Selections: **Yes or No**

Should this Menu Item appear in the Command Menu at Address #1?

M## CC Address 2

Default: *See Training Sheet*
Selections: **Yes or No**

Should this Menu Item appear in the Command Menu at Address #2?

M## CC Address 3

Default: *See Training Sheet*
Selections: **Yes or No**

Should this Menu Item appear in the Command Menu at Address #3?

M## CC Address 4

Default: *See Training Sheet*
Selections: **Yes or No**

Should this Menu Item appear in the Command Menu at Address #4?

M## CC Address 5

Default: *See Training Sheet*
Selections: **Yes or No**

Should this Menu Item appear in the Command Menu at Address #5?

M## CC Address 6

Default: *See Training Sheet*
Selections: **Yes or No**

Should this Menu Item appear in the Command Menu at Address #6?

M## CC Address 7

Default: *See Training Sheet*
Selections: **Yes or No**

Should this Menu Item appear in the Command Menu at Address #7?

M## CC Address 8

Default: *See Training Sheet*
Selections: **Yes or No**

Should this Menu Item appear in the Command Menu at Address #8?

PASSCODE WORKSHEET

These entries determine the user passcodes and the authority level each user has in each area.

Each user is identified by a two digit number. These numbers are called User ID Codes, and they range from 00 through 75. Both of these digits are logged in the D7212 memory with user events.

In reporting systems using Modem format, both digits of the User ID Code are transmitted to the central station with appropriate reports. If the central station automation computer system can only accept ZONEX and COMEX style User IDs, see *Point/User Flag* in the *Phone* section of *Panel Wide Parameter.*

In BFSK, only one number is transmitted. This number represents a group of 10 users as shown in the table below. To report the proper User ID number with opening and closing reports see *A# Area O/C* and *A# Acct O/C*Passcodes are generally used to arm and disarm a security system. In the D7212, a passcode can also be used to access a number of command center functions. Command center functions are enabled for each authority level in the *User Interface* module of the program.

User Code 00 - 09	User Code 10 - 19	User Code 20 - 29	User Code 30 - 39	User Code 40 - 49	User Code 50 - 59	User Code 60 - 69	User Code 70 - 75
BFSK Report **0**	BFSK Report **1**	BFSK Report **2**	BFSK Report **3**	BFSK Report **4**	BFSK Report **5**	BFSK Report **6**	BFSK Report **7**

Duress

Default: **Blank**
Selections: **Blank, 1, or 2**This program item is used to create a secondary passcode. This secondary passcode has all the features of the user's primary passcode. In addition, it can send a DURESS alarm if enabled in *Authority Lvl Assign Send Duress*.

To use the secondary passcode, the user increases the value of the last digit of their primary passcode when entering it at the command center. The *Duress* entry determines if users add one or two to the last digit of the passcode.

All users use the same formula for the duress code. You only need to program *Duress* one time.

1 ---------- Create a unique secondary (duress) passcode for each user where the last digit of the primary *Passcode* is increased by "1". • For example, if the primary passcode is 612**3**, 612**4** is the secondary passcode. • If the last digit of the primary passcode is 0, the last digit of the secondary passcode is "1". • If the last digit of the primary passcode is 9, the last digit of the secondary passcode is "0".

2 ---------- Create a unique secondary (duress) passcode for each user where the last digit of the primary *Passcode* is increased by "2". • For example, if the primary passcode is 612**3**, 612**5** is the secondary passcode. • If the last digit of the primary passcode is 8, the last digit of the secondary passcode is "0". • If the last digit of the primary passcode is 9, the last digit of the secondary passcode is "1".

Blank ---- Do not create secondary passcodes (disable duress feature).

User

Default: **1**
Selections: **0 or 1 - 75**

Enter the User number you are programming.

> User 0 is the Service Authority Level (Level 15). The *Program Record Training Sheet* shows the functions enabled for Authority Level 15.
>
> You can not change the programming for Authority Level 15 functions.
>
> The authority level cannot be changed for User 0. The passcode number for User 0 can only be changed by the programmer, or by User 0 from the command center.
>
> An ENTER PASSCODE message displays at the command center when User 0 is entered in response to the User prompt in the DEL PASSCODE command center function. Only the Service Authority Level (User 0) can delete User 0. When a user other than User 0 tries to delete the passcode for User 0, the command center displays NOT IN USE.
>
> User 0 cannot be added from the command center once it has been deleted – it must be re-entered using the programmer.

U## Passcode

Default: _ _ _ _ _ _
Selections: **Three to six digits (0 - 9)**Enter from three to six digits to enable a primary passcode for this User number.

User ID Code 00 is the Service Authority Level. The default passcode for the Service Authority Level is 123.

The programmer does not allow you to enter any passcode number that could conflict with a secondary (duress) passcode. This rule applies even if *Duress* is disabled. For example, once a passcode of 654321 is entered, 654322, 654323, 654320, and 654329 can not be entered.

The D7212 generates a USR CODE TAMPER report after six consecutive attempts to enter a passcode that does not exist in the system. There is no time limit for the consecutive attempts, but all attempts must be made from the same command center address. After a valid passcode is entered, the counter resets to zero. Entering a passcode with no authority to execute a function does not count as an attempt, as long as the passcode is programmed in the panel.

> **Issuing a passcode that can only silence bells**
>
> If a passcode is assigned any authority level for the area, it can be used to turn off bell relays in the area, even if the authority level does not have the authority to perform any command center function.
>
> This feature can be used by receptionists, fire department personnel, or anyone that needs to silence exterior sounders without manipulating other functions of the panel.

---

*U## Area 1 Auth***Default:**

Selections: **1 - 14, or Blank**Assign an authority level to the user.
Blank = no authority in this area.

U## Area 2 Auth

Default:
Selections: **1 - 14, or Blank**Assign an authority level to the user.
Blank = no authority in this area.

U## Area 3 Auth

Default:
Selections: **1 - 14, or Blank**Assign an authority level to the user.
Blank = no authority in this area.

U## Area 4 Auth

Default:
Selections: **1 - 14, or Blank**Assign an authority level to the user.
Blank = no authority in this area.

U## Area 5 Auth

Default:
Selections: **1 - 14, or Blank**Assign an authority level to the user.
Blank = no authority in this area.

U## Area 6 Auth

Default:
Selections: **1 - 14, or Blank**Assign an authority level to the user.
Blank = no authority in this area.

U## Area 7 Auth

Default:
Selections: **1 - 14, or Blank**Assign an authority level to the user.
Blank = no authority in this area.

U## Area 8 Auth

Default:
Selections: **1 - 14, or Blank**Assign an authority level to the user.
Blank = no authority in this area.

POINT INDEX

Use this programming module to construct "personality types" for points used in the D7212 system. The Index numbers are used in "Point Assignments." Each unique Point Index number determines the D7212 responses to specific conditions occurring on the protective points.

The NEW RECORD program contains default entries for Point Indexes. See the *Program Record Training Sheet* (74-06895-000) for defaults.

Point Index

Default: 1

Selections: **1 - 31** The number of the point personality you are about to program. You can define up to 31 individual personalities.

P## Type

Default: *See Training Sheet*

Selections: **0 - 7**

This entry defines the "Point Type." Following are definitions for each type of point.

0 ----------- 24-hour – A 24 hour point is not turned on and off from a command center. 24 hour points are armed all the time, and can be used for fire protection (see *Fire Point*), panic, medical, and police alerts.

> 24-hour points can be programmed as bypassable; however, the application should be carefully considered before using the bypassable option. Bypassable 24-hour points should be programmed to Buzz on Fault.
>
> When a 24-hour point is bypassed, the report should be sent as it occurs. If the area contains all 24-hour points, the area is never armed or disarmed; therefore, a deferred bypass report is not sent.

