

4110XM PROGRAMMING FORM

THIS PROGRAMMING FORM INCORPORATES SYSTEM ENHANCEMENTS
AND SHOULD BE USED TO PROGRAM CONTROLS SUPPORTING THOSE ENHANCEMENTS.

FIELD FUNCTION

[] = Default Value

SYSTEM OPTIONS (*20-*28)

*20 MASTER SECURITY CODE

[4] [1] [1] [0]

Enter 4 digits, 0-9 (entry of all 4 is mandatory).

Use of a "9" in the last position inhibits the Ambush feature.

*21 QUICK ARM ENABLE

† [0],

0 = no; 1 = yes. If enabled, [#] key can be used instead of security code when arming the system.

*22 KEYSWITCH ENABLE

† [0]

0 = no; 1 = yes (if 4281 used, keyswitch can't be used)

*23 FORCE BYPASS FUNCTION

† [0]

0 = no; 1 = yes. Allows all faulted zones to be bypassed by entering [Security Code] + [Bypass]. Zones that are bypassed by this function will be displayed after the bypass is initiated.

*24 RF RECEIVER HOUSE ID CODE

With 4281, enter 01-31 House ID. Otherwise enter [00].

*27 AUDIBLE EXIT WARNING

[1]

0 = no; 1 = yes. If selected, beeping occurs during exit time and changes from slow to rapid beeping during last 5 seconds of exit delay.

*28 CONFIRMATION OF ARMING DING

[0]

0 = no; 1 = yes. If selected, external sounder will sound for approx. 1 second at end of exit time or at time of kissoff of closing report, if programmed.

*29 FIRE SOUNDER TIMEOUT

† [0]

0 = sounder timeout, 1 = no sounder timeout. Enter 0 if sounder timeout for fire zones is desired (uses time programmed in field *30).

*30 ALARM SOUNDER TIMEOUT

† [1]

Enter time for external sounder to shut off after alarm occurs.
0 = no timeout; 1 = 4 min; 2 = 8 min; 3 = 12 min

PROGRAMMING HARDWIRE ZONES

*31 ZONE 1 RESPONSE TYPE

[1]

*32 ZONE 2 RESPONSE TYPE

[4]

*33 ZONE 3 RESPONSE TYPE

[3]

*34 ZONE 4 RESPONSE TYPE

[3]

*35 ZONE 5 RESPONSE TYPE

[9]

*36 ZONE 6 RESPONSE TYPE

[7]

ZONE TYPES FOR PROGRAMMING FIELDS *31-37

0 = DISABLED (or Undefined)

6 = 24 HR (Silent)

1 = ENTRY/EXIT, Burglary

7 = 24 HR (Audible)

2 = *not used*

8 = 24 HR (Auxiliary)

3 = PERIMETER, Burglary

9 = FIRE (Fields *35 and *37 only)

4 = INTERIOR/FOLLOWER,

10 = INTERIOR W/DELAY, Burglary (To program, enter # + 10)

5 = TROUBLE BY DAY/ ALARM BY NIGHT, Burglary

*37 ZONE 7 RESPONSE TYPE

[6]

Console Panic: Key B or * & # . Only zone types 0, 6, 7, 8, 9 apply.

*38 ENTRY DELAY

† [2]

0 = 0 sec ; 1 = 20 sec; 2 = 30 sec; 3 = 45 sec; 4 = 60 sec; 5 = 90 sec.
EXIT Delay = ENTRY Delay + 15 sec

*39 ZONE 3 RESPONSE TO OPEN

† [0]

0 = 400 ms nominal; 1 = 10 ms nominal

† Entry of a number other than one specified will give unpredictable results.

DIALER PROGRAMMING (*40-*49)

For fields *40-*42, enter digits 0-9, or # + 11 for [*], # + 12 for [#], # + 13 for 2 second pause. If fewer than the maximum number of digits is entered, exit the field by pressing [*] followed by the next field number to be programmed.

*40 PABX ACCESS CODE

Enter 4 digits. To clear entries from field, press *40*.

*41 PRIMARY PHONE No.

Enter up to 12 digits. Do not fill unused spaces.

To clear entries from field, press *41*.

*42 SECONDARY PHONE No.

Enter up to 12 digits. Do not fill unused spaces.

To clear entries from field, press *42*.

*43 SUBSCRIBER ACCOUNT No.

Enter 0-9; #+11 for B; #+12 for C; #+13 for D; #+14 for E; [#+15 for F]. Enter * as 4th digit, if 3+1 dialer reporting is to be used. If only 3 digits used, exit by pressing * (and press 44, if entering next field). To clear entries from field, press *43*.

