LEGEND - 100 INSTALLER PROGRAMMING

LCD KEYPAD PROGRAMMING MANUAL

Revision 3.2

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LEGEND-100 KEYPAD PROGRAMMING MANUAL

Revision 3.1

1. INTRODUCTION

The LEGEND - 100 panel is completely programmable through the LCD keypad. The panel is shipped from the factory with preprogrammed **default** characteristics which will suit many LEGEND installations. These default values are displayed in the section of this manual titled LEGEND - 100 System Defaults.

Installer programming through an LCD keypad can be used to setup the panel during the initial installation or to modify programmable values at a later date. In addition, the LEGEND-100 can be programmed through the EZ-MATE Programmer (model 7150 using the model 7160 cartridge) or EZ-MATE PC Based Downloader.

LEGEND-100 keypad programming is accomplished through a series of questions presented on the LCD keypad display. These displays contain easy to understand, simple english language prompts. The programming questions are described in detail in the LCD Keypad Programming Questions section of this manual.

The keypad programming sequence has been designed to take into account typical LEGEND installations. You only have to answer the questions that are applicable to the level of your installation.

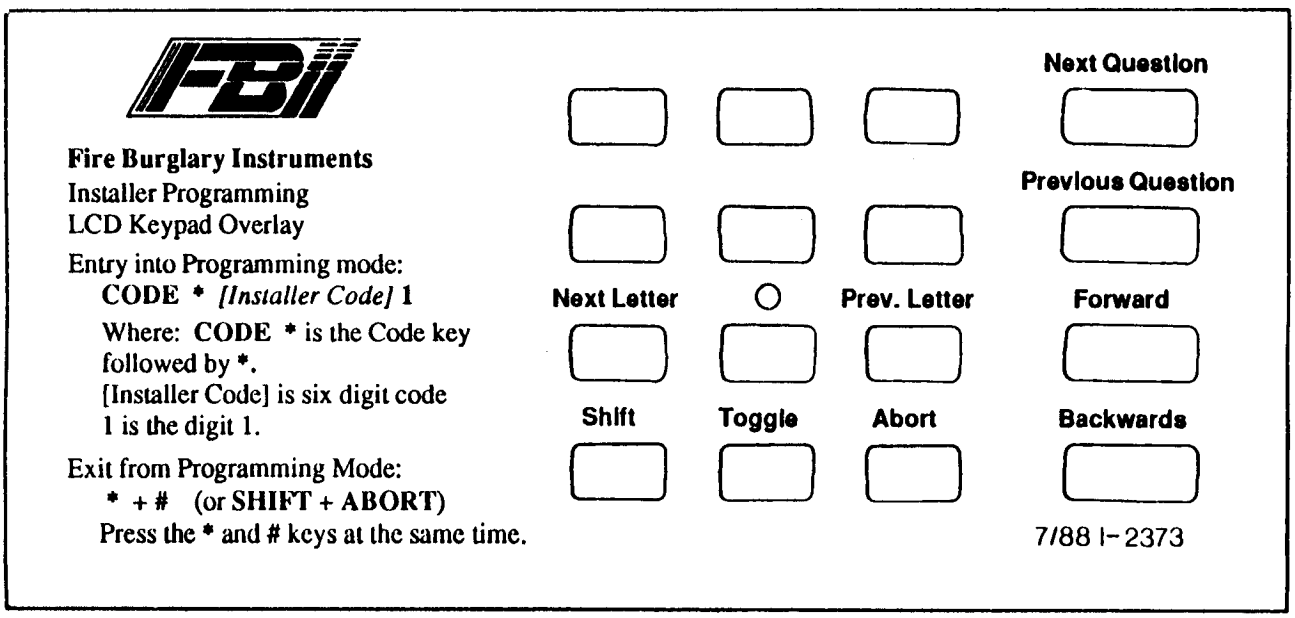
Keypad programming is reserved for installer use only and is secured by the installer code. Functions such as user code modification can be performed through keypad entry without the need to enter the keypad programming mode.

If your LEGEND installation includes only LED keypads, and you want to perform keypad programming,then an LCD keypad can temporarily be connected to program the unit through the keypad.

Note: Keypad programming can only be performed while the system is in a disarmed state.

2. PROGRAMMING MODE - LCD KEYPAD

When the LEGEND panel has been placed into programming mode the keys have a dedicated meaning. Since this differs from the normal key definition a programming overlay exists to display the descriptions during Installer Programming.



LCD KEYPAD - PROGRAMMING MODE

NEXT QUESTION

This function key processes the information entered on the display and advances to the next programming display. The next display depends on the programming level and the response made to the current question. The questions have been organized to skip questions which are not necessary based on previous responses. For example, if a secondary receiver telephone number is not defined, then the related questions dealing with the secondary number will be skipped. Therefore, do not be alarmed if the NEXT QUESTION key does not always obtain the next sequential question number.

PREVIOUS QUESTION

The PREVIOUS QUESTION key will sequence the display backwards to the previous question of the programming sequence. This key can be used scroll backwards through the questions.

FORWARD

Advances the cursor position forward within the second line of the display. The forward key does **not** change information. If the question type a numerical or text then the FORWARD key will advance the cursor to the left by one position. If the display contains multiple Yes/No questions then the forward key will move the cursor to the next slot on the display.

BACKWARD

Similar to the forward key except that the cursor will be moved to the previous position.

NEXT LETTER

The NEXT LETTER key is used only for text questions. Text questions request entry of characters. This includes the letters A-Z, numbers 0-9, space character as well as the other characters that would normally be seen on a typewriter or computer keyboard. Entry of text information is accomplished through use of the next letter key. The cursor must be positioned to the desired position and the next letter key will advance the display through the character set one character at a time. When the desired character has been reached hit the FORWARD key to advance the cursor to the next position. When all the desired entries have been completed for the text field hit the NEXT QUESTION key.

In addition to the NEXT LETTER key advancing one character at a time, depression of the SHIFT key followed by the NEXT LETTER (7) key will advance through the character sequence more rapidly. When the desired character has been reached depress the NEXT LETTER (7) key again to stop the display.

The character sequence includes the letters A - Z along with the following;

A - Z { | } space ! " # $ % & ' ( ) * + , - . / 0 1 2 3 4 5 6 7 8 9 : ; = ? @

Alphabetic characters can be entered as lower case or upper case values.

ERASE FLD

The ERASE FIELD function is performed by depressing the SHIFT key (labeled * in normal operation) followed by the ERASE FIELD key (normally the 8 key). This will blank out the entire field from the current cursor position to the end of the field and applies only to numerical and text fields only.

Note: After the SHIFT key is depressed, the Ready light will be lit.

PREV LETTER

The PREVIOUS LETTER is similar to the NEXT LETTER key, however scrolls backwards through the character set for text entry. The character sequence begins with the last letter accessed by the system.

In addition to the PREVIOUS LETTER key advancing one character at a time, depression of the SHIFT key followed by the 7 key will advance through the character sequence rapidly. This will make one complete pass through the character set. When the desired character has been reached depress the 7 key to stop the display.

TOGGLE

The TOGGLE key is used for YES/NO questions and multiple choice displays. The toggle key will advance the second line of the display through the available choices for the question. For example in a YES/NO question the TOGGLE key will change the answer from YES to NO if the initial value was YES. The second line of the LCD display shows the current value. The toggle key advances the display through the available choices for the programming question. After the last available choice has been reached, the display will return to the first choice.

When the desired choice has been obtained, the NEXT QUESTION key will finalize the entry and advance to the next display.

3. DISPLAY FORMAT

Installer programming of the LEGEND-100 is performed through a series of questions appearing in the two line display area of the LCD keypad.

The display area of the LCD keypad has the following format during Installer Programming;

Where:

NNN Question number (000-255.)

The programming questions are assigned sequentially and presented in order based, on the programming level. In addition any programming question can be accessed directly using this sequence number. Some of the questions contain multiple displays to define all of the attributes. For example, there are multiple displays required to define all of the characteristics of a zone.

TTTTTTTTTTTT Question Text

Up to twelve characters to describe the question being asked. Due to space limitations some question titles are abbreviated. If the question deals with an area containing multiple offsets such as zones or users then the display will contain a reference to the particular value being defined (example ZN01 for zone #1). For a complete explanation of each programming question consult section 9 of this manual.

VVVVVVVVVVVVVVV Value

Displays the current contents of the question. This information can be viewed or modified. The questions consist of the following types; Multiple Choice, Yes/No, Numerical, Hexadecimal, or Text.

If the question contains more than sixteen characters then a second display will appear when inputting a value greater than sixteen characters. This secondary display contains a left arrow in the last position of the first line indicating continuation of the first display. This relates primarily to the telephone numbers which can contain up to 32 digits.

A numerical input display will generally show the valid range of responses for the question. For example, if a question requires input between 1 and 16 this will generally appear on the LCD display.

The FORWARD and BACKWARD keys can be used to move the cursor position to edit existing digits.

Note: Data entry generally requires that the maximum number of digits be entered. For example an entry of 3 into a two digit field will require entry of 03.

EXAMPLE:

```
020 # ATTEMPTS
__ (01-16)
```

Enter the desired number of attempts (01 - 16) followed by depression of the NEXT QUESTION key.

HEXADECIMAL

Hexadecimal questions allow input of the digits 0-9 and A- F. The values 0-9 are entered directly from the keypad while A-F are input as follows;

VALUE	ENTRY SEQUENCE
A	SHIFT 1
B	SHIFT 2
C	SHIFT 3
D	SHIFT 4
E	SHIFT 5
F	SHIFT 6

For example, entry of an F requires depression of the SHIFT key followed by the 6. NOTE: After the SHIFT key has been pressed the Ready light will be lit.

EXAMPLE

```
012 CS#1 ACC P#1
____
```

For example, to enter an account number of A397 type SHIFT 1, 3, 9, 7.

TEXT

The text questions enter the English language descriptions used within the LEGEND panel. Valid entry consists of the letters A - Z, 0- 9, space, and selected special characters. The letters are presented as a sequence using the NEXT LETTER and PREVIOUS LETTER keys. These keys will scroll through the character set one letter at a time. When the desired character has been reached, use the FORWARD key to advance the cursor position to the next position.

After the entire text field has been entered, the NEXT QUESTION, (or PREVIOUS QUESTION), key will advance the display and save the text field entered.

Note: The characters sequence will always being with the last letter accessed.

EXAMPLE:

```
112 DESCR. ZN03
_______________
```

The character sequence contains the following : A - Z, [ ] ^ _ ' a - z { } - ! @ # % & ' < > * + - . / 0-9 : ; = ?

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The FORWARD and BACKWARD keys can be used to move the cursor position to edit existing digits.

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Enter the desired number of attempts (01 - 16) followed by depression of the NEXT QUESTION key.

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After the entire text field has been entered, the NEXT QUESTION, (or PREVIOUS QUESTION), key will advance the display and save the text field entered.

Note: The characters sequence will always being with the last letter accessed.

EXAMPLE:

113 DESCR. ZN03
_____

5. QUESTION SELECTION MODES

The keypad programming questions can be obtained either sequentially or directly as follows;

NOTE: In order to use either question selection method you must already be in the the Installer Keypad Programming mode.

SEQUENTIAL METHOD

A fast method to scroll through the sequence of programming questions involves the successive use of the NEXT QUESTION key. This will advance forward through the the programming questions in sequential order without changing any of the current values. The questions presented will depend on the Installer Programming level and the values in previous questions.

FORMAT:

NEXT Q. NEXT Q. NEXT Q. .....

DIRECT METHOD

Using the direct method any specific programming question can be obtained through the question sequence number. This method provides instant access to any LEGEND-100 programming question through the three digit sequence number. A master listing containing all the programming questions can be found in the Advanced Programming section of this manual.

FORMAT:

SHIFT NEXT QUESTION NNN

where:

SHIFT NEXT QUESTION is the depression of the SHIFT key followed by NEXT QUESTION function key.

NNN is the three digit sequence number of the question desired.

Note: The LEGEND-100 must already be in the Programming mode.

After depressing the SHIFT key followed by the NEXT QUESTION key the following display will appear;

ENTER QUESTION #
__

EXAMPLE:

SHIFT NEXT QUESTION 003

Press the NEXT QUESTION key followed by 0 0 3. This will obtain question number 03 as follows;

003 CS#1 PHONE#
_____

In this particular example, the primary Central Station telephone number question was obtained. At this point, the contents of this field can be modified or another question can be obtained.

If the question requested belongs to an area that contains multiple offsets then the direct access method will first obtain the selection display for that group. Specifically, this applies to the following groups;

USERS
ALARM TYPES
TROUBLE TYPES
ZONE DEFINITIONS
KEYPAD CONDITIONS
PARTITION KEYPAD DEFINITION

For example, if requesting the Zone CS Code question (number 113) the Zone selection question (111) will first appear. After entry of the desired zone, the first question will appear for that zone.

The next question to apperar also depends on the programming level selected.(See list of programming questions in section 10 of this manual).

