

XL-1 PROGRAMMING WORKSHEET

01 Primary Telco Number

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18

02 Secondary Telco Number

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18

03 Dialer Information

1	2	3	4

04 Account Number 1

1	2	3	4

05 Account Number 2

1	2	3	4

06 System Timeouts

1	2	3	4

07 Zone 1

1	2	3	4

08 Zone 2

1	2	3	4

09 Zone 3

1	2	3	4

10 Zone 4

1	2	3	4

11 Zone 5

1	2	3	4

12 Zone 6

1	2	3	4

13 Ambush/AC Loss

1	2	3	4

14 Panic/Low Battery

1	2	3	4

15 Open/Close Test

1	2	3	4

16 Bypass Rstr Trbl

1	2	3	4

00 Installer Code

1	2	3	4

Quest. 03 L1 DIALER FORMATS

- 0= Pulse Dialing, Standard Format or 4x2
- 1= Touch Tone Dialing, Standard Format or 4x2
- 2= Pulse Dialing, Extended Format
- 3= Touch Tone Dialing, Extended Format
- 4= Pulse Dialing, Partial Extended Format
- 5= Touch Tone Dialing, Partial Extended Format
- 8= No Dialer

Quest. 03 L2 RECEIVER TYPE

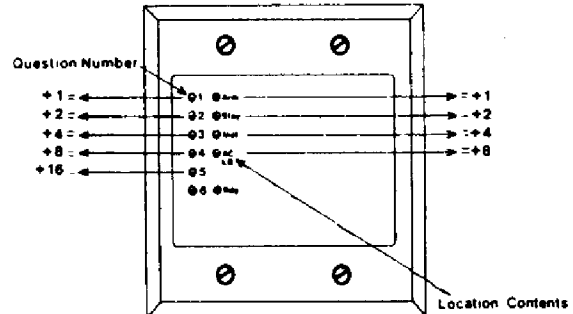
VALUE	DESCRIPTION	TYPICAL CS RECEIVERS
0=	10PPS, 1400Hz, No Parity	FBI, Ademco slow, Silent Knight Slow
1=	10PPS, 1400Hz, Parity	FBI
2=	10PPS, 2300Hz, No Parity	FBI
3=	10PPS, 2300Hz, Parity	FBI
4=	20PPS, 1400Hz, No Parity	FBI, Silent Knight Fast, ADCOR
5=	20PPS, 1400Hz, Parity	FBI, Radionics Slow (1400)
6=	20PPS, 2300Hz, No Parity	FBI, Fmkn, SESCOA, DCI, Quickalert, Varitach
7=	20PPS, 2300Hz, Parity	FBI, Radionics Slow (2300)
8=	40PPS, 1400Hz, No Parity	FBI
A=	40PPS, 1400Hz, No Parity	FBI
B=	40PPS, 2300Hz, Parity	FBI, Radionics Fast (2300)

Quest. 03 L3 MESSAGE LENGTH

- 1= 3x1: 3 digit account, 1 digit event code*
 - 2= 4x1: 4 digit account, 1 digit event code*
 - 4= 4x2: 4 digit account, 2 digit event code*
- *Add 8 to entry for Bell Lockout

Quest. 03 L4 SYSTEM OPTIONS

- 0 = Silent Panic
- 1 = Audible Panic
- 2 = Silent Panic, Split Rptng
- 3 = Audible Panic, Split Rptng
- 4 = Silent Panic, 24hr Test
- 5 = Audible Panic, 24hr Test
- 6 = Silent Panic, Split Rptng, 24hr Test
- 7 = Audible Panic, Split Rptng, 24hr Test
- 8 = Silent Panic, Bell Test
- 9 = Audible Panic, Bell Test
- A = Silent Panic, Split Rptng, Bell Test
- B = Audible Panic, Split Rptng, Bell Test
- C = Silent Panic, 24hr Test, Bell Test



In the diagram above, the question number is obtained by adding the values of all lit zone LEDs. EX: Zn 1 ON, 2-5 OFF = Quest. 01

- D = Audible Panic, 24hr Test, Bell Test
- E = Silent Panic, Split Rptng, 24hr Test, Bell Test
- F = Audible Panic, Split Rptng, 24hr Test, Bell Test

ZONE TYPES

CONTROLLED ZONES

- 10 Perimeter
- 11 Perimeter, Restore
- 12 Perimeter, Day
- 13 Perimeter, Day, Restore
- 14 Perimeter, Chime
- 15 Perimeter, Chime, Restore
- 18 Perimeter, Dial Delay
- 19 Perimeter, Restore, Dial Delay
- 1A Perimeter, Day, Dial Delay
- 1B Perimeter, Day, Restore, Dial Delay
- 1C Perimeter, Chime, Dial Delay
- 1D Perimeter, Chime, Restore, Dial Delay

24 HOUR ZONES

- 20 Delay
- 21 Delay, Restore
- 24 Delay, Chime
- 25 Delay, Chime, Restore
- 40 Interior
- 41 Interior, Restore
- 44 Interior Chime
- 45 Interior, Chime, Restore
- 48 Interior, Dial Delay
- 49 Interior, Restore, Dial Delay
- 4C Interior, Chime, Dial Delay
- 4D Interior, Chime, Restore, Dial Delay
- 81 Alarm Audible
- 89 Alarm Silent (no LED, sounder, bell)
- 91 Alarm, Restore
- 99 Hold-Up, Restore
- 8A Trouble, Silent (LED indication only)
- 92 Trouble, Audible, Restore
- 84 Fire
- 94 Fire, Restore

SYSTEM DEFAULTS

- | | |
|---|---|
| 00 Installer Code = 4600 | 07 Zone #1 = Delay (20) Code 31 |
| 01 Phone #1 = 234AAAAAAAAAAAAA | 08 Zone #2 = Interior (40) Code 32 |
| 02 Phone #2 = AAAAAAAAAAAAAA | 09 Zone #3 = Perimeter (10) Code = 33 |
| 03 Dialer Options = TTone, 20PPS, 2300hz, 3x1, Audible Panic | 10 Zone #4 = Perimeter (10) Code = 34 |
| 04 Acct #1 = 1234 | 11 Zone #5 = Perimeter (10) Code = 35 |
| 05 Acct #2 = AAAA | 12 Zone #6 = Fire (84) Code = 16 |
| 06 Timeout = Entry Delay = 30 sec, Exit Delay = 60 sec, Burg Bell cutoff = 15 min, Fire Bell = Infinite | 13 System Codes Ambush = AA (null) AC Loss = AA (null) |
| | 14 System Codes Panic = 22 Low Bat = AA (null) |
| | 15 System Codes Open = A (null) Close = A (null) |
| | 16 System Codes Bypass = A (null) Restore = E Trouble = F |

SUMMARY OF SYSTEM PROGRAMMING

Enter Prog Mode = Code* [Installer Code] Advance Between Locations = # Exit Prog Mode = Stay Go to Specific Question = * no.
Data Entry = A-F as follows: A= CODE 1; B= CODE 2; C= CODE 3; D= CODE 4; E= CODE 5; F= CODE 6