

**MODEL 1912XR
COMMAND PROCESSOR PANEL
PROGRAMMING MANUAL**

Do Not Throw Away!

This programming manual contains information you need to program and service the 1912XR panel and should be kept along with your other DMP technical documentation.

Digital **M**onitoring **P**roducts

MODEL 1912XR PROGRAMMING MANUAL

When using the Series 1912XR control for any UL, NFPA, CSFM, or other listing organization's approved methods, refer to this manual and the 1912XR Installation Guide (LT-0169). These documents outline the installation and programming requirements of all applications for which the 1912XR is approved.

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New and recent additions

Sec.	Description	Date	Sec.	Description	Date
1.5	Revised the Reset Timeout description.	6/95	3.2	Added the Host Communication Type.	7/95
3.2	Added the Contact ID format option.	6/95	3.2.1	Added Check-in Time for Host Communication.	7/95
3.2A	Added Existing Wireless display description.	6/95	3.3	Added Host option for 2nd phone line.	7/95
3.2B	Added Existing Printer display description.	6/95	3.20	Added Pager Direct™ reporting option.	7/95
3.3	Added Cellular prompt for 2nd phone line.	6/95	3.3	Added "area code" for cellular reporting	10/95
3.18	Added description of alternate dial sequence.	6/95			
4.3	Added new single loop modules.	6/95			
6.2	Abort report during Transmit Delay description.	6/95			
7.9	Added Video/Alarm Verification description.	6/95			
8.5	Revised the Output Action description.	6/95			
11.1	Added Printer Reports sections (11.1 to 11.6).	6/95			
12.3	Revised Home/Away description.	6/95			
12.18	Revised Armed Output Number description.	6/95			
13.6A	Added Wireless programming instructions.	6/95			
13.8A	Added programming caution note.	6/95			
14.1	Revised the Stop Routine function description.	6/95			
16.3	Revised the Test 881 function description.	6/95			

Introduction

1.1 Before You Begin

About this Manual

This manual provides programming information for the DMP 1912XR Command Processor panel. After this Introduction, the remaining sections describe the functions of each programming menu item along with the available options. The 1912XR contains all of its programming information in an on board processor and does not require an external programmer. After resetting the panel from jumper J16, you can perform all programming tasks through any DMP alphanumeric keypad connected to the system.

Reading the Contents

Before starting to program, we recommend you read through the contents of this manual. The information contained here allows you to quickly learn the programming options and operational capabilities of the 1912XR panel.

In addition to this manual, you should also read and be familiar with the following 1912XR documents:

- 1912XR Installation Guide (LT-0169)
- 1912XR Product Specification (LT-0170)
- 1912XR Security Command® User's Guide (LT-0172)

Programming Information Sheet

Included with each 1912XR panel are the Programming Information Sheets. These list the various keypad prompts and available options for programming the panel. Before starting, we recommend you completely fill out each sheet with the programming options you intend to enter into the panel.

Having completed programming sheets available while entering data helps to prevent errors and can shorten the length of time you spend programming. Completed sheets also provide you with an accurate account of the panel's program you can keep on file for future system service or expansion.

The remainder of this Introduction provides instructions for starting and ending a 1912XR programming session using the alphanumeric keypad.

1.2 Getting Started

The 1912XR Command Processor panel and all loop expansion devices must be completely installed before you begin programming. Make sure the panel is properly grounded. Connect AC power and a battery to the appropriate panel terminals.

Initializing the Panel

When programming a 1912XR panel for the first time, or changing the program of an existing 1912XR, we recommend you use the **Initialization** function. See section 2. Initializing the panel clears previously programmed information from the panel's memory.

Program from any Keypad Address

All 1912XR programming is done through keypads correctly addressed and connected to the system. See the 1912XR Installation Guide (LT-0169) for keypad addressing and installation information. If you're programming a panel that does not have a keypad, you can temporarily use an alphanumeric keypad set to address zero (all switches down). While programming with a keypad set to address zero, you cannot program from any other address.

Select address zero by placing all switches on the switchblock inside the keypad to the down position.

1.2 Getting Started continued

Accessing the Programmer

To access the Programmer function of the 1912XR:

1. Install the reset jumper across the two J16 reset pins for two seconds. See Figure 1.
2. Remove the reset jumper and place it over just one pin for future use.
3. Enter the code 6653 (PROG) into any Security Command keypad.
4. Press COMMAND.
5. The keypad displays: **PROGRAMMER**.

You are now ready to start programming the 1912XR panel. Pressing the COMMAND key scrolls you through the programming functions listed in section 1.3. Each of these functions are described in detail in sections 2 to 15 of this manual.

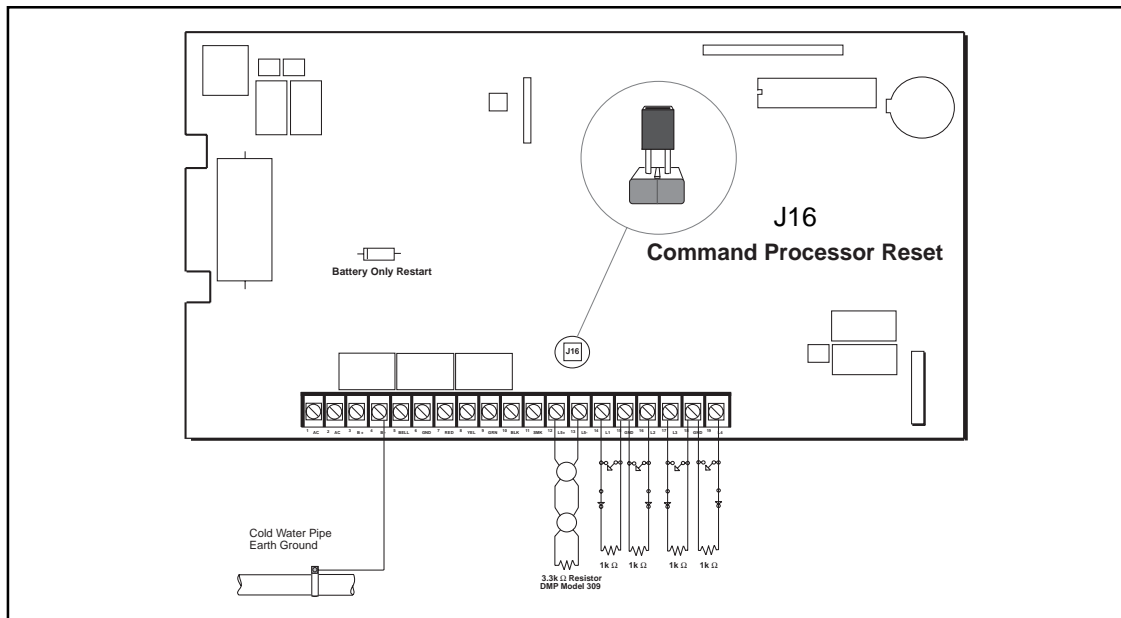


Figure 1: Installing the reset jumper on J16

1.3 Programmer Operation

Once at the **PROGRAMMER** display, pressing the COMMAND key scrolls you through the programming menu. There are 14 programming sections to choose from:

Menu Item	Section in this manual
Initialization	2
Communication	3
Device Setup	4
Remote Options	5
System Reports	6
System Options	7
Output Options	8
Menu Display	9
Status List	10
Printer Reports	11
Area Information	12
Loop Information	13
Stop	14
Set Access Code	15

1.3 Programmer Operation continued

To select a section for programming, press any one of the top row SELECT keys when the name of that section is displayed on the keypad. The detailed instructions for each programming step are found in sections 2 to 15 of this manual.

1.4 Programmer Access Codes

The 1912XR panel allows you to enter the programming function without a code using the steps 1 to 5 listed in section 1.2. We recommend, however, that you install an Access Code that restricts programming to only those persons your company authorizes. You can do this by using the **SET ACCESS CODE** feature in the programmer.

Use this new Access Code to restrict any unauthorized programming of the panel.

Installing an Access Code

After entering the programming function, the keypad displays **PROGRAMMER**. Press the COMMAND key to advance through the programming sections until **SET ACCESS CODE** is displayed (after **STOP**). Press any top row SELECT key and then enter a 1 to 5 digit programmer access code.

Note: There are certain codes used by the panel that cannot be used for an Access Code. When programming an Access Code, do not:

- Enter a number larger than 65,535
- Use 6653 (PROG), 2313 (DIAG), or any 3-digit code starting with 98 (such as 984).

These codes must be left available for the panel's use.

Press COMMAND. The display shows **ENTER AGAIN**. Enter the new access code again and press COMMAND. The display shows **CODE CHANGED**. The new code number must now be entered before the programmer function can be accessed.

This code number should be kept in a secure place with access limited to only those persons authorized by your company to program the panel.

Lost Access Code requires factory reset: If you lose or forget the Access Code, the panel must be sent back to the factory to be reset. There is no field option for gaining access to the panel without a valid access code.

1.5 Reset Timeout

The 1912XR has a feature that requires you to enter the Programmer within 30 minutes of resetting the panel. After 30 minutes, if you attempt to program by entering the 6653 (PROG) code, the keypad displays: **RESET PANEL**. You must reset the panel and enter the program code within the next 30 minutes.

If you are already in the Programmer and do not press any keys on the programming keypad for 30 minutes, the panel terminates programming. As an additional safeguard, all data entered up to that time is saved in the panel's memory.

1.6 Special Keys

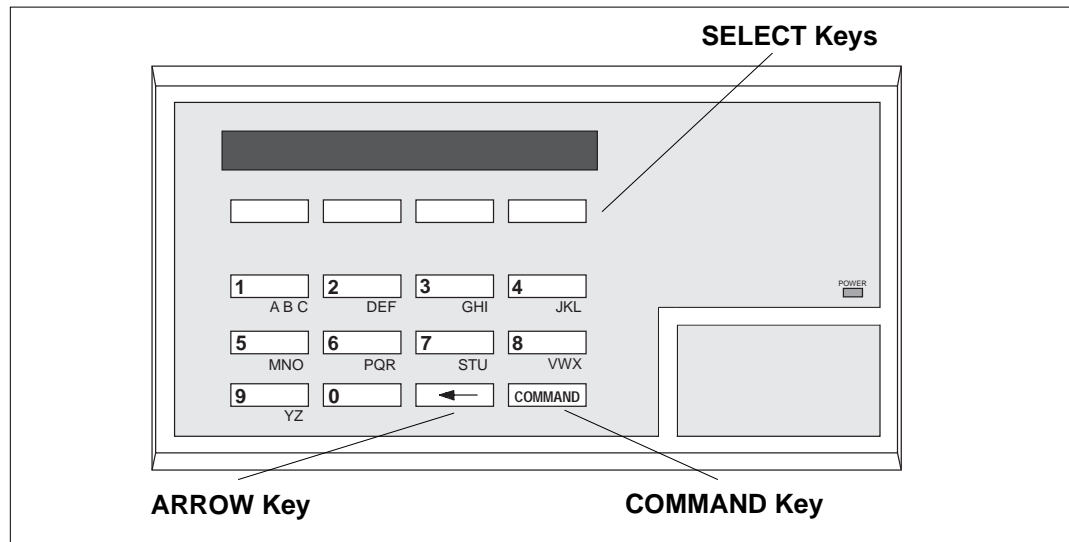


Figure 2: Keypad Function keys

COMMAND Key

The COMMAND key is used to step ahead in programming. Pressing the COMMAND key allows you to go forward through the programming menu and through each step of a programming section. As you go through the programming, the keypad display shows any current programming already stored in the panel's memory.

