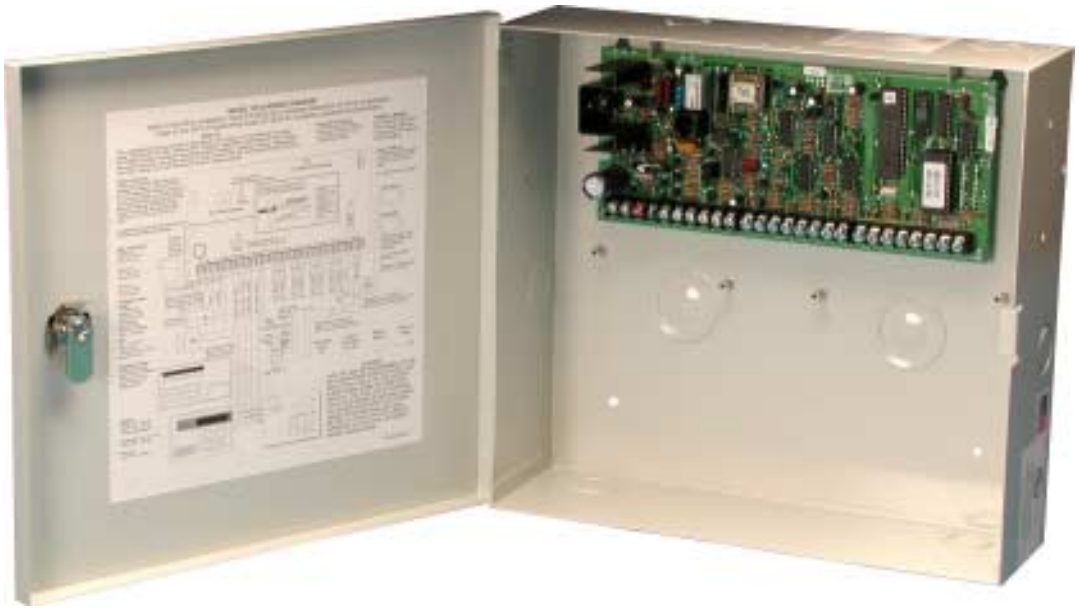
PROGRAMMING GUIDE



XR6 COMMAND PROCESSOR™ PANEL and XR10 COMMAND PROCESSOR™ PANEL

Digital Monitoring Products

MODEL XR6/XR10
COMMAND PROCESSOR
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 B 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

Information furnished by DMP is believed to be accurate and reliable.
This information is subject to change without notice.

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1.1 Before You Begin

About this Guide

This guide provides programming information for the DMP XR6/XR10 Command Processor Panel. After this Introduction, the remaining sections describe the functions of each programming menu item along with their 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 XR6/XR10 panel.

In addition to this guide, you should also read and be familiar with the following XR6/XR10 documents:

- XR6/XR10 User's Guide (LT-0226)
- XR6/XR10 Programming Sheet (LT-0212)
- XR6/XR10/XR20/XR40 Installation Guide (LT-0229)

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 keypad connected to the system.

Programming Information Sheets

Included with each panel is a Programming Information Sheet. This lists the various keypad prompts and available options for programming the panel. Before starting to program, we recommend you completely fill out the sheet with the programming options you intend to enter into the panel.

Having a completed programming sheet available while entering data helps prevent errors and can shorten the time you spend programming. A completed programming sheet also provides 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 tells you how to start and end a programming session.

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 you begin programming, make sure the panel is properly grounded and AC and battery power is applied to the appropriate panel terminals. All wiring connections and grounding instructions are detailed in the XR6/XR10/XR20/XR40 Installation Guide (LT-0229).

Initializing the Panel

When programming a panel for the first time, or rewriting the entire program of an existing panel, use the **Initialization** function described in section 2. Initializing clears the panel's memory of any old or incorrect data.

Accessing the Programmer

To access the programmer function of the XR6/XR10:

1. Place a slotted screwdriver across the two J16 reset jumpers for two seconds.
2. Remove the screwdriver.
3. Enter the code 6653 (PROG) into the keypad.
4. Enter your Access Code (if prompted to do so).
5. The keypad displays: **PROGRAMMER.**

You are now ready to start programming the panel. Pressing the COMMAND key scrolls you through the programming menu items listed in section 1.3.

1.3 Programming Menu

To select a section for programming, press any top row Select key when the name of that section is displayed on the keypad. The detailed instructions for each programming step are found in the following sections. There are 9 programming menu items to choose from:

Menu Item	Section	Menu Item	Section
Initialization	2	Output Options	7
Communication	3	Zone Information	8
Remote Options	4	Stop	9
System Reports	5	Set Lockout Code	10
System Options	6		

1.4 Programmer Lockout Codes

Although the XR6/XR10 panel allows you to enter the built-in Programmer without a lockout code, we recommend you install one to restrict programming access to only those persons your company authorizes. You can do this by using the **SET LOCKOUT CODE** feature at the end of the Programmer menu.

Installing a lockout code

1. After entering the Programmer menu, the keypad displays **PROGRAMMER**. Press the COMMAND key to advance through the programming sections until **SET LOCKOUT CODE** displays (after **STOP**).
2. Press any top row Select key. At the **ENTER CODE: -** display, enter a 1 to 5-digit programmer lockout code. Press COMMAND.
3. The displays shows **ENTER AGAIN**. Enter the same lockout code again and press COMMAND. The display shows **CODE CHANGED**. The new code number must now be entered before the Programmer menu can be accessed.

Write the lockout code number down and keep it in a secure place with access limited to authorized persons.

Lost Lockout Code requires factory reset: If you lose or forget the lockout 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 lockout code.

1.5 Reset Timeout

The XR6/XR10 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 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 point is saved in the panel's memory.

Using the STOP function disarms all areas: To exit the panel's Programmer you must use the Stop function. The STOP function is the second to the last option in programming. The Stop function disarms all areas and clears the panel's Status List.

The programming session is then terminated and the keypads return to the Status List.

1.6 Special Keys

Pressing the COMMAND key allows you to go forward through the programming menu and through each step of a programming section.

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.

Back Arrow Key

Use the Back Arrow key to back up one step while in the programming menu or within a programming section. The Back Arrow key also allows you to correct an error by erasing the last character entered.

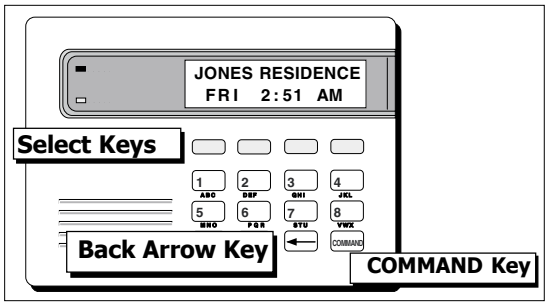

Figure 1: Keypad Function keys

Select Keys

The top row of keys are called the Select keys. When the Programmer displays an option for you to select, such as **YES** or **NO**, you press the Select key under the option you want to enable.

