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Installation Manual

PC3000 Control Panel

Software Version 7.7



AVIS: L'étiquette de l'Industrie Canada identifie le matériel homologué. Cette étiquette certifie que le matériel est conforme à certaines normes de protection, d'exploitation et de sécurité des réseaux de télécommunications. Industrie Canada n'assure toutefois pas que le matériel fonctionnera à la satisfaction de l'utilisateur.

Avant d'installer ce matériel, l'utilisateur doit s'assurer qu'il est permis de le raccorder aux installations de l'entreprise locale de télécommunication. Le matériel doit également être installé en suivant une méthode acceptée de raccordement. L'abonné ne doit pas oublier qu'il est possible que la conformité aux conditions énoncées ci-dessus n'empêchent pas la dégradation du service dans certaines situations.

Les réparations de matériel homologué doivent être effectuées par un centre d'entretien canadien autorisé désigné par le fournisseur. La compagnie de télécommunications peut demander à l'utilisateur de débrancher un appareil à la suite de réparations ou de modifications effectuées par l'utilisateur ou à cause de mauvais fonctionnement.

Pour sa propre protection, l'utilisateur doit s'assurer que tous les fils de mise à la terre de la source d'énergie électrique, les lignes téléphoniques et les canalisations d'eau métalliques, s'il y en a, sont raccordés ensemble. Cette précaution est particulièrement importante dans les régions rurales.

AVERTISSEMENT: L'utilisateur ne doit pas tenter de faire ces raccordements lui-même; il doit avoir recours à un service d'inspection des installations électriques, ou à un électricien, selon le cas.

L'indice de charge (IC) assigné à chaque dispositif terminal indique, pour éviter toute surcharge, le pourcentage de la charge totale qui peut être raccordée à un circuit téléphonique bouclé utilisé par ce dispositif. La terminaison du circuit bouclé peut être constituée de n'importe quelle combinaison de dispositifs, pourvu que la somme des indices de charge de l'ensemble des dispositifs ne dépasse pas 100.

L'Indice de charge de ce produit est 42.

NOTICE: The Industry Canada label identifies certified equipment. This certification means that the equipment meets certain telecommunications network protective, operational and safety requirements. Industry Canada does not guarantee the equipment will operate to the user's satisfaction.

Before installing this equipment, users should ensure that it is permissible to be connected to the facilities of the local telecommunications company. The equipment must also be installed using an acceptable method of connection. The customer should be aware that compliance with the above conditions may not prevent degradation of service in some situations.

Repairs to certified equipment should be made by an authorized Canadian maintenance facility designated by the supplier. Any repairs or alterations made by the user to this equipment, or equipment malfunctions, may give the telecommunications company cause to request the user to disconnect the equipment.

User should ensure for their own protection that the electrical ground connections of the power utility, telephone lines and internal metallic water pipe system, if present, are connected together. This precaution may be particularly important in rural areas.

CAUTION: Users should not attempt to make such connections themselves, but should contact the appropriate electric inspection authority, or electrician, as appropriate.

The Load Number (LN) assigned to each terminal device denotes the percentage of the total load to be connected to a telephone loop which is used by the device, to prevent overloading. The termination on a loop may consist of any combination of devices subject only to the requirement that the total of the Load Numbers of all the devices does not exceed 100.

The Load Number of this unit is 42.

Limited Warranty

Digital Security Controls Ltd. warrants that for a period of twelve months from the date of purchase, the product shall be free of defects in materials and workmanship under normal use and that in fulfilment of any breach of such warranty, Digital Security Controls Ltd. shall, at its option, repair or replace the defective equipment upon return of the equipment to its repair depot. This warranty applies only to defects in parts and workmanship and not to damage incurred in shipping or handling, or damage due to causes beyond the control of Digital Security Controls Ltd. such as lightning, excessive voltage, mechanical shock, water damage, or damage arising out of abuse, alteration or improper application of the equipment.

The foregoing warranty shall apply only to the original buyer, and is and shall be in lieu of any and all other warranties, whether expressed or implied and of all other obligations or liabilities on the part of Digital Security Controls Ltd. This warranty contains the entire warranty. Digital Security Controls Ltd. neither assumes, nor authorizes any other person purporting to act on its behalf to modify or to change this warranty, nor to assume for it any other warranty or liability concerning this product.

In no event shall Digital Security Controls Ltd. be liable for any direct, indirect or consequential damages, loss of anticipated profits, loss of time or any other losses incurred by the buyer in connection with the purchase, installation or operation or failure of this product.

Warning: Digital Security Controls Ltd. recommends that the entire system be completely tested on a regular basis. However, despite frequent testing, and due to, but not limited to, criminal tampering or electrical disruption, it is possible for this product to fail to perform as expected.

TABLE OF CONTENTS

	Page
Limited Warranty	
Specifications _____	1
Features _____	2
Installation _____	3
Bench Testing _____	3
Mounting Panel _____	3
Hook-up Procedure _____	3
Terminal Connections _____	4
Guidelines for Smoke Detector Location _____	6
Keypad Functions _____	7
Introduction _____	7
Master Code _____	7
Installer's Programming Code _____	7
Arming _____	7
Disarming _____	7
Auto-Bypass/Home-Away Arming _____	7
Zone Bypassing _____ [*]+[1] or [*]+[1]+[Access Code] _____	7
Trouble Display _____ [*]+[2] _____	8
Alarm Memory Display _____ [*]+[3] _____	8
Switched Auxiliary Supply Control _____ [*]+[Hold Down 4] _____	8
User's Programming Commands _____ [*]+[5]+[Master Code] _____	9
User's Functions Command _____ [*]+[6]+[Master Code] _____	9
Installer's Test _____ [*]+[6]+[Master Code]+[0] _____	10
Setting the Clock _____ [*]+[6]+[Master Code]+[1] _____	10
Auto-arm Time of Day _____ [*]+[6]+[Master Code]+[2] _____	10
Quick Arm _____ [*]+[6]+[Master Code]+[4] _____	10
Auto-arm Enable _____ [*]+[6]+[Master Code]+[5] _____	10
Door Chime _____ [*]+[6]+[Master Code]+[6] _____	10
System Test _____ [*]+[6]+[Master Code]+[8] _____	10
User Callup _____ [*]+[6]+[Master Code]+[9] _____	10
Utility Output Command _____ [*]+[7] or [*]+[7]+[Access Code] _____	11
Installer's Programming Commands _____ [*]+[8]+[Installer's Code] _____	11
"At Home" Arming _____ [*]+[9]+[Access Code] _____	11
"Quick Arm" Command _____ [*]+[0] _____	11
Quick Exit _____ [*]+[0] when armed _____	11
Keypad Zones _____	11
Downloading _____	12
Programming Guide _____	13
Introduction _____	13
Reviewing Programmed Data _____	13
[00] Binary Programming _____	13
[01] 1st Phone Number _____	14
[02] 1st Account Code _____	14
[03] 2nd Phone Number _____	14
[04] 2nd Account Code _____	14
[05]...[15] Reporting Codes Explanation _____	14

[05] Alarm Reporting Codes Zones 1 to 8	14
[06] Alarm Reporting Codes Zones 9 to 16	15
[07] Restoral Reporting Codes Zones 1 to 8	15
[08] Restoral Reporting Codes Zones 9 to 16	15
[09] Utility Alarm Reporting Codes	15
[10] Utility Restoral Reporting Codes	15
[11] Reporting Codes for Closing (Arming) via Access Codes 1 to 8	15
[12] Reporting Codes for Closing (Arming) via Access Codes 9 to 16	16
[13] Reporting Codes for Opening (Disarming) via Access Codes 1 to 8	16
[14] Reporting Codes for Opening (Disarming) via Access Codes 9 to 16	16
[15] Reporting Codes for Miscellaneous Functions	16
[16] Zone Definitions for Zones 1 to 8	16
[17] Zone Definitions for Zones 9 to 16	17
[18] 1st System Option Code	17
[19] 2nd System Option Code	18
[20] Zones 1 to 8 Bypass Mask	19
[21] Zones 9 to 16 Bypass Mask	19
[22] System Times	19
[23] System Clock Times	19
[24] New Installer's Code	19
[25] New Master Code (Access Code Number 1)	19
[26] Downloading Access Code	19
[27] Communicator Format Options	19
[28] Programmable Input and Output Options	20
[29] [30] [31] [32] Split Arming	21
[33] Communicator Call Direction Options	22
[34] Software Reset EEPROM Memory to Factory Defaults	22
[35] Through [42] Reserved for Future Use	22
[43] Access Bypass Mask (Codes 1 to 8)	22
[44] Access Bypass Mask (Codes 9 to 16)	23
[45] TLM Restoral Reporting Code	23
[46] Downloading Computer Telephone Number	23
[47] Modem Configuration	23
[48] Panel Identification Code	23
[49] 4th System Option Code	23
[50] After Alarm Reporting Code	24
[51] 3rd System Option Code	24
[52] Delay Before Transmission	24
[53] Auto-arm Cancel Reporting Code	25
[54] System Test Reporting Code	25
[55] TLM Trouble Reporting Code	25
[56] LINKS Test Transmission Reporting Code	25
[57] LINKS 1000 Preamble for 1st Phone Number	25
[58] LINKS 1000 Preamble for 2nd Phone Number	25
[59] LINKS 1000 Preamble for Downloading Phone Number	25
[60] Sixth System Option Code	25
[90] Installer's Lockout Enable	26
[91] Installer's Lockout Disable	26

Programming Work Sheets 27

Hookup Diagrams 39

Just for the Record 41

SPECIFICATIONS

Control Panel Specifications

21 zones including:

- 16 fully programmable supervised zones (EOL resistors)
- Supervised fire zone
- 1 auxiliary normally open zone
- 3 keypad activated zones

Audible alarm output:

- Bell output
700 mA, fused at 5 Amps, 12 V_{DC} unregulated
- Steady or pulsed output

EEPROM memory:

- Does not lose codes or system status on complete AC and battery failure

Programmable output:

- Transistor switch sinks 50 mA to ground
- Operation controllable through program options

Powerful 1.5 amp regulated power supply:

- 400 mA auxiliary supply, 12 V_{DC} unregulated
- Separately fused for battery, keypad/auxiliary supply and bell output
- Supervision for loss of AC power, low battery
- Internal clock locked to AC power frequency

Switched Smoke Detector Supply Output:

- Controlled from keypad [*][4] command

Battery required:

- 12 volt 4 Ah minimum rechargeable gel-cell or sealed lead-acid battery

Transformer required:

- 16.5 VAC, 40VA

Dimensions:

- 11" x 11.8" x 3.3" deep (279 x 300 x 84 mm)

Weight:

- 6.5 lbs (3 kg)

Remote Keypad Specifications (PC3000RK)

- Four wire (QUAD) hook-up and up to 3 keypads per system
- Built-in piezoelectric buzzer
- Full annunciation of zones and system status
- Nominal current draw 60 mA
- Dimensions 5.5" x 4.5" x 1" deep (140 x 114 x 25 mm)

Output Voltage Specification

Typically, with normal AC in and a fully charged battery, the output voltage will be 13.8 V_{DC}. With AC off and a discharged battery, the voltage will go to 10 volts. Devices that require power from the control panel should be capable of normal operation over the voltage range of 10 to 14 V_{DC}.

Digital Communicator Specifications

- 94 reporting codes
- Transmits all 10BPS and 20BPS single line and extended formats
- Radionics Rounds and Radionics Parity formats
- Sescoa Superfast format
- 3/1, 4/2 and hexadecimal numbers
- DTMF and Pulse dialing
- DPDT line seizure
- True dial tone detection
- Anti-jam feature
- Two telephone numbers and two account codes
- Split reporting of selected transmissions to each telephone number

FEATURES

Keypad Programming

The PC3000 comes with a default program so it is operational with a minimum of programming. It is completely programmable from the keypad. The panel uses EEPROM memory so that all information is retained even if the panel loses both AC and battery power.

Multiple Level Static/Lightning Protection

The PC3000 has been carefully designed and tested to provide reliable service. It is built to take static and lightning induced surges and keep on working. Multiple level surge filters are on all zone inputs, the power supply, the keypad connections, the bell output, the auxiliary power supply and the telephone interface. A special "ZAP-TRAC" circuit board configuration catches high voltage impulses right at the wiring terminals. Protective ground planes surround sensitive areas preventing the spread of damaging voltage surges. Metal Oxide Varistors (MOV's) are placed in all the critical areas to further reduce impulses to safe levels.

"WATCHDOG MONITOR" Circuit

Even when all precautions are taken so that voltage surges do not cause damage to the control panel, it is possible to cause temporary disruption to the operation of the microprocessor causing it to lose track of the program sequence. The PC3000 is equipped with an external "Watchdog Monitor" circuit which continually checks the microprocessor program execution.

System Supervision Features

The PC3000 continuously monitors a number of possible trouble conditions including:

- An active battery supervision circuit that periodically tests the battery under load.
- A loss of the AC power supply.
- A supervised fire circuit trouble condition.
- A telephone line monitoring circuit.
- A bell circuit failure indicates open circuit or fuse failure.
- A test code feature which transmits a communicator test code to the monitoring station at a selected time everyday. The test code can be sent at intervals from 001 to 255 days.
- A bell/siren/communicator test feature which can be activated from the keypad.
- TLM (Telephone Line Monitoring) restoral transmission.

Advanced Features

The PC3000 has many advanced features. Features which provide the security system design flexibility and selling advantage necessary to win those demanding jobs and make them profitable.

Some of these features include:

- EEPROM memory retains all data even on complete AC and battery failure. Panel powers up in last armed or disarmed state before power loss.
- All programmable zones may be selected as one of 11 different types including; delay, double delay, quadruple delay, instant, interior, interior with home-away, delay with home-away, and 4 types of 24 hour emergency and supervisory circuits.
- Keypad programming of up to sixteen security codes.
- Zone bypassing from the keypad.
- Individual zone and system function indicators on keypad.
- A keypad activated utility output function for operating lights, door openers, cameras or other devices.

Although the PC3000 has many features, it is not difficult to use. All keypad commands are similar and are assisted by audible and visual cues.

INSTALLATION

Bench Testing

The PC3000 contains a factory default program. Any additional programming required can be done through the keypad. For many applications all that will be required is to enter the telephone number and alarm codes with keypad entries that are as straight forward as dialing a telephone number. If you need help talk to your DSC equipment distributor.

Connect 1K ohm 1/2 watt end of line resistors from each zone (Z1 to Z16) input to the closest common "COM" terminal. Connect an end of line resistor between the "Fire" input terminal and the "COM" terminal between "Z1" and "Z2". Unless all zone loops are properly terminated with end of line resistors the "Ready" light will not be on and the panel will not arm unless the "Ready" light is on.

Connect the four keypad wires to the control panel as shown in the connection drawing.

To completely test the PC3000 including the communicator data, it is necessary to connect the panel to a digital receiver through a telephone line connection or by connecting the telephone terminals on the PC3000 to a digital communicator test set such as the DSC DTS-1. The DSC DTS-1 digital communicator test set is an inexpensive unit which can simulate the telephone system dial tone and the receiver hand shake and kiss-off tones as well as display the data sent out by a digital communicator. Also, the DTS-1 has a "listen-in" feature which makes it ideal for monitoring the transmission between communicator and receiver when the PC3000 is connected to the telephone line.

If you are using a DTS-1, connect the green and red telephone clips to the "TIP" and "RING" terminals and connect the red and black power clips to the "AUX [+]" and "AUX [-]" terminals on the PC3000. When power is applied to the panel press the red local-line button on the DTS-1 and observe the display window area. The "local-line" indicator should be in the local position.

For testing purposes, so that the sound level is not too loud, connect a small buzzer to the "BELL [+]" and "BELL [-]" terminals to indicate when the panel is in alarm.

Connect a 16.5 VAC, 40 VA transformer to the "AC" terminals. Before plugging in the transformer be sure the circuit board is not resting on anything metallic which may cause a short.

Note: THE PC3000 WILL NOT START UP IF "AC" IS OFF AND THE BATTERY IS LOW.

When the transformer is plugged in there should be lights on the keypad and the buzzer connected to the bell terminals may go on for a few seconds. The "Armed" light may be on or off the first time the panel is powered. The last armed/disarmed condition is stored in the EEPROM memory so the panel will always power up in the last armed/disarmed state. If the "Armed" light is on, enter the default Master Code [1234] to disarm the panel. If the keypad is not active, check for the presence of AC power at the "AC" terminals, check the keypad connections and check the panel fuses.

If all the zones are properly connected with end of line resistors all of the zone lights will be off. Note that the panel will arm only if all zones are properly connected with end of line resistors (including FIRE circuit) so that the "Ready" light is on. The keypad should beep several times to indicate acceptance of the master code. Enter the Master Code to arm or disarm the panel.

Read the "Keypad Commands" section of this manual or the Instruction Manual and enter commands on the keypad to become familiar with the different commands.

Turn to the "Programming Guide" in this manual and enter a sample program into the panel through the keypad to become familiar with the programming commands.

Mounting Panel

Select a dry location close to an unswitched AC source, a ground connection and the telephone connection.

Remove printed circuit board, mounting hardware and keypad from cardboard retainer inside panel. Before attaching cabinet to wall, press the five white nylon printed circuit board mounting studs and the ground connection screw into cabinet from the back.

Pull all cables into cabinet and prepare them for connection before mounting the circuit board to the back of the cabinet. Press circuit board down onto mounting studs.

Hook-up Procedure

DO NOT connect transformer or battery until all other wiring has been connected. See power-up procedure.

Connect a ground cable from the cabinet ground connection by the shortest and most direct route to a grounding rod.

Connect zone cables to zone loop inputs and put end of line resistors on any unused zones. Connect wires supplying power for motion detectors to auxiliary supply.

Install keypads and connect wires to keypad terminals on panel. Connect RJ31-X cord to telephone terminals. Do not insert plug into RJ31-X jack.

Warning: Do not use this equipment on a telephone line equipped with "call holding" feature because the tone generated may interfere with the communicator operation.

Connect bell or siren to "BELL [+]" and "BELL [-]" terminals. Observe correct polarity for sirens and polarized bells. Connect 1K ohm 1/2 watt resistor across terminals to eliminate trouble condition if bell circuit is not being used.

Terminal Connections

“AC” Power Terminals

Use a 16.5 VAC transformer with a minimum 40 VA rating to supply AC power to the PC3000. The transformer should not be connected to an outlet that is controlled by a switch. If AC failure occurs it is displayed as a trouble on the keypad (see “Keypad Functions [★][2] Trouble Conditions”). It can also be transmitted to the monitoring station as a trouble condition (see “Programming Guide [★][8]” sections [09] and [10] for alarm and restore codes and section [20] for AC transmission delay).

Auxiliary Power Terminals “AUX” and “GND”

The auxiliary power supply can be used to power motion detectors and other devices requiring 12 Vdc. 400 mA 12 Vdc is available from the “AUX” (positive) and “GND” (negative) terminals when the PC3000 is used with one keypad. For each additional keypad the auxiliary supply rating must be reduced by 60 mA. The auxiliary supply is fused with the keypad supply at 1 amp. Auxiliary fuse failure transmission can be sent (see [★][8] sections [09] and [10]).