If the information is not to be changed, press the COMMAND key to advance to the next step.

The COMMAND key is also used to enter information into the panel's memory such as phone numbers or loop names. Press the COMMAND key after you've entered the information and it's being displayed correctly on the keypad.

ARROW Key

Use the ARROW key to back up one step while in the programming menu or within a programming section. The ARROW key is also used when an error is made while entering information. Press the ARROW key once to erase the last character entered.

SELECT Keys

The top row of keys are called the SELECT keys. Each time a SELECT key is to be used, the keypad displays the function or options above the key. Displaying choices above the individual SELECT keys allows them to be used for many different applications. For example, you can enter AM or PM when programming the automatic test time or answer **YES** or **NO** for a system option.

During programming, the SELECT keys also allow you to change information currently in the panel's memory. As you step through each program option, the keypad displays the current information. To change this information, press the appropriate SELECT key under the display then enter the new information through the keypad.

If you are changing a phone number or account number, press the appropriate digit keys. If entering a communication type or choosing a programming option, the keypad displays the available response options above the SELECT keys. When there are more than four response options available, the keypad displays the first four. Pressing the COMMAND key brings up the next 1 to 4 options on the display. Pressing the ARROW key allows you to review the previous four choices.

The SELECT keys are also used for selecting a section from the programming menu. This is done by pressing any one of the SELECT keys when the name of the programming section you want is displayed.

1.7 Entering Alpha Characters

Some options during programming require you to enter alpha characters. To enter an alpha character, press the key that has that letter written below it. The keypad displays the number digit of the key. Next, press the SELECT key that corresponds to the location of the letter under the key. Pressing a different SELECT key changes the letter. When another digit key is pressed, the last letter displayed is retained and the process is started over.

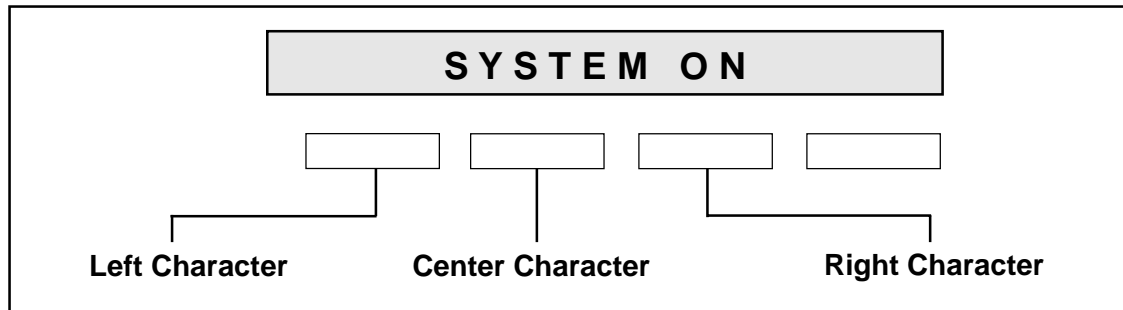


Figure 3: Keypad display and top row keys

1.8 Entering Spaces With Alpha Characters

To enter a space in an alpha entry, press the 9 digit key followed by the third SELECT key. The three characters on the 9 digit key are Y, Z, and space.

1.9 Keypad Prompts Display Current Programming

Each programming prompt displayed at the keypad shows the currently selected option in the panel's memory. These options are either shown as a number, a blank, or a **NO** or **YES**. To change a number or blank to a new number, press any top row SELECT key. The current option is replaced with a dash. Press the number(s) on the keypad you want to enter as the new number for that prompt.

It is not necessary to enter numbers with leading or trailing zeros. The 1912XR automatically right justifies the number when you press the COMMAND key.

To change a programming prompt that requires a **NO** or **YES** response, press the top row SELECT key under the response not selected.

For example, if the current prompt is selected as **YES** and you want to change it to **NO**, press the third top row SELECT key. The display changes to **NO**. Press the COMMAND key to go to the next prompt. See Figure 4.

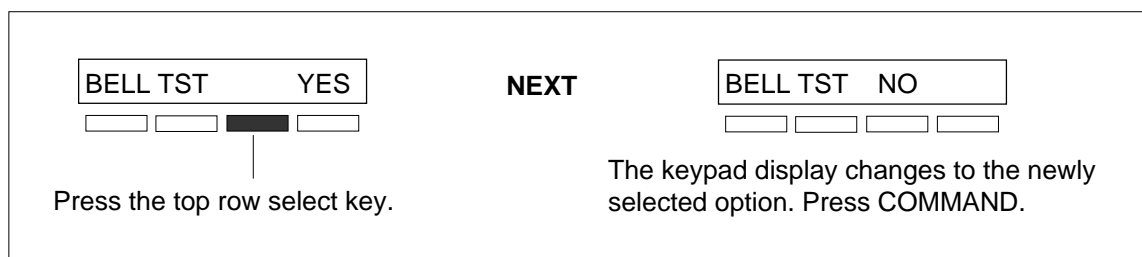


Figure 4: Changing the current option selected.

2-INITIALIZATION

- 2.1 INITIALIZATION This function allows you to clear selected parts of the panel's memory back to the factory defaults in preparation for system programming.
- After you select **YES** to clear a section of memory the panel asks if you are sure you want to clear the memory. This is a safeguard against accidentally erasing part of your programming. No memory is cleared from the programming until you answer yes to the **SURE? YES NO** question.
- A description of each selection follows:
- 2.2 CODES? NO YES SURE? YES NO CLEAR ALL CODES - **YES** clears the user code memory and assigns the user code number 99 to the highest user position in each area.
- 2.3 SCHEDS? NO YES SURE? YES NO CLEAR ALL SCHEDULES - **YES** clears all primary, secondary, permanent, temporary, and output schedules.
- 2.4 EVENTS? NO YES SURE? YES NO CLEAR DISPLAY EVENTS MEMORY - **YES** clears the Security Command keypad display events memory.
- 2.5 LOOPS? NO YES SURE? YES NO CLEAR LOOP INFORMATION - **YES** clears the loop information for all loops. All loops are marked * **UNUSED** * and must be renamed before being able to display on any system keypad.
- 2.6 AREAS? NO YES SURE? YES NO CLEAR AREA INFORMATION - **YES** clears the area information for all areas. All areas are marked * **UNUSED** * and must be renamed before being able to display on any system keypad.
- 2.7 COM/RMT? NO YES SURE? YES NO CLEAR COMMUNICATION AND REMOTE OPTIONS - **YES** clears the communication and remote options programming to factory defaults.
- 2.8 DEFAULTS NO YES SURE? YES NO SET TO FACTORY DEFAULTS - **YES** sets the panel's programming back to the factory default selections. Selecting Factory Defaults does not clear the panel's Event Memory or user codes.

- 3.1** COMMUNICATION This section allows you to configure the communication options for the 1912XR panel. The information you'll program varies with the Communication Type.
- 3.2** COMM TYPE: NONE COMMUNICATION TYPE - Specifies the communication method the panel uses to contact the SCS-1 Receiver. Press any SELECT key to display the following communication options:
- NONE DD MPX DDMX NONE - For local systems. Selecting this ends communication programming.
 DD - Dialer connection to a DMP SCS-1 Receiver.
 MPX - Multiplex connection to a DMP SCS-1 Receiver.
 DDMX - Dialer connection during disarmed periods with multiplex connection established after the last area in the system arms. After selecting **DDMX**, the display changes to **DDMX PHONE NO.**, press COMMAND to enter the multiplex phone number.
- DNET CID HST DNET - Data network connection to a DMP SCS-1 Receiver following multiplex rules. This option requires the use of the 862 Network Interface Card. You can also use the backup dialer capability of the 1912XR by selecting the option **2ND LINE** as **YES**. See section 3.3.
- You cannot select DNET if you are using the 872 HARD-WIRE-LESS™ or 862P Printer Interface Cards:*** If you attempt to program DNET while using either card, the keypad displays an error message. See sections 3.2A and 3.2B.
- CID - This option allows the panel to communicate to non-DMP receivers using the Ademco Contact ID format. When selected, the panel sends all of its alarm, trouble, and supervisory reports to the Contact ID receiver programmed in Receiver 1 and 2 Programming.
- HST (Host) - Asynchronous communication using the 862N Network Interface Card. The DMP Host/Output reporting format is transmitted over an asynchronous computer or radio network to the SCS-1 Receiver. All loop alarms and restorals transmitted on the Host Channel are also duplicated on the **2ND LINE** (section 3.3) if it's selected.
- If the Host channel fails to receive a proper acknowledgment after five attempts, the panel sends a WARNING: NETWORK TROUBLE (S72) report on the **2ND LINE**. The next time a report is sent by the panel over the Host channel, the panel sends a NETWORK RESTORED (S73) report over the **2ND LINE**.
- 3.2.1** CHECKIN: CHECK-IN TIME - Enter two digits (00 to 60) to specify the time delay in minutes the panel uses to send the next Check-in report. This prompt is only displayed if **HST** is selected in section 3.2. Since **HST** is not a polled communication method, the Check-in time allows the SCS-1 Receiver to get a Check-in report (**s070**) periodically to verify continuous communication with the panel. SCS-1/805 firmware is required in the SCS-1 Receiver. Entering zero causes the Check-in report to not be sent. Press COMMAND to continue.
- CHECKIN: - AA Selecting **AA** instead of entering a Check-in time causes the panel to send the Check-in report at random times. When all areas are disarmed, the report is sent randomly but always within 60 minutes. If any area is armed, the report is sent every six minutes. The SCS-1 Receiver verifies that the next Check-in report is received at the appropriate time. SCS-1/805 firmware is required in the SCS-1 Receiver.
- 3.2A** EXISTING WIRELESS EXISTING WIRELESS - Wireless loops have been programmed for one or more of the addresses 100 to 199. This display is followed by the loop number and loop name for each wireless loop. You must remove the wireless loop programming to use the **DNET** option for interfacing with a data network.

