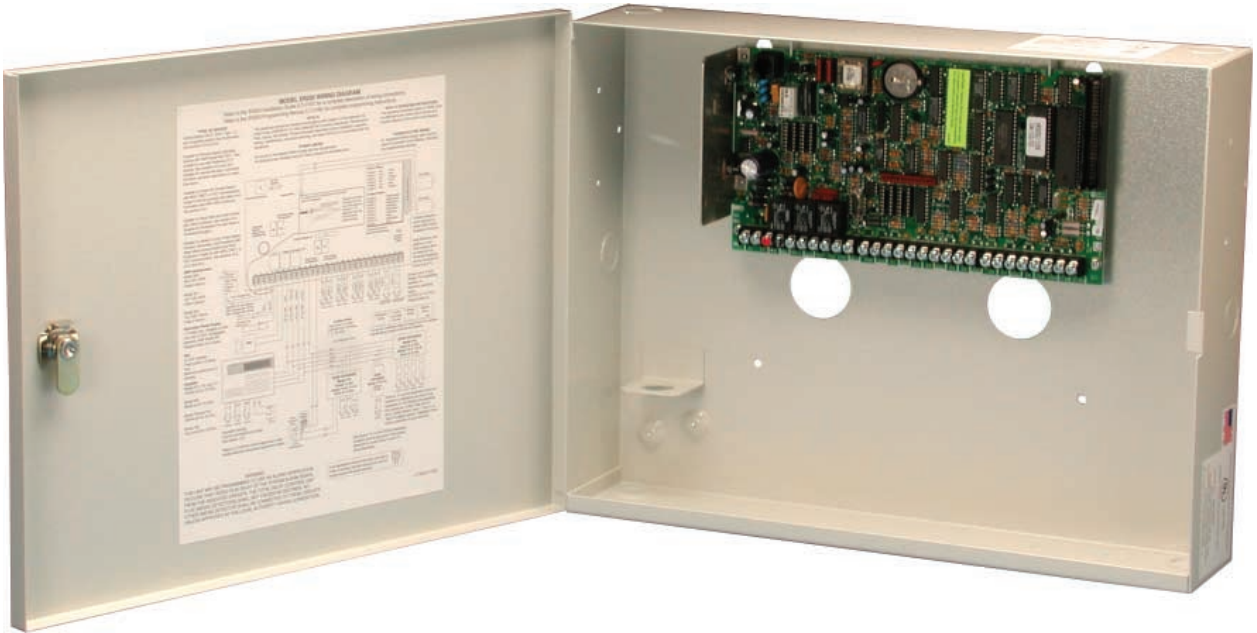


PROGRAMMING GUIDE



XR200 COMMAND PROCESSOR™ PANEL & XR2400F FIRE ALARM CONTROL PANEL

**MODEL XR200 COMMAND PROCESSOR™ PANEL
&
MODEL XR2400F FIRE ALARM CONTROL PANEL
PROGRAMMING GUIDE**

FCC NOTICE

This equipment generates and uses radio frequency energy and, if not installed and used properly in strict accordance with the manufacturer's instructions, may cause interference with radio and television reception. It has been type tested and found to comply with the limits for a Class A computing device in accordance with the specification in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the installer is encouraged to try to correct the interference by one or more of the following measures:

Reorient the receiving antenna

Relocate the computer with respect to the receiver

Move the computer away from the receiver

Plug the computer into a different outlet so that computer and receiver are on different branch circuits

If necessary, the installer should consult the dealer or an experienced radio/television technician for additional suggestions. The installer may find the following booklet, prepared by the Federal Communications Commission, helpful:

"How to identify and Resolve Radio-TV Interference Problems."

This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402
Stock No. 004-000-00345-4

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Revisions to This Document

This section explains the changes that were made to this document during this revision. This section lists the date and the change that was made, the section number and section heading, and a quick summary of the change.

