



## ADVENT PROGRAMMING WORKSHEETS

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### Introduction

All programming options are referenced by a five-digit item number. The first two digits refer to the menu number and the last three digits refer to the subitem number, i.e. the number of the programming option within that menu. There are no submenus -- whenever an item number is prompted for, all five digits must be entered. For most options, the data referenced is echoed and can then be accepted or changed. Some options require more extensive data entry, data processing, or other actions. For these, utilities exist which may contain several levels of prompting/data entry.

The installer code is required to enter program mode. Some data fields have additional security which require a dealer password to access. Whenever an item number referencing such a data field is entered, the user is prompted for the dealer password. Some of these fields include account number information, reporting and downloader phone number information, downloader access code, and the dealer password.

The default values and data ranges usually apply to any flavor of Advent panel unless otherwise specified. A Commercial Burg, Commercial Fire, or Home Navigator High panel has 8 partitions, 250 zones, and 250 users. A Home Navigator panel has 4 partitions, 132 zones, and 100 users. For some options, up to four different defaults may be listed for Home Navigator (HN), Home Navigator High (HNN), Commercial Burg (CB), and Commercial Fire (CF).

When option 17129 is not set, the following options are not accessible in Program Mode: xx081, xx108, xx114, xx122, xx123, xx124, xx125, 17034, 17073, 17076, 17077.

The following programming menus currently exist:

- 00            Review mode
- 01 to 08    Partition-specific options for partitions 1 through 8 (only 1 through 4 for HN)
- 09 to 16    Reserved for expansion to more partitions or areas
- 17           System-wide options
- 18           Not used
- 19 to 24    Reporting and downloader phone numbers and associated options  
(19-20 = primary reporting and backup; 21-22 = secondary reporting and backup; 23-24 = downloader and backup)
- 25-40       Pager phone numbers and associated options
- 41-46       Not used
- 47           Zone utilities
- 48           Bus utilities
- 49           Text utilities
- 50           Miscellaneous utilities
- 51-99       Not used

**REVIEW MODE MENU** (Programming Menu for reviewing item number and corresponding data)

Item #	Field Identifier	Description	Where Defined
00000	UTILITY I	Review contents of options. If no starting number is supplied, item 01001 is assumed. # key will skip forward and * key will exit this mode. Review mode will review contents of items 01001 through 40016 except for protected fields.	proguтил.asm

**PARTITION MENU** (Programming Menus for Partition Information)

**Note:** xx = two-digit partition number (01 to 08 -- 04 for HN; 09-16 reserved for future non-use)

Item #	Field Identifier	Description	Data Type	Default	Data Range	Where Defined
xx001	LTIME	Time of day (00:00-23:59) when LTIME data is annunciated	2 bytes	1200	4 digits (HHMM)	trblproc.asm
xx002	SmTmOutTbl	Time in minutes after which alarm siren sounds stop	word (stored in sec)	CF and CB=16; HN and HNH=8	1-30 (minutes)	sirens.asm
xx003	StdEntryDelay	Length of the standard entry delay in seconds	byte	32	24-120 (seconds)	eedelay.asm
xx004	StdExitDelay	Length of the standard exit delay in seconds	byte	32	24-120 (seconds)	eedelay.asm
xx005	ExtendedDelay	Length of extended delay in minutes	word (stored in sec)	2	1-10 (minutes)	eedelay.asm
xx006	FastBeepTime	Time in seconds at end of the exit delay for which fast exit beeps sound	byte	10	5-15 (seconds)	eedelay.asm
xx007	SchArmPeriod	Length of scheduled arming period in minutes (from beginning of notification to actual arming)	byte	10	5-30 (minutes)	arming.asm
xx008	ExtendPeriod	Amount of time in minutes by which the auto arming will be extended when the extension request is entered	byte	30	15-120 (minutes)	arming.asm
xx009	NoActThresh	Length of time in hours without activity after which a no-activity pre-alarm is initiated	word (stored in min)	0	1-24 (hours) 0 = not active	alarm.asm
xx010	NoActPADelay	Duration of the no-activity pre-alarm in minutes after which an alarm is generated.	word (stored in sec)	5	1-10 (minutes)	alarm.asm
xx011	SensorTstTime	Period in minutes after which zone test times out	byte	30	5-120 (minutes)	arming.asm
xx012	PanicCommDelay	Length of time in seconds after a panic alarm is generated before the report is sent to central station (to allow the user to cancel the alarm)	word	5	1-120 (seconds)	rpptask.asm
xx013	StdCommDelay	Length of time in seconds after a non-panic alarm is generated before the report is sent to central station (to allow the user to cancel the alarm)	word	5	1-120 (seconds)	rpptask.asm
xx014	FireCommDelay	Length of time in minutes after a fire alarm is generated before the report is sent to central station (to allow the user to cancel the alarm)	word (stored in sec)	0	0-15 (minutes)	rpptask.asm
xx015	SuspDlyTime	Length of time in minutes after a suspicion zone is tripped during which the condition may be canceled and not generate an alarm	word (stored in sec)	5	1-15 (minutes)	alarm.asm
xx016	Not used					
xx017	BypassLimit	The number of zones which may be bypassed	word	250 (HN=132)	0-250 (HN=0-132)	parserby.asm
xx018	SAMThresh I	Number of disarms without activity on a zone with threshold I which will generate a zone activity trouble	byte	10	2-255 (disarms)	alarm.asm

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Item #	Field Identifier	Description	Data Type	Default	Data Range	Where Defined
xx019	SAMThresh2	Number of disarms without activity on a zone with threshold 2 which will generate a zone activity trouble	byte	30	2-255 (disarms)	alarm.asm
xx020	SAMThresh3	Number of disarms without activity on a zone with threshold 3 which will generate a zone activity trouble	byte	50	2-255 (disarms)	alarm.asm
xx021	SwingCount	Number of report attempts for alarms from one zone during an arming period after which the zone is automatically bypassed until the next arming level change	byte	3	1-8 report attempts	alarm.asm
xx022	HouseCode1X10	House code 1 used for first 16 X-10 devices: Codes are represented alphabetically by A (1) through P (16)	byte	xx	1-16 (A-P)	plcxmit.asm
xx023	HouseCode2X10	House code 2 used for second 16 X-10 devices: Codes are represented alphabetically by A (1) through P (16)	byte	xx + 8 for CB and CF; xx + 4 for HN	1-16 (A-P)	plcxmit.asm
xx024	Not used					
xx025	LevEnbFlags	Level 2 enabled	bit0	1	0=disabled, 1=enabled	arming.asm
xx026	LevEnbFlags	Level 3 enabled	bit1	1	0=disabled, 1=enabled	arming.asm
xx027	LevEnbFlags	Level 4 enabled	bit2	1	0=disabled, 1=enabled	arming.asm
xx028	LevEnbFlags	Level 5 enabled	bit3	1	0=disabled, 1=enabled	arming.asm
xx029 to xx048	Not used					
xx049	OutputConvTbl	Output number for menu output #33	word	0	0-100 (0=none)	parserot.asm
xx050	OutputConvTbl+2	Output number for menu output #34	word	0	0-100 (0=none)	parserot.asm
xx051	OutputConvTbl+4	Output number for menu output #35	word	0	0-100 (0=none)	parserot.asm
xx052	OutputConvTbl+6	Output number for menu output #36	word	0	0-100 (0=none)	parserot.asm
xx053	OutputConvTbl+8	Output number for menu output #37	word	0	0-100 (0=none)	parserot.asm
xx054	OutputConvTbl+10	Output number for menu output #38	word	0	0-100 (0=none)	parserot.asm
xx055	OutputConvTbl+12	Output number for menu output #39	word	0	0-100 (0=none)	parserot.asm
xx056	OutputConvTbl+14	Output number for menu output #40	word	0	0-100 (0=none)	parserot.asm
xx057	SpecKeyTbl+3	Keyfob key assignment for Disarm (see Appendix 3)	byte	4	4-16	speckey.asm
xx058	SpecKeyTbl+4	Keyfob key assignment for Arm (see Appendix 3)	byte	9	4-16	speckey.asm
xx059	SpecKeyTbl+5	Keyfob key assignment for Lights (see Appendix 3)	byte	15	4-16	speckey.asm
xx060	SpecKeyTbl+6	Keyfob key assignment for Star (see Appendix 3)	byte	12	4-16	speckey.asm
xx061	SpecKeyTbl+8	Keyfob key assignment for Lights/Star (see Appendix 3)	byte	3	3-16	speckey.asm
xx062	Not used					
xx063	SpecKeyTbl+10	Keyfob key assignment for Direct Arm to Level 3 (see Appendix 3)	byte	6	4-16	speckey.asm
xx064	SpecKeyTbl+11	Keyfob key assignment for Direct Arm to Level 2 (see Appendix 3)	byte	5	4-16	speckey.asm
xx065	SpecKeyTbl+12	Keyfob key assignment for Arm/Star (see Appendix 3)	byte	16	4-16	speckey.asm
xx066	SpecKeyTbl+13	Keyfob key assignment for Disarm/Lights (see Appendix 3)	byte	16	4-16	speckey.asm
xx067	Not used					
xx068	OptPartnEnb = bit 0 of PartOptSwitch01	Partition xx is enabled (partition 1 is ALWAYS enabled)	bit	1 for partn 1 0 for others	0 = no, 1 = yes	options.asm
xx069	OptLitesACNeeded = bit 1 of PartOptSwitch01	Access code is needed for light control	bit	0	0 = no, 1 = yes	options.asm
xx070	OptDevACNeeded = bit 2 of PartOptSwitch01	Access code is needed for device control	bit	0	0 = no, 1 = yes	options.asm

