PROGRAMMING GUIDE

XTLN-WIFI PANEL

MODEL XTLN-WiFi
PROGRAMMING GUIDE

When using the XTLN-WiFi control for any listing organization's approved methods, refer to this manual and the XTLN-WiFi Installation Guide. These documents outline the installation and programming requirements of all applications for which the XTLN-WiFi is approved.

FCC Notice

This equipment generates and uses radio frequency energy and, if not installed and used properly in strict accordance with the manufacturer's instructions, may cause interference with radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specification in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the installer is encouraged to try to correct the interference by one or more of the following measures:

Reorient the receiving antenna

Relocate the computer with respect to the receiver

Move the computer away from the receiver

Plug the computer into a different outlet so that computer and receiver are on different branch circuits

If necessary, the installer should consult the dealer or an experienced radio/television technician for additional suggestions. The installer may find the following booklet, prepared by the Federal Communications Commission, helpful: "How to identify and Resolve Radio-TV Interference Problems."

This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402

Stock No. 004-000-00345-4

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Introduction

1.1 Before You Begin

Before starting to program, we recommend you read through the contents of this manual. The information in this document allows you to quickly learn the programming options and operational capabilities of the XTLN-WiFi panel.

After this Introduction, the remaining sections describe the functions of each programming menu items along with their available options. The XTLN-WiFi contains all of its programming information in an on-board processor and does not require an external programmer.

In addition to this manual, you should also be familiar with the following XTLN-WiFi documents:

- XTLN-WiFi Installation Guide
- XTLN-WiFi User's Guide
- XTLN-WiFi Programming Sheet

Programming Information Sheet

Included with each XTLN-WiFi panel is the Programming Sheet. This sheet lists the various options available for programming the panel. Before starting, completely fill out the sheet with the programming options you intend to enter into the panel.

Having completed programming sheets available while entering data helps to prevent errors and can shorten the length of time you spend programming. Completed sheets also provide you with an accurate account of the panel's program you can keep on file for future system service or expansion.

The remainder of the Introduction explains starting and ending a programming session.

1.2 Getting Started

Ground Yourself Before Handling the Panel! Touch any grounded metal before touching the panel to discharge static.

The XTLN-WiFi panel should be completely installed before you begin programming. Make sure the AC and battery wires are correctly installed.

Initializing the Panel

When programming an XTLN-WiFi panel for the first time or rewriting the entire program of an existing XTLN-WiFi, use the Initialization function described in section 2. Initializing clears the panel's memory of any old data and sets the highest numbered user number to user code 99.

Program from an LCD or Wireless Keypad

You can program the panel using an LCD Keypad connected to the panel PROG header.

Wireless Keypads can be used for panel programming after being programmed in the panel manually or by using the Wireless Keypad Association operation.

To enable association operation in the XTLN-WiFi panel, press the XTLN-WiFi RESET button 3 times within 12 seconds allowing 3 seconds between each press of the reset button. When in keypad association, the XTLN-WiFi Red and Green logo LEDs turn on steady.

For 60 seconds the panel listens for wireless keypads that are in the Installer Options Menu (3577 CMD) and have not been programmed, or associated into another panel. Those keypads are assigned to the first open device position automatically based upon the order in which they are detected. The keypad logo turns Green to indicate it has been associated with the panel. See the 9000 Series Wireless Keypad Installation Guide (LT-1107) for additional information.

Note: Programming can not be accessed using an Icon Series keypad. Use a 32-character keypad to complete the panel programming.

Accessing the Programmer

To access the programmer function of the XTLN-WiFi:

If using a standard LCD keypad, connect to the PROG header and set the keypad to Address 1.

If using a wireless LCD keypad, make sure panel communication has been established and the user menu appears on an associated keypad before continuing.

Press the RESET button for two seconds.

Enter the code 6653 (PROG).

The keypad displays: PROGRAMMER.

Remove the hardwired keypad (if used) when programming is completed.

1.3 Programming Menu

You are now ready to start programming the XTLN-WiFi panel. Pressing the COMMAND key scrolls you through the programming menu items listed below.

Menu Item	Section in This Manual	Menu Item	Section in This Manual
Initialization	2	System Options	10
Communication	3	Bell Options	11
Network Options	4	Output Options	12
Messaging Setup	5	Output Information	13
Device Setup	6	Area Information	14
Z-Wave Setup	7	Zone Information	15
Remote Options	8	Stop	16
System Reports	9	Set Lockout Code	17

To select a section for programming, press any Select key when the name of that section displays on the keypad. The detailed instructions for each programming step are found in sections 2 to 15 of this manual.

1.4 Programmer Lockout Codes

Although the XTLN-WiFi panel allows access to Programming without a lockout code, it is available to program one to restrict programming access to authorized individuals only. You can do this by using SET LOCKOUT CODE at the end of the programming menu.

Installing a lockout code

1. After entering the Programmer menu, the keypad displays PROGRAMMER. Press the COMMAND key until SET LOCKOUT CODE is displayed (after STOP).
2. Press any Select key. At the ENTER CODE: - display, enter a 1- to 5-digit programmer lockout code. Press COMMAND.
3. The display shows ENTER AGAIN. Enter the same lockout code again and press COMMAND. The display shows CODE CHANGED. The new code number must now be entered before the Programmer menu can be accessed.

The lockout code should be written down and kept in a secure place with access limited to authorized persons only.

Lost Lockout Code requires factory reset: If you lose or forget the lockout code, the panel must be sent back to the factory to be reset. There is no field option for gaining access to the panel without a valid lockout code.

1.5 Reset Timeout

The XTLN-WiFi has a feature that requires you to enter the Programmer within 30 minutes of resetting the panel. After 30 minutes, if you attempt to program by entering the 6653 (PROG) code, the keypad displays: RESET PANEL. You must reset the panel and enter the program code within the next 30 minutes.

If you are already in the Programmer and do not press any keys on the programming keypad for 30 minutes, the panel terminates programming. All data entered up to that point is saved in the panel's memory.

To exit the panel's Programmer you must use the Stop function. The STOP option is the second to the last option in programming. The programming session is then terminated and the keypad returns to the Status List.

1.6 Keypad

The DMP 9060 and 9063 Wireless LCD Keypads offer flexible features and functionality. Up to four wireless keypads can be used with the XTLN-WiFi panel. The operation is shown and described in the following sections.

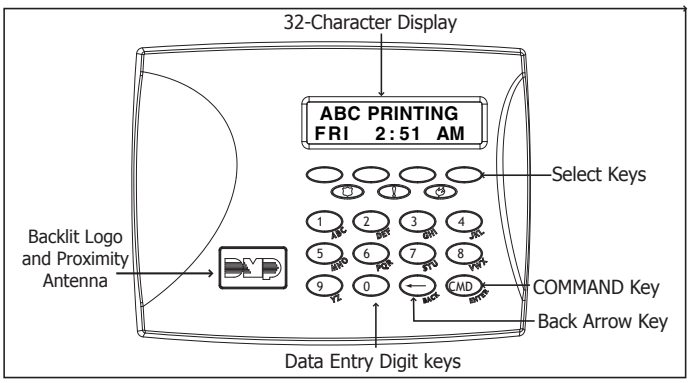


Figure 1: 9000 Series Wireless Keypad

1.7 Special Keys

The following special keys are common to all DMP keypads.

COMMAND (CMD) Key

Pressing the COMMAND key allows you to go forward through the programming menu and through each step of a programming section. As you go through the programming, the keypad display shows any current programming already stored in the panel memory. If no change is required for a prompt, press the COMMAND key to advance to the next step.

The COMMAND key is also used to enter information into the panel's memory such as phone numbers or zone names. Press the COMMAND key after entering information.

Back Arrow (<—) Key

Use the Back Arrow key to back up one step while programming. The Back Arrow key is also used when an error is made while entering information. Press the Back Arrow key once to erase the last character entered.

Select Keys

The top row of keys are called the Select keys on the 9000 Series Wireless Keypad. Each time you need to press a Select key, the keypad displays the function or options above one of the keys. Displaying choices above individual Select keys allows them to be used for many different applications. For example, you can enter AM or PM when programming the automatic test time or answer YES or NO for a system option.

During programming, the Select keys also allow you to change information currently in panel memory by pressing the appropriate Select key under or on the display. You then enter the new information using the keypad data entry digit keys.

When there are more than four response options available, press the COMMAND key to display the next one to four options. Pressing the Back Arrow key allows you to review the previous four choices.

The Select keys are also used for choosing a section from the programming menu. Press any Select key when the programming section name you want displays.

Note: When instructed to press the first Select key, press the far left Select key; the second Select key is the second from the left; third Select key is second from the right; and the fourth Select key is the far right key. See Figures 1 and 2.

1.8 Entering Alpha Characters

Some options during programming require you to enter alpha characters. To enter an alpha character, press or touch the key that has that letter written below it. The keypad displays the number digit of the key. Next, press the Select key that corresponds to the location of the letter under the key. Pressing a different Select key changes the letter. When another digit key is pressed, the last letter displayed is retained and the process starts over.

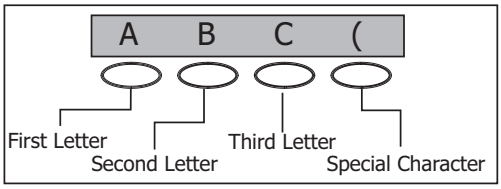


Figure 2: 9060/9063 Select Keys

1.9 Entering Non-Alpha Characters

To enter a space in an alpha entry, press the 9 digit key followed by the third Select key. The three characters on the 9 digit key are Y, Z, and space. You can also enter the following characters: – (dash), . (period), * (asterisk), and # (pound sign) using the 0 (zero) key and the four Select keys from left to right. For example, to enter a – (dash), press the 0 (zero) key and then the left Select key. A dash now appears in the keypad display. The table below shows the character locations for DMP keypads.

Key Number	Select Key 1	Select Key 2	Select Key 3	Select Key 4
1	A	B	C	(
2	D	E	F	)
3	G	H	I	!
4	J	K	L	?
5	M	N	O	/
6	P	Q	R	&
7	S	T	U	@
8	V	W	X	,
9	Y	Z	space	_
0	-	.	*	#

1.10 Keypad Displays Current Programming

Each programming prompt displayed at the keypad shows the currently selected option in the panel memory. These options are either shown as a number, a blank, or a NO or YES. To change a number or blank to a new number, press any top row Select key. The current option is replaced with a dash. Press the number(s) on the keypad you want to enter as the new number for that prompt. It is not necessary to enter numbers with leading zeros. The panel automatically right justifies the number when you press the COMMAND key.

To change a programming prompt that requires a NO or YES response, press the Select key for the response not selected. See Figure 3.

For example, if the current prompt is selected as YES and you want to change it to NO, press the third top row Select key. The display changes to NO. Press the COMMAND key to display the next prompt.

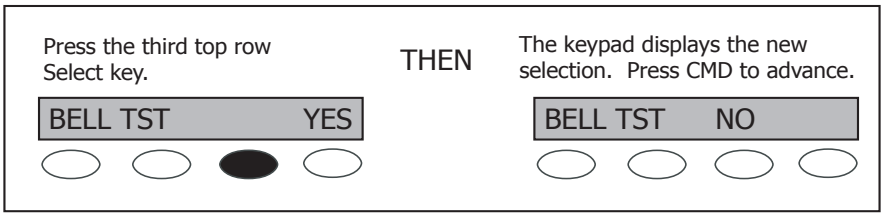


Figure 3: Changing the Current Programming Option

Initialization

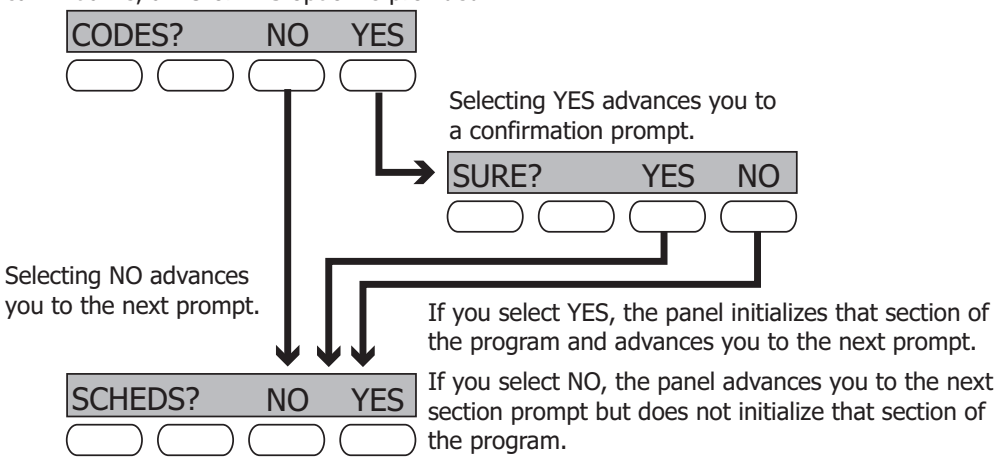
2.1 Initialization

INITIALIZATION

This function allows you to set the panel's programmed memory back to the factory defaults in preparation for system programming.

After you select YES to clear a section of memory, the panel asks if you are sure you want to clear the memory. This is a safeguard against accidently erasing part of your programming. No memory is cleared from the programming until you answer YES to the SURE? YES NO prompt.

For each section of the panel program you can initialize, a NO or YES option is provided.



2.2 Clear All Codes

CODES? NO YES
SURE? YES NO

NO leaves existing user codes intact.