Date	Section Number and Heading	Quick Explanation of Changes
5/03	Entire Document	Added SCS-1R references to the appropriate places.
5/03	7.5 Zone Retard Delay	Added description of using Zone Retard Delay with an A1, A2, or Arming type zone with a light sensor.
5/03	8.5.3 Communication Fail Output	Information added stating that the output can be turned off through the User Menu.
5/03	8.5.10 Phone Trouble Output	Section corrected to include activation of output when short across pins 2 and 7 of phone block is lost.
5/03	13.18 Armed Output Number	Sentence added to clarify that the Armed Output turns on at the beginning of the exit delay.
5/03	14.9.1 Report to Transmit	Supervisory Zone type removed from UL note.
5/03	14.17.3 Connect Command Transmitter	Press Reset button to initiate programming.
5/03	17.1 Diagnostics Function	Note added to clarify wireless zone diagnostics.
5/03	17.2 Using the 984 Command Function	Section rewritten to provide clarity.
5/03	17.3 Using the Walk Test	Note added to clarify testing panic zones.
5/03	17.11 Inovonics Transmitters	Section added with additional information about programming transmitters. Note: Subsequent numbers changed.
5/03	17.12 Zone Type Descriptions	Expanded A1 and A2 and Arming Zone explanations to include using a light sensor. Added Blank Zone Type description.
5/03	17.13 Zone Type Specifications	Expanded Retard Delay explanation to include using an Arming Zone.
10/02	3.2.3 Test Frequency	New programming prompt added.
10/02	3.19 Receiver Two Programming	Sentence added stating that the following prompts not shown if COMM TYPE is HST and 2ND LINE is NONE.
10/02	3.26 First Telephone Number	Information added clarifying pager information.
10/02	3.28 Pager Identification Number	Information added clarifying pager information.
10/02	14.17.4 Transmitter Programmed	Prompt added to documentation.
10/02	17.10 462N Examples	Table updated to reflect proper configuration.
5/02	2.2 Clear All Memory	Programming Prompt added to initialize all programming.
5/02	3.6 DTMF	Programming Default changed to YES
5/02	3.9 Test Frequency	Programming Default changed to 1
5/02	7.4 Cross Zone Time	Programming Default changed to 4.
5/02	17.10 462N Examples	Table revised for clarity.
3/02	3.2.4 UL AA	Check-in Time and Fail Time defaults changed to 1 (one).
1/02	3 Communication	DNET programming type removed.
1/02	12 Host Log Reports	Section added for Host Log Reports feature.
1/02	17.9 462N Examples	Section added with 462N card examples.
12/01	3.2.1 Retry Time	Section added for new programming operation.
12/01	3.2.2 Host Backup	Section added for new programming operation.
12/01	3.2.3 Modem Setup	Section expanded for new programming operation.
12/01	3.2.4 UL AA	Section added for new programming operation.
12/01	16 Appendix	Entire section rearranged for clarity.
12/01	16.3 Using the Walk Test	Clarification added regarding bells.

Introduction

1.1 Before you begin

This guide provides programming information for the DMP XR200 Command Processor™ Panel and the XR2400F Addressable Fire Alarm Control Panel. After this Introduction, the remaining sections describe the functions of each programming menu item along with the available options. Before starting to program, we recommend you read through the contents of this guide. The information contained here allows you to quickly learn the programming options and operational capabilities of the panel.

In addition to this guide, you should also read and be familiar with the following XR200 documents:

- XR200 Installation Guide (LT-0197)
- XR200 Product Specification (LT-0198)
- XR200 Security Command® User's Guide (LT-0287)

If you are using the XR2400F Addressable Fire Alarm Control Panel, you should also read and be familiar with these documents:

- XR2400F Installation Guide (LT-0554)
- XR2400F Product Specification (LT-0517)
- XR2400F User's Guide (LT-0560)

Internal Programmer

The panel contains all of its programming information in an on-board processor and does not require an external programmer. You can perform all programming tasks through a DMP alphanumeric keypad set to address one.