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xx071	OptLKACNeeded = bit 3 of PartOptSwitch01	Access code is needed to access latchkey	bit	0	0 = off, 1 = on	options.asm
xx072	bit 4 of PartOptSwitch01	Not used	bit	0	0 = off, 1 = on	options.asm
xx073	bit 5 of PartOptSwitch01	Not used	bit	0	0 = off, 1 = on	options.asm
xx074	bit 6 of PartOptSwitch01	Not used	bit	0	0 = off, 1 = on	options.asm
xx075	bit 7 of PartOptSwitch01	Not used	bit	0	0 = off, 1 = on	options.asm
xx076	OptViolation = bit 0 of PartOptSwitch02	Keystroke violation alarm is enabled	bit	0	0 = no, 1 = yes	options.asm
xx077	OptIntrusion = bit 1 of PartOptSwitch02	For intrusion zones, first trip causes local police alarm, second trip (different intrusion zone) generates report	bit	0	0 = no, 1 = yes	options.asm
xx078	OptSuspAlarm=bit 2 of PartOptSwitch02	Suspicion trips will generate alarm after timeout (No = no alarms will be generated from a suspicion trip)	bit	1	0 = off, 1 = on	options.asm
xx079	OptTamperAll = bit 3 of PartOptSwitch02	Tamper alarm generated even if zone is not "armed" (applies to non-fire zones only)	bit	0	0 = no, 1 = yes	options.asm
xx080	Opt2Trip = bit 4 of PartOptSwitch02	For a 2-trip zone type, first trip of that type is local police alarm, second trip of that type (different zone) generates report	bit	0	0 = no, 1 = yes	options.asm
xx081	OptFireSiren = bit 5 of PartOptSwitch02	Timeout disabled for fire siren (This option not available in UL864 version)	bit	1	0=no, 1=yes	options.asm
xx082	OptFireTP = bit 6 of PartOptSwitch02	Keyswitch or code required for special fire touchpad keys	bit	1	0=no, 1=yes	options.asm
xx083	OptByteFireTamper = bit 7 of PartOptSwitch02	Tamper of fire zone is a tamper alarm (police siren) in addition to trouble (1) or a trouble only (0)	bit	0	0=fire trouble only, 1=police alarm and trouble	options.asm
xx084	OptAuxPanic = bit 0 of PartOptSwitch03	Aux/medical panic assignment	bit	1	0 = medical, 1 = aux	options.asm
xx085	OptPanicPolice = bit 1 of PartOptSwitch03	Touchpad police panics enabled	bit	1	0 = no, 1 = yes	options.asm
xx086	OptPanicAM = bit 2 of PartOptSwitch03	Touchpad aux/medical panics enabled	bit	1	0 = no, 1 = yes	options.asm
xx087	OptPanicFire = bit 3 of PartOptSwitch03	Touchpad fire panics enabled	bit	1	0 = no, 1 = yes	options.asm
xx088	OptReportFlag = bit 4 of PartOptSwitch03	Reporting of partition events to central station enabled	bit	1	0 = off, 1 = on	options.asm
xx089	OptRptAbort = bit 5 of PartOptSwitch03	Cancel event can abort report	bit	1	0 = off, 1 = on	options.asm
xx090	Opt2Firelmmmd = bit 6 of PartOptSwitch03	Second fire alarm ends reporting delay	bit	1	0 = off, 1 = on	options.asm
xx091	OptPrintFlag = bit 7 of PartOptSwitch03	Printing of partition events enabled	bit	1	0 = off, 1 = on	options.asm
xx092	OptAutoForceArm = bit 0 of PartOptSwitch04	Auto force arming enabled	bit	1	0 = off, 1 = on	options.asm
xx093	OptQuickArm=bit 1 of PartOptSwitch04	Quick arming enabled	bit	1	0=no, 1=yes	options.asm
xx094	OptArmBySched = bit 2 of PartOptSwitch04	Arm/disarm by schedule enabled	bit	1	0 = no, 1 = yes	options.asm
xx095	OptSwinger = bit 3 of	Swinger bypass enabled	bit	1	0 = no, 1 = yes	options.asm

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Item #	Field Identifier	Description	Data Type	Default	Data Range	Where Defined
xx096	PartOptSwitch04 OptUnbypass = bit 4 of PartOptSwitch04	Automatic unbypass enabled for indirectly bypassed zones (delay zones only)	bit	0	0 = no, 1 = yes	options.asm
xx097	PartOptSwirch04 OptArmExtSiren = bit 5 of PartOptSwirch04	Arming verification on exterior sirens enabled	bit	0	0 = no, 1 = yes	options.asm
xx098	PartOptSwitch04 OptCloseReport = bit 6 of PartOptSwitch04	Local verification of closing report enabled	bit	0	0 = off, 1 = on	options.asm
xx099	PartOptSwitch04 bit 7 of PartOptSwitch04	Not used	bit	0	0 = off, 1 = on	options.asm
xx100	PartOptSwitch05 OptExitBeeps = bit 0 of PartOptSwitch05	Exit beeps at the end of exit delay only	bit	1	0 = no, 1 = yes	options.asm
xx101	PartOptSwitch05 OptExitEarlyStp = bit 1 of PartOptSwitch05	Early termination of standard exit delay enabled (CANNOT be used with option below)	bit	0	0 = no, 1 = yes	options.asm
xx102	PartOptSwitch05 OptExit1TimeRst = bit 2 of PartOptSwitch05	One-time reset of standard exit delay enabled (CANNOT be used with option above)	bit	0	0 = no, 1 = yes	options.asm
xx103	PartOptSwitch05 OptStdEntryOnly = bit 3 of PartOptSwitch05	Only standard entry delay has entry beeps (No = all segments of entry delay have entry beeps)	bit	0	0 = no, 1 = yes	options.asm
xx104	PartOptSwitch05 bit 4 of PartOptSwitch05	Not used	bit	0	0=off, 1=on	options.asm
xx105	PartOptSwitch05 bit 5 of PartOptSwitch05	Not used	bit	0	0 = off, 1 = on	options.asm
xx106	PartOptSwitch05 bit 6 of PartOptSwitch05	Not used	bit	0	0 = off, 1 = on	options.asm
xx107	PartOptSwitch05 bit 7 of PartOptSwitch05	Not used	bit	0	0 = off, 1 = on	options.asm
xx108	PartOptSwitch06 OptLTimeEnabled = bit 0 of PartOptSwitch06	Local trouble annunciation at LTime enabled (This option not available in UL864 version)	bit	1	0 = no, 1 = yes	options.asm
xx109	PartOptSwitch06 bit 1 of PartOptSwitch06	Not used	bit	0	0 = no, 1 = yes	options.asm
xx110	PartOptSwitch06 OptChimeText = bit 2 of PartOptSwitch06	When chime sounds, announce zone text too	bit	0	0 = no, 1 = yes	options.asm
xx111	PartOptSwitch06 OptChimeRestore = bit 3 of PartOptSwitch06	Chime sounds for zone restorals as well as trips	bit	0	0 = no, 1 = yes	options.asm
xx112	PartOptSwitch06 OptAlarmRestRep=bit 4 of PartOptSwitch06	Restoral reports get generated for all reporting zone types	bit	0	0 = off, 1 = on	options.asm
xx113	PartOptSwitch06 OptExtlInstant = bit 5 of PartOptSwitch06	Exterior siren sounds instantly during alarm (No = sounded after 15 second delay)	bit	0	0 = no, 1 = yes	options.asm
xx114	PartOptSwitch06 OptBattBeep = bit 6 of PartOptSwitch06	Annunciate RF low battery trouble without 7-day delay (This option not available in UL864 version)	bit	1	0 = off, 1 = on	options.asm
xx115	PartOptSwitch06 bit 7 of PartOptSwitch06	Not used	bit	0	0 = off, 1 = on	options.asm
xx116	AcctTable	Account number #1 (used with primary phone number) If number of digits is less than maximum, number is padded with leading zeroes	4 packed bytes 2 keystrokes per digit (8 digits max)	variable during testing	0 to F per digit; entries 00 to 15	siatask.asm
xx117	AcctTable+4	Account number #2 (used with secondary phone number) If number of digits is less than maximum, number is padded with leading zeroes	4 packed bytes 2 keystrokes per digit (8 digits max)	variable during testing	0 to F per digit; entries 00 to 15	siatask.asm
xx118	CloseLevel	Default closed level to arm to for auto close/keyfob close	byte	3	2-5	arming.asm
xx119	Not Used					
xx120	KSCloseLevel	Default closed level to arm to for keyswitch close	byte	3	2-5	arming.asm
xx121	Not Used					
xx122	ReleaseZone1	Agent release zone #1 (This option not available in UL864 version)	word	0	0 to 250 (0=off) (max 132)	agentrel.asm

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Item #	Field Identifier	Description	Data Type	Default	Data Range	Where Defined
xx123	ReleaseZone2	Agent release zone #2 (This option not available in UL864 version)	word	0	0 to 250 (0=off) (max 132 for HN)	agentrel.asm
xx124	AutoReleaseTime	Automatic agent release delay time (This version not available in UL864 version)	byte	30	0-60	agentrel.asm
xx125	ManReleaseTime	Manual agent release delay time (This option not available in UL864 version)	byte	0	0-30	agentrel.asm

**SYSTEM MENU**

(Programming Menu for System Information)

Item #	Field Identifier	Description	Data Type	Default	Data Range	Where Defined
17001	SystemDate	System date. Programming the date also automatically sets the day of the week (17003) to the correct value, assuming year in 21st century.	3 bytes	01/01/00	6 digits (MMDDYY)	rtclock.asm
17002	SystemTime	System time (24 hour format)	3 bytes	12:00:00	6 digits (HHMMSS)	rtclock.asm
17003	SystemDoW	System day of week (0 = Monday,...,6=Sunday)	byte	5	0-6	rtclock.asm
17004	STIME	Time of day (00:00 to 23:59) when automatic phone test is done. (Also time when automatic battery test is done if set to daily.)	2 bytes	Now defaults to 01:00; will be random later	4 digits (HHMM)	super.asm
17005	Not used					
17006	GENINSTime	General input #1 response time (actual time = value x 16 msec)	byte	32 (0.512 sec)	8-255 (0.128-4.08 sec)	millisec.asm
17007	GENINSTime+1	General input #2 response time (actual time = value x 16 msec)	byte	32 (0.512 sec)	8-255 (0.128-4.08 sec)	millisec.asm
17008	GENINSTime+2	General input #3 response time (actual time = value x 16 msec)	byte	32 (0.512 sec)	8-255 (0.127-4.08 sec)	millisec.asm
17009	GENINSTime+3	General input #4 response time (actual time = value x 16 msec)	byte	32 (0.512 sec)	8-255 (0.128-4.08 sec)	millisec.asm
17010	GENINSTime+4	General input #5 response time (actual time = value x 16 msec)	byte	32 (0.512 sec)	8-255 (0.128-4.08 sec)	millisec.asm
17011	GENINSTime+5	General input #6 response time (actual time = value x 16 msec)	byte	32 (0.512 sec)	8-255 (0.128-4.08 sec)	millisec.asm
17012	EXPINSTime	Expansion input #1 response time (actual time = value x 16 msec)	byte	32 (0.512 sec)	8-255 (0.128-4.08 sec)	millisec.asm
17013	EXPINSTime+2	Expansion input #2 response time (actual time = value x 16 msec)	byte	32 (0.512 sec)	8-255 (0.128-4.08 sec)	millisec.asm
17014	EXPINSTime+4	Expansion input #3 response time (actual time = value x 16 msec)	byte	32 (0.512 sec)	8-255 (0.128-4.08 sec)	millisec.asm
17015	EXPINSTime+6	Expansion input #4 response time (actual time = value x 16 msec)	byte	32 (0.512 sec)	8-255 (0.128-4.08 sec)	millisec.asm
17016	EXPINSTime+1	Expansion input #5 response time (actual time = value x 16 msec)	byte	32 (0.512 sec)	8-255 (0.128-4.08 sec)	millisec.asm
17017	EXPINSTime+3	Expansion input #6 response time (actual time = value x 16 msec)	byte	32 (0.512 sec)	8-255 (0.128-4.08 sec)	millisec.asm
17018	MaximumDingTime	The maximum cycle time in milliseconds for the ring signal	byte	67	0-255	millisec.asm
17019	MinRingletTime	The minimum duration in 10 ms increments of a valid ring burst	word (stored in msec)	40 (400 msec)	3-300 x 10 msec (30-3000 msec)	phonell.asm
17020	MaxRingletTime	The maximum duration in 10 ms increments of a valid ring burst	word (stored in msec)	250 (2500 msec)	3-300 x 10 msec (30-3000 msec)	phonell.asm
17021	MinRingletPause	The minimum duration in 10 ms increments between valid ring bursts	word (stored in msec)	40 (400 msec)	3-300 x 10 msec (30-3000 msec)	phonell.asm
17022	MaxRingletPause	The maximum duration in 10 ms increments between valid ring bursts	word (stored in msec)	250 (2500 msec)	3-300 x 10 msec (30-3000 msec)	phonell.asm