YES clears the user code memory and assigns the user code number 99 to user 30 on the XTLN-WiFi.

2.3 Clear All Schedules

SCHEDS? NO YES
SURE? YES NO

NO leaves existing schedules intact.

YES clears all schedules from the XTLN-WiFi programming.

2.4 Clear Events

EVENTS? NO YES
SURE? YES NO

NO leaves existing event memory intact.

YES clears all event memory currently held in the panel's Display Events buffer.

2.5 Clear Zone Programming

ZONES? NO YES
SURE? YES NO

NO leaves existing zone information intact.

YES sets all zones in the system to * UNUSED *

2.6 Clear Communication

COMM? NO YES
SURE? YES NO

NO leaves existing communication and messaging programming intact.

YES clears communication and messaging programming to factory defaults.

2.7 Clear WiFi

CLEAR WIFI NO YES
SURE? YES NO

Select YES to set the WiFi options back to their factory defaults. Select NO to return to the INITIALIZATION menu.

After selecting YES to clear the WiFi options, the XTLN-WiFi displays SURE? YES NO for confirmation to clear the memory. This is a safeguard against accidentally erasing the programming. No memory is cleared from the programming until you answer YES to the SURE? option. Selecting NO leaves WiFi options unchanged.

2.8 Set to Factory Defaults

DEFAULTS? NO YES
SURE? YES NO

NO leaves the remainder of the existing panel programming intact.

YES sets the panel's programming back to factory default selections and clears all Z-Wave device programming and Favorites from the panel. Selecting YES does not clear the panel's event memory, zone, user code information, or schedules.

Communication

3.1 COMMUNICATION

Communication

The Communication section allows you to configure the communication settings for the XTLN-WiFi panel. After choosing the Communication Type, continue through the list of options.

3.2 ACCOUNT NO: **12345**

Account Number

Enter the account number sent to the receiver. The range of account numbers are 1 to 65535. For account numbers of four digits or less, you do not have to enter leading zeros. The panel automatically right justifies the account number. Default is 12345.

3.3 XMIT DELAY: **30**

Transmission Delay

Enter the number of seconds (15 to 45 seconds) the panel waits before sending burglary alarm reports to the receiver. The wireless siren and relay outputs are not delayed during this period. Enter 0 (zero) to disable this function. The default is 30.

3.4 COMM TYPE: **NET**

Communication Type

This specifies the communication method the panel uses to contact the receiver. Press any Select key to display the following communication options:

NET NONE

NET - Network communication to DMP Model SCS-1R or SCS-VR Receivers.

NONE - For local systems. Selecting this ends communication programming.

3.5 TEST TIME 00:00 **AM**

Test Time

Press COMMAND to enter the Test Time. Enter the time of day the panel sends the test report to the SCS-1R or SCS-VR Receiver. Use entries between 12:00 to 11:59 and then choose AM or PM.

3.6 NET TEST DAYS: **1**

Net Test Days

Enter how often the panel test report is sent to the receiver. Enter from 1 to 60 days. Enter zero to disable the test report. Default is 1 (one) day. This option only displays if a test time is entered.

3.7 CHECKIN: **200**

Check In Minutes

Check-in reports are a method of supervising the panel for communication with the receiver. Enter the number of minutes between check-in reports. Select from 0 or 3-240 minutes. Enter 0 (zero) to disable the check-in option. Default is 200.

3.8 FAIL TIME: **240**

Fail Time

Fail Time allows the receiver to miss a defined number of check-ins before logging that the panel is missing. For example, if checkin is 20 and Fail TIME is 30, the SCS-1R receiver only indicates a Panel Not Responding after 30 minutes. The Fail TIME must be equal to or greater than the CHECKIN minutes: If the CHECKIN is 20 minutes, the FAIL TIME must be 20 or more. The maximum FAIL TIME is 240 minutes. Select from 0 or 3-240 minutes. The default fail TIME is 240 minutes.

Closing Wait operation: Closing Wait operation is activated if Fail Time is set to 3 minutes and O/C Reports in System Reports is YES and O/C User reports in Communication Programming is set to YES.

Closing Wait provides a delay time before a monitored system arms until the panel receives an acknowledgment of the closing report from the central station receiver. During the delay, the keypad displays ONE MOMENT . . .

Once the closing is acknowledged from the SCS-1R receiver, the keypad buzzes for one second and then displays an armed status message. If the primary communication fails, the message LOCAL ALARM ONLY appears.

3.11 RECEIVER 1 PROG

Receiver 1 Programming

Allows you to set the options for the first receiver the XTLN-WiFi panel attempts to contact when sending reports. The XTLN-WiFi supports communication to two receivers.

3.12 ALARM NO **YES**

Alarm Reports

YES enables Abort, Alarm, Alarm Restoral, Alarm Bell Silenced, Ambush, Exit Error, and System Recently Armed reports to be sent to this receiver. Default is YES.

3.13 SPV/TRBL NO **YES**

Supervisory/Trouble Reports

YES enables Supervisory, Trouble, Trouble Restoral, Force Armed, Late to Close, and Fault reports to be sent to this receiver. Default is YES.

3.14 O/C USER NO **YES**

Opening/Closing and User Reports

YES enables Opening/Closing, Code Changes, and Bypass reports by user to be sent to this receiver. Default is YES.

3.15 TEST RPT NO **YES**

Test Report

Enter YES to enable the Recall Test report to be sent to this receiver. Default is YES.

3.16 FIRST IP ADDR **0.0.0.0**

First IP Address

Enter the first (primary) IP address where the panel sends NET messages. Enter the first section of digits and the panel will insert the periods. For example, enter IP address 192.168.0.250 as 192. The period displays automatically and then proceeds to the next number set, which is 168 in the example.

3.17 FIRST IP PORT **2001**

First IP Port

Enter the first IP port number to be used in conjunction with the first IP Address. The IP port identifies the port used to communicate messages to and from the panel. The default IP Port setting is 2001.

3.18 SECOND IP ADDR **0.0.0.0**

Second IP Address

Enter the second IP address where the panel sends network messages. Enter the first section of digits and the panel will insert the periods. For example, enter IP address 192.168.0.250 as 192. The period displays automatically and the panel proceeds to the next number set, which is 168 in the example.

3.19 SECOND IP PORT **2001**

Second IP Port

Enter the second IP port number to be used in conjunction with the second IP address. The IP port identifies the port used to communicate messages to and from the panel. The default IP Port setting is 2001.

3.20 RECEIVER 2 PROG

Receiver 2 Programming

Allows you to set the options for the second receiver the XTLN-WiFi panel attempts to contact when sending reports. The XTLN-WiFi supports communication to two receivers. If you select YES for any of the Receiver 2 options, you must have at least one IP address programmed in Receiver 2 programming. Receiver 2 defaults are set to NO.

3.21 ALARM **NO** YES

Alarm Reports

YES enables Abort, Alarm, Alarm Restoral, Alarm Bell Silenced, Ambush, Exit Error, and System Recently Armed reports to be sent to this receiver. Default is NO.

3.22 SPV/TRBL **NO** YES

Supervisory/Trouble Reports

YES enables Supervisory, Trouble, Trouble Restoral, Force Armed, Late to Close, and Fault reports to be sent to this receiver. Default is NO.

3.23 O/C USER **NO** YES

Opening/Closing and User Reports

YES enables Opening/Closing, Code Changes, and Bypass reports by user to be sent to this receiver. Default is NO.

3.24 TEST RPT **NO** YES

Test Report

YES enables the Recall Test report to be sent to this receiver. Default is NO.

3.25 FIRST IP ADDR **0.0.0.0**

First IP Address

Enter the first (primary) IP address where the panel sends NET messages. Enter the first section of digits and the panel will insert the periods. For example, enter IP address 192.168.0.250 as 192. The period displays automatically and the panel proceeds to the next number set, which is 168 in the example.

3.26 FIRST IP PORT **2001**

First IP Port

Enter the first IP port number to be used in conjunction with the First IP Address. The IP port identifies the port used to communicate messages to and from the panel. The default IP Port setting is 2001.

3.27 SECOND IP ADDR **0.0.0.0**

Second IP Address

Enter the second IP address where the panel sends NET messages. Enter the first section of digits and the panel will insert the periods. For example, enter IP address 192.168.0.250 as 192. The period displays automatically and the panel proceeds to the next number set, which is 168 in the example.

3.28 SECOND IP PORT **2001**

Second IP Port

Enter the second IP port number to be used in conjunction with the second IP Address. The IP port identifies the port used to communicate messages to and from the panel. The default IP Port setting is 2001.

Network Options

Network Options are provided to define the network configuration for the panel. This information will be used during communication of messages via network or email.

4.1

DHCP? NO **YES**

DHCP

Select YES (fourth select key) to use dynamic IP address information for the XTLN-WiFi IP Address, Subnet Mask, and Gateway Address. Select NO (third select key) to enter static IP information.

4.2

LOCAL IP ADDRESS:
192.168.0.201

IP Address

Enter the IP address of the XTLN-WiFi. Default is 192.168.0.201.

4.3

GATEWAY ADDRESS:
192.168.0.1

Gateway Address

Enter the local gateway address of the XTLN-WiFi. Default is 192.168.0.1

4.4

SUBNET MASK:
255.255.255.0

Subnet Mask

Enter the local subnet mask assigned to the XTLN-WiFi. Default is 255.255.255.0

4.5

DNS SERVER
0.0.0.0

DNS Server

Enter the DNS Server address of the panel. Default is 0.0.0.0.

Note: The DHCP programming in the panel must be set to NO.

4.6

PROG PORT:
2001

Programming Port

Enter the programming port number. The programming port identifies the port used to communicate messages to and from the panel. The default Programming Port setting is 2001.

4.7

SSID:
-

Service Set Identification (SSID)

Enter up to 32 characters for the SSID from the wireless router to identify the wireless LAN. The SSID is blank by default. Use the chart below to enter lowercase or special characters. Each successive press of the select key gives additional options. For example, to enter Me5%, you would press key # 5, select key 1 (M); press key # 2, select key 2 twice (e); press key # 5 (5); press key # 7, select key 4 twice (%).

Key Number	Select Key 1	Select Key 2	Select Key 3	Select Key 4	
1	A, a,	B, b	C, c	(, [, {	Note: When \ is entered, the XTLN-Wifi will display ¥. When ~ is entered, -> will display.
2	D, d	E, e	F, f	),], }	
3	G, g	H, h	I, i	!, ^, ~	
4	J, j	K, k	L, l	?, ", |	
5	M, m	N, n	O, o	/, \, `	
6	P, p	Q, q	R, r	&, $	
7	S, s	T, t	U, u	@, %	
8	V, v	W, w	X, x	, =	
9	Y, y	Z, z	space, :	_, ;	
0	-, +	., '	*, <	#, >	

SSID:
SSID FOUND

SSID:
SSID NOT FOUND

When an SSID is entered for the first time or changed, the XTLN-WiFi searches for the SSID entered to ensure communication. The keypad then displays either SSID FOUND or SSID NOT FOUND.

While the SSID is being computed, PROCESSING displays on the keypad.

Note: Depending on the security type, the SSID might take up to 35 seconds to process.

4.8

W/L SECURITY:
WPA2-PSK

Wireless Security Type

Select the security type based on the wireless router programming. The default wireless security type is WPA2-PSK. Press any select key to display the other security options.

W/L SECURITY:
WE6 WE1 WPA WPA2

Press the first select key to choose WEP64, press the second select key for WEP128, press the third select key to choose WPA-PSK, or press the fourth select key to choose WPA2-PSK. Press the Command key to display the fifth option, NONE.

4.9

W/L KEY:
-

Wireless Network Key

This prompt displays only if a security option other than NONE is chosen. Enter the key provided from the wireless router's programming. WEP64 requires a key of 10 characters and WEP128 requires 26 characters, both using a combination of the number 0-9 and the letters A-F. WPA/WPA2-PSK uses a custom key that allows up to 32 characters (refer to the SSID chart). The default is blank.

Note: Depending on the security type, the key might take up to 35 seconds to process.

Messaging Setup

5.1 MESSAGING SETUP

Messaging Setup

This section allows you to enter the information needed to send and receive messages directly to and from the panel via email and MyAccess™ text messaging using network communication. All of the name and password options below allow up to 32 lowercase characters to be entered. The Destination addresses allow up to 48 characters to be entered. System Name is displayed with initial caps.

The transmitted messages are:

- Zone Alarms by Zone Name
- Zone Troubles by Zone Name
- Zone Bypass by User
- Arming (Closings) by User
- Disarming (Openings) by User
- Late to Close
- Late to Open
- Early to Close
- AC Power Trouble and Restoral
- System Low Battery
- Ambush
- Abort, Cancel and Alarm Verified by User
- Check-in by User

5.2

ENABLE MESSAGING
NO YES

Enable Messaging

Select YES to allow the panel to send messages to three programmed destinations. Default is NO.

5.3

SYSTEM NAME
-

System Name

Enter a unique name for the panel. The panel name is used as the sender of the message. The text entered is displayed with initial caps. If this field is left blank, the panel account number is sent.

5.4

DESTINATION 1
-

Destination 1

Enter the first email address where messages will be sent. The message can be sent to any device (computer, cell phone, PDA) as long as a valid email address is entered. When entering email addresses, press the 7 digit key followed by the fourth Select Key to add the @ symbol and the 9 digit key followed by the fourth Select Key to add the _ symbol. See the Entering Non-Alpha Characters section for additional symbols.