Programming Information Sheet

Included with each panel are the Programming Information Sheets. These list the various programming prompts and available options for programming the panel. Before starting to program, 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 prevent errors and can shorten the time you spend programming. Completed sheets also provide you with an accurate record 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 programming session using the alphanumeric keypad.

1.2 Getting Started



Ground Yourself Before Handling the Panel! Touch any grounded metal, such as the enclosure, before touching the panel to discharge static.

Remove All Power From the Panel! Remove all AC and Battery power from the panel before installing or connecting any modules, cards, or wires to the panel.

Before starting to program the panel, make sure the panel is properly grounded, and also ensure that the AC and battery power is applied to the appropriate panel terminals.

All wiring connections and grounding instructions are detailed in the XR200 Installation Guide (LT-0197) and the XR2400F Installation Guide (LT-0554).

Accessing the Programmer

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 an alphanumeric keypad set to address one. Press COMMAND.
4. The keypad displays PROGRAMMER.

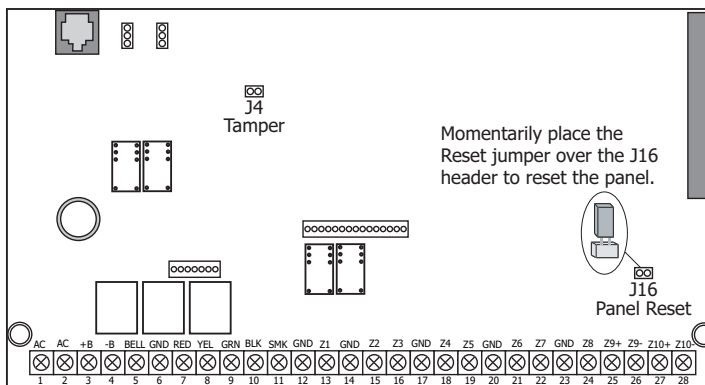


Figure 1: XR200 Panel Showing Reset

You are now ready to start programming the panel.

Initializing the Panel

After installing the panel, use the **Initialization** function to set to defaults the panel's programming.

Note: The default user code is 99. This should be changed as soon as the system is operational.

1.3 Programmer Operation

There are 14 programming sections to choose from:

Menu Item	Section in this manual	Menu Item	Section in this manual
Initialization	2	Status List	10
Communication	3	Printer Reports	11
Device Setup	5	Host Log Reports	12
Remote Options	5	Area Information	13
System Reports	6	Zone Information	14
System Options	7	Stop	15
Output Options	8	Set Lockout Code	16
Menu Display	9		

To select a section for programming, press any one of the Select keys when the name of that section is displayed on the keypad. Detailed instructions for each programming step are found in sections 2 to 16.

1.4 Programmer Lockout Codes

The panel allows you to enter the programming function without entering a lockout code using the steps 1 to 4 listed in Getting Started. We recommend, however, that you install a Lockout Code that restricts programming to only those persons your company authorizes. You can do this by using the **SET LOCKOUT CODE** feature in the Programmer. Use this new Lockout Code to restrict any unauthorized programming of the panel.

After resetting the panel and entering the code 6653, the keypad displays **PROGRAMMER**. Press COMMAND to advance through the programming sections until **SET LOCKOUT CODE** is displayed (after **STOP**). Press any top row Select key. The keypad displays **ENTER CODE: - .** Enter a 3 to 5 digit Programmer Lockout Code and press COMMAND. The keypad displays **ENTER AGAIN** followed by **ENTER CODE: - .** Enter the same 3 to 5 digit code a second time and press COMMAND. The keypad displays **CODE CHANGED**.

Note: The panel will not accept a 5-digit Lockout Code higher than 65535. The new code number must now be entered before the programmer function can be accessed.

The Lockout Code should be written down and kept in a secure place with access limited to only those persons authorized by your company to program the panel.

1.5 Reset Timeout

The panel 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. All data entered up to that time is saved in the panel's memory.

1.6 Special Keys

COMMAND Key

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 zone names. Press the COMMAND key after you have entered the information and it is being displayed correctly on the keypad.