6. PROGRAMMING QUESTIONS OVERVIEW

The LCD keypad programming questions have been organized into the following functional categories;

CENTRAL STATION COMMUNICATIONS **[Questions 001-023]**

This area defines the telephone numbers and dialing options for the LEGEND panel to communicate with a Central Station and the remote programming devices.

USER DEFINITION **[Questions 024-028]**

Defines the characteristics of the users maintained within the panel. This includes the authorization levels, CS reporting codes and partition assignment.

SYSTEM ATTRIBUTES **[Questions 029-045]**

Defines the values which are common to all zones and partitions within the LEGEND panel.

SYSTEM TIMING **[Questions 046-061]**

Contains the various programmable timing features (delays and time-outs).

SYSTEM FUNCTION CODES **[Questions 062-084]**

System function codes specify the codes transmitted to the Central Station for various conditions.

ALARM TYPES **[Questions 085-099]**

Alarm types are used to define the reporting codes and characteristics for different alarm conditions. When setting up a zone an alarm type will be necessary. The system contains up to sixteen alarm types.

TROUBLE TYPES **[Questions 100-110]**

Trouble types are used to define the reporting codes and characteristics for different trouble conditions. When setting up a zone a trouble type will be requested. The system contains up to eight trouble types.

ZONE DEFINITION **[Questions 111-137]**

The LEGEND-100 panel can contain up to sixteen hardwired zones. The zones are fully programmable and the zone definitions are used to customize the zones to suit your needs.

KEYPAD CONDITIONS **[Questions 138-142]**

In addition to the hardwired zones, conditions can be activated through the keypad for situations such as FIRE, PANIC, MEDICAL, DURESS. This section asks the questions to tailor these conditions to your installation.

PARTITION ASSIGNMENT **[Questions 143-145]**

The LEGEND-100 panel can be configured to look like multiple systems to the Central Stations. In this section defines the keypads that are assigned to each partition.

AUTO-UPLOAD PARAMETERS **[Questions 146-156]**

One feature of the LEGEND-100 is the capability to transmit a log of system activity to a remote serial printer. These questions define the frequency of this transmission (daily, weekly, monthly) along with text to identify each account.

7. PROGRAMMING LEVELS

Programming the LEGEND-100 through the LCD keypad has been simplified through the use of Installer Programming Levels. The purpose of the programming levels is to ask only the programming questions applicable to the installation. Any questions that are skipped will remain at the preprogrammed FBI default values.

When entering keypad programming, the first question (#000) requests the programming level. Based on programming level selected the appropriate questions will be asked. The questions which are asked for each of the programming levels are shown in section 10 of this manual.

The Programming level question is as follows;

000 SEL PROG LEVEL QUICK

The following Programming Levels exist within the LEGEND-100;

QUICK

The quick programming level relies mainly on the FBI default values. The installation is intended as a non partitioned system using the default reporting codes and timing attributes. The zone types will adhere to the types as described in the System Defaults.

Using the quick mode, it is only necessary to answer some of the communications questions.

INTERMEDIATE

The intermediate level is similar to the quick mode except the installer has additional flexibility in programming reporting codes, timing options and some of the zone characteristics. This programming level will probably be sufficient for most residential single partitioned installations.

PARTITIONED

Similar to the Intermediate level except that the panel is partitioned. The zones, users and keypads will be assignable to partitions and account numbers can be programmed for each partition.

ADVANCED

In the advanced level all of the programming questions will be asked. This level would be for the installation requiring control over more of the advanced features of the LEGEND-100.

NOTE: If questions are accessed directly, the will still adhere to the programming level selected. For example, if the QUICK mode is selected, then a request for a programming question contained in advanced mode will skipped.

8. SAMPLE LCD KEYPAD PROG. SESSION

1- ENTER THE KEYPAD PROGRAMMING MODE:

CODE + * [Installer Code] 1

where;

CODE CODE key on keypad

***** Asterisk key (also labeled SHIFT)

[Installer Code] Six Digit installer code required to gain access to installer only functions such as keypad programming.

1 Entry of 1 from keypad

Place the Programming overlay over the keypad to observe the purpose of the keys during keypad programming.

2- SELECT PROGRAMMING LEVEL

The following display will appear to select the Installer Programming Level;

000 SEL PROG LEV
QUICK

Use the TOGGLE key to scroll through the following available choices;

QUICK Simple eight zone, non partitioned LEGEND installation. The questions presented include some of the CS Communications questions and User definition. Consult the system defaults to determine whether this mode suits your installation.

INTERMEDIATE Similar to the QUICK programming level except that certain reporting codes, timing options and zone characteristics are programmable.

PARTITIONED Identical to the INTERMEDIATE level except that the system is being setup in a partitioned configuration and the zones, users and keypads are assignable to the partitions.

ADVANCED In the ADVANCED mode, all programming questions will be presented.

When the desired choice has been selected press the NEXT QUESTION key to proceed.

3- PROGRAMMING SEQUENCE

The programming questions will be presented based on the installer programming level selected. See the LCD Keypad Programming section of this manual for an explanation of each question and the Master List of Questions for the level associated with each question.

4- EXIT FROM PROGRAMMING SESSION

After performing the desired programming to the panel exit from the programming session as follows;

SHIFT + ABORT (Also known as the * and # keys)

Press the SHIFT and ABORT keys at the same time and the LEGEND-100 panel will return to the normal disarmed state.

9. LCD KEYPAD PROGRAMMING QUESTIONS

This section describes all of the programming displays that can appear within the Installer Programming sequence of the LEGEND- 100 panel. Based on the programming level selected, the appropriate questions will be presented.

Note: The sample displays in this section show the format of the keypad programming questions. The values that are displayed are meant to demonstrate the type of input for each question rather than the default values. The factory default values for the LEGEND-100 programming questions are shown in chapter 11 of this manual.

NOTE: The programming questions displayed in this section of the manual relates to REVISION 3.2 of the Legend-100 control panel. The revision number can be seen on the LCD keypad upon initial system power-up and on a label located on the panel wiring diagram.

9.1. PROGRAMMING LEVEL

000 SEL PROG LEV
QUICK

The Programming level determines the questions which will be displayed during the keypad Programming session. Depression of the TOGGLE key will scroll through the following Programming level choices;

QUICK
INTERMEDIATE
PARTITIONED
ADVANCED

Once the desired programming level has been reached press the NEXT QUESTION key. Each of these choices is described in the the Programming Levels section of this manual. The questions that are presented with each programming level are listed in section 10 of this manual.

9.2. CS COMMUNICATIONS

The Central Station Communications section defines the telephone numbers and dialing options for the LEGEND-100 panel to communicate with a Central Station receiver and the remote programming devices.

CALLBACK TELEPHONE NUMBER

001 CALLBACK #
_____

The LEGEND-100 can be programmed and operated remotely from either the Alarm Company location. This two way capability includes remote programming (uploading, downloading) and commands (ARM/DISARM, BYPASS, DEVICE ACTIVATION, SYSTEM STATUS).

All remote activations are performed over a dedicated telephone line at the Alarm Company known as the Callback Number. This number should be common to all LEGEND-100 panels installed or maintained by the same company.

Enter the Callback Number which will represent the fixed telephone number dedicated to your EZ-MATE PC Downloader or EZ- MATE Programmer within your alarm company.

The Callback number is a security feature which prevents unauthorized stations from accessing your control panels. If the Callback number is left blank then the panel will not call back the Alarm Company location during remote communications, allowing use of the EZ-Mate Programmer from any remote location.

NOTE: The Callback telephone number should not be confused with the Central Station Receiver numbers. In addition, if the device will never be operated remotely, then the Callback Number should be left blank.

TELEPHONE NUMBER ENTRY

All telephone numbers should be entered through the LCD keypad programming sequence as follows;

The phone number should be entered with any area codes or access characters needed to dial the telephone number from the control panel location. The valid digits for all phone numbers are 0- 9, A ,B, or C. The phone digits are entered as follows;

0-9	Actual telephone # digits
B (Shift 2)	#
C (Shift 3)	3 Second delay

Do not enter blanks or separators between the digits as this will be interpreted as the end of the telephone number. A totally blank phone number indicates that the phone number does not exist. For example, a blank CS#2 Phone number indicates that the panel does not communicate with the secondary Central Station.

To blank out an existing telephone number move the cursor to the first position and depress the SHIFT key followed by the 8 key. To advance the next programming question press the NEXT QUESTION key.

Telephone numbers within the LEGEND-100 panel can contain up to 32 digits. Since the LCD display contains only sixteen characters a secondary display will automatically appear if a phone number greater than 16 characters is entered. This secondary display will be denoted with a small left arrow in the last position of the first line.

DUMP TELEPHONE NUMBER

002 DUMP PH. #
_____

The LEGEND-100 stores the last 128 events that have occurred. This system log information can be viewed by an Installer through an LCD keypad, read by the EZ-MATE Programmer or Downloader, or dumped automatically to a remote printer. The remote printer can be located at the Alarm Company, Central Station or other remote location such as a guard shack or corporate security office.

The DUMP telephone number defines the telephone number of this remote printer and modem and can vary from account to account.

If the panel should not transmit system log information then leave this question blank. The DUMP telephone number can contain up to 32 digits. Additional information for the Auto Dump function is defined in questions 145-156. The Auto Dump feature requires a modem and serial printer at the remote location.

See the Callback Number for an explanation of telephone number entry.

PRIMARY CENTRAL STATION RECEIVER

003 CS#1 PH. #
_____

The LEGEND-100 can transmit digital alarm signals to two separate Central Station numbers. Enter the complete telephone number of the primary Central Station receiver line. The telephone number should be entered with the correct area code or access control digits necessary to dial the Central Station receiver from the panel location.

The primary CS phone number can contain up to 32 digits. If the panel does not communicate with the primary Central Station or the panel is being used in a local only application then leave this question blank.

To erase an entire existing telephone number, position the cursor at the first digit and depress the SHIFT key followed by the 8 key.

See the Callback Number for a full explanation of telephone number entry.

CS#1 PULSES PER SECOND

004 PPS CS#1 10PPS 1400

This question selects the speed for transmissions to CS#1. The valid options are;

10PPS 1400	10 Pulses Per Second with a 1400 Hz handshake
10PPS 2300	10 Pulses Per Second with a 2300 Hz handshake
20PPS 1400	20 Pulses Per Second with a 1400 Hz handshake
20PPS 2300	20 Pulses Per Second with a 2300 Hz handshake
40PPS 1400	40 Pulses Per Second with a 1400 Hz handshake
40PPS 2300	40 Pulses Per Second with a 2300 Hz handshake
BFSK	BFSK Format
FBI	FBI Format (4x3x1)

Note: This question will be skipped if signals are not transmitted to CS#1 (question 003).

CS#1 PARITY SELECTION

005 PARITY CS#1
NO

Enter the desired parity setting for CS#1 transmissions. Parity is an error detection scheme which is used in certain CS transmission formats. If you are unsure about the parity setting for your receiver please contact your Central Station manager.

Note: This question will be skipped if signals are not transmitted to CS#1 (question 003).

CS#1 MESSAGE FORMAT

006 FORMAT CS#1
STANDARD

Specifies the message format transmitted to CS#1. The message format indicates the method used by the control panel to transmit the account number and information to the Central Station. Since the terminology used by different manufacturers varies, please refer to the examples below to select the desired format. the options are as follows;

STANDARD - All transmissions contain account numbers of three or four digits followed by a single digit alarm code. For example,

123 6
or
2794 7

This format may also be known as 3x1, 4x1 or non extended.

EXTENDED - All transmissions in extended format. In this format the first round contains an expansion digit which appears as the account number in the second round. This format is sometimes also known as expanded or universal format. For example;

123 3
333 6

5483 1
1111 4

Extended format messages may contain either three or four digit account numbers.

PARTIAL EXT. Alarms conditions are transmitted as single line messages, however non alarm conditions such as restores,Opens, Closes, Troubles, etc. are extended messages. Example;

ALARM
123 3
RESTORE
123 E
EEE 3

4x2 - All messages are sent with a two digit condition code in a single transmission. The account number transmitted depends on the number of digits defined in the account number field. Example;

5482 31

Note: The format entered in this question will be ignored if the answer to question #004 is either BFSK or FBI.

SECONDARY CENTRAL STATION RECEIVER

007 CS#2 PH. #
_____

Enter the telephone number of the secondary Central Station receiver line. If the panel only communicates with the primary receiver, leave this field blank. The secondary phone number can contain up to 32 digits.

To erase an entire existing telephone number, position the cursor at the first digit and depress the SHIFT key followed by the 8 key.

See the Callback Number description for explanation of telephone entries.