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Item #	Field Identifier	Description	Data Type	Default	Data Range	Where Defined
17023	MinRingPause	The minimum time in 10 ms increments between valid rings	word (stored in msec)	200 (2000 msec)	100-999 x 10 msec (1000-9990 msec)	phonell.asm
17024	MaxRingPause	The maximum time in 10 ms increments between valid rings	word (stored in msec)	450 (4500 msec)	100-999 x 10 msec (1000-9990 msec)	phonell.asm
17025	RPRSilentTime	The minimum time in seconds between calls for ring-pause-ring	byte	10	6-20 (sec)	rphone.asm
17026	RPRPauseTime	The maximum time in seconds between calls for ring-pause-ring	byte	30	7-60 (sec)	rphone.asm
17027	HangupTime	The time in seconds the phone is held on-hook to hang up	byte	4	2-10 (sec)	arby.asm
17028	LPConnectTime	The maximum time in seconds between local phone off-hook and DTMF seize sequence for local phone control only, i.e. panel hangs up on remote caller (if any) instead of putting remote line on hold	byte	5	0-255 (0 = no max time)	lphone.asm
17029	LineAnswerTime	The maximum time in seconds between a ring signal and local phone off-hook to be considered answer of call	byte	8	0-255?	lphone.asm
17030	LPPanicTime	The maximum time in seconds between keystrokes in phone panic sequence	byte	2	1-5 sec	lphone.asm
17031	DTMFOnTime	The minimum duration in 10 ms increments of a valid DTMF tone	word (stored in msec)	3 (30 msec)	1-100 x 10 msec (10-1000 msec)	phonell.asm
17032	DTMFOffTime	The minimum pause in 10 ms increments between DTMF tones	word (stored in msec)	5 (50 msec)	1-100 x 10 msec (10-1000 msec)	phonell.asm
17033	Not used					
17034	PhoneTestFreq	Interval between automatic system phone tests in days	byte	CF and CB=1; HN and HNH=7	0-255 days (0 is off)	super.asm
17035	Not used					
17036	ACLostTime	Time in seconds that AC power must be lost or restored before a trouble or restoral is generated	byte	8	1-200	power.asm
17037	BatDisThrLow	Battery voltage at which a low battery message is sent in 1/17 volt units	byte	180 (10.6 V)	172-188 (10.1-11.1 V)	power.asm
17038	BatDisThrHi	Battery voltage at which a battery OK message is sent in 1/17 volt units	byte	196 (11.5 V)	188-204 (11.1-12.0 V)	power.asm
17039	BatShutDownLow	Battery voltage at which shutdown is started in 1/17 volt units	byte	159 (9.4 V)	151-167 (8.9-9.8 V)	power.asm
17040	BatShutDownHi	Battery voltage at which shutdown is canceled in 1/17 volt units	byte	176 (10.4 V)	168-184 (9.9-10.8 V)	power.asm
17041	ACReportDelay	AC report delay in hours (in addition to random 0-30 minute delay)	byte	6	0-36	power.asm
17042	Not used					
17043	HBPercent	Let history buffer get x% full before generating trouble	byte	80	10-100	history.asm
17044	RBPercent	Let report buffer get x% full before generating trouble	byte	80	10-100	report.asm
17045	Not used					
17046	MedicalSound	Cadence selected for medical alarm siren sound (see Appendix 4)	byte	3	1-6	sirens.asm
17047	PoliceSound	Cadence selected for police alarm siren sound (see Appendix 4)	byte	5	1-6	sirens.asm
17048	AuxSound	Cadence selected for auxiliary alarm siren sound (see Appendix 4)	byte	4	1-6	sirens.asm
17049	SuperTimeA	Supervisory time A in hours	byte (stored in 10-minute increments)	4	2-24 (hrs)	super.asm
17050	SuperTimeB	Supervisory time B in hours	byte (stored in 10-minute increments)	24	2-24 (hrs)	super.asm
17051	Not used (SmokeResetTime)	This is the smoke reset time in seconds. It is only programmable via the downloader.	byte	3	3-15 (seconds)	zoneproc.asm
17052	RingCountPickUp	Number of rings after which the panel will answer an incoming phone call	byte	12	1-12 (rings)	rphone.asm
17053	RPRRingCount	Number of rings at which ring-pause-ring is aborted	byte	3	2-10	rphone.asm



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17054	MinDingsInARing	Minimum number of cycles in a valid ring	byte	2	0-255	millisec.asm
17055	RingletCount	Number of ring bursts in a valid ring	byte	1	1-5	phonell.asm
17056	LPSeizeSeq0	DTMF sequence for local phone control	4 bytes	# *	0-9,*,# per byte	lphone.asm
17057	PDOSeizeSeq0	DTMF sequence for phone device override	4 bytes	**##	0-9,*,# per byte	lphone.asm
17058	PagerID	ID of system sent with pager reports	byte	0	0-255	kludge.asm
17059	Not used (MicVolume)	Microphone volume (This option currently not used. It is programmable by downloader, so the microphone input can be hardware-tested.)	byte	0	0-3	options.asm
17060	Not used					
17061	Not used					
17062	Not used (StrobeSyncType)	Strobe synching type by manufacturer. This option is programmable via the downloader only.	byte	1	1=Amseco, 2=Wheelock, 3=System Sensor, 4=Gentex	siroutsk.asm
17063	GENINSDir	Direction register for GIO # 1	bit	0	0 = I, 1 = O	millisec.asm
17064	GENINSDir	Direction register for GIO # 2	bit	0	0 = I, 1 = O	millisec.asm
17065	GENINSDir	Direction register for GIO # 3	bit	0	0 = I, 1 = O	millisec.asm
17066	GENINSDir	Direction register for GIO # 4	bit	0	0 = I, 1 = O	millisec.asm
17067	GENINSDir	Direction register for GIO # 5	bit	0	0 = I, 1 = O	millisec.asm
17068	GENINSDir	Direction register for GIO # 6	bit	0	0 = I, 1 = O	millisec.asm
17069	OptNoPhone = bit 0 of SysOptSwitches1	Panel has no phone line attached	bit	0	0 = no, 1 = yes	options.asm
17070	OptDaySave = bit 1 of SysOptSwitches1	Daylight savings adjustment enabled	bit	1	0 = no, 1 = yes	options.asm
17071	bit 2 of SysOptSwitches1	Not used	bit	0	0 = no, 1 = yes	options.asm
17072	OptJamDetect = bit 3 of SysOptSwitches1	RF jam detect enabled	bit	1	0=no, 1=yes	options.asm
17073	OptBatTest = bit 4 of SysOptSwitches1	Automatic battery test interval selection	bit	1	0=24 hrs (at STime), 1=4 hrs	options.asm
17074	OptHighRise = bit 5 of SysOptSwitches1	Installation is a high rise, zones have floor attribute	bit	0	0 = no, 1 = yes	options.asm
17075	(OptLRREnable) = bit 6 of SysOptSwitches1 -- not used	Long range radio enabled. Only programmable via the downloader.	bit	0	0 = no, 1 = yes	options.asm
17076	OptCommercial = bit 7 of SysOptSwitches1	Commercial/residential option. This option not accessible in UL864 version (always commercial).	bit	HN and HNH=0; CB=1; CF=1	0 = res, 1 = comm	options.asm
17077	OptFireAllPart = bit 0 of SysOptSwitches2	Fire alarm in one partition is sounded in all partitions (No = sound only in the partition in alarm). This option not accessible in UL864 version.	bit	1	0 = no, 1 = yes	options.asm
17078	OptRcvrFailDet = bit 1 of SysOptSwitches2	Enable detection of receiver failure	bit	1	0 = no, 1 = yes	options.asm
17079	OptHighVol = bit 2 of SysOptSwitches2	Voice alarms (except aux) played at high volume.	bit	1	0 = no, 1 = yes	options.asm
17080	OptSeqPPolice = bit 3 of SysOptSwitches2	Phone police panics enabled	bit	CF and CB=0; HN and HNH=1	0 = no, 1 = yes	options.asm
17081	OptSeqPAM = bit 4 of SysOptSwitches2	Phone aux/medical panics enabled	bit	CF and CB=0; HN and HNH=1	0 = no, 1 = yes	options.asm

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Item #	Field Identifier	Description	Data Type	Default	Data Range	Where Defined
17082	OptSeqPFire = bit 5 of SysOptSwitches2	Phone fire panics enabled	bit	CF and CB=0; HN and HNH=1	0 = no, 1 = yes	options.asm
17083	OptFireEvac = bit 6 of SysOptSwitches2	Evac message played during fire alarms	bit	CF=1; others=0	0 = off, 1 = on	options.asm
17084	OptFireSilence = bit 7 of SysOptSwitches2	First code entry only silences fire alarm siren, second entry cancels alarm	bit	CF=1; others=0	0 = off, 1 = on	options.asm
17085	OptLocalPhone = bit 0 of SysOptSwitches3	Local phone in partition 1 enabled	bit	CF and CB=0; HN and HNH=1	0 = no, 1 = yes	options.asm
17086	OptRPhoneAccess = bit 1 of SysOptSwitches3	Remote phone access enabled	bit	1	0 = no, 1 = yes	options.asm
17087	OptRingCount = bit 2 of SysOptSwitches3	Remote phone, ring count enabled	bit	1	0 = no, 1 = yes	options.asm
17088	OptRingPR = bit 3 of SysOptSwitches3	Remote phone, ring-pause-ring enabled	bit	1	0 = no, 1 = yes	options.asm
17089	OptOverrideSeq = bit 4 of SysOptSwitches3	Remote phone, override enabled	bit	1	0 = no, 1 = yes	options.asm
17090	OptEarlyPickup = bit 5 of SysOptSwitches3	Remote phone, answer 4 rings earlier if alarms/troubles	bit	1	0 = no, 1 = yes	options.asm
17091	OptRingValid = bit 6 of SysOptSwitches3	Ring valid at beginning or end of cycle	bit	0	0 = no, 1 = yes	options.asm
17092	OptOffHookAct = bit 7 of SysOptSwitches3	Phone off-hook is activity	bit	1	0 = off, 1 = on	options.asm
17093	bit 0 of SysOptSwitches4	Not used	bit	0	0 = no, 1 = yes	options.asm
17094	OptDTMFLine1 = bit 1 of SysOptSwitches4	DTMF dialing on line 1 enabled	bit	1	0 = no, 1 = yes	options.asm
17095	OptDTMFLine2 = bit 2 of SysOptSwitches4	DTMF dialing on line 2 enabled	bit	1	0 = no, 1 = yes	options.asm
17096	OptReport = bit 3 of SysOptSwitches4	Reporting of system events to central station enabled	bit	1	0 = no, 1 = yes	options.asm
17097	OptPrintLF = bit 4 of SysOptSwitches4	Print line feed after carriage return	bit	1	0 = no, 1 = yes	options.asm
17098	OptSnsTstRP = bit 5 of SysOptSwitches4	Allow zone test from remote phone	bit	1	0 = no, 1 = yes	options.asm
17099	OptPrint = bit 6 of SysOptSwitches4	Printing of system events enabled	bit	1	0 = no, 1 = yes	options.asm
17100	bit 7 of SysOptSwitches4	Not used	bit	0	0 = no, 1 = yes	options.asm
17101	BudAttempts	# of dial attempts before buddy transmit request message is generated. If set larger than maximum number of dial attempts, no buddy transmission is requested. If set to 0, a buddy transmission takes place even if there is no phone line (i.e. no report attempt to a central station).	byte	5	0-11	rpttask.asm
17102	AcctSystem	System account number #1	4 BCD bytes = 8 digits	variable during testing	0-F (2 keystrokes, 00-15) per digit	siatask.asm
17103	AcctSystem+4	System account number #2	4 BCD bytes = 8 digits	variable during testing	0-F (2 keystrokes, 00-15) per digit	siatask.asm
17104	EvacMax	Number of evacuation messages	byte	4	0-4	sirens.asm