Back Arrow Key

Use the Back Arrow key to back up one step while programming. The Back Arrow key is also used when an error is made while entering information. Press the Back Arrow key once to erase the last character entered.

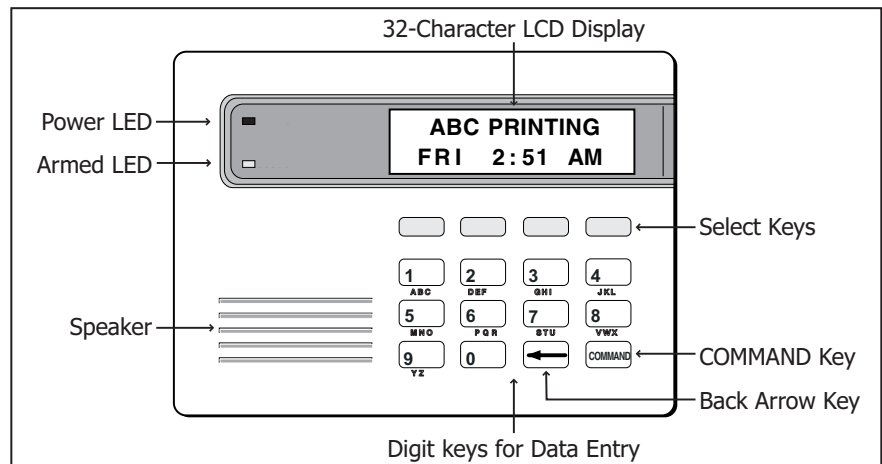


Figure 2: Keypad Function Keys

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 by pressing the appropriate Select key under the display then entering the new information through the keypad.

When there are more than four response options available, pressing the COMMAND key brings up the next 1 to 4 options on the keypad display. Pressing the Back Arrow key allows you to review the previous four choices.

The Select keys are also used for selecting a section from the programming menu 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 starts over.

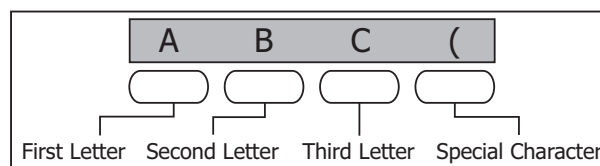


Figure 3: Entering Alpha Characters

1.8 Entering Non-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. You can also enter the following characters: - (dash), . (period), * (asterisk), and # (pound sign) using the zero key and the four Select keys from left to right. For example, to enter a - (dash), press the zero key and then the left Select key. A dash now appears in the keypad display.

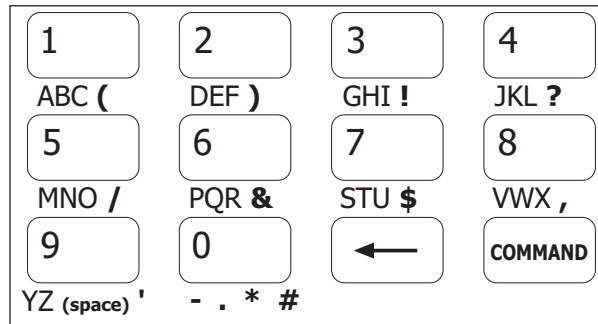


Figure 4: Special Characters

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 zeros. The panel 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 5.