CS#2 PULSES PER SECOND

008 PPS CS#2
10 PPS 1400

This question selects the desired speed for signals transmitted to CS#2. Select from the following options;

10 PPS 1400	10 Pulses Per Second with a 1400Hz handshake
10 PPS 2300	10 Pulses Per Second with a 2300 Hz handshake
20 PPS 1400	20 Pulses Per Second with a 1400 Hz handshake
20 PPS 2300	20 Pulses Per Second with a 2300 Hz handshake
40 PPS 1400	40 Pulses Per Second with a 1400 Hz handshake
40 PPS 2300	40 Pulses Per Second with a 2300 Hz handshake
BFSK	BFSK Format
FBI	FBI Format (4x3x1)

Note: This question will be skipped if messages are not transmitted to CS#2 (question 007).

CS#2 PARITY SELECTION

009 PARITY CS#2
NO

Enter whether parity should be sent on transmissions to CS#2. Parity is an error detection scheme which is used in certain CS transmission

formats. If you are unsure about the parity setting please contact your Central Station manager.

Note: This question will be skipped if there is no transmission to CS#2 (question 007).

CS#2 MESSAGE FORMAT

010 FORMAT CS#2
STANDARD

Specifies the message format transmitted to CS#1. The message format indicates the method used by the control panel to transmit the account number and information to the Central Station. Since the terminology used by different manufacturers varies, please refer to the examples below to select the desired format. the options are as follows;

STANDARD - All transmissions contain account numbers of three or four digits followed by a single digit alarm code. For example,

123 6
or
2794 7

This format may also be known as 3x1, 4x1 or non extended.

EXTENDED - All transmissions in extended format. In this format the first round contains an expansion digit which appears as the account number in the second round. This format is sometimes also known as expanded or universal format. For example;

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5482 31

Note: The format entered in this question will be ignored if the answer to question #004 is either BFSK or FBI.

NUMBER OF PARTITIONS

011 # PARTITIONS
_ (1-8)

The LEGEND-100 can be set up to look like multiple control panels to the Central Station. These independent subdivisions are known as **partitions.** Enter the number of partitions for this installation. If the system is non partitioned then the number of partitions should be 1. The zones, keypads and users associated with each partition will be defined in later questions. Default value = 1.

Partitioning can be used for applications such as townhouses, apartment buildings, shopping centers, industrial complexes or office suites where separate, independent areas are needed. Each partition can contain any number of keypads and zones. In addition each user code can be granted or denied access to any of the partitions.

PRIMARY CS ACCOUNT NUMBER

012 CS#1 ACC P#_
____

Enter the account number to be reported to CS#1 (Question #3). The account number questions (12 and 13) will be repeated for the number of partitions specified in question number 11. The portion of the display labeled P# indicates the partition number being entered.

The account numbers can be up to four digits. If a three digit account number is desired then enter XXXb, where XXX is the desired three digit account number followed by a blank (depression of the SHIFT key followed by the 8).

If the partition should not report to CS#1 then enter a blank account number. To erase an existing account number position the cursor on the first digit and depress the SHIFT key followed by the 8 key.

Valid entries for the account number question includes the digits 0-9 or B-E (SHIFT 2 - SHIFT 6). Enter the account number exactly the way it would be seen at the receiver. Consult your Central Station Manager to determine the valid digits accepted by your receiver.

SECONDARY CS ACCOUNT NUMBER

```
013 CS#2 ACC P#_
____
```

Enter the account number to be reported to CS#2 (Question #8). The account number questions (12 and 13) will be repeated for the number of partitions entered in question number 11. The portion of the display labeled P# indicates the partition number being entered.

The account numbers can be up to four digits. If a three digit account number is desired then enter XXXb, where XXX is the desired three digit account number followed by a blank (depression of the SHIFT key followed by the 8).

If the partition should not report to CS#2 then enter a blank account number. To erase an existing account number position the cursor on the first digit and depress the SHIFT key followed by the 8 key.

Valid entries for the account number question includes the digits 0-9 or A-E. Enter the account number exactly as it would be seen at the receiver. Consult your Central Station manager to determine the valid digits for your receiver.

PANEL INSTALLER CODE

```
014 INSTALL CODE
123456
```

The LEGEND-100 contains a series of functions which can only be performed by an authorized installer. These functions include keypad programming, walk test, time setup, and system log view.

In order to perform **any** of these installer reserved functions entry of this six digit installer code will be necessary. Each alarm company should select a six digit code in order to secure their panels from other installers. The code should probably be kept uniform for each Alarm company. The factory default value for the installer code is 123456.

NOTE: Special care should be made whenever changing the installer code value since subsequent keypad programming sessions will require the code entered.

TOUCH TONE DIALING ENABLE

```
015 TONE DIALING
NO
```

Indicates whether touch tone dialing should be enabled for the panel. If touch tone dialing is not selected then pulse dialing will be performed. Default value = NO

This question will be skipped if all of the telephone numbers have been defined as blanks.

CENTRAL STATION DIALER ENABLE

```
016 DIALER ENAB
YES
```

This question indicates whether the communicator section will be active for the panel. If the system is being operated as a local alarm only or the dialer operation should be suspended enter NO. Default = YES.

REMOTE OPERATION

```
017 REMOTE OPER
YES
```

Indicates whether remote actions of any kind will be permitted on this panel. This includes uploads, downloads, arms/disarms, bypasses and status checks. These commands can be performed through an EZ-MATE Programmer or EZ-MATE PC Based Downloader.

Questions 18 and 19 will specify which remote actions will be permitted.

REMOTE ARM/DISARM ENABLE

```
018 REM ARMING
NO
```

Indicates whether this panel can be armed and disarmed remotely through an EZ-MATE Programmer or EZ-MATE PC Based Downloader. This question provides an additional layer of security for remote operations.

REMOTE BYPASS ENABLE

```
019 REM BYPASS
NO
```

Indicates whether this panel can have individual zones bypassed or unbypassed remotely through an

EZ-MATE Programmer or EZ-MATE PC Based Downloader. This question will be skipped if the answer to the Remote Operations question 17 is NO.

NUMBER OF ATTEMPTS

```
020 # ATTEMPTS
__ (01-16)
```

Indicates the number of attempts made by the dialer to reach the Central Station receiver. Transmission will repeat up until the maximum number of attempts if a transmission is unsuccessful.

If there are two Central Station telephone numbers defined and the type of signal should be sent to both receivers, then transmission will alternate between the two numbers if either line is busy.

Default value = 8, 16 means 16 attempts.

RING COUNT

```
021 RING COUNT
__ (01-16)
```

Whenever the Alarm Company attempts to communicate remotely with the LEGEND-100 it will dial the telephone number attached to the control panel. This question determines how many rings are necessary for this LEGEND-100 panel to pickup.

The number of rings should be selected not to interfere with normal operation of the protected premise. For example, if the LEGEND-100 is connected to the existing telephone line of the location a value of one ring for pickup would probably be undesirable since the panel would pickup and seize the telephone line every time the phone rang.

If an answering machine is present at the control panel site, then the number of rings should be set greater than the number of rings for the answering machine to pickup.

Default value = 10.

EXTENDED ANTIJAM TIME

```
022 30 SEC ANTIJ
NO
```

The LEGEND-100 contains an anti-jam feature before it performs any communicator dialing. The antijam feature will disconnect the internal telephone line and perform a hang-up on any external connection. The standard hang-up time is 4 seconds while the extended option will hang up for 30 seconds prior to dialing.

The antijam time represents the amount of time that the panel will wait between the time that the dialer has seized the line to the time that the dialing begins. Default = NO.

EXTENDED ACKNOWLEDGMENT

```
023 120 SEC ACK
NO
```

Indicates whether the panel should wait up to 120 seconds for an acknowledgment from the Central Station receiver, otherwise the panel will wait 30 seconds. Default = NO.

9.3. USER DEFINITION

This section of the Installer keypad programming is used to setup the authorization levels and user partition assignments within the panel. The definition of the actual user codes is **not** performed within the Installer Keypad Programming sequence. User definition or modification can be performed through normal keypad entry by the installer or authorized end user.

SELECT USER NUMBER

```
024 SEL USER #
__ 01-16,00 SKIP
```

This display selects the user number to be maintained. The LEGEND-100 can contain up to sixteen different users. Entry of 00 will skip the USER questions and advance to the next group of questions.

USER AUTHORIZATION LEVEL

```
025 USER LEV #XX
_ (1-4)
```

Authorization level of this user within the panel. The values range from 1 (highest) to 4 (lowest) as defined below;

LEVEL 1	Arm, Disarm, Bypass, Program Users
LEVEL 2	Arm, Disarm, Bypass
LEVEL 3	Arm, Disarm
LEVEL 4	Arm (Temporary User)

Note: User#1 is always a level 1 user.

USER CS OPEN/CLOSE ID

```
026 US O/C ID#xx
_ 1-F
```

This indicates the digit which will be transmitted to the Central Station when this user opens or closes the premise. The default value for each users CS code will be the user number. If Open/Close signals are not transmitted then this value will be ignored, or if STAN format has been selected which only transmits the opening or closing code (questions 006, 010) .

USER PARTITION ASSIGNMENT

```
027 USER PAR #XX
YNNNNNNN
```

This question defines the partition assignment for this user. Users can be defined for multiple partitions which means that their user access codes will be accepted at the keypads associated with more than one partition. If the system is being operated as a single partition then all active users should be defined to partition number 1. If a user is active in more than one partition then the account number transmitted will depend on the partition where the signal was initiated.

The FORWARD and BACKWARD keys are used to move the cursor to the desired position and the TOGGLE key allows YES/NO selection for the partition.For example, the first position represents partition#1, the second position is partition #2 etc.

This question will be skipped if the installation is non-partitioned.

USER MASTER PARTITION

```
028 US MAST #xx
_ (1-8)
```

The LEGEND-100 panel contains the capability to define, modify and delete users from the keypad. Users can modify other users only if they have been defined as a level 1 user . As an additional precaution against users performing modifications across partition boundaries each level 1 user will contain a master partition value. This indicates the partition where they are permitted to modify users.

This question will be skipped if the system is not partitioned, or the user is not defined as a level 1 user.

9.4. SYSTEM ATTRIBUTES

The System Attributes defines the parameters which are common to all zones and partitions within the control panel.

OPEN/CLOSE CS REPORTING TYPE

```
029 OP/CL CS TYP
 CS#1 ONLY
```

Specifies to which Central Station opening and closing signals are transmitted. The options are;

CS#1 ONLY	Primary rec. only
CS#2 ONLY	Secondary rec. only
CS#1 & CS#2	Both receivers always
CS#1 THEN CS#2	CS#1 backed up by CS#2
NONE	No O/C transmissions

TEST SIGNAL REPORTING TYPE

```
030 TEST TO CS1
 CS#1 ONLY
```

Specifies to which Central Station the periodic system test signals are transmitted. The options are;

CS#1 ONLY	Primary rec. only
CS#2 ONLY	Secondary rec. only
CS#1 & CS#2	Both receivers always
CS#1 THEN CS#2	CS#1 backed up by CS#2
NONE	No Test transmissions

SYSTEM TEST INTERVAL

```
031 TEST FREQ.
 24 HOURS
```

Indicates the frequency of automatic system test reports. Test reports can be transmitted to the Central Station on a daily (every 12 or 24 hours) or on a weekly basis. System Test signals will be transmitted only if specified in question 030. The test code transmitted is entered in the System Test question (#065). The hour of the day for transmission of system test is entered in question 065.

This question will toggle between the following options;

12 HOUR
24 HOUR
SUNDAY
MONDAY
TUESDAY
WEDNESDAY
THURSDAY
FRIDAY
SATURDAY

ENABLE 16 ZONE OPERATION

```
032 ENAB 16 ZONE
 NO
```

The LEGEND-100 panel contains eight zones on the main control board with an additional eight zone capability through an expansion board. If the expansion board is present in the system answer YES to this question. Default = NO.

NOTE: Only answer YES to the question if the zone expansion board is present.

BYPASS TRANSMISSION TYPE

```
033 BYP TRAN TYPE
 BYPASS
```

Specifies when bypasses are transmitted to the Central Station. The options are;

BYPASS	Transmit at time of bypass
ARM	Transmit upon system arming

Bypassing can be enabled or disabled by zone.

AUTO UNBYPASS ENABLE

```
034 AUTO UNBY EN
 YES
```

Indicates whether bypassed zones will automatically be unbypassed upon system disarm. Restores will be generated for the bypassed zones if a restore code has been defined.

ARMING OUTPUT LEVEL

```
035 ARM OUT. LEV
 HIGH
```

Indicates the desired voltage level on trigger output for arming status. The system contains one voltage output located on the trigger connector of the control panel which represents the current arming state for the entire panel. If the system contains multiple partitions then this output will be at the selected level if any of the partitions are armed. The options are are HIGH and LOW.

BELL TEST AT ARMING

```
036 BELL TST ARM
 NO
```

Indicates whether a bell test will be performed when the system is armed. Default = NO. NOTE: The bell output is assumed to be relay 1.

BELL RINGBACK AT CLOSING

```
037 BEL RBAK CLO
 YES
```

Indicates whether there will be a bell ringback at closing. If YES then the bell (relay 1) will pulse several times indicating a successful closing signal to the Central Station. If the system is partitioned then this can occur for each of the partitions.