> **24-hour protection for fire doors, roof hatches, etc.**
>
> Instead of programming this type of protection as a 24-hour point, consider using a perimeter point type with a *Point Response* of 9 to D. 24-hour points do not show faults when an arming command is entered, but perimeter points do. When programming for this type of protection, you may also want to consider using the *Buz on Fault* and *Local While Disarmed* options.

1 ----------- Perimeter – Perimeter points are armed with all arming commands. Points programmed as perimeter can also be armed as a group (using COMMAND 2, COMMAND 3 and COMMAND 8) separately from points programmed as interior. This lets the user partially arm the system to establish perimeter protection and still occupy the interior of the protected premises.

Perimeter points can be programmed to initiate entry delay time. If the point initiates entry delay, it can also initiate an entry tone.

When a Perimeter Point is programmed for entry delay, entry delay time is always provided. If the area is in entry delay when a second Perimeter Point trips, the panel compares the remaining entry delay time to the time programmed for the second Perimeter Point. If the second Perimeter Point's

entry delay time is less than the remaining time, it shortens the entry delay time.

Perimeter Points programmed for an instant *Point Response*, generate an alarm immediately when tripped, even during entry or exit delay.

2----------**Interior –** Interior points are armed only by master arming the area. They are NOT armed when using perimeter arming commands (COMMAND 2, COMMAND 3 and COMMAND 8). These points are typically used to monitor interior detection devices such as interior doors, motion detectors, photoelectric beams, carpet mats, etc.

"**Instant" Interior Points**

Interior points are usually programmed for an instant alarm (see *Point Response*). Points programmed for instant alarms generate alarms immediately, even during entry or exit delay.

"**Delayed" Interior Points**

Interior Points can be programmed for a delayed *Point Response*. A delayed response means that if the point is tripped while the area is armed, it initiates entry delay. It does not generate an alarm until entry delay expires.

When an Interior Point is programmed for entry delay, entry delay time is always provided. If the area is in entry delay when the Interior Point trips, the panel compares the remaining entry delay time to the time programmed for the Interior Point. If the Interior Point's entry delay time is less than the remaining time, it shortens the entry delay time.

Delayed points can also initiate an entry tone at the command center (see *P## Entry Tone Off*).

In some cases, you may need to create an interior point that causes an instant alarm *only if entry delay protection is not tripped first*. Use **Interior Follower** to create this type of protection.

3----------**Interior Follower** – Interior Follower points are armed only by master arming the area. They are NOT armed when using perimeter arming commands (COMMAND 2, COMMAND 3 and COMMAND 8).

An Interior Follower point does not create an alarm if it trips while the area is in entry delay. An Interior Follower does not change the amount of remaining entry delay time.

If no entry delay is in effect when the Interior Follower trips, it creates an instant alarm.

You must program a delayed *Point Response* (4, 5, 6, 7, or 8) for an Interior Follower point. The panel ignores the entry in *P## Entry Delay* for an Interior Follower point.

Keyswitch Points

Special rules apply to points used for keyswitch functions. These special point *Types* do not respond the same way to the *Point Response* entry as point *Types* 1, 2, and 3. Responses for keyswitch point types are described below.

4 ----------- There are two ways to use *Point Type* **4** to arm and disarm an area**:**

Keyswitch Maintained – Program *Point Response* as **1**. Do not connect initiating devices to a Keyswitch point.

Normal	The area is disarmed.
Open	When this point changes from normal to open, the area arms.
Short	A short is a trouble while the area is disarmed. A short is an alarm while the area is armed. When this point changes from shorted to normal or open, it restores.

Trouble and Restoral reports are not sent if *Local Disarmed* is YES.

Alarm and Restoral reports are not sent if *Local Armed* is YES.

D279 – Program *Point Response* as **2**. The D279 should be the ONLY point in the area. The scope of an account command center should be programmed to include the D279's area.

Cut the W1 jumper on the D279 to send area opening and closing reports as programmed in *Area Parameters* and to provide bell control. If the D279's W1 jumper is NOT cut then no area open or area close report is sent, and alarm bells can only be silenced from a command center, no matter how the D7212 is programmed.

Normal	When this point changes from open to normal, the area arms.
Open	The area is disarmed. The alarm bell silences if an alarm had occurred while the area was armed.
Short	A short is a trouble while the area is disarmed. A short is an alarm while the area is armed. When this point changes from shorted to normal or open, it restores but does not send a restoral report.

5 ----------- **Keyswitch Momentary** – Used for Area Arming and Disarming. *Point Response* must be programmed **1**. Do not connect initiating devices to a Keyswitch point.

N–>S–>N	When this point momentarily changes from normal to shorted to normal, it toggles the armed state of the area.
Open	An open is a trouble while the point is disarmed. An open is an alarm while the point is armed. When this point changes from open to normal, it restores.

Trouble and Restoral reports are not sent if *Local Disarmed* is YES.

Trouble and Restoral reports are not sent if *Local Armed* is YES.

6-----------**Open/Close –** Used for Point Arming and Disarming. *Point Response* must be programmed **1**. Local bells are silenced through the command center.

Normal	The point is armed and sends a POINT CLOSING. POINT CLOSING is not sent if *Local Armed* is YES.
Open	An open is an alarm while the point is armed. An open is a trouble while the point is disarmed. ALARM and RESTORAL reports are not sent if *Local Disarmed* is YES.
Short	The point is disarmed and sends a POINT OPENING. Local bells are silenced if they were sounding. POINT OPENING is not sent if *Local Armed* is YES.

7-----------**Point Open/Close with a D279 –** Used for Point Arming and Disarming. *Point Response* must be programmed **1**. Local bells are silenced through the command center. (To have bell control at the D279 see *Point Index* entry **4**.)

Cut the W1 jumper on the D279 to send POINT OPENING and POINT CLOSING reports. If the D279's W1 jumper is NOT cut then no open or close report is sent, regardless of D7212 programming.

Normal	The point is armed and sends a POINT CLOSING. POINT CLOSING is not sent if *Local Armed* is YES.
Open	The point is disarmed and sends a POINT OPENING. POINT OPENING is not sent if *Local Armed* is YES.
Short	A short is an alarm condition. ALARM and RESTORAL reports are not sent if *Local Disarmed* is YES.

P## Pt Response

Default   *See Training Sheet*
Selections: **0 - D**

Point Response defines the "Point Response to Opens and Shorts" for this point. The "Point Response" table shows each selection available.

Table Key: I = Instant Alarm   D = Delayed Alarm   T = Trouble   **Blank** = no response.

POINT RESPONSE		0	1	2	3	4	5	6	7	8	9	A	B	C	D
Controlled Points															
Armed	**Open**	I	I	I	I	D	D	I	I	D	I	I	I	I	I
Armed	**Short**	I	I	I	I	I	I	D	D	D	I	I	I	I	I
Disarmed	**Open**		T		T				T		I	I	T	I	
Disarmed	**Short**			T	T		T				I	T	I		I
24 Hour Points															
	Open	I	T	I	T			I	T						
	Short	I	I	T	T	I	T								

Applications for Point Responses 9 to D

You can combine *Point Response*s 9 to D with Perimeter Point *Type*s to create more flexible 24-hour protection. Unlike 24-hour points, a faulted perimeter point with a *Point Response* of 9 to D displays at the command center when arming. Like a 24-hour point, a point programmed this way can generate alarms whether the area is armed or disarmed.

Combining *Point Response* **9** with the *Local Disarmed* feature provides off-site reporting when the area is armed, but only local alarm annunciation when the area is disarmed.

Combining *Point Response* **9** with the *Local Armed* feature provides off-site reporting when the area is disarmed, but only local alarm annunciation when the area is armed.

P## Entry Delay

Default: *See Training Sheet*
Selections: **5 - 600 seconds** This program item does not require an entry unless the point *Type* and *Point Response* entry provides entry delay on this point. The panel ignores this entry if the point *Type* does not provide entry delay.

When a Perimeter or Interior point is programmed for entry delay, entry delay time is always provided when that point is tripped before an "instant" point.