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Item #	Field Identifier	Description	Data Type	Default	Data Range	Where Defined
17105	DialPrefixL1	Dial prefix for line 1 (phone number format)	6 bytes	none	Same as yy 002	rpptask.asm
17106	DialPrefixL2	Dial prefix for line 2 (phone number format)	6 bytes	none	Same as yy 002	rpptask.asm
17107	DealerPassword	Dealer password	2 words	none	6 digits (0-9 each)	runparsr.asm
17108	DLCode	Downloader access code	5 bytes stored as ASCII	variable during testing	Digits 0-9, ASCII 30h-39h per byte	dlctask.asm
17109	AcctDL	Downloader account number	8 bytes stored as ASCII	variable during testing	Digits 0-9, ASCII 30h-39h per byte	dlctask.asm
17110	Not used					
17111	SmSilenceTime	Time for which fire alarm is silenced in sec, if fire alarm silencing and unsilencing are enabled	word	30	15-999	runparsr.asm
17112	OutputDelay	Time by which output activation is delayed in sec;(only for those outputs that are programmed to be delayed)	word	30	1-999	prgout.asm
17113	OneShotTimeA	Time interval A for which output is activated in sec (only for those outputs that are programmed to be one-shot)	word	4	1-999	prgout.asm
17114	OneShotTimeB	Time interval B for which output is activated in sec (only for those outputs that are programmed to be one-shot)	word	30	1-999	prgout.asm
17115	OneShotTimeC	Time interval C for which output is activated in sec (only for those outputs that are programmed to be one-shot)	word	180	1-999	prgout.asm
17116	OneShotTimeD	Time interval D for which output is activated in sec (only for those outputs that are programmed to be one-shot)	word	900	1-999	prgout.asm
17117	TripDelayTime	Time delay between zone trip and alarm in sec (only for those zones that are programmed to be delayed)	byte	10	1-255	zoneproc.asm
17118	GENINSTime+6	General input #7 response time (actual time = value x 16 msec)	byte	32 (0.512 sec)	8-255 (0.128-4.08 sec)	millisec.asm
17119	EXPINSTime+5	Expansion input #7 response time (actual time = value x 16 msec) This only applies if the input is not a smoke loop. For smoke loop, response time is always set to 1 second.	byte	32 (0.512 sec)	8-255 (0.128-4.08 sec)	millisec.asm
17120	EXPINSTime+7	Expansion input #8 response time (actual time = value x 16 msec) This only applies if the input is not a smoke loop. For smoke loop, response time is always set to 1 second.	byte	32 (0.512 sec)	8-255 (0.128-4.08 sec)	millisec.asm
17121	Not used					
17122	OptCallback = bit 0 of SysOptSwitches5	Panel calls back downloader after downloader calls in with a job	bit	0	0=no, 1=yes	options.asm
17123	OptACFreq = bit 1 of SysOptSwitches5	AC frequency select	bit	0	0=60Hz, 1=50Hz	options.asm
17124	OptPrintESCP = bit 2 of SysOptSwitches5	Printer supports Epson ESC/P protocol	bit	1	0=no, 1=yes	options.asm
17125	OptPartnText = bit 3 of SysOptSwitches5	Partition text is displayed on touchpads and spoken over speakers (e.g. can be set to 0 for a single-partition system)	bit	1	0=no, 1=yes	options.asm
17126	OptFireUnsil = bit 4 of SysOptSwitches5	Enables unsilencing of fire alarm after silencing period expires. If not set, a silenced fire alarm will not resound.	bit	0	0=no, 1=yes	options.asm
17127	bit 5 of SysOptSwitches5	Not used	bit	0	0=no, 1=yes	options.asm
17128	bit 6 of SysOptSwitches5	Not used	bit	0	0=no, 1=yes	options.asm
17129	bit 7 of SysOptSwitches5	Sets panel to a non-UL864 system; this enables various options which are otherwise not accessible.	bit	HN=1; CB=1; CF=0	0=no, 1=yes	options.asm

**REPORTING AND DOWNLOADER PHONE NUMBER MENU**

(Programming Menus for Reporting Phone Number Information)

**Advent Programming Worksheets For Version 0.51**

**Note: yy = two-digit non-pager phone number identifier (19-22 = reporting; 23-24 = downloader)**

Item #	Field Identifier	Description	Data Type	Default	Data Range	Where Defined
yy001	PhoneCtrl1 (bit7)	Phone number enabled	bit	0	0 = no, 1 = yes	rpttask.asm
yy002	PhoneTable	Phone Number (2 keystrokes per digit) 00 - 09 are used for digit 0 - 9 10, 11, 12, 13 = *, #, delay, wait for dialtone	24 bytes (1 byte per digit)	blank	00-13	rpttask.asm
yy003	DialCtrl1	Number of communication attempts\$	byte	5	5-10	rpttask.asm
yy004	PhoneCtrl1 (bits 3-1)	Communication format 0 - Contact ID 1 - SIA2000 at 1200 bps (PSK) [Not supported in Rev. 1] 2 - SIA2000 at 300 bps (FSK) [Not supported in Rev. 1]	3 bits	0	0 only [Will be 0-2 once SIA2000 is supported]	rpttask.asm
yy005	PhoneCtrl1 (bit 0)	Special zone number reported for panics (1)\$	bit	0	0=not special, 1=special	rpttask.asm

\$ Not used for backup phones. Backup phones use same programmed values as original phone being backed up.

**PAGER PHONE NUMBER MENU** (Programming Menus for Pager Phone Number Information)

**Note: zz = two-digit pager phone number identifier (25-40 = pagers 1 through 16)**

Item #	Field Identifier	Description	Data Type	Default	Data Range	Where Defined
zz001	PhoneCtrl2 (bit7)	Phone number enabled	bit	0	0 = no, 1 = yes	rpttask.asm
zz002	UserPhoneTable	Phone Number (2 keystrokes per digit) 00 - 09 are used for digit 0 - 9 10, 11, 12, 13 = *, #, delay, wait for dialtone	24 bytes (1 byte per digit)	blank	00-13	rpttask.asm
zz003	DialCtrl2	Number of communication attempts	byte	3	3-10	rpttask.asm
zz004	PhoneCtrl2 (bits 3-2)	Communication format 0 - TAP at 300 bps (FSK) 1 - TAP at 1200 bps (PSK)	2 bits	1	0,1	rpttask.asm
zz005	PhoneCtrl2 (bit 1)	Communication character format	bit	1	0 = 8N1, 1 = 7E1	rpttask.asm
zz006	PhoneCtrl2 (bit 0)	System reports to pager enabled	bit	0	0 = no, 1 = yes	rpttask.asm
zz007	PagerPartns (bit 0)	Partition 1 reports to pager enabled	bit	0 except 1 for zz=25	0 = no, 1 = yes	rpttask.asm
zz008	PagerPartns (bit 1)	Partition 2 reports to pager enabled	bit	0 except 1 for zz=26	0 = no, 1 = yes	rpttask.asm
zz009	PagerPartns (bit 2)	Partition 3 reports to pager enabled	bit	0 except 1 for zz=27	0 = no, 1 = yes	rpttask.asm
zz010	PagerPartns (bit 3)	Partition 4 reports to pager enabled	bit	0 except 1 for zz=28	0 = no, 1 = yes	rpttask.asm
zz011	PagerPartns (bit 4)	Partition 5 reports to pager enabled	bit	0 except 1 for zz=29	0 = no, 1 = yes	rpttask.asm
zz012	PagerPartns (bit 5)	Partition 6 reports to pager enabled	bit	0 except 1 for zz=30 if not HN	0 = no, 1 = yes	rpttask.asm
zz013	PagerPartns (bit 6)	Partition 7 reports to pager enabled	bit	0 except 1 for	0 = no, 1 = yes	rpttask.asm

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zz014	PagerPartns (bit 7)	Partition 8 reports to pager enabled	bit	zz=31 if not HN 0 except 1 for zz=32 if not HN	0 = no, 1 = yes	rpttask.asm
zz015	PagerPin	Pager PIN Number	15 bytes (number stored as ASCII)	blank	0-9 per digit up to 15 digits	taptask.asm
zz016	MaxPagerMsgLen	Maximum length of pager message	byte	120	0-255 for now	taptask.asm

**ZONE MENU**

(Programming Menu for Zone Information and Utilities)