Default = NO.

SOUNDER RINGBACK

```
038 SOUNDER RBAK
 YES
```

Indicates whether a sounder ringback will occur and applies to all signals transmitted to the Central Station . This is similar to the bell ringback option described in the previous question except this involves the keypad sounder. If the system is partitioned then the sounder ringback will occur at the keypads defined for the partition that has closed. Default = No.

FIRE VERIFICATION

```
039 FIRE VERIF
 NO
```

Indicates whether relay number 2 will act as a fire (or smoke) verification. If YES then relay #2 must be dedicated to the fire reset function . Any fire zones that require verification must be enabled in question 134. If Fire Verification is not used then relay #2 is available for other purposes. Default = No.

RESET KEY FUNCTION

```
040 RESET KEY
 YES
```

Indicates whether the system reset function can be performed through simultaneous depression of the 3 and 1 keys. This is an alternative to entry of a valid user code. The RESET function would be used to acknowledge system activity such as alarms or troubles and to exit the alarm memory mode.

If YES then system reset can be performed using the 3 + 1 keys or a valid user number . If NO then only a valid user code is accepted.

RESTORES TO FOLLOW LOOP

```
041 RES FOL LOOP
 NO
```

Indicates whether all restore signals are to follow the loop or after bell cutoff. If NO then restores occur after the bell cutoff period. Default = NO.

ACTION ON ABORT

```
042 ACT ON ABORT
 ABORT
```

Indicates the action to be taken on an abort. The options are;

ABORT CODE Transmit the abort code
STOP DIALING Stop the transmission, send nothing
NO ABORT No abort capability
RESTORE Transmit the restore code

The abort action is system wide and will be used for all zones within all partitions.

ENABLE KEYPAD COMMANDS

```
043 EN KPAD CMDS
 YES
```

The Legend-100 contains some user initiated keypad commands for functions such as Quick Arming, Forced Arming, Time Set etc. These commands can be enabled or disabled using this question.

ENABLE KEYPAD DIRECTORY

```
044 EN KPAD DIR
 YES
```

The Legend-100 has a user initiated keypad function (LCD keypads only) which can scroll through the zone descriptions for all zones assigned to the partition (# 4). This question enables or disables the keypad directory function.

```
045 MULT PART MD
 YES
```

This option enables an authorized user at one keypad to access other partitions within the system through the # 0 command. Users will be able to view the status of other partitions and perform commands from the keypad.

9.5. SYSTEM TIMING

The System Timing section allows programming of the timing options of the LEGEND-100 panel.

BELL DELAY TIME

```
046 BEL DEL 15SC
__(00-15)
```

Amount of time in 15 second increments prior to activating the bell (relay #1) upon system activity. The value is specified in steps of 15 seconds from 00 to 14, with 15 meaning an infinite delay. Example 00 = No delay 03= 45 second delay.

Each alarm type will specify whether they adhere to the bell delay, For example, although the normal bell delay might be 30 seconds there might be certain emergency conditions which require no delay.

DIALER DELAY

```
047 DIAL DEL 15S
__(00-15)
```

Indicates the amount of time before dialer activation in 15 second intervals. Similar to the bell delay, an option exists to override the dialer delay for certain conditions.

EXIT DELAY

```
048 EXIT DL 15SC
__(00-15)
```

Specifies the exit delay in 15 second increments. The exit delay can be defined from 0 to 14 fifteen second intervals, with 15 indicating an infinite exit delay.

The exit delay will be used for zones which have been defined as exit/entry type zones.

ENTRY DELAY1

```
049 EN DEL1 15SC
__(00-15)
```

The LEGEND-100 contains two separate entry time periods. This allows different entry times for different zones. For example a keypad placed by a garage door might require more time than a keypad located next to the front door. Each zone allows selection of either entry time (see question #127).

Specify entry delay #1 in 15 second increments. The entry delay can be defined from 0 to 14 fifteen second intervals, with 15 indicating an infinite exit delay.

ENTRY DELAY2

```
050 EN DEL2 15SC
__(00-15)
```

Specifies entry delay #2 in 15 second increments. The entry delay can be defined from 0 to 14 fifteen second intervals, with 15 indicating an infinite exit delay. When defining individual zones an option exists to select entry delay 1 or 2.

CS TEST TIME

```
051 TEST TIME
__(00-24)
```

Indicates the time of the day for transmission of the system test signal. If a test signal has been defined then the code will be transmitted at the hour specified in this question.

Enter 00 - 23 to indicate the system test hour in military time. (00= Midnight, 23= 11PM). An entry of 24 indicates that a system test signal should not be transmitted. The system test will be transmitted, if defined, starting at this time every 12 or 24 hours based on the answer to question #031. The code transmitted will be defined in question 066.

If the system is partitioned the test signal, if transmitted, will be sent using the account numbers for partition number 1.

AC LOSS DELAY

```
052 AC LOSS 15MN
__(00-15)
```

Indicates the time delay in 15 second intervals for transmission of an AC loss signal. AC failure must exist for the AC loss period before an AC loss signal will be transmitted.

A value of 00 indicates that AC failure should be sent immediately, while a value of 15 indicates that AC loss should never be sent. Default value = 2.

EXIT TRIGGERS

```
053 EXIT TRIGGER
NNNNNNNN
```

Indicates whether any of the eight programmable voltage level output triggers will be activated upon an exit condition. The position of the Y or N indicates the trigger number. This trigger will be latched for the duration of the exit interval. Default = NNNNNNN.

The FORWARD and BACKWARD keys are used to position the cursor to the desired position while the TOGGLE key will change the Yes/No status of that trigger.The first position represents trigger #1, the second position trigger #2, etc

ENTRANCE TRIGGERS

```
054 ENTRY TRIG.
NNNNNNNN
```

Indicates whether any of the eight programmable voltage level output triggers will be activated upon an entrance condition. The position of the Y or N indicates the trigger number. This trigger will be latched for the duration of the entrance interval. Default = NNNNNNN.

The FORWARD and BACKWARD keys are used to position the cursor to the desired position while the TOGGLE key will change the Yes/No status of that trigger. The first position represents trigger #1, the secong trigger #2, etc..

CUTOFF TIMER #1

```
055 TIMER1  1MIN
__(00-15)
```

The LEGEND-100 contains three different bell cutoff times which can be selected for the alarm and trouble types. Enter the duration of timeout #1 in one minute intervals.

CUTOFF TIMER #2

```
056 TIMER2  1MIN
__(00-15)
```

The LEGEND-100 contains three different bell cutoff times which can be selected for the alarm and trouble types. Enter the duration of timeout #2 in one minute intervals.

NOTE: The cutoff timers are selected in the alarm and trouble type and relate to whichever relay is used for that particular alarm or trouble type.

CUTOFF TIMER #3

```
057 TIMER3  1MIN
__(00-15)
```

The LEGEND-100 contains three different bell cutoff times which can be selected for the alarm and trouble types. Enter the duration of timeout #3 in one minute intervals.

GLOBAL BELL LOCKOUT COUNTER

```
058 GL LOCK CT.
__(00-15)
```

Indicates the total number of bell activations from all zones of the panel that will cause bell lockout. This counter will be reset with each arming of the system and will only be incremented by controllable zones that have been defined with the lockout feature enabled (question #128). The bell lockout feature merely prevents repeating activity from triggering the bell. Signals will continue to be transmitted to the Central Station in accordance with the zone definition. If signals are to be suppressed, then the dialer lockout feature should be considered. Default = 15(None).

If you do not want bell lockout enter 15.

LOCAL BELL LOCKOUT COUNTER

```
059 LOC LOCK CT.
__(00-15)
```

Indicates the number of bell activations for an **individual zone** that will cause a bell lockout. This counter will be reset with each arming of the system and applies only to burglary zones that have been defined with lockout enabled (see question #128). Default = 15(None).

If you do not want bell lockout enter 15.

GLOBAL DIALER LOCKOUT LOCKOUT COUNTER

```
060 GL DIAL LOCK
__(00-15)
```

Indicates the number of dialer activations from all zones of the panel which will cause a dialer lockout. This counter will be reset with each arming of the system and applies only to burglary zones that have been defined with lockout enabled. Dialer lockout does not effect the bell activation. Default = 15(None).

If you do not want dialer lockout enter 15

LOCAL DIALER LOCKOUT COUNTER

```
061 LOC DIAL LCK
__(00-15)
```

Indicates the number of dialer activations from an individual zone panel which will cause a dialer lockout. This counter will be reset with each arming of the system and applies only to burglary zones that have been defined with lockout enabled. Default = 15(None).

If you do not want dialer lockout enter 15.

9.6. SYSTEM FUNCTION CODES

The System Function Codes section defines the codes that will be transmitted to the Central Station when various conditions occur. The values A-F can be entered into any of these questions as follows;

DIGIT	KEYSTROKES
A	SHIFT 1
B	SHIFT 2
C	SHIFT 3
D	SHIFT 4
E	SHIFT 5
F	SHIFT 6

BYPASS CODE

```
062 BYPASS CODE
_ ( 0 - F )
```

Indicates the system reporting code for a bypass. An option exists per zone to determine whether bypasses are reported. Bypasses will be reported to the Central Station based on the bypass option selected in question #33.

ABORT CODE

```
063 ABORT CODE
_ ( 0 - F )
```

Indicates the reporting code for an abort. This abort code will only be transmitted if the action on abort (question #042) specifies Abort.

OPENING CODE

```
064 OPEN CODE
_ ( 0 - F )
```

Indicates the reporting code for an opening. If the system is partitioned then the account number transmitted to the Central station will depend on the partition where the opening occurred. In addition if the transmission format selected includes the user code then the user number will be included.

CLOSING CODE

```
065 CLOSING CODE
_ ( 0 - F )
```

Indicates the reporting code for a closing. If the system is partitioned then the account number transmitted to the Central station will depend on the partition where the closing occurred. In addition if the transmission format selected includes the user code then the user number will be included.

CS TEST CODE

```
066 TEST CODE
__ 00 - FF
```

Indicates the reporting code for a system test. The type of system test (12 or 24 hour) is defined in question #031, and the time of test in question # 051.

The system test code represents the entire panel rather than a specific partition and the account numbers for partition 1 will be used.

Enter up to two digits for the system test code. If a single digit reporting format is used then only the first digit will be used.

AC LOSS CODE

```
067 AC LOSS CODE
__ 00-FF
```

Indicates the reporting code for AC failure. AC loss will only be reported to the Central Station if the loss is greater than the time period specified in question #052.

AC loss is a system wide condition and will report using the account numbers for the first partition.

AC RESTORE CODE

```
068 AC RESTOR CD
_ ( 0 - F )
```

Indicates the restore code transmitted upon restore of AC.

LOW BATTERY CODE

```
069 LOW BAT CODE
_ ( 0 - F )
```

Reporting code for low battery condition. Low battery transmission will occur if the battery voltage drops below 11.5 volts. Low battery conditions will be reported with the account number for partition #1.

LOW BATTERY RESTORE CODE

```
070 BAT RESTR CD
_ ( 0 - F )
```

Reporting code for low battery restore condition.

SYSTEM ERROR CODE

```
071 SYS ERR CODE
_ ( 0 - F )
```

Indicates the reporting code for system error condition.

SYSTEM ERROR RESTORE CODE

```
072 SYS ERR REST
_ ( 0 - F )
```

Indicates the reporting code for system error restore condition.

DOWNLOADER CODE

```
073 DOWN CODE
__ 00-FF
```

The EZ-MATE Programmer and the PC Based Downloader can transmit database information from the Alarm Company to the LEGEND-100. Upon completion of a downloading session the panel can transmit a signal to the Central Station receiver to verify that a downloading has taken place. This download code will be sent based on the reporting type specified in the test type question 030.

The Download code will transmit the account number for partition #1.

BUZZER ON AC LOSS

```
074 BUZ AC LOSS
YES
```

Indicates whether the buzzer should be activated upon AC Loss.

BUZZER ON LOW BATTERY

```
075 BUZ LOW BATT
YES
```

Indicates whether the buzzer should be activated upon a low battery condition.

BUZZER ON SYSTEM ERROR

```
076 BUZ SYS ERR
YES
```

Indicates whether the buzzer should be activated upon a system error condition.

AMBUSH TYPE

```
077 +- AMBUSH EN
NO
```

This determines whether a valid user code altered by + or - one will be interpreted as an ambush code. If NO then user #16 can be interpreted as a systemwide ambush code based on the information entered in question 78. DEFAULT = NO.

USER 16 AMBUSH

```
078 USER 16 AMBUSH
NO
```

This determines whether user #16 will be interpreted as a system wide ambush code. An answer of NO to this question and question 077 means that there is no ambush code capability within the system. If both questions 077 and 078 are YES then user #16 will be used as the ambush code.

24 HOUR - AC LOSS

```
079 24 HR AC LOS
YES
```

Indicates whether the buzzer should be activated if the system is armed and an AC loss occurs.