The Select keys also allow you to change programming 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 key under the display then enter the new information through the keypad.

If you are changing a phone number or account number, press the Select key followed by 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 set of options on the 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. 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 is retained and the process begins again.

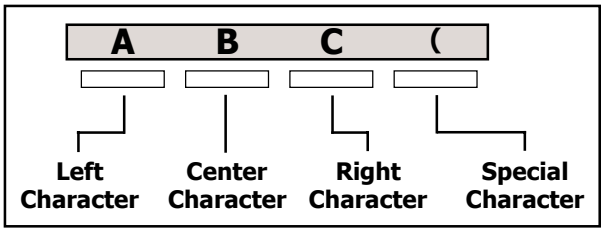

Figure 2: Keypad Display and Select keys

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. 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.

Refer to the diagram to the right for a complete layout of the digit keys, and the letters and characters each digit key contains.

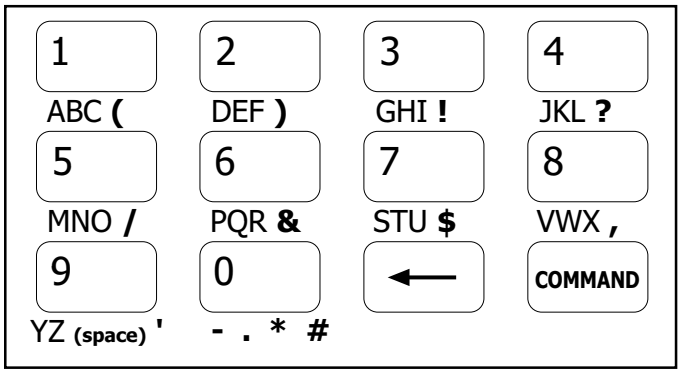

Figure 3: Special Characters

1.9 Keypad Displays 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 XR6/XR10 automatically 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 **YES** and you want to change it to **NO**, press the third top row Select key from the left. The display changes to **NO**. Press the COMMAND key to go to the next prompt. See Figure 4.

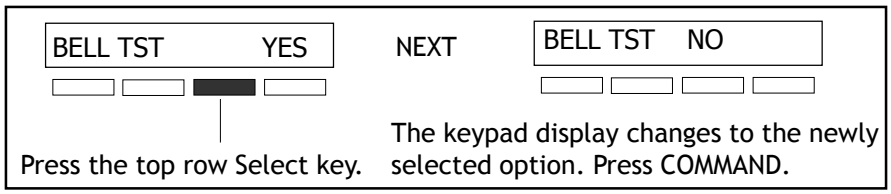

Figure 4: Changing the current option selected.

2 – INITIALIZATION

2.1 | INITIALIZATION |

INITIALIZATION

This function allows you to set the panel's user codes and Programmer selections back to factory defaults before programming the panel for the first time or a new installation.

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 accidently erasing the programming. No memory is cleared from the programming until you answer yes to the **SURE? YES NO** prompt.

A description of each initialization options follows below:

2.2 | CODES? NO YES |

| SURE? YES NO |

CLEAR ALL CODES

YES clears the panel's user code memory and assigns the Master user code **99** to user number 12.

2.3 | DEFAULTS? NO YES |

| SURE? YES NO |

SET TO FACTORY DEFAULTS

YES sets the panel's Programmer selections back to factory defaults and clears any information stored in Display Events memory.

2.4 | HRS TILL TEST 12 |

HOURS TILL TEST

Enter the number of hours from 0 to 23 the panel waits to send the Recall Test to the receiver. Entering Zero (0) sends the first recall test report when the programmer is exited.

Once you have finished programming the panel, reset the panel by shorting the J16 reset jumpers for two seconds. The Recall Test timer now begins and runs the number of hours programmed in Hours Till Test. After the programmed hours have elapsed, the Recall Test is sent to the receiver. Whatever time of day this happens to be is the time that the Recall Test will always be sent according to the number of days you selected in Test Frequency.

3.1 COMMUNICATION

COMMUNICATION

This section allows you to configure the communication settings for the panel. After choosing the Communication type, continue through the remaining options.

3.2 COMM TYPE: **NONE**

COMMUNICATION TYPE

Specifies the communication method the panel uses to contact the receiver. Press any Select key to display the following communication options:

NONE DD 4-2 CID

NONE - For local systems. Selecting this ends Communication programming.

DD - Digital Dialer communication to DMP SCS-1 or SCS-105 Receivers.

4-2 - 4-2 communication to non-DMP receivers.

CID - Contact ID communication to non-DMP receivers. This format sends the report codes of the Ademco® Contact ID communication format.

3.3 ACCOUNT NO: 12345

ACCOUNT NUMBER

Enter the account number sent to the receiver.

DD - The range of account numbers for Digital Dialer is 1 to 65,535. For account numbers of four digits or less, you do not have to enter leading zeros. The panel automatically right justifies the account number.

4-2 - The range of account numbers using 4-2 communication is 1 to 9999.

CID - The range of account numbers using Contact ID communication is 1 to 9999.

3.4 XMIT DELAY: 0

TRANSMIT DELAY

Enter the length of time the panel waits before sending burglary alarm reports to the receiver. The available range is 10 to 60 seconds in 10-second increments. Alarm bells and relay outputs are not delayed during this period. Burglary Type output must be programmed for Steady output.

If the area where the alarm occurred is disarmed during the Transmit Delay, only an Abort Report is sent. Abort Reports must be set to **YES**.

Enter zero to disable Transmit Delay.

3.5 DTMF NO **YES**

DTMF

YES enables tone dialing. **NO** enables rotary dialing.

3.6 DFR TEST **NO** YES

DEFER RECALL TEST

Select **YES** to allow the programmed test report to be deferred if the panel communicates with a receiver within the time set in Test Frequency. Select **NO** to send the test report as programmed in Test Frequency, regardless of previous panel communication.

3.7 TEST FREQ: 0

TEST FREQUENCY

Allows you to set how often the panel's test report is sent to the receiver. Enter from 1 to 60 days. Enter zero to disable the test report.

3.8 RECEIVER 1 PROG

RECEIVER 1 PROGRAMMING

Allows you to set the reporting options for the first receiver the panel attempts to contact when sending reports. The XR6/XR10 supports communication to two receivers.

3.9 ALARM NO **YES**

ALARM REPORTS

Select **YES** to enable Abort, Alarm, Alarm Restoral, Alarm Bell Silenced, Ambush, Exit Error, and System Recently Armed reports to be sent to this receiver.

3.10 SPV/TRBL NO **YES**

SUPERVISORY/TROUBLE REPORTS

Select **YES** to enable supervisory, trouble, trouble restoral, force armed, and zone fault reports to be sent to this receiver.