Note: Mail servers that require Transport Layer Security (TLS) encryption are not supported by the XTLN-WiFi.

5.5

DESTINATION 2
-

Destination 2

Enter the second destination email address.

5.6

DESTINATION 3
-

Destination 3

Enter the third destination email address.

5.7

O/C EMAIL **NO** YES

O/C Email

Select YES to allow the panel to send Opening and Closing reports via email. Default is NO. This prompt appears only if any destination is an email address.

5.8

SMTP SERVER
-

SMTP Server

Enter the SMTP (Simple Mail Transfer Protocol) Server name. The SMTP email server is responsible for sending the email to its destination. An example SMTP email server name is: mail.somedomain.com. The domain should be the email server that will provide email support for your alarm customers.

5.9

SMTP PORT: **25**

SMTP Server Port

The SMTP server port number is the port that the panel uses to initiate a TCP connection with the email server. The default port is 25.

5.10

SMTP USERNAME
_

SMTP Username

Most SMTP servers require a username to send email. This will be sent to the SMTP server in conjunction with the SMTP Password to provide email authentication to the server.

5.11

SMTP PASSWORD
_

SMTP Password

Most SMTP servers require a password to send email. This will be sent to the SMTP server in conjunction with the SMTP Username to provide email authentication to the server.

5.12

FROM EMAIL
_

From Email Address

Enter the email address on file with the email service. This will show up in the email messages as the sender's address.

Device Setup

6.1 DEVICE SETUP

Device Setup

This section allows you to define the XTLN-WiFi panel wireless keypad configuration. You can install and address up to four wireless keypads.

6.2 DEVICE NO:-

Device Number

Enter the device number of the wireless keypad you are programming. The valid range is 2-5.

Note: Address one is reserved for the XTLN-WiFi programming keypad attached during programming. After you program each option for the first keypad, repeat these programming steps for each additional keypad.

6.3 * UNUSED *

Device Name

This section allows you to define a 16 character alphanumeric name for the device number. If no name is entered, *UNUSED* is displayed.

To remove a keypad from the system, delete the device name by pressing any Select key, then press the COMMAND key. The device name is now displayed as * UNUSED *.

6.4 WIRELESS? NO **YES**

Wireless

Select YES to use a wireless keypad. Default is YES.

6.5

SERIAL#: XXXXXXXX

Serial Number

Enter the eight-digit serial number found on the wireless keypad.

6.6

SUPRVSN TIME: **240**

Supervision Time

Press any top row key to select the supervision time required for the device. Press COMMAND to accept the default time. Default is 240 minutes.

SELECT MINUTES:
0 60 240

Press the Select key under the required number of minutes. The device must check in at least once during this time or a missing condition is indicated for that device. Zero (0) indicates an unsupervised wireless keypad.

Note: When the panel is reset, panel is powered down and powered up, or programming is complete, the supervision timer restarts for all wireless keypads.

Z-Wave Setup

7.1 Z-Wave Setup

ZWAVE SETUP

This section allows you to add, list or remove up to 232 Z-Wave devices.

7.2 Z-Wave Setup Options

ZWAVE SETUP
ADD LIST REMOVE

Select ADD to add a Z-Wave device to the panel. Select LIST to display a list of devices stored in the panel. Select REMOVE to completely remove a Z-Wave device from the Z-Wave network and panel memory.

ZWAVE SETUP
FAV XFER REDISC

Pressing the Command key displays additional options. Select FAV to go to the Favorites menu. Select XFER to transfer Z-Wave device information from a portable Z-Wave controller to the panel. Select REDISC to rediscover the Z-Wave network.

7.3 Adding Z-Wave Devices

PRESS BUTTON ON
DEVICE TO ADD

When ADD is selected, you must press the button on the Z-Wave device to add it to the list of devices stored in the panel.

DEVICE FOUND

When the device information is received by the panel, the keypad beeps once and displays DEVICE FOUND.

TYPE: LIGHT
LIGHT xx ADDED

LIGHT xx NAME:
XXXXXXXXXXXXXX

Once added, the top row displays the type of device and the second line displays the default device name, which is the device type and device number. Pressing the Command key displays the default name. Press any select key and enter up to a 16 character custom name for the device. Press the Command key to store the new name in memory.

ZWAVE TABLE FULL

A maximum of 232 Z-Wave devices can be added to the panel. When the maximum amount of devices has been added the keypad displays ZWAVE TABLE FULL.

7.4 List

DEVICE LIST:
XXXXXXXXXXXXXX

When LIST is selected, the first Z-Wave device stored in the panel is displayed. Remaining devices can be viewed by pressing the Command key. Light type devices are displayed first, followed by Lock type devices and then Thermostat type devices.

DEVICE
RENAME STATUS

When a device is displayed, select RENAME to enter up to 16 characters for a new device name. To determine communication with the device on the Z-Wave network, select STATUS.

7.4.1 Okay

BEDROOM LAMP
LIGHT xx OKAY

The device name and OKAY displays when the device stored in the panel communicates. Press the Command key to return to the device list and the next device in the list is displayed.

7.4.2 Failed

BEDROOM LAMP
LIGHT xx FAILED

The device name and FAILED displays when the device stored in the panel does not communicate. Press the Command key to advance to the Remove Failed Device prompt.

7.4.2.1 Remove Failed Device?

REMOVE FAILED
DEVICE? NO YES

Select YES to remove the failed device from the panel memory. Select NO to leave the device in the panel memory and to return to the device list.

LIGHT
REMOVED

When the device has been removed, the device name and REMOVED is displayed to indicate the Z-Wave device has been removed from the Z-Wave network and panel memory.

7.5 Remove

PRESS BUTTON ON
DEVICE TO REMOVE

This option allows you to remove Z-Wave devices from the Z-Wave network and panel memory. You must press the button on the Z-Wave device to remove it from the Z-Wave network.

LIGHT
REMOVED

When the device has been removed, the device name and REMOVED is displayed to indicate the Z-Wave device has been removed from the Z-Wave network and panel memory.

7.6 Favorites

FAVORITE NUMBER:-

This option allows you to group up to 25 Z-Wave devices as a Favorite. A Favorite can be assigned as an output to turn on. Enter a number from 1-20. It is not necessary to enter leading zeros. To remove a Favorite, enter the number (1-20) assigned to the Favorite. The name of the Favorite displays. Press any select key to remove the name and press Command to delete the Favorite.

Note: To use the Armed Output with a Favorite, you must program the Favorites to allow for the system arming type. See the Armed Output section in Output Options for more information.

FAVORITE01:
* UNUSED *

FAVORITE01:
ALL HOME LIGHTS

Press any select key to enter or change the 16-character name for the Favorite. A name must be assigned to the Favorite for it to be enabled. As an example, ALL HOME LIGHTS displays as the name for FAVORITE01.

Note: Favorites can only be activated, or turned on, never deactivated. A separate Favorite must be created to change the conditions set by the first Favorite, such as turning off the lights.

7.6.1 Add, Edit, or Remove Device from Favorite

ALL HOME LIGHTS:
ADD EDIT REMOVE

When ADD is selected, the first Z-Wave device stored in the panel that has not already been added to this Favorite is displayed. Remaining devices can be viewed by pressing the Command key.

ENTRY LIGHT
SETTING: ON

Press any select key to assign the displayed device to the Favorite. The display shows the device name and the default setting for the device. To change the setting, press any select key to display setting options, such as ON/OFF or LOCK/UNLOCK. Press the select key under the new setting.

FAVORITE FULL

A maximum of 25 devices can be assigned to each Favorite. When attempting to add a device and the maximum number of devices has been assigned, FAVORITE FULL is displayed.

DEVICE LIST:
XXXXXXXXXXXXXXXX

When EDIT is selected, the first Z-Wave device stored in the Favorite displays. Remaining devices can be viewed by pressing the Command key. Press any select key to display the device name and the setting for the device. To change the setting, press any select key to display setting options Press the select key under the new setting.

REMOVE DEVICE
FROM FAV? NO YES

When REMOVE is selected, press any select key to remove the device from the Favorite. REMOVE DEVICE FROM FAV? displays on the keypad. When YES is selected, the device is removed from the Favorite.

7.7 Transfer Controller

TRANSFERRING
ZWAVE DEVICES

Select XFER to transfer primary control and all existing Z-Wave devices currently programmed in a Z-Wave portable controller to the 738Z and panel. This operation overwrites all Z-Wave devices already programmed in the 738Z and panel.

XFER CNTLR
SURE? YES NO

Selecting YES allows the panel to begin accepting the device information from the Z-Wave portable controller. Initiate the primary control transfer at the Z-Wave portable controller after starting the transfer at the panel. No programming is removed from the 738Z or panel until the Z-Wave portable controller begins the transfer. Refer to the Z-Wave portable controller documentation to initiate the Primary Controller Shift transfer. The transfer should not be stopped once the process has been initiated from the Z-Wave portable controller. Press the Backarrow key to cancel the transfer.

TRANSFERRING
ZWAVE DEVICES

During the transfer process, TRANSFERRING ZWAVE DEVICES displays on the keypad. All Z-Wave devices are added to the 738Z and panel with a default name (device type and number). Refer to the Z-Wave Setup Options to assign a 16-character name to the devices after the transfer is complete.

TRANSFERRING
FAILED

If the transfer fails, TRANSFERRING FAILED displays and then returns to the Z-Wave Setup menu.

Selecting NO exits the Transfer Control menu.

7.8 REDISCOVERING ZWAVE DEVICES

Rediscover

When REDISC is selected, the 738Z identifies each programmed device on the Z-Wave network and re-configures the message routes. REDISCOVERING ZWAVE DEVICES displays while the 738Z is searching the Z-Wave network. All existing Z-Wave devices programmed in the 738Z are then imported into the panel. If the panel is programmed with a Z-Wave device that does not match the 738Z, the panel information is overwritten with the 738Z programming. Only Z-Wave devices already programmed into the 738Z and panel are included in the rediscovery search. When the rediscovery is complete, the keypad returns to the Z-Wave Setup menu.

REMOTE OPTIONS

Remote Options

8.1 REMOTE OPTIONS

Remote Options

This section allows you to enter the information needed for Remote Command/Remote Programming operation via NET communication. A description of the Remote Options follows:

8.2 RMT KEY:

Remote Key

This option allows you to enter a code of up to eight digits for use in verifying the authority of an alarm or service receiver to perform a remote command/programming session. The receiver must give the correct key to the panel before being allowed access. All panels are shipped from the factory with the Remote Key preset as blank.

To enter a new Remote Key, press any Select key and enter any combination of up to 8 digits. The numbers you enter appear as asterisks. Press COMMAND.

8.3 DISARM NO **YES**

Remote Disarm

Enter YES to enable the panel to be disarmed remotely. Selecting NO disables remote disarming. Default is YES.

System Reports

9.1 SYSTEM REPORTS

System Reports

This function allows you to select the reports the XTLN-WiFi sends to the receiver.

9.2 O/C RPTS **NO**

Opening/Closing Reports

NO - No Opening/Closing Reports are sent.

YES - Sends Opening/Closing Reports for each programmed area.

9.3 ABORT **NO** YES

Abort Reports

YES allows the panel to send an Alarm Abort Report to the receiver any time an area is disarmed during Transmit Delay before an alarm report is sent and the Bell Cutoff Time has not expired. See the Bell Cutoff section. The area must be disarmed and no zones that were in alarm can still be armed.

YES also allows a Bell Silenced Report to be sent if the alarm bell is silenced with a valid user code during an alarm. Default is NO.

Note: Alarm Cancel or Verify Reports are sent if the alarm is canceled or verified after being sent to the alarm receiver, if the Bell Cutoff timer has not expired. The Abort Reports option does not affect Cancel or Verify reports.

The panel will not send Abort reports for Fire zones, or Supervisory-type zones.

9.4 RESTORAL **YES**
NO YES DISARM

Zone Restoral Reports

This option allows you to specify whether the panel sends zone restoral reports and when they will be sent.

NO - Restoral reports are not sent by the panel.

YES - The panel always sends zone restoral reports at the time the zone restores from an alarm or trouble condition.

DISARM - The panel sends zone restoral reports when a zone that has restored from an alarm or trouble is disarmed. Twenty-four hour zones send restorals immediately.

9.5 BYPASS NO **YES**

Bypass Reports

YES allows the panel to send all zone bypass, reset, and force arm reports to the receiver. The bypass report includes the zone number, zone name, and the user number of the individual bypassing the zone.

9.6 CODE CHG **NO** YES

Code Change Reports

YES allows the panel to send all code additions, changes, and deletions to the receiver. The code change report includes the user number added or deleted and the user number of the individual making the change.

9.7 AMBUSH **NO** YES

Ambush

YES allows an ambush report to be sent any time user code number one is entered at a keypad. Selecting NO disables the ambush report and allows user code number one to operate the same as all other codes.

9.8 LATE TO OPEN
MINUTES: **0**

Late To Open

Enter 1-240 as the number of minutes to elapse that the system may remain armed after the opening time of a schedule without sending a Late To Open message. If the system continues to be armed after the Late to Open minutes expire, a Late To Open message is sent to the central station. Default is 0, which disables the Late To Open option.

9.9 EARLY TO CLOSE
MINUTES: **0**

Early To Close

Enter 1-240 as the number of minutes that the system can be armed prior to the scheduled closing time. If the system is armed prior to the Early to Close minutes, an Early To Close message is sent to the central station. Default is 0, which disables the Early to Close option.