Points programmed for "instant" alarms generate alarms immediately, even during entry or exit delay.

If a delay point trips while the area is in entry delay, the panel compares the remaining entry delay time to the time programmed for the newly tripped point. If the newly tripped point's entry delay time is less than the remaining time, it shortens the entry delay time.

Enter the time allowed prior to this delay point going into alarm. Make entries in five second increments. The programmer does not allow off-increment entries.

P## Entry Tone Off

Default: *See Training Sheet*
Selections: **Yes or No**

This option enables/disables the entry delay warning tone for this point.

The panel ignores this entry if the point *Type* does not provide entry delay.

Yes ------- Disable entry delay tone. You may want to disable the entry tone in high security applications where you do not want to annunciate entry delay.

   Caution! The possibility of false alarms increases if the entry delay warning is not used.

No--------- A tone sounds at command centers when this point initiates entry delay.

P## Silent Bell

Default: **No**
Selections: **Yes or No**

> **Yes** ------- Activate the ***Silent Alarm*** relay when this point goes into alarm. Command centers do not sound the alarm tone for non-fire points.
>
> **No** -------- Activate either the ***Fire Bell*** or ***Alarm Bell*** relay and sound the alarm tone at command centers when this point goes into alarm. If this is a Fire Point it activates the ***Fire Bell*** relay programmed in *Relay Parameters*, otherwise, it activates the ***Alarm Bell*** relay. The amount of time and pattern of the relay activation is programmed by area in *Bell Parameters*.

P## Ring Until Restored

Default: *See Training Sheet*
Selections: **Yes or No**

> **Yes** ------- The relay programmed to provide fire alarm output for this point can not be de-activated until the point restores to normal. If the point restores and the fire alarm is not silenced from the command center, the fire alarm output continues until ***Fire Bell*** time expires. If the point does *not* restore, the fire alarm output continues even after bell time expires. Use this option for fire applications to meet the requirement that audible alarms cannot be silenced until the fault condition clears. The area can not be armed until the bell is silenced.
>
> **No** -------- The relay programmed to provide fire alarm output for this point can be de-activated before the point restores to normal.

P## Audible After 2 Failures

Default: **No**
Selections: **Yes or No**

This option can be used with non-fire points programmed for "silent bell" to provide local alarm bell output in the event that the panel cannot send the alarm report.

The amount of time and pattern of the relay activation is programmed by area in *Bell Parameters. A# Burg Time* must be programmed for at least 4 minutes to allow time for reporting attempts. The bell timer starts when the alarm trips, but the bell output starts only after the panel fails to communicate the report after two attempts.

> **Yes** ------- When this point goes into alarm, if the D7212 cannot communicate the report after two attempts, it activates the relay programmed to provide alarm output for the area where the point is assigned.
>
> **No** -------- Points programmed for "silent bell" do not activate the alarm relay if the panel can not send the alarm report.

P## Invisible

Default: **No**
Selections: **Yes or No**

Yes ------- Command centers do not display alarm activity from this point. This option is designed for use with hold-up devices. Typically, an invisible point is **not** programmed to activate the "buzzer on fault". Often, invisible points are not programmed to create audible alarms, but instead provide a silent alarm output. Alarm events from invisible points can be viewed or printed using the event log.

The "relay follows point" option does not work for invisible points. Do not use this feature with invisible points.

No --------- Activity from this point is visible at the command centers.

P## Buz on Fault

Default: *See Training Sheet*
Selections: **Yes or No**

The "buzz on fault" option allows the point to generate a tone for any fault condition (open, short, missing). Common applications for this option are: annunciation of emergency exits during business hours, pool gates, etc.

Yes ------- Sound the command center buzzer for any fault on this point.

If this is a *Fire Point*, COMMAND 4 does not silence the tone. To silence the tone, the point must be restored to normal.

If this is a non-fire point, COMMAND 4 or a passcode can silence the tone. CHECK DEVICE displays until the point is restored to normal.

No --------- Do not sound the command center buzzer for fault conditions. Only specific trouble conditions as programmed in *Point Response* generate a trouble buzzer.

P## Watch Point

Default: **No**
Selections: **Yes or No**

Yes ------- This point activates Watch Mode responses if it is faulted while the panel is in Watch Mode. Alarm and Trouble responses override Watch Mode responses.

No --------- Do not activate Watch Mode responses for this point.

P## Relay Follows Point

Default: **No**
Selections: **Yes or No**

Yes ------- When this point goes into alarm, it activates a relay with the same address number. (For example, if this is point #28, relay #28 activates when the point goes into alarm.) When the alarm is acknowledged and Command 4 is entered to clear alarm memory, the relay resets.

Notice: The relay does not work for invisible points. Do not use this feature with invisible points.

No--------- Do not activate a follower relay for this point.

P## Local While Disarmed

Default: **No**
Selections: **Yes or No**

Yes ------- This option suppresses alarm, trouble and restoral reports from this point while the area it is assigned to is disarmed. Local annunication of activity from this point is provided as programmed.

> *Local While Disarmed* **does not work with 24-hour points.** 24-hour points are always armed, they are never disarmed. To provide 24-hour protection and limit central station alarm reports:
>
> 1. Program point *Type* as **1** (perimeter).
>
> 2. Choose a *Point Response* from 9–D that provides the appropriate response in both the armed and disarmed conditions.
>
> 3. Enable and/or disable *Local While Disarmed* and *Local While Armed* as appropriate for the application.

> *Local While Disarmed* **affects "Keyswitch" Points**
>
> When using this feature with keyswitch points, carefully test to make sure the desired reports are received at the central station under all conditions.
>
> Maintained with *Point Response* 1: Suppresses Troubles and Restorals.
> Momentary: Suppresses Troubles and Restorals.
> D279 Suppresses Alarms, Troubles, and Restorals.

No--------- Report events occuring from this point while the area is disarmed.

P## Local While Armed

Default: **No**
Selections: **Yes or No**

> **Yes** -------This option suppresses alarm, trouble and restoral reports from this point while the area it is assigned to is armed. Local annunication of activity from this point is provided as programmed.

> > *Local While Armed* **suppresses all reports from 24-hour points.** 24-hour points are always armed. To provide 24-hour protection and limit central station alarm reports:
> >
> > 1. Program point *Type* as **1** (perimeter).
> >
> > 2. Choose a *Point Response* from 9–D that provides the appropriate response in both the armed and disarmed conditions.
> >
> > 3. Enable and/or disable *Local While Disarmed* and *Local While Armed* as appropriate for the application.

> > *Local While Armed* **affects "Keyswitch" Points**
> >
> > When using this feature with keyswitch points, carefully test to make sure the desired reports are received at the central station under all conditions.
> >
> > Maintained with *Point Response* **1**: Suppresses Alarms and Restorals.
> > Momentary   Suppresses Troubles and Restorals.
> > D279   Suppresses Openings and Closings.

> **No**---------Report events occuring from this point while the area is armed.

P## Disable Restorals

Default: **No**
Selections: **Yes or No**

> **Yes** -------Disable restoral reports for this point.

> **No**---------Enable restoral reports for this point. When this option is enabled, a restoral report is sent to the receiver when the point returns to normal after being in an alarm or trouble condition.

P## Returnable

Default: **No**
Selections: **Yes or No**

Use this item to automatically put this point back into the system.

Yes ------- If this point was **force armed** it automatically returns to the system when it restores to normal.

If this point was **bypassed**, it automatically returns to the system when the area is disarmed.

No -------- If this point is force armed, it stays out of the system until the area is disarmed.

If this point is bypassed, it stays out of the system through arming and disarming cycles. It can only by unbypassed by: using Unbypass a Point (Command 00), sending the RAM II unbypass command, or executing an "Unbypass a Point" SKED.

P## Bypassable

Default: **No**
Selections: **Yes or No**

This option allows the point to be bypassed and force armed. Points can be bypassed by: entering the Bypass a Point function at a command center, a RAM II command, or a "Bypass a Point" SKED.