3.11 O/C USER **NO** YES

OPENING/CLOSING AND USER REPORTS

Select **YES** to enable opening/closing, door access, schedule and code changes, bypass, and zone reset reports by user to be sent to this receiver.

3.12 TEST RPT NO **YES**

TEST REPORT

Select **YES** to enable the Recall Test report to be sent to this receiver. Reports are sent according to the programming in section **3.7 Test Frequency**.

3.13 BACKUP **NO** YES

BACKUP REPORTING

YES enables this receiver to be a backup to the other receiver in the event the other receiver cannot be contacted.

3.14 FIRST PHONE NO.

–

FIRST TELEPHONE NUMBER

This is the first number the panel dials when sending reports to this receiver. A phone number can consist of 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.

3.15 SECOND PHONE NO.

–

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. If a second phone number is not entered, the first phone number is used for all dialing attempts.

Each number can be up to 15 characters in length including any P or D characters entered for pause and dial tone detect.

3.16 RECEIVER 2 PROG

RECEIVER 2 PROGRAMMING

Repeat steps 3.9 through 3.15 when communicating to a second receiver. Receiver 2 defaults are set to **NO**.

If you select **YES** for any of the Receiver 2 options, you must have at least one phone number programmed in Receiver 2 programming.

3.17 PAGER? **NO** YES

PAGER REPORTING

YES allows the panel to send Alarm, Trouble, Opening, and Closing 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 central station receiver.

3.17A ALARM **NO** YES

ALARM REPORTS

Select **YES** to enable Abort, Alarm, Alarm Restoral, Ambush, Exit Error, and System Recently Armed reports to be sent to this receiver or pager.

3.17B SPV TRBL **NO** YES

TROUBLE REPORTS

Select **YES** to enable supervisory, trouble, trouble restoral, force armed, and zone fault reports to be sent to this receiver or pager.

3.17C O/C USER **NO** YES

OPENING/CLOSING REPORTS

Select **YES** to enable opening/closing, door access, schedule and code changes, bypass, and zone reset reports by user to be sent to this receiver or pager.

3.18 TEST RPT **NO** YES

TEST REPORT

Select **YES** to enable the Recall Test report to be sent to this receiver or pager. Reports are sent according to the programming in section **3.7 Test Frequency**.

3.19 BACKUP **NO** YES

BACKUP REPORTING

YES enables this receiver to be a backup to the other receiver in the event the other receiver cannot be reached.

3.20 FIRST PHONE NO.

–

FIRST TELEPHONE NUMBER

This is the first number the panel dials when sending reports to this receiver. A phone number can consist of 15 characters in length. You can program a 3-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.

3.21 SECOND PHONE NO.

–

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. If a second phone number is not entered, the first phone number is used for all dialing attempts.

Each number can be up to 15 characters in length including any P or D characters entered for pause and dial tone detect.

3.22 PAGER I D NUMBER

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 Page ID has been sent, the panel waits another three seconds before sending the actual pager message containing the panel reports.

4 – REMOTE OPTIONS

4.1 REMOTE OPTIONS

REMOTE OPTIONS

This section allows you to enter the information needed for Remote Command/ Remote Programming operation.

4.2 RMT KEY:

REMOTE KEY

Enter a code of up to 8 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 allowing access. All panels are shipped from the factory with the Remote Key blank.

To enter a new Remote Key, press a top row Select key and enter any combination of up to eight digits. Press COMMAND.

4.3 MFG AUTH **NO** YES

MANUFACTURER AUTHORIZATION

YES allows DMP support technicians to call the panel when required during troubleshooting. This authorization automatically expires within one hour. ***DMP remote service is read only:*** DMP technicians can view the system programming and make suggestions only.

4.4 ARMED RINGS: 0

ARMED RINGS

Enter the number of rings (1 to 15) the panel counts within a two-minute period before answering the phone line when all areas of the system are armed. If zero is entered, the panel does not answer the phone when all areas of the system are armed.

Answering machine bypass procedure: Entering a number greater than zero into either Armed Rings or Disarmed Rings allows a central station operator to connect remotely with the panel. ***How it works:*** The operator calls the panel, rings the phone once, then hangs up. The panel stores this attempt to communicate. The operator then calls back within 30 seconds causing the panel to seize the phone line and allow remote programming. This feature does not interfere with the normal operation of the Armed Rings/Disarmed Rings function.

4.5 DISARM RINGS: 0

DISARMED RINGS

Enter the number of rings, from 1 to 15, the panel counts before answering the phone line while any areas of the system are disarmed. If zero is entered, the panel does not answer the phone when any area of the system is disarmed.

4.6 ALR RCVR **NO** YES

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. When **YES** is selected, the panel requests the **alarm receiver key** during its first alarm communication with the SCS-1 Receiver. The panel retains this **alarm receiver key** in memory and allows remote commands to be accepted from the alarm SCS-1 Receiver. If an alarm occurs during a remote connect, the alarm report is immediately sent to this receiver only.

NO prevents remote commands and programming from the alarm SCS-1 Receiver.

4.7 SVC RCVR NO **YES**

SERVICE RECEIVER AUTHORIZATION

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

When **YES**, the panel requests the **service receiver key** the first time it is contacted by the service receiver. The panel retains this key in memory.

If an alarm occurs during a remote connect, the panel disconnects from the service receiver and sends the report to the alarm SCS-1 Receiver. It is important that the **alarm receiver key** and the **service receiver key** programmed at the central station are NOT the same.

NO prevents remote commands and programming from a service receiver.

4.8 DISARM **NO** YES

REMOTE DISARM

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

5.1 SYSTEM REPORTS

SYSTEM REPORTS

This section of the Programmer allows you to select the reports the panel sends to the receiver.

5.2 OPN/CLOS **NO** YES

OPENING/CLOSING REPORTS

YES allows the panel to send opening/closing reports by user to the receiver.

5.3 ABORT NO **YES**

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 Cutoff time has not expired. See Bell Cutoff section 7.2. The area must be disarmed and no alarmed zones can still be armed. A Bell Silenced Report is also sent if the alarm bell is silenced with a valid user code juring an alarm. When the system is disarming during an alarm, only Abort and Opening Reports are sent.

5.4 RESTORAL: **YES**

ZONE RESTORAL REPORTS

This option allows you to specify whether the panel sends zone restoral reports and also when they will be sent.

NO **YES** DISARM

NO - Restoral reports are not sent by the panel.

YES - The panel always sends zone restoral reports at the time the zone restores from an alarm or trouble condition.

DISARM - The panel sends zone restoral reports when a zone that has restored from an alarm or trouble is disarmed. 24-hour zones send restorals immediately.