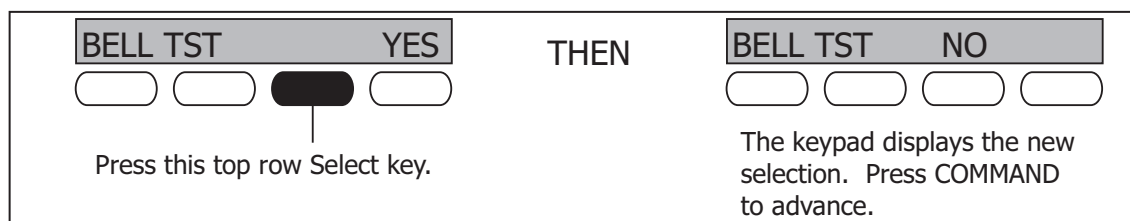


Figure 5: Changing the Current Programming Option

Initialization

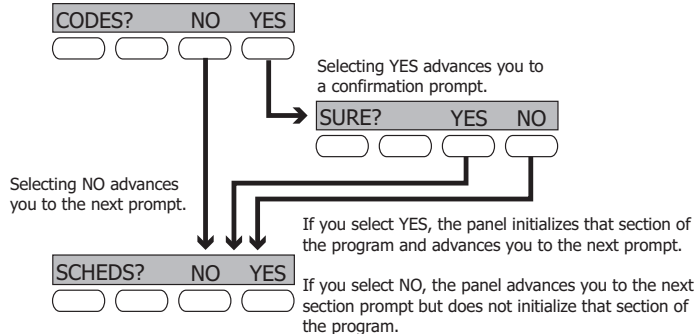
2.1

INITIALIZATION

Initialization

This function allows you to clear selected parts of the panel's program back to the factory defaults in preparation for system programming.

For each section of the panel's program you can initialize, a NO or YES option is provided.



2.2

INIT ALL? NO YES

Clear All Memory

SURE? YES NO

NO - Leaves existing programming intact.

YES - Clears all memory.

2.3

CODES? NO YES

Clear All Codes

SURE? YES NO

NO - Leaves existing codes intact.

YES - Clears the user code memory and assigns the user code number 99 to the highest user position in each partition.

2.4

SCHEDS? NO YES

Clear All Schedules

SURE? YES NO

NO - Leaves existing schedules intact.

YES - Clears all primary, secondary, permanent, temporary, and output schedules.

2.5

EVENTS? NO YES

Clear Display Events Memory

SURE? YES NO

NO - Leaves existing event memory intact.

YES - Clears the Security Command keypad display events memory.

2.6

ZONES? NO YES

Clear Zone Information

SURE? YES NO

NO - Leaves existing zone information intact.

YES - Clears the zone information for all zones. All zones are marked * UNUSED * and must be renamed before being able to display on any system keypad.

2.7

AREAS? NO YES

Clear Area Information

SURE? YES NO

NO - Leaves existing area information intact.

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.

2.8

OUTPUTS? NO YES

Clear Output Information

SURE? YES NO

NO - Leaves existing output information intact.

YES - Clears all programmed Output names and any output cutoff assignment.

2.9

COM/RMT? NO YES

Clear Communication and Remote Options

SURE? YES NO

NO - Leaves existing communication and remote options intact.

YES - Clears communication and remote options programming to factory defaults.

2.10

DEFAULTS NO YES

Set to Factory Defaults

SURE? YES NO

NO - Leaves existing panel programming intact.

YES - Sets the remainder of the panel's programming back to the factory defaults.

Communication

3.1 COMMUNICATION **Communication**

Configure the communication options for the panel. The information you program varies with the Communication Type you select.

3.2 COMM TYPE: DD **Communication Type**

Specifies the communication method the panel uses to report system events to DMP SCS-1/SCS-1R Receivers or non-DMP receivers. Press any Select key.

NONE - For local systems. Selecting NONE ends communication programming. When COMM TYPE = NONE and there is an unrestored System Trouble, then the keypad will sound daily at 10:00 AM.

NONE DD MPX M2E **DD** - Digital Dialer communication to a DMP SCS-1 or SCS-1R Receiver.

MPX - Multiplex communication to a DMP SCS-1 Receiver.

M2E - Modem IIe communication to non-DMP receivers. This format sends the report codes of the Radionics Modem IIe communication format to the receiver(s) programmed in Receiver 1 and 2 programming. Once the receiver has been contacted, the panel waits approximately 45 seconds for the Modem IIe handshake before hanging up and making another attempt.