3-COMMUNICATION

3.2B EXISTING PRINTER EXISTING PRINTER - One or more options in Printer Reports has been enabled. See section 11.1. You must remove any Printer Reports programming before using the **DNET** option to interface with a data network.

3.3 2ND LINE: NONE 2ND PHONE LINE - Allows you to use a second phone line to send reports to the SCS-1 Receiver should the first phone line fail. If **2ND LINE** is **YES**, you'll need to install a DMP 893 Dual Line Module to connect both the main and secondary phone lines. The 893 provides supervision of both phone lines.

Both **DD** and **MPX** type systems can be backed up with a dialer or cellular line. Multiplex lines cannot be used as a secondary line.

NONE DD CELL HST

NONE - A second line is not used.

DD - Dialer communication to a DMP SCS-1 Receiver.

CELL - Cellular communication with Cell-Miser™ restrictions. When Cell-Miser is selected, the following call restrictions apply to the panel.

1. Only loop alarms, Ambush, Line 1 Trouble, Abort, Recall Test, and Delayed Events can be sent over the cellular system. Delayed Events are only sent if the cellular call was made for one of the other allowed reports.
2. Line 1 Trouble is sent only once during each armed period.

Area code selection for cellular communication: Version 1912XR/112 firmware allows you to enter a letter "C" in the first or second phone number in the panel's Communication section of the Programmer. When entered, the characters before the "C" are only used when a **2nd LINE Cellular** call is being made. All other calls made on the main line will only use the characters entered after the letter "C". The letter "C" is never dialed and is recognized by the panel as a marker only.

HST (HOST) - DTE asynchronous communication to a DMP SCS-1 Receiver or Host automation system. If **HST** is selected as the Communication Type in section 3.2, **HST** will not be displayed as an option in **2ND LINE**. If **HST** is selected for **2ND LINE**, all loop alarms and restorals are duplicated on the asynchronous channel in addition to the main communication method.

When **HST** is used as the main or **2ND LINE** communication method, the account number must not begin with a number that matches a line number being used for multiplex service on the same SCS-1 Receiver. This allows the Redisplay Non-Restored status list to work properly in receivers with SCS1/805 firmware.

3.3A TEST FREQ: NONE TEST FREQUENCY - Specifies the communication test interval for the second phone line. This is displayed if **2ND LINE** is programmed as **DD** or **CELL**.

NONE REG 7 30

NONE - No communication test is made on the second line.

REG - A **2ND LINE** communication test is made each time the regular communication test is completed.

7 - A communication test is made every 7 days at the test time programmed for the regular communication test. Test time deferrals are disregarded.

30 - A communication test is made every 30 days at the test time programmed for the regular communication test. Test time deferrals are disregarded.

If the **2ND LINE** test fails to communicate after 10 attempts, the regular communication channel sends a WARNING: PANEL BACKUP COMMUNICATION FAIL (S12) report. The next time the panel sends a report over the 2ND LINE, the regular communication channel sends a BACKUP COMMUNICATION LINE RESTORED (S04) report.

- 3.4** ACCOUNT NUMBER - Enter the account number sent to the SCS-1 Receiver.
- DD, CID, and HST - The range of valid account numbers for a panel using these Communication Types is 1 to 65,535. For account numbers of four digits or less, it is not necessary to enter leading zeros. The panel automatically right justifies the account number.
- MPX, DDMX, and DNET - A 5-digit account number is required for panels using either of these formats. The first digit is the receiver line number. The second digit is always zero. The last three digits are the panel's account number. This number must be between the range of 000 and 127.
- If **2ND LINE** (3.3) is **NO**, COMMUNICATION programming ends after the account number is entered.
- 3.5** TRANSMIT DELAY- Enter the length of time the panel waits before sending burglary reports to the SCS-1 Receiver. The available range is 1 to 60 seconds. Alarm bells and relay outputs are not delayed during this period. Burglary Outputs in section 8 must be programmed for pulsed or steady. Set Abort Reports in section 6 to **YES** if Opening and Closing reports are not being sent.
- Enter zero to disable Transmit Delay.
- 3.6** DTMF - **YES** enables tone dialing. **NO** enables rotary dialing.
- 3.7** EVENTS MANAGER - Specifies when non-alarm reports are sent to the receiver. This selection does not affect loop alarm, loop trouble, loop restoral, supervisory, or serviceman messages. Closing reports are not delayed if you've programmed a **YES** for the Closing Wait option. See Section 7.2.
- SND - If send is selected, all reports are sent to the receiver as they occur.
- DLY - All non-alarm reports are held until the panel's memory buffer contains 66 events, or until the panel's next communication with the receiver.
- KEEP - All non-alarm reports are held in the panel's memory buffer until they're over written by new activity. You can view the contents of the memory buffer using the DMP Remote Access™ software or the display events feature in the User Menu.
- Refer to the Appendix for a table listing the delayed report types.
- 3.8** DEFER TEST TIME - Select **YES** to allow the programmed test report to be deferred if the panel communicates with the SCS-1 Receiver within the time set in Test Frequency. See section 3.9. Select **NO** to send the test report as programmed regardless of previous panel communication.
- 3.9** TEST FREQUENCY - Allows you to set how often the panel's test report is sent to the SCS-1 receiver. Enter from 1 to 60 days. This prompt is not displayed if Defer Test Time is set to **NO**.
- 3.10** Press COMMAND to show the enter test time display.
- Enter the time of day the panel sends the test report to the SCS-1 Receiver. Use only entries of 00:01 to 12:00 and then choose AM or PM.
- When Defer Test Time is set to **NO**, this option allows you to program the day of the week the test report is sent. Choose one day of the week or all days.
- 3.11** Allows you to set the options for the first receiver the 1912XR panel attempts to contact when sending reports. The panel supports two receivers.
- 3.12** ALARM REPORTS - **YES** sends alarm and alarm restoral reports to this receiver.

3-COMMUNICATION

- 3.13** SPV/TRBL YES SUPERVISORY/TROUBLE REPORTS - **YES** enables supervisory, trouble, and trouble restoral reports, and serviceman messages to be sent to this receiver.
- 3.14** O/C USER YES OPENING/CLOSING AND USER REPORTS - Enter **YES** to enable opening/closing, door access, schedule and code changes, bypass, and sensor reset reports by user to be sent to this receiver.
- 3.15** TEST RPT YES TEST REPORT - Enter **YES** to enable the system test report to be sent to this receiver. Reports are sent according to the programming in sections 3.9 to 3.10.
- 3.16** BACKUP NO BACKUP REPORTING - Enter **YES** to enable this receiver to be a backup to the other receiver in the event the other receiver cannot be contacted.
- 3.17**
 FIRST TELEPHONE NUMBER - This is the first number the panel dials when sending reports to this receiver. Phone numbers can be up to 15 characters in length. You can program a three second pause in the dialing sequence by entering the letter P. You can program a dial tone detect by entering the letter D. These characters are counted as part of the 15 allowable characters.
- 3.18**
 SECOND TELEPHONE NUMBER - The panel dials the second number when two successive tries using the first number have failed. If the panel cannot reach the receiver after two attempts using the second number, it returns to the first number and makes two additional attempts. A total of ten dialing attempts are made using the first and second phone numbers.
- Should all ten attempts fail, the panel clears the communication buffer and then makes one communication attempt each hour to send a TRANSMIT FAILED (S87) report to the central station receiver. The report information that was not sent to the receiver is available from the Display Events feature of the User Menu and can be downloaded with the Remote Access™ software from DMP.
- Each number can be up to 15 characters in length including any P or D characters entered for pause and dial tone detect. **Important:** Do not program any letters other than P or D.
- 3.19** RECEIVER 2 PRGMG Repeat steps 3.12 through 3.18 when using a second receiver. Defaults for Receiver 2 are factory set as **NO**.
- If you select **YES** for any of the second receiver options, you must have at least one phone number programmed in Receiver 2 programming.
- 3.20** PAGER? NO YES PAGER REPORTING - **YES** allows the panel to send Alarm, Trouble, Opening, Closing, and Late to Close reports to a numeric pager. The panel uses DTMF tones to generate the account and report information sent over the pager terminal equipment. Selecting **NO** allows you to use the Receiver 2 Programming to send panel reports to a second SCS-1 Receiver.
- 3.20A** FIRST TELEPHONE NUMBER - Enter the phone number the panel will dial to send reports to the numeric pager. Phone numbers can be 15 characters in length. You can program a three second pause in the dialing sequence by entering the letter P. You can program a dial tone detect by entering the letter D. These characters are counted as part of the 15 allowable characters.
- 3.20B** PAGER IDENTIFICATION NUMBER - Enter a pager identification number if your pager uses one. If it does, the panel waits for nine seconds after having dialed the First Phone Number before sending the Pager ID. After the Pager ID has been transmitted, the panel waits another three seconds before sending the actual pager message containing the panel reports.

- 4.1 **DEVICE SETUP** This section allows you to define the physical configuration of the 1912XR panel. Enter the number of partitions in the system and the types of devices installed at each address along with their assigned partition. You can install and address up to eight devices on the keypad data bus.

A description of each option follows:

- 4.2 **MAX PARTITION: 1** Maximum number of partitions you want in this system. You can choose from 1 to 4. To change the number displayed, press any SELECT key, enter the number of partitions you want to enable, and press COMMAND.

Changing the number of partitions resets user codes: Whenever you change the number of partitions on the 1912XR, all programmed user codes are cleared. The only code available after a partition change is the factory default of 99.

Partitions Enabled	Areas Available	User Code Numbers
Partition 1	1 to 8	1 to 99
Partitions 1 & 2	Partition 1 - 1 to 8 Partition 2 - 1 to 4	Partition 1 - up to 50 Partition 2 - up to 50
Partitions 1 to 3	Partition 1 - 1 to 8 Partition 2 - 1 to 4 Partition 3 - 1 to 4	Partition 1 - up to 25 Partition 2 - up to 25 Partition 3 - up to 25
Partitions 1 to 4	Partition 1 - 1 to 8 Partition 2 - 1 to 4 Partition 3 - 1 to 4 Partition 4 - 1 to 4	Partition 1 - up to 25 Partition 2 - up to 25 Partition 3 - up to 25 Partition 4 - up to 25

Figure 5: Areas and user codes available with partitioning

- 4.3 **DEVICE 1: STNDRD** Description of the device set to this address. Leave the default **STNDRD** for 670, 770, and 771 Security Command keypads and for all expander modules.