To automatically return a bypassed point to the system when disarming, program *Returnable* YES. Otherwise, you can use Unbypass a Point (Command 00), RAM II UNBYPASS command, or "Unbypass a Point" SKED.

When a controlled point is force armed, it can return to the system when the fault clears if *Returnable* is programmed **Yes**. If it is not returnable, the point stays out of the system until the area is disarmed.

If the panel is reset while a point is bypassed, a restoral report is not sent when the point is unbypassed and it returns to normal.

Yes ------- This point can be bypassed and force armed.

> When a 24-hour point is bypassed a continuously scrolling display appears at the control center. 24 HOUR BYPASS scrolls to indicate a 24-hour non-fire point is bypassed.   FIRE BYPASS scrolls to indicate a 24-hour Fire point is bypassed.
>
> When a 24-hour point is bypassed, the report should be sent as it occurs because if the area does not send a closing report, a deferred bypass report is not sent.
>
> Instead of using a bypassable 24-hour point, consider a bypassable perimeter point with a *Point Response* of 9 to D. 24-hour points show bypass conditions continuously, but perimeter points show bypasses only when an arming function is entered.

No -------- This point can not be bypassed or force armed from the command center or RAM II. However, it can be force armed by automatic arming at the end of the closing window (see *Opening & Closing Auto Close*) or by a Sked programmed to arm the area.

P## Swinger Bypass

Default: **No**
Selections: **Yes or No**

The swinger bypass option allows the panel to automatically bypass a point if it generates four alarms or four troubles during one clock hour (for example, between 2:00 and 2:59). If the point has a partial count (less than four events during an hour), the count is reset to zero on the hour.

To return a swinger bypassed point to the system: disarm the area, use the Unbypass a Point (Command 00) function, send the RAM II unbypass command, or execute an "Unbyass a Point" SKED.

When a point is bypassed because of a swinger condition, a SWINGER BYPASS report is sent.

Yes ------- Enable Swinger Bypass for this point.

No--------- Disable Swinger Bypass for this point.

P## Report Bypass at Occurence

Default: **No**
Selections: **Yes or No**

This option allows the point to generate a COMMAND BYPASS report as soon as it is bypassed. This option should be enabled for all bypassable 24-hour points. You may also elect to report bypassed 24-hour points at the time the area is armed. See *Defer Bypass Report*.

Yes ------- Send a COMMAND BYPASS report at the time the point is bypassed.

No--------- Do not send COMMAND BYPASS at the time the point is bypassed.

P## Defer Bypass Report

Default: **No**
Selections: **Yes or No**

This option allows a 24-hour point to generate a POINT BYPASS report if it was previously bypassed and is still bypassed at the time the area is armed. Closing reports must be enabled.

(Bypassed or force armed controlled points are always reported with the closing report. If a closing report is not sent, no POINT BYPASS report is sent.)

Yes ------- Send a POINT BYPASS report with the closing report. The bypass report is not sent if the closing report is suppressed for any reason. **Yes** forces a POINT BYPASS report to be sent if this is a 24-point and it is bypassed at the time the closing report is sent.

If *Report Bypass at Occurence* and *Defer Bypass Report* are both enabled, a COMMAND BYPASS report is sent as soon as it occurs **and** a POINT BYPASS is sent with the closing report.

No--------- Do not send a POINT BYPASS report with the closing report.

If *Report Bypass at Occurence* and *Defer Bypass Report* are both NO, and this point index is for 24-hour points, points with this index never send reports of bypassed conditions.

P## Fire Point

Default: *See Training Sheet*
Selections: **Yes or No**

Fire points are separated from other kinds of 24-hour points using this option. Activity on a Fire point is given the highest priority in the panel.

Fire points are identified at the command center, in the event log, and in central station reports when transmitting in Modem. Fire point activity is separated from all other activity in *Phone Routing*. A Fire point activates the **Fire Bell** relay programmed in *Relay Parameters*. The amount of time and pattern of the relay activation is programmed by area in *Bell Parameters* **Fire Pat**.

> **Important:** If you assign all your fire points to a single area in a multiple area system, install a command center or other annunciator in each area of the system that is capable of annunciating the activity of the fire points.

Yes ------- This is a Fire point.

No --------- This is not a Fire point.

P## Alarm Verify

Default: **No**
Selections: **Yes or No**

Use this option only with Fire Points to designate them for "alarm verification".

When an alarm verification point goes into alarm, the D7212 removes power to all resettable points. The amount of time the power is removed is determined in *Area Parameters* **Verify Time**. If the point (or another resettable point in the area) goes into alarm within 60 seconds after the reset, an alarm is generated.

Alarm Verification is turned off during Fire Walk Test functions (Command 58).

Yes ------- Enable alarm verification on this point.

Alarm verification points must be programmed as **Resettable**.

No --------- Disable alarm verification on this point.

P## Resettable

Default: *See Training Sheet*
Selections: **Yes or No**

The "resettable point" option is typically used with smoke detectors and glass break detectors. Enable this option if this is a powered point that requires interruption of power to reset a latched alarm condition.

Power to this point is interrupted when a sensor reset is performed. When a sensor reset is initiated, the panel will not accept alarms from resettable points during the five second reset time. (See **Alarm Verify**.)

Yes ------- This point is reset by COMMAND 47, or alarm verification.

No --------- This point is not reset by COMMAND 47, or alarm verificaion.

POINT ASSIGNMENTS

These entries assign Point Indexes to the points and the points to the areas. Also included in this section are parameters used to set the point's debounce count, BFSK/Relay (for use when transmitting in BFSK or assigning relays to follow alarms for a group of points), and custom command center and report text for each point.

The *Point Assignments* section defines points 1 - 48. The *Command 9*, and *Command 7* sections define how the Command 7 and Command 9 functions operate. Program these sections if **User Cmd 9**, and/or **User Cmd 9** are enabled in the *Authority Lvl Assign* module.

Point Assignments
These entries assign Point Indexes to points 1 - 48, and the points to the areas. Also included in this section are parameters used to set the point's debounce count, BFSK/Relay (for use when transmitting in BFSK or assigning relays to follow alarms for a group of points), and custom command center and report text for each point.

Point Number

Default: 1
Selections: **1 - 48** Enter the point number you are programming. When transmitting in Modem II the three-digit point number is reported to the D6500. When transmitting in BFSK you must assign a "zone number" in **BFSK/Relay**.

P## Point Index

Default: *See Training Sheet*
Selections: **Blank or 00 - 31** This entry selects one of the 31 Point Index Codes that define the points' characteristics and determine how the D7212 responds to various point conditions.

> **Point Index 00** (or blank) only works with Command 7 and Command 9. It is a silent, invisible, reporting point. **Point Index 00** disables a normal point.

P## Area Assign

Default: 1
Selections: **1 - 8** The areas are numbered 1 to 8. Select the area number that controls the point.

P## Debounce

Default: **2**

Selections: **1 - 15** The debounce count is the number of times the panel scans a point before initiating an alarm. Scan cycles are 300 ms.

For appropriate settings consult the manufacturer's instructions for the device connected to this point.

1 = 300 ms

2 = 600 ms

3 = 900 ms

.

.

.

15 = 4.5 seconds

P## BFSK/Relay

Default: *See Training Sheet*

Selections: **0 - 9** Use this entry to determine the point number reported in BFSK when this point is tripped. Normally, you only use this item when transmitting reports to the central station in BFSK format. However, it can also be used to activate a relay, even if the panel is programmed for Modem reporting (see "Activating Relays…" below).

> Command centers and the Local Printer display the actual point number (1 - 48) not the BFSK report code.