Switched Auxiliary Power Terminals “SW AUX” and “GND”

The switched auxiliary supply can be switched off momentarily from the keypad (see “Keypad Commands [★][4]”). The “SW AUX” terminal is positive and the “GND” terminal negative. The 400 mA auxiliary supply rating must be reduced by any current taken from the switched auxiliary supply. The switched supply shares the same fuse as the auxiliary supply.

Bell/Siren Terminals “BELL [+]” and “BELL [-]”

These terminals are for powering bells or other devices requiring a steady output voltage on alarm. The bell output is fused for 5 amps. When connecting sirens (speakers with siren driver already built-in), be sure to observe the correct polarity. Connect the positive lead to the “BELL [+]” terminal and the negative lead to the “BELL [-]” terminal.

If no siren or bell is used, connect a 1000 ohm resistor between “BELL [+]” to “BELL [-]”. The bell/siren alarm output is pulsed (1 second on 1 second off) when an alarm is created by the [F] keypad zone, by the FIRE zone, or when the Bell Pulse option is enabled in section [19] light 1.

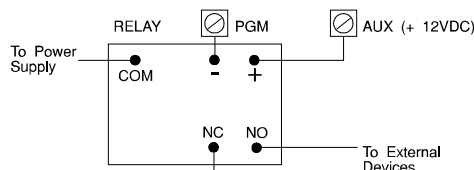
Keypad Terminals “RED”, “BLK”, “YEL” and “GRN”

Connect the four coloured wires from the keypads to these terminals. When connecting more than one keypad, connect in parallel across the keypad terminals at the control panel (i.e. all reds wires together, all blacks together, all yellows together and all greens together). The keypad red and black power supply terminals are fused through the auxiliary fuse.

Programmable Output Terminal “PGM OUT”

The operation of the Programmable Output depends upon which option is selected in the programming table. See the “Programming Guide” section [28] for a list of options for the “PGM OUT” output. The “PGM OUT” is a 50 mA maximum

switch to ground. A 100 ohm current limiting resistor is connected in series. A small relay, a buzzer or other DC operated device may be connected between the 12 Vdc “AUX” (positive) terminal and the “PGM OUT” (switched negative) terminal on the main board.



Auxiliary Input Terminal “AUX IN” (also KEY ARMING)

The “AUX IN” input terminal is a normally open 24 hour zone. It can be programmed from the keypad to be silent or audible. There is no display on the keypad for the “AUX IN” input. An alarm on this input is created by applying a positive voltage or by closing a contact between the “AUX IN” terminal and the positive auxiliary supply. See “Programming Guide [★][8]” sections [09] and [10] for programming the alarm and restoral codes.

The “AUX IN” terminal can also be used as a momentary key arming/disarming input. See “Programming Guide” section [28] for a list of options for the “AUX IN” terminal.

“FIRE” Zone Input

The “FIRE” zone is a supervised (normally open alarm initiating contact) end-of-line resistor circuit designed to accept “Latching” four-wire smoke detectors. (See “Fire Circuit Installation Diagram”).

On alarm, (fire loop shorted) the bell output will pulse the signal to indicate that the fire loop has been activated. Alarm memory and transmission by the digital communicator is delayed 30 seconds. If the alarm is acknowledged, by pressing the [#] key before the 30 second delay has expired the signals will silence and the transmission will be delayed. If the alarm is not acknowledged and the 30 second delay expires, the fire memory latches and the transmission cannot be cancelled.

If the smoke detector is not restored to normal after the signal has silenced, the signal will resound after 90 seconds. And 30 seconds after that, the communicator will transmit. If the signals resound, they may again be silenced, [#] key, and the communicator will be delayed if silence occurs within the 30 second delay period.

To restore the smoke detector to normal, clear all products of combustion from the detector and reset the detector by pressing [★] and then holding down [4] for 2 or 3 seconds. This action will remove power from the smoke detector and if it is clear of smoke, the detector will return to normal. If the detector is still in alarm, the signals will sound immediately and the above sequence will repeat.

For an open on the FIRE loop, the keypad sounder will beep twice every 10 seconds and the “Trouble” light will show on the keypad. The communicator will transmit the trouble condition if programmed for trouble transmission. The audible “Trouble” signal may be silenced by pressing the [#] key. To determine the nature of the trouble, press [★][2]. (see the “Trouble Display” section.)

Zone Input Terminals “Z1” to “Z16”

Zone inputs “Z1” to “Z16” are supervised end of line (E.O.L.) resistor circuits. Each input must be terminated with a 1K ohm E.O.L. resistor. An alarm condition will be created if a normally open contact is used to short across the E.O.L. resistor. An alarm is also created if normally closed contacts, wired in series with the E.O.L. resistor, are opened. See the wiring diagram for normally open and normally closed contact connection. The type of circuit or zone definition (delay, instant, 24 hour etc.) is programmed from the keypad using the [*][8] Installer’s Programming commands (“Programming Guide” sections [16] and [17]).

Telephone Terminals “TIP”, “RNG”, “T-1” and “R-1”

The wires from the RJ31-X telephone jack are connected to these terminals in the following way.

TIP	Green wire	►	<i>Incoming line from telephone company</i>
RNG	Red wire		
T-1	Brown wire	►	<i>Outgoing line to house telephone(s)</i>
R-1	Grey wire		

Note: For proper operation there must be no other telephone equipment connected between the control panel and the telephone company’s facilities.

Battery Connections

Do not connect the battery or the transformer until the wiring is complete. Connect the red battery lead to the positive battery terminal and the black lead to the negative battery terminal. If the connection is made in the reverse the battery fuse will fail.

Keypad Installation

Mount the keypads near the exit-entry doors. The PC3000RK keypad has a red, a black, a green and a yellow wire on the back. Connect these four wires to the four keypad terminals on the control panel using four conductor (quad) telephone wire. Up to three keypads may be connected to one PC3000. Connect all green wires from the keypads to the “GRN” terminal on the panel. Connect all yellow wires from the keypads to the “YEL” terminal on the panel. Connect all red wires from the keypads to the “RED” terminal. Connect all black wires from the keypads to the “BLK” terminal.

Power-up Procedure

If the keypads are located a distance from the panel, install an extra keypad temporarily at the panel during power up testing. An extra keypad with a short length of cable and alligator clips attached is helpful for testing and programming PC3000 systems.

Connect the transformer, wait approx. 5 seconds.

Enter a few keypad commands and open a zone to be sure that the panel and keypad are responding to signals. If the keypad does not respond and there are no indicators on, check for AC voltage at the “AC” terminals. If there is 16 VAC present, check that the keypad wiring is correct and check the keypad/auxiliary supply fuse. If the keypad/auxiliary supply fuse is blown check for a short between the keypad red and black wires before replacing the fuse.

If the keypad is responding normally, connect the battery.

The red battery lead attaches to the positive battery post and the black battery lead attaches to the negative battery post.

Note : THE PC3000 WILL NOT START UP IF ‘AC’ IS OFF AND THE BATTERY IS LOW.

Testing The System

See Installer’s test - [*] [6] [Master Code] [0] (page 9), or do the following. Contact the monitoring station to request a transmission test. Plug the telephone cord into the RJ31-X jack. If a DTS-1 is being used to monitor communicator transmissions, connect as described in “Bench Testing” section and place the DTS-1 in the line mode by pressing the red “LINE/LOCAL” button. Arm the panel, wait for the exit delay to expire and trip a detector on an instant circuit. Wait for the communication to complete. Disarm panel and check with the monitoring station to confirm the transmission. Perform additional transmissions required by the monitoring station.

Check the “Trouble” light on the keypad. If it is on, press [*] then [2] to determine if there is a system trouble. The “Trouble Display” section in “Keypad Commands” gives a description of the different trouble conditions.

Instructing End-User

Fill out the system reference guide in the PC3000 Instruction Manual. Check off sections in the manual which apply to the user’s system and make additional notes if necessary.

Describe the system to an authorized user. Describe arming and disarming procedures. Describe the basic keypad functions. Assist the user in working through examples of each type of command.

Provide user with the Instruction Manual and instruct them to read the manual to become familiar with the system operation.

Instruct the user to test the system on a regular basis as described in the Instruction Manual. The Master Code should be changed from the default setting and recorded in the Instruction Manual.

GUIDELINES FOR SMOKE DETECTOR LOCATION

Experience has shown that all hostile fires in family living units generate smoke to a greater or lesser extent. Experiments using typical fires in family living units indicate that detectable quantities of smoke precede detectable levels of heat in most cases. For these reasons, smoke detectors should be installed outside of each sleeping area and on each additional story of the family unit.

The following information is for general guidance only and it is recommended that the smoke detector manufacturer's literature be used for detailed installation instructions.

It is recommended that additional smoke detectors beyond those required be installed for increased protection. The added areas include: basement, bedrooms, dining rooms, furnace room, utility room and hallways not protected by the required detectors.

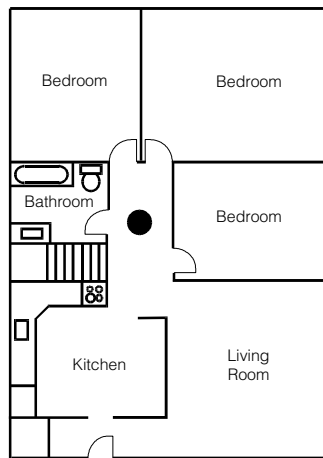


FIG. 1: A smoke detector should be located between the sleeping area and the rest of the family unit.

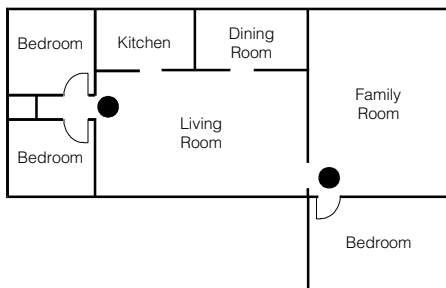


FIG. 2: In the family living units with more than one sleeping area, a smoke detector should be located to protect each sleeping area.

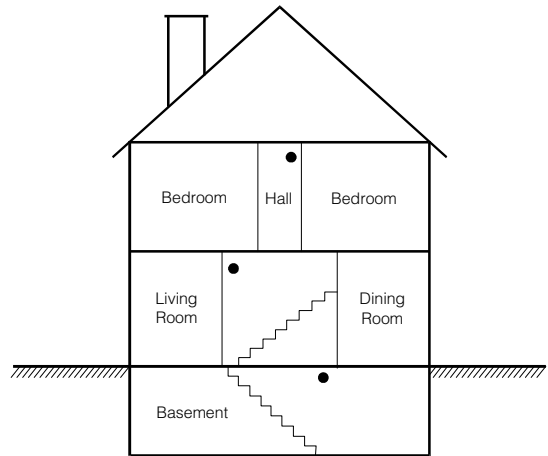


FIG. 3: A smoke detector should be located on each story of the living unit.

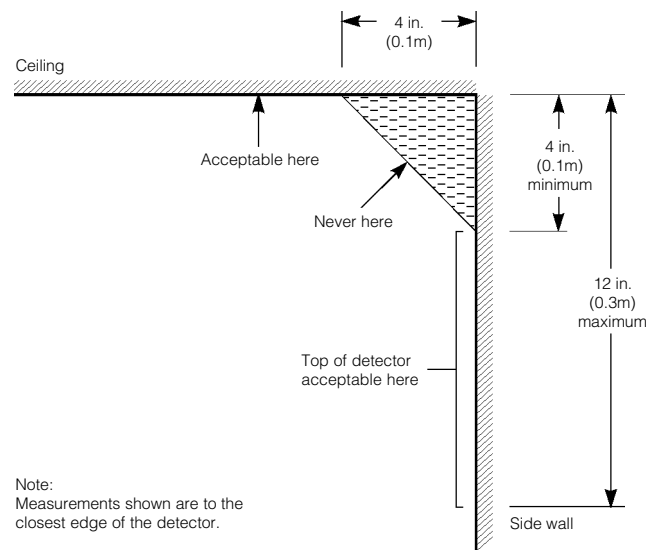


FIG. 4: Smoke Detector mounting - "Dead" Air Space. The smoke from a fire generally rises to the ceiling, spreads out across the ceiling surface and begins to bank down from the ceiling. The corner where the ceiling and wall meet is an air space into which the smoke may have difficulty penetrating. In most fires, this "dead" air space measures about 4 in. (0.1m) along the ceiling from the corner and about 4 in. (0.1m) down the wall as shown in Figure 4. Detectors should not be placed in the dead air space.

KEYPAD FUNCTIONS

Introduction

The PC3000RK remote keypad provides complete information and control of the PC3000 control panel. The panel can be fully programmed from the keypad. The 16 zone lights and the fire alarm light provide alarm and status indication for the alarm circuits. The 6 function lights guide the user in operating the system. The built-in buzzer lets the user hear correct key entries and other alert signals. The 12-key keypad is used for code entry and other programming functions. All keypad entries are made by pressing one key at a time.

The keypad is normally resting in the arm-disarm mode. In this condition the zone lights are indicating the opening and closing of zones. The "Ready" light comes on when all zones are closed. The system can be directed to perform other functions such as zone bypassing, displaying trouble conditions, displaying alarm memory and programming by entering one of the various [*] commands described below. Pressing the [#] key or not making any key entry for 2 minutes always returns the keypad to the arm-disarm mode.

Master Code

A default Master Security Code "1234" is programmed into the PC3000 at the factory. The Master Security Code is used for arming and disarming the control panel, for programming up to fifteen additional security codes using the [*][5] command and for entering other user functions using the [*][6] command. The Master Code can be reprogrammed if the installer leaves section [19] light 2 off. Because the PC3000 uses EEPROM memory the codes and other data are retained even after complete AC and battery failure.

Installer's Programming Code

A default Installer's Programming Code "3000" is programmed into the PC3000. This code is used with the [*][8] command by the installer to gain access to the system in order to enter panel or communicator program information. The Installer's Programming Code may be changed by the installer.

Arming

Check to see if the "Trouble" or "Bypass" light is on before arming the PC3000. Close all protected doors and windows and stop movement in areas covered by motion detectors. Check to see that the "Ready" light is on (all zones are closed). The system cannot be armed unless the "Ready" light is on. Enter a [4 Digit Security Code]. As each digit is entered the keypad buzzer will beep. If the security code was entered incorrectly, the sounder will beep steadily for 2 seconds. If the code was entered correctly but the "Ready" light was not on, the keypad will beep quickly followed by a steady tone. When the correct code is entered, the "Armed" light will come on and the keypad buzzer will beep quickly. Exit the premises through the designated exit-entry door. At the end of the allowed exit time all lights on the keypad will go out except the "Armed" light. See the "Installer's Programming [*][8] Command" section [22] for instructions on how to change the exit time. Also see, "Quick Arm" and "At Home Arming".

Disarming

Enter the premises through the designated exit-entry door. The keypad buzzer will be on. Go to the keypad and enter the [4 digit security code]. If an error is made in entering the code, press the [#] key and enter the code again. The "Armed" light will go out and the keypad sounder will stop. The correct security code must be entered before the allowed entry time expires. To change the entry time see "Installer's Programming Command", [*][8]. If an alarm occurred while the panel was armed, the "Memory" light and the "Zone" light which caused the alarm will start to flash and stay flashing for 2 minutes when the panel is disarmed. Pressing the [#] key returns the panel to the normal arm-disarm mode.

Auto-bypass/Home-Away Arming

If a correct security code is entered, and you do not exit the premises, the system will, at the end of the Exit delay time, arm with interior zones automatically bypassed if those interior zones have been programmed as "Home-Away" zones. The "Bypass" light will come on immediately following the arming code being entered until a delay zone is tripped or [*][1] is entered to reactivate bypassed home-away zones. (See programming sections [16] and [17], zone definitions for programming zones as "Home-Away".)

This is a convenience feature for the user who wishes to remain at home with the system armed. The user does not have to manually bypass the home-away zones.

To reactivate the home-away zones that have been automatically bypassed, press [*][1]. The "Bypass" light will go out. This command is a quick method of fully arming the system before going to bed.

Zone Bypassing

A bypassed zone will not cause an alarm. If a zone is bypassed the panel may be armed ("Ready" light will be on) even if the zone is open. Use zone bypassing when access is needed to part of the protected area. Also, damaged wiring or contacts on a zone may be temporarily bypassed until repairs can be made so that the panel can be armed.

[*][1]

To bypass zones, enter [*][1] and the zone number(s) to be bypassed. Press [#] to return to "Ready" (arm-disarm mode). When bypassing zones, two digits must be entered for the zone number(s) to be bypassed (e.g. [*][1][01]...[16]). To remove all bypasses, enter [*][1][00][#]. The "Zone" lights which are on, while the "Bypass" light is flashing, indicate the bypassed zones. Remember that if no keypad entry is made for more than 2 minutes the keypad will return to the arm-disarm mode. Then, in order to bypass a zone the complete command must be re-entered. Once the bypass command is entered, pressing [99] recalls the last zone or group of zones which was bypassed. If the same group of zones is bypassed each time, this bypass recall feature can be used instead of having to bypass zones individually.

When the PC3000 is programmed, the ability to bypass certain zones may be eliminated. In this case, the "Zone" lights for those zones will not come on in response to the

bypass command. See the "Zone Bypass Mask" instruction in the [*][8] Installer's programming section. If the "Bypass" light is on when arming the panel, the [*][1] command should be used to see which zones are bypassed so that zones are not unintentionally bypassed. Zone bypasses are automatically cancelled when the panel is disarmed.

[*]+[1]+[Access Code]

If light 8 in section [19] is on then a code must be entered with [*]+[1] to bypass zones. Only the zones assigned to the same side of the system as the user code can be bypassed. The ability to bypass using certain access codes can be eliminated. See the "Access Bypass Mask" instruction in the [*][8] Installer's Programming section.

Note: At no time can any armed zone be bypassed.

Trouble Display

[*]+[2]

The PC3000 continuously monitors a number of possible trouble conditions. If one of these conditions occurs, the keypad "Trouble" indicator will light and the audible indication will sound (two short beeps every 10 seconds). When the [#] key is pressed the audible indication will stop but the "Trouble" indicator light will remain on until the trouble is cleared. Trouble conditions can also be transmitted to the monitoring station (see "Programming Guide" sections [09] and [10] for alarm and restoral trouble codes). Press the [*] then [2] keys to display the type of trouble. The "Zone" lights indicate the type of trouble condition.

- 1 Low stand-by battery
- 2 AC power failure
- 3 Day zone trouble
- 4 Telephone line trouble
- 5 Fail to communicate
- 6 Bell circuit failure
- 7 Fire alarm circuit trouble
- 8 Loss of time on internal clock

Press [#] to return to "Ready".

1 Low Battery...A battery trouble will be displayed and can be reported if the battery is weak, disconnected or the battery fuse is blown. Only one low battery alarm or restoral transmission takes place per arming period. Low battery trouble display is latching and can only be cleared by battery restoration, arming and disarming panel.

2 AC Power Failure...There is no audible annunciation on AC power failure. The system "Trouble" light will come on but the audible indication will not sound until there is a low battery condition. Transmission delay can be programmed for 1 to 99 minutes. See "Programming Guide" section [22].

3 Day Zone Trouble...This trouble applies only to zones which have been programmed as day zones. ("Programming Guide" sections 16 and 17). A day zone creates a trouble signal when the panel is disarmed and an alarm signal when the panel is armed.