Examples: For Acct No. 1234, enter:

1234

For Acct No. B234, enter:

#+11234

For Acct No. 123, enter:

123*

*44 REPORT FORMAT

[0]

0 = 3+1, 4+1 ADEMCO L/S STANDARD
1 = 3+1, 4+1 RADIONICS STANDARD
2 = 4+2 ADEMCO L/S STANDARD
3 = 4+2 RADIONICS STANDARD

6 or undefined = 4+2 ADEMCO EXPRESS
7 = ADEMCO CONTACT ID REPORTING
8 = 3+1, 4+1 ADEMCO L/S EXPANDED
9 = 3+1, 4+1 RADIONICS EXPANDED

*45 PHONE SYSTEM SELECT

[†] [0]

If Cent. Sta. *IS NOT* on a WATS line: 0 = Pulse Dial; 1 = Tone Dial

If Cent. Sta. *IS* on a WATS line: 2 = Pulse Dial; 3 = Tone Dial

*46 SESCOA/RADIONICS SELECT

[†] [0]

0 = Radionics (0-9, B-F reporting); 1 = SESCOA (0-9 only reporting)
Select 0 for all other formats.

*47 15 SEC DIALER DELAY (BURG)

[†] [0]

0 = no, 1 = yes

*48 PERIODIC TEST MESSAGE

[†] [0]

0 = none, 1 = 24 hrs; 2 = weekly (enter Test Code in field *64)

(Initial report is sent 12 hrs. after exiting programming or downloading.)

*49 SPLIT/DUAL REPORTING

[0]

TO PRIMARY PHONE No.

0 = All
1 = Alarms, Restore, Cancel
2 = All Reports except Open/Close, Test
3 = Alarms, Restore, Cancel
4 = All Reports except Open, Close, Test
5 = All Reports (Dual Reporting)

TO PRIMARY PHONE No.

6 = All reports except open/close
7 = All reports
8 = All reports

TO SECONDARY PHONE No.

Backup Report Only
Other Reports
Open/Close, Test
All Reports
All Reports
All Reports

TO PAGER No.^{††} (secondary)

Alarms, Open/Close, Trouble
Alarms, Troubles
Alarms, Open/Close, Troubles

[†] Entry of a number other than one specified will give unpredictable results.

^{††} Can only be used if primary reporting format is Ademco Contact ID.

ALARM REPORT CODES (*50-*59)

*50 1st DIGIT OF Zn 95, Zn 96
(Keypad Panics)

(95) (96)

Enter 1-9, 0, B-F as described in box below.
An entry of "0" will disable report.

2nd Digit of each (for expanded or 4+2 reporting)
is same as for field *57.

Zone 95 is Console Silent Panic (Key A or 1 & *).

Zone 96 is Console Audible Panic (Key C or 3 & #).

*51 ZONE 1 ALARM REPORT CODE

*52 ZONE 2 ALARM REPORT CODE

*53 ZONE 3 ALARM REPORT CODE

*54 ZONE 4 ALARM REPORT CODE

*55 ZONE 5 ALARM REPORT CODE

*56 ZONE 6 ALARM REPORT CODE

*57 ZONE 7 ALARM REPORT CODE

(Console Panic: Key B or * & #)

*58 ZONE 8 ALARM RPT CODE (Duress)

*59 ZONE 9 ALARM RPT CODE
(RF supervision)

SYSTEM STATUS REPORT CODES (*60-*68)

*60 TROUBLE REPORT CODE

*61 BYPASS REPORT CODE

*62 AC LOSS REPORT CODE

*63 LOW BAT REPORT CODE

*64 TEST REPORT CODE

*65 OPEN REPORT CODE

*66 CLOSE REPORT CODE

†† 2nd digit is automatically sent as the user number if expanded or
4+2 reporting is selected.

*67 RF XMTR LOW BAT REPORT CODE

*68 CANCEL REPORT CODE

RESTORE REPORT CODES (*69-*75)

*69 GROUP RESTORES for TROUBLE,
RF LOW BATTERY, BYPASS

 [0]

0 = no (report for each restore),
1 = yes (report after all zones restored)

Note: "1" not applicable to Contact ID reporting.

*70 ALARM RESTORE REPORT CODE

2nd digit is automatically sent as the 2nd digit of the zone alarm report code
programmed in *50-*59 and *76-*83, if expanded or 4+2 reporting is selected.

*71 TROUBLE RESTORE REPORT CODE

*72 BYPASS RESTORE REPORT CODE

*73 AC RESTORE REPORT CODE

*74 LOW BAT RESTORE REPORT CODE

*75 RF XMTR LO BAT RSTR RPT CODE

TO PROGRAM REPORT CODES FOR ALARM, SYSTEM STATUS, RESTORE, & WIRELESS ZONES (*51-*83)

For 3+1 or 4+1 Standard Format:

Enter a code in the *first* box: 1-9, 0, B, C, D, E, or F.
Enter "#+10" for 0, "#+11" for B, "#+12" for C,
"#+13" for D, "#+14" for E, "#+15" for F.