System Options

10.1 SYSTEM OPTIONS — System Options

This section allows you to select system wide parameters used in the operation of the XTLN-WiFi panel. A description of each System Option follows:

10.2 SYSTEM: **ALL/PERIM** / AREA **A/P** H/A — System

This configures the panel as either a six Area system, an All/Perimeter system (Perimeter/Interior), or a Home/Away system (Perimeter, Interior, and Bedrooms). Zones must be assigned to Bedrooms for the area to be active.

Wireless zones in an Area or All/Perimeter system resound the trouble buzzer every four hours when zone trouble or low battery is displayed.

10.3 CLS CODE **NO** YES — Closing Code

When YES is selected, a code number is required for system arming. If NO is selected, a code number is not required for system arming. Default is NO.

10.4 CLS CHK **NO** YES — Closing Check

Select YES to enable the panel to verify that all areas have been armed after a schedule expires. If the Closing Check finds any areas disarmed past the scheduled time, all keypads emit a steady beep and display CLOSING TIME!. The user must extend the schedule or arm the system within 10 minutes or a Late to Close message is sent to the central station. Default is NO.

10.5 ENTRY DLY 1: **30** / ENTRY DLY 2: **60** — Entry Delay 1

Enter the entry delay time for all exit type zones programmed to use Entry Delay 1. When an armed Exit type zone is faulted, the keypad prewarn tone begins sounding. ENTER CODE:- and the name of the zone causing the Entry Delay displays on all keypads.

When the first digit of a code is entered, the prewarn tone stops at the keypad. If, within five seconds, a valid user code is not entered or an invalid user code is entered, the prewarn tone begins sounding again. Fifteen seconds must elapse before entering a digit silences the prewarn tone again.

The area must be disarmed before the entry delay expires or an alarm is detected. All Burglary type zones in all areas are delayed along with the Exit zone.

Entry delay times can be from 30 to 250 seconds. Repeat the above for Entry Delay 2 if it is being used. Default is 30 seconds for Entry Delay 1.

Note: Specific Exit Error operation is based on the Entry Delay used (1 or 2) with an EX type zone. See Exit Delay.

10.6 EXIT DELAY: **60** — Exit Delay

Enter the Exit Delay time for all Exit type zones. When the exit delay time starts, all activity on exit and burglary zones is ignored until the exit delay expires. The keypad displays the Exit Delay time countdown and annunciates the Exit Delay tone at 8 second intervals until the last 10 seconds when annunciation is at 3 second intervals. The exit delay can be from 45 to 250 seconds. Default is 60 seconds.

During Exit Delay, if an exit zone trips, then restores, and trips again, the Exit Delay timer restarts. This restart can occur only once.

Exit Error Operation: At arming, when an entry/exit zone (EX) is faulted at the end of the exit delay then one of two sequences occur:

For Entry Delay 1 EX type zones:

- the bell sounds for the length of time set in Bell Cutoff programming
- the Entry Delay operation starts, requiring code entry to disarm
- if not disarmed, a zone alarm and an Exit Error are sent to the receiver

For Entry Delay 2 EX type zones:

- the zone is force armed and a zone force arm message is sent to the receiver
- an Exit Error is sent to the receiver
- the bell sounds for the length of time set in Bell Cutoff programming

10.7 CRS ZONE TM: 0 Cross Zone Time

Enter the time allowed between zone faults. When a zone programmed for cross zoning faults, the panel begins counting down the Cross-Zone Time entered here. If the same zone or another cross-zoned zone faults within this time, an alarm report is sent to the receiver.

If the Cross-Zone Time expires without the second zone fault, only a zone fault report from the first zone is sent to the receiver. The Cross-Zone Time can be from 4 to 250 seconds in one second increments. Enter 0 (zero) to disable the Cross-Zone Time feature. Default is 0 (zero). See the Appendix.

10.8 PWR FAIL HRS: 1 Power Fail Delay

This option tracks the duration of an AC power failure. The delay time can be from 1 to 9 hours. When the AC power is off for the length of the programmed delay time, an AC power failure report is sent to the receiver. For example, if the power failure delay is set for two hours, then the AC power failure report will be sent between 2-3 hours. Entering a 0 (zero) sends the AC power failure report within 15 seconds. Default is 1.

10.9 SWGRBYPS TRIPS: 2 Swinger Bypass Trips

Enter the number of times (1-6) a zone can go into an alarm or trouble condition within one hour before being automatically bypassed. Bypassed zones are automatically reset when the area they are assigned to is disarmed. All 24-hour zones are reset when any area of the system is disarmed. A programming Stop operation restores a bypassed zone. Entering 0 (zero) disables this function. Default is 2.

How it works

The panel hour timer starts at 59 minutes past the hour. If the hour timer expires before the trip counter is exceeded, the trip counter returns to 0 (zero). If the trip counter is exceeded before the hour expires, the zone is automatically bypassed by the panel. A Bypass Report is sent to the receiver if Bypass Reports is YES.

Note: Not investigated by UL.

10.10 RST SBYP **NO** YES Reset Swinger Bypass

When YES is selected, an automatically bypassed zone is reset if it remains in a normal condition for one complete hour after being bypassed. A report of the automatic reset is sent to the receiver if Bypass Reports has been selected as YES. Default is NO.

Note: Not investigated by UL.

10.11 ZN ACTY HRS: 0 Zone Activity Hours

This option provides supervision of a person living alone for non-activity. Enter the number of hours, 0 to 9, allowed to elapse without a disarmed zone being tripped before a message is sent to the receiver. Default is 0 (zero).

When the system is disarmed, the timer begins to countdown the number of hours programmed. Each time activity occurs, the timer restarts the countdown.
Before the countdown time expires, the keypad sounds a tone and PRESS ANY KEY displays to allow the user to restart the activity timer. The duration of the tone is the number of seconds programmed for Entry Delay 2.
Select the SUPV/TRBL receiver option in communication programming to send S93 ALARM: User Activity Not Detected, S94 Alert: Activity Check Enabled, and S95 Alert: Activity Check Disabled messages.
When an open/close schedule is programmed, the timer only counts down during the scheduled open period. Also, when a schedule is programmed, if the timer is counting down and the scheduled open time occurs, the timer resets and begins the countdown again.

10.12 Arm Activity Days

ARM ACTY DAYS: **0**

This allows selection of the number of days a countdown timer is set for area arming and disarming activity. The range for the countdown timer is 00 to 99.
When the timer counts down to zero because of no arming or disarming activity, the panel sends a "No Arming/Disarming" message to the receiver at 10:00 AM. Each time an area is armed or disarmed, the timer is restarted. When the countdown timer expires because of no arming or disarming activity, and a message is sent, the timer does not restart until a panel reset occurs or an area is armed or disarmed.
The SUPV/TRBL receiver option must be selected in communication programming for the message to be sent.

10.13 Time Zone Changes

TIME CHG NO **YES**

This option allows the panel to request automatic time changes from the DMP SCS-1R Receiver. For the receiver to send time changes, it must be programmed to send time changes and must be receiving time change updates from the host automation computer at least every 24 hours. Default is YES.

HRS FROM GMT: **6**

When time zone is programmed YES, enter the number (0-23) that indicates the Greenwich Time zone (GMT) where the panel is located. The default is 6. See table for GMT values.

GMT	City/Time Zone
0	London, Monrovia, Lisbon, Dublin, Casablanca, Edinburgh
1	Cape Verde Island, Azores
2	Mid-Atlantic, Fernando de Noronha
3	Buenos Aires, Georgetown, Brasilia, Rio de Janeiro
4	Atlantic Time (Canada), Caracas, La Paz, Santiago
5	Eastern Time (US, Canada) Bogota, Lima, Arequipa
6	Central Time (US, Canada), Mexico City, Saskatchewan
7	Mountain Time (US, Canada), Edmonton
8	Pacific Time (US, Canada), Tijuana
9	Alaska
10	Hawaii
11	Midway Island, Samoa
12	Fiji, Marshall Island, Wellington, Auckland, Kwajalein, Kamchatka

GMT	City/Time Zone
13	New Cadelonia
14	Guam, Sydney
15	Tokyo, Seoul
16	Hong Kong, Singapore
17	Bangkok, Hanoi
18	Dhaka, Almaty
19	Islamabad, Karachi
20	Abu Dhabi, Kazan
21	Moscow, Bagdad
22	Eastern Europe
23	Rome, Paris, Berlin

10.14 Time Display

TIME DSP NO **YES**

YES allows the keypad to display the time and day in the Status List. When NO is selected, time and day of the week are not displayed.

10.15 House Code

HOUSE CODE: -

A Wireless House Code between 1 and 50 is pre-programmed at the factory. To change the house code, press a top row select key. Enter a House Code from 1 to 50 and press the CMD button. The XTLN-WiFi automatically programs the house code into the wireless transmitters when the unique transmitter serial number is programmed into the panel. See Wireless programming in Zone Information. The house code identifies the panel, receiver, and transmitters to each other. When operating, the receiver listens for transmissions that have the programmed house code and transmitter serial number.

10.15.1 Detect Wireless Jamming

DET JAMNG **NO** YES

When enabled and the receiver detects jamming, a trouble or alarm message is sent to the receiver and displays in the Status List. Select YES to enable jamming messages to display in the Status List. Select NO to disable jamming messages. Default is NO.

10.15.2 Wireless Audible Annunciation

WLS AUDIBLE: DAY

Press any top row key to select the keypad buzzer annunciation method for wireless low battery and missing messages.

ANY **DAY** MIN

Select ANY to enable annunciation anytime.

Select DAY to enable annunciation except during sleeping hours (9 PM to 9 AM).

Select MIN (minimum) to annunciate only Fire zones during daytime hours (9 AM to 9 PM). Default is DAY.

10.16 Enable Keypad Panic Keys

KPD PANCS NO **YES**

This option allows the two-button panic key operation selected at a keypad to send the Panic, Emergency, or Fire message to the central station receiver. Select YES to enable the two-button panic operation. To disable the two-button panic operation, select NO. Default is YES.

10.17 Occupied Premises

OCCUPIED PREMISE
NO **YES**

Select YES to allow the panel to automatically disarm the interior area(s) when arming all areas and a perimeter zone is not tripped during the exit delay.

This False Alarm Reduction feature keeps a user from arming the entire system when they do not exit and remain in the premise. Select NO to not automatically disarm interior area(s). Default is YES.

10.18 Use False Alarm Question

USE FALSE ALARM
QUESTION? NO **YES**

Select YES to display IS THIS A FALSE ALARM? NO YES at the keypad in place of CANCEL VERIFY when a burglar alarm occurs. Select NO to dsiplay CANCEL VERIFY for burglar alarms.This operates for ALL/PERIM and HOME/SLEEP/AWAY arming systems.
Default is YES.

Bell Options

11.1 BELL OPTIONS

Bell Options

This section allows you to program the panel bell output functions. If using the Model 1135 or 1135DB Wireless Siren, the Trip with Panel Bell option should be selected in the Output Information programming for the siren.

11.2 BELL CUTOFF: **5**

Bell Cutoff Time

Enter the maximum time from 1 to 15 minutes that a wireless output remains on. If the output is manually silenced or the system is disarmed, the cutoff time is reset. Default is 5.

11.3 BELL TEST **NO** YES

Automatic Bell Test

When YES is selected, the 1135/1135DB wireless siren is turned on for two seconds when all areas in the system are armed. The Bell Test only occurs when the areas are armed from a keypad. Arming performed from an Arming zone or remotely from Remote Link™ does not activate the Bell Test.

Closing Wait operation

When Bell Test is set to YES, the closing wait function also operates. Closing Wait provides a delay time before a monitored system arms until the panel receives an acknowledgment of the closing report from the central station receiver. During the delay, the keypad displays ONE MOMENT . . . Once the closing is acknowledged, the keypad buzzes for one second and then displays the ALL SYSTEM ON message. If communication fails, the message LOCAL ALARM ONLY appears.

11.4 BELL OUTPUT: **0**

Bell Output

Enter the output number (31-34, 41-44) for an 1116 or 1117 wireless output when needed to follow the on and off condition of the bell action. Enter 0 (zero) to disable. Note: When BELL ACTION below is set to T for Temporal Code 3, this Bell Output action will be Pulse for wired outputs 1-4, wireless outputs 31-34 and 41-44.

11.5 BELL ACTION . . .

Bell Action

This defines the type of Bell Action from zone alarms that will occur. Trouble conditions do not activate Bell Action. There are seven zone types you can program individually for Bell Output. To provide a steady Bell Output, enter S. For a pulsed output, enter P. For a Temporal Code 3 output, enter T, and for no bell action, enter N.

11.5.1 FIRE TYPE: **P**

Fire

Defines Bell Action for Fire Type Zones. The default is set at P.

11.5.2 BURGLARY TYPE: **S**

Burglary

Defines Bell Action for Burglary Type Zones. The default is set at S.

11.5.3 SUPRVSRY TYPE: **N**

Supervisory

Defines Bell Action for Supervisory Type Zones. The default is set at N.

11.5.4 PANIC TYPE: **N**

Panic

Defines Bell Action for Panic Type Zones. The default is set at N.

11.5.5 EMERGNCY TYPE: **N**

Emergency

Defines Bell Action for Emergency Type Zones. The default is set at N.

11.5.6 AUXLRY 1 TYPE: **N**

Auxiliary 1

Defines Bell Action for Auxiliary 1 Type Zones. The default is set at N.

11.5.7 AUXLRY 2 TYPE: **N**

Auxiliary 2

Defines Bell Action for Auxiliary 2 Type Zones. The default is set at N.