If the device description does not match the device installed for this address, press any SELECT key and choose the correct one from those displayed.

STD **NONE**

STANDARD - The device is either a 670, 770, or 771 keypad, a 711, 714, or 715 Loop Expander, a 6155LX PIR, or a 5845LX Glassbreak.

NONE - No device is set for this address.

Press the SELECT key under the correct device description to change the current selection. If you entered 2, 3, or 4 in section 4.2 **MAX PARTITION**, the keypad displays the following prompt. If there is only one partition programmed in section 4.2, the keypad does not display the partition assignment prompt.

- 4.4 **PARTITION NO: 1** Enter the partition number where the current device being programmed is assigned. For systems with only one partition, leave this entry at one. For systems with more than one partition, press any top row SELECT key then enter a 2, 3, or 4. Press COMMAND to program the next device.

5-REMOTE OPTIONS

- 5.1 This section allows you to enter the information needed for Remote Command/ Remote Programming operation.
- A description of the Remote Options follow:
- 5.2 REMOTE KEY - This option allows you to enter a code of up to eight digits for use in verifying the authority of an alarm or service receiver to perform a remote command/programming session. The receiver must give the correct key to the panel before being allowed any remote functions. All panels are shipped from the factory with the key preset as blank.
- To enter a remote key or change the current one, press a top row SELECT key and enter any combination of up to eight digits. Press COMMAND. The current key is never displayed.
- 5.3 MANUFACTURER AUTHORIZATION - Enter **YES** to allow DMP service technicians to access the panel when required during system service or troubleshooting. This authorization automatically expires within one hour.
- DMP remote service is provided on a read only basis:*** DMP technicians can look at the system programming and make suggestions only. Alterations can only be accomplished by the installing company's service personnel.
- 5.4 ARMED RINGS - Enter the number of rings the panel counts before answering the phone line when all areas of the system are armed. Any number from 1 to 15 can be entered. If zero is entered, the panel does not answer the phone when all areas of the system are armed.
- 5.5 DISARMED RINGS - Enter the number of rings the panel counts before answering the phone line while any areas of the system are disarmed. Any number from 1 to 15 can be entered. If zero is entered, the panel does not answer the phone when any area of the system is disarmed.
- 5.6 ALARM RECEIVER AUTHORIZATION - Enter **YES** to enable remote commands and programming to be accepted from the alarm SCS-1 Receiver. The Remote Key option can also be required.
- With **YES** selected, the panel requests the receiver key during its first communication with the first SCS-1 receiver. The panel retains this **alarm receiver key** in memory and allows remote commands to be accepted from the alarm receiver. If an alarm occurs during a remote connect, the alarm report is immediately sent to this receiver only.
- When **NO** is selected, remote commands and programming are not accepted from the alarm SCS-1 Receiver.

5.7 SVC RCVR YES

SERVICE RECEIVER AUTHORIZATION - **YES** enables remote commands and programming to be accepted from a secondary service receiver other than the alarm SCS-1 Receiver. The Remote Key option can also be required.

With **YES** selected, the panel requests the **service receiver key** the first time it's contacted by the service receiver. The panel retains this **service receiver key** in memory and accepts remote commands from the service receiver.

If an alarm occurs during a remote connect, the panel disconnects from the service receiver and calls the alarm receiver. Alarm reports are only sent to the alarm receiver. It is important that the **alarm receiver key** and the **service receiver key** programmed at the central station are NOT the same so the panel can determine the difference between receivers.

When **NO** is selected remote commands and programming are not accepted from a secondary service receiver.

5.8 REMOTE PHONE NO.

-

REMOTE PHONE NUMBER - Press COMMAND to enter the phone number the panel dials whenever remote programming is requested. After entering a phone number, the panel allows remote commands and programming only after it has first been called by the authorized receiver, disconnected itself, and has redialed the remote phone number.

Note: If a Remote Phone Number is entered, and the function 984 + COMMAND is entered at the keypad, a remote options menu appears. This menu contains the following options:

NBR RMT PICKUP

NUMBER - The panel allows you to enter into the keypad a phone number you want the panel to dial. Use must use any required prefixes and area codes.

REMOTE - The panel dials the phone number programmed in Remote Phone Number. See section 5.8.

PICKUP - The panel picks up the phone line as Remote Access is dialing in. The phone must be ringing before selecting PICKUP.

If a Remote Phone Number is NOT entered, the panel allows remote commands and programming without disconnecting and redialing. The phone number can be up to 15 digits in length. Enter a D for dial tone detect and a P for a 3 second pause.

Important: Do not program any letters other than P or D.

5.9 DISARM NO

REMOTE DISARM - Enter **YES** to enable the panel to be disarmed remotely. Selecting **NO** disables remote disarming.

6 -SYSTEM REPORTS

- 6.1** SYSTEM REPORTS This function allows you to select the reports the 1912XR sends to the SCS-1 Receiver.
- 6.2** ABORT NO ABORT REPORT - **YES** allows the panel to send an alarm abort report to the receiver any time an alarm report has also been sent and the bell is still sounding. The area must be disarmed and no alarmed loops can still be armed.

Abort reports are also sent when the system is disarmed during Transmit Delay and the Bell Output is active. See section 3.5.
- 6.3** BYPASS YES BYPASS REPORTS - **YES** allows the panel to send all loop bypasses, resets, and force arm reports to the receiver. The bypass report includes the loop number, loop name, and the user number of the individual operating the system.
- 6.4** SCHD CHG YES SCHEDULE CHANGE REPORTS - **YES** allows the panel to send all permanent and temporary, primary and secondary, schedule changes to the receiver. The report includes the day, opening time, closing time, and the user number of the individual making the change.
- 6.5** CODE CHG YES CODE CHANGE REPORTS - **YES** allows the panel to send all code additions, changes, and deletions to the receiver. The code change report includes the user number added or deleted and the user number of the individual making the change.
- 6.6** ACS KEY: - - - - - ACCESS KEYPADS - Enter the Security Command keypad addresses that send door access reports to the receiver. A report is sent with each door access made from the selected keypads. Keypads at addresses not selected still operate the door strike relay but do not send door access reports. The report includes the user number and the keypad address used.
- 6.7** AMBUSH NO AMBUSH - **YES** allows an ambush report to be sent anytime user code number one is entered at a Security Command keypad. Selecting **NO** disables the ambush report and allows user code number one to operate the same as all other codes.

There is one Ambush code available for each active partition programmed into the panel.

- 7.1** This section allows you to select system wide parameters used in the operation of the 1912XR system. A description of each System Option follows:
- 7.2** CLOSING WAIT - When **YES**, the keypad displays **SYSTEM ON** followed by **ONE MOMENT...** while the system waits for an acknowledgment from the receiver before arming the selected area(s). Exit delays begin after this period.
Opening/Closing reports must be **YES** to enable Closing Wait. See section 3.14.
- 7.3** ENTRY DELAY 1 - Enter the Entry Delay time for all Exit type loops programmed to use Entry Delay 1. When an armed Exit type loop is faulted, the keypad prewarn tone begins sounding and **ENTER CODE:-** displays on all keypads programmed to prewarn for that loop. The area must be disarmed before the delay expires or an alarm report is sent to the receiver. All loops in that area are delayed along with the Exit loop. Entry Delay times can be from 1 to 250 seconds.

Repeat the above for each entry delay being used in the system.
- 7.4** CROSS ZONE TIME - Enter the time allowed between loop faults. When loops are cross zoned, a second cross zoned loop in the same partition must fault within this time in order for an alarm report from the first loop to be sent to the receiver. If the cross zone time expires without the second loop faulting, only a loop fault from the first loop is reported. Cross zone time can be from 4 to 250 seconds. Entering zero disables this function.
- 7.5** LOOP RETARD DELAY - Enter the retard time assigned to Fire, Supervisory, Auxiliary 1, and Auxiliary 2 type loops. The retard delay only functions when the loop is shorted. The loop must remain shorted for the entire length of the Retard Delay before being recognized by the panel. The Loop Retard Delay can be from 1 to 250 seconds. Entering a zero disables this function.
- 7.6** POWER FAIL DELAY - This option tracks the duration of an AC power failure. When the AC power is off for the length of the programmed delay time, an AC power failure report is sent to the receiver. The delay time can be from 1 to 9 hours. Entering a zero sends the AC power failure report within 15 seconds.
- 7.7** SWINGER BYPASS TRIPS - Enter the number of times a loop can go into an alarm or trouble condition within one hour before being automatically bypassed. You can select from 1 to 7 trips. Entering a zero disables this function.
The panel's hour timer starts at 59 minutes past the hour. If the hour timer expires before the trip counter is exceeded, the trip counter returns to zero. If the trip counter is exceeded before the hour expires, the loop is automatically bypassed by the panel. A report of the automatic bypass is sent to the receiver if Bypass Reports has been selected as **YES**. See section 6.3.
Bypassed loops are automatically reset when the area they're assigned to is disarmed. All 24 hour loops are reset when any area of the system is disarmed. Swinger Bypass Trips can be set at 1 to 7. Enter zero to disable this function.
- 7.8** RESET SWINGER BYPASS - When **YES** is selected, an automatically bypassed loop is reset if it remains in a normal condition for one complete hour after being bypassed. A report of the automatic reset is sent to the receiver if Bypass Reports has been selected as **YES**. See section 6.3.
- 7.9** VIDEO/ALARM VERIFICATION - Selecting **YES** forces the panel to wait for 60 seconds after a successful communication with a central station receiver before making any additional communication attempts. This 60 second period can be used to allow video transmission or alarm verification (such as 2-way voice) equipment to use the phone line. After the 60 second timer, the panel can once again seize the phone line and send any reports being buffered.
The Video option must be set to NO if any fire protection is connected to the 1912XR.