For Expanded or 4+2 Format:

Enter codes in *both* boxes (1st and 2nd digits) for
1-9, 0, or B-F, as described above.

For Ademco Contact ID Format:

Enter any digit (other than "0") in the *first* box, to
enable zone to report. This is an "enabling" code
only and is not the actual report sent to the central
office. Entries in the *second* box will be ignored.



An entry of "0" in the *first* box for any report
format will **disable** a report. An entry of "0" in
the *second* box will result in automatic advance
to the next field when programming. **To send
"0" as a digit, you must enter # + 10.**

Examples:

For Code 3 (Single Digit), enter:

 3 0

For Code 32 (Two Digits), enter:


 3 2

For Code B2 (Hexadecimal) enter:

 #11 2

PROGRAMMING WIRELESS ZONES

XMTR ID (ZONE NO.) / REPORT CODES (*76-*92)

	[When Using:]	[These Fields Can Be Used:]
	4281L	*76-*79 plus *92
	4281M or H	*76-*83 plus *92

XMITTER ID / REPORT (ZONE NO.) / CODE

*76	1st Transmitter	<input type="text"/>	<input type="text"/>	/	<input type="text"/>	<input type="text"/>
*77	2nd Transmitter	<input type="text"/>	<input type="text"/>	/	<input type="text"/>	<input type="text"/>
*78	3rd Transmitter	<input type="text"/>	<input type="text"/>	/	<input type="text"/>	<input type="text"/>
*79	4th Transmitter	<input type="text"/>	<input type="text"/>	/	<input type="text"/>	<input type="text"/>
*80	5th Transmitter	<input type="text"/>	<input type="text"/>	/	<input type="text"/>	<input type="text"/>
*81	6th Transmitter	<input type="text"/>	<input type="text"/>	/	<input type="text"/>	<input type="text"/>
*82	7th Transmitter	<input type="text"/>	<input type="text"/>	/	<input type="text"/>	<input type="text"/>
*83	8th Transmitter	<input type="text"/>	<input type="text"/>	/	<input type="text"/>	<input type="text"/>

NOTE: Transmitter IDs programmed must match Transmitter ID DIP switches.

NO)	
10-13	ENTRY/EXIT, Burg.
14-29	PERIMETER, Burg.
30-43	INT/FOLLOWER, Burg.
44, 45	INT W/DELAY, Burg.
46, 47	PERIMETER, Burg.
48-55	FIRE
56-61	TROUBLE BY DAY/ ALARM BY NITE, Burg.
62	24 HR. AUDIBLE
63	PROGRAMMED BY FIELD *92

*92 ZONE RESPONSE OF XMTR ID 63 (if used). ☐ [0]
Only zone types 0, 6, 7, 8, 9 applicable.

*93 REPORTS PER ARMED PERIOD ☐ [0]
0 = 10 max total alarm + alarm restores; 1 = Unlimited

DOWNLOAD INFORMATION (*94-*97)

*94 DOWNLOAD PHONE No.
Enter up to 12 digits, 0-9. Do not fill unused spaces. If fewer than 12 digits entered, exit field by pressing * (and press 95, if entering next field). Enter # + 11 for [*], # + 12 for [#] and # + 13 for 2 second pause.
To clear entries from field, press *94*.

*95 RING DET COUNT FOR DOWNLOADING ☐ [0]
[0=Disable Station Initiated Download]; 1-14=number of rings (1-9, #+10=10, #+11=11, #+12=12, #+13=13, #+14=14); 15=answering machine defeat (#+15=15)

*96 INITIALIZES **DOWNLOAD ID** AND **SUBSCRIBER ACCOUNT No.** FOR FIRST TIME DOWNLOAD (THIS **MUST** BE DONE BEFORE FIRST DOWNLOAD. ONCE INITIALIZED, DO NOT RE-ENTER ANOTHER SUBSCRIBER ACCOUNT No. MANUALLY. THIS WOULD VOID THE *96 COMMAND.

*97 ZEROS ALL PROGRAM FIELDS

TO EXIT PROGRAM MODE (*98 or *99)

Press *98 or *99 if exiting programming, or next field number if continuing.

*98 EXITS PROGRAMMING MODE *Prevents* re-entry by: [Master Code] + [Code] key + [0].

*99 EXITS PROGRAMMING MODE *Allows* re-entry by: [Master Code] + [Code] key + [0].



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