

GS-03004

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General Specification

for

Contact ID Implementation for

DMP Control Panels

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1 Introduction

1.1 Purpose

To define the messages sent by DMP Command Processor control panels using the Contact ID receiver format.

1.2 Scope

This specification defines the messages that can be sent from the panel. Not all DMP messages are supported by the Contact ID format. Only the messages that can be sent are documented.

1.3 References

The notes shown in parenthesis, i.e. (S07) are taken from the DMP SCS-1/Host Output Specification.

1.4 Revisions

11/08/94 3.6 S74 has been added to the Panel Tamper message.
01/16/95 2.3 Transmission of CID message fixed to start after 300ms delay.
01/16/95 2.1 Account number must use lower four digits of five digit account number .
05/11/95 3.6 Backup communication fail, restore (S12, 04) added as CID message 352.
03/05/96 2.3 Remove 750ms 2300Hz answer tone.
04/05/96 3.5 Add S86 local programming.

2 General Description

2.1 Contact ID Digit Format (1/16/95)

A Contact ID message is made up of 16 DTMF digits. Zero is sent as A. The format is show below:

A A A A 1 8 Q E E E A A Z Z Z C

AAAA = Account Number, 0000 - 9999, lower four digits of five digit DMP account number

18 = Product Code, always 18

Q = Event Qualifier, 1=New Event i.e. Alarm, Trouble, Disarming 3=Restore, Reset, Arming, Late

EEE = Event Code, defined in section 3

AA = Area Number, Keypad Address, 00 - 99

ZZZ = Loop Number, User Number, Device Number, 000 - 999

C = Checksum, Module 15

2.2 Checksum Definition

The Checksum is computed using the raw data except zero is counted as 10. The sum of all digits including checksum digit is a multiple of 15. Normally zero is sent as A, except in checksum zero is sent as F.

2.3 Acknowledgment Sequence (3/5/96)

The 16 digit Contact ID message is transmitted after the answering tones are sent by the receiver. Answering tones consist of 100ms at 1400Hz, followed by 100ms off, followed by 100ms at 2300Hz.

The 16 digit Contact ID message should begin 300ms after the 100ms 2300Hz tone. Each digit should be 50ms separated by 50ms pause. The kiss-off acknowledgment from the receiver will be sent 350ms after the last DTMF digit. It is at least 750ms at 1400Hz. Subsequent Contact ID messages can start 300ms after the kiss-off tone. If the kiss-off tone is not received the message should be repeated again for a maximum of five tries.

3 DMP/Contact ID Event Definitions

3.1 Loop Events

All loop events should include a two digit area number - AA and three digit loop number - ZZZ in addition to the three digit event code listed below. The Qualifier should be 1 for alarm, trouble, force, fault, low battery, missing, and bypass, The Qualifier should be 3 for restore. Restorals for codes 373, 370, 573, 384, and 381 are 110, 135, 134, 200, 120, 100, 140 based on the type of loop restoring. Reset for Bypass is code 570 with Qualifier 3.

| DMP Panel Message | Code | Contact ID Definition |
|--------------------------------------|------|--|
| Fire Type Alarm ZZZ | 110 | *FIRE* - Fire Alarm - ZZZ, or RESTORE - Fire Alarm - ZZZ |
| Day or Night Type Alarm | 135 | *BURG* - Day/Night - ZZZ, or RESTORE - Day/Night - ZZZ |
| Exit Type Alarm ZZZ | 134 | *BURG* - Entry/Exit - ZZZ, or RESTORE - Entry/Exit - ZZZ |
| Supervisory Type Alarm Supv - ZZZ | 200 | SUPER - Fire Supervisory - ZZZ, or RESTORE - Fire |
| Panic Type Alarm | 120 | *PANIC* - Panic - ZZZ, or RESTORE - Panic - ZZZ |
| Emergency Type Alarm | 100 | *EMERG* - Personal Emerg. - ZZZ, or RESTORE Pers. Emg. - ZZZ |
| Auxiliary 1 or 2 Type Alarm | 140 | *ALARM* - General Alarm - ZZZ, or RESTORE - Gen. Alarm - ZZZ |
| Fire Type Trouble or Fault | 373 | TROUBLE - Fire Loop - ZZZ |
| Other Types Trouble or Fault | 370 | TROUBLE - Protection Loop - ZZZ |
| All Types Force Arm | 573 | BYPASS - Burg. Bypass - ZZZ |
| All Types Low Battery | 384 | TROUBLE - RF Sensor Batt. - ZZZ |
| All Types Missing | 381 | TROUBLE - RF Sensor Super. - ZZZ |
| All Types Bypass or Reset ZZZ | 570 | BYPASS - Zone Bypass - ZZZ or RESTORE - Zone Bypass - ZZZ |

3.2 Disarming/Arming and Late to Close

Disarming and Arming messages should include a two digit area number - AA and three digit user number - ZZZ in addition to the three digit event code listed below. The Qualifier should be 1 for Disarming and 3 for Arming.