8-OUTPUT OPTIONS

- 8.1** OUTPUT OPTIONS - This function allows you to program the panel's Bell Output functions and certain Relay Output options. Dry contact relays and voltage outputs are available using the output harness on the 1912XR board. Refer to the 1912XR Installation Guide (LT-0169) for complete information.
- A description of each output option follows:
- 8.2** BELL CUTOFF TIME - Enter the maximum time the Bell Output remains on. If the Bell Output is manually silenced or the area is armed or disarmed, the cutoff time is reset. The Bell Cutoff Time can be from 1 to 99 minutes. Enter zero to provide continuous bell output.
- 8.3** AUTOMATIC BELL TEST - When **YES** is selected, the Bell Output is turned on for two seconds each time a partition is completely armed.
- 8.4** BELL ACTION defines the type of Bell Output for loop alarms. Trouble conditions do not activate the Bell Output. There are seven loop types you can program individually for Bell Output.
- To provide a steady Bell Output, enter S. For a pulsed output, enter P. For no Bell Output, enter N.
- Below is a list of the bell action for seven of the loop types:
- 8.4A** Defines Bell Action for Fire Type Loops
- 8.4B** Defines Bell Action for Burglary Type Loops. If N is selected, Exit Error is not indicated locally but the Exit Error report will still be sent to the central station.
- 8.4C** Defines Bell Action for Supervisory Type Loops
- 8.4D** Defines Bell Action for Panic Type Loops
- 8.4E** Defines Bell Action for Emergency Type Loops
- 8.4F** Defines Bell Action for Auxiliary 1 Type Loops
- 8.4G** Defines Bell Action for Auxiliary 2 Type Loops
- 8.5** This option allows you to define the operation of the 1912XR relay outputs. The panel provides two Form C relays (1 and 2) and four 12 VDC voltage outputs (3 to 6) rated at 50mA each. You can expand the system with up to 100 additional relay outputs using multiple 716 Output Expander Modules.
- 8.5A** CUTOFF OUTPUT - Outputs 1 to 6 can be entered here to turn off after a time specified in **CUTOFF TIME**. See section 8.5B. To disable this option, press any SELECT key to clear the display of output numbers and then press COMMAND. The Cutoff Output displays **NONE** when no outputs are selected.
- 8.5B** OUTPUT CUTOFF TIME - If a Cutoff Output is assigned in section 8.5A, you can enter a Cutoff Time of up to 99 minutes for the output to remain on. If the output is turned off, the cutoff time is reset. The Cutoff Time can be from 1 to 99 minutes. Enter zero to provide continuous output.

- 8.5C** COMMUNICATION FAILURE OUTPUT - This output is turned on when any of the following conditions occur:
- a DD system fails to communicate on three successive dial attempts
 - a MPX system does not communicate with the receiver for 150 seconds or if the backup communication module transmits a report
- Enter zero to disable this output.
- 8.5D** FIRE ALARM OUTPUT - This output is turned on any time a fire type loop is placed in alarm. The output is turned off using the Sensor Reset option while no additional fire type loops are in alarm. Enter zero to disable this output.
- 8.5E** FIRE TROUBLE OUTPUT - This output is turned on any time a fire type loop is placed in trouble or when a supervisory type loop is placed in alarm or trouble. The output is turned off when all fire and supervisory type loops are restored to normal. Enter zero to disable this output.
- 8.5F** AMBUSH OUTPUT - This output is turned on any time an Ambush code is entered at a keypad. The output is turned off using the Sensor Reset option. Enter zero to disable this output.
- 8.5G** ENTRY OUTPUT - This output is turned on at the start of the entry delay time. The output is turned off when the area is disarmed or the entry delay time expires. Enter zero to disable this output.
- 8.5H** EXIT OUTPUT - This output is turned on any time an exit delay time starts in any area of the system. The output is turned off when the area arms or when the arming has been stopped. Enter zero to disable this output.
- 8.5I** READY OUTPUT - This output is turned on whenever all disarmed burglary loop types are in a normal state. The output is turned off when any disarmed burglary type loop is in a bad state. Enter zero to disable this output.
- 8.5J** PHONE TROUBLE OUTPUT - This output is turned on any time the phone line monitor detects a voltage below 3 VDC. The output is turned off when phone voltage rises above 3 VDC. Enter zero to disable this output.
- 8.5K** LATE TO CLOSE OUTPUT - This output is turned on any time a programmed area in a closed period remains disarmed. The output is turned off when the area is armed, the closing is extended, or the schedule is changed.
- 8.5L** DEVICE FAIL OUTPUT - This output is turned on any time an addressed device fails to respond to polling from the panel. The output is turned off when the device responds to polling or is removed from the system. Enter zero to disable this output.

Any Output Option can be used with output numbers 1 through 6 and 100 through 199.

9-MENU DISPLAY

- 9.1** MENU DISPLAY Menu Display allows you to select at which keypad addresses the user can access the following functions.
- A description of each menu option follows:
- 9.2** ARM STAT 12345678 ARMED STATUS - Enter the keypad addresses that show the armed areas for their partitions. For example: if address 1 is enabled here, it can display the armed areas within its partition. Each armed area is displayed with its name and area number.
- 9.3** TIME DSP 12345678 TIME - Enter the keypad addresses that can display the time and day of the week.
- 9.4** ARM/DIS 12345678 ARM/DISARM - Enter the keypad addresses from which users can arm and disarm areas in a partition.

- 10.1** STATUS LIST This function allows you to select the loop alarms and troubles, and system monitor troubles displayed at the keypads. The Status List function operates automatically when the keypad is not performing any other function.
- The keypad stays in the Status List until the user chooses to go to system arming/disarming or a menu option. Status List alternates with the armed status, on keypad addresses selected in section 9.2. You can choose to have System Monitor troubles placed in the list, the different loop types placed in the list, and at which keypad addresses they'll be displayed.
- A description of how each is displayed in the Status List follows:
- 10.2** DISPLAY KEYPADS: This section defines which keypad addresses display the various status information. Any combination of addresses can be entered to display the status items that follow. If you don't want a particular status item to display, do not enter any addresses.
- 10.3** SYS TRB 12345678 SYSTEM MONITOR TROUBLES - Specifies the addresses where any trouble on a System Monitor is displayed. The System Monitors are:
- AC Power
 - Battery Power
 - Panel Box Tamper
 - Phone Line 1
 - Phone Line 2 (requires the 893 Dual Phone Line Module)
- The name of the System Monitor is placed in the Status List and the keypad steady trouble buzzer sounds. The buzzer remains on until the monitor restores or any top row SELECT key is pressed on the keypad. The name remains in the list until the condition is restored.
- 10.4** FIRE 12345678 FIRE LOOPS - Specifies the addresses where all fire loop alarms and troubles are displayed. The loop name is displayed and, if it's a trouble condition, the keypad steady trouble buzzer sounds. The buzzer remains on until any top row SELECT key is pressed. The name remains in the list until the user clears it with the Sensor Reset function.
- 10.5** BURGLRY 12345678 BURGLARY LOOPS - Specifies the addresses where all burglary loop alarms and troubles are displayed. Burglary loops include Night, Day, and Exit type loops. Burglary loop troubles remain in the list until the loop restores.
- For loop alarms, only the last burglary loop tripped remains in the list. The alarm remains in the list until another burglary loop goes into alarm or any area of the system is disarmed. This ensures that if a burglary is in progress the last loop tripped remains in the list even if the loop has been restored.
- The keypad buzzer sounds for one second on burglary alarms.

10-STATUS LIST

- 10.6** SUPERVISORY LOOPS - Specifies the addresses where all supervisory loop alarms and troubles are displayed. Supervisory loops are entered in the status list and sound the keypad buzzer until a valid user code is entered at any keypad address.
- 10.7** PANIC LOOPS - Specifies the addresses where all panic loop alarms and troubles are displayed. The name of the loop remains in the list until the loop restores. The keypad buzzer does not sound for panic alarms or troubles.
- 10.8** EMERGENCY LOOPS - Specifies the addresses where all emergency loop alarms and troubles are displayed. The name of the loop remains in the list until the loop restores. The keypad buzzer does not sound for emergency alarms or troubles.
- 10.9** AUXILIARY 1 LOOPS - Specifies the addresses where all Auxiliary 1 loop alarms and troubles are displayed. The name of the loop remains in the list until the loop restores. The keypad buzzer does not sound for Auxiliary 1 alarms or troubles.
- 10.10** AUXILIARY 2 LOOPS - Specifies the addresses where all Auxiliary 2 loop alarms and troubles are displayed. The name of the loop remains in the list until the loop restores. The keypad buzzer does not sound for Auxiliary 2 alarms or troubles.

- 11.1 PRINTER REPORTS PRINTER REPORTS - This section allows you to define the operation of a local printer connected to the panel through the use of a DMP 862P Printer Interface Card. The 862P allows you to connect the DMP SCS-PTR or other compatible 40 or 80 character serial printer to the 1912XR panel.
- New Security Command keypad display**
- The User Menu interface has been changed to add a **PRINT** option in the Display Events menu. Once the user has entered Display Events, they'll see **FRST LAST PRINT**. Pressing the SELECT key under **PRINT** sends the contents of the panel's event buffer to the local printer. The **PRINT** option is visible whether or not an 862P card is attached to the panel.
- Restrictions on using the 862P card**
- The 862P card cannot be used on 1912XR panels using the 862N Network Interface Card or 872 HARD-WIRE-LESS™ Interface Card. Additionally, if you attempt to program **PRINTER REPORTS** and **DNET** is selected in **COMMUNICATION**, or there are one or more wireless loops programmed in **LOOP INFORMATION**, you will get the display **EXISTING DNET** or **EXISTING WIRELESS**.
- 11.2 ARM/DIS NO YES ARM AND DISARM REPORTS - Prints arming, disarming, and Late to Close reports. Includes the area number, name, and action (armed, disarmed, or late), the user number, user name, and time and date.
- 11.3 LOOP NO YES LOOP REPORTS - Prints changes in the status of active loops. Includes the loop number, name, and type as well as the action (alarm, trouble, bypass, etc.) user number (if applicable) and the area name.
- 11.4 USR CMDS NO YES USER COMMAND REPORTS - Prints user code changes, outputs turned on or off, schedule changes, and User Menu functions.
- 11.5 DOOR ACS NO YES DOOR ACCESS REPORTS - Prints door access activity. Includes the door number, user number and name, and the time and date.
- 11.6 SUPV MSG NO YES SUPERVISORY REPORTS - Prints system monitors (see section 10.3) and system events.