4 Telephone Line Trouble...A telephone line trouble is generated when the line voltage drops below 3 volts for more than 60 seconds. It generates a keypad trouble when the system is disarmed and rings a local alarm when the panel is armed if section [19] light 5 is off.

5 Fail to Communicate...If the digital communicator is unsuccessful communicating with the monitoring station after eight attempts, a trouble is generated. If a later attempt to communicate is successful the trouble is cleared. Also the trouble will be cleared when the trouble display is viewed and exited.

6 Bell Circuit Failure...If the bell fuse fails or the bell circuit is open, a keypad trouble and a trouble transmission are generated.

7 Fire Alarm Circuit Trouble...If a Fire zone is open circuit, a keypad trouble and a trouble transmission are generated. A trouble on the Fire zone will unconditionally initiate an audible indication on the keypad. This means that even if any other previous trouble has been silenced, a Fire zone trouble will restart the keypad buzzer.

8 Loss of Internal Time...When the PC3000 is powered up or reset, the internal time of day clock needs to be set to the correct time. This trouble is cleared when the trouble display is viewed and exited or when an attempt is made to reset the internal time of day clock. See "[*][6] User's Function Command" for resetting time of day clock.

If the [9] is pressed while in the trouble display mode the most recent trouble will be displayed on the zone LEDs. This trouble memory feature is useful as a diagnostic aid when installing and servicing the PC3000.

Alarm Memory Display

[*]+[3]

Press [*] then [3] to enter the alarm memory mode. The "Memory" light will flash and any alarm caused during the last armed period will be displayed on the zone lights. In addition to the last alarm memory there are 2 history levels. After entering the memory mode (pressing [*] then [3]), pressing [9] will cause the keypad to display the two other levels of alarm history. Each time [9] is pressed the keypad will beep 1, 2 or 3 times to indicate which level of history is being viewed. When the panel is armed, the last alarm memory is cleared and the contents moves to the 1st history level. The "Memory" light will only be on when there was an alarm during the last armed period.

Press [#] to return to "Ready".

Switched Auxiliary Supply Control

[*]+[Hold Down 4]

To interrupt the switched auxiliary power supply press [*] then hold down [4] for the desired interrupt time. When the [4] is released the system returns to the "Ready" mode and the switched auxiliary supply is restored.

User's Programming Commands

[*]+[5]+[MASTER CODE]

The [*][5] user's programming command is used to program additional access codes. Up to 16 user arm-disarm codes may be programmed. The 1st code is the Master Code (factory default [1234]). The 16th code is optionally a "One Time Use" or maid code. The 16th code may be changed from a "One Time Use" code to a regular code using an installer's programming command (section [18]...1st system option code). Remember if no keypad entry is made for more than 2 minutes the keypad will return to the normal arm-disarm display and the complete command will have to be re-entered to program a new access code.

Programming Additional Access Codes

1 Press the [*] and [5] keys then enter the Master Security Code (default [1234]) to enter the additional code programming mode. The "Program" light and "Zone 1" light will be on to show that the first code (the Master Code) is already programmed with the factory default code [1234]. The Master Code may be changed but do not try to erase the Master Code. The installer can disable user changing of the Master Code by turning on light 2 in section [19].

2 15 additional codes may be programmed. The zone lights are used to indicate which of these codes are already programmed (zone light on steady) and the one which is currently being programmed (zone light is flashing).

3 To program the second code, press [02] then enter a 4 digit code. Zone 2 light will flash and sounder will beep three times and zone light 2 will come on steady after the 4 digit code is entered.

4 To remove the second code, press [02] - the buzzer will beep three times and zone light 2 will flash. Enter [*][*][*][*], the buzzer will beep three times and zone 2 light will go out to show that the code has been removed.

5 Follow the instructions in **3** or **4** for programming or removing any of the other additional codes.

6 Do not try to remove the Master Code (1st code). The Master Code may be changed but it must not be removed. When changing the Master Code be sure to enter a valid 4 digit number (use only number keys 0 to 9). Do not enter [#] or [*] as one of the digits. If the Master Code is forgotten and the panel is left disarmed, program a new Master Code using the [*][8][Installer's Code][25] command. If the Master Code is forgotten and the panel is left armed, the entire programming can be reset to factory default by using the "Hardware Reset" method described on page 21.

7 To successfully program or remove additional codes, the panel must be put into the code program mode by following step 1 followed by steps 3 or 4. Note that if no key entry is made for 2 minutes the panel will go back to the normal arm/disarm mode, after which step 1 must be repeated to get back into the code program mode.

8 To exit the code program mode press [#].

To review:

programming a new code;

enter [*] [5] [Master Code] [01 to 16] [4 digit code]
eliminating an existing code;

enter [*] [5] [Master Code] [02 to 16] [* * * *].

Note: The access code, numbers must be entered as two digits. E.g. 02, 03,....., 15, 16.

User's Functions Command

[*]+[6]+[MASTER CODE]

This command is used to set the system clock time and to set the Auto-arm time. It is also used to turn on and off a number of system functions. The command is used by entering [*], [6], [Master Code] then a number from the following list to select the item to be changed.

[0] Installer's test

[1] System 24 hour clock (enter HH:MM)

[2] Auto-arming time (enter HH:MM)

[3] DO NOT USE

[4] Quick arm enable/disable

[5] Auto-arm enable/disable

[6] Door chime enable/disable

[7] DO NOT USE

[8] Bell test function

[9] User Initiated Callup

Note: The system clock is a 24 hour clock and times must be entered as two digit number.

e.g. HH - 00, 01,.....10, 11,.....22, 23

MM - 00, 01,.....35, 36.....58, 59

Items 1 and 2 are time setting functions. Enter 4 digits representing the time in hours and minutes (HH:MM) based on the 24 hour or military clock. Always enter a leading zero where only one digit is required, 8:05 am would be entered as 0805, 1:30 pm would be entered as 1330. Items [0], [4], [5] and [6] turn on and off various features. When the item key is pressed, the feature is turned on if the keypad beeps quickly 3 times. The feature is turned off if the keypad sounds one long beep. Pressing item [8] gives a 2 second bell and keypad light test. Pressing [9] makes the panel call the Downloading computer if enabled in section [47].

Installer's Test

[*]+[6]+[MASTER CODE]+[0]

This feature is designed to assist the installer in testing the system. In this mode, the bell or siren will operate for two seconds each time a device is tripped and the zone alarm will be put into the first level memory. The feature is automatically disabled when the panel is armed and disarmed. Each time a zone is tripped or restored in this mode, a signal, if programmed, will be transmitted to the monitoring station. If this is not desired, it is possible to disable the communicator during the test (see section [18] "1st System Option Code").

Notes: Do not use the PC16OUT module during the installer's test.

Do not use the installer's test when the panel is partially armed.

Setting the Clock

[*]+[6]+[MASTER CODE]+[1]

Setting the "System 24 Hour Clock" (item [1]) tells the system the correct time of day. If the system is without battery and AC power it cannot continue to keep time. Therefore when the panel is first powered up or when it has been without AC power long enough to completely discharge the stand-by battery, the "System 24 Hour Clock" must be reset. If the time needs to be reset a "Trouble #8" will be indicated on the keypad (see [*][2] "System Trouble Command").

Auto-arm Time of Day

[*]+[6]+[MASTER CODE]+[2]

The PC3000 can be programmed to arm at the same time each day. Programming item [2] sets this time and the feature must be enabled as shown in item [5] (see "Auto-arm Enable" on this page).

At the selected auto-arm time the keypad beeper begins to sound and the Bell/Siren will pulse once every 10 seconds to alert anyone on the premises that the system is about to arm. The Bell/Siren pulse can be silenced in section [51] by turning light 1 on.

The keypad beeper will sound for one minute before auto-arming unless one of the following two methods is used to cancel the auto-arm.

- **Auto-arm Cancel:** Any key can be pressed to cancel the auto-arm sequence and silence the keypad during the one minute pre-alert (this is the default condition).
- **Auto-arm Cancel with code:** If section [51] light 2 is on, then a valid 4 digit access code is required to cancel the auto-arm sequence.

The auto-arm will be attempted at the same time the following day. Any time an auto-arm is cancelled using one of the above methods, the reporting code programmed in section [53] will be transmitted to the central station.

When the panel does arm by auto-arming, any open zones will be "Force-armed". There is no exit delay following the 1 minute auto-arm pre-warning. The panel is fully armed at the moment the 1 minute has expired.

Quick Arm

[*]+[6]+[MASTER CODE]+[4]

The "Quick Arm" feature is enabled by pressing the [4] key while in the "User Functions Command" section. When enabled (enabled 3 beeps....disabled one long beep) the panel can be armed by entering [*][0]. The closing code transmitted for "Quick Arm" is the same as the code which is programmed for the Master Code.

Auto-arm Enable

[*]+[6]+[MASTER CODE]+[5]

Entering [*] [6] [Master Code] [5] will enable/disable the Auto-arming feature. When the feature is being Enabled, the keypad buzzer will sound 3 beeps and when being Disabled the buzzer will sound one long beep.

Door Chime

[*]+[6]+[MASTER CODE]+[6]

The "Door Chime" feature is enabled by pressing the [6] key while in the "User's Functions Command" section. When enabled the keypad buzzer will beep quickly 5 times each time any zone defined as a delay or instant circuit opens or closes. The "Door Chime" feature does not operate on other zone definitions. Zone bypass may be used to eliminate "beeping" on doors where it is not wanted. This feature operates only while the panel is disarmed.

System Test

[*]+[6]+[MASTER CODE]+[8]

The system test feature sounds the bell or siren, lights the keypad indicators and beeps the keypad buzzer for 2 seconds. If a code is programmed in section [54] it will be transmitted at the same time.

User Callup

[*]+[6]+[MASTER CODE]+[9]

This function is enabled in section [47]. When activated, the panel will call the downloading computer. The downloading computer must be waiting for the panel to call before downloading can be performed.

Utility Output Command

[*]+[7] OR [*]+[7]+[ACCESS CODE]

The programmable output (PGM terminal) on the PC3000 can be made to activate by a command from the keypad. This output can be used for operating other devices such as; garage door opener, special lighting or door strikes.

The programmable output must be selected for keypad utility using the [*][8][Installer's Code][28] command and programming a [2], [3], [4] or [5].

Depending on the option chosen in the programming section, the programmable output is activated by pressing the [*] then [7] keys followed by a Group A access code. Group B access code, any access code, or no code at all. When the proper keys are pressed the keypad sounder and the programmable output are activated for 5 seconds.

Installer's Programming Commands

[*]+[8]+[INSTALLER'S CODE]

The PC3000 is completely programmed from the keypad by using commands in the [*] [8] section. The commands are described in detail in the programming section of this manual.

"At Home" Arming

[*]+[9]+[ACCESS CODE]

Entering [*], [9] before the arming code, arms the panel without any entry delay on the delay zones and bypasses zones that are defined as "Home-Away". This command is used for arming the system while at home. When the panel is armed using [*], [9], the "Armed" light will be on flashing and the "Bypass" light will be on to indicate that the "Home-Away" zones are bypassed. Once the panel is armed in this mode, using [*], [1] will remove the bypass from those zones defined as "Home-Away" if they have **NOT** been manually bypassed. The [*], [1] command used here, only removes the bypass from zones that have been Automatically bypassed with the [*], [9] command.

"Quick Arm" Command

[*]+[0]

Entering [*][0] is accepted as a valid arming code when the "Quick Arm" feature is activated. Quick Arm may be used as a convenience for regular users or when the system is to be armed by individuals who are not authorized to disarm the system. See instructions in the "[*][6] User's Functions Command" section for activating the "Quick Arm" feature. This feature should not be enabled if the One Time Use Code is enabled. The One Time Use Code must be used for arming before it is erased.

Quick Exit

[*]+[0] When Armed

Entering [*] [0] when the system is fully armed will allow the user 2 minutes to exit the premises through any delay zone without altering the status of the system if the Quick Exit feature is enabled. The Quick Exit feature can be enabled by turning on light 6 in section [51]. After [*] [0] is entered into an armed system, one and only one delay loop may be tripped. Any additional activity on any other active loop will cause that loop to begin its alarm sequence.

[*] [0] for Quick Exit on a partially armed system is not supported.

Quick Exit is not designed to extend the Standard Exist Delay.

Keypad Zones

There are three zones which can be activated from the keypad. The alarm and restoral codes for keypad zones are programmed using the [*][8] command.

[F]ire Key

Pressing the [F] key for 2 seconds activates a Fire alarm. The fire alarm sounds the siren/bell in a pulsed mode and is annunciated as a memory condition.

[A]uxiliary Key

Pressing the [A] key for 2 seconds activates an Auxiliary keypad zone. If a reporting attempt is made to an alarm receiver and it is successful the PC3000 will acknowledge the transmission with a short series of beeps from the keypad.

[P]anic Key

Pressing the [P] key for 2 seconds activates the Police (or Panic) alarm. The panic alarm can be programmed for audible or silent operation (see section [18] in "Programming Guide").

There is no light annunciation from the keypad for the last two keypad zones, however, the keypad buzzer beeps 3 times to confirm activation on any of the keypad zones. If the keys are held down the buzzer continues to beep. The panic alarm can be programmed for silent confirmation in section [51] light 4.

See section [15] for alarm and restoral codes for all three keypad zones.

DOWNLOADING

The PC3000 with version 7.0 or higher software, supports the DSC “downloading” package. See the downloading manual for details on specific capabilities.

There are several sections pertaining to the downloading feature which must be programmed.

Section [23]

The time of day that the periodic download or test transmission will be done, if selected, is programmed in this section.

Section [26] - Downloading Access Code

A four digit code must be programmed into this section to allow access to the control panel by the downloading computer.

Section [46] - Downloading Computer Telephone Number

If Callback is enabled, section [47] zone light [8], then this section must be programmed with the telephone number of the downloading computer.

Section [47] - Modem Configuration

Zone lights [1] to [4] are programmed to set the number of rings the panel will look for before it answers a call from the downloading computer.

Zone light [5] is programmed to enable or disable the control panel for downloading. If downloading is disabled, all other programming sections relating to downloading need not be programmed.

Zone light [6] enables or disables user initiated callup to the downloading computer.

Zone light [7] enables or disables the answering machine defeat option (Answering Machine Over-ride).

Downloading and Answering Machine

The PC3000 software provides a means to handle downloading when an answering machine is also connected to the telephone line. In section [47], if zone light 7 is off, it is assumed that there is no answering machine connected to the telephone line and the panel will capture the line after the set number of rings.

If zone light 7 is off and an answering machine is connected and it is set to answer before the panel, the panel will be unable to receive a call from a downloading computer. If the panel is set to answer before the answering machine, the answering machine will be unable to receive incoming messages.

If zone light 7 is on and the panel is called for 1 or 2 rings only and then called again within a set time of 60 or 120 seconds (set in section 51, light 7), the panel will then answer the second call on the first ring (Answering Machine Over-ride Timer).

Once the panel is connected to a downloading computer, no [*] functions can be performed. If the [*] key is pressed while the panel is connected to a downloading computer, the keypad buzzer will sound one long tone to indicate an error.

Zone light [8] is programmed to enable or disable callback. If callback is disabled, the downloading computer will have immediate access to the control panel. The disabled mode is useful if there are multiple downloading computers (at different telephone numbers). If callback is enabled the downloading computer will call, request access then hang up and wait for the control panel to call. After the control panel has called back and the downloading computer and the control panel accept each other as valid, downloading operations are enabled.

Section [48] - Panel Identification Code

A four digit code must be programmed into this section to allow the downloading computer to identify the panel it is communicating with.

Section [49] - 4th System Option Code

Zone light [8] is programmed to choose between periodic download (light ON) or test transmission (light OFF).

Section [51] - 3rd System Option Code

Zone light [7] sets the Answering Machine Over-ride Timer to either 60 or 120 seconds for defeating the answering machine.

See “Downloading and Answering Machine”.

PROGRAMMING GUIDE

Introduction

The PC3000 is programmed by entering instructions from the panel keypad. The PC3000 memory is EEPROM and can be reprogrammed thousands of times. The EEPROM will not lose memory even on total AC and battery failure. All essential program information required to define the operation of the control panel and the communicator is stored in a section of the EEPROM which can only be accessed using the Installer's Programming Code. If the code is forgotten, the default program code can be re-inserted by using the "Hardware Reset" described on page 22, unless Installer's Lockout is enabled. See sections [90] and [91].

To begin programming the PC3000, enter [*], [8], [3000] while the panel is disarmed. Installer's Programming can only be done while the panel is disarmed and not in alarm. The factory default Installer's Programming Code is [3000]. This default code can be changed using the Section [24] command listed below (new Installer's Code). Once the basic Installer's command is entered ([*] [8] [3000]) the "Program" light will start to flash. The "Program" light will continue to flash while programming. Note that while programming, if no key entry is made for more than 2 minutes, the keypad will return to the arm-disarm mode and the complete installer's command ([*] [8] [3000]) must be entered before programming can resume.

The next step is to enter a 2 digit section entry for any of the commands described in the following pages. Note that while the keypad is waiting for the section entry the "Armed" light is on steady. As soon as the 2 digits are entered for the section the keypad will beep 3 times, the "Armed" light will go out and the "Ready" light will go on. The keypad is then ready to accept data entry for the selected section.

A complete description of each programming section will be given in the remaining pages of this section. A programming work sheet summarizing all programming commands is provided in the next section of the manual. Fill out the work sheet and use it as a guide when programming.

As the required data for a programming section is entered, the hexadecimal value of the information in that location is displayed on zone lights 1-15. Most sections contain several groups of two digit entries. The keypad beeps twice and the "Armed" light flashes after each group of two digits is entered. When the required data is completely entered for the section being programmed, the keypad will beep 5 times and the "Armed" light will come back on to indicate that the expected data has been entered and another section can be selected for programming. After completing one section, it is not necessary to re-enter the [*] [8] [Installers' code] portion of the command. Just enter the number of another programming section. When programming a section, it is possible to exit by pressing [#]. Only the data entered before pressing [#] will be changed in the EEPROM. Practice entering data in several sections until you become familiar with the programming commands.

Certain programming entries may require "HEX" data. That is the numbers 0 through 9 and the letters A through F (in "HEX" numbering the letters A...F represent the numbers 10...15). Where commands require "HEX" data A-F, first press [*]. The keys 1-6 now assume the hex values A-F and the "Ready" light begins to flash. Key 1 = A, Key 2 = B, Key 3 = C, Key 4 = D, Key 5 = E and Key 6 = F. Pressing the [*] again stops the "Ready" light from flashing and the keys assume the normal values for the numbers from 1 to 9. The most common mistake in entering "HEX" data is forgetting to press [*] again after entering the "HEX" digit to return to normal number entry.

The data for sections 18, 19, 20, 21, 29, 30, 31, 32, 43, 44, 47, 49 and 51 is entered using the keypad zone lights to indicate which functions are active and the number keys to turn functions on and off. When the section number is entered, the zone lights 1...8 will display which functions are currently on. Pressing the number key corresponding to the zone light alternately turns the function on and off. All functions can be turned off by entering [0]. When the correct selections have been made press [#] to record them in memory and to go on to program the next section.