5.5 BYPASS NO **YES**

BYPASS REPORTS

YES allows the panel to send all zone bypass, reset, and force arm reports to the receiver. The bypass report includes the zone number, zone name, and the user number of the individual bypassing the zone.

5.6 CODE CHG **NO** 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.

5.7 AMBUSH **NO** YES

AMBUSH

YES allows an ambush report to be sent anytime user code number one is entered at a keypad. Selecting **NO** disables the ambush report and allows user code number one to operate the same as all other codes.

6 – SYSTEM OPTIONS

6.1 SYSTEM OPTIONS

SYSTEM OPTIONS

This section allows you to select system-wide functions of the XR6/XR10 system.

6.2 ALL/PRM **NO** YES

ALL/PERIMETER

YES configures the panel as a Perimeter (Area 1) and Interior (Area 2) system.

NO configures the panel for Home/Sleep/Away operation. In addition to the Perimeter (Area 1) and Interior (Area 2) a third area, Bedrooms (Area 3) is created. Zones must be assigned to Bedrooms for the area to be active.

6.3 CLS CODE **NO** YES

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.

6.4 ENTRY DLY 1: 30

ENTRY DLY 2: 60

ENTRY DELAY 1

Enter the Entry Delay time for all Exit type zones programmed to use Entry Delay 1. When an armed Exit type zone is faulted, the keypad prewarn tone begins sounding and **ENTER CODE: -** displays on all keypads. If you are using Entry delay 2, enter the desired time.

The area must be disarmed before the Entry Delay time expires or an alarm will occur on the entry zone. All Burglary type zones in all areas are delayed along with the Exit zone during the Entry Delay. Entry delay times can be from 1 to 250 seconds in one second increments.

6.5 EXIT DELAY: 45

EXIT DELAY

Enter the Exit Delay time for all Exit type zones. When the system is armed, this Exit Delay time starts and all activity on Exit and Burglary zones is ignored until the Exit Delay expires. This delay countdown is displayed on the keypad for the user.

If an Exit type zone is in a bad condition at the end of the Exit Delay:

- the alarm bell sounds for two seconds
- an Exit Error report is sent to the alarm receiver
- the bad Exit type zone is force armed

If any other zone is in a bad condition at the end of the Exit Delay, an alarm on that zone is indicated. The Exit Delay time can be from 1 to 250 seconds in one second increments.

Enter zero to disable the Exit Delay feature.

6.6 CRS ZONE TM: 0

CROSS ZONE TIME

Enter the time allowed between zone faults. When a zone programmed for cross zoning faults, the panel begins counting down the Cross Zone Time you enter here. If the same zone or another zone faults within this time, an alarm report is sent to the receiver.

If the Cross Zone Time expires without the second zone fault, only a zone fault report from the first zone is sent to the receiver. The Cross Zone Time can be from 4 to 250 seconds in one-second increments.

Enter zero to disable the Cross Zone Time feature.

6.7 PWR FAIL HRS: 1

POWER FAIL DELAY

This option allows you to delay the reporting 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.

6.8 RST SBYP **NO** YES

RESET SWINGER BYPASS

When **YES** is selected, a swinger bypassed zone is reset if it remains in a normal condition for one 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 **5.5**.

7.1 OUTPUT OPTIONS

OUTPUT OPTIONS

This function allows you to program the panel's Bell Output functions and certain Output options. Switched Ground (open collector) outputs are available from the XR6/XR10 when using a 4-wire output harness (Model 300 Harness). Refer to the XR6/XR10/XR20/XR40 Installation Guide (LT-0229) for complete information.

A description of each output option follows:

7.2 BELL CUTOFF: 15

BELL CUTOFF TIME

Enter the maximum time the Bell Output remains on. If the Bell Output is manually silenced or the system is disarmed, the cutoff time is reset. The Bell Cutoff Time can be from 1 to 15 minutes in one minute increments.

Enter zero to provide a continuous bell output.

7.3 BELL TEST **NO** YES

AUTOMATIC BELL TEST

When **YES** is selected, the Bell Output is turned on for two seconds when all areas in the system are armed. In addition, the Closing Wait feature is activated if Opening/Closing Reports is **YES**. See section **5.2 Opening/Closing Reports**. The Bell Test only occurs when the areas are armed from a keypad. Arming performed from an arming zone or remotely from Remote Link™ or Remote Access™ does not activate the Bell Test.

Closing Wait operation

Closing Wait provides a delay time before a monitored system arms until the panel receives an acknowledgment of the closing report from the central station receiver. During the delay, the keypad displays **DIALING . . .**. Once the closing is acknowledged, the keypad buzzer and the Bell Output sound for two seconds and the keypad displays the system armed message.

If the closing report is not acknowledged, the keypad buzzer sounds and Bell Output does NOT sound, the keypad displays **LOCAL ALARM ONLY**, and the system arms locally.

7.4 BELL ACTION . . . . .

BELL ACTION

This option defines the type of Bell Output for zone alarms. (Trouble conditions do not activate the Bell Output.) There are seven zone types you can program for Bell Output.

For a steady Bell Output, enter **S**. For a pulsed output, enter **P**. For a Temporal Code 3 output enter **T.** For no Bell Output, enter **N**. Program the bell action for each zone type below:

7.4A FIRE TYPE: **P**

FIRE ZONES

Defines Bell Action for Fire Type Zones.

7.4B BURGLARY TYPE: **S**

BURGLARY ZONES

Defines Bell Action for Burglary Type zones. If you select **N**, Exit Error alarms are not indicated locally but Exit Error reports are still sent to the receiver. See Appendix section **11.2 False Alarm Reduction Features**.

7.4C SUPRVSRY TYPE: **N**

SUPERVISORY ZONES

Defines Bell Action for Supervisory Type Zones

7.4D PANIC TYPE: **N**

PANIC ZONES

Defines Bell Action for Panic Type Zones

7.4E EMERGNCY TYPE: **N**

EMERGENCY ZONES

Defines Bell Action for Emergency Type Zones

7.4F AUXLRY I TYPE: **N**

AUXILIARY 1 ZONES

Defines Bell Action for Auxiliary 1 Type Zones

7.4G AUXLRY 2 TYPE: **N**

AUXILIARY 2 ZONES

Defines Bell Action for Auxiliary 2 Type Zones

7.5 OUTPUT ACTION . . .

OUTPUT ACTION

This option allows you to define the operation of the panel's four annunciator outputs.

7.5A CO OUTS: - - - -

CUTOFF OUTPUTS

Any or all of the available outputs can be programmed here to turn off after the time specified in **OUTPUT CUTOFF TIME**. See section **7.5B**. To disable this option, press any Select key to clear the display of output numbers and then press COMMAND.

7.5B CUTOFF TIME: 0

OUTPUT CUTOFF TIME

If a Cutoff Output is assigned in section **7.5A**, you can enter a Cutoff Time of up to 15 minutes for the output to remain on. If the output is turned off manually, the cutoff time is reset. The Cutoff Time can be from 1 to 15 minutes. Enter zero to provide continuous output.