Note: Do not use the M2E communication option if the system has over 255 zones. When using Modem IIe to communicate between a Radionics D6500 receiver and the XR200 panel, zone numbers 256 to 299 CANNOT be received by the D6500 and will all be reported as 255. If using the XR200-485, refer to the Programming Guide (LT-0466) for additional M2E notes.

CID HST

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 receiver(s) programmed in Receiver 1 and 2 Programming. The panel sends reports to the receiver using either CID or standard DMP SDLC based on each receiver's ability to process the CID format. The panel determines whether the receiver can process the CID format by the acknowledgment tones the receiver transmits when first contacted. If the receiver can process the CID format, only those event reports for which there are CID definitions will be sent by the panel. This restriction prevents the panel from dialing the receiver for a report it cannot send.

HST (Host) - Asynchronous communication using the 462N Network Interface Card. The DMP Host/Output reporting format is transmitted over an asynchronous data network to the SCS-1 or SCS-1R Receiver. If you need to send a duplicate signal to the central station and you have selected HST, use Receiver 2 programming to send the duplicate signal.

Note: When HST is selected, 2ND LINE programming allows you to select D2 for two line supervision when using a Model 893 or 893A Dual Phone Line Module.

There are extra options available if you selected HST for the communication type. These options are explained in sections 3.2.1 through 3.2.5.

3.2.1 RETRY TIME: - **Retry Time**

After selecting HST, the keypad displays retry time: -. Enter the number of seconds (3 to 15 seconds) the panel should wait before retrying to send a message to the receiver if an acknowledgment was not received. The panel will retry as many times as possible for a period of one minute before sending a network trouble message. For example, if retry time is set to 15, the panel will retry 4 times. The default Retry Time is 5 seconds.

3.2.2 | | | | |-----------|----|-----| | HST BCKUP | NO | YES | |-----------|----|-----| **Host Backup**

After displaying the Retry time prompt, the keypad displays HST BCKUP NO YES. Select YES to enable Host Backup. Select NO to disable Host Backup. You can still program 2nd line for a different communication type, such as CELL or DD.

Note: Refer to the Appendix for more information about using Host Backup.

3.2.3 | | | |------------|------| | TEST FREQ: | NONE | | NONE REG | 7 30 | **Test Frequency**

Specifies the communication test interval for the host backup. This is displayed if HST BCKUP is programmed as YES.

NONE - No communication test is made on the host backup.

REG - A HST BCKUP 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 HST BCKUP test fails to communicate after 1 minute, the regular communication channel sends a Warning: Panel Backup Communication Fail (S12) report. The next time the panel sends a report over the HST BCKUP, the regular communication channel sends a BACKUP COMMUNICATION LINE RESTORED (S04).

3.2.4 | | |--------------| | MODEM SETUP: | | - | | - | **Modem Setup**

The keypad displays MODEM SETUP:. Press COMMAND. Enter up to two lines of 16 characters to equal 32 characters for the string that is sent to the device connected to the 462N Network Interface Card.

If the network device is an iCOM and you are using Host Backup, refer below for the iCOM's setup string. If you are using a non-DMP network device such as a CDPD Modem, refer to the device's literature for the setup string.

Note: If the iCOM is **only** being used for the **main** host communication (Host Backup is NO), do NOT enter a Modem Setup String here.

There are two ways to use the Host Backup and Modem Setup features to send messages through the backup Host. You could have two 462N cards on the panel and assign the Modem Setup String to send the backup messages through a backup network device, such as a cellular radio. Alternatively, you can have one 462N card and assign the Modem Setup String to route the backup messages to the backup receiver.

Note: If you are using a non-DMP network device and an iCOM, use the non-DMP device as the backup device. If not, the Modem Setup String entered will override the IP Address of the iCOM and will not be used for the non-DMP network device.

The Modem Setup String for the iCOM should be entered as follows: AT#UCXXX.XXX.XXX.XXX#PPPPP. Also enter the UDP Port Number in place of the Ps. The default port number is 2001. To enter the #, press 0 and the far right top row Select key. To enter . (periods), press 0 and the second from the left Select key. Enter the backup IP Address in place of the Xs.