Activating relays…

A *BFSK/Relay* code can be assigned to a point to activate a relay as follows:

1 = 9	3 = 11	5 = 13	7 = 15
2 = 10	4 = 12	6 = 14	8 = 16

These codes can be used to activate relays on the D8129 OctoRelay or C8137 Transmitter Interface. You can assign the same code to several points and effectively provide a "summary zone" alarm output. When the point goes into alarm the relay activates. When the alarm is acknowledged and is no longer scrolling in the command center display, the relay resets.

> **Notice:** The relay does not work for invisible points.

When the point goes into alarm the relay activates. When the alarm is acknowledged and is no longer scrolling in the command center display, the relay resets. To reset the relay when a **silent** point trips, enter a PASSCODE and press the ENTER key, then a PASSCODE and the ESC key.

Command 9

The *Command 9* section defines how the Command 9 function operates. Program this section if **User Cmd 9** is enabled in the *User Interface* module.

This function generates an alarm report from the area where the command center is assigned. A new report is generated each time it is activated, but only one alarm appears in the alarm memory count at the local area command centers. If this function is activated in more than one area within the scope of the command center, the alarm memory count is increased.

Point Index

Default: 4

Selections: **Blank or 00 - 31** Enter the **Point Index** code used with Command 9.

> **Point Index** **00** (or blank) only works with Command 7 and Command 9. It is a silent, invisible, reporting point. **Point Index** **00** disables a normal point.

> Do **NOT** use a point index with **Resettable** programmed YES.
> Do **NOT** use a point index with **Swinger Bypass** programmed YES.

BFSK Code

Default: 9

Selections: **0 - 9** Use this entry to determine the point number reported in BFSK when this point is tripped. Normally, you only use this item when transmitting reports to the central station in BFSK format.

> Command centers and the Local Printer displays the actual point number (1 - 48) not the BFSK report code.

Activating relays…

To activate a relay on the D8129 OctoRelay or C8137 Transmitter Interface, see *Relays A# Command 9*.

Point Text

Default: COMMAND 9

Selections: **Up to 16 Characters Alphanumeric**

Enter Alphabetic characters A-Z in Capital Letters

Period (.) comma (,) percent (%), parenthesis [()], equal (=), greater/less than (<>), exclamation (!), and colon (:) are not allowed

Enter up to 16 characters of text to describe the Command 9 function. This point text is displayed at command centers (if the point is programmed as "visible") and reported to the D6500 when transmitting in Modem II format (if it is a reporting point).

Command 7

The *Command 7* section defines how the Command 7 function operates. Program this section if *User Cmd 7* is enabled in the *User Interface* module.

This function generates an alarm report from the area where the command center is assigned. A new report is generated each time it is activated, but only one alarm appears in the alarm memory count at the local area command centers. If this function is activated in more than one area within the scope of the command center, the alarm memory count is increased.

Point Index

Default: 4

Selections: **Blank or 00 - 31** Enter the *Point Index* code used with Command 7.

> *Point Index* **00** (or blank) only works with Command 7 and Command 9. It is a silent, invisible, reporting point. *Point Index* **00** disables a normal point.

> Do **NOT** use a point index with *Resettable* programmed YES.
> Do **NOT** use a point index with *Swinger Bypass* programmed YES.

BFSK Code

Default: 7

Selections: **0 - 9** Use this entry to determine the point number reported in BFSK when this point is tripped. Normally, you only use this item when transmitting reports to the central station in BFSK format.

> Command centers and the Local Printer displays the actual point number (1 - 48) not the BFSK report code.

Activating relays…

To activate a relay on the D8129 OctoRelay or C8137 Transmitter Interface, see *Relays A# Command 7*.

Point Text

Default: COMMAND 7

Selections: **Up to 16 Characters Alphanumeric**

Enter Alphabetic characters A-Z in Capital Letters

Period (.) comma (,) percent (%), parenthesis [()], equal (=), greater/less than (<>), exclamation (!), and colon (:) are not allowed

Enter up to 16 characters of text to describe the Command 7 function. This point text is displayed at command centers (if the point is programmed as "visible") and reported to the D6500 when transmitting in Modem II format (if it is a reporting point).

RELAY PARAMETERS

Relays provide basic alarm system functions (such as Bell output, Reset Sensors, etc.) as well as a number of more advanced functions typically used in association with system annunciation devices.

Up to three "on-board" voltage-output relays can be installed on the D7212 circuit board (see the *D7212 Operation and Installation Manual* for instructions). The D7212 can also control up to 48 dry contact form "C" relays when optional D8129 OctoRelay Modules are installed.

One relay is provided with the D7212 to provide a +12VDC Alarm Bell output from D7212 terminal 6 (Relay A).

Two additional optional relay sockets are provided with the D7212. The D7212 provides a +12VDC Alternate Alarm output from terminal 7 (Relay B), and a +12VDC Switched Aux Power output from terminal 8 (Relay C). Optional relay sockets require Radionics D136 Relays.

If relay activity is reported to the receiver (see *Phone Routing*), on-board relays are reported as follows: A = 253, B = 254, C = 255.

Up to six D8129 OctoRelay Modules can be connected to the D7212 to provide 48 dry contact form "C" relays. You can set DIP switches on each D8129 to use a group of eight numbered relays as shown in the *D7212 Operation and Installation Manual*.

Check relay status after reprogramming or resetting the panel. All relays are turned off after the panel is reset. Certain relay functions are checked by the panel each minute and will resume the correct state after the reset. Other relays must be manually set to the correct state (using Cmd 54).

These relay functions **resume the proper state** within one minute :

Alarm Bell	Fire Bell	Area Fault
Perimeter Fault	AC Fail	Battery Trouble
Summary Fire	Summary Alarm	Summary Fire Tbl
Summary Trouble	Keypad Fail	Printer 17 Fail
Phone Fail	Communications Fail	Area Armed
Relay Follows Point	Silent Alarm	Watch Mode
Reset Sensors		

These relay functions **need to be manually reset with COMMAND 54** :

Late To Close	Force Armed	Command 7
Command 9	Duress	Log % Full

Area Wide Relays

Each area can be assigned a unique relay number for each of the events listed in this section. Do not use the same relay for different functions, or share the same relay between areas, unless they are appropriate for sharing as indicated in the *Program Record Sheet.*

Area

Default: 1
Selections: 1 - 8 Enter the area number you are programming.

A# Alarm Bell

Default: A
Selections: **Blank, 1 - 48, A, B, or C** This relay activates when a non-fire point assigned to the specified area causes an alarm bell response. *Burg Time* and *Burg Pat* must be programmed in *Bell Parameter*s. This relay activates according to the bell pattern and remains active until the bell time expires.

The following point index entry combinations cause the Alarm Bell relay to respond when the point goes into alarm:

Silent Bell ------------------No

Audible After 2 Failures---Yes (if the report doesn't get through to the receiver after two attempts)

Fire Point------------------No

A# Fire Bell

Default: A
Selections: **Blank, 1 - 48, A, B, or C** This relay activates when a fire point assigned to the specified area causes a fire alarm response. *Fire Time* and *Fire Pat* must be programmed in "Bell Parameters". This relay activates according to the bell pattern and remains active until the bell time expires.

> The default program uses the same relay that is assigned for burglary bell output in all areas. If both a Fire Alarm and a Burglary Alarm are activated at the same time, the Fire Alarm has priority. It is recommended however, that when fire points are assigned to the area, you program the Fire Bell output for a different relay. For example, program the Fire Bell output for relay B and install a D136 relay in the panel.

The following point index entry combinations cause this relay to respond when the point goes into alarm:

Silent Bell ------------------No

Fire Point------------------Yes

A# Reset Sensors

Default: **C**

Selections: **Blank, 1 - 48, A, B, or C**This relay activates for five seconds when the Reset Sensors function is entered at a command center assigned to the area specified. It also activates for the amount of time programmed in *Area Parameters **Verify Time*** when an alarm verfication point assigned to the area goes into alarm (also see *Point Index* for an explanation of alarm verification points).