Output Options

12.1 OUTPUT OPTIONS — Output Options

This section allows you to program output options for the 1116 and 1117 wireless outputs. Select from the following output numbers:

- 31 to 34
- 41 to 44
- F01 to F20 (To Activate Z-Wave Favorites)

12.2 COM FAIL OUT: 0 — Communication Failure Output

This output turns on when the panel fails to communicate with the receiver after eight successive attempts. Enter 0 (zero) to disable this output.

Note: To turn off the Communication Failure Output, disarm the panel or turn the output off using the User Menu Outputs On/Off function.

12.3 FIRE ALR OUT: 0 — Fire Alarm Output

This output turns on any time a fire type zone is placed in alarm. The output turns off using the Sensor Reset option when no additional fire type zones are in alarm. Enter 0 (zero) to disable this output.

12.4 PANC ALM OUT: 0 — Panic Alarm Output

This output/Favorite turns on any time a Panic Zone (PN) is placed in alarm. The output turns off using the Sensor Reset option once all Panic Zones are restored. Enter 0 (zero) to disable this output.

If a wireless output is programmed, the panel sends the Panic Test Cadence or the Panic Alarm Cadence to the output for 5 minutes when a Panic Test is performed or a Panic Zone is placed in alarm.

12.5 ENTRY OUT: 0 — Entry Output

This output/Favorite turns on at the start of the entry delay time. The output turns off when the area disarms or the entry delay time expires. Enter 0 (zero) to disable.

12.6 BEGIN EXIT: 0 — Begin Exit Output

This output/Favorite turns on any time an exit delay time starts. The output turns off when the system arms or when the arming has been stopped. Enter 0 (zero) to disable.

12.7 END EXIT: 0 — End Exit Output

This output/Favorite turns on any time an exit delay time ends. The output turns off when the system disarms. Enter 0 (zero) to disable.

12.8 READY OUT: 0 — Ready Output

This output/Favorite turns on whenever all disarmed zones are in a normal state. The output turns off when any disarmed zone is in a bad state. Enter 0 (zero) to disable.

12.9 ARMED OUT: 0 — Armed Output

This output/Favorite turns on any time an area of the system is armed. The output turns off when the system completely disarms. Enter 0 (zero) to disable this output.

Favorites:

For a Home/Away system:

When the system is armed **AWAY**, the programmed Favorite activates.

When the system is armed **SLEEP**, the programmed Favorite plus 1 is activated. For example, If the Armed Output is F05, F06 activates when Sleep is armed.

When the system is armed **HOME**, the programmed Favorite plus 2 is activated. For example, If the Armed Output is F05, F07 activates when Home is armed.

For an All/Perimeter system:

When the system is armed **ALL**, the programmed Favorite activates.

When the system is armed **PERIMETER**, the programmed Favorite plus 1 is activated.

For example, If the Armed Output is F05, F06 activates when Perimeter is armed.

For an Area system:

When any area of the system is armed, the programmed Favorite activates.

12.10 DISARMED OUT: 0 Disarmed Output

This output/Favorite turns on when all areas of the panel are disarmed. The output turns off when an area is armed.

12.11 BURGLARY OUT: 0 Burglary Output

This output/Favorite turns on any time a burglary zone goes into alarm. The output turns off when the area in which the alarm occurred disarms and no other burglary zones are in alarm. Enter 0 (zero) to disable this output.

12.12 ARM-ALARM OUT: 0 Arm-Alarm Output

Enter the output/Favorite to turn on steady when any area of the system is armed. If an alarm occurs causing the keypads to turn Red, this output pulses and continues to pulse for approximately three (3) minutes after the panel is disarmed. Enter 0 (zero) to disable.

Wireless Outputs

- The Arm-Alarm Output is compatible with the Model 1117 Wireless LED Annunciator and the Model 1116 Wireless Relay Output connected to a Model 572 Indicator LED.
- When the Model 1117 is battery operated, the LED is off when the system is armed to conserve battery life. If an alarm occurs, the output flashes quickly.
- When using the Model 1116 connected to a Model 572, the LED is on when the system is armed. If an alarm occurs, the output pulses.
- To operate the Arm-Alarm output within one second, program a fast response number from 41 to 44. Fast response operation reduces overall wireless output battery life.
- To operate the Arm-Alarm output within 15 seconds, program a slow response number from 31 to 34. Slow response operation increases overall wireless output battery life.

Output Information

13.1 Output Information

OUTPUT INFO

This section allows you to program and name wireless outputs into the panel.

13.2 Output Number

OUTPUT NO: -

Enter an output number. Select from the following output numbers:

- 31 to 34 — Slow response time* wireless outputs (activate within 15 seconds)
- 41 to 44 — Fast response time* wireless outputs (activate within 1 second)

Note: Addresses 31 to 34 and 41 to 44 are available for wireless outputs, wireless zones, or wireless key fob zones and can only be assigned to one device.

* The response time of a wireless output is the time it takes for a wireless output to activate once the panel event occurs. You determine whether a wireless output is a slow or fast response based on the output number assigned. A slow response output number extends battery life, but response time may be up to 15 seconds. A fast response output number responds within 1 second, but reduces battery life. Refer to the specific wireless output installation guide to determine battery life.

13.3 Output Name

* UNUSED *

This section allows you to define a 16 character alphanumeric name for any wireless output.

An output that is not part of the system must be marked * UNUSED *. To mark an output unused, press any Select key to display the default name, then press the COMMAND key. The programmer automatically programs the name as * UNUSED *.

13.4 Serial Number

SERIAL#: -

Enter the eight-digit serial number found on the wireless device.

ALREADY USED: ZXX

This message displays when the serial number is already programmed for another output or zone. The programmed output or zone number displays.

13.5 Supervision Time

SUPRVSN TIME: **240**

Press any top row key to select the supervision time required for the wireless output. Press COMMAND to accept the default time. Default is 240 minutes.

0 3 60 **240**

Select the required number of minutes. The transmitter must check in at least once during this time or a missing condition is indicated for that zone. 1100 Series transmitters automatically check in based on the supervision time selected for the wireless zone, no additional programming is needed. Zero (0) indicates an unsupervised transmitter.

The 3 minute supervision time is only available if using an 1135 or 1135DB Wireless Siren.

Note: When the panel is reset, a receiver is installed or powered down and powered up, or programming is complete, the supervision timer restarts for all wireless outputs.

13.6 Trip with Panel Bell Option

TRIP WITH PANEL BELL NO **YES**

This option displays when the wireless device is an 1135 or 1135DB wireless siren. Select YES to have the 1135/1135DB wireless siren follow the panel bell output. Default is YES.

Area Information

14.1 Area Information

AREA INFORMATION

This section allows you to assign functions to individual areas for XTLN-WiFi panels. All non-24-hour zones must be assigned to an active area. See the section on Zone Information.

Activate an area by assigning it a name. A name is given to each active area to assist the user during arming and disarming.

14.2 Area Number

AREA NO: -

INT PERIM

INT BDRM PERIM

Enter the number of the area to program. In an area system, select from areas 1 to 6. In an All/Perimeter system, select INTerior or PERIMeter. In a Home/Away system, select INTerior, BDRM, or PERIMeter.

14.3 Area Name

* UNUSED *

In an area system, enter up to 16 characters for the area name. Only those areas given names can have zones assigned to them. All others are marked *UNUSED*. Refer to the Entering Alpha Characters section.

To add an area name to the system, press any Select key and then enter up to 16 characters for the new name. Press COMMAND to continue.

To mark an active area as unused, delete the old name by pressing any Select key then press the COMMAND key. The panel automatically sets the name as *UNUSED*. If you have already Initialized the panel, all areas will be marked as *UNUSED*. See section 2.3.

14.4 Automatic Arming

AUTO ARM **NO** YES

Select YES to allow this area to arm automatically according to the opening and closing schedule.

If Closing Check is selected as YES, the automatic arming does not take place until the expiration of a 10-minute Closing Check delay. If the area has been disarmed outside a schedule, the Closing Check delay occurs one hour after the area is disarmed.

At arming, faulted zones are handled according to the option selected in Bad Zones. If a Closing report is sent, the user number is indicated as SCH on the SCS-1R Receiver. Select NO to disable automatic arming for this area. Default is NO.

14.4.1 Bad Zones

BAD ZONES: **BYP**

BYP FORC REF

At the time of automatic arming, some zones in the area may not be in a normal condition. This option allows you to program the panel's response to these bad zones. This option is not displayed if AUTO ARM is NO.

BYP - All bad zones are bypassed. A report of the bypass is sent to the receiver if Bypass Reports has been selected as YES. See the Bypass Reports section. The report indicates SCH as the user number.

FORC - All bad zones are force armed. Zones force armed in a bad condition are capable of restoring into the system and reporting alarms if tripped. A report of the force arm is sent if Bypass Reports is YES. See the Bypass Reports section. The report indicates the user number as SCH.

REF - The automatic arming is refused and no arming takes place. A No Closing report is sent to the receiver regardless of the Closing Check selection.

Note: For listed installations, set Bad Zones to REF.

14.5 Automatic Disarming

AUTO DIS **NO** YES

NO disables automatic disarming by schedule for this area. Select YES to allow this area to automatically disarm according to a schedule. If an Opening report is sent to the receiver, the user number is indicated as SCH.

Zone Information

15.1 ZONE INFORMATION — Zone Information

This allows you to define the operation of each protection zone used in the system.

15.2 ZONE NO: - — Zone Number

Zone numbers on the XTLN-WiFi panel default to the following settings. The settings can be changed as described in the following sections. Zones 31-34 can be wireless zones, key fobs or slow outputs. Zones 41-44 can be wireless zones, key fobs, or fast outputs.

Zone Number	Zone Name	Zone Type	Area Assignment
1	FRONT DOOR	EX	PERIM
2	BACK DOOR	EX	PERIM
3	INTERIOR DOOR	NT	INT
4	UPSTAIRS DOOR	EX	PERIM
5	BASEMENT DOOR	EX	PERIM
6	GARAGE DOOR	EX	PERIM
7	WAREHOUSE DOOR	EX	PERIM
8	SHIPPING DOOR	EX	PERIM
9	BREAKROOM DOOR	NT	INT
10	STOCKROOM DOOR	NT	INT
11	FRONT MOTION	NT	INT
12	BACK MOTION	NT	INT
13	INTERIOR MOTION	NT	INT
14	UPSTAIRS MOTION	NT	INT
15	BASEMENT MOTION	NT	INT
16	GARAGE MOTION	NT	INT
17	GLASSBREAK	NT	INT
18	WATER DETECTOR	AUX 1	INT
19	LOW TEMPERATURE	AUX 1	INT
20	SMOKE DETECTOR	FI	
21	FRONT SMOKE	FI	
22	BACK SMOKE	FI	
23	INTERIOR SMOKE	FI	
24	UPSTAIRS SMOKE	FI	
25	BASEMENT SMOKE	FI	
26	GARAGE SMOKE	FI	
27	WAREHOUSE SMOKE	FI	
28	SHIPPING SMOKE	FI	
31	OUTPUT 1		
32	OUTPUT 2		
33	OUTPUT 3		
34	OUTPUT 4		
41	ALARM SOUNDER 1		
42	ALARM SOUNDER 2		
43	ALARM SOUNDER 3		
44	ARM/ALARM LIGHT		

15.3 KEYFOB **NO** YES — Key Fob

Select YES to program an 1100 Series Key Fob for zones 31-34 or 41-44. When YES is selected, programming continues at the 1100 Series Key Fobs Section. Default is NO.

15.4 Zone Name

* UNUSED *

Press any Select key to display the default zone name. To change the default zone name, press any Select key to clear name. Enter up to 16 characters for the new zone name. This name is displayed at the keypads when the zone is bad or viewed in Display Events. The zone name is also sent to the receiver as part of a zone event report.

A zone that is not part of the system must be marked *UNUSED*. To mark a zone unused, delete the old name by pressing any Select key, then press the COMMAND key. The programmer automatically programs the name as * UNUSED *. If you selected ZONES? NO YES to clear the panel's memory during Initialization, the zones will already be marked * UNUSED *. See the Initialization section.

15.5 Zone Type

ZONE TYPE: -

The Zone Type defines the panel's response to the zone being opened or shorted. Refer to the Appendix for zone type defaults and descriptions.

Each zone has a default type. When you assign a Zone Type to a zone, responses are made automatically for the zone. There are 11 Zone Types to choose from including Blank. The functional details of each response are described in Zone Type Defaults in the Appendix.

To change the Zone Type, press any Select key. The display lists the four Zone Types shown below. When the Zone Type you want to select displays, press the Select key below the name.

-- NT DY EX	Blank, Night, Day, or Exit. Press COMMAND to display additional zone types.
FI PN EM SV	Fire, Panic, Emergency, or Supervisory. Press COMMAND to display additional zone types.
A1 A2 FV AR	Auxiliary 1, Auxiliary 2, Fire Verify, or Arming. Press the Back Arrow key to display the previous zone types.

If you select Blank, Night, Day, Exit, Auxiliary 1, or Auxiliary 2 as the Zone Type, the zone must be assigned to an area. If you select Fire, Panic, Emergency, or Supervisory as the Zone Type, these are 24-hour zones that are always armed and no area assignment is needed. Press COMMAND to continue.

Refer to the Appendix for zone type specifications and descriptions.

15.6 Area Assignment

AREA: -

To change the default area, press any Select key.