Refer to the table in section 17.10 462N Network Interface Card Examples of the Appendix for complete information about when to use the Modem Setup String.

Note: If you are using Host Backup and UL AA is set to YES, the panel will only send the S72 (Warning: Network Trouble) message after the first series of host message attempts fails. Refer to the Appendix for information about Host options.

3.2.5 | | | | |-------|----|-----| | UL AA | NO | YES | |-------|----|-----| **UL AA**

At the UL AA prompt, select Yes to enable AA Mode or NO to disable AA Mode. NO is the default setting. UL AA involves check-in reports. Check-in reports are a method of supervising the panel's communication with the receiver. To be UL AA compliant, panels must check-in with the receiver every 6 minutes when armed.

The SCS-1/SCS-1R Receiver verifies that the next Check-in report is received at the appropriate time. SCS-1/805 or higher firmware is required in the SCS-1 Receiver. When AA is selected and the check-in fails after one minute, the panel sends a WARNING: NETWORK TROUBLE (S72) report on the 2ND LINE. The next time the HST report is successfully sent, the panel sends a NETWORK RESTORED (S73) report over the 2ND LINE.

UL AA	NO	YES
-------	----	------------

If you select YES for UL AA, the DISARM CHKIN prompt displays. Press any

DISARM CHKIN	RND
--------------	------------

Select key to display Minutes: - RND. Enter the number of minutes, from 1

MINUTES: -	RND
------------	------------

to 6, between disarmed check-in reports. If any area is armed, the report is automatically sent every 6 minutes.

To select RND (Random), press the top right Select key. RND is the default setting. Selecting RND causes the panel to send the Check-in report at random times. When all areas are disarmed, the panel sends the report randomly but always between 5 to 60 minutes. If any area is armed, the panel sends the report every 6 minutes.

Note: NET TRBL, Network Fail Notification, is automatically enabled when UL AA is enabled. NET TRBL allows the panel to detect a failure of the primary host, send an S72, Network Trouble message, through the DD if it is programmed as the second line. When the primary host restores the panel will send an S73, Network Restored message.

UL AA	NO	YES
-------	----	-----

If you select NO for UL AA, the SUB CODE prompt is displayed. Select YES if the panel will send a Panel Substitution Code when communicating with the receiver. The Panel Substitution Code increases the level of security by helping to ensure that the panel sending the message to the receiver has not been substituted by another panel. By default, SUB CODE is NO. When UL AA is YES, the substitution code is always sent.

SUB CODE	NO	YES
----------	----	-----

CHECKIN:	1
----------	----------

FAIL TIME:	1
------------	----------

NET TRBL	NO	YES
----------	----	-----

At the checkin: - prompt, enter the number of minutes, from 0 to 240, between check-in reports when the panel is armed or disarmed. Check-in reports are a method of supervising the panel for communication with the receiver. Enter 0 (Zero) to disable the check-in. The default checkin is 1.

Note: When used for Fire Protective Signaling, the Check-in Time should not exceed 1 minute.

Entering a Fail Time allows the receiver to miss multiple check-ins before logging that the panel is missing. For example, if checkin is 10 and Fail time is 30, the receiver only indicates a Panel Not Responding after 30 minutes. The Fail time must be equal to or greater than the CHECKIN time: If the CHECKIN is 10 minutes, the FAIL TIME must be 10 or more. The maximum FAIL time is 240 minutes. The default fail Time is 1 (one).

Select YES at the NET TRBL prompt to Enable Network Fail Notification. When UL AA is enabled, this feature is automatically enabled.

When NET TRBL is YES and the panel detects a failure of primary host communication, the panel will send an S72, Network Trouble message, through the DD if it is programmed as the second line. Also, the trouble keypads will sound a continuous tone and display "NETWORK -TRBL." Press any key to silence the tone.

When the primary host restores the panel will send an S73, Network Restored message, through the DD if it is programmed as the second line. The "NETWORK -TRBL" display will be removed from the keypad and the tone will automatically silence.