Item #	Field Identifier	Description
47001	LearnZonProc	<b>Learning new zones.</b> User supplies the partition number (only if partitioning is enabled), zone type, and zone number [system will suggest the next available zone number]. This utility will continue to learn new zones (automatically advance to next available zone number) until a STAR (done learning) or POUND (new zone type) is pressed. If the buddy zone type is selected, the zone number prompt is skipped and Buddy Learn Mode is entered automatically. While in Buddy Learn Mode, the panel sends and receives Buddy Learn messages and learns all buddies it hears. When a STAR or POUND is entered in Buddy Learn Mode, the panel proceeds to Buddy Test Mode, where the panel sends out a Buddy Test message and expects to hear an acknowledgment from all learned buddies. At the end of Buddy Test Mode, the panel echoes the buddy information (buddy IDs and transmitted and received signal strengths).
47002	DelZonProc	<b>Deleting an existing zone.</b> User supplies the zone number to delete.
47003	ListZonProc	<b>Listing of existing zone(s).</b> System lists zone number, zone type, and partition number (only if partitioning is enabled). # key skips forward and * key exits listing.
47004	ChngZonAttProc	<b>Changing zone attributes.</b> User supplies number of a learned zone and is prompted for attribute number (see below). Current data is echoed, upon which the user either accepts current data or enters new data. Attribute numbers are: 1=critical zone (0=no, 1=yes) 2=supervisory time (0=A, 1=B) -- SuperTimeA and SuperTimeB are programmable, defaults are 24 and 4 hours, respectively 3=SAM threshold (0=none, or 1 to 3) SAMThresh1, SAMThresh2, and SAMThresh3 are programmable; defaults are 10, 30, and 50, respectively 4=hardwire smoke verify (0=no, 1=yes) 5=delayed zone (0=no, 1=yes) 6=floor (1-20=floors 1 to 20 above ground, 21-29=floors 1 to 9 below ground, 0=none) 7=analog smoke sensitivity 8=analog group number (0 to 49; 0=none) 9=analog zone LED blinking (0=enabled, 1=disabled) 10=warning message index (0 to 5; 0=none)  *** DEFAULTS ARE 0 FOR ALL ATTRIBUTES
47005	TestBudProc	<b>Testing Buddies.</b> The panel enters Buddy Test Mode (see 47001).
47006	ListBudProc	<b>Listing Buddies.</b> The panel lists buddy information (buddy number, ID, and signal strengths).
47007	LearnAnalogProc	<b>Learning Analog Smoke Zones.</b> The panel learns analog smoke zones for a given analog addressable smoke module. The user enters the partition, device ID, and a starting zone number. The panel then learns all responding smoke heads attached to the specified module.
47008	TestAnalogProc	<b>Testing Analog Smoke Zones.</b> The panel tests all analog smoke zones in the system. The panel prints information about all analog smoke heads which responded.
47009	DebugAnalogProc	<b>Getting debugging info for an analog smoke head.</b> The user enters the device ID and the head number. The panel prints the debugging information for the requested head.

**SUPERBUS MENU**

(Programming Menu for SuperBus Information and Utilities)

Item #	Field Identifier	Description
48001	LearnBusProc	Learning new bus devices. Rescans bus for new devices and learns them into partition 1. Missing devices ARE NOT automatically deleted. New devices are listed.
48002	DelBusProc	Deleting an existing bus device. User supplies the 8-digit bus device ID to delete.
48003	ListBusProc	Listing existing bus device(s). System lists device number, device ID, device text, and partition number. # key skips forward and * key exits listing.
48004	SetPartnDoc	Assigning bus device to a particular partition. User supplies the device ID and partition number.
48005	TransmitIDProc	Entering device ID of bus transmit device. Current transmit ID is announced. Uer accepts ID or enters new ID. The device whose ID is entered must exist or the ID is considered invalid.
48006	ListBusTextProc	Listing text for device IDs. System lists device ID and device text. ID does not need to be enrolled to be in the list. Conversely, an enrolled device is not necessarily in the list. To add or delete ID text, use 49002.
48007	ChngIDTextProc	Changing ID in ID text table. System prompts for current ID and new ID, then replaces the old one with the new one in the ID text table. If 0 is entered for the new ID, the ID is deleted.
48008	ResetAnalogProc	Resetting an analog smoke module. System prompts for ID.

**TEXT DESCRIPTOR MENU**

(Programming Menu for Assigning Text descriptor)

Item #	Field Identifier	Description
49001	ZonTextProc	Assigning text descriptors to a zone. User supplies zone number and three-digit descriptors (max. of 8). See Appendix 1.
49002	BusTextProc	Assigning text descriptors to a bus device ID. User supplies device ID and three-digit descriptors (max. of 8). If the digit 0 is entered for the descriptor, the ID is deleted. If the ID is not in the list, it will be added. See Appendix 1.
49003	OutputTextProc	Assigning text descriptors to an output. User supplies output number and three-digit descriptors (max. of 8). See Appendix 1.
49004	PartnTextProc	Assigning text descriptors to a partition. User supplies the partition number and three-digit descriptors (max. of 8) See Appendix 1.
49005	StatDispProc	Assigning static display text to a partition. User supplies the partition number and two-digit descriptors (max. of 64). See Appendix 2.

**MISCELLANEOUS UTILITIES MENU**

(Programming Menu for Miscellaneous Utilities)

Item #	Field Identifier	Description
50001	MemResetProc	Resetting memory. Resets RAM to backed-up values.
50002	MemClearProc	Clearing memory. Resets RAM to default values.
50003	MemInfoProc	Listing version information. Speaks software and hardware revisions as well as SnapCard types (first lower right, then upper right). Revisions are in the form (Major.Minor), e.g. (0.48). The SnapCard types are: 0 = none; 2 = NAC; 3 = input; 4 = output; 5 = quad smoke loop; 6 = 24V smoke loop; 8 = combo.
50004	HistBuffClrProc	Clearing history buffer. Resets history buffer pointers and erases buffer backup.
50005	OutConfigProc	<p>Programming conditional output configuration bytes. Stores info identifying physical output location. Types are:</p> <p>0 = Blank; bytes are 0, 0, 0, 1, 0.</p> <p>1 = Bus device; first three bytes are ID, fourth byte is page number, fifth byte is mask. (Page numbers = 1 to 32.)</p> <p>2 = X-10 module; first two bytes are 0, third byte is 2, fourth byte is module number, fifth byte is partition number. (Module #s = 1 to 32; partition #s = 1 to 8)</p> <p>3 = Snap card output; first two bytes are 0, third byte is 1, fourth byte is 1, fifth byte is mask.</p> <p>4 = On-board output; first two bytes are 0, third byte is 1, fourth byte is 2, fifth byte is mask.</p> <p>5 = Long range radio; first two bytes are 0, third byte is 1, fourth byte is 3, fifth byte is mask.</p> <p>Mask value is an 8-digit string of 0s and 1s, representing outputs 1-8 in the selected zone type. To leave a bit unchanged, enter a bit value of 2.</p> <p>The 100 conditional outputs have output numbers 1 to 100. In addition, each partition has one interior siren, one exterior siren, and one horn/strobe output. Their numbers are 501-50X, 601-60X, and 701-70X, respectively, where X = the number of partitions. For example, the exterior siren output for partition 3 is programmable output 603.</p>
50006	OutLogicProc	Programming conditional output equations. Equations can be set to the following predefined values: 0 = none; 1 to 20 = fire on floors 1 to 20; 21 to 29 fire on floors -1 to -9; 30 = agent pre-release in any partition; 31 to 38 = agent pre-release in partitions 1 to 8; 40 = agent release in any partition; 41 to 48 = agent release in partitions 1 to 8.
50007	OutRespProc	Programming conditional output responses. Output response can be set to the following values: 0 = none; 1 to 8 = follow siren in partitions 1 to 8; 9 to 16 = none; 17 to 24 = follow strobe in partitions 1 to 8; 25 to 32 = none; 33 = follow equation state; 34 = turn on; 35 = turn off; 36 = toggle; 37 to 40 = turn on for programmable intervals OneShotA to OneShotD.
50008	HolyAProc	Programming Holiday A list. User enters holiday number and partition, then programs holiday date.
50009	HolyBProc	Programming Holiday B list. User enters holiday number and partition, then programs holiday date.
50010	EvMaskProc	<p>Programming event configuration masks. User enters general and specific types, partition (if applicable), and mask.</p> <p>Mask value is an 8-digit string of 0s and 1s, representing eight configuration bits in this order:</p> <p>Report1, Report2, Print, Store, UserReport, ReportBud, Spare, HighPriority. See Appendix 5.</p>
50011	StuffMiscProc	<p>Programming miscellaneous items. User enters an address index and an offset to program a byte at that address+offset.</p> <p>The addresses which can be used are:</p> <p>0 = PrgGrpTable0; 1 = PrgGrpBehavA0; 2 = PrgGrpBehavA1; 3 = PrgGrpBehavB0; 4 = PrgGrpBehavB1; 5 = EquationTbl; 6 = OperationTbl; 7 = OutputRespTbl; 8 = CIDAlarmCodes; 9 = CIDAlarmCanCodes; 10 = CIDFireTrblCodes; 11 = CIDTrblCodes; 12 = CIDBypassCodes; 13 = CIDOpeningCodes; 14 = CIDClosingCodes; 15 = CIDPConfigChgCodes; 16 = CIDPEventCodes; 17 = CIDPTestCodes; 18 = CIDSTrblCodes; 19 = CIDSCfgChgCodes; 20 = CIDSEventCodes; 21 = CIDSTestCodes; 22 = ProgCadence; 23 = PrgGrpTable1</p>
50012	PrintInfoProc	Printing zone and device info. Sends info about learned zones and devices to the printer.
50013	ACLenghProc	Changing the length of access codes. Changes access code length in range of 4 to 6 digits and adjusts access codes accordingly. If length is increased, code is padded with leading zeroes. If length is decreased, beginning of code is truncated.
50014	Snap1DelProc	Deleting SnapCard #1 on main board. This utility deletes SnapCard #1 and all zones associated with it. It also clears all associated troubles. Deleted zones are listed.
50015	Snap2DelProc	Deleting SnapCard #2 on main board. This utility deletes SnapCard #2 and all zones associated with it. It also clears all associated troubles. Deleted zones are listed.



Appendix 1: Numbered List of Descriptors (WHOLE LIST IS NEW IN VERSION 0.44)

- \_ at end of a word signifies a space
- Only first three letters of days of week and months are displayed

Number	Descriptor
001	0
002	1
003	2
004	3
005	4
006	5
007	6
008	7
009	8
010	9
011	10
012	11
013	12
014	13
015	14
016	15
017	16
018	17
019	18
020	19
021	20
765	24
022	30
023	40
024	50
025	60
026	70
027	80
028	90
029	100
030	THOUSAND_
031	ONE_
032	0_
033	1_
034	2_
035	3_
036	4_

Number	Descriptor
037	5_
038	6_
039	7_
040	8_
041	9_
042	10_
043	11_
044	12_
045	<i>Dash</i>
046	<i>Cursor</i>
047	<i>Space And 125 ms Pause</i>
048	<i>Space</i>
049	<i>Blink Next Token</i>
050	<i>Break Line (Return)</i>
051	<i>Period (Dot)</i>
052	<i>Apostrophe</i>
053	AM_
054	PM_
055	<i>125 ms Pause</i>
056	<i>250 ms Pause</i>
057	<i>500 ms Pause</i>
058	<i>125 ms Beep</i>
059	<i>250 ms Beep</i>
060	<i>500 ms Beep</i>
061	<i>125 ms Low Beep</i>
062	<i>250 ms Low Beep</i>
063	<i>500 ms Low Beep</i>
064	<i>Long Beep</i>
065	<i>Chime Ding</i>
066	<i>Chime Dong</i>
067	A (display only)
068	A
069	A_ (short)
070	ABORT_
071	ABORTED_
072	ABOVE_
766	AC_ (A.C.)