12-AREA INFORMATION

- 12.1** AREA INFORMATION AREA INFORMATION - Allows you to assign functions to the different areas within a partition. All non-24 hour loops must be assigned to an active area. See Loop Information in section 13.1.
- You activate an area by assigning it a name. See section 12.13. A name is given to each active area in place of a number to assist the user during arming and disarming.
- 12.2** PARTITION NO: 1 PARTITION NUMBER - Enter the partition number to program. Partition 1 using area arming can have up to eight areas on the 1912XR panel. Partitions 2, 3, and 4 using area arming can each have up to four independent areas.
- This prompt is not displayed if you only entered one partition in Device Setup.
- 12.3** MODE: AREA SYS MODE - This option allows you to program how the areas in this partition operate. The options you can choose are:
- AREA A / P H / A
- AREA ARMING - in which all areas of the partition can be programmed and operated independently. Partition 1 provides up to eight areas and partitions 2 to 4 each provide up to four areas.
- ALL/PERIMETER - in which only areas one and two are activated and operate as a perimeter and interior system only.
- HOME/AWAY - in which three areas can be used: Perimeter, Interior, and Bedrooms. If you assign loops to the Bedrooms area, the keypad display shows **HOME SLEEP AWAY** when the user goes to arm the system. If you do not assign loops to the Bedrooms area, the keypad only displays **HOME AWAY** to the end user.
- With the **HOME SLEEP AWAY** option, the user can:
1. Select HOME to arm just the perimeter.
 2. Select SLEEP to arm the perimeter and interior (non bedroom areas).
 3. Select AWAY to arm all three areas.
- 12.4** EXIT DELAY: 45 EXIT DELAY - Enter the exit delay time for all exit type loops in this partition. When the exit delay time starts, all activity on that loop and other non-24 hour loop types in the area are ignored until the exit delay expires. This delay countdown is displayed on the keypad. If an exit type loop is placed in a bad condition at the end of the exit delay, the system sounds the alarm bell for 15 seconds and sends an exit error report to the alarm receiver. The output cannot be turned on from the Outputs On/Off option of the User Menu.
- If any other loop type is placed in a bad condition at the end of the exit delay an alarm is indicated. The exit delay can be from 1 to 250 seconds. Enter zero to disable the Exit Delay feature.
- 12.5** BURGLARY OUT: 0 BURGLARY OUTPUT - This output is turned *on* any time a burglary type loop in this partition is placed in alarm. The output is turned *off* by a Cutoff Time (see section 8.5B) or when you disarm the area in which the alarm occurred and no other burglary type loops are in alarm. Outputs can also be turned off by a user through the Alarm Silence and Outputs On Off User Menu options.
- 12.6** OPN/CLOS YES OPENING/CLOSING REPORTS - This option allows an Opening report to be sent to the SCS-1 Receiver whenever an area within this partition is disarmed.
- A Closing report is also sent to the SCS-1 Receiver when any area within this partition is armed.

- 12.7** CLOSING CHECK - Enter **YES** to enable the panel to verify that all areas in this partition have been armed after temporary or permanent schedules have expired. If the Closing Check finds any areas disarmed past the scheduled time, the keypad selected to display System Trouble Status emits a steady beep and displays **CLOSING TIME!**
- If you select Area Schedules in section 12.10, the appropriate area name is displayed followed by - **LATE**. The keypad's steady beep is silenced by pressing any top row SELECT key. If the system is not armed or a temporary schedule not extended within ten minutes, a No Closing Report is sent to the SCS-1 Receiver. If the area has been disarmed outside of any permanent or temporary schedule, the closing check sequence occurs one hour after the area was disarmed.
- 12.8** CLOSING CODE - When **YES** is selected, a code number is required for system arming. If **NO** is selected, a code number is not required for system arming.
- 12.9** ANY BYPASS - When **YES** is selected, loops can be bypassed without a code number during the arming sequence. A code number is always required to use the Bypass Loops option from the menu.
- 12.10** AREA SCHEDULES - Enter **YES** to allow each area in this partition to set its own permanent and temporary, or primary and secondary user disarming schedules. Enter **NO** to provide 1 set of disarming schedules for each partition.
- 12.11** PRIMARY/SECONDARY SCHEDULES - Enter **YES** to provide primary and secondary schedules for this partition or each area within this partition depending on the Area Schedules option selected in section 12.10. Enter **NO** to use permanent and temporary schedules.
- 12.12** AREA NUMBER - Enter the number of the area in this partition you are programming. In an area system, partition 1 can have up to eight areas. Partitions 2 to 4 can each have up to 4 areas. After entering the area number, press COMMAND to enter the area name.
- 12.13** AREA NAME - The area name can be up to 10 alphanumeric characters. *Only those areas having loops assigned to them are given names.* All others are marked unused. For instructions on entering alphanumeric characters, refer to section 1.7.
- To mark an area unused, delete the old name by pressing a top row SELECT key, then press the COMMAND key. The programmer automatically programs the name as ***UNUSED***. If you have already cleared Area Information during Initialization, all areas will be marked ***UNUSED***. See section 2.6.
- 12.14** ACCOUNT NUMBER - Enter the account number to be sent to the SCS-1 Receiver for this area. If the panel communicates in multiplex (MPX), you must choose account numbers in the multiplex range. See section 3.4 for additional information on communication types.

12-AREA INFORMATION

- 12.15** AUTOMATIC ARMING - Selecting **YES** allows this area to arm automatically according to permanent, temporary, or extended schedules.
- If closing check is selected as YES, the automatic arming function does not take place until the expiration of a ten minute closing check delay. See section 12.7. If the area has been disarmed outside of any permanent or temporary schedule, the closing check sequence occurs one hour after the area is disarmed.
- At arming, bad loops are handled according to the option selected in section 12.16. If a closing report is sent, the user number is indicated as SCH on the SCS-1 Receiver.
- NO** disables automatic arming by schedule for this area.
- 12.16** BAD LOOPS - At the time of automatic arming, some loops in the area may not be in a normal condition. This option allows you to program the panel's response to these bad loops. This option is not displayed if **AUTO ARM** is **NO**.
- BYP - All bad loops are bypassed. A report of the bypass is sent to the receiver if bypass reports has been selected as **YES**. See section 6.3. The report indicates SCH as the user number.
- FORC - All bad loops are force armed. Loops force armed in a bad condition are capable of restoring and reporting an alarm if tripped. A report of the forced loop is transmitted if Bypass Reports has been selected as **YES**. See section 6.3. The report indicates SCH as the user number.
- REF - The automatic arming is refused and no arming takes place. A No Closing report is sent to the receiver regardless of the Closing Check selection. See section 12.7.
- 12.17** AUTOMATIC DISARMING - **NO** disables automatic disarming by schedule for this area. When **YES** is selected, the area automatically disarms according to permanent or temporary schedules. If an opening report is sent to the receiver, the user number is indicated as SCH.
- 12.18** ARMED OUTPUT NUMBER - Enter the output to turn on when this area is armed. The output is turned off when this area is disarmed. The output cannot be turned on from the Outputs On/Off option of the User Menu.
- 12.19** BANK SAFE AND VAULT - **NO** disables the Bank Safe and Vault feature for this area. When selected as **YES**, schedules set for this area and the time of day cannot be changed while the area is armed.
- Program schedules before arming:** A Bank Safe and Vault area can only be disarmed during scheduled times. If you arm the area before programming a schedule, the panel must be reset to disarm the area or the Bank Safe and Vault option in Loop Programming must be turned to **NO**.
- Loops in areas programmed for Bank Safe and Vault cannot be bypassed or force armed.
- 12.20** COMMON AREA - Select **YES** to enable this area to operate as a common area. This area is armed when the last area in the partition is armed and is disarmed when the first area in the partition is disarmed. You can have multiple common areas in each partition.

- 13.1 **LOOP INFORMATION** Loop Information allows you to define the operation of each protection loop used in the system. All protection loops, whether located on a command processor panel, Security Command keypad, or loop expander are programmed the same way.

A description of each specification follows:

- 13.2 **LOOP NO: -** LOOP NUMBER - Enter the number of the loop you intend to program. Press COMMAND to enter a loop name. For instructions on entering alphanumeric characters, see section 1.7.
- 13.3 **NAME: * UNUSED *** LOOP NAME - Loop names can have up to 10 alphanumeric characters. A name must be given to each loop in the system. The name can display at the keypads during arming and disarming so the user does not have to memorize loop numbers. Users can associate a loop name with a particular protection point. A loop that is not part of the system must be marked unused.

To mark a loop unused, delete the old name by pressing a top row SELECT key, then press the COMMAND key. The programmer automatically programs the name as * **UNUSED** *. If you have already cleared Loop Information during Initialization, the loops will be marked * **UNUSED** *. See section 2.5.

- 13.4 **LOOP TYPE: BLANK** LOOP TYPE - The Loop Type defines the panel's response to the loop being opened or shorted. This is called the Alarm Action. There are up to 13 possible alarm action responses depending on the loop type and any restrictions it may have. See the chart in section 13.4A.

When you assign a Loop Type to a loop, responses are made automatically for the loop. There are 12 Loop Types to choose from. The functional details of each response are described in section 13.4A. Application descriptions for each loop type can be found in the Appendix section of this manual.

To enter a new Loop Type, press a top row SELECT key. The display lists four Loop Types at a time.

-- NT DY EX

Blank, Night, Day, or Exit. Press COMMAND to display additional loop types.

F I PN EM SV

Fire, Panic, Emergency, or Supervisory. Press COMMAND to display additional loop types.

A1 A2 FV AR

Auxiliary 1, Auxiliary 2, Fire Verify, or Arming (keyswitch). Press the ARROW key to display the previous loop types.

When the Loop Type you want to select is displayed, press the SELECT key beneath it. The chart in section 13.4A gives a detailed outline of the Alarm Action for each Loop Type.

If you select Blank, Night, Day, Exit, Auxiliary 1, Auxiliary 2, or Arming as the Loop Type, the loop must be assigned to an area so it can be armed and disarmed.

If you select Fire, Panic, Emergency, or Supervisory as the Loop Type, it's a 24 hour loop that is always armed and no area assignment is needed. Press COMMAND to continue.

13-LOOP INFORMATION

13.4A LOOP TYPE SPECIFICATIONS

The 1912XR panel contains 12 default loop types for use in configuring the system. These loop types provide the most commonly selected functions for their applications. All loop types except the Arming loop type can be customized by changing the variable options listed below.