3.3

2ND LINE: NONE

2ND Phone Line

Allows you to use a second communication line to send reports to the SCS-1/SCS-1R Receiver should the first phone line fail. The default 2nd Phone Line for the XR200 is NONE. The default 2nd Phone Line for the XR2400F is DD.

If 2ND LINE is DD or CELL (and you are not using a 462N Network Interface Card), you will need to install a DMP 893 or 893A Dual Phone Line Module to connect both the main and secondary phone lines to the panel.

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/SCS-1R Receiver. When using M2E or CID as the main Communication Type, choose DD to communicate to an M2E or CID receiver on the 2ND LINE.

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

1. Only zone alarms, Ambush, Line 1 Trouble, Abort, Recall Test, and Delayed Events are 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.
3. The dialing sequence uses the first phone number on line 1 only and the second phone number on line 2 only. This allows the panel to use the cellular phone number for cellular calls only without needing prefixes or area codes for land line dialing.

If 2ND LINE = DD	If 2ND LINE = CELL
Panel dials the 1st ph # twice on Line 1	Panel dials the 1st ph # twice on Line 1
Panel dials the 1st ph # twice on Line 2	Panel dials the 2nd ph # twice on Line 2
Panel dials the 2nd ph # twice on Line 1	Panel dials the 1st ph # twice on Line 1
Panel dials the 2nd ph # twice on Line 2	Panel dials the 2nd ph # twice on Line 2
Panel dials the 1st ph # twice on Line 1	Panel dials the 1st ph # twice on Line 1

NONE DD CELL D2

D2 - Select D2 to allow supervision of a second telephone line connected to a Model 893 or 893A Dual Phone Line Module. D2 is only displayed if HST is the main Communication type.

M2E

M2E - Allows 2nd line communication using the Modem IIe format when HST is the main communication type. M2E is only displayed if HST is the main communication type.

NONE DD CELL HST

HST (HOST) - DMP Asynchronous communication to a DMP SCS-1/SCS-1R Receiver or Host automation system. If HST is selected as the Communication Type, HST will not be displayed as an option in 2ND LINE. If HST is selected for 2ND LINE, all zone 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 SCS-1/805 or higher firmware.

3.3.1 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, CELL or HST.

NONE REG 7 30

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

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 ACCT NO: 12345 Account Number

Enter the account number sent to the SCS-1/SCS-1R Receiver.

DD and HST - The range of valid account numbers for a panel using DD or HST is 1 to 65535. For accounts of four digits or less, do not enter leading zeros.

CID and M2E - Choose an account number between 1 to 9999.

MPX - A 5-digit account number is required for panels using 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, which is between the range of 000 and 127. Individual area account numbers must be between the range of 128 to 999 on the same line. Example: 10128 to 10999.

3.5 XMIT DELAY: 0 Transmit Delay

Enter the number of seconds (1 to 60) the panel waits before sending burglary reports to the receiver. Alarm bells and relay outputs are not delayed during this period. Program Burglary Outputs for pulsed or steady, and set Abort Reports to YES if Opening and Closing reports are not being sent. Enter zero to disable. The default Transmit Delay is 0 (zero).

3.6 DTMF NO YES DTMF

YES enables tone dialing by the panel. NO enables rotary dialing.

3.7 EVENT MGR: SEND Events Manager

Specifies when non-alarm reports are sent to the receiver. This selection does not affect zone alarm, zone trouble, zone restoral, supervisory, or serviceman messages. Closing reports are not delayed if the Closing Wait option is YES. Contact ID and Modem IIe do not delay reports but send them as they occur.

SND DLY KEEP

SND - All reports are sent to the receiver as they occur.

DLY - All non-alarm reports are held until the panel's memory buffer contains 133 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 are overwritten by new activity. You can view the contents of the memory buffer using DMP Remote Link™ or System Link™. You can also use the display events feature in the User Menu. Refer to the Appendix for a table listing the delayed report types.