Reviewing Programmed Data

Enter the section you wish to review by entering the 2 digit section number. The zone LED's will represent the value (hexadecimal format) of the first digit in that section. Each press of the 'F' key will advance the display to the next digit. At the end of the section, the keypad buzzer will beep several times and return you to the program mode where another section can be selected for review or programming.

Note: Only sections [01] through [17], [22] through [28], [33], [45], [46], [48], [50] and [52] through [54] can be reviewed using the above method.

[00] Binary Programming

This section is normally used upon instruction from factory technical personnel for specialized programming not covered by the standard programming instructions.

[01] 1st Phone Number

This is the 1st telephone to which the communicator will dial. See section [33] "Communicator Call Direction Options". After entering the section number [01], enter the communicator telephone number the way you would dial it on a telephone. Press [#] after the last digit to complete the telephone number programming.

Enter [* 2 *] to dial a '*' (Hex B)

Enter [* 3 *] for a 4 second pause (Hex C)

Enter [* 4 *] for additional dial tone search (Hex D)

Enter [* 5 *] to dial a '#' (Hex E)

The total number of digits including dial tone searches and pauses must not exceed 16. Remember to press [#] after entering the last digit of the phone number. Press [02] to program the next section, enter another section number or press [#] a second time to return to the arm/disarm mode.

[02] 1st Account Code

The 1st account code is always transmitted to the 1st phone number to identify the alarm customer. After entering the Section number [02], enter a 4 digit number. If "HEX" digits A to F are required; enter [*], [1]...[6] and [*] again to return keys to normal decimal entry. Where a zero digit in the account code is required use "HEX A" ([*][1][*]) to transmit 10 pulses. The receiver at the monitoring station interprets 10 pulses for a digit as a zero. If a three digit code is required as in 3/1 formats, enter [0] as the last digit. [0] represents a null digit....no pulses transmitted.

[03] 2nd Phone Number

This is the second telephone number to which the communicator will dial. See section [01] "1st Phone Number" for programming instructions.

[04] 2nd Account Code

The 2nd account code is always transmitted to the 2nd phone number. See section [02] "1st Account code" for programming instructions.

[05]...[15] Reporting Codes Explanation

Sections [05] to [15] are used to program the communicator reporting codes. A reporting code is transmitted along with the account code with each transmission. If the reporting codes are not programmed in these sections no transmission will be sent when an event (i.e. alarm, restoral, opening/closing, trouble etc.) takes place. To prevent a transmission from being sent for any event in the following sections leave it unprogrammed or enter [00] as the reporting code.

Eight reporting codes are programmed in each section. Once the section number is entered, the keypad expects 8 two digit numbers to be entered for the 8 reporting codes in that section. The keypad beeps twice and the "Armed" light flashes after each 2 digit number is entered. After the 8th code is entered, programming of the current section is complete. The keypad will beep 5 times, the "Ready" light will go off and the "Armed" light will go on. The keypad is then ready to accept the next section number for programming.

When changing the reporting codes in a section, only code entries up to the one which is being changed need to be entered. Press [#] to exit from the programming sequence. Only codes up to the last one entered will be changed.

[05] Alarm Reporting Codes Zones 1 to 8

Once the Section code [05] is entered, the keypad expects 8 two digit numbers to be entered as the reporting codes for zones 1 to 8 alarms (restorals in Section [07]). These codes are used by the communicator when there has been an alarm on zones 1 to 8. Listed below are several programming examples and the resulting transmission using different formats for the reporting codes. Obtaining different formats requires entering data correctly in the account code section ([02] or [04]) reporting codes sections ([05] to [15]) and communication format options, section ([27]).

3/1 Format....Single Line or Non-extended Reporting

Required:

- 3 digit account code in sections [02] or [04]
i.e. enter [1230] for account code 123
- Format code [0], [1], [2], [3], [4] depending on receiver type selected in section [27]
- Single digit alarm reporting code in section [05]
i.e. enter [30] for single digit code 3 (0 is null digit i.e. no pulses transmitted)

Transmission sent:

- 123 3

4/2 Format....Single Line Reporting

Required:

- 4 digit account code in Sections [02] or [04]
i.e. enter [1234] for account code 1234
- Format code [0], [1], [2], [3], [4] depending on receiver type selected in section [27]
- Two digit alarm reporting code in section [05]
i.e. enter [31] for two digit code 31

Transmission sent:

- 1234 31

3/1 Format....Extended Reporting

Required:

- 3 digit account code in Sections [02] or [04]
i.e. enter [1230] for account code 123
- Format code [8], [9], [A], [B], [C] depending on receiver type selected in section [27]
- Two digit alarm reporting code in section [05]
i.e. enter [31]

Transmission sent:

- 1st round 123 3
- 2nd round 333 1

If a transmission is not wanted for a particular reporting code, then enter 00 to disable that reporting code.

[06] Alarm Reporting Codes Zones 9 to 16

These reporting codes are used by the communicator to transmit a zone alarm for zones 9 to 16. Use instructions in section [05] as a guide for programming.

[07] Restoral Reporting Codes Zones 1 to 8

These reporting codes are used by the communicator to transmit a zone restoral for zones 1 to 8. Use instructions in section [05] as a guide for programming.

[08] Restoral Reporting Codes Zones 9 to 16

These reporting codes are used by the communicator to transmit a zone restoral for zones 9 to 16. Use instructions in section [05] as a guide for programming.

[09] Utility Alarm Reporting Codes

These reporting codes are used by the communicator to transmit the following conditions.

- Fire Zone
- Auxiliary Input Zone
- Battery Trouble
- AC Failure Trouble
- Day Zone(s) Trouble
- Bell Circuit Trouble
- Fire Zone Trouble
- Auxiliary Power Supply Trouble

Use instructions in section [05] as a guide for programming.

See "Terminal Connections" section of manual for a description of the operation of the Fire Zone and the Auxiliary Input Zone. Section [28] contains options for Auxiliary Input Zone. The Battery Trouble reporting code will be sent when the battery voltage drops below 11.5 volts. This reporting code will also be sent because of a battery fuse failure. The battery is tested under load every 10 seconds. Only one transmission will be sent during an arm or disarm period to prevent multiple transmission from a weak battery. The AC Failure Trouble reporting code will be sent after the delay time programmed in section [22]. This prevents transmissions during temporary power failures. Auxiliary Power Supply Trouble reporting code is sent when the auxiliary power supply fuse failed. The Bell Circuit Trouble reporting code is sent when the bell circuit is open or the fuse failed. The Fire Zone Trouble code is sent when the fire zone becomes open circuit (E.O.L. resistor is disconnected). The Day Zone Trouble code is sent when any zone defined as a Day Zone (see section [16], [17]) goes open when the system is disarmed. See [★][2] "Trouble Command" section for additional description of troubles.

[10] Utility Restoral Reporting Codes

These reporting codes are used by the communicator to transmit the following list of restoral conditions which correspond to alarm conditions in section [09]. Use instructions in section [05] as a guide for programming.

- Fire Zone
- Auxiliary Input Zone
- Battery Trouble
- AC Trouble
- Day Zone(s) Trouble
- Bell Circuit Trouble
- Fire Zone Trouble
- Auxiliary Power Supply Trouble

[11] Reporting Codes for Closing (Arming) via Access Codes 1 to 8

The reporting codes in sections [11] to [14] are used to identify "Openings and Closings" (disarming and arming of the system) by user access code.

After entering the section code [11], enter 8 two digit reporting codes. The 8 reporting codes correspond to the first 8 access codes which are programmed using the [★][5] command. When the system is armed using one of the access codes, the corresponding reporting code is transmitted.

When transmitting in any of the extended formats, (see examples in section [05]), closing codes would be programmed as follows. [C1], [C2], [C3], [C4], [C5], [C6], [C7], [C8].....

Where the first digit "HEX C" is one which is used to represent a closing signal (this could be another number depending on what is used at the monitoring station) the 2nd digit represents the access code which was used to arm the system.

The closing code transmission takes place after the exit delay time. Therefore if the system is armed and disarmed before the expiry of the exit time, no transmission will take place.

Remember that the 1st user code is the master code and that the 16th code may be the temporary or maid's code. The 16th user code can be converted to a normal code using one of the options in section [18].

When the system has been armed using "Quick Arm" [★][0] or "Auto-arm" (see [★][6] "Keypad Commands"), the 1st reporting code (reporting code for master code) will be transmitted. The master code is required to enable or disable these functions.

When the system is armed with one or more zones bypassed (see [★][1] command for zone bypassing), the monitoring station can be notified by programming the Partial Arm reporting in section [15]. Note that the Partial Closing code is sent in tandem with the regular closing code to identify it as a partial closing condition.

[12] Reporting Codes for Closing (Arming) via Access Codes 9 to 16

See section [11] for further information.

[13] Reporting Codes for Opening (Disarming) via Access Codes 1 to 8

The 8 reporting codes correspond to the first 8 user access codes which are programmed using the [*][5] command. When the system is disarmed using one of the access codes, the corresponding reporting code in this section is transmitted.

See section [11] for an example of "Opening and Closing" reporting code programming.

[14] Reporting Codes for Opening (Disarming) via Access Codes 9 to 16

See section [13] for further information.

[15] Reporting Codes for Miscellaneous Functions

The reporting codes programmed in this section include the Partial Closing code described in section [11], Alarm and Restoral codes for the keypad zones and the Periodic Test reporting code (every 1 to 99 days). The Periodic Test cycle time is set in Section [22] and reporting time of day is set in section [23].

The reporting codes are programmed in the following order.

- Partial Closing
- Keypad Panic Alarm [P]
- Keypad Fire Alarm [F]
- Keypad Auxiliary Alarm [A]
- Keypad Panic Restoral [P]
- Keypad Fire Restoral [F]
- Keypad Auxiliary Restoral [A]
- Periodic Test Transmission

[16] Zone Definitions for Zones 1 to 8

As in the reporting codes, once this section number is entered, 8 two digit numbers are required. Each 2 digit number entered describes how a zone will operate. The 8 two digit numbers entered correspond to zone definitions for zones 1 to 8.

The first digit entered determines whether the zone will be audible or silent and whether it will have a fast or slow response time (loop response time may be altered in section [22]). The second digit determines the zone type (i.e. delay, instant, interior, or 24 hour zone).

1st DIGIT

0 = Slow, audible
1 = Slow, silent
2 = Fast, audible
3 = Fast, silent

2nd DIGIT

0 = Delay
1 = Instant
2 = Interior
3 = Interior Home-away
4 = 24 Hour..bell
5 = 24 Hour..bell/buzzer
6 = 24 Hour buzzer
7 = Double delay
8 = 4 X Delay
9 = Day
A = Delay Home-away

All of the zone types, except the 24 hour loops and day zone, have an exit delay (see section [22] for setting exit and entry delay times). All zones with an exit delay may be tripped during the exit delay without creating an alarm.

If you are not familiar with the different loop types, test them to see how they function. To avoid confusion, be sure the exit time has expired before creating alarms ("Ready" light will go out when exit time has expired). Set short exit and entry times for testing.

[0] Delay Zone is used for the exit/entry door. It has an exit delay and an entry delay. The exit delay starts as soon as the panel is armed. The zone may be opened and closed during the exit delay without creating an alarm. After the exit delay has expired, an open on the zone will cause the entry delay time to start. During the entry time the keypad buzzers will sound steady. If the panel is disarmed before the entry time expires no alarm will be generated. Type [7] and [8] Delay zones are used where a longer entry delay time is required such as with a garage door. With these two zone types the exit delay is the same as the type [0] delay. However, the entry delay times are either 2 or 4 times as long (set the exit delay time for the maximum required).

[1] Instant Zone is normally used for door and window contacts. This zone has a normal exit delay but will generate an alarm immediately when opened after the exit delay.

[2] Interior and [3] Interior Home-Away Zones are used with interior motion detectors. Both zones have standard exit delays. They also have entry delays provided that a delay zone has been tripped first. If the building is entered without coming through the normal delay entrance and a type [2] or [3] zone is tripped, an immediate alarm will be generated. The type [3] zone is bypassed if the system is armed using the [*][9] command (at home arming) or if a Delay zone is not tripped during the exit delay.

[4], [5] and [6] 24 Hour Zones provide different audible variations. 24 Hour Zones are always active and create an alarm whether or not the panel is armed. Type [4] always rings the bell or siren. Type [5] rings the bell or siren when armed and the keypad buzzer when disarmed. Type [6] always sounds the keypad buzzer.

[7] Double Delay and [8] 4 x Delay Zones feature entry delay that are 2 times and 4 times as long as a normal entry delay. They would be used for zones that require an extra long entry delay time; for example, an overhead garage door.

The Exit Delay for these two zones is same as Exit Delay programmed in section [22].

[9] Day Zone is a variation of a 24 hour zone. It operates as a type [5] zone by ringing the bell or siren when armed and the keypad buzzer when disarmed (2 beeps every 10 seconds; pressing any key silences keypad buzzer). However, a trouble transmission (programmed in section [10]) is sent when the system is disarmed rather than an alarm transmission (programmed in section [05] and/or [06]).

[A] Delay Home-Away Zone operates the same way as the Type [3] zone with the following exception. If the zones are not bypassed manually ([*] [1] bypassed or [*] [9] armed), or automatically (not opening a delay zone during the exit delay), and the zone is tripped, a standard entry delay will be initiated. This allows the user to disarm the system preventing false alarms inside the premises. Upon entering [*] [1] to activate Home-Away zones, the type [A] zone will have a standard exit delay.

[17] Zone Definitions for Zones 9 to 16

<u>1st DIGIT</u>	<u>2nd DIGIT</u>
0 = Slow, audible	0 = Delay
1 = Slow, silent	1 = Instant
	2 = Interior
	3 = Interior Home-away
	4 = 24 Hour..bell
	5 = 24 Hour..bell/buzzer
	6 = 24 Hour buzzer
	7 = Double delay
	8 = 4 X Delay
	9 = Day
	A = Delay Home-away

Note:
Zones 9-16 cannot be programmed for fast response - Do not use fast response devices on these loops.
e.g. vibration detector.

[18] 1st System Option Code

The First System Option Code is set using the Zone Lights as shown in the table below. Once section [18] is entered, Zone Lights 1 through 8 will indicate the status of each option. Press the number key corresponding to the Zone Light to turn the Zone Light ON or OFF. Press [0] to turn all the Zone Lights OFF.

[1] Communicator Disabled / Enabled

ON = Communicator Disabled.

The system's communicator will be shut off and events will not be transmitted to the monitoring station.

Note: Downloading functions may still be performed if they are enabled.

OFF = Communicator Enabled.

The system's communicator will be enabled and all events with reporting codes will be reported to the monitoring station. Refer to the Telephone Number, Reporting Code and Call Direction Programming Sections.

[2] Restorals Reporting Option

ON = Restorals on Bell Time-Out.

Zone restoral reporting codes will not be transmitted until the zone has been restored and the Bell Cut-off Time has expired. If the zone is still active when the Bell Cut-off Time expires, the restoral will be transmitted when the zone restores or when the system is disarmed.

OFF = Restorals on Disarming.

Zone restoral reporting codes will not be transmitted until the zone has been mechanically restored and the system has been disarmed.

Notes: If any zones other than 24-hour Burglary Zones are open when the system is armed, their restoral reporting codes will be transmitted upon disarming.

This option does not apply to the Fire Zone. The Fire Zone restoral reporting code will only be transmitted when the zone is mechanically restored.

While the system is disarmed, restoral codes for 24-hour Zones will be transmitted when the zones are mechanically restored, regardless of the option programmed. While the system is armed, 24-hour restoral reporting codes will be transmitted according to the option selected.

[3] Alarm Display Options

ON = Alarms Always Displayed.

Alarm conditions will be displayed on system keypads whether the system is in the armed or disarmed state.

OFF = Alarms Displayed While Disarmed Only.

Alarm conditions will be displayed only when the system is in the disarmed state.

[4] DTMF or Pulse Dialing

ON = DTMF Dialing.

The control panel will dial telephone numbers using DTMF (dual tone multi-frequency) dialing.

OFF = Pulse Dialing.

The control panel will dial telephone numbers using pulse (rotary) dialing.

[5] Zone Loop Options

ON = Normally Closed Zones.

All zones are wired as normally closed circuits with return to ground. An alarm will be generated when the circuit is opened.

OFF = End-of-Line Resistor Zones.

All zones must be wired with an end-of-line resistor connected between the ZONE and COM terminals. An alarm will be generated when the circuit is opened or shorted. If the zone is programmed as a Fire Zone, an open circuit will be reported as a Fire Trouble, and a short circuit will be reported as a Fire Alarm.

[6] [P] Key Bell Options

ON = [P] Key Audible Alarm.

The BELL output will be activated when the [P] Key is pressed and held for 2 seconds.

OFF = [P] Key Silent Alarm.

The BELL output will not be activated when a [P] Key Alarm is generated.

[7] Transmission Back-up Options

ON = Call First Telephone Number Only.

When events programmed to report to the First Telephone Number are to be transmitted, up to eight attempts will be made to communicate to the First Telephone Number. If all eight attempts to communicate fail, a Failure to Communicate Trouble will be generated.

OFF = Back-up to Second Telephone Number.

If eight attempts to communicate to the First Telephone Number fail, up to eight attempts will be made to communicate to the Second Telephone Number. If all eight attempts to communicate to the Second Telephone Number fail, a Failure to Communicate Trouble will be generated. Do not select Back-up to Second Telephone Number if a Second Telephone Number is not programmed in section [03]. Also, refer to section [33] Communicator Call Direction Options.

[8] One Time Use Code Option

ON = One Time Use Code Enabled.

Access Code 16 may be used to disarm and then later arm the system only once. After the One Time Use Code is used to arm the system, it will be deleted and will not be able to arm or disarm the system.

OFF = One Time Use Code Disabled.

Access Code 16 functions as a normal Access Code.

[19] 2nd System Option Code

Refer to section [18] First System Option Code for programming instructions.

[1] Bell Pulse Options

ON = Bell Pulses for All Alarms.

The bell or siren will pulse for all types of alarms.

OFF = Bell Pulses for Fire Alarm Only.

The bell or siren will pulse for Fire and [F] Key alarms.

For all other audible alarms, the bell or siren will sound a steady alarm.

[2] Master Code Options

ON = Master Code Not User-Changeable.

The Master Code may not be changed by the user, and may only be programmed in the Installer's Programming Mode.

OFF = Master Code User-Changeable.

The Master Code may be programmed by the user using the [*][5][Master Code] command. The Master Code may also be programmed in the Installer's Programming Mode.

[3] Bell Squawk Options

ON = Bell Squawk on Arming and Disarming.

The bell or siren will sound a single squawk when the system is being armed, and a double squawk when the system is being disarmed.

OFF = No Bell Squawk.

The bell or siren will not squawk when the system is armed or disarmed.

[4] PC16OUT Options

ON = PC16OUT Module Enabled.

A PC16OUT module may be connected to the control panel; refer to the PC16OUT Installation Sheet.

OFF = PC16OUT Module Disabled.

The system will not support the use of a PC16OUT Module.

[5] Telephone Line Monitor Trouble Options

ON = TLM Generates Trouble Condition.

A Telephone Line Monitor Trouble will generate a trouble indication; the "Trouble" light will come ON and the keypad sounder will beep until the [*][2] View Trouble Conditions Command is entered.