LOOP INFORMATION	Type	Area	Disarmed Open			Disarmed Short			Armed Open			Armed Short			Swinger	Prewarn	Entry Delay	Retard Delay	Presignal	Fast Response	Restoral	Cross Zone	Priority	
	-- NT DY EX FI PN EM SV A1 A2 FV AR		Partition Number 1-4	INT BDRM PERIM or 1-8	Message Output Action	Message Output Action	Message Output Action	Message Output Action	Message Output Action	Message Output Action	Message Output Action	Message Output Action	Message Output Action	Message Output Action										Message Output Action
Assign Area & Disarmed condition for NT, DY, EX, A1, A2, AR only																								
Assign Prewarn and Entry Delay for EX only																								
Assign Retard and Presignal for FI, SV, A1, A2, FV only																								
Loop Type Defaults	Abbr.																							
NIGHT	NT			-	0	-	-	0	-	A	0	-	A	0	-	Y					N	Y	N	N
DAY	DY			T	0	-	T	0	-	A	0	-	A	0	-	Y					N	Y	N	N
EXIT	EX			-	0	-	-	0	-	A	0	-	A	0	-	Y	1-8	1			N	Y	N	N
FIRE	FI									T	0	-	A	0	-	N			N	+	N	Y	N	N
PANIC	PN									T	0	-	A	0	-	N					N	Y	N	N
EMERGENCY	EM									T	0	-	A	0	-	N					N	Y	N	N
SUPERVISORY	SV									T	0	-	A	0	-	N			N	+	N	Y	N	N
AUXILIARY 1	A1			T	0	-	A	0	-	T	0	-	A	0	-	N			N	+	N	Y	N	N
AUXILIARY 2	A2			T	0	-	A	0	-	T	0	-	A	0	-	N			N	+	N	Y	N	N
FIRE VERIFY	FV									T	0	-	A	0	-	N					N	Y		N
ARMING	AR																							

- = This function is not enabled for this loop type.

+ = Retard must be YES before Presignal can be selected.

☐ = These loop functions are not available for this loop type.

Description of the programmable loop options

Below is a description of the various loop options shown on the table above. For additional information, read through the Loop Information section of this manual.

Loop Type Defaults - These are complete spellings of the abbreviations used for the loop types.

Type - These are the abbreviations used for the loop types.

Report - A = alarm report, T = trouble report, L = local with no report, - (dash) = no report.

Output - These are the six on-board and 100 off-board relay outputs.

Action - This selects the action of the output: S = steady, P = pulse, M = momentary, and F = follow

Swinger - The loop can be automatically shunted after a programmed number of trips.

Prewarn - This selects the keypad address that sounds the entry prewarn for this loop.

Entry Delay - This is the entry delay timer selected as the default for this loop.

Retard - Provides a programmed retard time before an alarm is initiated from a shorted loop.

Presignal - Provides a keypad tone for loops in retard delay.

Fast Response - Provides a 167ms loop response instead of the normal 500ms response.

Restoral - Allows the loop to send restore reports. N = no, Y = yes, and D = sent at disarming.

Cross Zone - Provides cross zoning with any of the 137 available loops.

Priority - Requires this loop to be in a normal condition before the area can be armed.

- 13.5** PARTITION NO: 1 PARTITION NUMBER - Enter the area's partition number where this loop is being assigned.
- 13.5A** AREA NO: 1 AREA NUMBER - If you are programming an area system, enter the area number where this loop is being assigned.
- 13.5B** AREA : PERIMETER AREA ASSIGNMENT - For Area systems, enter the area number. All/Perimeter, choose INTERIOR or PERIMETER. Home/Away, choose PERIMETER, INTERIOR, or BEDROOMS. Press a SELECT key under your selection.
- 13.5C** AREAS : 1 2 3 4 ARMING LOOP AREA ASSIGNMENT - If the loop has been programmed as an Arming Type (AR), the only information to enter after the type selection are the areas it controls. If the partition has been programmed as an All/Perimeter or Home/Away, then Area 1 = Perimeter and Area 2 = Interior.
- When the loop is shorted, the selected areas are armed. When restored to normal, the selected areas are disarmed and any alarm bells are silenced. If the loop is opened from a normal (disarmed) state, a trouble is reported. If opened from a shorted (armed) state, an alarm is reported and the loop is disabled until you disarm the area(s) from either a keypad or Remote Access™ computer.
- To visually indicate the armed state of the area(s), you can assign an Armed Output and use a remote LED at the keyswitch. The LED turns on or off to indicate to the user the armed state of the area(s). If any bad loops are present when the keyswitch loop is armed, the LED delays lighting for five seconds. If during the five second delay the keyswitch is turned to the disarmed position, no arming takes place. If the keyswitch stays in the armed position for the entire five seconds, the bad loops are force armed and the LED turns on.
- 13.6** NEXT LP? NO YES NEXT LOOP - When **YES** is selected, the programming for the loop terminates and the display returns to section 13.2 allowing you to enter a new loop number. To make any alterations to the Alarm Action for a loop, answer the Next Loop prompt with **NO**. The Alarm Action is then defined in sections 13.7 through 13.17.
- Loops 100 through 199 have wireless capability:** If you are programming loops 100 to 199, selecting **NO** to **NEXT LOOP - NO YES** displays the prompt **WIRELESS NO**. This display is not visible unless you are programming loops in this range. If the loop you are programming is intended for wireless devices, select **YES** and refer to the programming instructions below. Select **NO** to continue programming non-wireless loops in the 100 to 199 range.
- 13.6A** WIRELESS NO WIRELESS - Select **YES** if you are programming a wireless loop. Press the COMMAND key to continue with wireless programming.
- 13.6B** CHECK IN TM: 60
NONE 10 30 60 CHECK IN TIME - You can set transmitters to check in automatically every 10, 30, or 60 seconds or not at all. To change the default of 60 seconds, press any SELECT key to display the default display of **NONE 10 30 60**. Press the SELECT key under the check in time you want for this loop. Use **NONE** for the C100 ad FA100 Wireless Receivers.
- 13.6C** INT CONT NO INTERNAL CONTACT - Select **YES** to use an internal contact on the wireless transmitter. Select **NO** to use an external contact. When **NO**, the following two prompts are displayed.
- 13.6D** E O L NO END OF LINE - Select **YES** to supervise an external contact connected to the transmitter. At the contact, install a 2.2k Ω End Of Line resistor in parallel for Normally Open contacts and in series for Normally Closed contacts.
- 13.6E** NRM OPEN YES NORMALLY OPEN - Select **NO** if the contact connected to the transmitter is a Normally Closed type.

13.7 ALARM ACTION ALARM ACTION - The Alarm Action section allows you to change the standard definitions of any Loop Type. The Alarm Action for a loop is stored in memory when the Loop Type is specified in section 13.4.

If the Loop Type is Blank, Night, Day, Exit, Auxiliary 1, or Auxiliary 2 it's a non-24 hour loop and the Alarm Action programming begins with Disarmed Open.

If the Loop Type is Fire, Panic, Emergency, or Supervisory it's a 24 hour loop that is always armed and the Alarm Action programming begins with Armed Open.

The Fire Verify Loop Type functions the same as Fire Type, with the following exceptions: When a Fire Verify loop initiates an alarm, the panel performs a Sensor Reset. If any Fire Verify loop initiates an alarm within 120 seconds after the reset, an alarm is indicated. If an alarm is initiated after 120 seconds, the cycle is repeated and a loop fault report is sent to the receiver.

Do NOT program Fire Verify Loop Types for Loop Retard. See section 13.17.

13.8 DISARMED OPEN DISARMED OPEN - Defines the action taken by the panel when the loop is opened while the area is disarmed. There are three actions to define:

- Report to transmit
- Relay Output to activate
- Relay Output action

You must also make these selections for the Disarmed Short, Armed Open, and Armed Short loop conditions. Press the COMMAND key to continue.

A description of each selection follows:

13.8A MSG: TROUBLE REPORT TO TRANSMIT - You can send two report types to the SCS-1 Receiver: Alarm and Trouble. These are programmed by the characters A and T. Press any top row SELECT key to display the following report options.

A T L - **A** - Selecting A, allows an alarm report to be sent to the receiver and the bell output to activate according to loop type. See section 8.4, Bell Action. The loop name appears in the panel's alarmed loops and status lists.

T - Selecting T allows a trouble report to be sent to the receiver and the loop name to appear in the panel's alarmed loops and status lists.

L - When you select L, an alarm report is NOT sent to the receiver. The bell output still activates according to loop type and the loop name appears in the panel's alarmed loops and status lists.

If you have selected the panel's Communication Type as NONE, do NOT program the loops for L (local): Doing so can prevent the Alarm Silence function or a valid disarming from silencing an alarm bell.

- - When you select a - (dash), reports are NOT sent to the receiver. The bell output does not activate and there is no display in the panel's alarmed loops or status list. Only the relay output selected in section 13.8B operates.

13.8B OUTPUT NO: 0 OUTPUT NUMBER - You can specify any of the Relay Outputs on the 1912XR to be activated by a loop condition. The output can be activated regardless of the report to transmit or whether or not the loop is programmed as local. An output activated by an armed loop is turned off when the loop's area is disarmed by a user.

To enter an output number, press a top row SELECT key followed by the output number. Press the COMMAND key.

13.8C OUTPUT ACTION - Entering an output in section 13.8B displays this prompt that allows you to assign an output action to the relay.

A description of the available output actions is given below:

STEADY - The output is turned on and remains on until the area is disarmed, an output cutoff time expires, or the output is reset from the keypad menu.

PULSE - The output alternates one second on and one second off.

MOMENTARY - The output is turned on only once for one second.

FOLLOW - The output is turned on and remains on while the loop is in an off normal, or bad condition. When the loop restores, the output is turned off.

After you've made the three selections in sections 13.8A through 13.8C, the display prompts you for the same three selections for Disarmed Short, Armed Open, and Armed Short conditions. If the loop is a 24 hour type, only the Armed Open and Armed Short conditions are displayed. When you've programmed all of the loop conditions, the Swinger Bypass selection is then displayed.

13.9 SWINGER BYPASS - **YES** allows the loop to be bypassed by the panel according to the specifications programmed in sections 7.7 and 7.8. Selecting **NO** disables swinger bypassing for this loop.

13.10 FAST RESPONSE - Selecting **YES** provides for a loop response time of 167ms. Selecting **NO** provides a normal loop response time of 500ms. Loops 100 to 199 have a fixed response time of 200ms and do not display this prompt.

13.11 RESTORAL - This option allows you to control when and if a restoral report is sent to the SCS-1 Receiver. Press a top row SELECT key to display the available options.

NO - Disables the restoral report option for this loop. The loop continues to operate but does not send a restoral report to the SCS-1 Receiver.

YES - enables a loop restoral to be sent to the SCS-1 Receiver whenever the loop restores to normal from a bad condition.

DISARM - Loop restorals generated during the area's armed state are held in the panel's memory until the area is disarmed. At that time, the loop restoral report is sent to the SCS-1 Receiver.

13.12 CROSS ZONE - Select **YES** to enable cross zoning for this loop. Cross zoning requires one or more armed loops to fault within a programmed time before an alarm report is sent to the receiver.

When a cross zoned loop trips, the bell action assigned to the loop activates. The cross zone time specified in section 7.4, System Options, begins to count down. If another cross zoned loop in the same area faults, or if the first loop restores and faults again before the cross zone time expires, the panel sends an alarm report.