If you use a common relay for several areas, program the command center scope to include the same common areas and make sure the user authority level for those areas includes the ability to Reset Sensors. Failure to do so can cause troubles in areas where the user has no control.

When relay C is activated, it interrupts the positive 12VDC at terminal 8 on the D7212 circuit board. To use relay C, install a D136 relay in the panel .

A# Late To Close

Default: **Blank**

Selections: **Blank, 1 - 48, A, B, or C**This relay activates when the closing window expires for the specified area. It remains activated until midnight, or until another closing window starts, or the panel is reset, whichever occurs first.

A# Force Armed

Default: **Blank**

Selections: **Blank, 1 - 48, A, B, or C**This relay activates when the specified area is Force Armed. It remains activated until the area is disarmed or the panel is reset. (Perimeter arming and disarming does not affect this relay.)

A# Watch Mode

Default: **Blank**

Selections: **Blank, 1 - 48, A, B, or C**This relay activates when a perimeter point is tripped in the specified area while the area is in Watch Mode. It remains activated for two seconds.

A# Area Armed

Default: **Blank**

Selections: **Blank, 1 - 48, A, B, or C**The relay activates when the specified area begins the master arming sequence. The relay remains activated until the area is disarmed. Entry delay does not reset this relay.

A typical application for this relay is to control an "Armed" LED on a keyswitch.

If multiple areas use the same relay, the relay sets when all areas are armed. It resets when the first area disarms.

A# Area Fault

Default: **Blank**
Selections: **Blank, 1 - 48, A, B, or C** The relay activates whenever a perimeter or interior point is faulted. The relay remains activated until all perimeter and interior points in the area are normal, bypassed or force armed.

A typical application for this relay is to control a "faulted point" LED on a keyswitch to indicate that the area is not ready to arm.

A# Duress

Default: **Blank**
Selections: **Blank, 1 - 48, A, B, or C** The relay activates when a duress alarm is generated from a command center assigned to the specified area. A *Burg Time* must be programmed in *Bell Parameters*. The relay provides steady output and remains active until the bell time expires or the panel is reset.

Duress is a panel-wide function which is enabled in the *Passcode Worksheet.* Reporting can be suppressed by *Authority Level*.

A# Keypad Fail

Default: **Blank**
Selections: **Blank, 1 - 48, A, B, or C** This relay activates when a supervised command center assigned to the area fails (does not respond when the address is polled). The relay remains activated until the command center responds. There may be a short delay between when the command center fails or restores and the relay response.

A# Perim Fault

Default: **Blank**
Selections: **Blank, 1 - 48, A, B, or C** The relay activates when a perimeter point assigned to the specified area is faulted. This relay activates regardless of the area's armed state. This relay provides a steady output until all perimeter points in the area are normal, bypassed or force armed.

Any point programmed for *Point Type* "1" causes this relay to respond when the point is opened, shorted, or missing.

A# Silent Alarm

Default: **Blank**
Selections: **Blank, 1 - 48, A, B, or C** This relay activates when a point assigned to the specified area and programmed for *Silent Bell* causes an alarm response. *Burg Time* must be programmed in *Bell Parameters*. The relay provides steady output and remains active until the bell time expires or the panel is reset.

Point Index **Silent Bell Yes**, causes this relay to respond when the point goes into alarm.

A# Command 7

Default: **Blank**
Selections: **Blank, 1 - 48, A, B, or C**This relay activates when Command 7 is executed at a command center assigned to the specified area. *Burg Time* must be programmed in *Bell Parameters*. The relay provides steady output and remains active until the bell time expires, a valid passcode is entered, or the panel is reset.

A# Command 9

Default: **Blank**
Selections: **Blank, 1 - 48, A, B, or C**This relay activates when Command 9 is executed at a command center assigned to the specified area. *Burg Time* must be programmed in *Bell Parameters*. The relay provides steady output and remains active until the bell time expires, a valid passcode is entered, or the panel is reset.

Panel Wide Relays

One relay number can be assigned for each of the events listed in this section. All areas share the same relay for these events. Do not use the same relay number for two different functions.

Printer Fail

Default: **Blank**
Selections: **Blank, 1 - 48, A, B, or C** This relay activates when the printer fails (SDI address 17). It remains active until the printer responds. The printer must be supervised; *Printer Supervision* in *Panel Wide Parameter* must be programmed Yes.

AC Failure

Default: **Blank**
Selections: **Blank, 1 - 48, A, B, or C** This relay activates when the panel responds to an AC power failure as programmed in *AC Fail Time* in the *Power Supervision* section. It remains active until AC power is restored. *Buzz on AC/Low Battery Fail* has no effect on this relay.

Battery Trouble

Default: **Blank**
Selections: **Blank, 1 - 48, A, B, or C** This relay activates when battery voltage falls below 12.1 volts, or is missing. *Buzz on AC/Low Battery Fail* has no effect on this relay.

Phone Fail

Default: **Blank**
Selections: **Blank, 1 - 48, A, B, or C** This relay activates when a telephone line failure alarm is generated. (See *Alarm On Fail* in the *Phone* programming section.) This relay provides steady output until a phone line restoral report is sent and acknowledged by the receiver.

Comm Fail

Default: **Blank**
Selections: **Blank, 1 - 48, A, B, or C** This relay activates when the panel is unable to communicate a report. See *Panel Wide Parameter, Phone* for an explanation of "Comm Fail". This relay provides steady output until a report is successfully sent.

Note: Points can be programmed to be "silent" alarms that become audible after two attempts at communicating a report (see *Point Index **Audible After 2 Failures***). If you use "silent" points and never want them to become audible, do not use this relay in conjunction with an audible device.

Log % Full

Default: **Blank**

Selections: **Blank, 1 - 48, A, B, or C** Enter the number of the relay that activates when the log has reached the programmed percentage of it's capacity as programmed in *RAM Parameters* program item ***Log % Full***. This relay provides a steady output until a "vacuum log" is performed from the RAM, or the panel is reset.

Summary Fire Default: **Blank**

Selections: **Blank, 1 - 48, A, B, or C** Enter the number of the relay that activates when a fire point goes into alarm. This relay provides a steady output until the alarm is cleared from alarm memory at the command center.

Summary Alarm Default: **Blank**

Selections: **Blank, 1 - 48, A, B, or C** Enter the number of the relay that activates when a controlled point goes into alarm. This relay provides a steady output until the alarm is cleared from alarm memory at the command center.

Summary Fire Tbl Default: **Blank**

Selections: **Blank, 1 - 48, A, B, or C** This relay activates when any fire point in the panel is in trouble. This relay provides a steady output until the trouble is cleared from alarm memory at the command center.

Summary Trouble

Default: **Blank**

Selections: **Blank, 1 - 48, A, B, or C** This relay activates when any non-fire point in the panel is in trouble. This relay provides a steady output until the trouble is cleared from alarm memory at the command center.

SKEDS Use the *SKEDS* module to program the D7212 to automatically execute functions at a specific time on a specific date or day of the week. You can program up to 17 Skeds in the D7212.

Each Sked can be programmed with one of 15 functions. Some Function Codes require that you enter additional parameters. The functions and their associated parameters are listed in the "Sked Function Code Table" in the *Program Record Sheet*, and they are explained in detail following the **S## Function Code** prompt.

Each Sked can be programmed with up to four Holiday Indexes. The Holiday Indexes can be used to execute the Sked on the Holidays in addition to the Date or Day(s) of the Week, *or*, they can be used to prevent the Sked from executing on the Holidays (see **S## Xept Holiday**).

Sked Number

Default: 1
Selections: 1 - 17 Enter the number of the Sked you are programming.

S## Function Code

Default: Blank
Selections: 1 - 15 (except 12) Enter the Function Code you want this Sked to execute.

The programmer automatically displays the parameter prompt after you enter the Function Code if the Sked Function requires additional parameters.

After you program the parameters associated with the Sked function, press EXIT GROUP to continue programming the Sked.

