# D9112B

Security Systems

EN

Program Entry Guide

Control Panel

BOSCH

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## About this Guide

This guide describes the parameters available to the D9112B Control Panel. This guide follows the organization of the D9112B product handler in the D5200 Programmer.

Each programming section, program item, and its page number is listed in the table of contents.

Throughout this guide, programming prompts are shown in bold italic letters when used in a sentence. For example, Phone 1 is the first programming prompt in the Phone section of the program. References to modules, categories, and sections of the program are shown in italic letters. For example, Phone is the first programming category in the Panel Wide Parameter programming module.

Use the D9112B Program Record Training Sheet (P/N: 74-06447-000) to review default program entries as you read this guide.

For a more complete understanding of the D9112B Control Panel, read the following manuals in addition to the Program Entry Guide:

- *D9112 Operation and Installation Manual*
- *Security System Owners Manual*
- *Security System User's Guide*

## Other Lettering Conventions Used in this Manual

D6500 reports are shown in bold italic letters. For example, ***AC Failed*** indicates the report sends when the panel reports an AC power failure.

Generally words shown in all capital letters indicate command center displays, and command center keys. For example, SERVC COMM FAIL is the command center display for failure to communicate with the D6500 receiver. ESC is a key on the command center. Depending on the context of the sentence, all capital letters can also indicate a recommended programming selection.

# Table of Contents

**1.0 Panel Wide Parameter ..... 8**
1.1 Phone ..... 8
**Phone 1 ..... 8**
**Phone 2 ..... 9**
**Phone 3 ..... 9**
**Phone 4 ..... 9**
**Modem Format ..... 9**
**Point/User Flag ..... 10**
**DTMF Dialing ..... 11**
**Phone Supv Time ..... 11**
**Alarm On Fail ..... 11**
**Two Phone Lines ..... 11**
**BFSK Duress Code ..... 12**
**Expanded Test Rpt ..... 12**
**Cancel Report ..... 12**
**Ground Start ..... 12**
1.2 Phone Routing ..... 12
**Phone ..... 17**
**Ph# Fire Alarm/Res ..... 17**
**Ph# Tbl/Res ..... 17**
**Ph# Alarm/Res/Cncl ..... 17**
**Ph# Trouble ..... 17**
**Ph# Open/Close ..... 17**
**Ph# Test/Stat Rpt ..... 18**
**Ph# Diagnostic ..... 18**
**Ph# Relay ..... 18**
**Ph# Skeds ..... 18**
**Ph# RAM ..... 18**
**Ph# Power/Phone ..... 18**
**Ph# Service ..... 19**
1.3 Power Supervision ..... 19
**AC Fail Time ..... 19**
**AC Fail/Res Rpt ..... 19**
**AC Tag Along ..... 19**
**AC/Battery Buzz ..... 19**
**Bat Fail/Res Rpt ..... 20**
1.4 Printer Parameters ..... 20
**Printer Address ..... 20**
**P## Scope ..... 20**
**P## Area Assign ..... 21**
**P ## Supervision ..... 21**
**P## Prt Points ..... 21**
**P ## Prt O/C ..... 21**
**P## Prt Non Alrm ..... 21**
1.5 RAM Parameters ..... 22
**RAM Passcode ..... 22**
**Log % Full ..... 22**
**RAM Call Back ..... 23**
**RAM Line Monitor ..... 23**
**Answer Armed ..... 23**
**Answer Disarmed ..... 23**
**Ram Ph ..... 24**
**2.0 Area Wide Parameters ..... 25**
2.1 Area Parameters ..... 25
**Area # ..... 25**
**A# Area On ..... 25**
**A# Acct Number ..... 25**
**A# FA Bypass Max ..... 25**
**A# Delay Res ..... 26**
**A# Exit Tone ..... 26**
**A# Exit Dly Time ..... 26**
**A# Auto Watch ..... 26**
**A# Verify Time ..... 26**
2.2 Bell Parameters ..... 27
**Area # ..... 27**
**A# Fire Time ..... 27**
**A# Fire Pat ..... 28**
**A# Burg Time ..... 28**
**A# Burg Pat ..... 28**
**A# Single Ring ..... 29**
**A# Bell Test ..... 29**
2.3 Opening and Closing ..... 29
2.3.1 Open and Close Options ..... 29
**Area ..... 30**
**A# Acct O/C ..... 30**
**A# Area O/C ..... 31**
**A# Restricted O/C ..... 32**
**A# Perimeter O/C ..... 33**
**A# Disable O/C in Window ..... 33**
**A# Auto Close ..... 34**
**A# Fail To Open ..... 34**
**A# Fail To Close ..... 34**
2.4 O/C Windows ..... 35
**Window ..... 35**
**W## Sunday ..... 35**
**W## Monday ..... 35**
**W## Tuesday ..... 35**
**W## Wednesday ..... 35**
**W## Thursday ..... 36**
**W## Friday ..... 36**
**W## Saturday ..... 36**