OFF = TLM Generates Alarm When Armed.

When the system is disarmed, a Telephone Line Monitor Trouble will generate a trouble indication as described above. If the system is armed, a Telephone Line Monitor trouble will generate an audible alarm on the bell or siren.

[6] Radionics Handshake Frequency Selection

ON = 1400Hz Handshake.

The system will accept handshake tones at 1400Hz when using Radionics communications formats.

OFF = 2300Hz Handshake.

The system will accept handshake tones at 2300Hz when using Radionics communications formats.

Consult with the monitoring station to determine which communication formats and handshake frequencies are required.

[7] Telephone Line Monitor Disabled / Enabled

ON = Telephone Line Monitor Disabled.

The TLM function will be shut off and telephone line troubles will not be indicated by the system.

OFF = Telephone Line Monitor Enabled.

The TLM function will be active and the system will report telephone line troubles by indicating Trouble Condition 4 when using the [*][2] View Trouble Conditions Command.

[8] Bypass and Access Code Options

ON = Access Code Required to Bypass Zones.

After entering the [*][1] Bypass Zones Command, an Access Code must be entered before zones may be bypassed.

OFF = Access Code Not Required to Bypass Zones.

Enter the [*][1] Bypass Zones Command to bypass zones.

[20] Zones 1 to 8 Bypass Mask

Use the same method of programming as used in section [18]. Using this section it is possible to control which zones the user is able to bypass using the [*][1] command. If the zone light is on the zone can be bypassed. If the zone light is off that zone cannot be bypassed.

[21] Zones 9 to 16 Bypass Mask

Use same method of programming as used in section [20].

Note: Zone lights 1 to 8 represent zones 9 to 16 in this section, to allow single digit entry.

[22] System Times

Once the section number is entered, 6 three digit numbers are expected to be entered. The valid range for entries in this section is 001 to 255. Hex values or 000 are not allowed. The times are entered in the following order:

- Entry delay time (in seconds)
- Exit delay time (in seconds)
- Bell cut off time (in minutes)
- Delay before AC failure trouble reporting (in minutes)
- Slow loop response time (in 10 ms increments)
Default loop response - 500 ms
- Test transmission/periodic download cycle time (in days)

AC Failure Reporting Code is transmitted after the delay programmed, which may be up to 255 minutes. The reporting code for AC Failure Trouble is programmed in sections [09] and [10].

The Zone Response Time is the length of time that an alarm condition must be present on a zone before it is detected. Certain vibration detectors, shock sensors and glass break detectors require a fast response zone in order to operate. The zones to which these types of detectors are connected should be programmed as fast response zones. All other zones should be programmed as slow response zones. Zones are defined as either fast or slow response time in Section [16]. The fast response time is fixed at 10 milliseconds. The Slow Zone Response Time is programmable in increments of 10 milliseconds. The normal entry would be 50 for a 500 ms slow response time.

A Test Transmission or a Periodic Download may be done according to how section [49] light 8 is set. The test transmission and periodic download both use the same cycle time which is set in section [22] and the same time of day as set in section [23]. The test transmission is sent to the monitoring station to confirm that the communication link is intact. The reporting code must be programmed in section [15]. The periodic download must be used in conjunction with the downloading computer "waiting for a panel to call".

If a test transmission fails to communicate after all attempts and a Fail To Communicate Trouble is generated, then that reporting code is erased from the buffer and will not be transmitted with the next successful communication.

[23] System Clock Times

After the section number [23] is entered, two 4 digit numbers are expected. These numbers are the following system times:

- Automatic arming time of day (HH:MM)
- Test transmission time of day (HH:MM)

Times are entered using the "24 hour clock" (military time). Valid entries are 00 to 23 for HH (i.e. hours) and 00 to 59 for MM (i.e. minutes). **Note: IF INVALID TIMES ARE ENTERED FUNCTIONS WILL NOT WORK. The automatic arm function is enabled and disabled using the [*][6][Master Code] User's Functions Command.**

[24] New Installer's Code

[25] New Master Code (Access Code Number 1)

[26] Downloading Access Code

Enter a new 4 digit code in each of sections 24, 25 and 26 once the section number has been entered. Only use digits 0 to 9 as code numbers. Do not press the [*] or [#] keys.

Note: If an error is made in entering a code, continue to enter the four digits then enter the section number again and re-enter the correct code. Do not press the [*] or [#] while entering these codes. Do not make any of the three codes the same.

[27] Communicator Format Options

This section sets the type of format which will be sent to each of the two telephone numbers programmed in sections [1] and [3]. Enter one HEX digit (i.e. when entering HEX "A" press [*][1][*]) for each. The number entered for each phone number is determined by the requirements of the receiver being called. Enter the format number for the "1st Telephone Number" first. It is necessary to program the format number for each telephone number even if the first phone number is the only one being used. Options are as follows.

- [0] Silent Knight/Ademco slow, 10 BPS (1400 Hz handshake) 3/1 and 4/1, 4/2 non extended format
- [1] SESCOA, Franklin, DCI, Vertex, 20 BPS (2300 Hz handshake) 3/1 and 4/1, 4/2 non extended format
- [2] Silent Knight fast, 20 BPS (1400 Hz handshake) 3/1 and 4/1, 4/2 non extended format

- [3] Radionics, (2300/1400 Hz handshake)
3/1, 4/2 non extended format
- [4] Radionics, (2300/1400 Hz handshake)
3/1, 4/2 non extended with parity format
- [5] SESCOA super speed
- [6] Not used
- [7] Not used
- [8] Silent Knight/Ademco slow, 10 BPS (1400 Hz
handshake)
3/1 extended format
- [9] SESCOA, Franklin, DCI, Vertex, 20 BPS (2300 Hz
handshake) 3/1 extended format
- [A] Silent Knight/Ademco fast, 20 BPS (1400 Hz handshake)
3/1 extended format
- [B] Radionics, (2300/1400 Hz handshake) 3/1 extended
format
- [C] Radionics, (2300/1400 Hz handshake) 3/1 extended
with parity format
- [D] SESCOA super speed (with identified openings/closings)
- [E] Not used
- [F] Not used

10 BPS and 20 BPS Formats

10 BPS is the standard slow format used on Silent Knight/Ademco receivers.

DATA=1900 Hz KISSOFF=1400 Hz SPEED=10 BAUD

20 BPS is the standard fast format used on DCI, Franklin, SESCOA and Vertex receivers.

DATA=1800 Hz KISSOFF=2300 Hz SPEED=20 BAUD

Radionics Format

For conventional 3/1 Radionics format the communications mode should be set to either Radionics rounds [B] or Radionics parity [C]. The extended version of the Radionics format is normally used. The following guidelines have been provided to help in configuring the PC3000 for Radionics format.

1. The customer account code must be only 3 digits with a zero making up the 4th digit (i.e. program 1230 for account code 123).
2. The zone alarm reporting codes must all be single digit numerical codes with no extended 2nd round being sent. The zero in the 2nd digit of the reporting code tells the PC3000 not to send an extended round.
3. All other non-alarm reporting codes must be set up to send an extended 2nd round. The 1st digit of the reporting code is used to identify the event while the 2nd or extended digit is used to associate the event with a particular item. (i.e. A reporting code of E3 means restore zone 3. E for restore and 3 for zone 3.)

4. The following is a list of 1st digit identifiers that should be used with the Radionics format.

Restorals "E"	Example "E3" = Restore Zone 3
Openings "B"	Example "B2" = Opening by User 2
Closings "C"	Example "C4" = Closing by User 4
Troubles "F"	Example "F5" = Trouble from Source 5
Misc "D"	Example "D1" = Partial Closing

SESCOA Super Speed Format

The SESCOA Super Speed Format must be programmed exactly as follows to function correctly.

1. The account code must be four decimal digits in length and in the range of 0001 to 3374.
2. The reporting codes must be 2 digits in length and programmed as follows.

Alarms Zones 1-8 (section [05])	A1 to A8
Alarms Zones 9-16 (section [06])	A9, 1A, 11 to 16
Restorals Zones 1-8 (section [07])	A1 to A8
Restorals Zones 9-16 (section [08])	A9, 1A, 11 to 16
All Opening Codes (sections [13] and [14])	BA
All Closing Codes (sections [11] and [12])	CA
Partial Closing (section [15])	C1
Low Battery (section [09])	E1
Battery Restorals (section [10])	E1
AC Failure (section [09])	E1
AC Restoral (section [10])	E1
Bell CCT. Trouble (section [09])	F1
Bell CCT. Restoral (section [10])	F1
Troubles (sections [09] and [10])	AA
Misc Alarms (section [15])	(A1 to 99)
Test Code (section [15])	1C or DC
System Test Code (section [54])	CC
After Alarm Code (section [50])	B1
Auto-arm Cancel Code (section [53])	C8
TLM Restoral Code (section [45])	EE

[28] Programmable Input and Output Options

Both the Auxiliary Input Zone and the Programmable Output have options which are programmed in this section. After the section number [28] is entered, enter 2 HEX digits from the following lists.

1st Digit Auxiliary Input Zone

[0] Not used

[1] Silent 24 Hour Input

[2] Audible 24 Hour Input

[3] Momentary Arming Input

[4] Forced Answer

When option [4] is selected, a high input (+12 V) will force the panel to pick up the phone line and await communications from downloading. This option is used for on-site downloading or for use with the LINKS 1000 Cellular Alarm Transmitter.

See Auxiliary Input Terminal in the "Terminal Connections" section on page 4 for details on the Auxiliary Input. When option [3] is selected, a momentary key closure between the Auxiliary Input and the Positive Auxiliary Power Supply will alternately arm and disarm the system. The reporting codes for the Auxiliary Input (sections [9] and [10]) can be used as opening and closing codes for key arming but will only be transmitted with side A openings and closings.

2nd Digit Programmable Output

See programmable Output Terminal in the "Terminal Connections" section on page 4 for details on connecting the "PGM OUT" terminal.

[0] LINKS Support Output. Select this option if a LINKS 1000 Cellular Alarm Transmitter is to be used with the panel. The PGM output terminal is used to control the LINKS 1000. The PGM output will activate the LINKS 1000 after an unsuccessful communication attempt on the regular phone line.

[1] Ground Start Pulse provides a 2 second ground start pulse before dialing begins to obtain the dial tone on ground start telephone equipment.

[2] Utility Output ([*], [7]) no access code

[3] Utility Output ([*], [7]) any access code

[4] Utility Output ([*], [7]) Group A access code

[5] Utility Output ([*], [7]) Group B access code

These options change the "PGM OUT" terminal to different options used with the keypad utility output [*][7] command. See Utility Output Command in the "Keypad Command" section.

[6] Keypad Buzzer Follow Mode. With this option the "PGM OUT" terminal switches to ground as long as the keypad buzzer is on.

[7] System Status (Arm/Disarm) Output. With this option the "PGM OUT" terminal switches to ground when the panel is armed. The switch is open when the panel is disarmed.

[8] Strobe Output (latched alarm output). With this option the "PGM OUT" terminal switches to ground after an alarm and remains switched on until the system is disarmed.

[9] Failure to Communicate Output. With this option the "PGM OUT" terminal switches to ground if the system fails to communicate with the monitoring station after 8 attempts. The output stays switched to ground until a successful communication takes place or until trouble #5 is cleared from the keypad. This option may be used to tie two systems together. One system can then be made to report a communication failure for the other.

[A] TLM and Alarm. With this option the "PGM OUT" terminal switches to ground if the system has a TLM fault and any alarm condition. The output follows the length of 'bell time out'.

[B] Courtesy Pulse. With this option the "PGM OUT" terminal switches to ground during the course of the entry and exit times. It could be used to turn on a light near the exit for the duration of the entry/exit times.

[C] PGM Squawk Output must be selected in order to use PGM Squawk on Entry/Exit Delay options in section [60].

[D] 2nd Line Slave. With this option the "PGM OUT" terminal switches to ground after four unsuccessful attempts have been made to the phone number being dialed. The output will stay switched until the panel has hung-up. This could be used to switch the panel to a backup set of phone lines.

[E] Kissoff Output. With this option the "PGM OUT" terminal switches to ground after the kissoff has been received to complete a "successful" communication to the central station. The terminal switches to ground for 2 seconds.

[F] Remote Operation. With this option the "PGM OUT" terminal can be switched remotely using the DLS-1 software (version 5.3 or later).

[29] [30] [31] [32] Split Arming

"Split Arming" feature permits a single control panel to act as two independent alarm systems, each with its own opening and closing schedules, zone assignments and authorized users.

The allowable zone and access code assignments to system A or system B are described below. Typically, zones and access codes are assigned to either Group A or Group B but the PC3000 can be programmed for zones and access codes that are common to both Group A and Group B.

The following four sections are each programmed the same as section [18].

Split System Zone and Access Assignments

[29] Group A Zone Assignment for Zones 1 to 8.

Note: Zones 9 to 16 are always assigned to Group A.

[30] Group B Zone Assignment for Zones 1 to 8.

Note: Zones 9 to 16 cannot be assigned to Group B.

[31] Group A Access Code Assignment for Codes 1 to 8.

Note: Codes 9 to 16 are always assigned to Group A.

[32] Group B Access Code Assignment for Codes 1 to 8.

Note: Codes 9 to 16 cannot be assigned to Group B.

Common Zones

If a zone (1 through 8 only) is assigned to both Group A and Group B then both Group A and Group B must be armed for that zone to be armed.

Common Access Code

If an access code (1 through 8 only) is assigned to Group A and Group B then that access code will arm and disarm the entire panel.

Armed Status Indications

When the panel is established as a split system, and ONE side only [Group A or B] is armed, the “Armed” indicator will flash and the zone indicators for the group that has been armed will flash.

If both Group A and Group B are armed the “Armed” indicator will be on steadily and the zone lights will not flash.

Zone Bypassing Access Code

When the system is established for split arming, user zone bypassing should be set so that bypassing requires the use of an access code. (See section [19].)

Communicator

When the PC3000 is set up for “split arming” and both Group A and Group B systems are reporting to the same telephone number, Group A burglar alarms and restorals are programmed as [1] in section [33] to call the 1st phone number only. Light 7 in section [18] must be turned “ON”.

Group B burglar alarms and restorals are programmed with a [2] in Section [33] to call the 2nd phone number only. It is necessary to program both the 1st and 2nd phone number locations with the same telephone number.

Notes:

1. The following restrictions apply to split arming applications:

- *The Master Code must be assigned to side A and B.*
- *All codes and zones must be assigned even if not used.*
- *Transmission delay must not be used.*
- *Home-away zones must not be used.*
- *The “One-Time Use” code must not be used.*
- *Exit Delay Termination must not be used. (section [60] Light [7] OFF)*
- *Closing confirmation must not be used. (section [60] Light [6] OFF)*
- *Quick Exit must not be used.*
- *Alarms displayed while armed must not be used.*
- *Audible Exit Fault must not be enabled.*

2. PGM OUT Option A will work in a fully armed or fully disarmed system.

3. Keyswitch arming will report with side A openings and closings only.

[33] Communicator Call Direction Options

Programming this section tells the dialer whether to send transmissions to the 1st or 2nd telephone number.

There are four classes of dialer call direction options.

[0] No transmission for this group

[1] Call 1st phone number with back up to 2nd number

[2] Call 2nd phone number only

[3] Always call both phone numbers

Option [1] becomes “Call 1st number only” when item [7] in section [18] is turned on (LIGHT ON). Do not program backup to 2nd phone number in section [18] unless a 2nd phone number is programmed.

After entering the section number, enter [0], [1], [2] or [3] for each of the following reporting code groups in the order given (total of six digits).

- Zone Group A Alarms and Restorals
- Zone Group B Alarms and Restorals
- Access Codes Group A Openings and Closings
- Access Codes Group B Openings and Closings
- Priority Alarms and Restorals
- Maintenance Alarms and Restorals

Where all reporting codes are to be sent to one telephone number, enter [1] for all of the above groups.

[34] Software Reset EEPROM Memory to Factory Defaults

This section is used to reset the EEPROM memory to the original factory default values. As soon as [34] is entered the EEPROM is reset and the program is restarted as though power has just been applied.

Hardware Reset of EEPROM Memory to Factory Defaults

If the Installer's Code is lost through inadvertent programming, the only means of reprogramming the system is via a hardware reset. If the Installer's Lockout is enabled, there is no way to reprogram the system without entering the correct Installer's Code.

Follow the sequence outlined below to reset the panel to factory default conditions.

1. Power unit down by removing both AC and battery power.
2. Using a short jumper, short pins marked “EEPROM RESET” together.
3. Power PC3000 up.
4. Wait for 10 seconds. During this time the “Program” light will flash.
5. Remove the shorting jumper.
6. The system will have reloaded the EEPROM with the factory default codes.

[35] Through [42] Reserved for Future Use

[43] Access Bypass Mask (Codes 1 to 8)

Use the same method of programming as used in section [18]. In this section it is possible to control which users can bypass zones. If the zone light is on, that user can bypass, if that zone light is off, that user cannot bypass.

[44] Access Bypass Mask (Codes 9 to 16)

Program using the same method as section [43].

Note: *Zone lights 1 to 8 represent access codes 9 to 16.*

[45] TLM Restoral Reporting Code

Once the code is programmed, the panel will transmit the reporting code every time that a phone line trouble is restored. This will also initiate transmission of all codes unsuccessfully transmitted during the phone line fault.

[46] Downloading Computer Telephone Number

This is the telephone number that the panel would use to call the downloading computer if the CALLBACK feature (section [47]) is enabled or if a user initiated call up is done. ([*]+[6]+[Master Code]+[9]).

[47] Modem Configuration

[1] - [4] Zone Lights 1 through 4 are used to determine the number of rings before the system will answer an incoming call for downloading. Refer to the Programming Worksheets for information on programming Zone Lights 1 through 4.

[5] Downloading Answer Enabled / Disabled

ON = Downloading Answer Enabled.

The system will answer calls for downloading after the number of rings programmed with Zone Lights 1 through 4.

OFF = Downloading Answer Disabled.

The system will not answer incoming calls. With Downloading Answer disabled, downloading must be performed with the User Call-up or Periodic Downloading functions.

[6] User Call-up Enabled / Disabled

ON = User Call-up Enabled.

The user can have the system call the downloading computer by entering the [*][6][Master Code][9] Command. For the User Call-up Command to function, a Downloading Computer Telephone Number and a Panel Identification Code need to be programmed.

OFF = User Call-up Disabled.

[7] Answering Machine Over-ride Enabled / Disabled

ON = Answering Machine Over-ride Enabled.

The system may be connected to the same telephone line as an answering machine. To over-ride the answering machine, have the downloading computer call the system and let the telephone line ring only once or twice. After one or two rings, hang up. If the system is called back within the time set in section [51] with Zone Light 7, the system will answer the next call on the first ring. Refer to section [51] Third System Option Code, Light 7 Answering Machine Over-ride Timer Option.

OFF = Answering Machine Over-ride Disabled. The system will only answer incoming calls after the number of rings programmed with Zone Lights 1 through 4.

[8] Downloading Call Back Enabled / Disabled

ON = Downloading Call Back Enabled.

When the system answers the downloading computer's call, both the computer and the system will hang up. The system will then call the Downloading Telephone Number and connect with the computer at that number. If more than one downloading computer is to be used, this function should be disabled.