1 --- **Arm Area(s)**. Entries in the *Arm Area* prompts define the area(s) this Sked arms. The Sked can arm multiple areas. If any point is faulted when the Sked executes, it is force armed.

S## Area 1	No -------------	**Do not arm Area 1**.
	Yes -----------	**Arm Area 1**.
S## Area 2	No -------------	**Do not arm Area 2**.
	Yes -----------	**Arm Area 2**.
S## Area 3	No -------------	**Do not arm Area 3**.
	Yes -----------	**Arm Area 3**.
S## Area 4	No -------------	**Do not arm Area 4**.
	Yes -----------	**Arm Area 4**.
S## Area 5	No -------------	**Do not arm Area 5**.
	Yes -----------	**Arm Area 5**.
S## Area 6	No -------------	**Do not arm Area 6**.
	Yes -----------	**Arm Area 6**.
S## Area 7	No -------------	**Do not arm Area 7**.
	Yes -----------	**Arm Area 7**.
S## Area 8	No -------------	**Do not arm Area 8**.
	Yes -----------	**Arm Area 8**.

2 --- **Disarm Area(s)**. Entries in the *Disarm Area* prompts define the area(s) this Sked disarms. The Sked can disarm multiple areas.

S## Area 1	No -------------	**Do not disarm Area 1**.
	Yes -----------	**Disarm Area 1**.

S## Area 2	**No**--------------	**Do not disarm Area 2**.
	Yes -----------	**Disarm Area 2**.
S## Area 3	**No**--------------	**Do not disarm Area 3**.
	Yes -----------	**Disarm Area 3**.
S## Area 4	**No**--------------	**Do not disarm Area 4**.
	Yes -----------	**Disarm Area 4** .
S## Area 5	**No**--------------	**Do not disarm Area 5**.
	Yes -----------	**Disarm Area 5**.
S## Area 6	**No**--------------	**Do not disarm Area 6**.
	Yes -----------	**Disarm Area 6**.
S## Area 7	**No**--------------	**Do not disarm Area 7**.
	Yes -----------	**Disarm Area 7**.
S## Area 8	**No**--------------	**Do not disarm Area 8**.
	Yes -----------	**Disarm Area 8**

3---**Bypass a Point**. The entry in the *Bypass Point* prompt defines the point this Sked bypasses. The point can be bypassed only if *Bypassable* Is programmed **Yes** in the *Point Index* assigned to the point). The bypass is reported if bypass reports are enabled in the *Point Index* assigned to the point. The Sked can bypass one point.

    S## Point Number ------------- **Enter a point number 1 - 48.**

4---**Unbypass a Point**. The entry in the *Unbypass Point* prompt defines the point this Sked unbypasses. The Sked can unbypass one point. The point can be bypassed only if *Bypassable* Is programmed **Yes** in the *Point Index* assigned to the point). The bypass is reported if bypass reports are enabled in the *Point Index* assigned to the point.

    S## Point Number ------------- **Enter a point number 1 - 48.**

5---**Unbypass All Points**. The entry in the *Unbypass All* prompt defines the area(s) where the Sked unbypasses all points. The Sked unbypasses all points in the area, regardless of how they were bypassed. This Sked can unbypass all points in multiple areas.

S## Area 1	**No**--------------	**Do not unbypass all points in Area 1**.
	Yes -----------	**Unbypass all points in Area 1**.
S## Area 2	**No**--------------	**Do not unbypass all points in Area 2**.
	Yes -----------	**Unbypass all points in Area 2**.
S## Area 3	**No**--------------	**Do not unbypass all points in Area 3**.
	Yes -----------	**Unbypass all points in Area 3**.
S## Area 4	**No**--------------	**Do not unbypass all points in Area 4**.
	Yes -----------	**Unbypass all points in Area 4**.
S## Area 5	**No**--------------	**Do not unbypass all points in Area 5**.
	Yes -----------	**Unbypass all points in Area 5**.
S## Area 6	**No**--------------	**Do not unbypass all points in Area 6**.
	Yes -----------	**Unbypass all points in Area 6**.
S## Area 7	**No**--------------	**Do not unbypass all points in Area 7**.
	Yes -----------	**Unbypass all points in Area 7**.
S## Area 8	**No**--------------	**Do not unbypass all points in Area 8**.
	Yes -----------	**Unbypass all points in Area 8**.

6---**Relay On**. The entry in the *Relay On* prompt defines the relay this Sked activates. The Sked can activate one relay.

S## Relay Number------------- **Enter a relay number 1 - 48.**

7--- **Relay Off**. The entry in the *Relay Off* prompt defines the relay this Sked turns off. The Sked can turn off only relays that were set by a Sked. The Sked can turn off one relay.

S## Relay Number------------- **Enter a relay number 1 - 48.8**   **All Relays Off**. This Sked function turns off all relays that were turned on by a Sked. This is a panel-wide function.**9**   **Test Report**. This function generates a test report from Area 1. The report is sent to the Phone(s) programmed for Test and Status Reports in *Phone Routing* (see *Ph# Test/Stat Rpt*).

If *Expand Test Rpt* in *Phone* is programmed YES, the test report also includes the following system events if the panel is currently in the condition listed: Log Threshold, Log Overflow, Point Bus Failure, Successful Local Programming, Failure to Call RAM, User Code Tamper, SDI Failure, Communications Failure, AC Failure, Battery Missing, Battery Low, Parameter Checksum Failure.

The test report can be deferred if any other report was sent since the last test report. To defer the test report, program *Defer Test*.

The test report can be sent every hour beginning at the time scheduled in *S## Time*. To send a test report every hour, program *Hourly Rpt.*

S## Defer Test   **No**--- **Send the test report on schedule**.
                             Yes-- **Defer the test report**.

S## Hourly Rpt   **No**--- **Send the test report only as scheduled**.
                             Yes-- **Send the test report every hour**.

10 Status Report. This function generates a status report for each area that is enabled. The report is sent to the Phone(s) programmed for Test and Status Reports in *Phone Routing* (see *Ph# Test/Stat Rpt*).

The status report can be deferred if any other report was sent since the last status report. To defer the status report, program *Status Report*.

S## Defer Status   **No**--- **Send the status report on schedule**.
                             Yes-- **Defer the status report**.

11 Execute Custom Func. This function executes one of the Custom Function items programmed in *Custom Function*. When a Custom Function is executed by a Sked, it is subject to the same command center scope and authority level restrictions that are in place when the Custom Function is accessed by the user at the command center. You must make an entry in *Cmd Center* and in *Custom Func*.

Cautions: It is best to avoid having multiple functions occur at the same time at the same address. Functions can clash and the effect on the panel is unpredictable.

• Do not program multiple Skeds to execute at the same address at the same time.

• Do not program Skeds to execute at times when a user is likely to be executing functions at the command center. If it is necessary to do so, there are two ways to work around the situation:

1) Program "CC" at the begining of the *Custom Function Key Strokes* entry. This will abort the user's function and allow the Sked to execute.

2) Program the Sked to execute at an address (*Cmd Center*) that has no command center phyiscally attached to it. The address must be assigned to an area, have appropriate *Scope* and *Supervised* must be programmed NO.

S## Cmd Center   Enter a command center address, **1-8**.

S## Custom Func   Enter a Custom Function number, **128-131**.

13 - **Adjust Time Forward One Hour**. This Sked function is used to make adjustments to the panel's clock. A typical application is to program this to go into effect at 2:00 AM on the date that **Daylight Savings Time begins** (during the springtime). No TIME CHANGE report is sent or logged, but the new time appears in the next report logged.

14 - **Adjust Time Backward One Hour**. This Sked function is used to make adjustments to the panel's clock. A typical application is to program this to go into effect at 2:00 AM on the date that **Daylight Savings Time ends** (during the fall). *This function can operate only once in a day, even if multiple Skeds with this function are programmed.* No TIME CHANGE report is sent or logged, but the new time appears in the next report logged.