24 HOUR - LOW BATTERY

```
080 24 HR LO BAT
YES
```

Indicates whether the buzzer should be activated if the system is armed and a low battery condition occurs.

24 HOUR - SYSTEM ERROR

```
081 24 HR SYS ERR
YES
```

Indicates whether the buzzer should be activated if the system is armed and a system error condition exists.

TROUBLE TYPE - AC LOSS

```
082 TR TY AC LOS
_(1-4)
```

Indicates the Trouble Type used upon sensing an AC loss. Default = 1.

NOTE: The Trouble Types are defined in questions 100 through 110 and represents the actions to be taken when a trouble occurs. This includes the description that would appear on the LCD display, reporting codes, trigger outputs etc.

TROUBLE TYPE - LOW BATTERY

```
083 TR TY LO BAT
_(1-4)
```

Indicates the Trouble Type used upon sensing a low battery. Default = 2.

TROUBLE TYPE - SYSTEM ERROR

```
084 TR TY SYS ER
_(1-4)
```

Indicates the Trouble Type used upon sensing a system error. Default = 4.

9.7. ALARM TYPES

Alarm types are used to define the reporting codes and characteristics when a zone goes into an alarm condition. Each zone definition specifies an alarm type.

The alarm type includes information such as the description, CS reporting code, reporting type and trigger outputs. For example the system may contain more than one BURGLARY alarm type with slight differences such as a different bell output, or different CS reporting type.

The LEGEND-100 contains sixteen different alarm types.

Note: The Alarm Type questions below display the Alarm Type number as ATxx, where xx will be the actual alarm type from 01 - 16.

The actual alarm loop characteristics are specified by zone in questions 118, 123, 124.

SELECT ALARM TYPE

```
085 SEL ALARM TYP
__01-16,00 SKIP
```

The alarm type selection display requests the desired alarm type for maintenance. The valid choices are 01-16 and an entry of 00 will skip the alarm type questions and proceed to the Trouble Types.

After completion of the last Alarm type question (#098), the selection question will reappear and display the next alarm type value. For example after completion of alarm type #2 the display will proceed to alarm type #3.

ALARM TYPE DESCRIPTION

```
086 DESCR ATxx
__________
```

The Alarm Type descriptions are used to provide english language prompts on the face of the LCD keypad. The descriptions are not transmitted to the Central Station.

Enter the ten character description to be associated with this alarm type. If the system contains an LCD display then this description will appear on the first line of the display when an alarm condition has activated.

Examples of alarm type descriptions would include BURGLARY, FIRE, HOLDUP, LOW TEMP., etc. The alarm type description should apply to the general condition rather than the specific zone. The second line of the LCD display will display the sixteen character zone description which is defined in question #111.

ALARM TYPE CS CODE

```
087 CS CODE ATxx
_ ( 0 - F )
```

Indicates the code transmitted to the Central Station for this Alarm type. The placement of the code in the transmission depends on the format selected in questions 006 and 010.

The LEGEND-100 can transmit to two separate Central Stations and these two receivers can have different formats.

The following examples are provided for the different formats for transmissions of alarm conditions;

STANDARD

Example:

123 Z

where Z= Zone CS code (question # 113)

The value entered for the Alarm Type CS code will not be used.

EXTENDED

123 A

AAA Z

where: A = Alarm type CS Code and Z is the CS code contained in the zone definition (question 113).

NOTE: This format can contain either three or four digits within the account number.

PARTIAL EXTENDED

123 Z

Where: Z = Zone CS code (question #113). The Alarm Type Cs code is not used for this format.

The partial extended format transmits a single round signal for alarm conditions and an expanded message for system conditions such as openings closings, troubles etc.

NOTE: This format can contain either three or four digits within the account number.

4x2

1234 AZ

where: A= Alarm type CS code and Z is the CS code contained in the zone definition (question #113).

FBI Superfast Format

1234 AZZA

Where: A = Alarm type CS code and Z is the decimal equivalent (00-16) of the zone CS code (question #113).

CS RESTORE

```
088 CS REST ATxx
_ (0 - F)
```

Indicates the restore code to the Central Station for this alarm type. This code will be transmitted if the specific zone has the restore option enabled (question 116).

ALARM TYPE CS TRANSMISSION TYPE

```
089 CS REP ATxx
CS#1 ONLY
```

Specifies to which Central Station number this alarm type will be transmitted . The options are;

CS#1 ONLY	Primary rec. only
CS#2 ONLY	Secondary rec. only
CS#1 & CS#2	Both receivers always
CS#1 OR CS#2	CS#1 backed up by CS#2
NONE	No Alarm Transmission (Local condition)

BELL DELAY

```
090 BEL DL ATxx
YES
```

Indicates whether this alarm type should use the system bell delay. If YES then the delay time will be the duration indicated in the System Timing question (046). The type of bell output is selected in question #098 (Relay 1 Select).

ALARM TYPE DIALER DELAY

```
091 DIAL DL ATxx
YES
```

Indicates whether this alarm type should wait for the dialer delay time before communicating with the Central Station. The dialer delay time is defined in question #047. If NO dialer delay is selected then this alarm type will transmit immediately.

ALARM TYPE BUZZER ENABLE

```
092 BUZZ EN ATxx
YES
```

Indicates whether the buzzer (keypad sounder) will be active for this alarm type. If the condition should be silent at the keypad then enter NO. If the system is partitioned then this question will relate to all of the keypads defined within that partition.

DISPLAY ALARM OPTION

```
093 DISPLAY ATxx
YES
```

Specifies whether this alarm type should visually be displayed on the LED or LCD keypads when an alarm condition exists. This option should be set to NO only if

the condition being defined should not be annunciated at the keypad (example, silent panic).

To the YES option is selected then an alarm will generate a blinking zone ID light on the LED display or the appropriate English language display on the LCD display.

ALARM TYPE BELL CUTOFF SELECT

```
094 TIMEOUT ATxx
_ (1-3)
```

Indicates which of the three system bell cutoff periods applies to this alarm type. The system time-outs have been entered as questions 055 - 057. and relates to whichever relays have been selected in questions 98 and 99 for this alarm type.

ALARM TYPE PRIORITY

```
095 PRIOR ATxx
__ (1-5)
```

The LEGEND-100 panel contains a priority structure in the event that multiple alarms occur at the same time. 1=Highest priority, 5=lowest.

ALARM TYPE MOMENTARY TRIGGERS

```
096 MOM TRG ATxx
NNNNNNNN
```

Indicates which of the voltage level triggers will be activated for a momentary basis with this Alarm Type. The triggers are selected by placing a Y in the appropriate trigger position.

The FORWARD and BACKWARD keys will move the cursor position to the desired trigger position, which indicates the triggere number. The TOGGLE key will change the Yes/No status of the trigger.

ALARM TYPE LATCHED TRIGGERS

```
097 LAT TRG ATxx
NNNNNNNN
```

Indicates which of the voltage level triggers will be activated for a maintained duration with this Alarm Type. The triggers are selected by placing a Y in the appropriate trigger position.

The FORWARD and BACKWARD keys will move the cursor position to the desired trigger position, which indicates the trigger number. The TOGGLE key will change the Yes/No status of the trigger.

RELAY 1 (BELL) SELECT

```
098 RELAY1 ATxx
NONE
```

Indicates the action taken for this alarm type on relay #1. Relay #1 typically will be the bell output for the panel. If a bell is not being used then the relay can be programmed for another application. The options include;

NONE
PULSED
LATCHED

RELAY 2 SELECT

```
099 RELAY2 ATxx
NONE
```

Indicates the action taken for this alarm type on relay #2. If a fire or smoke reset function is desired then relay #2 must be dedicated to this application with a relay type of NONE. The options include;

NONE
PULSED
LATCHED

NOTE: If desired both relays can be selected for a specific alarm type and the timeout selected will be used for both relays.

After completion of question #099 the system will return to question 085 with the next sequential alarm type. After completion of the last alarm type (alarm type 16) the display will advance to question 100.

9.8. TROUBLE TYPES

The Legend-100 system differentiates between fault (or NOT READY) conditions and troubles. Troubles are latched conditions and require entry of a valid user code or the reset function to clear. In addition troubles can be defined to transmit signals to the Central Station, and activate relays or triggers much like an alarm conditions.

System faults will clear as the condition clears. For example, if the system is disarmed and a non 24 hour zone is activated (door or window opened) the keypad will display the NOT READY condition. For an LED display this means the zone indicator light solidly on, and on an LCD display English text showing which zone is not ready. In either case, the indication will disappear when the door or window is closed. After all faults are removed the system is READY.

Troubles, on the other hand, are latched conditions and require entry of a valid user code or the reset function to clear. In addition troubles can be defined to transmit signals to the Central Station, and activate relays or triggers much like an alarm condition. Typically troubles will be used for applications which have a trouble condition which requires annunciation such as Fire Trouble, or Foil Break.

Trouble types are used to define the reporting codes and characteristics for different trouble conditions. Each zone definition will define the physical parameters which constitute the trouble condition as questions 119, 125 and 126. In addition each zone will specify a Trouble Type.

Note: The TROUBLE Type questions below display the TROUBLE Type number as TRBx where x will be the actual Trouble Type from 1-8.

SELECT TROUBLE TYPE

100 SEL TRB TYPE
_ 1-8, 0 TO SKIP

This display requests the Trouble Type that you want to access. The valid choices are 1-8 and an entry of 0 will skip the Trouble Type questions and proceed to the zone definitions.

After completion of the the last question of the Trouble Type sequence (#110) this display will appear with the next sequential Trouble Type as the selected value.

TROUBLE TYPE DESCRIPTION

101 DESCR. TRBx
_____

The Trouble Type descriptions are used to provide english language text on the first line of the LCD keypad. The descriptions are not transmitted to the Central Station.

Enter the ten character description to be associated with this Trouble Type. If the system contains an LCD display then this description will appear on the first line of the display when a trouble condition has activated.

Examples of Trouble Type descriptions might include FIRE TRB, TROUBLE, LOW BATTERY, SYS ERROR, etc. The Trouble Type description should apply to the general condition rather than the specific zone. The second line of a trouble display on an LCD keypad will contain the sixteen character zone description entered in question 113.

TROUBLE TYPE CENTRAL STATION CODE

102 CS CODE TRBx
_ (0 - F)

Indicates the code transmitted to the Central Station for this Trouble type. The placement of the code in the transmission depends on the format selected in questions 006 and 010.

The LEGEND-100 can transmit to two separate Central Stations and these two receivers can have different formats.

The following examples are provided for the different formats for transmissions of alarm conditions;

STANDARD

Example:
123 T
where T= Trouble Type CS code

The value entered for the zone CS code (question #113) will not be used.

EXTENDED

123 T
TTT Z

where: T = Trouble type CS Code and Z is the CS code contained in the zone definition (question 113).

NOTE: This format can contain either three or four digits within the account number.

PARTIAL EXTENDED

123 T
TTT Z

where: F = Trouble type CS Code and Z is the CS code contained in the zone definition (question 113).

NOTE: This format can contain either three or four digits within the account number. The partial extended format transmits a single round signal for alarm conditions and an expanded format for trouble conditions.

4x2

1234 TZ

where: F= Alarm type CS code and Z is the CS code contained in the zone definition (question #113).

FBI Superfast Format 4x3x1

1234 TZZT

Where: T = Trouble type CS code and Z is the decimal equivalent (00-16) of the zone CS code (question #113).

TROUBLE TYPE CS TRANSMISSION TYPE

103 CS REP TRBx
CS#1 ONLY

Specifies to which Central Station number this trouble type will be transmitted. The options are;

CS#1 ONLY	Primary rec. only
CS#2 ONLY	Secondary rec. only
CS#1 & CS#2	Both receivers always
CS#1 OR CS#2	CS#1 backed up by CS#2
NONE	No Trouble transmissions

TROUBLE TYPE DIALER DELAY

104 DIAL DL TRBx
YES

Indicates whether the dialer delay specified in the System Timing questions (#047) should be used for this Trouble Type. If dialer delay option = NO then this trouble condition will activate the dialer immediately after the condition occurred.

TROUBLE TYPE BELL DELAY

105 BEL DL TRBx
YES

Indicates whether the system bell delay (question #044) should be used for this trouble type. If bell delay = NO then this trouble condition will immediately activate the bell (relay #1) in accordance with question # 109.

TROUBLE TYPE TIMEOUT SELECT

106 TIME-OUT TRBx
_ (1-3)

Indicates which of the three system bell cutoff timeout periods applies to this Trouble Type for the relays selected in questions 109 and 110. The system time-outs have been entered as questions #055 - #057.

TROUBLE TYPE MOMENTARY TRIGGERS

107 MOM TRG TRBx
NNNNNNNN

Indicates which of the voltage level triggers will be activated for a momentary time duration for this Trouble Type.

The FORWARD and BACKWARD keys will move the cursor position to the desired trigger position, while the TOGGLE key will change the Yes/No status of the trigger.