For Area systems, enter the area number from 1 to 6 where this zone is being assigned.

INT PERIM	For All/Perimeter systems, choose INTERIOR or PERIMETER.
INT BDRM PERIM	For Home/Away systems, choose INTERIOR, PERIMETER, or BEDROOMS.

- INT (Interior) - Assigns the zone to area 2, Interior.
- BDRM (Bedroom)- Assigns the zone to area 3, Bedrooms. This option is only displayed in Home/Away systems.
- PERIM (Perimeter) - Assigns the zone to area 1, Perimeter.

15.7 Arming Zone Assignment

AREA:

For Area systems, this option specifies the areas to be armed by the Arming Type zone. Press the appropriate number keys on the keypad to assign areas 1 to 6. When disarmed, all programmed areas are disarmed.

ARM AREA: **PERIM**

For All/Perimeter systems, choose PERIM or ALL. For Home/Away systems, choose HOME, SLEEP, or AWAY.

PERIM ALL

Perimeter/All - Specify whether the arming zone arms just the Perimeter (PERIM) or the Perimeter and Interior areas (ALL) for All/Perimeter systems. When disarming, all areas are disarmed.

HOME SLEEP AWAY

HOME/SLEEP/AWAY - Specify whether the arming zone arms the Perimeter (HOME), the Perimeter and Interior (SLEEP), or all three areas (AWAY). When disarming, all areas are disarmed.

Arming zone operation

If a bad (faulted) Priority zone is in the area being armed by an Arming zone, the arming is stopped. If there are no Priority zones, or they are all in a normal condition, the following applies:

When a non-Priority zone is bad when an area is armed with a keyswitch on an Arming zone, the arming is delayed for five seconds. If, during the five-second delay, the keyswitch is turned to disarm, the arming stops. If the keyswitch is held in the arming position for the full five seconds, the bad zone is force armed and the area is armed.

The ability to stop the arming does not apply if a wireless arming device is being used. Refer to the Appendix.

Note: Arming from a zone, NET, or Remote Link is not affected by this operation.

15.7.1 Style

STYLE: **TOGGLE**

This option specifies the style for the arming/disarming operation. The default for STYLE: is TGL (toggle). Pressing any Select key displays the STYLE options. To view more style options press the command key. The following is a description of the action for each option condition.

TGL ARM DIS STEP

TGL (Toggle) - When the zone changes from normal to shorted, the programmed areas toggle between the armed or disarmed condition. When restored to normal, no action occurs. When the zone is opened from a normal (disarmed) state, a trouble is reported. When opened from a shorted (armed) state, an alarm is reported and the zone is disabled until you disarm the area(s) from either a keypad or Remote Link™ computer.

ARM - When the zone is shorted, the programmed areas are armed. When restored to normal, no action occurs. When the zone is opened from a normal (disarmed) state, a trouble is reported. When opened from a shorted (armed) state, an alarm is reported.

DIS (Disarm) - When programmed as an Area system, a short will disarm the programmed areas. When programmed as a ALL/PERIM or HOME/AWAY system, a short will disarm ALL areas. When restored to normal, no action occurs. When the zone is opened from a normal (disarmed) state, a trouble is reported.

STEP - When programmed as an area system, a short will arm the areas and beep the keypads once. When programmed as ALL/PERIM or HOME/AWAY, on the first short HOME will arm and beep the keypad once. On the second short, SLEEP will arm and beep the keypads twice. On the third short, AWAY will arm and beep the keypad three times. A normal condition will cause no action. An open condition will disarm the programmed areas and beep the keypads for one second.

Note: This arming style is designed for wireless arming pendants. When using a arming/disarming keyswitch, locate the keyswitch within the protected area.

MNT

MNT (Maintain) - When the zone is shorted, the programmed areas are armed. When restored to normal, the programmed areas are disarmed and any alarm bells are silenced. When the zone is opened from a normal (disarmed) state, a trouble is reported. If opened from a shorted (armed) state, an alarm is reported and the zone is disabled until you disarm the area(s) from either a keypad or Remote Link™ computer.

DMP Wireless

For an 1100 Series Key Fob see the 1100 Series Wireless Key Fob programming section.

NOTE: All wireless programming is stored in the XTLN-WiFi panel. Each time the panel powers up, when the programmer STOP routine is selected or the panel is reset, the wireless receiver memory refresh could take up to 45 seconds to complete depending on the number of wireless zones programmed and the Red LED remains on during this time. Normal wireless receiver operation is inhibited during the memory refresh period.

15.8 Serial Number Entry

SERIAL #: -

Enter the eight digit serial number, including leading zeros, found on the wireless device.

15.9 Contact

CONTACT: INTERNAL

This option displays if the serial number entered is for an 1101, 1103, or 1105 Universal Transmitter or 1114 Wireless Four-Zone Expander. Press any top row key to select the contact.

INT EXT

This option displays when programming an 1101, 1103, or 1105 Universal Transmitter. Select INT to use the internal reed switch contacts. Select EXT to connect an external device to the 1101, 1103, or 1105 terminal block. Default is INTERNAL.

By allowing both of the transmitter contacts (INT and EXT) to be used at the same time, two zones may be programmed from one transmitter. When using multiple contacts, you must use consecutive zone numbers.

For example, program transmitter serial number 01345678 as Zone 11 with an INT contact type and Zone 12 with an EXT contact type. The same serial number is used for both zones.

CONTACT: x

This option displays when programming an 1114 zone expander which provides four input contacts. Press any top row key to select the contact. Default is Contact 1.

1 2 3 4

Select the contact number to program. The same transmitter serial number is used for all four contacts. When using the contacts, you must use consecutive zone numbers.

For example, use serial number 08345678 to program Contact 1 for Zone 21, Contact 2 for Zone 22, Contact 3 for zone 23, and Contact 4 for zone 24.

A tamper on the 1114 is transmitted as the zone number assigned to Contact 1.

ALREADY USED Zxx

This message displays when the Contact is already programmed for another zone. The programmed zone number displays.

NORM OPEN **NO** YES

The Normally Open option only displays when EXT is selected as the Contact type. For external devices connected to the 1101 terminal block, select NO to use normally closed (N/C) contacts. Select YES to use normally open (N/O) contacts. Default is NO.

15.9.1 Supervision Time

SUPRVSN TIME: XX

Press any top row key to select the supervision time required for the wireless zone. Press COMMAND to accept the default time. Default is 240 minutes.

0 3 60 **240**

Select the required number of minutes. The transmitter must check in at least once during this time or a missing condition is indicated for that zone. 1100 Series transmitters automatically checkin based on the supervision time selected for the wireless zone, no additional programming is needed. If two zones share the same transmitter, the last programmed supervision time is stored as the supervision time for both zones. Zero (0) indicates an unsupervised transmitter.

The 3 minute supervision time is only available for zone types of Fire (FI), Fire Verify (FV), and Supervisory (SV).

Note: When the panel is reset or a receiver is installed or powered down and powered up, the supervision timer restarts for all wireless zones.

15.9.2 LED Operation

LED OPER NO **YES**

NO YES

This only displays when programming a panic or pendant transmitter. Select YES to turn a panic or pendant LED on during normal operation. Select NO to turn the LED off during normal operation. The LED always operates on all transmitters when the transmitter case is open and the tamper is faulted. Default is YES.

15.9.3 Disarm/Disable

DISARM DISABLE **YES**

This option displays for 1126 and 1127 Wireless PIRs. Select YES to disable the transmitter from sending the zone tripped message (short) during the disarmed period. When disabled, the transmitter only sends supervision, tamper and low battery messages during the disarmed period to extend the transmitter battery life. Select NO to always send zone tripped messages in addition to supervision, tamper and low battery. Default is YES.

15.9.4 Wireless PIR Pulse Count

WIRELESS PIR
PULSE COUNT: 4

Select the number of infrared pulse counts (2 or 4) the PIR will use before sending a short message. The first infrared pulse starts a timer and count. If no additional infrared pulses occur in 25 seconds, the timer and count are reset. Default is 4.

15.9.5 Wireless PIR Sensitivity

WIRELESS PIR
SENSITIVITY: LOW

Select the sensitivity setting for the PIR. Selecting LOW sets the PIR to operate at 75% sensitivity for installations in harsh environments. Selecting HIGH sets the PIR to maximum sensitivity. Default is LOW.

15.9.6 Next Zone

NEXT ZN NO YES

Select YES to return to the ZONE NO: - prompt to program a new zone. Select NO to display the Alarm Action option.

15.10 1100 Series Key Fobs

Only zones 31-34 or 41-44 can be programmed as 1100 Series Key Fob zones. Refer to the 1100 Series Key Fob Programming Sheet (LT-0706) supplied with the panel and the 1100 Series Key Fob Install Guide (LT-0703) as needed.

To operate arming and disarming properly, the Key Fob should be assigned to a User Number with appropriate area assignments, however, the User Number does not have to exist at the time the Key Fob is programmed. The User Number can be added at the User Menu later by the User.

The following programming continues from when Key Fob YES is selected.

15.10.1 Key Fob User Number

KF USER NO:

Enter the User Number used to identify the key fob user and their arming and disarming authority. Default is blank.

— User number range: 1 to 30

NOT IN USE

Displays when the User Number entered does not exist in User Code programming. The key fob can be added, but the user must eventually be added to cause the key fob to operate.

15.10.2 Key Fob Serial Number

SERIAL #: -

Enter the eight-digit serial number found on the wireless device.

ALREADY USED Zxx

Displays when the serial number is already programmed. The programmed zone number displays.

15.10.3 Key Fob Supervision Time

SUPRVSN TIME: **0**

Press any top row key to select the supervision time required for the key fob zone. Press COMMAND to accept the default time. Default is 0.

0 60 240

Press the Select key under the required number of minutes. The key fob must check in at least once during this time or a missing condition is indicated for that zone. 1100 Series key fobs automatically checkin based on the supervision time selected for the wireless zone, no additional programming is needed. Zero (0) indicates an unsupervised transmitter.

Note: When the panel is reset or a receiver is installed or powered down and powered up, the supervision timer restarts for all wireless zones.

15.10.4 Number of Key Fob Buttons

BUTTONS: 4

Enter the number of buttons (1, 2, or 4) on the key fob being programmed. Default is four buttons.

Note: If the key fob is a one-button model, programming continues at the Button Action section. Default button assignment for one-button key fobs is a Panic Alarm (PN) with no output assigned.

15.10.5 TOP BTM LFT RGT Key Fob Button Selection (Four Buttons)

This prompt only displays if the key fob being programmed is a four-button model. Press the Select key under the key fob button to program. The following list identifies the default button assignments:

- TOP Arming with areas 1, 2, and 3 assigned
- BTM Disarming with areas 1, 2, and 3 assigned
- LFT Panic Alarm (PN) with no output assigned
- RGT Arming with Area 1 assigned

15.10.6 TOP BTM Key Fob Button Selection (Two Buttons)

This prompt only displays if the key fob being programmed is a two-button model. Press the Select key under the key fob button to program. The following list identifies the default button assignments:

- TOP Arming with areas 1, 2, and 3 assigned
- BTM Disarming with areas 1, 2, and 3 assigned

15.10.7 ACTION: XXXXXXX Button Action

This option specifies the Button Action for an individual key fob button. The default action for the button selected is displayed. Press any Select key to display the Button Action options. To view more options press the COMMAND key.

ARM DIS TGL STA

ARM (Arm) - Arms selected areas and force arms bad zones.

DIS (Disarm) - Disarms selected areas.

TGL (Toggle Arm) - Toggles arm/disarm for selected areas and force arms bad zones when arming.

STA (Status) - Causes the key fob LED to indicate the arm/disarm status of the system.

PN PN2 EM EM2

PN (Panic) - Triggers a Panic zone type alarm with no restoral.

PN2 (Panic 2) - Triggers a Panic zone type alarm with no restoral when pressed simultaneously with any other Panic 2 button. No action occurs when pressed alone.

EM (Emerg) - Triggers an Emergency zone type alarm with no restoral.

EM2 (Emerg 2) - Triggers an Emergency zone type alarm with no restoral when pressed simultaneously with any other Emergency 2 button. No action occurs when pressed alone.

OUT RST UN

OUT (Output) - Causes an output to turn on steady, pulse, momentary, toggle or off.

RST (Sensor Reset) - Causes the panel to perform a standard Sensor Reset.

UN (Unused) - The button is not used and performs no action.

15.10.8 PRESS TIME: XXXXX Button Press Time

This option specifies the amount of time (SHORT or LONG) the user must press the button before the key fob sends a message to the wireless receiver. The default press time displays. Press any Select key to set the Button Press Time for Arm, Disarm, Toggle, Status, Output, and Sensor Reset.

Note: The Button Press Time is not programmable on Panic (PN or PN2), Emergency (EM or EM2) or Unused (UN) zones. For those zones the button press time is always two (2) seconds.

SHORT LONG

SHORT - Press the button for one-half (1/2) second to send the message to the wireless receiver.

LONG - Press the button for two (2) seconds to send the message to the wireless receiver.

15.10.9 AREA: 1 2 3 4 5 6 Arm/Disarm Area Selection

For Area systems, enter the areas 1 to 6, to be armed/disarmed by the Key Fob button being programmed.

ARM AREAS: PERIM

This specifies the area to be armed by the Key Fob button being programmed.
For All/Perimeter systems, choose PERIM or ALL.
For Home/Sleep/Away or Home/Away systems, choose HOME, SLEEP, or AWAY.