15 - **Sound Watch Tone at Command Center**. This function sounds the Watch Tone at the command center address programmed. The Watch Tone sounds at all command centers set for the address programmed. Press ESC to silence the tone.

Sound Watch Tone. defines the command center address where the Watch Tone sounds.

S## Cmd Center ---------------- **Enter a command center address, 1-8.**

S## Time

Default: _ _ : _ _
Selections: HH:MM (hours and minutes)

Enter the time that the Sked executes.

> **Disabled Skeds have a Blank time.** If you copy the panel and the entry for this prompt is blank, but times were at one time programmed, the Sked may have been disabled from the command center using the CHANGE SKEDS function.

To program a time:

1. Press the two digits representing the hour.
2. The cursor advances past the colon (:) in the display.
3. Press the two digits representing the minutes.
4. Press ENTER.

SKEDS

S## Date

Default: _ _ / _ _

Selections: **MM/DD or Blank** This entry selects the month and day that the Sked operates (Date of the Year, Sked Type 1).

Leave this item blank if this Sked operates on a Day of the Week schedule.

To program a date:

1. Press the two digits representing the month.

2. The cursor advances past the slash (/) in the display.

3. Press the two digits representing the day of the month.

4. Press ENTER.

S## Sunday

Default: No

Selections: **Yes or No**

This prompt, and the next six day of the week prompts, select the days of the week that the Sked is active. (Day of Week, Sked Type 2)

Exceptions:

To prevent the Sked from activating on certain days of the year, program *Xept Holiday* YES, and enable at least one Holiday Index. When *Xept Holiday* is programmed YES, the window executes on the days of the week programmed *unless the date is designated as a Holiday by the Holiday Index selected.*

If a Sked is only needed on certain days of the year, do not program the Sked to execute on any days of the week. Instead, program *Xept Holiday* NO, and select a Holiday Index with the dates you want the window to be active.

Yes ------- Activate this Sked on Sundays.

No --------- Do not activate this Sked on Sundays.

S## Monday

Default: No

Selections: **Yes or No**

Yes ------- Activate this Sked on Mondays.

No --------- Do not activate this Sked on Mondays.

S## Tuesday

Default: No

Selections: **Yes or No**

Yes ------- Activate this Sked on Tuesdays.

No --------- Do not activate this Sked on Tuesdays.

S## Wednesday

Default: No
Selections: Yes or No

> **Yes** ------- Activate this Sked on Wednesdays.
>
> **No** --------- Do not activate this Sked on Wednesdays.

S## Thursday

Default: No
Selections: Yes or No

> **Yes** ------- Activate this Sked on Thursdays.
>
> **No** --------- Do not activate this Sked on Thursdays.

S## Friday

Default: No
Selections: Yes or No

> **Yes** ------- Activate this Sked on Fridays.
>
> **No** --------- Do not activate this Sked on Fridays.

S## Saturday

Default: No
Selections: Yes or No

> **Yes** ------- Activate this Sked on Saturdays.
>
> **No** --------- Do not activate this Sked on Saturdays.

S## Xept Holiday

Default: No
Selections: Yes or No

> **Enter No** to have this Sked operate on Holidays programmed in the Holiday Index(es) used with this Sked.
>
> If no Days of the Week, or Date of the Year is programmed, this Sked operates only on the Holidays programmed in the Holiday Index(es) used with this Sked. This Sked also operates if the Holiday falls on a day of the week, or a date that is programmed.
>
> **Enter Yes** to prevent this Sked from operating on the Holidays programmed in the Holiday Index(es) selected.

S## Holiday 1 **Radionics Default:** **No**

Selections: **Yes or No**

> **Yes** ------- Use Holiday Index 1 with this Sked.
>
> **No** --------- Do not use Holiday Index 1 with this Sked.
>
> If no Holiday Index is selected, the Sked operates regardless of any Holiday.

S## Holiday 2 **Radionics Default:** **No**

Selections: **Yes or No**

> **Yes** ------- Use Holiday Index 2 with this Sked.
>
> **No** --------- Do not use Holiday Index 2 with this Sked.
>
> If no Holiday Index is selected, the Sked operates regardless of any Holiday.

S## Holiday 3 **Radionics Default:** **No**

Selections: **Yes or No**

> **Yes** ------- Use Holiday Index 3 with this Sked.
>
> **No** --------- Do not use Holiday Index 3 with this Sked.
>
> If no Holiday Index is selected, the Sked operates regardless of any Holiday.

S## Holiday 4 **Radionics Default:** **No**

Selections: **Yes or No**

> **Yes** ------- Use Holiday Index 4 with this Sked.
>
> **No** --------- Do not use Holiday Index 4 with this Sked.
>
> If no Holiday Index is selected, the Sked operates regardless of any Holiday.

HOLIDAY INDEXES

This programming module has two sections: *Add/Change/Delete* and *View Holidays*. Use the *Add/Change/Delete* section to program the Holiday Indexes. The *View Holidays* section is a "view only" section provided for your convenience. Use *View Hoidays* to review the dates programmed in the Holiday Indexes.

Add/Change/Delete

Use this section to program the dates for each of the Holiday Indexes. You can program up to four Holiday Indexes in the D7212. Within each index, you can select up to 365 dates to be designated as Holidays.

The Holiday Indexes function independent of each other. The same day can be programmed in all four schedules. Holiday Indexes are used in programming *O/C Windows,* and *SKEDS*.

Date

Default: _ _ /_ _
Selections: **MM/DD** This entry selects the month and day you are designating as a Holiday

To program a date:

1. Press the two digits representing the month.
2. The cursor advances past the slash (/) in the display.
3. Press the two digits representing the day of the month.
4. Press ENTER.

To delete a date:

1. At the *Date* prompt, enter the month and day you want to delete and press ENTER.
2. Advance to the *Holiday Index #* that you want to delete the date from. Change the entry to No. Press ENTER.

   If you want the date completely removed as a Holiday, it must be programmed NO for all of the *Holiday Index #* entries.

Holiday Index 1 Radionics Default: No

Selections: **Yes or No**

Yes ------- Use this date in Holiday Index 1.

No --------- Do not use this date in Holiday Index 1.

Holiday Index 2 **Radionics Default: No**

Selections: **Yes or No**

> **Yes** ------- Use this date in Holiday Index 2.
>
> **No** --------- Do not use this date in Holiday Index 2.

Holiday Index 3 **Radionics Default: No**

Selections: **Yes or No**

> **Yes** ------- Use this date in Holiday Index 3.
>
> **No** --------- Do not use this date in Holiday Index 3.

Holiday Index 4 **Radionics Default: No**

Selections: **Yes or No**

> **Yes** ------- Use this date in Holiday Index 4.
>
> **No** --------- Do not use this date in Holiday Index 4.

View Holidays

The *View Holidays* section is a "view only" section provided for your convenience. Use *View Hoidays* to review the dates you have programmed into each of the Holiday Indexes.

You can view the first 100 dates programmed in each of the indexes.

Index 1 Days

Default: **BlankSelections:** **ENTER GROUP or Down Arrow**Press ENTER GROUP to view the dates programmed in Holiday Index 1.

Press the Down Arrow Key to advance to the next Holiday Index.

Index 2 Days

Default: **BlankSelections:** **ENTER GROUP or Down Arrow**Press ENTER GROUP to view the dates programmed in Holiday Index 2.

Press the Down Arrow Key to advance to the next Holiday Index.

Index 3 Days

Default: **BlankSelections:** **ENTER GROUP or Down Arrow**Press ENTER GROUP to view the dates programmed in Holiday Index 3.

Press the Down Arrow Key to advance to the next Holiday Index.

Index 4 Days

Default: **BlankSelections:** **ENTER GROUP or Down Arrow**Press ENTER GROUP to view the dates programmed in Holiday Index 4.

Press the Down Arrow Key to advance to the next Holiday Index.

NOTES