The Cutoff Timer is shared by all outputs. If a second output trips, the timer is not reset. Both outputs turn off when the original time expires.

7.5C COM FAIL OUT: 0

COMMUNICATION FAILURE OUTPUT

This output is turned on when a DD, 4-2, or CID system fails to communicate with the receiver after three successive dial attempts. Enter zero to disable.

7.5D FIRE ALR OUT: 0

FIRE ALARM OUTPUT

This output is turned on any time a fire type zone is placed in alarm. The output is turned off using the Sensor Reset option while no additional fire type zones are in alarm. Enter zero to disable this output.

7.5E FIRE TRB OUT: 0

FIRE TROUBLE OUTPUT

This output is turned on any time a fire type zone is placed in trouble or when a supervisory type zone is placed in alarm or trouble. The output is turned off when all fire and supervisory troubles are restored to normal. The output is turned off when a Sensor Reset is performed after a supervisory alarm. Enter zero to disable this output.

7.5F AMBUSH OUT: 0

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.

7.5G ENTRY OUT: 0

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.

7.5H EXIT OUT: 0

EXIT OUTPUT

This output is turned on any time an exit delay time starts and is turned off when the system arms or when the arming has been stopped. Enter zero to disable.

7.5I READY OUT: 0

READY OUTPUT

This output is turned on whenever all disarmed zones are in a normal state. The output is turned off when any disarmed zone is in a bad state. Enter zero to disable this output.

7.5J ARMED OUT: 0

ARMED OUTPUT

This output is turned on any time an area of the system is armed. The output is turned off when the system is completely disarmed.

7.5K BURGLARY OUT: 0

BURGLARY OUTPUT

This output turns on any time a burglary zone is in alarm. The output is turned off when the area in which the alarm occurred is disarmed and no other burglary zones are in alarm.

7.5L GROUND START: 0

GROUND START OUTPUT

This output turns on for 750ms any time the panel seizes the telephone line. Enter zero to disable this output.

8.1 ZONE INFORMATION

ZONE INFORMATION

This allows you to define the operation of each protection zone used in the system.

A description of each programming option follows.

8.2 ZONE NO: –

ZONE NUMBER

Enter the number of the zone you intend to program. Press COMMAND to enter a zone name. For instructions on entering alphanumeric characters, see section **1.7**.

8.3 NAME: * UNUSED *

ZONE NAME

Press the Select key and enter up to 10 characters for the zone name. A name must be given to each zone in the system. This name can be displayed at the keypads when the zone is bad or viewed in Display Events. The zone name is also sent to the receiver as part of a zone event report.

A zone that is not part of the system must be marked ***UNUSED***. To mark a zone 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 selected **DEFAULTS? NO YES** to clear the panel's memory during Initialization, the zones will already be marked *** UNUSED ***. See section **2.3 Set to Factory Defaults**.

8.4 ZONE TYPE: BLANK

ZONE TYPE

The Zone Type defines the panel's response to the zone being opened or shorted. See the chart in section **11.4 Zone Type Specifications**.

When you assign a Zone Type to a zone, responses are made automatically for the zone. There are 11 Zone Types to choose from including Blank. The functional details of each response are described in section **11.4 Zone Type Specifications**.

To enter a new Zone Type, press a top row Select key. The display lists the four Zone Types shown below.

– – NT DY EX	Blank, Night, Day, or Exit. Press COMMAND to display additional zone types.
F I PN EM SV	Fire, Panic, Emergency, or Supervisory. Press COMMAND to display additional zone types.
A1 A2 FV AR	Auxiliary 1, Auxiliary 2, Fire Verify, or Arming. Press the Back Arrow key to display the previous zone types.

When the Zone Type you want to select is displayed, press the Select key beneath its name. The chart in section **11.4 Zone Type Specifications** gives an outline of the Alarm Action for each Zone Type.

If you select Blank, Night, Day, Exit, Auxiliary 1, or Auxiliary 2 as the Zone Type, the zone must be assigned to an area.

If you select Fire, Panic, Emergency, or Supervisory as the Zone Type, these are 24-hour zones that are always armed and no area assignment is needed.

Press COMMAND to continue.

Refer to the Appendix section in this guide for zone type descriptions.

8.5 AREA : **PERIMETER**

AREA NAME

Press a Select key to assign this zone to one of the following areas: **INTERIOR**, **BEDROOMS,** or **PERIMETER**.

INT BDRM **PERIM**

INT (Interior) - Assigns the zone to area 2, Interior.

BDRM (Bedroom)- Assigns the zone to area 3, Bedrooms. This option is only displayed in Home/Away systems.

PERIM (Perimeter) - Assigns the zone to area 1, Perimeter.

8.6 ARM AREAS:

ARM AREAS

This option specifies the areas to be armed by the Arming Type Zone. When disarmed, all areas in the system are disarmed.

PERIM ALL

PERIMETER/ALL - Specify whether the arming zone arms just the Perimeter (PERIM) or the Perimeter and Interior areas (ALL) for All/Perimeter systems.

HOME SLEEP AWAY

HOME/SLEEP/AWAY - Specify whether the arming zone arms the Perimeter (HOME), the Perimeter and Interior (SLEEP), or all three areas (AWAY).

Arming zone operation

If a bad (faulted) Priority zone is in the area being armed by an Arming zone, the arming is stopped. If there are no Priority zones, or they are all in a normal condition, the following applies:

If a non-Priority zone is in a bad condition when an area is armed with a keyswitch on an Arming zone, the arming is delayed for five seconds. If, during the five-second delay, the keyswitch is turned to disarm, the arming is stopped. If the keyswitch is held in the arming position for the full five seconds, the bad zone is force armed and the area armed.

Momentary keyswitch operation

When the Arming zone changes from **normal to short**, any armed areas are disarmed. If all areas are disarmed when the Arming zone is shorted, the panel arms all areas. When the Arming zone changes from **normal to open** while any areas are armed, an alarm is indicated and the areas must be disarmed from a keypad. If all areas are disarmed, only a trouble is indicated.

8.7 NEXT ZN? NO YES

NEXT ZONE

When **YES** is selected, the programming for the zone terminates and the display returns to **ZONE NO: -** allowing you to enter a new zone number. To make changes to the Alarm Action for a zone, answer the **NEXT ZONE?** prompt with **NO**. The Alarm Action is then defined in sections 8.8 through 8.13.

8.8 ALARM ACTION . . . .

ALARM ACTION

The Alarm Action section allows you to change or confirm the default alarm characteristics of a zone type that was selected in section **8.4 Zone Type**.

If you selected the non-24-hour zone type—Blank, Night, Day, Exit, Auxiliary 1, or Auxiliary 2— the Alarm Action programing begins with Disarmed Open.