TROUBLE TYPE LATCHED TRIGGERS

108 LAT TRG TRBx
NNNNNNNN

Indicates which of the voltage level triggers will be activated for a maintained duration with this Alarm Type. The triggers are selected by placing a Y in the appropriate trigger position.

The FORWARD and BACKWARD keys will move the cursor position to the desired trigger position, while the TOGGLE key will change the Yes/No status of the trigger.

TROUBLE TYPE RELAY 1 (BELL) SELECTION

109 RELAY1 TRBx
NONE

Indicates the action taken for this Trouble Type on relay #1. Relay #1 is typically the bell output. If a bell is not used then relay #1 can be utilized for another application. The options include;

NONE
PULSED
LATCHED

TROUBLE TYPE RELAY 2 SELECT

110 RELAY2 TRBx
NONE

Indicates the action taken for this Trouble Type on relay #2. The options include;

NONE
PULSED
LATCHED

After completion of this question the Trouble Type selection question (#100) will appear with the next trouble type as the selected value. The only exception to this situation is after trouble type 8 , and the display will advance to question 111.

9.9. ZONE DEFINITION

The Zone definition section describes the attributes of the hardwired zones connected to the LEGEND-100 panel. Each display contains a different zone attribute question. The zone number being defined is indicated by the ZNxx notation, in the right hand corner of the first line of the display.

SELECT ZONE NUMBER

```
111 SEL ZONE
_ 01-16,00 SKIP
```

The zone selection display requests the zone number to be defined. The hardwired zones are referred to as 01-16. To skip the zone definition questions entirely enter 00. Upon completion of the programming questions for a particular zone, the selection display will reappear with the next sequential zone number as the current value.

If the system has been defined without the zone expansion module (question #032) then the zone selection question will only accept input between 1 and 8.

ZONE DESCRIPTION

```
112 DESCR. ZNxx
_
```

Enter the sixteen character description for this zone. Zone descriptions will appear on the second line of an LCD keypad when a condition from this zone has activated. This description will appear for alarms, troubles , bypasses and NOT READY conditions for this zone.

The zone description should probably contain the location or purpose of the zone.

CS REPORTING CODE

```
113 CS CODE ZNxx
_ ( 0 - F )
```

Indicates the code transmitted to the Central Station for this zone. The placement of the code in the transmission depends on the format selected in questions 006 and 010.

The LEGEND-100 can transmit to two separate Central Stations and these two receivers can have different formats.

The following examples are provided for the different formats for transmissions of alarm conditions;

STANDARD

Example:

123 Z

where Z= Zone CS code

The value entered for the Alarm Type CS code will not be used.

EXTENDED

123 A

AAA Z

where: A = Alarm type CS Code (question #087) and Z is the zone CS code.

NOTE: This format can contain either three or four digits within the account number.

PARTIAL EXTENDED

123 Z

Where: Z = Zone CS code . The Alarm Type CS code is not used for this format.

The partial extended format transmits a single round signal for alarm conditions and an expanded message for system conditions such as openings closings, troubles etc.

NOTE: This format can contain either three or four digits within the account number.

4x2

1234 AZ

where: A= Alarm type CS code (question #087) and Z is the zone CS code.

FBI Superfast Format 4x3x1

1234 AZZA

Where: A = Alarm type CS code (question #087) and Z is the decimal equivalent (00-16) of the zone CS code . For example a zone code of 12 can be entered as a C (SHIFT 3) from the keypad.

ZONE BYPASS ENABLE

```
114 EN BYP ZNxx
YES
```

Indicates whether this zone is bypassable. Zone bypassing can be performed by an authorized user from the keypad or from a remote programming device. Bypasses can be performed whether the system is armed or disarmed by an authorized user.

ZONE TROUBLE ENABLE

```
115 CS TRB ZNxx
YES
```

Indicates whether this zone reports trouble conditions to the CS.

ZONE CS RESTORE ENABLE

```
116 CS REST ZNxx
 YES
```

Indicates whether this zone should transmit restore signals to the Central Station. If restores are transmitted then they will be handled as follows based on the type of format (questions 6 and 10);

STANDARD

Example:

123 R

where R= Restore code defined for the alarm type of this zone (question #088)

The value entered for the Zone CS code (question #113) will not be used.

EXTENDED

123 R
RRR Z

where: R = Restore Code (question #088) and Z is the zone CS code(question #113).

NOTE: This format can contain either three or four digits within the account number.

PARTIAL EXTENDED

123 R
RRR Z

Where: R = Restore Code (question #088 and Z = Zone CS code (question #113).

The partial extended format transmits a single round signal for alarm conditions and an expanded message for system conditions such as openings closings, troubles etc.

NOTE: This format can contain either three or four digits within the account number.

4x2

1234 RZ

where: R = Restore code (question #088) and Z is the zone CS code (question #113).

FBI Superfast Format 4x3x1

1234 AZZR

Where: A = Alarm type CS code (question #087) for this zone,

ZZ = the decimal equivalent (00-16) of the zone CS code. For example a zone code of 12 can be entered as a C (SHIFT 3) from the keypad.

R = Restore code (question #088).

This format identifies a restore by the zone number and type of alarm.

PARTITION SELECTION

```
117 PARTIT. ZNxx
_ (1-8)
```

Indicates the partition that the zone belongs. Each zone can be assigned to only one partition. If the panel has been setup as a single partition then all zones should be assigned to partition number 1. This question will be skipped if the system contains only one partition, as defined in question #11.

ZONE 24 HOUR ALARM

```
118 EN 24AL ZNxx
 NO
```

Indicates whether the alarm portion of this zone should be active 24 hours a day regardless of the arming status of the panel.

ZONE 24 HOUR TROUBLE

```
119 EN 24TR ZNxx
 NO
```

Indicates whether the trouble portion of this zone should be active 24 hours a day regardless of the arming status of the panel.

ZONE ALARM TYPE

```
120 AL TYPE ZNxx
__ (1-16)
```

Specifies the Alarm Type for this zone. The Alarm Type defines the conditions that should occur when this zone goes into alarm. The alarm types are described as questions 85 - 99.

ZONE TROUBLE TYPE

```
121 TRB TYP ZNxx
_ (1-8)
```

Specifies the Trouble Type for this zone. The Trouble Type defines the conditions that should occur if this zone goes into trouble. If the zone does not have a trouble condition as specified in questions 125 - 126 then the value placed in this field will be ignored.

ZONE TYPE

```
122 ZN TYPE ZNxx
 PERIMETER
```

Indicates the type of zone as follows;

PERIMETER
EXIT/ENTRY
INT. EE FOLLOWER
INTERIOR

NOTE: Fire zones should be defined as perimeter zones.

ZONE ALARM ON OPEN

```
123 AL OPEN ZNxx
 YES
```

Indicates whether this zone activates an alarm condition on an open circuit.

ZONE ALARM ON SHORT

```
124 AL SHRT ZNxx
 YES
```

Indicates whether this zone activates an alarm condition on a short circuit.

ZONE TROUBLE ON OPEN

```
125 TR OPEN ZNxx
 NO
```

Indicates whether this zone activates a trouble condition on an open circuit.

ZONE TROUBLE ON SHORT

```
126 TR SHRT ZNxx
 NO
```

Indicates whether this zone activates a trouble condition on a short circuit.

ZONE ENTRY DELAY

```
127 ENT DEL ZNxx
 DELAY #1
```

Specifies which of the system entry delay times should be used for this zone. The TOGGLE key will switch between the two values. The duration of the delays are defined in questions 49-50.

NOTE: This question is only used if the zone type is an Exit/Entry or Interior EE follower.

ZONE LOCKOUT ENABLE

```
128 EN LOCK ZNxx
 YES
```

Indicates whether this zone participates in either bell or dialer lockout. If YES then the various lockout information defined in questions 58 - 61 will be used.

CS BYPASS

```
129 CS BYP ZNxx
 NO
```

Indicates whether this zone will transmit a bypass code to the Central Station.

ZONE BUZZER ON TROUBLE

```
130 TRB BUZ ZNxx
 YES
```

Indicates whether the keypad buzzer (sounder) will be active upon a trouble condition. If YES the trouble buzzer will be activated at all keypads within the partition where this zone has been defined.

In order to silence the trouble buzzer it is necessary to enter a valid user code or perform the RESET condition.

ZONE CHIME ENABLE

```
131 EN CHME ZNxx
 NO
```

Specifies whether this zone should activate the chime feature. If the chime mode is enabled then this particular zone will activate the chime audible signal at the keypad every time the zone is faulted. This will occur only when the system is disarmed.

ZONE 750MS RESPONSE

```
132 EN 750M ZNxx
 YES
```

Indicates whether this zone has 750 millisecond response. If not enabled, the normal zone response is approximately 250 milliseconds.

ZONE KEYSWITCH ENABLE

```
133 EN KSW ZNxx
 NO
```

Specifies whether this zone will act as a keyswitch. If YES, then this zone can arm and disarm the partition. The code transmitted to the Central Station upon activation will be the opening and closing codes depending on the condition. If the format selected includes a user number then a value of 1 will be transmitted.

ZONE VERIFICATION ENABLE

```
134 EN VERF ZNxx
 NO
```

Indicates whether this zone requires verification. This would typically be used for a fire zone. If YES, then this zone must be assigned to partition number 1. This feature requires that the FIRE RESET function be enabled (question 039). When the zone activates, the smoke power will be interrupted and if the fire condition still exists after power reset, an alarm will be generated.

ZONE SILENCE AFTER RESTORE

```
135 SIL RES ZNxx
 YES
```

Indicates whether this zone will be silenced only after receipt of a restore signal. Typically the sounder will be silenced upon entry of the user code. If this option is selected then the condition must be restored before the bell will be silenced. This option might be selected for a fire zone.

ZONE PULSE COUNT TIME

```
136 PUL CT ZNxx
 __ (MINUTES)
```

The zone pulse count feature can be configured to require that this individual zone undergo a certain number of activations (debounces) within a defined time period before an alarm condition is tripped. Enter the time in minutes. A value of 00 indicates that the feature is disabled for this zone. Default value = 00.

ZONE PULSE COUNT NUMBER

```
137 # PULSE ZNxx
 __ (00-15)
```

Enter the number of transitions or pulses that are required for this zone within the time period defined above to activate an alarm condition. A value of 00 indicates that the each transition triggers an alarm condition. Default value = 00.

9.10. KEYPAD CONDITIONS

In addition to the sixteen hardwired zones there are four conditions which can be user activated directly from the keypad. These conditions can duplicate functions which already exist as hardwired zones.

The keypad conditions can be initiated as follows;

CONDITION	KEYPAD SEQUENCE
1	* + #
2	* + 1
3	3 + #
4	DURESS SIGNAL

Note: The Duress condition can be initiated either through entry of a valid user code with the last digit altered by one (plus or minus). For example, a valid user with a code of 1234 can initiate a duress condition with 1233 or 1235. Alternately, the duress code can be dedicated as user number 16. The duress code options are programmed as questions 077 and 078. The duress condition will perform the normal disarming procedure and react with the characteristics specified for keypad condition 4.

If any of the keypad conditions are defined then they will be active at all keypads and partitions throughout the system.

SELECT KEYPAD FUNCTION

```
138 SEL KEY FUNCT
 _ 1-4, 0 SKIP
```

This question indicates the desired keypad function to be modified. Entry of 0 will skip to the next group of questions. The keypad functions can be configured to meet the needs of each installation for conditions such as FIRE, PANIC, MEDICAL, etc.

KEYPAD CS CODE

```
139 CS CODE KP#x
 __
```

Indicates the code transmitted to the Central Station when this keypad condition is activated. The value KP#x displays the keypad condition number being modified. This CS Code is similar to the zone code and will follow the examples provided in the zone section.

DESCRIPTION

```
140 DESC KP#x
 ____________
```

Indicates the description associated with the keypad condition. This sixteen character description will appear on the second line of an LCD display when the condition is activated.

ALARM TYPE

```
141 AL TY KP#x
__ 01-16
```

Enter the alarm type to be used for this keypad function. This defines the characteristics for this keypad function to follow upon activation.

NOTE: Special care should be made when selecting these alarm types since many of the keypad conditions may require special handling such as no bell or no display etc.

ENABLE RESTORE

```
142 EN REST KP#x
YES
```

Indicates whether the keypad condition is restorable. If the condition is restorable then the system reset command from the keypad will restore the condition. The reset condition is either the user code or the 3 + 1 keys as specified in question 040.

9.11. PARTITIONS

This section of the Installer Programming sequence assigns the keypads to the partitions. The LEGEND-100 panel can accommodate up to sixteen keypads consisting of eight LCD and eight LED keypads. Each partition can handle multiple keypads, however each keypad can be assigned to only one partition. If the panel is set up in a non partitioned configuration, then all active keypads should be assigned to partition number 1. Keypad numbers 1-8 are LED keypads, while the LCD keypads are known as 9- 16.

Each partition display will contain sixteen indicators reflecting whether that keypad has been assigned to the partition. Entry of a Y indicates that the keypad belongs to the partition while an N indicates that the keypad does not belong. Note: Whenever a keypad is assigned to a partition it will be removed from any previously defined partition.