The Late to Close message should include the area number - AA if area schedules are used. If area schedules are not used then the area number should be 00. The user number for Late to Close should be 000. The Qualifier should be 1.

| DMP Panel Message | Code | Contact ID Definition |
|----------------------|------|----------------------------|
| Disarming | 402 | OPENING - Group - User ZZZ |
| Arming | 402 | CLOSING - Group - User ZZZ |
| Late to Close or S06 | 454 | TROUBLE - Failed to Close |

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3.3 Door Access

Door Access messages should include a two digit keypad number - AA and three digit user number - ZZZ in addition to the three digit event code listed below. The Qualifier should be 1.

| DMP Panel Message | Code | Contact ID Definition |
|--------------------------|-------------|-----------------------------------|
| Door Access | 422 | ACCESS - Access Gained - User ZZZ |

3.4 Opening/Closing Schedule Changes

Opening/Closing Schedule Changes should include a two digit area number - AA and three digit user number - ZZZ in addition to the three digit event code listed below. If area schedules are not being used the area number should be 00. The Qualifier should be 1.

| DMP Panel Message | Code | Contact ID Definition |
|--------------------------|-------------|------------------------------|
| Schedule Change | 630 | TROUBLE - Schedule Changed |

3.5 System Messages without Restoral (4/5/96)

System messages should include 00 for area - AA and 000 for loop number - ZZZ. Except Abort by User (s050) should include the user number - ZZZ. The Qualifier should be 1 for everything except Exit Error which should be 3.

| DMP Panel Message | Code | Contact ID Definition |
|------------------------------|-------------|-------------------------------|
| Automatic Recall Test (S07) | 602 | TEST - Periodic |
| Ambush (S15) | 121 | *PANIC* - Duress |
| System Test (S23) | 601 | TEST - Manually Triggered |
| Abort Signal (S45) or (s050) | 406 | OPENING - Cancel - User ZZZ |
| Unsucces. Remote Con.(S54) | 413 | REMOTE - Unsuccessful Access |
| Unauthorized Entry (S77) | 451 | OPENING - Early |
| System Recently Armed (S78) | 459 | TROUBLE - Recent Close |
| Exit Error (S80) | 457 | CLOSING - Exit Error |
| Remote Prog. Complete (S83) | 412 | REMOTE - Successful Access |
| Transmit Fail (S87) | 354 | TROUBLE - Fail to Communicate |
| Local Programming (S86) | 458 | Operator on Premises |

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3.6 System Messages with Restoral (5/11/95)

System messages should include 00 for area - AA and 000 for loop number - ZZZ, except for Device Missing. Device Missing should include the address in the loop number digits. The Qualifier should be 1 for trouble or burglary and 3 for restore.

| DMP Panel Message | Code | Contact ID Definition |
|------------------------------|-------------|----------------------------------|
| AC Power (S08,00) | 301 | TROUBLE - AC Power |
| Standby Battery (S09,01) | 302 | TROUBLE - Low System Battery |
| Panel Tamper (S11 or 74, 03) | 137 | *BURG* - Tamper |
| Backup Comm Line (S12,04) | 352 | TROUBLE - Phone Line 2 |
| Panel Ground (S13,05) | 310 | TROUBLE - Ground Fault |
| Auxiliary Fuse (S26,27) | 300 | TROUBLE - System Trouble |
| Phone Line 1(S28,29) | 351 | TROUBLE - Phone Line 1 |
| Phone Line 2 (S30,31) | 352 | TROUBLE - Phone Line 2 |
| Bell Circuit (S38,39) | 321 | TROUBLE - Bell/Siren #1 |
| Bell Fuse (S43,53) | 321 | TROUBLE - Bell/Siren #1 |
| Supervised Wireless (S50,89) | 381 | TROUBLE - RF Sensor Super. |
| Long Range Radio (S72,73) | 353 | TROUBLE - Radio Transmitter |
| Device Missing(s001,002) | 333 | TROUBLE - Exp. Module Fail - ZZZ |