Number	Descriptor
073	ACCEPT_
074	ACCESS_
075	ACKNOWLEDGE_
076	ACKNOWLEDGMENT_
077	ACTIVE_
078	ACTIVITY_
079	ADD_
080	ADDED_
081	ADDRESS_
767	ADDRESSABLE_
082	ADVENT_
083	AGAIN_
084	AGENT_
085	AIR_
086	ALARM_
087	ALERT_
088	ALL_
089	ALLEY_
090	AN_
768	ANALOG_
091	AND_
092	ANNEX_
093	ANNUNCIATOR_
094	ANTENNA_
095	APARTMENT_
096	APPLIANCE_
097	APRIL_
098	ARE_
099	AREA_
100	ARM_
101	ARMED_
102	ARMING_
103	ART_
104	AS_
105	ASSEMBLY_
106	ATTIC_
107	ATTRIBUTE_

Number	Descriptor
108	AUDIO_
109	AUGUST_
110	AUTHORITY_
111	AUTO_
112	AUTO ARMING_
113	AUTOMATIC_
114	AUTOMATION_
115	AUXILIARY_
116	AWAY_
117	B (display only)
118	B
119	BABY'S_
120	BACK_
121	BACKUP_
122	BAD_
123	BADGE_
124	BALCONY_
125	BAR_
126	BARN_
127	BASEMENT_
128	BATH_
129	BATTERY_
130	BAY_
131	BEDROOM_
769	BELL_
132	BLACK_
133	BLOWER_
134	BLUE_
135	BOAT_
136	BOILER_
137	BOTTOM_
770	BOX_
138	BREAK_
139	BREAKER_
140	BREATHING_
141	BREEZEWAY_
142	BRIGHTEN_

Number	Descriptor
143	BROWN_
144	BUDDY_
145	BUFFER_
146	BUILDING_
147	BUS_
148	BUSINESS_
149	BUSY_
150	BYPASS_
151	BYPASSED_
152	C (display only)
153	C
154	CABIN_
155	CABINET_
156	CAGE_
771	CALL_
157	CALLER ID_
158	CAMERA_
159	CANCEL_
160	CANCELED_
161	CAR_
162	CARBON MONOXIDE_
163	CASH_
164	CCTV_
165	CEILING_
166	CELLAR_
167	CELLULAR_
168	CENTER_
169	CENTRAL_
170	CHANGE_
171	CHANGED_
172	CHECK IN_
173	CHECKSUM_
174	CHIME_
772	CIRCUIT_
175	CLASS_
176	CLEAR_
177	CLEARED_

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Number	Descriptor
178	CLOSE_
179	CLOSED_
180	CLOSET_
181	CLOSING_
182	CO_
183	CO2_
184	COAT_
185	CODE_
186	CODE'S_
187	CODES_
188	COLLECTION_
189	Colon
190	COMMON_
191	COMMUNICATION_
192	COMMUNICATOR_
193	COMPLETE_
194	COMPUTER_
195	CONFERENCE_
196	CONFIGURATION_
197	CONSERVATORY_
198	CONTACT_
199	CONTINUE_
200	CONTROL_
201	COOLER_
202	CORRIDOR_
203	COTTAGE_
204	COUNT_
205	COUNTER_
206	CPU_
207	CRITICAL_
208	CUSTOM_
209	D (display only)
210	D
211	DAMPER_
212	DATA_
213	DAUGHTER'S_
214	DAY_
215	DAYLIGHT_
216	DAYS_
773	DEALER_
217	DECEMBER_
218	DECK_
219	DEGREES_
220	DELAY_

Number	Descriptor
221	DELETE_
222	DELETED_
223	DEN_
224	DESCRIPTORS_
225	DESK_
226	DETECTOR_
227	DEVICE_
228	DEVICES_
229	DIAL_
230	DIFFERENT_
231	DIM_
232	DINING_
233	DIRECT_
234	DISABLE_
235	DISABLED_
236	DISARM_
237	DISARMED_
774	DISPLAY_
238	DO_
775	DOCK_
239	DOES_ (long)
240	DOES_ (short)
241	DOOR_
242	DOWN_
243	DOWNLOAD_
244	DOWNSTAIRS_
245	DRILL_
246	DRIVEWAY_
247	DRUG_
248	DUAL_
249	DUCT_
250	DURESS_
251	E (display only)
252	E
253	EARLY_
254	EAST_
255	EIGHTH_
776	ELECTRICAL_
256	ELEVATOR_
257	ELEVENTH_
258	EMERGENCY_
259	EMPLOYEE_
260	ENABLE_
261	ENERGY SAVER_

Number	Descriptor
262	ENERGY SAVERS_
263	ENTER_
264	ENTERED_
265	ENTRANCE_
266	ENTRY_
267	ENVIRONMENTAL_
268	EQUIPMENT_
269	ERROR_
270	EVACUATION_
271	EVENT_
272	EXECUTIVE_
273	EXERCISE_
274	EXIST_
275	EXISTS_
276	EXIT_
277	EXPLOSIVE_
278	EXTEND_
279	EXTENDED_
280	EXTENSION_
281	EXTERIOR_
282	EXTINGUISHER_
283	F (display only)
284	F
285	FACTORY_
286	FAILED_
287	FAILURE_
288	FAMILY_
289	FAN_
290	FATHER'S_
291	FAULT_
292	FEATURE_
293	FEATURES_
294	FEBRUARY_
295	FENCE_
296	FIFTH_
297	FILE_
298	FIRE_
299	FIRST_
777	FLAME_
300	FLASH_
301	FLOOD_
302	FLOOR_
303	FLOW_
304	FOR_

Number	Descriptor
305	FORCE_
306	FORMAT_
307	FOURTH_
308	FOYER_
309	FREEZE_
310	FREEZER_
311	FRIDAY_
312	FROM_
313	FRONT_
314	FULL_
315	FURNACE_
316	G (display only)
317	G
318	GALLERY_
319	GAME_
320	GARAGE_
321	GARDEN_
322	GAS_
323	GATE_
778	GENERAL_
324	GENERATOR_
325	GLASS_
326	GLOBAL_
327	GOLD_
328	GOOD_
329	GOODBYE_
330	GRAY_
331	GREEN_
332	GROUND_
333	GROUP_
334	GUARD_
335	GUEST_
336	GUN_
337	H (display only)
338	H
339	HALL_
340	HALLWAY_
341	HARDWIRE_
342	HEAD_
343	HEAT_
344	HEATER_
345	HEATING_
346	HELLO_
347	HELP_

Number	Descriptor
348	HIGH_
349	HISTORY_
350	HOLDUP_
351	HOLIDAY_
352	HOME_
779	HORN_
353	HOT TUB_
354	HOUSE_
355	I (display only)
356	I
357	ID_
358	IN_
780	INDICATING_
359	INDIRECT_
360	INDOOR_
361	INFORMATION_
362	INFRARED_
363	INHIBIT_
781	INITIATING_
364	IN PROGRESS_
365	INPUT_
366	IN SERVICE_
367	INSIDE_
368	INSTANT_
369	INTEGRATION_
370	INTERCOM_
371	INTERIOR_
372	INTRUSION_
373	INVALID_
374	IS_
375	ITEM_
376	J (display only)
377	J
378	JACUZZI_
379	JAM_
380	JANITOR_
381	JANUARY_
382	JEWELRY_
383	JOFFRE_
384	JULY_
385	JUNE_
386	K (display only)
387	K
782	KEY_

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Number	Descriptor
388	KEYFOB_
389	KEYSTROKE_
390	KEYSWITCH_
391	KITCHEN_
392	L (display only)
393	L
394	LADIES'_
395	LAKE_
396	LATCHKEY_
397	LATE_
398	LAUNDRY_
399	LEARN_
783	LED_ (L.E.D.)
400	LEFT_
401	LENGTH_
402	LEVEL_
403	LIBRARY_
404	LIGHT_
405	LIGHTING_
406	LIGHTS_
407	LIMIT_
408	LIMITS_
409	LINE_
410	LIQUID_
411	LIQUOR_
412	LIST_
413	LISTEN_
414	LIVING_
415	LOBBY_
416	LOCAL_
417	LOCKOUT_
418	LOG_
419	LONG_
420	LOOP_
421	LOT_
422	LOUNGE_
423	LOW_
424	LOWER_
425	L.TIME_
426	M (display only)
427	M
428	MACHINE_
429	MAID'S_
430	MAILBOX_

Number	Descriptor
431	MAIN_
784	MAINTENANCE_
432	MALL_
433	MANAGER'S_
785	MANUAL_
434	MANUFACTURING_
435	MARCH_
786	MASK_
436	MASTER_
437	MAT_
438	MAY_
439	MECHANICAL_
440	MEDIA_
441	MEDICAL_
442	MEDICINE_
443	MEMORY_
444	MEN'S_
445	MENU_
446	MESSAGE_
447	MICROPHONE_
448	MICROWAVE_
449	MIDNIGHT_
450	MINUTES_
451	MODE_
452	MODIFIER_
453	MODIFY_
454	MODULE_
455	MONDAY_
456	MONEY_
457	MOTHER'S_
458	MOTION_
459	MOTOR_
460	N (display only)
461	N
787	NAC_ ("knack")
462	NEGATIVE_
463	NEW_
464	NIGHT_
465	NINTH_
466	NO_
788	NON_
467	NON-REPORTING_
468	NOON_
469	NORMAL_

Number	Descriptor
470	NORTH_
471	NOT_
472	NOVA ALERT_
473	NOVEMBER_
474	NOW_
475	NUMBER_
476	NUMBERS_
477	NURSERY_
478	O (display only)
479	O
480	OBSCURITY_
481	O'CLOCK_
482	OCTOBER_
483	OF_
484	OFF_
485	OFFICE_
486	O (spoken as OH)
487	OK_
488	ON_
489	OPEN_
490	OPENING_
491	OPTION_
492	OR_
493	ORANGE_
494	OUT_
495	OUTDOOR_
496	OUTPUT_
497	OVER_
498	P (display only)
499	P
500	PAGER_
501	PAINTING_
502	PANEL_
503	PANIC_
504	PANTRY_
505	PARENTS'_
506	PARKING_
507	PARTITION_
508	PATH_
509	PATIO_
510	PERIMETER_
511	PERIOD_
512	PERMANENT_
513	PHONE_

Number	Descriptor
514	PHOTO_
515	PLACE_
516	PLANT_
517	PLEASE_
518	POLICE_
519	POOL_
789	PORCH_
520	POSITIVE_
521	POUND_
522	# (spoken as Pound)
523	# (spoken as Pound)
524	POWER_
525	PREARM_
526	PRESS_
527	PRESS_ (on new line)
528	PRESSURE_
529	PRIMARY_
530	PRINTER_
531	PROGRAM_
532	PROGRAMMING_
533	PROTEST_
534	PULL STATION_
535	PUMP_
536	PURPLE_
537	Q (display only)
538	Q
539	QUAD_
540	QUIET_
541	QUIT_
542	R (display only)
543	R
544	RADIO_
545	RAMP_
546	RANGE_
547	READY_
548	REAR_
790	RECALL_
549	RECEIVER_
550	RECEIVING_
551	RECEPTION_
552	RECONNECT_
553	RED_
554	REDIRECT_
555	RELAY_