PARTITION SELECTION

```
143 SEL PART #
_ 1-8 0 SKIP
```

Enter the desired partition number for keypad definition. To skip the partition questions enter 0. If the system has been configured as a non-partitioned panel then the partition questions will be bypassed.

KEYPAD ASSIGNMENT PARTITION #1

```
144 KPADS PARTx
YNNNNNNNYNNNNNNN
```

Enter the keypad assignment for the partition number indicated by x. To access each of the sixteen keypads within the partition use the FORWARD and BACKWARD keys and the TOGGLE key will change the Yes/No status of each keypad. Remember, keypads 1-8 are LED while keypads 9-16 are LCD.

This question will be repeated for the number of partitions specified in question number 11.

WARNING: If you intend on performing keypad programming you **must** have at least one LCD keypad assigned to the system even if the configuration does not contain any LCD keypads.

PARTITION DESCRIPTION

145 DESCR. PARTx
_____

A sixteen character description can be entered for each partition. This allows customization for each installation. This description will appear on the second line of the the SYSTEM READY display of LCD keypads. Examples could include SMITH RESIDENCE, or STOCK ROOM #3, etc.

9.12. AUTO UPLOAD PARAMETERS

The Legend-100 contains a system log feature which stores the past 128 events which have occurred in time sequence. This log can be viewed at the keypad by an authorized installer, retrieved through the EZ-Mate Downloader or EZ-Mate Programmer, or transmitted to a remote serial printer and modem.

The transmission of the information to a remote printer is known as the Auto Upload Feature. This feature can be used for locations that require a printed record of system activity. This Auto Upload feature is in addition to any signals transmitted to the Central Station.

The Auto Upload feature will transmit the system log information to a printer located at the DUMP phone number (see question # 002). If this number is blank then the Auto Dump feature has not been selected. The DUMP phone number can be located at the Central Station, Alarm Company or any location with a modem and printer. The Dump phone number can vary from account to account.

The Auto Upload feature can be programmed to transmit automatically upon either of the following conditions;

- daily
- weekly
- monthly basis.

NOTE: If many of your customers utilize the Auto Dump feature then it is important to stagger their transmission times especially if they all transmit to the same Dump telephone number.

AUTO UPLOAD TYPE

146 AUTO UPLOAD NONE

This question selects they the type of auto dump . The options include;

NONE
DAILY
WEEKLY
MONTHLY

DAY OF MONTH

147 DAY OF MONTH __ (01 - 31)

If the Auto Dump type is monthly, then this question will specify the day of the month that the transmission is desired. If the date selected does not exist in a particular month (example Feb. 30) then the transmission will occur on the next available day.

DAY OF WEEK

```
148 DAY OF WEEK
SUNDAY
```

If the reporting type is weekly, then this question will be asked for the desired day of the week for transmission. The TOGGLE key will scroll through the days of the week from Sunday through Saturday.

HOUR OF DAY

```
149 REPORT HOUR
__ (00-23)
```

Enter the desired hour, in military (24 hour) time for the transmission of the system log. This question will be asked if the auto dump type is monthly, weekly or daily.

MINUTE OF HOUR

```
150 REPORT MIN.
__ (00-59)
```

Enter the desired minute for the transmission of the system log. This question will be asked if the auto dump type is monthly, weekly or daily.

MEMORY DUMP - # OF EVENTS

```
151 MEM DUMP #EV
__ 00-99
```

The optional Auto Dump feature can be triggered to transmit when the number of events stored reaches a certain level. Enter the number of events required to activate an Auto Dump.

This value can act as a threshold in the event of above average system activity. For example, an account might normally be programmed to transmit monthly activity on a certain date and time. To suppress the automatic transmission of event history enter 00.

AUTO DUMP ACCOUNT NUMBER

```
152 AUTO DMP ACC
____
```

Enter a four digit account number which will be sent whenever this account transmits system log information. This account number is for reference purposes only and will be printed at the top of the remote report for identification purposes.

This account number has no bearing on the account numbers transmitted to the Central Station for alarm activity.

AUTO UPLOAD DESCRIPTION 1

```
153 AUTO UP DES1
________________
```

The printer at the DUMP phone number merely answers the telephone number and prints the information which is transmitted. Provision is made for the entry of four lines of comments to be transmitted as a heading for each printout.

This description should be used to identify the account at the remote printer with information such as account name, address, special instructions, etc.

Enter the first line of descriptive information.

AUTO UPLOAD DESCRIPTION 2

```
154 AUTO UP DES2
________________
```

Enter the second line of descriptive information.

AUTO UPLOAD DESCRIPTION 3

```
155 AUTO UP DES3
________________
```

Enter the third line of descriptive information.

AUTO UPLOAD DESCRIPTION 4

```
156 AUTO UP DES4
________________
```

Enter the fourth line of descriptive information.

9.13. SUMMARY OF DISPLAYS

CS Communications	001 - 023
User Attributes	024 - 028
System Attributes	029 - 045
System Timing	046 - 061
System Funct. Code	062 - 084
Alarm Types	085 - 099
Trouble Type	100 - 110
Zone Definition	111 - 137
Keypad Conditions	138 - 142
Partition Assignment	143 - 145
Auto Dump	146 - 156

10. PROGRAMMING LEVELS

QUICK PROGRAMMING

The following list shows the programming questions presented when performing LEGEND-100 QUICK programming.

000 Installer Programming Level

CS COMMUNICATIONS ATTRIBUTES

001 Callback Number
003 CS #1 Receiver Number
004 Pulses Per Second CS#1
005 Parity CS#1
006 Format CS#1
007 CS #2 Receiver Phone Number
008 Pulses Per Second CS#2
009 Parity CS#2
010 Format CS#2
012 Account Number 1
013 Account Number 2
014 Installer Code
015 Touch Tone Dialing

INTERMEDIATE PROGRAMMING

The following list shows the programming questions presented in the intermediate programming level within the LEGEND- 100 panel.

000 Installer Programming Level

CS COMMUNICATIONS ATTRIBUTES

001 Callback Number
003 CS #1 Receiver Number
004 Pulses Per Second CS#1
005 Parity CS#1
006 Format CS#1
007 CS #2 Receiver Number
008 Pulses Per Second CS#2
009 Parity CS#2
010 Format CS#2
012 Account Number 1
013 Account Number 2
014 Installer Code
015 Touch Tone Dialing

USER ATTRIBUTES

024 Select User Number
025 User Authorization Level
026 User CS ID

SYSTEM ATTRIBUTES

029 Open/Close CS Reporting Type
030 Test CS Reporting Type
031 Test Frequency
032 Enable 16 Zone Operation
033 Bypass Transmission Type

SYSTEM TIMING

046 Bell Delay
047 Dialer Delay
048 Exit Delay
049 Entry Delay #1
050 Entry Delay #2
051 CS Test Time
052 AC Loss Delay
053 Exit Triggers
054 Entry Triggers

SYS FUNCTION & TROUBLE CODES

062 Bypass Code
063 Abort Code
064 Opening Code
065 Closing Code
066 System Test Code
067 AC Failure Code
068 AC Restore Code
069 Low Battery Code
070 Low Battery Restore
071 System Error Code
077 + - Ambush Enable
078 User 16 Ambush Code

ALARM TYPES

085 Select Alarm Type
086 Description
087 CS Code
088 CS Reporting Type
089 CS Restore Code
090 Bell Delay
091 Dialer Delay
092 Buzzer Enabled
093 Display Alarm

TROUBLE TYPES

100 Select Trouble Type
101 Description
102 CS Code
103 CS Reporting Type
104 Dialer Delay
105 Bell Delay
106 Timeout Selection

ZONE ATTRIBUTES

111 Select Zone Number
112 Description
113 CS Code
114 Enable Bypass
115 Enable Trouble
116 CS Restore

KEYPAD CONDITIONS

138 Select Keypad Function #
139 CS Code
140 Description
141 Alarm Type

PARTITIONED PROGRAMMING

The following questions are presented when the programming level is partitioned;

000 Installer Programming Level

CS COMMUNICATIONS ATTRIBUTES

001 Callback Number
003 CS #1 Receiver Number
004 Pulses Per Second CS#1
005 Parity CS#1
006 Format CS#1
007 CS #2 Receiver Number
008 Pulses Per Second CS#2
009 Parity CS#2
010 Format CS#2
011 # of Partitions
012 Account Number 1
013 Account Number 2
014 Installer Code
015 Touch Tone Dialing

USER ATTRIBUTES

024 Select User Number
025 User Authorization Level
026 User CS ID

SYSTEM ATTRIBUTES

029 Open/Close CS Reporting Type
030 Test CS Reporting Type
031 Test Frequency
032 Enable 16 Zone Operation
033 Bypass Transmission Type

SYSTEM TIMING

046 Bell Delay
047 Dialer Delay
048 Exit Delay
049 Entry Delay #1
050 Entry Delay #2
051 CS Test Time
052 AC Loss Delay
053 Exit Triggers
054 Entry Triggers

SYS FUNCTION & TROUBLE CODES

062 Bypass Code
063 Abort Code
064 Opening Code
065 Closing Code
066 System Test Code
067 AC Failure Code
068 AC Restore Code
069 Low Battery Code
070 Low Battery Restore
071 System Error Code
077 + - Ambush Enable
078 User 16 Ambush Code

ALARM TYPES

085 Select Alarm Type
086 Description
087 CS Code
088 CS Reporting Type
089 CS Restore Code
090 Bell Delay
091 Dialer Delay
092 Buzzer Enabled
093 Display Alarm

TROUBLE TYPES

100 Select Trouble Type
101 Description
102 CS Code
103 CS Reporting Type
104 Dialer Delay
105 Bell Delay
106 Timeout Selection

ZONE ATTRIBUTES

111 Select Zone Number
112 Description
113 CS Code
114 Enable Bypass
115 Enable Trouble
116 CS Restore

KEYPAD CONDITIONS

138 Select Keypad Function #
139 CS Code
140 Description
141 Alarm Type

PARTITION DEFINITION

143 Partition Selection
144 Partition Keypad Assignment
145 Partition Description

ADVANCED PROGRAMMING

The following questions will be asked when entering the advanced keypad programming mode on the Legend-100 panel;

000 Installer Programming Level

CS COMMUNICATIONS
001 Callback Number
002 Dump Telephone Number
003 CS #1 Receiver Number
004 Pulses Per Second CS#1
005 Parity CS#1
006 Format CS#1
007 CS #2 Receiver Number
008 Pulses Per Second CS#2
009 Parity CS#2
010 Format CS#2
011 # of Partitions
012 Account Number 1
013 Account Number 2
014 Installer Code
015 Touch Tone Dialing
016 CS Dialer Enable
017 Remote Operations
018 Remote Arming
019 Remote Bypass
020 # of Attempts
021 # of Rings to Pickup
022 Extended Antijam
023 Extended Acknowledge

USER ATTRIBUTES
024 Select User Number
025 User Authorization Level
026 User CS ID
027 User Partition Assignment
028 User Master Partition

SYSTEM ATTRIBUTES
029 Open/Close CS Rep.Type
030 Test CS Reporting Type
031 Test Frequency
032 Enable 16 Zone Operation
033 Bypass Transmission Type
034 Auto Unbypass Enable
035 Arm Outputs Level
036 Bell Test At Arming
037 Bell Ringback at Closing
038 Sounder Ringback Enable
039 Fire Reset Verification
040 Enable Reset Key Function
041 En. Rest to Follow Loop
042 Action on Abort
043 Enable Keypad Commands
044 Enable Keypad Directory
045 Enable Multi Partition Mode

SYSTEM TIMING
046 Bell Delay
047 Dialer Delay
048 Exit Delay
049 Entry Delay #1
050 Entry Delay #2
051 CS Test Time
052 AC Loss Delay
053 Exit Triggers
054 Entry Triggers
055 Timeout #1
056 Timeout #2
057 Timeout #3
058 Global Bell Lockout
059 Local Bell Lockout
060 Global Dialer Lockout
061 Local Dialer Lockout

SYS FUNCT. CODES
062 Bypass Code
063 Abort Code
064 Opening Code
065 Closing Code
066 System Test Code
067 AC Failure Code
068 AC Restore Code
069 Low Battery Code
070 Low Battery Restore Code
071 System Error Code
072 System Error Reset
073 Download Code
074 Buzzer on AC Loss
075 Buzzer on Low Battery
076 Buzzer on System Error
077 + - Ambush Enable
078 User 16 Ambush Code
079 24 Hour AC Trouble
080 24 Hour Low Battery
081 24 Hour System Error
082 Trouble Type AC Failure
083 Trouble Type Low Battery
084 Trouble Type System Error

ALARM TYPES
085 Select Alarm Type
086 Description
087 CS Code
088 CS Restore
089 CS Reporting Type
090 Bell Delay
091 Dialer Delay
092 Buzzer Enabled
093 Display Alarm
094 Timeout Selection
095 Alarm Priority
096 Momentary Triggers
097 Latched Triggers
098 Relay 1 Select
099 Relay 2 Select