If you selected the 24-hour zone type—Fire, Panic, Emergency, or Supervisory—the Alarm Action programming begins with Armed Open.

The Fire Verify zone type functions the same as Fire Type, with the following exceptions: When a Fire Verify zone is placed into shorted condition, the panel performs a Sensor Reset and does not send a report. If any Fire Verify or Fire zone 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. If no other Fire Verify or Fire zone is alarmed within 120 seconds, a zone fault report is sent to the receiver.

8.9 DISARMED OPEN

DISARMED OPEN

Defines the action taken by the panel when the zone is opened while the area is disarmed. There are three actions to define:

Message to Transmit **Output Number** **Output Action**

See sections **8.9A to 8.9C**. You must also make these selections for the Disarmed Short, Armed Open, and Armed Short zone conditions.

Press the COMMAND key to continue.

8.9A MSG: TROUBLE

A T L -

MESSAGE TO TRANSMIT

You can send two report types to the receiver: Alarm and Trouble. These are represented by the characters **A** and **T**. Press any top row Select key to display the zone's report options.

ALARM - Selecting A, allows an alarm report to be sent to the receiver and the bell output to activate according to zone type. See section **7.4 Bell Action**. The zone name appears in the panel's alarmed zones status lists.

TROUBLE - Selecting **T** allows a trouble report to be sent to the receiver and the zone name to appear in the panel's alarmed zones status lists.

LOCAL - When you select **L**, an alarm report is NOT sent to the receiver. The bell output still activates according to zone type and the zone name appears in the panel's alarmed zones status lists. **NOTE:** If Pager is **YES** in Communication, the alarm report is also sent to the designated pager.

- (dash) - 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 zones status list. Only the Output Number selected in section **8.9B** activates.

8.9B OUTPUT NO: 0

OUTPUT NUMBER

You can specify any of the outputs on the panel to be activated by a zone condition. The output can be activated regardless of the report to transmit or whether or not the zone is programmed as local. An output activated by a non-24-hour armed zone is turned off when the zone's area is disarmed by a user.

To enter an Output Number, press a top row Select key followed by the output number 1 to 4. Press the COMMAND key.

8.9C ACTION:

OUTPUT ACTION -

Entering an Output Number in section 8.9B displays this prompt that allows you to assign an output action to the relay.

A description of the available output actions is given below:

STD PLS MOM FOLW

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 User Menu.

PULSE - The output alternates one second on and one second off until the area is disarmed, an output cutoff time expires, or the output is reset from the keypad User Menu.

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

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

After you have made the three selections in sections 8.9A through 8.9C, the display prompts you for the same three selections for Disarmed Short, Armed Open, and Armed Short conditions. If the zone is a 24-hour type, only the Armed Open and Armed Short conditions are displayed. When you have programmed all of the zone conditions, the Swinger Bypass selection is then displayed.

8.10 SWGR BYP NO **YES**

SWINGER BYPASS

YES allows the zone to be bypassed by the panel after three alarm, trouble, or local trips within one hour. Selecting **NO** disables swinger bypassing for this zone.

After the first trip, if the zone does not trip 2 more times before the remaining time expires, the bypass trip counter returns to zero and the zone must trip a full 3 times within the next hour to be automatically bypassed.

A swinger bypass is sent to the receiver if Bypass Reports is **YES**. See section **5.5**.

Bypassed zones are automatically reset when the area they are assigned to is disarmed. All 24-hour zones are reset when the system is disarmed.

8.11 | ENTRY DELAY: 1 |

ENTRY DELAY

Select the entry delay timer for this zone. Entry delay timers 1 and 2 are programmed in section **6.4 Entry Delay 1**.

8.12 | CRS ZONE **NO** YES |

CROSS ZONE

Select **YES** to enable cross zoning for this zone. Cross zoning requires this zone to trip twice, or this zone and another cross zoned zone to trip, within a programmed time before an alarm report is sent to the receiver.

When a cross zoned zone trips, the bell and Output action assigned to the zone activates. See section **7.4 Bell Action**. The cross zone time specified in System Options begins to count down. See section **6.6 Cross Zone Time**. If another cross zoned zone in the system faults, or if the first zone restores and faults again before the cross zone time expires, the panel sends an alarm report.

If no other cross zoned zone in the system trips before the cross zone time expires, the panel sends only a fault report from the first zone to the receiver.

Cross zoning is not compatible with Fire Verify zone types: You cannot enable cross zoning for Fire Verify zones.

8.13 | PRIORITY **NO** YES |

PRIORITY

Selecting **YES** allows you to provide additional protection for a zone by requiring it to be in a normal condition before its assigned area can be armed. A priority zone cannot be bypassed.

A Priority zone must be in a normal condition before it can be armed. If a user attempts to arm the area, the keypad displays the bad zone name followed by **PRIORITY ZONE** and the arming is stopped.

8.14 | ZONE NO: – |

ZONE NUMBER

Enter the zone number you want to program next. Return to section 8.1 and follow the descriptions of each programming prompt. If all zones are programmed, press the Back Arrow key at the **ZONE NO:** - display to continue.

9.1 STOP

STOP

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

The Stop function causes the following to occur:

- The system is DISARMED
- The panel's Status List is CLEARED

During the Stop function, all keypad displays are momentarily blank for two seconds. Once the programming function is terminated, the keypads return to the Status List display.

10 – SET LOCKOUT CODE

10.1 SET LOCKOUT CODE

SET LOCKOUT CODE

Pressing COMMAND at the Stop prompt displays **SET LOCKOUT CODE.** This feature allows you to program a special code that will then be required to gain access to the panel's internal Programmer through the keypad.

Changing the Lockout Code

You can change this code at any time to any combination of numbers from 1 to 5 digits long (1 to 65535). ***Leading zeros must not be used for the lockout code***.

1. Press a Select key. The display changes to **ENTER CODE: -**.
2. Enter a 1 to 5 digit code (do not enter a number higher than 65535). Press COMMAND.
3. Enter the new Lockout Code again. Press COMMAND. The keypad display changes to **CODE CHANGED**.

Once you have changed the code, it is important that you write it down somewhere and store it in a safe place. Lost lockout codes require the panel to be sent back into DMP for repair. You may cancel a Lockout Code by entering 00000 at the Set Lockout Code command.

Lockout Code restriction

Do not set a Lockout Code higher than 65535.

11.1 Status List

The Status List is the current status of the system or records of recent system events that are displayed on the alphanumeric keypads. For example, in Home/Away systems, you might see the display **SYSTEM READY**. This would be the current status of the system.

If an event were to occur on the system, such as an AC failure, the keypad would also display the **AC POWER -TRBL** message. This is a system event that is placed into the Status List to alert the user to a problem with the system.