After selecting the areas, for one-button key fobs the Zone No.: prompt displays. For two-button or four-button key fobs, the Key Fob Button Selection option displays to program additional buttons.

15.10.10 OUTPUT NO: 0 Output Number

You can specify a wireless output to operate when OUT (Output), PN (Panic), PN2 (Panic 2), EM (Emergency), or EM2 (Emergency 2) is selected for a key fob Button Action and the button is pressed. Valid range is 31-34, 41-44, and F1-F20. For an output turned on by a PN, PN2, EM, or EM2 button action, the output turns off when any area is disarmed.

To enter an output number, press a top row Select key followed by the output number. Press the COMMAND key.

15.10.11 ACTION: Output Action

This option allows you to define the output action (STD, PLS, MOM, TGL, OFF) for the selected output number. The default is Steady.

STD PLS MOM TGL

STD (Steady) - The output is turned on and remains on.

PLS (Pulse) - The output alternates one second on and one second off.

MOM (Momentary) - The output is turned on only once for one second.

TGL (Toggle) - The output alternates between the on state and off state. Each button press toggles the output state.

OFF

OFF (Off) - The output is turned off. If programmed, the output was turned on by some other means such as another button press, a zone action, or a schedule.

Note: When the output is assigned to PN/PN2 or EM/EM2 button action and is turned on, the output turns off when any area is disarmed.

When the output action is steady, pulse or toggle and the output is turned on, the output remains on until:

- the output cutoff time expires
- the output is reset from the keypad menu
- toggled off

15.11 ALARM ACTION . . . Alarm Action

The Alarm Action section allows you to change or confirm the default alarm characteristics of a zone type.

If you selected the non-24-hour zone type Blank, Night, Day, Exit, Auxiliary 1, or Auxiliary 2, the Alarm Action programing begins with Disarmed Open.

If you selected the 24-hour zone type Fire, Panic, Emergency, or Supervisory, the Alarm Action programming begins with Armed Open.

15.12 DISARMED OPEN Disarmed Open

Defines the action taken by the panel when the zone is opened while the area is disarmed. There are three actions to define:

- Message to Transmit
- Output Number
- Output Action

You must also make these selections for the Disarmed Short, Armed Open, and Armed Short zone conditions. Press the COMMAND key to continue.

15.12.1 MSG: **TROUBLE** Message To Transmit

You can send two report types to the receiver: Alarm and Trouble. These are represented by the characters A and T. Press any Select key to display the zone report options.

A T L -

ALARM - Selecting A allows an alarm report to be sent to the receiver and the wireless siren output to activate according to zone type. See the Bell Action section. The zone name appears in the panel's alarmed zones status lists.

TROUBLE - Selecting T allows a trouble report to be sent to the receiver and the zone name to appear in the panel's alarmed zones status lists.

LOCAL - When you select L, an alarm report is NOT sent to the receiver. The bell output still activates according to zone type and the zone name appears in the panel's alarmed zones status lists.

– (dash) - When you select – , reports are NOT sent to the receiver. The wireless siren output does not activate and there is no display in the panel's alarmed zones status list. Only the programmed Output Number activates.

15.12.2 OUTPUT NO: 0 Output Number

You can specify any of the outputs on the XTLN-WiFi to be activated by a zone condition. The output can be activated regardless of the report to transmit or whether or not the zone is programmed as local. An output activated by a non-24-hour armed zone is turned off when the zone's area is disarmed by a user.

To enter an Output Number, press any Select key followed by the output number 31-34, 41-44, or F1-F20. Press the COMMAND key.

15.12.3 ACTION: Output Action

Entering an Output Number displays this prompt that allows you to assign an output action. A description of the available output actions is given below:

STD PLS MOM FOLW

STEADY - The output is turned on and remains on until the area is disarmed, an output cutoff time expires, or the output is reset from the keypad User Menu.

PULSE - The output alternates one second on and one second off until the area is disarmed, an output cutoff time expires, or the output is reset from the keypad User Menu.

MOMENTARY - The output is turned on only once for one second.

FOLLOW - The output is turned on and remains on while the zone is in an off normal, or bad condition. When the zone restores, the output is turned off.

After you have selected the Message To Transmit, the display prompts you for the same three selections for Disarmed Short, Armed Open, and Armed Short conditions. If the zone is a 24-hour type, only the Armed Open and Armed Short conditions are displayed. When you have programmed all of the zone conditions, the Swinger Bypass selection is then displayed.

15.13 SWGR BYP NO **YES** Swinger Bypass

Selecting YES allows the zone to be swinger bypassed by the panel according to the programming in Swinger Bypass Trips and Reset Swinger Bypass. The Bypassed zone displays in the keypad Status List. Selecting NO disables swinger bypassing for this zone.

How it works

If within one hour, a zone trips the total number of times as specified in Swinger Bypass Trips, the panel bypasses it until the following conditions occur; the area in which the zone is assigned is disarmed, the zone is manually reset through the Bypass Zones keypad User Menu function, the zone remains normal for one hour and the Reset Swinger Bypass is YES.

If the zone trips fewer than the specified times within one hour of the first trip, the bypass trip counter returns to 0 (zero) and the process must be repeated.

A report of the swinger bypass is sent to the receiver if Bypass Reports is YES.

15.14 PREWARN: 12345 Prewarn Address

Option is only shown for an Exit zone.

At the start of the entry delay, all keypad addresses display ENTER CODE:-. If you want the prewarn to sound at all addresses, leave the default as shown.

To delete an address, press the matching number on the keypad. To disable prewarning at all keypads, press a top row key to clear the addresses shown. Press the COMMAND key when the address selection is complete.

Note: The prewarn tone stops at the keypad when the first digit of a user code is entered. If, within five seconds, a valid user code is not entered or an invalid user code is entered, the prewarn tone begins sounding again. Fifteen seconds must elapse before entering a digit silences the prewarn tone again.

15.15 ENTRY DELAY: 1 Entry Delay

Option is only shown for an Exit zone. Select the entry delay timer for this zone. Entry delay timers 1 and 2 are programmed in Entry Delay in the System Options menu.

15.16 CRS ZONE **NO** YES — Cross Zone

Select **YES** to enable cross-zoning for this zone. Cross-zoning requires this zone to trip twice, or this zone and another cross-zoned zone to trip, within a programmed time before an alarm report is sent to the receiver.

Note: To operate correctly, all cross-zone zones need to be programmed as the same zone type.

When a cross-zoned zone trips, the Output action assigned to the zone activates. See the Bell Action section. The cross-zone time specified in System Options begins to count down. See the Cross-Zone Time section. If another cross-zoned zone in the system faults, or if the first zone restores and faults again before the cross-zone time expires, the bell turns on and the panel sends an alarm report.

If no other cross-zoned zone in the system trips before the cross-zone time expires, the panel sends only a fault report from the first zone to the receiver.

Note: If CRS ZONE is YES, a valid CRS ZN TIME must be programmed in System Options for this feature to be enabled.

Cross-zoning is not compatible and cannot be enabled for Fire Verify zone types.

15.17 PRIORITY **NO** YES — Priority

Selecting **YES** allows you to provide additional protection for a zone by requiring it to be in a normal condition before its assigned area can be armed. A priority zone cannot be bypassed.

A Priority zone not in a normal condition cannot be armed. If a user attempts to arm the area, the keypad displays the bad zone name followed by **PRIORITY ZONE** and the arming is stopped.

15.18 TRAFFIC COUNT — Traffic Count

This option is displayed for NT or EX type zones. Select **YES** to provide reporting to the receiver of the number of zone trips while in a disarmed state. The number of trips for each zone set as traffic count are added together and included with the area closing message and reported to the central station automation system. Default is NO.

15.19 ZONE AUDIT DAYS: — Zone Audit Days

Enter the number of days (0 to 99) allowed to elapse without the zone being tripped before a fault message is sent. The message is sent to the receiver(s) programmed to receive Supervisory/Trouble Reports at 10:00 am following the expiration of the timer. Each time the zone is tripped, the Zone Audit Days timer restarts and begins to countdown the number of days programmed. After the countdown expires, a fault message is sent and the Zone Audit Days timer restarts and begins to countdown the number of days programmed. Available for all zone types except fire and fire verify. Enter 0 (zero) to disable this function. Default is 0 (zero).

15.20 RECEIVER ROUTING — Receiver Routing

This option displays if Zone Type is set for Auxiliary 1 or Auxiliary 2.

Press any top row key to select the Receiver Routing for the selected zone.

NORMAL

- Select NORM to send Alarm and Supv/Trbl messages from this zone to receiver 1 or receiver 2 as programmed within the receiver.

NORM 1 2 BOTH

- Select 1 to send Alarm and Supv/Trbl messages from this zone to receiver 1 only, regardless of the programming for that receiver.
- Select 2 to send Alarm and Supv/Trbl messages from this zone to receiver 2 only, regardless of the programming for that receiver.
- Select BOTH to send Alarm and Supv/Trbl messages from this zone to both receivers, regardless of the programming for either receiver.

15.21 ZONE NO: - — Zone Number

00

Enter the zone number you want to program next. Return to section 11.1 and follow the descriptions of each programming prompt. If all zones are programmed, press the ARROW key at the **ZONE NO:** - display to continue.

Stop

16.1 STOP Stop

At the **STOP** prompt, pressing any Select key allows you to exit the programmer function of the XTLN-WiFi panel. When selected, the panel performs an internal reset and exits the programmer. The Stop function causes the following conditions to occur:

- All 1100 Series DMP Wireless transmitters are reset to NORMAL
- The panel's Status List is CLEARED

During the Stop function, all keypad displays are momentarily disabled for two seconds. Afterwards, the programming function is terminated and the keypads return to the Status List display.

Set Lockout Code

17.1 SET LOCKOUT CODE Set Lockout Code

Pressing COMMAND at the Stop prompt displays **SET LOCKOUT CODE.** This feature allows you to program a special code that will then be required to gain access to the panel's internal Programmer through the keypad.

Changing the Lockout Code

You can change this code at any time to any combination of numbers from 1 to 5 digits long (1 to 65535). ***Do not use leading zeros for the lockout code***.

1. Press any Select key. The display changes to **ENTER CODE: -**.
2. Enter a 1- to 5-digit code (do not enter a number higher than 65535). Press COMMAND.
3. Enter the new Lockout Code again. Press COMMAND. The keypad display changes to **CODE CHANGED**.

Once you have changed the code, it is important that you write it down and store it in a safe place. Lost lockout codes require the panel to be sent back into DMP for repair. You may cancel a Lockout Code by entering 00000 at the Set Lockout Code command prompt.

Lockout Code restriction

Do not set a Lockout Code higher than 65535.

Appendix

This section of the XTLN-WiFi Programming Guide provides additional zone and system information.

18.1 Status List

The Status List is the current status of the system or records of recent system events that display on alphanumeric keypads. For example, in Home/Away systems you may see the display **SYSTEM READY**.

If an event were to occur on the system, such as an AC failure, the keypad would also display the **AC POWER -TRBL** message. This is a system event that is placed into the Status List to alert the user to a problem with the system.

Some Status List items remain in the display until manually cleared and some are cleared automatically when the condition returns to normal. Below is a list of status and event displays the keypad can show in the Status List:

Description	**Must be manually cleared?**
Fire and Supervisory zone alarms	Yes - by Sensor Reset
Fire and Supervisory zone troubles	No - clears when zone restores
Burglary zone alarms	No - clears at disarming.
All other zone alarms	No - clears when zone restores
Zone monitor displays	No - clears after approximately 8 minutes
Day zone alerts	No - clears after approximately 8 minutes
System monitor troubles (AC and battery trouble)	No - clears when condition restores
Armed status display (System On)	No
Disarmed status displays (System Ready, System Not Ready)	No
Remote keypad messages (Sent to the keypad by your office or central station)	No

The highest priority message is displayed on the keypad. When there are multiple items in the list, you can use the COMMAND or Back Arrow keys to scroll forward or back through the items.

18.2 Transmission Delay

You can set Abort Reports to **YES** if Opening and Closing reports are not being sent.

If the area where the alarm occurred is disarmed during the Transmit Delay time, only an Abort Report (S45) message is sent to the receiver. If the area where the alarm occurred is disarmed after the alarm message is sent to the receiver but before the Bell Cutoff time expires, even if the alarm was silenced, an Alarm Cancelled (S49) message is sent. The Alarm Cancelled report cannot be disabled.

18.3 False Alarm Reduction

System Recently Armed report

The System Recently Armed report (S78) is sent when a burglary zone goes into alarm within two minutes of the system being armed.

18.4 Diagnostics Function

The XTLN-WiFi panel contains a Diagnostics function that allows you to test email communication. The Diagnostics function also displays the panel settings. To use Diagnostics, reset the panel, enter the Diagnostics code 2313 (DIAG), and press COMMAND.

Email Status

Pressing a top row Select key allows access to the EMAIL STATUS menu, which then tests each component of the panel's email communication. Each component test screen is displayed for two seconds or until CMD is pressed.

Results

The final results of each email communication test are displayed. Press COMMAND to exit the test and then press the back arrow to return to the EMAIL STATUS menu.

Panel Settings

Pressing a top row key displays the MAC Address, Serial Number, Frequency Offset, Panel Model, and Firmware Version.

MAC Address

This menu option displays the MAC address of the panel.

Serial Number

This number is the panel serial number. Reference this number for date-of-manufacture, hardware version, etc. Press the COMMAND key to view the next prompt.

Frequency Offset

This menu option displays the frequency offset of the panel.