TROUBLE TYPES
100 Select Trouble Type
101 Description
102 CS Code
103 CS Reporting Type
104 Dialer Delay
105 Bell Delay
106 Timeout Selection
107 Momentary Triggers
108 Latched Triggers
109 Relay 1 Select
110 Relay 2 Select

ZONE ATTRIBUTES
111 Select Zone Number
112 Description
113 CS Code
114 Enable Bypass
115 Enable Trouble
116 CS Restore
117 Partition Selection
118 24 Hour Alarm
119 24 Hour Trouble
120 Alarm Type
121 Trouble Type
122 Zone Type
123 Alarm on Open
124 Alarm on Short
125 Trouble on Open
126 Trouble on Short
127 Entry Delay
128 Enable Lockout
129 CS Bypass
130 Enable Trouble Buzzer
131 Enable Chime
132 Enable 750MS Response
133 Enable as Keyswitch
134 Enable Verification
135 Silence After Fire Restore
136 Pulse Count Time
137 # Pulses

KEYPAD CONDITIONS
138 Select Keypad Function #
139 CS Code
140 Description
141 Alarm type
142 Enable Restore

PARTITION DEFINITION
143 Partition Selection
144 Partition Keypad Assign.
145 Partition Description

AUTO UPLOAD PARAM.
146 Auto Upload Type
147 Day of Month
148 Day of Week
149 Report Hour
150 Report Minute
151 Memory Dump # Events
152 Auto Dump Account #
153 Auto Dump Description #1
154 Auto Dump Description #2
155 Auto Dump Description #3
156 Auto Dump Description #4

11. SYSTEM DEFAULTS

Report Date: 4-6-89

CUSTOMER NO: 777777 PAGE #1

---------- CUSTOMER MASTER INFORMATION ----------
NAME: System Defaults- Legend-100
ADDR: Revision 3.1
CITY: STATE: ZIP: 0

DEVICE TYPE: Legend 100 DOWNLOAD REV: 31

---------- CENTRAL STATION COMMUNICATIONS ATTRIBUTES ----------
CS CALLBACK NUMBER:
DUMP PHONE NUMBER:
CS #1 PHONE NUMBER: 234
CS #2 PHONE NUMBER:

CS #1 -- # PULSES: 20 PPS 2300 PARITY: No MESSAGE FMT.: Standard
CS #2 -- # PULSES: 20 PPS 2300 PARITY: No MESSAGE FMT.: Standard

TOUCH TONE DIALING:	N	NUMBER OF ATTEMPTS:	8
CS DIALER ENABLE:	Y	RING COUNT:	8
CS REMOTE OPER:	Y	EXTENDED ANTIJAM:	N
CS REMOTE DISARM:	Y	EXTENDED ACKNOLEDGEMENT:	N
CS REMOTE BYPASS:	Y		

INSTALLER CODE:

---------- USER ATTRIBUTES ----------

USER	ACCESS CODE	ID	AUTH.	ORIGIN	PARTITION ACCESS
1	1234	1	1	1	Y n n n n n n n
2		2	2	1	Y n n n n n n n
3		3	2	1	Y n n n n n n n
4		4	2	1	Y n n n n n n n
5		5	2	1	Y n n n n n n n
6		6	2	1	Y n n n n n n n
7		7	2	1	Y n n n n n n n
8		8	2	1	Y n n n n n n n
9		9	2	1	Y n n n n n n n
10		A	2	1	Y n n n n n n n
11		B	2	1	Y n n n n n n n
12		C	2	1	Y n n n n n n n
13		D	2	1	Y n n n n n n n
14		E	2	1	Y n n n n n n n
15		F	2	1	Y n n n n n n n
16		0	2	1	Y n n n n n n n

---------- SYSTEM ATTRIBUTES ----------

O/C CS REPORT TYPE:	No Transmission	BELL TEST AT ARMING:	N
TEST CS REPORT TYPE:	No Transmission	BELL RINGBACK AT CLOSING:	N
TEST FREQUENCY:	None	SOUNDER RBACK ENABLE:	Y
16 ZONE OPERATION:	N	FIRE RESET VERIFICATION:	Y
BYPASS TRANS TYPE:	Upon Bypass	RESET KEY FUNCTION:	N
AUTO UNBYPASS ENABLE:	Y	RESTORE TO FOLLOW LOOP:	N
ARMING OUTPUT LEVEL:	High	ACTION ON ABORT:	No Abort
USER 16 AS AMBUSH:	N	NORMAL (+/-) AMBUSH:	N
KEYPAD COMMAND ENAB:	Y	KEYPAD DIRECTORY ENAB:	Y
MULTI PARTITION MODE:	Y		

---------- SYSTEM TIMING ----------

BELL DELAY:	15 Second
DIALER DELAY:	15 Second
EXIT DELAY:	60 Second
ENTRY DELAY #1:	30 Second
ENTRY DELAY #2:	60 Second
CS TEST DELAY:	3 AM
AC LOSS DELAY:	15 Minute
CUTOFF TIMER # 1	14 Minute
CUTOFF TIMER # 2	Infinite
CUTOFF TIMER # 3	2 Minute

	LOCAL	GLOBAL
BELL LOCKOUT COUNT:	15	15
DIALER LOCKOUT COUNT:	15	15

	12345678
EXIT TRIGGERS	nnnnnnnn
ENTRY TRIGGERS	nnnnnnnn

---------- SYSTEM FUNCTION CODES ----------

BYPASS CODE:	0
ABORT CODE:	D
OPENING CODE:	B
CLOSING CODE:	C
SYSTEM TEST CODE:	00

---------- SYSTEM TROUBLE CODES ----------

	AC FAILURE	LOW BATTERY	SYSTEM ERROR
CODE	9	9	9
RESTORE	E	E	E
BUZZER?	Y	Y	N
24 HOUR?	Y	Y	N
TRBL. TYPE	1	2	4

Report Date: 4-6-89
CUSTOMER NO: 777777 PAGE 3

ALARM TYPES

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
CS CODE	1	2	3	3	2	2	2	F	F	F	F	F	F	F	F	F
CS RESTORE	E	E	E	E	E	E	E	E	E	E	E	E	E	E	E	E
BELL DEL?	N	N	N	Y	N	N	N	N	N	N	N	N	N	N	N	N
DIAL DELAY?	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N
BUZZER?	Y	Y	Y	Y	N	Y	N	N	N	N	N	N	N	N	N	N
DISPLAY?	Y	Y	Y	Y	N	Y	N	N	N	N	N	N	N	N	N	N
TIMER SEL.	2	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
AL. PRIOR.	2	3	4	4	4	3	2	4	4	4	4	4	4	4	4	4

#	DESCRIPTION	MOMENTARY	LATCHED	REL#1	REL#2	REPORT TYPE
1	FIRE !!!!	nnnnnnnn	nnnnnnnn	Pulse	None	CS# 1 Only
2	EMERGENCY	nnnnnnnn	nnnnnnnn	Latch	None	CS# 1 Only
3	BURGLARY	nnnnnnnn	nnnnnnnn	Latch	None	CS# 1 Only
4	BURGLARY	nnnnnnnn	nnnnnnnn	Latch	None	CS# 1 Only
5	SIL. PANIC	nnnnnnnn	nnnnnnnn	None	None	CS# 1 Only
6	EMERGENCY	nnnnnnnn	nnnnnnnn	None	None	CS# 1 Only
7	DURESS	nnnnnnnn	nnnnnnnn	None	None	CS# 1 Only
8	Spare	nnnnnnnn	nnnnnnnn	None	None	CS# 1 Only
9	Spare	nnnnnnnn	nnnnnnnn	None	None	CS# 1 Only
10	Spare	nnnnnnnn	nnnnnnnn	None	None	CS# 1 Only
11	Spare	nnnnnnnn	nnnnnnnn	None	None	CS# 1 Only
12	Spare	nnnnnnnn	nnnnnnnn	None	None	CS# 1 Only
13	Spare	nnnnnnnn	nnnnnnnn	None	None	CS# 1 Only
14	Spare	nnnnnnnn	nnnnnnnn	None	None	CS# 1 Only
15	Spare	nnnnnnnn	nnnnnnnn	None	None	CS# 1 Only
16	Spare	nnnnnnnn	nnnnnnnn	None	None	CS# 1 Only

TROUBLE TYPES

	1	2	3	4	5	6	7	8
CS CODE	F	F	F	F	F	F	F	F
BELL DELAY	N	N	N	N	N	N	N	N
DIALER DEL	N	N	N	N	N	N	N	N
TIMEOUT SEL	1	1	1	1	1	1	1	1

TYPE	DESCRIPTION	MOMENTARY	LATCHED	RELAY#1	RELAY#2	REPORT TYPE
1	AC Loss	nnnnnnnn	nnnnnnnn	None	None	No Transmission
2	Low Bat.	nnnnnnnn	nnnnnnnn	None	None	No Transmission
3	Grnd Fault	nnnnnnnn	nnnnnnnn	None	None	No Transmission
4	System Err	nnnnnnnn	nnnnnnnn	None	None	No Transmission
5	FIRE TRBLE	nnnnnnnn	nnnnnnnn	None	None	No Transmission
6	Trouble	nnnnnnnn	nnnnnnnn	None	None	No Transmission
7	Spare	nnnnnnnn	nnnnnnnn	None	None	No Transmission
8	Spare	nnnnnnnn	nnnnnnnn	None	None	No Transmission

ZONE ATTRIBUTES

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
CS CODE	3	3	3	3	3	3	3	1	3	3	3	3	3	3	3	2
BYPASS?	Y	Y	Y	Y	Y	Y	Y	N	Y	Y	Y	Y	Y	Y	Y	N
TRB ENAB?	N	N	N	N	N	N	N	Y	N	N	N	N	N	N	N	N
REST CS?	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N
PARTIT.	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
24 HR AL?	N	N	N	N	N	N	N	Y	N	N	N	N	N	N	N	Y
24 HR TR?	N	N	N	N	N	N	N	Y	N	N	N	N	N	N	N	N
AL TYPE	3	3	3	3	3	3	3	1	3	3	3	3	3	3	3	2
TR TYPE	6	6	6	6	6	6	6	5	6	6	6	6	6	6	6	6
AL OPEN?	Y	Y	Y	Y	Y	Y	Y	N	Y	Y	Y	Y	Y	Y	Y	Y
AL SHORT?	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
TR OPEN?	N	N	N	N	N	N	N	Y	N	N	N	N	N	N	N	N
TR SHORT?	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N
SEL EN DL	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2
LOCKOUT?	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N
CS BYPASS	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N
CHIME?	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N
750 MS?	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N
KEYSWITCH	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N
VERIF?	N	N	N	N	N	N	N	Y	N	N	N	N	N	N	N	N
SL FR RES	N	N	N	N	N	N	N	Y	N	N	N	N	N	N	N	N
BUZ TRB?	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N
PLS TIME	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15
PLS CNT	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

ZONE	DESCRIPTION	ZONE TYPE
1	Front Door	Exit / Entry
2	Interior Motion	Interior E/E Follower
3	Master Bedroom	Perimeter
4	Bedroom	Perimeter
5	Living Room	Perimeter
6	Dining Room	Perimeter
7	Den	Perimeter
8	Smoke Detector	Perimeter
9	Zone 9	Perimeter
10	Zone 10	Perimeter
11	Zone 11	Perimeter
12	Zone 12	Perimeter
13	Zone 13	Perimeter
14	Zone 14	Perimeter
15	Zone 15	Perimeter
16	Panic	Perimeter

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---------- KEYPAD FUNCTIONS ----------

	DESCRIPTION	CS CODE	AL. TYPE	CS REST
1	PANIC	2	2	N
2	MEDICAL	2	6	N
3	SILENT PANIC	2	5	N
4	Duress	2	7	N

---------- PARTITION DEFINITION ----------

	ACCT#1	ACCT#2	KEYPADS L E D 1 2 3 4 5 6 7 8	KEYPADS L C D 1 2 3 4 5 6 7 8	DESCRIPTION
1	000	000	n n n n n n n n	Y Y n n n n n n	
2			n n n n n n n n	n n n n n n n n	
3			n n n n n n n n	n n n n n n n n	
4			n n n n n n n n	n n n n n n n n	
5			n n n n n n n n	n n n n n n n n	
6			n n n n n n n n	n n n n n n n n	
7			n n n n n n n n	n n n n n n n n	
8			n n n n n n n n	n n n n n n n n	

---------- LOG DUMP PARAMETERS ----------

AUTO UPLOAD TYPE : NONE
DAY OF MONTH: 01
DAY OF WEEK: SUNDAY
REPORT HOUR: 00
REPORT MINUTE: 00
MAX # EVENTS: 99
DUMP ACCT NO: 0000
DESCRIPTION #1:
DESCRIPTION #2:
DESCRIPTION #3:
DESCRIPTION #4:

END OF REPORT