Some Status List items remain in the display until manually cleared and some are cleared automatically when the condition returns to normal. Below is a list of status and event displays the keypad can show in the Status List:

Description	**Must be manually cleared?**
Fire and Supervisory zone alarms	Yes - by Sensor Reset
Fire and Supervisory zone troubles	No - clears when zone restores
Burglary zone alarms	No - clears after 8 minutes or at disarming.
All other zone alarms	No - clears when zone restores
Zone monitor displays	No - clears after 8 minutes
Day zone alerts	No - clears after 8 minutes
System monitor troubles (AC and battery trouble)	No - clears when condition restores
Armed status display (System On)	No
Disarmed status displays (System Ready, System Not Ready)	No
Remote keypad messages (Sent to the keypad by your office or central station)	No

Each item in the list is displayed for four seconds. When there are multiple items in the list, you can use the COMMAND or Back Arrow keys to scroll forward or back through the items.

11.2 False Alarm Reduction Features

System Recently Armed report

The System Recently Armed report (S78) is sent when a burglary zone is placed into alarm within five minutes of the system being armed.

Exit Error report

The Exit Error report is sent when an Exit zone is in a bad condition at the end of the Exit Delay time.

11.3 4-2 and CID reporting operation

When using the 4-2 or CID reporting format, the panel follows this sequence to report to the receiver.

1. The panel dials the receiver phone number and waits for a response.
2. If the panel detects it is communicating with a 4-2 or CID compatible receiver, all reports except those that can only be sent in SDLC are sent to the receiver.
3. If the panel detects it is communicating with a DMP SCS-1 Receiver, all 4-2 and CID reports are then sent in SDLC format.
4. When the panel is programmed for the 4-2 or the CID format, SDLC only MESSAGES will not initiate communication to the central station.

11.4 Zone Type Specifications

This section describes applications for the default zone types in Zone Information programming.

The XR6/XR10 panel contains 11 default zone types for use in configuring the system. These zone types provide the most commonly selected functions for their applications. All zone types except the Arming zone type can be customized by changing the variable options listed below.

ZONE INFORMATION Assign Area & Disarmed condition for NT, DY, EX, A1, A2, AR only Assign Prewarn and Entry Delay for EX only Zone Type Defaults	Type -- NT DY EX FI PN EM SV A1 A2 FV AR Abbr.	Area INT BDRM PERIM	Disarmed Open			Disarmed Short			Armed Open			Armed Short			Swinger Bypass	Entry Delay	Cross Zone	Priority
			Message A T L -	Output 1 to 4	Action S P M F	Message A T L -	Output 1 to 4	Action S P M F	Message A T L -	Output 1 to 4	Action S P M F	Message A T L -	Output 1 to 4	Action S P M F	N or Y	1 or 2	N or Y	N or Y
NIGHT	NT	PERIM	-	0	-	-	0	-	A	0	-	A	0	-	Y		N	N
DAY	DY	PERIM	T	0	-	T	0	-	A	0	-	A	0	-	Y		N	N
EXIT	EX	PERIM	-	0	-	-	0	-	A	0	-	A	0	-	Y	1	N	N
FIRE	FI								T	0	-	A	0	-	N		N	N
PANIC	PN								T	0	-	A	0	-	N		N	N
EMERGENCY	EM								T	0	-	A	0	-	N		N	N
SUPERVISORY	SV								T	0	-	A	0	-	N		N	N
AUXILIARY 1	A1	PERIM	T	0	-	A	0	-	T	0	-	A	0	-	N		N	N
AUXILIARY 2	A2	PERIM	T	0	-	A	0	-	T	0	-	A	0	-	N		N	N
FIRE VERIFY	FV								T	0	-	A	0	-	N			N
ARMING	AR	ALL																

– = This function is not enabled for this zone type.

= These zone functions are not available for this zone type.

Description of the programmable zone options

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

Zone Type Defaults - These are complete spellings of the abbreviations used for the zone types.

Type - These are the abbreviations you will see on the keypad for the zone types.

Area - This is either Interior, Bedroom, or Perimeter.

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

Output - This refers to the four XR6/XR10 relay outputs only.

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

Swinger Bypass - Allows the zone to be automatically shunted after three trips.

Entry Delay - Selects the entry delay timer used for this zone.

Cross Zone - Provides cross zoning for this zone.

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

11.5 Zone Type Descriptions

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

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

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

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

SV (Supervisory zone) - Used to provide 24-hour zone supervision to devices associated with fire systems. Typical applications are high water, and low and high temperature gauges.

FI (Fire zone) - 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. Cross zoning is compatible with the Fire zone type.

FV (Fire Verify zone) - Used primarily for smoke detector circuits to verify the existence of an actual fire condition. When a Fire Verify zone initiates an alarm, the panel performs a Fire Reset. If any Fire zone 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 zones are similar to a Night zone and are typically used to protect restricted areas within a protected premises.

AR (Arming zone) - This zone allows you to connect a keyswitch to a zone and use it to arm and disarm the system.

11.6 Manual telephone line seizure

This feature allows you to connect with a remote receiver either by having the panel pick up the phone line while the receiver is ringing the line or by entering a phone number for the panel to dial. This feature is primarily used when bringing a new account on-line as it allows your office or the central station to connect to the panel and upload a custom program.

How it works

While the panel is in the Status List, press the numbers 984 and then the COMMAND key. The keypad display changes to **NBR PICKUP**.

NBR

Press the Select key under NBR to enter a phone number for the panel to dial. Press each number key slowly and deliberately. The panel dials each number as it is pressed. If you make an mistake, press the Back Arrow key. The panel will stop dialing and return to the **NBR PICKUP** display.

You can enter up to 15 characters for the phone number. To enter a # (pound sign) or * (asterisk) press the 0 (zero) key and third Select key (pound) or the fourth Select key (asterisk).

The panel makes ten attempts to reach the receiver. If while attempting to contact the receiver, the panel needs to send an alarm report, the dialing attempts are stopped and the panel can use the phone line to send its report.

PICKUP

The panel immediately seizes the phone line and sends a carrier tone to the receiver.

11.7 Default panel programming

This program sheets shows the XR6/XR10 panel's default program settings.