Number	Descriptor
556	RELEASE_
557	REMOVE_
558	REMOVE_
559	REMOVED_
560	REPEATER_
561	REPORT_
791	REQUEST_
562	RESET_
563	RESTORAL_
564	RESTORED_
565	RETURN_
566	REVIEW_
567	RF_
568	RIGHT_
569	RING_
570	ROOF_
571	ROOM_
572	S (display only)
573	S
574	SAFE_
575	SATURDAY_
576	SAUNA_
577	SCHEDULE_
578	SCHEDULES_
579	SCHOOL_
580	SCREEN_
581	SCRIPT_
582	SCRIPTS_
583	2ND_
584	SECOND_
792	SECONDARY_
585	SECONDS_
586	SECTION_
587	SECTOR_
588	SECURE_
589	SECURITY_
590	SELECTION_
793	SENSITIVITY_
591	SENSOR_
592	SENSORS_
593	SEPTEMBER_
594	SERVANT_
595	SERVICE_
596	SET_

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Number	Descriptor
597	SETPPOINT_
598	SETUP_
599	SEVENTH_
600	SHACK_
601	SHARED_
602	SHED_
603	SHEEP_
604	SHIPPING_
605	SHOCK_
606	SHOP_
607	SHORT_
794	SHUNT_
795	SHUTDOWN_
608	SHUT OFF_
609	SIDE_
610	SIGNAL_
796	SIGNALING_
611	SILENCE_
612	SILENT_
613	SILVER_
614	SIREN_
615	SITE_
616	SIXTH_
617	SKYLIGHT_
618	SLIDING_
619	SMOKE_
797	SNAPCARD_
620	SON'S_
621	SOUND_
622	SOUTH_
623	SPEAKER_
624	SPECIAL_
798	SPECIFIC_
625	SPRINKLER_
626	STAIR_
627	STAIRS_
628	STANDARD_
629	*_ (spoken as <i>Star</i> )
630	<i>Flashing *</i> -- do not use
631	* (spoken as <i>Star</i> )
632	START_
633	STARTING_
634	STATION_
635	STATUS_

Number	Descriptor
636	STAY_
637	STIME_
638	STOP_
639	STORAGE_
640	STORE_
641	STORY_
642	STRIKE_
643	STRIP_
644	STROBE_
645	STUDY_
646	SUMP_
647	SUPERBUS_
648	SUPERVISORY_
649	SUSPICION_
650	SUNDAY_
651	SWIMMING_
652	SWINGER_
653	SWITCH_
654	SYSTEM_
655	T (display only)
656	T
657	TAMPER_
658	TAMPERED_
659	TANK_
660	TAPE_
661	TELCO_
662	TELLER_
663	TEMPERATURE_
664	TEMPORARY_
665	TENTH_
666	TEST_
667	TESTED_
668	TEXT_
669	THE_ (short)
670	THEATER_
671	THE_ (spoken as short <i>Thee</i> )
672	THEN_
673	THERMOSTAT_
674	THIRD_
675	<i>Dash</i> (spoken as <i>Through</i> )
676	<i>Dash</i> _ (spoken as <i>Through</i> )

Number	Descriptor
677	THURSDAY_
678	TIME_
679	TIMED_
680	TIMER_
681	TIMEOUT_
682	TO_
683	TO NE_
684	TOOL_
685	TOOLBOX_
686	TOP_
687	TOUCHPAD_
688	TRAILER_
689	TRANSCEIVER_
690	TRANSMIT_
691	TRAP_
692	TRIES_
693	TRIP_
694	TROUBLE_
695	TRUCK_
696	TUESDAY_
697	TURN_
698	TWELFTH_
699	TWICE_
700	TYPE_
701	U (display only)
702	U
703	A_ (spoken as <i>Uh</i> )
704	UNBYPASS_
705	UNDER_
706	UNIT_
707	UP_
799	UPLOAD_
708	UPSTAIRS_
709	USE_
710	USED_
711	USER_
712	<i>UserTokens</i> -- do not use
713	USES_
714	UTILITY_
715	V (display only)
716	V
717	VALID_
718	VALUE_
719	VALVE_

Number	Descriptor
720	VAULT_
800	VERIFICATION_
721	VERSION_
722	VESTIBULE_
723	VIBRATION_
724	VIDEO_
725	VIEW_
726	VIOLATION_
727	VOICE_
728	<i>EVAC MESSAGE 1</i>
729	<i>EVAC MESSAGE 2</i>
730	<i>EVAC MESSAGE 3</i>
731	<i>EVAC MESSAGE 4</i>
732	<i>EVAC MESSAGE 5</i>
733	VOLTS_
734	VOLUME_
735	W (display only)
736	W
737	WAIT_
738	WALL_
739	WAREHOUSE_
740	WARNING_
741	WASH_
742	WASHROOM_
743	WATER_
801	WEATHER_
744	WEDNESDAY_
745	WEEK_
746	WEEKLY_
802	WELL_
747	WEST_
748	WHITE_
749	WINDOW_
750	WINE_
751	WING_
752	WORKSHOP_
753	X (display only)
754	X
755	Y (display only)
756	Y
757	YARD_
758	YELLOW_
759	YES_
760	YOUR_

Number	Descriptor
761	Z (display only)
762	Z
763	ZONE_
764	ZONES_

Appendix 2: Numbered List of Display Tokens

Number	Display Token
00	0
01	1
02	2
03	3
04	4
05	5
06	6
07	7
08	8
09	9
10	<i>undefined</i>

Number	Display Token
11	<i>undefined</i>
12	#
13	COLON
14	SLASH
15	?
16	PERIOD
17	A
18	B
19	C
20	D
21	E

Number	Display Token
22	F
23	G
24	H
25	I
26	J
27	K
28	L
29	M
30	N
31	O
32	P

Number	Display Token
33	Q
34	R
35	S
36	T
37	U
38	V
39	W
40	X
41	Y
42	Z
43	SPACE

Number	Display Token
44	APOSTROPHE
45	DASH
46	UNDERLINE
47	*
48	TIME
49	DATE
50	DAY and DATE
51	PSEUDO SPACE
52	RETURN
53	FLASHING STAR TROUBLE INDICATOR

Appendix 3: Numbered List of Keyfob Key Assignments

Number	Assignment
3	Auxiliary panic
4	Arm to level 1
5	Arm to level 2
6	Arm to level 3
7	Arm to level 4
8	Arm to level 5
9	Arm to closed level
10	Arm to closed level, no delay
11	Arm to closed level, latchkey
12	Incremental arming , 0 to 1, 1 to 2, 2 to 3 only
13	All lights on (first house code)
14	All lights off (first house code)
15	All lights toggle (first house code)
16	Do nothing

Appendix 4: Alarm Cadences

Number	Name	Alarm Cadence Pattern (4 seconds)
1	Temporal 3	..... .. ..... ..
2	Modulated	..... .. ..... ..
3	Alternate Modulated	..... .. ..... ..
4	Fast Modulated	..... .. ..... ..
5	Steady	..... ..
6	Programmable	(defaults to silent)

**Appendix 5: Event Report Masks and Contact ID Codes**

Each reportable event has a general type and a specific type. General types 1-15 apply to partition events and general types 16-19 apply to system events. For partition events, there is one report byte per event per partition. For system events, there is one report byte per event.

The report byte has the following bit definitions, in the order of entry during programming:

SDS Bit #	Bit Location in Byte	Definition
1	7	Report to phone 1
2	6	Report to phone 2
3	5	Print
4	4	Store in history buffer
5	3	Report to pager
6	2	Report to buddy
7	1	Spare
8	0	High priority

For alarm events, there is also a second byte with the following information:

SDS Bit #	Bit Location in Byte	Definition
1	7	Spare
2	6	Not abortable
3	5	Reporting delay bit 1*
4	4	Reporting delay bit 0*
5	3	Priority bit 3
6	2	Priority bit 2
7	1	Priority bit 1
8	0	Priority bit 0

\* Reporting delay bits are:  
00=Immediate; 01=Fire; 10=Panic; 11=Standard

During programming, mask data is echoed as an 8-digit string of zeroes and ones. To program new

mask data, enter an 8-digit string of zeroes, ones, and twos, where a 2 denotes that the bit should remain unchanged.

The general types are:

General Type	Description	# of Specific Types
0	Illegal general type. Type 0 is used to program priority for alarm events.	39 (for priority)
1	Alarm	39
2	Alarm Cancel	39
3	Alarm Restoral	39
4	Zone Trouble -- Fire	20
5	Zone Trouble Restoral -- Fire	20
6	Zone Trouble -- Non-Fire	20
7	Zone Trouble Restoral -- Non-Fire	20
8	Bypass	4
9	Unbypass	4
10	Opening	9
11	Closing	9
12	Partition Configuration Change	10
13	Partition Event	15
14	Partition Test	16
15	System Trouble	34
16	System Trouble Restoral	34
17	System Configuration Change	16
18	System Event	5
19	System Test	5
20+	Illegal	

The priority byte is programmed by entering a general type of 0 in the event mask programming utility.

The specific types for the various general types are:

General Types 1-3 (Alarm, Alarm Cancel, Alarm Restoral) and Priority	
SpecType	Description
0	Unspecified
1	Fire
2	Fire Panic
3	Police
4	Police Panic
5	Medical
6	Medical Panic
7	Auxiliary
8	Auxiliary Panic
9	Tamper
10	No Activity
11	Suspicion
12	Buddy
13	Low Temperature Limit
14	High Temperature Limit
15	Keystroke Violation
16	Duress
17	Exit Fault
18	Explosive Gas
19	Carbon Monoxide
20	Environmental
21	Latchkey
22	Equipment Tamper
23	Holdup
24	Sprinkler
25	Heat
26	Siren Tamper
27	Smoke
28	Repeater
29	Fire Pump Activated
30	Fire Pump Failure
31	Fire Gate Valve
32	Low CO2 Pressure
33	Low Liquid Pressure
34	Low Liquid Level
35	Entry Exit Intrusion (Police)

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36	Perimeter Intrusion (Police)
37	Interior Intrusion (Police)
38	Fire Supervisory

12	NAC Trouble
13	Analog Zone Trouble
14	Fire Supervisory Trouble
15	Pump Failure
16	Gate Valve Closed
17	CO2 Pressure
18	Liquid Pressure
19	Liquid Level

SpecType	Description
0	Access Code Added
1	Access Code Deleted
2	Access Code Changed
3	Access Code Expired
4	Code Authority Changed
5	Authority Level Changed
6	Schedule Changed
7	Arm/OC Schedule Changed
8	Zone Added
9	Zone Deleted

