Helpful Hint: When using characters (01-39), abbreviate where possible or generalize instead of being specific. For example, if two brothers are sharing a bedroom, it is unlikely you could program both their names to identify the sensor in their room without running out of locations. A good choice would be to create the word BOY'S using locations A-E, then use location F for a Space, location G for the word BEDROOM and location H for the word WINDOW. (See worksheet on page 13 for this example.)

SENSOR PROGRAMMING EXAMPLE

- 1. Press (BY), display reads PROGRAM SENSOR
- 2. Press O, display reads PRG 01 -- SENSOR IN
- 3. Press 50, display reads PRG
- 4. Enter 3 4, diplay reads PRG 34
- 5. Press O, display reads A 00
- 6. Enter 6 2 display reads A 62 FRONT
- 7. Press O, display reads B 00
- 8. Enter 5 3, display reads B 53 DOOR
- 9. Press O, display reads ADD 34 FRONT DOOR
- 10. Press O, display reads ADD 34 DONE

To review the programming, press

To continue programming sensors press again and repeat the procedure above beginning at step 2.

If you enter a wrong number at steps 5 or 7, simply re-enter the desired number. This procedure assumes the sensor number being programmed does not already exist in the SX-V CPU memory. Therefore, both the CPU and the display are programmed simultaneously.

Character	Entry	Character	Entry	Character	Entry
Null	00	M	13	(Space)	27
A	01	N	14	' (Apostrophe)	28
B	02	0	15	- (Dash)	29
ć	03	P	16	0	- 30
D	04	Q	17	1	31
Ē	05	Ŕ	18	2	32
F	06	S	19	3	33
Ğ	07	T	20	4	34
H	08	บ	21	5	35
7	09	v	22	6	36
j	10	w	23	7	37
ĸ	11	x	24	8	38
Ĺ	12	Y	25	9	39
L		Z	26		

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Word	Entry	Word	Entry	Word	Entry	
AREA	40	FLOOR	60	PATIO	80	
ATTIC	41	FREEZE	61	POLICE	81	
BASEMENT	42	PRONT	62	POOL	82	
BATHROOM	43	GALLERY	ഒ	PORCH	83	
BEDROOM	.44	GARAGE	64	REAR	84	
BOTTOM	45	GUN	65	ROOM	85	
BREEZEWAY	46	HALL	66	SAFE	86	
CABINET	47	HEAT	67	SCREEN	87	
CARPET	48	KITCHEN	68	SECOND	88	
CLOSET	49	LAUNDRY	69	SENSOR	89	
DEN	50	LEVEL	70	SHOCK	90	
DESK	51	LIBRARY	71	SIDE	91	
DINING	52	LIVING	72	SLIDING	92	
DOOR	53	MAIN	73	SMOKE	93	
DRAWER	54	MAT	74	SOUND	94	
EAST	55	MEDICAL	75	SOUTH	95	
ENTRY	56	MOTION	76	STAIRS	96	
FAMILY	57	NORTH	77	TOP	97	
FIRE	<i>5</i> 8	OFFICE	78	WEST	98	
FIRST	59	PANIC	79	WINDOW	99	

REVISIO	NE	PREVIOUS REVISION	S	
Word HALL HEAT KITCHEN LAUNDRY LEVEL LIBRARY LIVING MAIN MASTER	Eatry 65 66 67 68 69 70 71 72	Word GUN HALL HEAT KITCHEN LAUNDRY LEVEL LIBRARY LIVING MAIN	67 cl 68 10	his table displays the word list hanges between Revision E ouchpad soft were and previous suchpad software revisions.

PROGRAMMING NOTES

- Each time the CPU Program Switch is turned ON, the touchpad is forced to "learn" the sensor numbers and features already programmed into the CPU memory. The more sensors and features that are programmed, the longer the learning process. Pressing the CPU Fast Forward Switch accelerates the "learning" process but is not necessary.
- When programming sensor names, notice that all locations (A-I) default to 00. Enter 00 whenever you want to delete a character or word from the sensor's name.
- Remember to add spaces (27) where necessary when programming individual characters (01-39) to create custom words. Each programmed space uses one location (A-I).
- Spaces are automatically inserted (after the word) when programming words (40-99) and do not use up any locations.
- Sensor numbers which are deleted using the Alpha Numeric Touchpad will not keep their sensor name when added back into the CPU memory.
- Sensor numbers which are deleted using a Wireless Touchpad will keep their sensor name if added back to the CPU memory. When adding the sensor back into memory, use the ADD SENSORS procedure if using the Alpha Numeric Touchpad or re-initialize the sensor number using a Wireless Touchpad.
- To disable the optional Hardwire Loop (page 12) enter 00.