OFF = Downloading Call Back Disabled.

The downloading computer will have immediate access to the system once the system is identified as a valid system.

[48] Panel Identification Code

Program using the same method as sections [24], [25] and [26].

[49] 4th System Option Code

[1] For Future Use.

Note: *Zone Light 1 must be OFF at all times.*

[2] Fire Zone Connection Options

ON = Fire Zone Connected to SW AUX.

Smoke detectors on the Fire Zone are powered from the SW AUX terminal. When the [*][4] Command is entered, power will be removed from the smoke detectors to allow them to be reset. When the [*][4] Command is used, the Fire Zone Trouble normally generated from a power supervision relay when power is removed from the smoke detector is not displayed or communicated.

OFF = Fire Zone Not Connected to SW AUX.

Smoke detectors on the Fire Zone are not powered from the SW AUX terminal. If the [*][4] Command is entered, Trouble Condition 4 (Fire Zone Trouble) will be displayed and reported to the monitoring station.

[3] Escort Access Code Options

ON = Escort Requires Master Code.

The Escort Voice Assisted Security Control Module will only allow remote access to the system if the Master Code is entered.

OFF = Escort Accepts Any Access Code.

The Escort Voice Assisted Security Control Module will allow remote access to the system for any valid Access Code.

[4] For Future Use.

[5] For Future Use.

[6] For Future Use.

[7] For Future Use.

[8] Periodic Downloading and Test Transmission Options

ON = Periodic Downloading Enabled.

The system will automatically place a call to the downloading computer at the time programmed in the System Clock Times and at the interval, in days, programmed in the System Times. A Downloading Telephone Number must be programmed in the Downloading Computer Telephone Number section.

OFF = Periodic Test Transmission Enabled.

The system will automatically call the Programmed Maintenance Telephone Number(s) and transmit the Test Reporting Code programmed in the Maintenance Alarms Reporting Codes section at the time programmed in the System Clock Times and at the interval, in days, programmed in the System Times.

[50] After Alarm Reporting Code

Program using the same method as sections [05] to [15]. This code will be transmitted with or instead of an opening code if an alarm occurred during the last armed state. '00' or 'FF' in this section will disable the feature.

[51] 3rd System Option Code

[1] Bell During Auto-Arm Options

ON = Bell During Auto-Arm Disabled.

The bell or siren will not be activated during the 1-minute Auto-Arm warning time.

OFF = Bell During Auto-Arm Enabled.

The bell or siren will sound a single squawk every 10 seconds during the 1-minute Auto-Arm warning time.

[2] Auto-Arm Cancellation Options

ON = Access Code Required to Cancel Auto-Arming. An Access Code must be entered to cancel the Auto-Arm sequence during the 1-minute Auto-Arm Warning time.

OFF = Any Keypress will Cancel Auto-Arming. Pressing any key during the 1-minute Auto-Arm Warning time will cancel the Auto-Arming sequence.

[3] 2-minute Keypad Time-out Enabled / Disabled

ON = 2-minute Keypad Time-out Enabled.

If no keys are pressed for 2 minutes, all keypad lights will be shut OFF. **NOTE: This feature must not be used with LCD keypads or the Escort module.**

OFF = No Keypad Time-out.

The keypad lights will remain ON at all times.

[4] [P] Key Keypad Sounder Options

ON = Keypad Silent for [P] Key.

When a [P] Key alarm is generated, the keypad sounder will not beep to acknowledge the alarm.

OFF = Keypad Audible for [P] Key.

When a [P] Key alarm is generated, the keypad sounder will beep 3 times to acknowledge the alarm.

[5] [F] Key Enabled / Disabled

ON = [F] Key Disabled.

The [F] Key will not sound an alarm when pressed.

OFF = [F] Key Enabled.

Pressing and holding the [F] Key for 2 seconds will generate a Fire alarm; the bell or siren will sound with a pulsing tone, and an alarm reporting code (if programmed) will be transmitted.

[6] Quick-Exit Enabled / Disabled

ON = Quick-Exit Enabled.

With the system armed in the Home-Away mode, users may enter the [*][0] Command to allow a single Delay Zone to be activated so they may leave the premises.

Only one Delay Zone may be activated; any additional activity on another Delay Zone will generate an alarm. If the Delay zone is still open two minutes after the [*][0] command is entered, the Entry Delay will be initiated.

OFF = Quick-Exit Disabled.

[7] Answering Machine Over-ride Timer Option

ON = Over-ride Timer set for 120 seconds.

When ON, the delay between the first and second calls from the downloading computer may not exceed 120 seconds. Refer to section [47] Light 7 for information on how to use the Answering Machine Over-ride function.

OFF = Over-ride Timer set for 60 seconds.

When OFF, the delay between the first and second calls from the downloading computer may not exceed 60 seconds.

[8] Bell Shutdown Enabled / Disabled

ON = Bell Shutdown Enabled.

The BELL output will not be activated for zones that have exceeded the limit of alarms set in the Swinger Shutdown counter.

OFF = Bell Shutdown Disabled.

The BELL output will be activated for all alarms on all zones, even after the Swinger Shutdown counter has been exceeded. The BELL output will continue to be activated for all alarms, even though the alarms will not be reported once the Swinger Shutdown counter has been exceeded.

[52] Delay Before Transmission

Program the same as section [22]. This section defines how long in seconds a burglary zone will wait before transmitting an alarm. The fire zone and 24 hour zones do not have a delay. The time may be programmed from 00 to 99 seconds where 00 means no delay. If the system is disarmed before the delay in transmission expires, no transmission will take place.

[53] Auto-arm Cancel Reporting Code

This code is programmed the same as section [50]. Once a reporting code has been programmed into this section, it will be transmitted any time an auto-arm is cancelled to inform the station that auto-arm has been cancelled for that day.

[54] System Test Reporting Code

This code is programmed the same as section [50]. Once this section is programmed, the code will be sent every time a bell test is done ([*]+[6]+[Master Code]+[8]).

[55] TLM Trouble Reporting Code

This reporting code can be transmitted to the monitoring station through a LINKS 1000 Cellular Alarm Transmitter, when a TLM trouble occurs on the regular phone lines. Leave this section blank if there is no LINKS unit connected. See section [05] for programming reporting codes and "Trouble Display [*]+[2]" for a description of TLM trouble.

[56] LINKS Test Transmission Reporting Code

This reporting code is transmitted to the monitoring station through a LINKS 1000 Cellular Alarm Transmitter periodically for testing the cellular communications. The cellular test transmission occurs at the same time as the regular test transmission. The test transmission time is programmed in sections [22] and [23]. After the cellular test transmission is completed, the periodic test transmission reporting code programmed in section [15] will be transmitted through the regular phone lines.

LINKS 1000 Preamble Codes

They are 4-digit codes used with long distance telephone numbers that are dialled through the LINKS module. These codes are used for programming area codes in cases where a land line telephone number may be a local call, while the cellular telephone number dialled by the LINKS 1000 module is a long distance call.

In the following sections [57], [58] and [59], program 4-digit Preambles for the Phone Numbers. Program all unused digits with hexadecimal "F".

[57] LINKS 1000 Preamble for 1st Phone Number

[58] LINKS 1000 Preamble for 2nd Phone Number

[59] LINKS 1000 Preamble for Downloading Phone Number

[60] 6th System Option Code

[1] PGM Squawk on Exit Options

ON = PGM Squawk on Exit Delay.

The PGM output will pulse during the Exit Delay Time. If the Urgency on Exit Delay function described below is enabled, the PGM pulse will be quickened for the last 10 seconds of the Exit Delay.

OFF = No PGM Squawk on Exit Delay.

Note: Option C must be selected for the PGM output in section [28].

[2] PGM Squawk on Entry Options

ON = PGM Squawk on Entry Delay.

The PGM output will pulse during the Entry Delay Time. If the Urgency on Entry Delay function described below is enabled, the PGM pulse will be quickened for the last 10 seconds of the Entry Delay.

OFF = No PGM Squawk on Entry Delay.

Note: Option C must be selected for the PGM output in section [28].

[3] Audible Exit Fault Enabled / Disabled

ON = Audible Exit Fault Enabled.

If a Delay Zone is left open at the end of the Exit Delay, the Entry Delay will begin immediately and the bell or siren will sound a steady alarm. This feature is designed to immediately alert the user that their system has been armed incorrectly.

OFF = Audible Exit Fault Disabled.

If a Delay Zone is left open at the end of the Exit Delay, the Entry Delay will begin immediately. If the system is not disarmed before the end of the Entry Delay, an alarm will be generated.

[4] Exit Delay Urgency Tone Option

ON = Exit Delay Urgency Tone Enabled.

The Keypad will sound a pulsing tone during the Exit Delay. During the last 10 seconds of the Exit Delay, the keypad will sound a faster pulsing tone to warn that the Exit Delay is about to expire.

OFF = Normal Exit Delay Tone.

The Keypad will sound a pulsed tone throughout the Exit Delay time.

[5] Entry Delay Urgency Tone Option

ON = Entry Delay Urgency Tone Enabled.

The Keypad will sound a steady tone during the Entry Delay. During the last 10 seconds of the Entry Delay, the keypad will sound a pulsing tone to warn that the Entry Delay is about to expire.

OFF = Normal Entry Delay Tone.

The Keypad will sound a steady tone throughout the Entry Delay time.

[6] Closing Confirmation Enabled / Disabled

ON = Closing Confirmation Enabled. When an Access Code is entered to arm the system, the Exit Delay time will not begin until one of the following events occurs:

- The closing is successfully transmitted to the monitoring station. When the closing is transmitted, the keypad will sound an acknowledgement tone to indicate that the monitoring station has been advised of the closing. The Exit Delay will then begin.
- The closing is not successfully transmitted to the monitoring station. If the closing cannot be transmitted, a Failure To Communicate Trouble will be generated. The Exit Delay time will begin once the trouble condition is indicated on the keypad.
- The user may re-enter their Access Code to initiate the Exit Delay

OFF = Closing Confirmation Disabled.
The Exit Delay time will commence once an Access Code is entered to arm the system.

Notes:

- ***Back-up to Second Telephone Number cannot be used with the Closing Confirmation feature.***
- ***The Closing Confirmation feature cannot be used with the Escort Voice Assisted Security Module.***
- ***The Closing Confirmation feature cannot be used with Split Arming. (sections [29] to [32])***
- ***The Closing Confirmation feature cannot be used with the Exit Delay Termination feature. (section [60] Light [7] OFF)***

[7] Exit Delay Termination Enabled / Disabled

ON = Exit Delay Termination Enabled.
The Exit Delay will be terminated once the Delay Zone for the entry/exit door or area is restored. All audible options associated with the Exit Delay will be silenced when the Exit Delay is terminated.

OFF = Normal Exit Delay.
The Exit Delay timer will continue to count even after the Delay Zone for the entry/exit door or area is restored. All audible options associated with the Exit Delay will function until the time programmed for the Exit Delay has elapsed.

Notes:

- ***Split Arming cannot be used with the Exit Delay Termination feature. (sections [29] to [32])***
- ***Closing Confirmation cannot be used with the Exit Delay Termination feature. (section [60] Light [6] OFF)***

[8] For Future Use

OFF = Zone Light 8 must be OFF at all times. 1

[90] Installer's Lockout Enable

This feature is enabled by entering [90] while in the Installer's Programming mode. A factory default (hardware or software) will not reset the Installer's Code or the download access code once this feature is enabled. A panel that has this lockout feature enabled will give a distinctive audible indication upon power up. This indication is the phone line relay clicking ten times. Make sure that your new Installer's Code has been entered correctly before enabling this feature because there is no way of re-entering the programming mode without the new Installer's Code. Even a reset to the factory default will not change the Installer's Code back to default.

[91] Installer's Lockout Disable

Entering [91] when in the Installer's Programming mode will disable the Installer's Lockout feature.

Note: Panels returned to DSC with the Installer's Lockout feature enabled and no other apparent problems will be subject to an additional service charge.

PROGRAMMING WORK SHEETS

PC3000 Version 7.7

Note: In sections [01] through [15], do not enter any data in sections that are not used.

[01] 1st Phone Number Page 14

--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

- Be sure to enter [#] to end number
- Enter [0] for digit "0" in phone number

[02] 1st Account Code Page 14

--	--	--	--

- For 3 digit code enter [0] for last digit
- Enter [*1*] (HEX A) for digit "0" in account code
i.e. Account code 103 would be [1]+[*1*]+[3]+[0].

[03] 2nd Phone Number Page 14

--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

[04] 2nd Account Code Page 14

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[05] Alarm Reporting Codes Zones 1 to 8 Page 14

<table border="1"><tr><td></td><td></td></tr></table> Zone 1 Alarm			<table border="1"><tr><td></td><td></td></tr></table> Zone 5 Alarm		
<table border="1"><tr><td></td><td></td></tr></table> Zone 2 Alarm			<table border="1"><tr><td></td><td></td></tr></table> Zone 6 Alarm		
<table border="1"><tr><td></td><td></td></tr></table> Zone 3 Alarm			<table border="1"><tr><td></td><td></td></tr></table> Zone 7 Alarm		
<table border="1"><tr><td></td><td></td></tr></table> Zone 4 Alarm			<table border="1"><tr><td></td><td></td></tr></table> Zone 8 Alarm		

- For single digit reporting codes, enter [0] as 2nd digit
- Enter [*1*] (HEX A) to transmit a "0".
(A "0" digit is 10 pulses.)

[06] Alarm Reporting Codes Zones 9 to 16 Page 15

<table border="1"><tr><td></td><td></td></tr></table> Zone 9 Alarm			<table border="1"><tr><td></td><td></td></tr></table> Zone 13 Alarm		
<table border="1"><tr><td></td><td></td></tr></table> Zone 10 Alarm			<table border="1"><tr><td></td><td></td></tr></table> Zone 14 Alarm		
<table border="1"><tr><td></td><td></td></tr></table> Zone 11 Alarm			<table border="1"><tr><td></td><td></td></tr></table> Zone 15 Alarm		
<table border="1"><tr><td></td><td></td></tr></table> Zone 12 Alarm			<table border="1"><tr><td></td><td></td></tr></table> Zone 16 Alarm		

[07] Restoral Reporting Codes Zones 1 to 8 Page 15

<table border="1"><tr><td></td><td></td></tr></table> Zone 1 Restoral			<table border="1"><tr><td></td><td></td></tr></table> Zone 5 Restoral		
<table border="1"><tr><td></td><td></td></tr></table> Zone 2 Restoral			<table border="1"><tr><td></td><td></td></tr></table> Zone 6 Restoral		
<table border="1"><tr><td></td><td></td></tr></table> Zone 3 Restoral			<table border="1"><tr><td></td><td></td></tr></table> Zone 7 Restoral		
<table border="1"><tr><td></td><td></td></tr></table> Zone 4 Restoral			<table border="1"><tr><td></td><td></td></tr></table> Zone 8 Restoral		

[08] Restoral Reporting Codes Zones 9 to 16 Page 15

<table border="1"><tr><td></td><td></td></tr></table> Zone 9 Restoral			<table border="1"><tr><td></td><td></td></tr></table> Zone 13 Restoral		
<table border="1"><tr><td></td><td></td></tr></table> Zone 10 Restoral			<table border="1"><tr><td></td><td></td></tr></table> Zone 14 Restoral		
<table border="1"><tr><td></td><td></td></tr></table> Zone 11 Restoral			<table border="1"><tr><td></td><td></td></tr></table> Zone 15 Restoral		
<table border="1"><tr><td></td><td></td></tr></table> Zone 12 Restoral			<table border="1"><tr><td></td><td></td></tr></table> Zone 16 Restoral		

[09] Utility Alarm Reporting Codes Page 15

<input type="text"/> <input type="text"/> <input type="text"/>	Fire Zone*	*	Priority alarms/restorals
<input type="text"/> <input type="text"/> <input type="text"/>	Auxiliary Input Zone* or ***	**	Maintenance alarms/restorals see section [33]
<input type="text"/> <input type="text"/> <input type="text"/>	Battery Trouble**	***	Transmission reports with sections [11] to [14]
<input type="text"/> <input type="text"/> <input type="text"/>	AC Failure Trouble**		(openings/closings)
<input type="text"/> <input type="text"/> <input type="text"/>	Day Zone(s) Trouble**		
<input type="text"/> <input type="text"/> <input type="text"/>	Bell Circuit Trouble**		
<input type="text"/> <input type="text"/> <input type="text"/>	Fire Zone Trouble**		
<input type="text"/> <input type="text"/> <input type="text"/>	Auxiliary Power Supply Trouble**		

[10] Utility Restoral Reporting Codes Page 15

<input type="text"/> <input type="text"/> <input type="text"/>	Fire Zone*	*	Priority alarms/restorals
<input type="text"/> <input type="text"/> <input type="text"/>	Auxiliary Input Zone* or ***	**	Maintenance alarms/restorals see section [33]
<input type="text"/> <input type="text"/> <input type="text"/>	Battery Trouble**	***	Transmission reports with sections [11] to [14]
<input type="text"/> <input type="text"/> <input type="text"/>	AC Failure Trouble**		(openings/closings)
<input type="text"/> <input type="text"/> <input type="text"/>	Day Zone(s) Trouble**		
<input type="text"/> <input type="text"/> <input type="text"/>	Bell Circuit Trouble**		
<input type="text"/> <input type="text"/> <input type="text"/>	Fire Zone Trouble**		
<input type="text"/> <input type="text"/> <input type="text"/>	Auxiliary Power Supply Trouble**		

[11] Reporting Codes for Closing (Arming) via Access Codes 1 to 8 Page 15

<input type="text"/> <input type="text"/> <input type="text"/>	Access Code 1	<input type="text"/> <input type="text"/> <input type="text"/>	Access Code 5
<input type="text"/> <input type="text"/> <input type="text"/>	Access Code 2	<input type="text"/> <input type="text"/> <input type="text"/>	Access Code 6
<input type="text"/> <input type="text"/> <input type="text"/>	Access Code 3	<input type="text"/> <input type="text"/> <input type="text"/>	Access Code 7
<input type="text"/> <input type="text"/> <input type="text"/>	Access Code 4	<input type="text"/> <input type="text"/> <input type="text"/>	Access Code 8

[12] Reporting Codes for Closing (Arming) via Access Codes 9 to 16 Page 16

<input type="text"/> <input type="text"/> <input type="text"/>	Access Code 9	<input type="text"/> <input type="text"/> <input type="text"/>	Access Code 13
<input type="text"/> <input type="text"/> <input type="text"/>	Access Code 10	<input type="text"/> <input type="text"/> <input type="text"/>	Access Code 14
<input type="text"/> <input type="text"/> <input type="text"/>	Access Code 11	<input type="text"/> <input type="text"/> <input type="text"/>	Access Code 15
<input type="text"/> <input type="text"/> <input type="text"/>	Access Code 12	<input type="text"/> <input type="text"/> <input type="text"/>	Access Code 16

[13] Reporting Codes for Opening (Disarming) via Access Codes 1 to 8 Page 16

<input type="text"/> <input type="text"/> <input type="text"/> Access Code 1	<input type="text"/> <input type="text"/> <input type="text"/> Access Code 5
<input type="text"/> <input type="text"/> <input type="text"/> Access Code 2	<input type="text"/> <input type="text"/> <input type="text"/> Access Code 6
<input type="text"/> <input type="text"/> <input type="text"/> Access Code 3	<input type="text"/> <input type="text"/> <input type="text"/> Access Code 7
<input type="text"/> <input type="text"/> <input type="text"/> Access Code 4	<input type="text"/> <input type="text"/> <input type="text"/> Access Code 8

[14] Reporting Codes for Opening (Disarming) via Access Codes 9 to 16 Page 16

<input type="text"/> <input type="text"/> <input type="text"/> Access Code 9	<input type="text"/> <input type="text"/> <input type="text"/> Access Code 13
<input type="text"/> <input type="text"/> <input type="text"/> Access Code 10	<input type="text"/> <input type="text"/> <input type="text"/> Access Code 14
<input type="text"/> <input type="text"/> <input type="text"/> Access Code 11	<input type="text"/> <input type="text"/> <input type="text"/> Access Code 15
<input type="text"/> <input type="text"/> <input type="text"/> Access Code 12	<input type="text"/> <input type="text"/> <input type="text"/> Access Code 16

[15] Reporting Codes for Miscellaneous Functions Page 16

<input type="text"/> <input type="text"/> <input type="text"/> Partial Closing***	* Priority alarms/restorals
<input type="text"/> <input type="text"/> <input type="text"/> Keypad Panic Alarm [P]*	** Maintenance alarms/restorals see section [33]
<input type="text"/> <input type="text"/> <input type="text"/> Keypad Fire Alarm [F]*	*** Transmission reports with sections [11] to [14]
<input type="text"/> <input type="text"/> <input type="text"/> Keypad Auxiliary Alarm [A]*	(openings/closings)
<input type="text"/> <input type="text"/> <input type="text"/> Keypad Panic Restoral [P]*	
<input type="text"/> <input type="text"/> <input type="text"/> Keypad Fire Restoral [F]*	
<input type="text"/> <input type="text"/> <input type="text"/> Keypad Auxiliary Restoral [A]*	
<input type="text"/> <input type="text"/> <input type="text"/> Periodic Test Transmission**	

[16] Zone Definitions for Zones 1 to 8 Page 16

Note: When defining zones, ASSIGN DELAY ZONES FIRST to zones 1, 2, 3....then assign the other types to the remaining zones in any order desired.