General Types 4-5 (Fire Trouble and Fire Trouble Restoral)	
SpecType	Description
0	Unspecified
1	Hardwire Trouble
2	Ground Fault
3	Device Trouble
4	RF Supervisory
5	RF Low Battery
6	Tamper
7	Suspected Sensor Failure
8	Partial Obscurity
9	RF Jam
10	Zone AC Failure
11	Zone Low Battery
12	NAC Trouble
13	Analog Zone Trouble
14	Fire Supervisory Trouble
15	Pump Failure
16	Gate Valve Closed
17	CO2 Pressure
18	Liquid Pressure
19	Liquid Level

General Types 8-9 (Bypass and Unbypass)	
SpecType	Description
0	Direct
1	Indirect
2	Swinger
3	Inhibit

General Type 13 (Partition Event)	
SpecType	Description
0	Schedule On
1	Schedule Off
2	Latchkey On
3	Latchkey Off
4	Smoke Loop Reset
5	Access Code Entered
6	Arming Level Change
7	Alarm Reported
8	Agent Release
9	Agent Release Restoral
10	Remote Access
11	Keystroke Violation
12	Manual Force Arm
13	Auto Force Arm
14	Force Arm Failed

General Types 6-7 (Non-Fire Trouble and Non-Fire Trouble Restoral)	
SpecType	Description
0	Unspecified
1	Hardwire Trouble
2	Ground Fault
3	Device Trouble
4	Supervisory
5	Low Battery
6	Tamper
7	Suspected Sensor Failure
8	Partial Obscurity
9	RF Jam
10	Zone AC Failure
11	Zone Low Battery

General Type 10 (Opening)	
SpecType	Description
0	Normal
1	Early
2	Late
3	Fail
4	Exception
5	Extension
6	Keyswitch/Keyfob Disarm
7	Scheduled Disarm
8	Remote

General Type 14 (Partition Test)	
SpecType	Description
0	Manual Phone Test
1	Auto Phone Test
2	Off-Normal Auto Phone Test
3	Phone Test Passed
4	Phone Test Failed
5	User Zone Test Started
6	User Zone Test Ended
7	User Zone Test Complete
8	User Zone Test Incomplete
9	User Zone Test Trip

General Type 11 (Closing)	
SpecType	Description
0	Normal
1	Early
2	Late
3	Fail
4	Exception
5	Extension
6	Keyswitch/Keyfob Arm
7	Scheduled Arm
8	Remote

General Type 12 (Partition Configuration Change)	
--	--

10	Installer Zone Test Started
11	Installer Zone Test Ended
12	Installer Zone Test Complete
13	Installer Zone Test Incomplete
14	Installer Zone Test Trip
15	Fire Drill

**General Types 15-16 (System Trouble and System Trouble Restoral)**

SpecType	Description
0	Receiver Failure
1	Antenna Tamper
2	Main Low Battery
3	SnapCard Low Battery
4	Module Low Battery
5	Main AC Power Failure
6	SnapCard AC Power Failure
7	Module AC Power Failure
8	Auxiliary Power Failure
9	Shutdown
10	Bus Low Power Mode
11	Phone Line #1 Failure
12	Phone Line #2 Failure
13	Remote Phone Tamper
14	Watchdog Reset
15	RAM Failure
16	Flash Error
17	Printer Trouble
18	History Buffer Full
19	History Buffer Overflow
20	Report Buffer Overflow
21	Bus Device Failure
22	Failure To Communicate
23	Long Range Radio Trouble
24	Module Tamper
25	Unenrolled Module
26	Audio Amplifier Trouble
27	Analog Module Trouble
28	Cell Module Trouble
29	Buddy #1 Failure
30	Buddy #2 Failure
31	Buddy #3 Failure
32	Buddy #4 Failure
33	SnapCard Trouble

General Type 17 (System Configuration Change)	
SpecType	Description
0	Program Mode Entry
1	Program Mode Exit No Change
2	Program Mode Exit With Change
3	Download Started
4	Download Ended No Change
5	Downlaod Ended With Change
6	Download Error
7	Download Denied
8	Date/Time Changed
9	Expansion Module Added
10	Expansion Module Deleted
11	Speech Tokens Changed
12	Program Code Changed
13	First Service -- Cold Reset
14	Back in Service -- Warm Reset
15	Installer Code Changed

General Type 18 (System Event)	
SpecType	Description
0	Callback Requested
1	Output Activity
2	Buddy Reception
3	Buddy Transmit Request
4	History Buffer Cleared

General Type 19 (System Test)	
SpecType	Description
0	Manual Phone Test
1	Auto Phone Test
2	Off-Normal Auto Phone Test
3	Phone Test Passed
4	Phone Test Failed

**Contact ID Codes For Each Event**

Note: When the Contact ID code is "None," the panel sends a 300 (System Trouble).

General Type	Specific Type	Contact ID Code
1 and 3	0	140
1 and 3	1	110
1 and 3	2	115
1 and 3	3	130
1 and 3	4	120
1 and 3	5	100
1 and 3	6	101
1 and 3	7	140
1 and 3	8	100
1 and 3	9	144
1 and 3	10	102
1 and 3	11	122
1 and 3	12	140
1 and 3	13	159
1 and 3	14	158
1 and 3	15	145
1 and 3	16	121
1 and 3	17	374
1 and 3	18	151
1 and 3	19	162
1 and 3	20	150
1 and 3	21	642
1 and 3	22	137
1 and 3	23	122
1 and 3	24	113
1 and 3	25	114
1 and 3	26	137
1 and 3	27	111
1 and 3	28	144
1 and 3	29	110
1 and 3	30	140
1 and 3	31	140
1 and 3	32	140
1 and 3	33	140
1 and 3	34	140
1 and 3	35	134
1 and 3	36	131



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1 and 3	37	132
1 and 3	38	140
2	ALL	406
4 and 5	0	373
4 and 5	1	373
4 and 5	2	310
4 and 5	3	373
4 and 5	4	381
4 and 5	5	384
4 and 5	6	383
4 and 5	7	373
4 and 5	8	386
4 and 5	9	373
4 and 5	10	373
4 and 5	11	373
4 and 5	12	373
4 and 5	13	373
4 and 5	14	200
6 and 7	0	380
6 and 7	1	380
6 and 7	2	310
6 and 7	3	380
6 and 7	4	381
6 and 7	5	384
6 and 7	6	383
6 and 7	7	391
6 and 7	8	386
6 and 7	9	380
6 and 7	10	380
6 and 7	11	380
6 and 7	12	380
6 and 7	13	380
6 and 7	14	200
8 and 9	0	570
8 and 9	1	570
8 and 9	2	575
8 and 9	3	570
10	0	401
10	1	451
10	2	452
10	3	453
10	4	450
10	5	450
10	6	409
10	7	403

10	8	407
11	0	401
11	1	451
11	2	452
11	3	454
11	4	450
11	5	464
11	6	409
11	7	403
11	8	407
12	0	306
12	1	306
12	2	306
12	3	306
12	4	306
12	5	306
12	6	306
12	7	632
12	8	306
12	9	306
13	0	None
13	1	None
13	2	None
13	3	None
13	4	None
13	5	462
13	6	None
13	7	None
13	8	None
13	9	None
13	10	410
13	11	None
13	12	401
13	13	457
13	14	455
14	0	601
14	1	602
14	2	608
14	3	None
14	4	None
14	5	607
14	6	607
14	7	607
14	8	607
14	9	611

14	10	607
14	11	607
14	12	607
14	13	607
14	14	611
14	15	604
15 and 16	0	355
15 and 16	1	355
15 and 16	2	302
15 and 16	3	302
15 and 16	4	338
15 and 16	5	301
15 and 16	6	301
15 and 16	7	301
15 and 16	8	330
15 and 16	9	308
15 and 16	10	330
15 and 16	11	351
15 and 16	12	352
15 and 16	13	413
15 and 16	14	305
15 and 16	15	303
15 and 16	16	304
15 and 16	17	336
15 and 16	18	623
15 and 16	19	624
15 and 16	20	624
15 and 16	21	333
15 and 16	22	354
15 and 16	23	353
15 and 16	24	341
15 and 16	25	333
15 and 16	26	320
15 and 16	27	333
15 and 16	28	333
15 and 16	29	334
15 and 16	30	334
15 and 16	31	334
15 and 16	32	334
15 and 16	33	333
17	0	627
17	1	628
17	2	306
17	3	412
17	4	416

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17	5	412
17	6	413
17	7	413
17	8	625
17	9	531
17	10	532
17	11	306
17	12	306

17	13	305
17	14	308
17	15	306
18	0	411
18	1	None
18	2	None
18	3	None
18	4	621

19	0	601
19	1	602
19	2	608
19	3	None
19	4	None

**Appendix 6: Zone Types**

Zone Type #	Description
0	Fixed Police Panic
1	Portable Police Panic
2	Fixed Silent Police Panic
3	Portable Silent Police Panic
4	Fixed Auxiliary Panic
5	Fixed Auxiliary Panic
6	Portable Auxiliary Panic
7	Portable Auxiliary Panic
8	Instant Special Intrusion
9	Delayed Special Intrusion
10	Standard Delay Perimeter
11	Extended Delay Perimeter
12	Twice Extended Delay Perimeter
13	Instant Perimeter
14	Interior Follower
15	Interior Follower
16	Interior Follower
17	Interior Follower
18	Cross-Zoned Interior Follower
19	Delayed Interior
20	Delayed Interior
21	Local Instant Interior
22	Local Delayed Interior
23	Local Instant Auxiliary
24	Local Instant Auxiliary
25	Local Indicator
26	Fire
27	Custom Output
28	Custom Output
29	Environmental

Zone Type #	Description
30	Local Auxiliary/Report Police
32	Custom Output
50	Local Instant Interior
51	Local Delayed interior
52	Local Indicator
53	Local Indicator
54	Fixed Medical Panic
55	Fixed Medical Panic
56	Portable Medical Panic
57	Portable Medical Panic
58	Suspicion
59	Fire Touchpad Keyswitch
60	Fire/Police
61	Local Indicator/Delayed Perimeter
62	Fire Panic
63	Equipment Tamper
64	Silent Equipment Tamper
65	Siren Tamper
66	Silent Siren Tamper
67	Explosive Gas
68	Carbon Monoxide
69	Touchpad Disable Keyswitch
70	Warning
71	Arming Keyswitch
72	Live Evacuation
73	Fixed Holdup
74	Portable Holdup
75	Night Interior Follower
76	Night Interior Follower
77	Night Cross-Zoned Interior Follower

Zone Type #	Description
78	Night Delayed Interior
79	Night Delayed Interior
80	Smoke
81	Heat
82	Water Flow
84	Buddy
85	Repeater
86	Fixed RF Touchpad
87	Portable RF Touchpad
88	Agent Release Abort
89	Agent Manual Release
90	Pump Active
91	Pump Failure Supervisory
92	Gate Valve Closed Supervisory
93	CO2 Pressure Supervisory
94	Liquid Pressure Supervisory
95	Liquid Level Supervisory
96	Fire Supervisory
128-143	Programmable, not in Rev. 1