PROGRAMMING INFORMATION
For XR6/XR10 COMMAND PROCESSOR™ Panels

Name _____ Account Number _____ Phone _____ Date _____
Address _____ City _____ State _____ Zip _____

COMMUNICATION

Communication Type **NONE** DD 4 - 2 CID
Account Number _ _ _ _ _ (1 to 65,535)
Transmission Delay _ _ (**0** to 60 in 10 sec. increments)
DTMF NO **YES**
Defer Recall Test **NO** YES
Test Frequency: _ _ (1 to 60 days)

Receiver 1

Alarm NO **YES**
Supv/Trouble NO **YES**
O/C & User NO **YES**
Test Report NO **YES**
Backup **NO** YES

First Phone Number _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _

Second Phone Number _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _

Receiver 2

Pager **NO** YES
Alarm **NO** YES
Supv/Trouble **NO** YES
O/C & User **NO** YES
Test Report **NO** YES
Backup **NO** YES

First Phone Number _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _

Second Phone Number _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _

Pager ID Number _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _

REMOTE OPTIONS

Remote Key _ _ _ _ _ _ _ _
Manufacturer Authorization **NO** YES
Armed Rings _ _ (**0** to 15)
Disarmed Rings _ _ (**0** to 15)
Alarm Receiver **NO** YES
Service Receiver NO **YES**
Disarm **NO** YES

SYSTEM REPORTS

Opening/Closing Reports NO **YES**
Abort Reports **NO** YES
Zone Restoral Reports NO **YES** DISARM
Bypass Reports NO **YES**
Code Change Reports **NO** YES
Ambush **NO** YES

SYSTEM OPTIONS

All/Perimeter **NO** YES
Closing Code **NO** YES
Entry Delay 1 _ _ _ (0 to 250 secs.)
Entry Delay 2 _ _ _ (0 to 250 secs.)
Exit Delay _ _ _ (0 to 250 secs.)
Cross Zone Time _ _ _ (0 to 250 secs.)
Power Fail Delay _ (0 to 9 hrs.)
Reset Swinger Bypass NO **YES**

OUTPUT OPTIONS

Bell Cutoff Time _ _ (0 to 15 mins.)
Automatic Bell Test **NO** YES
Bell Action . . . . .

Fire Zones	Steady	**Pulse**	Temp	None
Burglary Zones	**Steady**	Pulse	Temp	None
Supervisory Zones	Steady	Pulse	Temp	**None**
Panic Zones	Steady	Pulse	Temp	**None**
Emergency Zones	Steady	Pulse	Temp	**None**
Auxiliary 1 Zones	Steady	Pulse	Temp	**None**
Auxiliary 2 Zones	Steady	Pulse	Temp	**None**

Output Action . . .
Cutoff Outputs 1 2 3 4
Cutoff Time _ _ (**0** to 15 mins.)
Communication Fail Output _ (**0** to 4)
Fire Alarm Output _ (**0** to 4)
Fire Trouble Output _ (**0** to 4)
Ambush Output _ (**0** to 4)
Entry Output _ (**0** to 4)
Exit Output _ (**0** to 4)
Ready Output _ (**0** to 4)
Armed Output _ (**0** to 4)
Burglary Output _ (**0** to 4)
Ground Start Output _ (**0** to 4)

Note: Factory default settings are shown in bold type.

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Figure A1: XR6/XR10 Factory Default Program

11.8 4-2 Communication Reports

The table below contains a complete list of hexadecimal characters sent using the DMP **4-2** communication format.

1st Digit	1st Digit Description	2nd Digit	2nd Digit Description
1	Fire Alarm	**1 to A, B**	Zones 1 to 10 and 670-A Fire Buttons
2	Panic Alarm	**1 to A, B**	Zones 1 to 10 and Ambush
3	Burglary Alarm	**1 to A, B**	Zones 1 to 10 and 670-A Police Buttons
4	Emergency Alarm	**1 to A ,B**	Zones 1 to 10 and 670-A Emergency Buttons
5	Supervisory Alarm	**1 to A**	Zones 1 to 10
6	Aux 1, Aux 2, or Blank Type Alarms	**1 to A**	Zones 1 to 10
7	System Report	**1**	Automatic Recall
7	System Report	**2**	Non-Alarm Overflow
7	System Report	**3**	Zone Alarm Overflow
7	System Report	**4**	System Test
7	System Report	**5**	Unsuccessful Remote Connect
7	System Report	**6**	System Recently Armed
7	System Report	**7**	Exit Error
7	System Report	**8**	Remote Programming Complete
7	System Report	**9**	Local Programming
7	System Report	**A**	Transmit Fail
8	not implemented		
9	not implemented		
A	Zone Bypass or Force Arm	**1 to A**	Zones 1 to 10
B	Disarming	**1 to C, F**	Users 1 to 12 and 0
C	Arming	**1 to C, F**	Users 1 to 12 and 0
D	Abort Received	**1**	None
E	Any Zone Restoral/Reset or System Restoral	**1 to A, B, C**	Zones 1 to 10, Battery, and AC
F	Zone Trouble, Fault, or System Trouble	**1 to A, B, C**	Zones 1 to 10, Battery, and AC

11.9 How to Read this Table

The first column on the left is the first digit of the 2-digit event code sent to the receiver. The second column is what that character represents.

The third column from the left is the second digit of the 2-digit event code sent to the receiver. The fourth column (on the right) is what that character represents. See below:

1st Digit	1st Digit Description	2nd Digit	2nd Digit Description
1	Fire Alarm	**1 to A, B**	Zones 1 to 10 and 670-A Fire Buttons
2	Panic Alarm	**1 to A, B**	Zones 1 to 10 and Ambush
3	Burglary Alarm	**1 to A, B**	Zones 1 to 10 and 670-A Police Buttons

1st digit of event code sent to receiver

Describes the event

2nd digit of event code sent to receiver

Defines the user number, zone number, or other information about the event.

11.10 4-2 Examples

The following examples are the actual **event codes** a central station would receive. The full report would also include the account number and checksum.

When the central station receives this event code	It means
1A	A Fire alarm is being reported on zone 10
2B	An Ambush alarm is being reported
FB	A battery trouble is being reported
F9	A Trouble is being reported on zone nine

11.11 4-2 Communication Format Configuration

The DMP **4-2** format communicates to the central station as 4-2 with a checksum at 40 pulses per second (pps). The XR10 panel using **4-2** communication will accept either a 1400Hz or 2300Hz acknowledgment tone (handshake) from the receiver.

A report format sent to the receiver is defined as follows:

```
1234  56  7
aaaa  f s  c
```

a = account number
f = first digit
s = second digit
c = checksum

11.12 Numeric Pager Message Formats

The following example shows individual page display components:

Pager Display - **00128-20010**

00128 = account number
2 = Message ID
0 = Always zero
010 = Zone or area number

Message ID Descriptions

1 = Zone Alarm
2 = Zone Trouble
3 = Areas Arming
4 = Areas Disarming
6 = User Checkin

The examples below show a typical display for each of the pager report options:

Zone Alarm	Zone Trouble	Areas Arming	Areas Disarming	User Checkin
00128-10003	00128-20010	00128-30123	00128-40123	00128-60008

Communication Attempts

Only one pager signal is sent to the pager terminal equipment at a time. For each pager message to be sent, the panel dials the first phone number and follows the steps detailed in the sections **3.20 First Telephone Number** and **3.22 Pager Identification Number**.

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2500 North Partnership Boulevard

Springfield, Missouri 65803-8877