<u>Default</u>	<u>1st Digit</u>	<u>2nd Digit</u>
<input type="text"/> 0 <input type="text"/> 0 <input type="text"/> <input type="text"/> <input type="text"/> Zone 1	0 = Slow, audible	0 = Delay
<input type="text"/> 0 <input type="text"/> 1 <input type="text"/> <input type="text"/> <input type="text"/> Zone 2	1 = Slow, silent	1 = Instant
<input type="text"/> 0 <input type="text"/> 1 <input type="text"/> <input type="text"/> <input type="text"/> Zone 3	2 = Fast, audible	2 = Interior
<input type="text"/> 0 <input type="text"/> 1 <input type="text"/> <input type="text"/> <input type="text"/> Zone 4	3 = Fast, silent	3 = Interior...Home-Away
<input type="text"/> 0 <input type="text"/> 1 <input type="text"/> <input type="text"/> <input type="text"/> Zone 5		4 = 24 hr...Bell
<input type="text"/> 0 <input type="text"/> 1 <input type="text"/> <input type="text"/> <input type="text"/> Zone 6		5 = 24 hr...Bell/Buzzer
<input type="text"/> 0 <input type="text"/> 1 <input type="text"/> <input type="text"/> <input type="text"/> Zone 7		6 = 24 hr...Buzzer
<input type="text"/> 0 <input type="text"/> 1 <input type="text"/> <input type="text"/> <input type="text"/> Zone 8		7 = Double delay
		8 = 4x Delay
		9 = Day
		A = Delay...Home-Away

[17] Zone Definitions for Zones 9 to 16 Page 17

*Note: Zones 9-16 cannot be programmed for fast response - Do not use fast response devices on these loops.
e.g. Vibration detectors.*

<u>Default</u>	<u>1st Digit</u>	<u>2nd Digit</u>
<input type="checkbox"/> 0 <input type="checkbox"/> 1 <input type="checkbox"/> <input type="checkbox"/> Zone 9	0 = Slow, audible	0 = Delay
<input type="checkbox"/> 0 <input type="checkbox"/> 1 <input type="checkbox"/> <input type="checkbox"/> Zone 10	1 = Slow, silent	1 = Instant
<input type="checkbox"/> 0 <input type="checkbox"/> 1 <input type="checkbox"/> <input type="checkbox"/> Zone 11		2 = Interior
<input type="checkbox"/> 0 <input type="checkbox"/> 1 <input type="checkbox"/> <input type="checkbox"/> Zone 12		3 = Interior...Home-Away
<input type="checkbox"/> 0 <input type="checkbox"/> 1 <input type="checkbox"/> <input type="checkbox"/> Zone 13		4 = 24 hr...Bell
<input type="checkbox"/> 0 <input type="checkbox"/> 1 <input type="checkbox"/> <input type="checkbox"/> Zone 14		5 = 24 hr...Bell/Buzzer
<input type="checkbox"/> 0 <input type="checkbox"/> 1 <input type="checkbox"/> <input type="checkbox"/> Zone 15		6 = 24 hr...Buzzer
<input type="checkbox"/> 0 <input type="checkbox"/> 1 <input type="checkbox"/> <input type="checkbox"/> Zone 16		7 = Double delay
		8 = 4x Delay
		9 = Day
		A = Delay...Home-Away

[18] 1st System Option Code Page 17

<u>Default</u>	<u>Zone Light On</u>	<u>Zone Light Off</u>
<input type="checkbox"/> Off <input type="checkbox"/> Zone Light 1	Communication disabled	Communication enabled
<input type="checkbox"/> Off <input type="checkbox"/> Zone Light 2	Restorals on bell timeout	Restorals on disarming
<input type="checkbox"/> Off <input type="checkbox"/> Zone Light 3	Alarm display while armed	No alarm display/armed
<input type="checkbox"/> Off <input type="checkbox"/> Zone Light 4	DTMF dialing	Pulse dialing
<input type="checkbox"/> Off <input type="checkbox"/> Zone Light 5	N/C loops	EOL resistors loops
<input type="checkbox"/> Off <input type="checkbox"/> Zone Light 6	Keypad [P]anic audible	Silent
<input type="checkbox"/> On <input type="checkbox"/> Zone Light 7	Call 1st phone only	Back up to 2nd phone
<input type="checkbox"/> Off <input type="checkbox"/> Zone Light 8	16th code = maid's code	Normal code

[19] 2nd System Option Code Page 18

<u>Default</u>	<u>Zone Light On</u>	<u>Zone Light Off</u>
<input type="checkbox"/> Off <input type="checkbox"/> Zone Light 1	Bell pulses always	Bell pulses upon fire only
<input type="checkbox"/> Off <input type="checkbox"/> Zone Light 2	Master code not changeable	Master code changeable
<input type="checkbox"/> Off <input type="checkbox"/> Zone Light 3	Bell squawk enabled	Bell squawk disabled
<input type="checkbox"/> Off <input type="checkbox"/> Zone Light 4	PC16 OUT enabled	PC16 OUT disabled
<input type="checkbox"/> Off <input type="checkbox"/> Zone Light 5	TLM trouble only	TLM audible when armed
<input type="checkbox"/> Off <input type="checkbox"/> Zone Light 6	1400Hz Radionics	2300Hz Radionics
<input type="checkbox"/> Off <input type="checkbox"/> Zone Light 7	TLM disabled	TLM enabled
<input type="checkbox"/> Off <input type="checkbox"/> Zone Light 8	Access code req'd for bypass	Access code not req'd

[20] Zones 1 to 8 Bypass Mask Page 19Default

<input type="checkbox"/> On	<input type="checkbox"/>	Zone Light 1
<input type="checkbox"/> On	<input type="checkbox"/>	Zone Light 2
<input type="checkbox"/> On	<input type="checkbox"/>	Zone Light 3
<input type="checkbox"/> On	<input type="checkbox"/>	Zone Light 4
<input type="checkbox"/> On	<input type="checkbox"/>	Zone Light 5
<input type="checkbox"/> On	<input type="checkbox"/>	Zone Light 6
<input type="checkbox"/> On	<input type="checkbox"/>	Zone Light 7
<input type="checkbox"/> On	<input type="checkbox"/>	Zone Light 8

Note:

If zone light is on, the zone can be bypassed using the [][1] command.*

[21] Zones 9 to 16 Bypass Mask Page 19Default

<input type="checkbox"/> On	<input type="checkbox"/>	Zone Light 1
<input type="checkbox"/> On	<input type="checkbox"/>	Zone Light 2
<input type="checkbox"/> On	<input type="checkbox"/>	Zone Light 3
<input type="checkbox"/> On	<input type="checkbox"/>	Zone Light 4
<input type="checkbox"/> On	<input type="checkbox"/>	Zone Light 5
<input type="checkbox"/> On	<input type="checkbox"/>	Zone Light 6
<input type="checkbox"/> On	<input type="checkbox"/>	Zone Light 7
<input type="checkbox"/> On	<input type="checkbox"/>	Zone Light 8

Note:

If zone light is on, the zone can be bypassed using the [][1] command.*

[22] System Times Page 19Default

<input type="text" value="0"/> <input type="text" value="3"/> <input type="text" value="0"/>	<input type="text"/>	Entry Delay Time (in seconds)
<input type="text" value="1"/> <input type="text" value="2"/> <input type="text" value="0"/>	<input type="text"/>	Exit Delay Time (in seconds)
<input type="text" value="0"/> <input type="text" value="0"/> <input type="text" value="4"/>	<input type="text"/>	Bell Cut-off Time (in minutes)
<input type="text" value="0"/> <input type="text" value="3"/> <input type="text" value="0"/>	<input type="text"/>	AC Failure Transmission Delay (in minutes)
<input type="text" value="0"/> <input type="text" value="5"/> <input type="text" value="0"/>	<input type="text"/>	Normal Loop Response Time (x 10 ms)
<input type="text" value="0"/> <input type="text" value="3"/> <input type="text" value="0"/>	<input type="text"/>	Test Transmission Cycle Time (in days)

Notes:

1. Valid entries are: 001 to 255.
2. Do not enter "000" - it is not a valid entry.

[23] System Clock Times Page 19Default

<input type="text" value="9"/> <input type="text" value="9"/> <input type="text" value="9"/> <input type="text" value="9"/>	<input type="text"/>	Automatic Arming Time of Day
<input type="text" value="9"/> <input type="text" value="9"/> <input type="text" value="9"/> <input type="text" value="9"/>	<input type="text"/>	Test Transmission Time of Day

Enter 4 digits: 00 to 23 hr, 00 to 59 min.

If not used, leave at the factory default settings.

[24] New Installer's Code Page 19Default

3	0	0	0				
---	---	---	---	--	--	--	--

Enter 4 digits from 0 to 9.
Do not enter [*] or [#].

[25] New Master Code (Access Code Number 1) Page 19Default

1	2	3	4				
---	---	---	---	--	--	--	--

Enter 4 digits from 0 to 9.
Do not enter [*] or [#].

[26] Downloading Access Code Page 19Default

3	0	3	0				
---	---	---	---	--	--	--	--

Enter 4 digits from 0 to 9.
Do not enter [*] or [#].

[27] Communicator Format Options Page 19Default

<table border="1"><tr><td>1</td></tr></table>	1	<table border="1"><tr><td></td></tr></table>		1st Telephone Number
1				
<table border="1"><tr><td>1</td></tr></table>	1	<table border="1"><tr><td></td></tr></table>		2nd Telephone Number
1				

If only using first telephone number, enter same digit into 2nd phone number.

Enter one HEX digit from [0] to [D] from list for each phone number from list:

- [0] Silent Knight/Ademco slow, 10 BPS (1400 Hz handshake) 3/1 and 4/1, 4/2 non extended format
- [1] Sescoa, Franklin, DCI, Vertex, 20 BPS (2300 Hz handshake) 3/1 and 4/1, 4/2 non extended format
- [2] Silent Knight fast, 20 BPS (1400 Hz handshake) 3/1 and 4/1, 4/2 non extended format
- [3] Radionics, (2300/1400 Hz* handshake) 3/1 and 4/2 non extended format
- [4] Radionics, (2300/1400 Hz* handshake) 3/1 and 4/2 non extended with parity format
- [5] Sescoa super speed
- [6] Not used
- [7] Not used
- [8] Silent Knight/Ademco slow, 10 BPS (1400 Hz handshake) 3/1 extended format
- [9] Sescoa, Franklin, DCI, Vertex, 20 BPS (2300 Hz handshake) 3/1 extended format
- [A] Silent Knight fast, 20 BPS (1400 Hz handshake) 3/1 extended format
- [B] Radionics, (2300/1400 Hz* handshake) 3/1 extended format
- [C] Radionics, (2300/1400 Hz* handshake) 3/1 extended with parity format
- [D] Sescoa super speed (with identified openings/closings)
- [E] Not used
- [F] Not used

*See section [19] for Radionics Handshake Option

[28] Programmable Input and Output Options Page 20**Default**

- | | | |
|-------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <input type="checkbox"/> Auxiliary Input Zone
(Normally open, momentary closure to "Aux +") | <input type="checkbox"/> Programmable Output
(A 50 mA switch to ground.)
Note: A relay must be used to obtain more current. | Enter 1, 2, 3 or 4 for options below 1, 2, 3 and 4 are the only valid entries
[0] Not used
[1] Silent 24 hour input
[2] Audible 24 hour input
[3] Momentary key arming
[4] Forced answer

Enter 0 to F for options below 0 through F are the only valid entries
[0] LINKS support output
[1] Ground start pulse
[2] Utility output no access code
[3] Utility output any access code
[4] Utility output Group A access code
[5] Utility output Group B access code
[6] Keypad buzzer follow mode
[7] System status (arm/disarm) output
[8] Strobe output (latched alarm output)
[9] Failure to communicate output
[A] TLM and alarm
[B] Courtesy pulse
[C] PGM squawk output
[D] 2nd line slave
[E] Kissoff output
[F] Remote operation (DLS-1 version 5.3 or later) |
|-------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

Note: Section [29]...[33] are used for split arming or split reporting only.

[29] Zone Group A Assignment Page 21**Default**

- | | | |
|-----------------------------|--------------------------|--------------|
| <input type="checkbox"/> On | <input type="checkbox"/> | Zone Light 1 |
| <input type="checkbox"/> On | <input type="checkbox"/> | Zone Light 2 |
| <input type="checkbox"/> On | <input type="checkbox"/> | Zone Light 3 |
| <input type="checkbox"/> On | <input type="checkbox"/> | Zone Light 4 |
| <input type="checkbox"/> On | <input type="checkbox"/> | Zone Light 5 |
| <input type="checkbox"/> On | <input type="checkbox"/> | Zone Light 6 |
| <input type="checkbox"/> On | <input type="checkbox"/> | Zone Light 7 |
| <input type="checkbox"/> On | <input type="checkbox"/> | Zone Light 8 |

Note: If zone light is on that zone is assigned to Group A.

Zones 9 to 16 are permanently assigned to Group A.

[30] Zone Group B Assignment Page 21**Default**

- | | | |
|-----------------------------|--------------------------|--------------|
| <input type="checkbox"/> On | <input type="checkbox"/> | Zone Light 1 |
| <input type="checkbox"/> On | <input type="checkbox"/> | Zone Light 2 |
| <input type="checkbox"/> On | <input type="checkbox"/> | Zone Light 3 |
| <input type="checkbox"/> On | <input type="checkbox"/> | Zone Light 4 |
| <input type="checkbox"/> On | <input type="checkbox"/> | Zone Light 5 |
| <input type="checkbox"/> On | <input type="checkbox"/> | Zone Light 6 |
| <input type="checkbox"/> On | <input type="checkbox"/> | Zone Light 7 |
| <input type="checkbox"/> On | <input type="checkbox"/> | Zone Light 8 |

Note: If zone light is on that zone is assigned to Group B.

If light is on in both sections, the zone is common to both sides and will only be armed if both sides are armed.

[31] Access Code Group A Assignment Page 21Default

<input type="checkbox"/> On	<input type="checkbox"/>	Zone Light	1
<input type="checkbox"/> On	<input type="checkbox"/>	Zone Light	2
<input type="checkbox"/> On	<input type="checkbox"/>	Zone Light	3
<input type="checkbox"/> On	<input type="checkbox"/>	Zone Light	4
<input type="checkbox"/> On	<input type="checkbox"/>	Zone Light	5
<input type="checkbox"/> On	<input type="checkbox"/>	Zone Light	6
<input type="checkbox"/> On	<input type="checkbox"/>	Zone Light	7
<input type="checkbox"/> On	<input type="checkbox"/>	Zone Light	8

Note: If zone light is on that access code is assigned to Group A.

Codes 9 to 16 are permanently assigned to Group A.

[32] Access Code Group B Assignment Page 21Default

<input type="checkbox"/> On	<input type="checkbox"/>	Zone Light	1
<input type="checkbox"/> On	<input type="checkbox"/>	Zone Light	2
<input type="checkbox"/> On	<input type="checkbox"/>	Zone Light	3
<input type="checkbox"/> On	<input type="checkbox"/>	Zone Light	4
<input type="checkbox"/> On	<input type="checkbox"/>	Zone Light	5
<input type="checkbox"/> On	<input type="checkbox"/>	Zone Light	6
<input type="checkbox"/> On	<input type="checkbox"/>	Zone Light	7
<input type="checkbox"/> On	<input type="checkbox"/>	Zone Light	8

Note: If zone light is on, that access code is assigned to Group B.

If light is on in both sections, the code is common to both sides and will arm or disarm the entire system.

[33] Communicator Call Direction Options Page 22Default

<input type="checkbox"/> 1	<input type="checkbox"/>	Zones Group A Alarms and Restorals
<input type="checkbox"/> 1	<input type="checkbox"/>	Zones Group B Alarms and Restorals
<input type="checkbox"/> 1	<input type="checkbox"/>	Access Codes Group A Openings and Closings
<input type="checkbox"/> 1	<input type="checkbox"/>	Access Codes Group B Openings and Closings
<input type="checkbox"/> 1	<input type="checkbox"/>	Priority Alarms and Restorals
<input type="checkbox"/> 1	<input type="checkbox"/>	Maintenance Alarms and Restorals

Enter:

[0] No transmissions for this group

[1] Call 1st phone number back up to 2nd (becomes 1st number only, when section [18] item [7] is on)

[2] Call 2nd phone number only

[3] Always call both phone numbers

[34] Software Reset EEPROM Memory to Factory Defaults Page 22**[35] Through [42] Reserved for Future Use****[43] Access Bypass Mask (Codes 1 to 8)** Page 22Default

<input type="checkbox"/> On	<input type="checkbox"/>	Zone Light 1
<input type="checkbox"/> On	<input type="checkbox"/>	Zone Light 2
<input type="checkbox"/> On	<input type="checkbox"/>	Zone Light 3
<input type="checkbox"/> On	<input type="checkbox"/>	Zone Light 4
<input type="checkbox"/> On	<input type="checkbox"/>	Zone Light 5
<input type="checkbox"/> On	<input type="checkbox"/>	Zone Light 6
<input type="checkbox"/> On	<input type="checkbox"/>	Zone Light 7
<input type="checkbox"/> On	<input type="checkbox"/>	Zone Light 8

*Note: If zone light is on that code can be used to bypass.
If an access code is not required to bypass zones, this section is irrelevant.*

[44] Access Bypass Mask (Codes 9 to 16) Page 23Default

<input type="checkbox"/> On	<input type="checkbox"/>	Zone Light 1
<input type="checkbox"/> On	<input type="checkbox"/>	Zone Light 2
<input type="checkbox"/> On	<input type="checkbox"/>	Zone Light 3
<input type="checkbox"/> On	<input type="checkbox"/>	Zone Light 4
<input type="checkbox"/> On	<input type="checkbox"/>	Zone Light 5
<input type="checkbox"/> On	<input type="checkbox"/>	Zone Light 6
<input type="checkbox"/> On	<input type="checkbox"/>	Zone Light 7
<input type="checkbox"/> On	<input type="checkbox"/>	Zone Light 8

*Note: If zone light is on that code can be used to bypass.
If an access code is not required to bypass zones, this section is irrelevant.*

[45] TLM Restoral Reporting Code Page 23

Entering a valid reporting code will enable this feature.