If no other cross zoned loop in the same area trips before the cross zone time expires, the panel sends only a loop fault report to the receiver.

Cross zoning is not compatible with all loop types: You cannot enable cross zoning for Fire verify loops or for any Fire loop type that has Retard Delay set to **YES**.

13-LOOP INFORMATION

- 13.13** PRIORITY - Selecting **YES** allows you to provide additional protection for a loop by requiring it to be in a normal condition before its assigned area can be armed.
- LOOP NUMBER - Enter the loop number to program next. Return to section 13.2 and follow the descriptions of each programming prompt. If all loops are programmed, press the ARROW key at the **LOOP NO: -** display to continue.
- 13.14** SETUP LOOP EXPANDER - Select **YES** to automatically enter into the panel's program all expansion modules connected to the LX-Bus™ of an interface card.
- Press the right SELECT key to start the setup loop expander function.
- Setup LPX is not needed when adding only wireless loops but, if you have combined wireless and hardwire loops on the 872 card, you should run the setup to check for any overlapped addresses.
- After the setup program is complete, the keypad display goes back to **LOOP INFORMATION** to allow you to add any additional devices.
- Select **NO** to go directly to individual transmitter programming. The following prompts are displayed:
- 13.14A** PROGRAM TRANSMITTER - Select **YES** to begin programming wireless transmitters. Select **NO** to return to **LOOP INFORMATION**.
- 13.14B** CONNECT TRANSMITTER - Connect the transmitter, whose loop number is displayed, to the Programming Connector on the 872 HARD-WIRE-LESS Card using the 620 Programming Cable. **RESET THE TRANSMITTER**. The keypad display prompts you for transmitters starting from the lowest loop number to the highest.
- At the **CONNECT XMTR:** prompt, you can also press a SELECT key and enter in any wireless loop number (100 to 199 or 000 for the C100 and FA100 Receivers). After programming all transmitters, press the COMMAND key.
- 13.14C** CONNECT COMMAND TRANSMITTER - Connect the C100 or FA100 you want assigned to the partition shown (P1 = Partition 1) to the 872 Card. Press the Alert button on the receiver to initiate programming. Repeat the programming for each partition. To use the Alert button on the receiver as a panic, program **AMBUSH** as **YES** in System Reports.
- You cannot select WIRELESS if you are using the 862N Network Interface or 862P Printer Interface Cards:*** If you attempt to program wireless loops while using either card, the keypad displays an error message. See sections 13.14D and 13.14E.
- 13.14D** EXISTING DNET - This prompt informs you that **DNET** has been selected as the panel's communication type. You cannot use wireless loops and the 862N Network Interface Card together on the same system.
- 13.14E** EXISTING PRINTER - This prompt informs you that one or more options in Printer Reports has been enabled. See section 11.1. You must remove any Printer Reports programming before using wireless loops on the system.

Additional Loop Programming

The remaining Loop Information you need to specify varies with the different Loop Types. Below is a list of the remaining information needed and the appropriate section numbers that define each step:

Loop Type	Remaining Information	Section Numbers
Night, Day, Panic, Emergency	None, programming complete	N/A
Exit	Prewarn addresses and Entry Delay	Sections 13.15 to 13.16
Fire, Supervisory, Auxiliary 1 and 2	Retard and Presignal addresses	Sections 13.17 to 13.18

- 13.15** PREWARN ADDRESSES - At the start of the entry delay, all keypad addresses selected here display **ENTER CODE:-**. If you want the prewarn to sound at all eight addresses, leave the default as shown.
- To delete an address, press the matching number on the keypad. To disable prewarning at all keypads, press a top row key to clear the addresses shown. Press the COMMAND key when the address selection is complete.
- 13.16** ENTRY DELAY - Select the entry delay timer for this loop. Entry delay timers 1 to 4 are programmed in section 7.3.
- 13.17** LOOP RETARD - When you select **YES**, the loop operates with the retard delay specified in section 7.5. The retard functions only in loop short conditions.
- The loop must remain shorted for the full length of the retard delay before the panel recognizes its condition. If you select **NO**, the loop operates without a retard delay.
- 13.18** PRESIGNAL ADDRESSES - You can enable any combination of keypad addresses to sound a presignal tone during the time a loop is in retard delay. The presignal tone silences when the loop restores or the retard delay expires.
- To enable a presignal address, press any top row SELECT key followed by the number of the keypad address. You can enable the presignal for all eight keypad addresses. To disable a presignal address press the matching number digit again. Press the COMMAND key when the address selection is complete. The Presignal prompt is only displayed when Retard is selected as **YES**.

14.1

STOP

At the **STOP** prompt, pressing any SELECT key allows you to exit the Programmer function of the 1912XR panel. When selected, the panel performs an internal reset and exits the programmer.

The STOP routine causes the following conditions to occur:

- All areas in all partitions are DISARMED
- All loops in all partitions are DISARMED
- The panel's Status List is CLEARED

During the reset, all keypad displays are momentarily blank for two seconds. After the reset, the programming function is terminated and the keypads return to the status list display.

15.1 SET ACCESS CODE

SET ACCESS CODE - Pressing COMMAND at the Stop prompt displays **SET ACCESS CODE**. This allows you to program a code that will then be required to gain access to the panel's internal Programmer through the keypad. You can change this code at any time to any combination of numbers from 1 to 5 digits long.

Once you have changed the code, it is important that you write it down somewhere and store it in a safe place. Lost access codes require the panel to be sent back to DMP for repair.

Access Code restrictions

Do not set an Access Code higher than 65,535. Do not use the codes 6653, 2313, or any 3-digit code that begins with 98. All of these codes are reserved by the 1912XR panel for various functions.

16.1 Events Manager

The 1912XR Events Manager function allows you to delay sending certain reports to the central station receiver. Reports can be kept in the panel's memory until overwritten by new activity or held until the memory buffer reaches 66 events. When the buffer is filled, the panel automatically sends the stored reports to the central station receiver. Below is a list of 1912XR reports that can be delayed using the Events Manager option:

Immediately	Delayed	Report Type
Y		Alarm
Y		Trouble
Y		Restore
	Y	Opening
	Y	Closing
Y		Bypass
Y		Reset
Y		Supervisory
	Y	Add Codes
	Y	Delete Codes
	Y	Change Codes
	Y	Permanent Schedule Change
	Y	Temporary Schedule Change
	Y	Door Access
Y		Late to Close
Y		Force Armed Loop

16.2 Loop type descriptions

This section describes applications for the default loop types in Loop Information programming.

NT (Night Loop) - Controlled instant loop used for perimeter doors and windows and interior devices such as PIRs and Glassbreak detectors.

DY (Day loop) - Used for emergency doors or fire doors to sound the keypad buzzer and display the loop name when the loop is faulted. Day loops also will send alarm reports to the receiver during the system's armed periods.

EX (Exit loop) - Initiates the entry delay timer when its assigned area is fully armed. Also, can initiate an exit delay timer to allow a user to exit an area after the arming process has started.

PN (Panic loop) - Used for connecting to mechanical devices that allow a user to signal an emergency alarm. Panic loops can provide either a silent or audible alarm with or without reporting to a central station receiver.

EM (Emergency loop) - These are used for reporting medical or other non-panic emergencies to the central station receiver.

SV (Supervisory loop) - Used to provide 24-hour loop supervision to devices associated with fire systems. Typical applications are tamper switches on Post Indicator Valves (PIVs), gate valves, and low and high temperature gauges.

FI (Fire loop) - Used for any type of powered or mechanical fire detection device. Typical applications are for smoke detectors, sprinkler flowswitches, manual pull stations, and beam detectors. Retard, cross zoning, and pre-signal options are available for the Fire loop type.

FV (Fire Verify loop) - Used primarily for smoke detector circuits to verify the existence of an actual fire condition. When a Fire Verify loop initiates an alarm, the panel performs a Fire Reset. If any Fire Verify loop initiates an alarm within 120 seconds after the reset, an alarm is indicated. If an alarm is initiated after 120 seconds, the cycle is repeated.

A1 and **A2** (Auxiliary 1 and Auxiliary 2) - These loops are similar to a Night loop and are typically used to protect restricted areas within a protected premises.

AR (Arming loop) - This loop allows you to connect a keyswitch on a loop and use it to arm and disarm one or more areas within a partition.

16.3 Diagnostics function

The 1912XR panel contains a diagnostics function that allows you to conduct a test of the 881 Expansion Interface Card, individual loop locations, and the current state of any loop on the panel. From the Status List, enter in the diagnostics code of 2313 (DIAG) and press Command.

Test 881

The keypad display changes to **TEST 881**. This function allows you to test the ability of the 862N, 862P, 872, and 881 Interface Cards to communicate with loop and output expanders connected to their LX-Bus™. The **TEST 881** function requires that you have (or momentarily set) the address of one of the expanders on the LX-Bus to address 00 (zero, zero).

Although you can use any of the interface card's loop or output expanders, if you select the expander farthest from the panel, you can also verify that the communication link to all expanders is within acceptable limits.

To continue, press any top row SELECT key. The keypad display changes to **TESTING 881**. The panel now polls address 00 exactly 100 times and records the number of no responses to its polling. If all polls are received back by the panel correctly, the keypad displays **0/100 FAILURES**. The **0** (zero) represents the number of failed polling responses.

If one or more polling attempts fail, the keypad displays *** * * / 100 FAILURES**. (The * * * represents the number of polling attempts out of 100 that failed.) A display of **100 / 100 FAILURES** indicates a problem with the interface card or its LX-Bus wiring such as a bad or broken wire, harness not properly connected, or excessive noise or distance.

Loop Finder

Press the Command key to display **LOOP FINDER**. This function allows you to identify individual loops connected to either the 881, the panel, or any loops on the keypad data bus. To use **LOOP FINDER**, press any top row SELECT key. The display changes to **FAULT LOOP**. The next loop on the system that changes from a normal to an open or shorted state is displayed as **LOOP NO: * * ***. Press the ARROW key twice to return to **LOOP FINDER**.

Loop State

Press the Command key to display **LOOP STATE**. This function allows you to enter any loop number and check its current hardware state. Press any top row SELECT key. The display changes to **LOOP NUMBER: _**. Enter in the number of the loop you want to check and press COMMAND. The panel then displays the current state of the loop as either **OPEN**, **NRML**, (normal), or **SHORT**.

To exit the diagnostics function, press the ARROW key until you see the display **STOP** then press any top row SELECT key. The keypad returns to the Status List display.



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