Panel Model

This menu option displays the panel model.

Firmware Version

This menu option displays the Firmware Version number of the panel and date it was released.

18.5 Using the Walk Test

The XTLN-WiFi panel provides a walk test feature that allows a single technician to test all the protection devices connected to zones on the system. Conduct the Walk Test within 30 minutes of resetting the panel. The Walk Test automatically ends if no zones are tripped for 20 minutes. **TEST IN PROGRESS** displays at all keypads. When five minutes remain, **TEST END WARNING** displays. If any areas are armed the Walk Test does not start and **SYSTEM ARMED** displays.

WALK TEST
STD WLS PIR

Walk Test

To conduct the Walk Test, reset the control panel by pressing the reset button then wait one minute. From the keypad, enter the code 8144. The keypad displays **WALK TEST**.

WLS (Wireless Check-in Test) - Select **WLS** to automatically test 1100 Series wireless transmitter communications. Includes all wireless devices except key fobs and transmitters programmed for a supervision time of 0 (zero).

PIR (Wireless PIR Walk Test) - The PIR Walk Test allows the installer to verify the 1126 and 1127 operation. When enabled, the 1126 LED flashes each time motion is detected for up to 30 minutes. This is a local test only and no messages are sent to the Central Station.

WALK TEST

TRIPS: XXX END

Trip Counter For DMP Wireless Check-in Test (WLS)

Displays the number of wireless zones that automatically communicate a supervisory check-in message.

- The number of zones that check in. (XX in the example).
- The total number of wireless zones programmed for supervision that should check in. (ZZ in the example).

END - Select END to stop the Wireless Check-in Test. When the test ends or a 20-minute time-out expires, normal wireless zone processing returns. If all transmitters check-in, both numbers will match within three (3) minutes. If a transmitter has multiple zones (1101, 1114, etc.), all zones will be included in the counts. Failed wireless zones then display on the keypad.

TEST END WARNING

Test End Warning

When no zones have been tripped and five minutes remain on the 20 minute Walk Test timer, the keypad displays **TEST END WARNING** and the keypad tones. If no additional test zone trips occur, the test ends and a final Sensor Reset automatically occurs. The System Test End message is sent to the receiver along with Verify and Fail messages for each zone under WALK test. Faulted zones then display on the keypad.

SOUTH LOBBY

ZONE: 10 -FAIL

Failed Zones Display

Each zone that did not trip at least once during the Walk Test displays on the keypad that initiated the test. Any Fire (FI) Panic (PN) or Supervisory (SV) 24-hour zone that is faulted at the end of the Walk Test displays a trouble condition for that zone regardless of the message programmed for the open or short condition of the zone and a zone trouble is sent to the receiver. Press the COMMAND key to display the next failed zone.

For the Wireless Check-in Test, failed wireless zones display only on the keypad. Zone Verify/Fail reports are not sent to the central station receiver for the wireless checkin test.

18.6 Keypad Speaker Operation

When using LCD Keypads, the panel provides distinct speaker tones from the keypad for Fire, Burglary, Zone Monitor, and Prewarn events. The list below details the conditions under which the speaker is turned on and off for each event.

Fire	**On** - Fire zone alarm and Bell Output are ON. **Off** - Alarm Silence or briefly when a key is pressed.
Burglary	**On** - Burglary zone alarm and Bell Output and is ON. **Off** - Alarm Silence or briefly when a key is pressed.
Zone Monitor	**On** - One time only when a monitored zone is tripped. **Off** - After one tone.
Prewarn	**On** - During Entry Delay. **Off** - When Entry Delay expires, when a Valid Code is entered, or when a key is pressed.

18.7 Cross Zoning

Caution must be taken when cross zoning devices to ensure that the Cross Zone Time is long enough to allow an intruder to trip both devices before it expires. A Cross Zone Time that is too short may allow an intruder to trip the devices and allow only a zone fault report be sent to the central station.

When a Cross Zoned zone trips, a FAULT report is sent to the SCS-1R Receiver. When two Cross Zoned zones trip within the Cross Zone Time, both zones send ALARM signals to the receiver. For example, if zones 1 and 2 are Cross Zoned zones, and only zone 1 trips, a FAULT report is sent to the receiver for zone 1. If zone 1 trips and zone 2 trips within the Cross Zone Time, an ALARM report is sent to the receiver for zone 1 and zone 2.

Note: To operate correctly, all cross-zone zones need to be programmed as the same zone type.

18.8 Zone Type Descriptions

This section describes applications for the default zone types in Zone Information programming.

NT (Night Zone) - Controlled instant zone used for perimeter doors and windows and interior devices such as PIRs and glassbreak detectors.

DY (Day zone) - Used for emergency doors or fire doors to sound the keypad buzzer and display the zone name when the zone is faulted. Day zones also will send alarm reports to the receiver during the system's armed periods.

EX (Exit zone) - Initiates the entry delay timer when its assigned area is fully armed. Also, can initiate an exit delay timer to allow a user to exit an area after the arming process has started.

PN (Panic zone) - Used for connecting to mechanical devices that allow a user to signal an emergency alarm. Panic zones can provide either a silent or audible alarm with or without reporting to a central station receiver.

EM (Emergency zone) - These are used for reporting medical or other non-panic emergencies to the central station.

SV (Supervisory zone) - Used to provide 24-hour zone supervision. Typical applications are high water, and low and high temperature gauges.

FI (Fire zone) - Used for any type of powered or mechanical fire detection device. Typical applications are for smoke detectors, sprinkler flow switches, manual pull stations, and beam detectors.

FV (Fire Verify zone) - Used primarily for smoke detector circuits to verify the existence of an actual fire condition. When a Fire Verify zone initiates an alarm, the panel performs a Fire Reset. If any Fire zone initiates an alarm within 120 seconds after the reset, an alarm is indicated. If an alarm is initiated after 120 seconds, the cycle is repeated.

A1 and **A2** (Auxiliary 1 and Auxiliary 2) - These zones are similar to a Night zone and are typically used to protect restricted areas within a protected premises. Auxiliary 2 zones do not appear in the Status List.

AR (Arming zone) - Allows you to connect a keyswitch to a zone and use it to arm and disarm the system.

XTLN-WiFi Zone Information

Assign Area and Disarmed condition for NT, DY, EX, A1, and A2 only.
Assign Prewarn and Entry Delay for EX only.
Assign Style for AR only.
Assign 31 to 34 or 41 to 44 to Key Fobs.
Wireless output modules can be assigned to 31 to 34 and 41 to 44.
Supervision Time of 3 minutes can only be used with Zone Types FI, FV and SV.

Zone Type Defaults	Key Fob (N or Y)	Type (-- DY FI EM A1 FV NT EX PN SV A2 AR)	Area (INT BDRM PERIM or 1 to 6)	DMP Wireless: Contact (INT or EXT)	DMP Wireless: External Contact N/O? (N or Y)	DMP Wireless: 1114 Contact (1 2 3 4)	DMP Wireless: Supervision Time (0 3 60 240)	DMP Wireless: LED Operation (N or Y)	DMP Wireless: Disarm-Disable (N or Y)	DMP Wireless: PIR Pulse Count (2 or 4)	DMP Wireless: Sensitivity (Low or High)	Disarmed Open: Message (AT L -)	Disarmed Open: Output * (0)	Disarmed Open: Action (SP MF)	Disarmed Short: Message (AT L -)	Disarmed Short: Output * (0)	Disarmed Short: Action (SP MF)	Armed Open: Message (AT L -)	Armed Open: Output * (0)	Armed Open: Action (SP MF)	Armed Short: Message (AT L -)	Armed Short: Output * (0)	Armed Short: Action (SP MF)	Swinger (N or Y)	Prewarn (1 to 5)	Entry Delay (1 or 2)	Cross Zone (N or Y)	Priority (N or Y)	Traffic Count (N or Y)	Zone Audit Days (0 to 99)	Receiver Routing (NORM 1 2 BOTH)	Style (TGL ARM DIS STEP MNT)
NIGHT	N	NT		INT	N	1	240	Y	Y	4	Low	-	0	S	-	0	S	T	0	S	A	0	S	Y	1-5	1	N	N	N	0		
DAY	N	DY		INT	N	1	240	Y		4	Low	T	0	S	T	0	S	T	0	S	A	0	S	Y	1-5		N	N	N	0		
EXIT	N	EX		INT	N	1	240	Y	Y	4	Low	-	0	S	-	0	S	T	0	S	A	0	S	Y	1-5	1	N	N	N	0		
FIRE	N	FI		INT	N	1	240	Y		4	Low							T	0	S	A	0	S	Y			N	N				
PANIC	N	PN		INT	N	1	240	Y		4	Low							T	0	S	A	0	S	N			N	N		0		
EMERGENCY	N	EM		INT	N	1	240	Y		4	Low							T	0	S	A	0	S	N			N	N		0		
SUPERVISORY	N	SV		INT	N	1	240	Y		4	Low													N			N	N		0		
AUXILIARY 1	N	A1		INT	N	1	240	Y		4	Low	T	0	S	A	0	S				A	0	S	N			N	N		0	NORM	
AUXILIARY 2	N	A2		INT	N	1	240	Y		4	Low	T	0	S	A	0	S				T	0	S	N			N	N		0	NORM	
FIRE VERIFY	N	FV		INT	N	1	240	Y		4	Low										T	0	S	N								
ARMING	N	AR		INT	N	1	240	Y		4	Low													N						0		TGL

***** Outputs = 31 to 34, 41 to 44, or F1-F20. = This function not available for this zone type.

18.10 Zone Type Defaults

The XTLN-WiFi panel contains 11 default zone types that provide the most commonly selected functions for their applications. All zone types can be customized by changing the variable options listed below.

Key Fob - Indicates if a DMP key fob is programmed.

Type - These are the abbreviations displayed on the keypad for the zone types.

Area - For a ALL/PERIM or HOME/SLEEP/AWAY system, this is either Interior, Bedroom, or Perimeter. For an AREA system use 1 to 6.

Wireless - 1100 Series Wireless options.

Contact - Indicates if the Universal Transmitter is programmed to use the internal or external contact.

External Contact N/O? - Identifies whether externally installed contacts are programmed as a normally open (N/O) or normally closed (N/C) circuit. Y = N/O Contacts. N = N/C Contacts.

1114 Contact - Indicates if the 1114 Zone Expander is programmed for contact(s) 1, 2, 3, or 4.

Supervision Time - Selects the number of minutes for DMP wireless supervision.

1142 LED Operation - Identifies DMP 1142 Wireless Two-Button transmitter LED operation.

Disarm-Disable - Identifies 1126/1127 PIR operation.

PIR Pulse Count - Selects the number of pulse counts the 1126/1127 uses before sending a short message.

Sensitivity - Sets sensitivity for the 1126/1127 PIR.

Message - A = alarm report, T = trouble report,
L = local with no report, — (dash) = no report.

Output - 31 to 34 and 41 to 44 wireless outputs or wireless key fob zones.

Action - This selects the type of relay output:
S = steady, P = pulse, M = momentary, and F = follow

Swinger Bypass - The zone can be automatically bypassed after a programmed number of trips.

Prewarn - This selects the keypad address that sounds the entry prewarn for this zone.

Entry Delay - Selects the entry delay timer used for this zone.

Priority - Requires this zone to be in a normal condition before the area can be armed.

Traffic Count - Provides the number of zone trips per area for Night and Exit type zones in a disarmed state.

Zone Audit Days - Number of days allowed to elapse without a zone being tripped before a message is sent.

Receiver Routing - This selects the routing option for Auxiliary 1 or Auxiliary 2 zone types.

Style - The abbreviations that display on the keypad for arming zone style. TGL = Toggle,
ARM = Arm only, DIS = Disarm only,
STEP = Wireless arming, MNT = Maintain

18.11 Common Keypad Messages

Message	Meaning	Possible Solutions
INVALID CODE	The user code you have entered is not recognized by the system.	Check the user code and try again.
CLOSING TIME	The schedule has expired but the system has not been armed.	Users still on the premise should arm the system or extend the schedule to a later time.
KEYPAD NAME - NOPWR	Wireless keypad is not getting proper power.	Check that AC/DC transformer is plugged in correctly.
AC TROUBLE	The system is not getting proper power.	Check that the AC connections are good.
BATTERY TROUBLE	The battery is either low or missing.	Check that the battery connections are good and the battery is still good.
SYSTEM TROUBLE or SERVICE REQUIRED	There is a problem with one or more components in the system.	Press the reset button for 1-2 seconds.
SYSTEM BUSY	The system is performing another task with a higher priority.	Wait a few moments for the system to complete the task. If the message displays for a long period of time, the processor could be locked up.
TRANSMIT FAIL	The panel has attempted to communicate with the central station 10 times and has not succeeded.	Verify your communication type, account number, and IP address.
ENTER CODE (When entering Programming)	A lockout code has been programmed for the panel.	Enter the lockout code.

Revisions to This Document

This section explains the changes that were made to this document during this revision. This section lists the version, section number with heading, and a quick summary of the change.

Version	Section Number and Heading	Summary of Changes
1.01	Entire Document	Created for initial release

Listings and Approvals

California State Fire Marshal (CSFM)

FCC Wireless Approvals
- FCC Part 15 ID: CCKPC0117
- Industry Canada ID: 5251A-PC0117

Underwriters Laboratories (UL) Listed

ANSI/UL 1023 Household Burglar

ANSI/UL 985 Household Fire Warning

ANSI/UL 1610 Central Station Burglar

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