[46] Downloading Computer Telephone Number Page 23

This telephone number is used by the panel to call the downloading computer at the downloading computer's request for access or during a user initiated call up.

Enter [0] for digit '0' in the phone number.

[47] Modem Configuration Page 23

This section is used to set up the panel for downloading functions. The following table shows the On/Off patterns of zone lights 1 through 4 which are used to set the Number of Rings before the panel will answer a call from the downloading computer. The default setting is 12.

	<u>Number of Rings</u>											<u>Default</u>
	1	2	3	4	5	6	7	8	9	10	11	12
Zone Light 1	On	Off	On	Off	On	Off	On	Off	On	Off	On	Off
Zone Light 2	Off	On	On	Off	Off	On	On	Off	Off	On	On	Off
Zone Light 3	Off	Off	Off	On	On	On	On	Off	Off	Off	Off	On
Zone Light 4	Off	Off	Off	Off	Off	Off	Off	On	On	On	On	On

<u>Default</u>		<u>Zone Light On</u>	<u>Zone Light Off</u>
<input type="checkbox"/> Off	<input type="checkbox"/> Zone Light 1	Set light patterns for number of rings as described in the above	
<input type="checkbox"/> Off	<input type="checkbox"/> Zone Light 2	Minimum number = 1	
<input type="checkbox"/> On	<input type="checkbox"/> Zone Light 3	Maximum number = 15 (all lights on)	
<input type="checkbox"/> On	<input type="checkbox"/> Zone Light 4	At least one light must be on.	
<input type="checkbox"/> Off	<input type="checkbox"/> Zone Light 5	Downloading answer enabled	Downloading answer disabled
<input type="checkbox"/> Off	<input type="checkbox"/> Zone Light 6	User initiated call up	No user initiated call up
<input type="checkbox"/> Off	<input type="checkbox"/> Zone Light 7	Answering machine over-ride enabled	Answering machine over-ride disabled
<input type="checkbox"/> Off	<input type="checkbox"/> Zone Light 8	Call back enabled	Call back disabled

[48] Panel Identification Code Page 23

Default Enter 4 digits from 0 to 9. DO NOT ENTER [*] OR [#].

[49] 4th System Option Code Page 23

<u>Default</u>	<u>Off</u>	<u>Zone Light On</u>	<u>Zone Light Off</u>
<input type="checkbox"/> Off	<input type="checkbox"/> Zone Light 1	For future use (Zone Light 1 must be OFF at all times)	
<input type="checkbox"/> Off	<input type="checkbox"/> Zone Light 2	Fire zone on switched auxiliary supply	No fire zone on switched auxiliary supply
<input type="checkbox"/> Off	<input type="checkbox"/> Zone Light 3	Escort accepts Master Code only	Escort accepts any code
<input type="checkbox"/> On	<input type="checkbox"/> Zone Light 4	For future use	For future use
<input type="checkbox"/> Off	<input type="checkbox"/> Zone Light 5	For future use	For future use
<input type="checkbox"/> Off	<input type="checkbox"/> Zone Light 6	For future use	For future use
<input type="checkbox"/> Off	<input type="checkbox"/> Zone Light 7	For future use	For future use
<input type="checkbox"/> Off	<input type="checkbox"/> Zone Light 8	Periodic Download enabled	Test Transmission enabled

[50] After Alarm Reporting Code Page 24

Entering a valid reporting code will enable this feature.

[51] 3rd System Option Code Page 24

<u>Default</u>			<u>Zone Light On</u>	<u>Zone Light Off</u>
<input type="text"/> On <input type="text"/>	<input type="text"/>	Zone Light 1	Auto-arm - no bell squawk	Auto-arm - bell squawk
<input type="text"/> Off <input type="text"/>	<input type="text"/>	Zone Light 2	Code needed to cancel auto-arm	Any key to cancel auto-arm
<input type="text"/> Off <input type="text"/>	<input type="text"/>	Zone Light 3	2 minute timeout on keypad	No 2 minute timeout
<input type="text"/> Off <input type="text"/>	<input type="text"/>	Zone Light 4	Keypad panic buzzer silent	Keypad panic buzzer audible
<input type="text"/> Off <input type="text"/>	<input type="text"/>	Zone Light 5	Keypad fire key disabled	Keypad fire key enabled
<input type="text"/> Off <input type="text"/>	<input type="text"/>	Zone Light 6	Quick exit enabled	Quick exit disabled
<input type="text"/> Off <input type="text"/>	<input type="text"/>	Zone Light 7	Answering machine over-ride timer is 120 seconds	Answering machine over-ride timer is 60 seconds
<input type="text"/> Off <input type="text"/>	<input type="text"/>	Zone Light 8	Bell shutdown active	Bell shutdown not active

[52] Delay Before Transmission Page 24Default

0 0 = No delay Only burglary zones are delayed. All 24 hour and fire zones transmit immediately. If panel is disarmed before delay time, no transmission is sent. Valid entries are: 00 to 99 (in seconds).

[53] Auto-arm Cancel Reporting Code Page 25

Entering a valid reporting code will enable this feature.

[54] System Test Reporting Code Page 25

Entering a valid reporting code will enable this feature.

[55] TLM Trouble Reporting Code Page 25

Note: For use with LINKS 1000 Cellular Alarm Transmitter only.

TLM Trouble Reporting Code

[56] LINKS Test Transmission Reporting Code Page 25

Note: For use with LINKS 1000 Cellular Alarm Transmitter only.

LINKS Test Transmission Reporting Code

Note: In the following sections [57], [58] and [59], program 4-digit Preambles for the Phone Numbers. Program all unused digits with hexadecimal 'F'.

[57] LINKS 1000 Preamble for 1st Phone Number Page 25

[58] LINKS 1000 Preamble for 2nd Phone Number Page 25

[59] LINKS 1000 Preamble for Downloading Phone Number Page 25

[60] 6th System Option Code Page 25

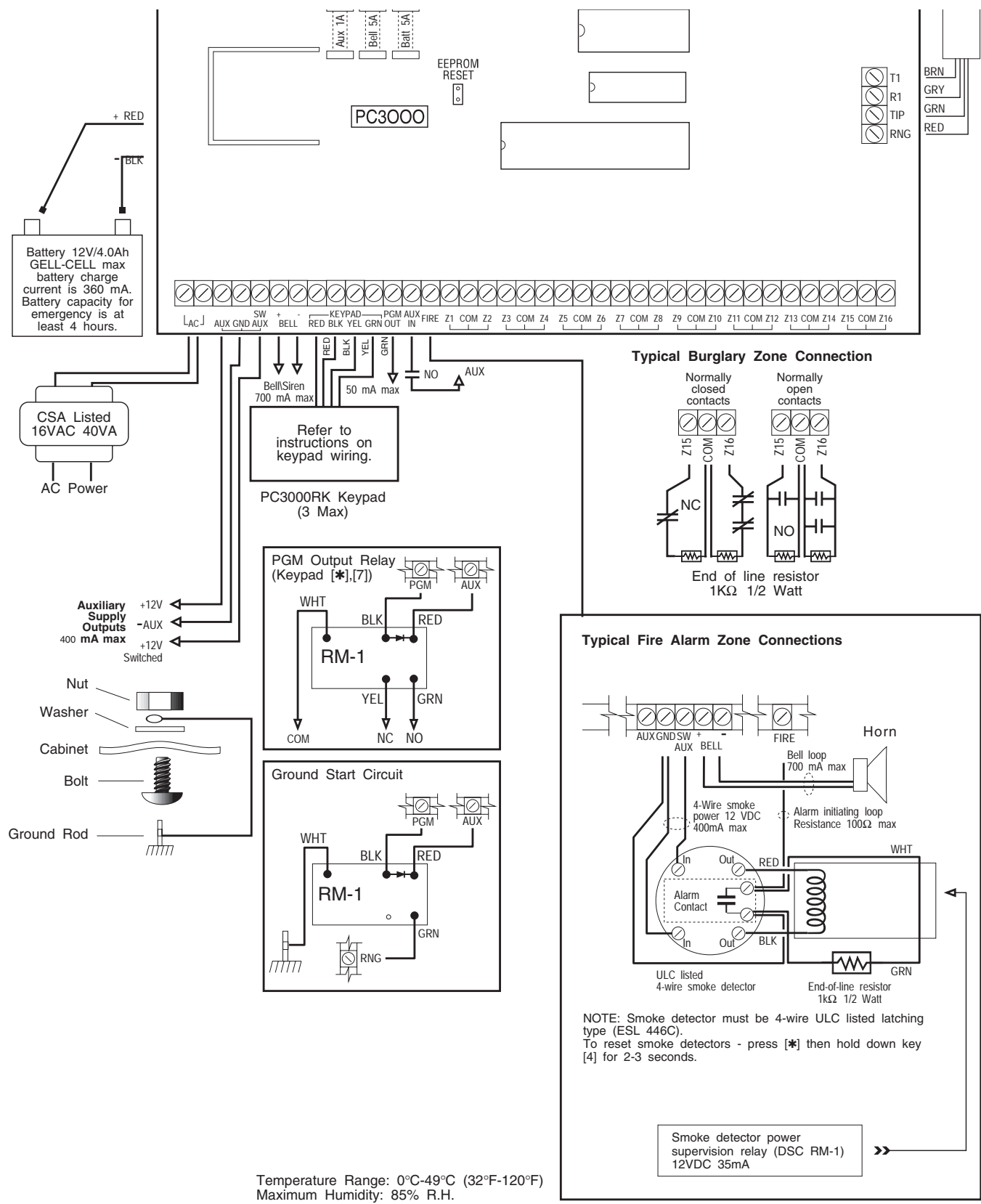
<u>Default</u>			<u>Zone Light On</u>	<u>Zone Light Off</u>
<input type="checkbox"/> Off	<input type="checkbox"/>	Zone Light 1	PGM Squawk on Exit Delay	No PGM Squawk on Exit Delay
<input type="checkbox"/> Off	<input type="checkbox"/>	Zone Light 2	PGM Squawk on Entry Delay	No PGM Squawk on Entry Delay
<input type="checkbox"/> On	<input type="checkbox"/>	Zone Light 3	Audible Exit Fault enabled	Audible Exit Fault disabled
<input type="checkbox"/> On	<input type="checkbox"/>	Zone Light 4	Audible Exit with Urgency	Standard Exit Delay
<input type="checkbox"/> On	<input type="checkbox"/>	Zone Light 5	Urgency Applied to Entry Delay	Standard Entry Delay
<input type="checkbox"/> Off	<input type="checkbox"/>	Zone Light 6	Closing Confirmation enabled	Closing Confirmation disabled
<input type="checkbox"/> Off	<input type="checkbox"/>	Zone Light 7	Exit Delay Termination enabled	Exit Delay Termination disabled
<input type="checkbox"/> Off	<input type="checkbox"/>	Zone Light 8	For future use	For future use

Note: PGM output in section [28] must be configured for option 'C' for using options 1 and 2 in this section.

[90] Installer's Lockout Enable Page 26

[91] Installer's Lockout Disable Page 26

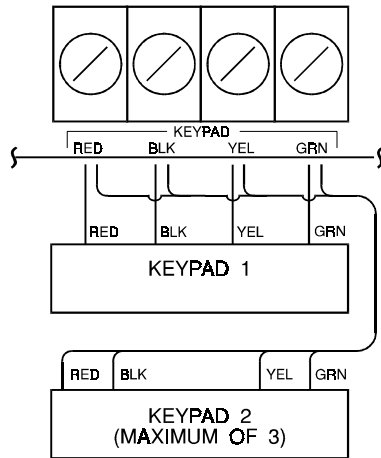
HOOKUP DIAGRAMS



KEYPAD HOOKUP

1. Each keypad has four coloured leads: red (RED), black (BLK), yellow (YEL), and green (GRN). Connect the leads to the corresponding terminals on the panel.
2. Up to 3 keypads may be connected in parallel. DO NOT connect multiple keypads on the same loop.
3. The wiring table gives the maximum wire run for various gauges of wire. Wire run lengths are calculated on the maximum current drawn by the keypad (when all lights are ON).
4. For standby loading purposes, it is recommended that a current draw of 20 mA per keypad be used. This represents the panel in a disarmed state with two zones in alarm.

Note: If two wires of the same gauge are paralleled, the run length can be doubled. e.g. If eight 22AWG wires (2 RED, 2 BLK, 2 YEL, 2 GRN) are run to the keypad, the run length would double from 540 feet (164.5 m) to 1080 feet (329 m).



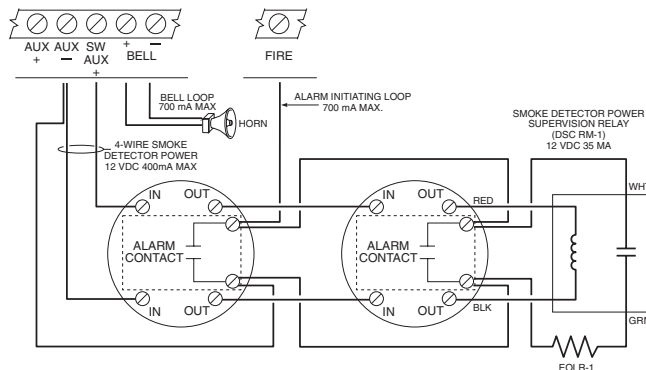
PC3000RK WIRING CHART

Wire Gauge	Maximum Run Length - Keypad to Panel (feet/meters)
AWG24	330 / 100
AWG22	540 / 164
AWG20	850 / 259
AWG19	1000 / 305
AWG18	1360 / 414

FIRE CIRCUIT HOOKUP

SMOKE DETECTOR POWER LOOP WIRING CHART

Loop Current mA	Maximum wire run to EOL relay in feet/meters				
	AWG14	AWG16	AWG18	AWG19	AWG22
50	2750/838	1740/530	1090/332	869/264	433/131
100	1375/419	870/265	545/166	435/132	217/66
200	690/210	435/132	270/82	217/66	108/33
300	460/140	290/88	180/55	144/33	144/43
400	345/105	215/65	135/41	108/33	54/16



Smoke detector must be latching type (ESL 446C).
To reset smoke detectors, press and hold [*][4].

ALARM INITIATING LOOP WIRING CHART

Wire Gauge	Maximum Run to End of Line Resistor (feet / meters)
AWG14	15500 / 4724
AWG16	9740 / 2968
AWG18	6120 / 1865
AWG19	4860 / 1481
AWG20	3840 / 1170
AWG21	3060 / 932
AWG22	2420 / 737

BELL LOOP WIRING CHART

Bell Current mA	Maximum wire run to EOL resistor in feet/meters				
	AWG14	AWG16	AWG18	AWG19	AWG22
50	2750/838	1740/530	1090/332	869/264	433/131
100	1375/419	870/265	545/166	435/132	217/66
200	690/210	435/132	270/82	217/66	108/33
300	460/140	290/88	180/55	144/33	144/43
400	345/105	215/65	135/41	108/33	54/16
500	275/83	170/52	105/32	86/26	43/13
600	230/70	140/43	90/27	72/22	36/11
700	195/59	125/38	80/24	62/19	30/9

JUST FOR THE RECORD

PC3000 Version 7.7

Customer _____ County _____

Address _____

Phone _____ Installation Date _____

Contact:

#1 Name _____ Phone _____

#2 Name _____ Phone _____

#3 Name _____ Phone _____

Control _____ Version # _____ Account # _____

Receiver Number _____ Installer's Code _____

Zone Type

Protected Area

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

Fire Zone _____

Entry Time _____ Exit Time _____ Bell Cut Off _____

Keypad Zones

• [F] Key On/Off ☐

• [A] Key On/Off ☐

• [P] Key On/Off ☐

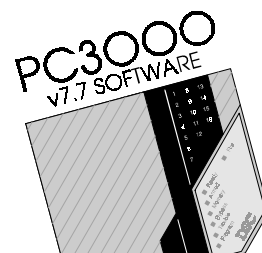
Quick Arm On/Off ☐

Quick Exit On/Off ☐

Installer's Lock Out On/Off ☐

Installer's Name _____

Notes:



PC3000

Notice of Software Release

PC3000 software version 7.7 has now been released.

Several new features have been added to reduce the possibility of user caused false alarms. And also, additional features have been added to provide further support for the LINKS 1000 and Escort.

These changes are outlined in the following programming sections.

[22] System Times Page 18

System Times now allow more than 4 minutes of Entry or Exit Delay. It provides users additional time when circumstances warrant. The default setting of Exit Delay is 120 seconds.

[28] Programmable Input and Output Options Page 20
2nd Digit Programmable Output

[C] PGM Squawk Output (for use with options in section [60]).

[49] 4th System Option Code Page 23

- Fire Zone on Switched Aux Supply
 - Prevents Fire Alarm Circuit Troubles if [*][4] is used to reset sensors.
- Escort Accepts Master Code Only
 - Remote access through the Escort requires the Master Code.

[57] LINKS 1000 Preamble for 1st Telephone Number Page 24

[58] LINKS 1000 Preamble for 2nd Telephone Number Page 24

[59] LINKS 1000 Preamble for Downloading Telephone Number Page 24

The LINKS 1000 preambles are 4 digit numbers which are used for programming area codes in cases where the LINKS 1000 must call long distance.

[60] 6th System Option Code Page 25

- PGM Squawk on Exit Delay - The PGM Output will squawk for the Exit Delay.
- PGM Squawk on Entry Delay - The PGM Output will squawk for the Entry Delay.
- Audible Exit Fault - The user is warned that a delay zone was left open when the exit delay expired.
- Audible Exit Delay with Urgency - The keypad sounds a pulsing tone for the exit delay and sounds a faster pulsing tone for the last 10 seconds.
- Urgency on Entry Delay - The keypad pulses the steady entry delay tone for the last 10 seconds.
- Closing Confirmation - The keypad will sound a short series of beeps when the closing code has been successfully transmitted.
- Exit Delay Termination - The exit delay is cancelled when a standard delay zone is restored.

NOTE: Downloading Software DLS-1 Version 5.3 must be used to upload/download the new PC3000 v7.7 software. Do not attempt to upload/download with the DLS-1 Version 5.2 or earlier software.