**W## Open Early Begin** ..... **36**
**W## Open Window Start** ..... **36**
2.4.1 Programming Two Opening Windows on the Same Day ..... 37
2.4.2 Programming to Link Two Days Over Midnight ..... 37
**W## Close Early Begin** ..... **37**
**W## Close Window Start** ..... **38**
**W## Close Window Stop** ..... **38**
**W## Xept Holiday** ..... **39**
2.4.3 Holiday Indexes for O/C Windows ..... 39
**W## Holiday 1** ..... **39**
**W## Holiday 2** ..... **39**
**W## Holiday 3** ..... **39**
**W## Holiday 4** ..... **39**
**W## Area #** ..... **39**
2.4.4 Opening/Closing Windows Worksheet ..... 40
2.5 Command Center ..... 42
2.5.1 Cmd Cntr Assignment ..... 42
**Cmd Center #** ..... **42**
**CC# Supervised** ..... **42**
**CC# Scope** ..... **42**
**CC# Area** ..... **43**
2.5.2 Area Text ..... 43
**Area** ..... **43**
**Area # Is On** ..... **43**
**Area # Not Ready** ..... **43**
**Area # Is Off** ..... **43**
**Area # Acct Is On** ..... **43**
2.5.3 Custom Function ..... 44
**Custom Function ###** ..... **44**
**CF### Text** ..... **44**
**CF### Key Strokes** ..... **44**
2.5.4 Programming Custom Function Keystrokes 45
**3.0 User Interface** ..... **45**
3.1 Commands ..... 45
3.2 Command Menu and Custom Functions ..... 45
3.3 Cmd Center Function ..... 46
3.4 Authority Lvl Assign ..... 46
**Disarm** ..... **47**
L## Disarm ..... 47
**Master Arm** ..... **48**
L## Master Arm ..... 48
**Mstr Arm Inst** ..... **49**
L## Master Arm Inst ..... 50
**Perim Instant** ..... **50**
L## Perim Inst ..... 51
**Perim Delay** ..... **51**
L## Perim Delay ..... 52
**Watch Mode** ..... **53**
L## Watch Mode ..... 53
**Perim Partial** ..... **53**
L## Perim Partial ..... 53
**View Area Stat** ..... **53**
L## View Area Stat ..... 53
**View Event Mem** ..... **53**
L## View Event Mem ..... 53
**View Pt Status** ..... **54**
L## View Pt Stat ..... 54
**Walk Test** ..... **54**
L## Walk Test ..... 54
**Fire Test** ..... **54**
L## Fire Test ..... 54
**Send Report** ..... **55**
L## Send Report ..... 55
**Chg Display** ..... **55**
L## Chg Display ..... 55
**Chg Time/Date** ..... **55**
L## Chg Time/Date ..... 55
**Chg Passcode** ..... **55**
L## Chg Passcode ..... 55
**Add Passcode** ..... **56**
L## Add Passcode ..... 56
**Del Passcode** ..... **56**
L## Del Passcode ..... 56
**Extend Close** ..... **56**
L## Extend Close ..... 56
**View Log** ..... **56**
L## View Log ..... 57
**Print Log** ..... **57**
L## Print Log ..... 57
**User Cmd 7** ..... **57**
L## User Cmd 7 ..... 57
**User Cmd 9** ..... **57**
L## User Cmd 9 ..... 57
**Bypass a Pt** ..... **58**
L## Bypass a Pt ..... 58
**Unbypass a Pt** ..... **58**
L## Unbypass a Pt ..... 58
**Reset Sensors** ..... **58**
L## Reset Sensors ..... 58
**Relay Control** ..... **58**
L## Relay Control ..... 58
**Remote Program** ..... **58**

L## Remote Program ..... 59
**Move to Area ..... 59**
L## Move to Area ..... 59
**Display Rev ..... 59**
L## Display Rev ..... 59
**Service Walk ..... 59**
L## Service Walk ..... 60
**Default Text ..... 60**
L## Default Text ..... 60
**Change Skeds ..... 60**
L## Change Skeds ..... 60
3.5 Authority Level Opening and Closing Options ..... 60
L## Force Arm ..... 60
L## Area O/C ..... 61
L## Restricted O/C ..... 61
L## Perimeter O/C ..... 61
L## Send Duress ..... 61
L## Passcode Arm ..... 62
L## Passcode Disarm ..... 62
**4.0 Command Menu ..... 62**
**Menu Item ..... 62**
**M## Function ..... 62**
**M## CC Address 1 ..... 63**
**M## CC Address 2 ..... 63**
**M## CC Address 3 ..... 63**
**M## CC Address 4 ..... 63**
**M## CC Address 5 ..... 63**
**M## CC Address 6 ..... 63**
**M## CC Address 7 ..... 63**
**M## CC Address 8 ..... 63**
**5.0 User Access Windows ..... 64**
**User Window # ..... 64**
**UW## Sunday ..... 64**
**UW## Monday ..... 64**
**UW## Tuesday ..... 64**
**UW## Wednesday ..... 64**
**UW## Thursday ..... 64**
**UW## Friday ..... 64**
**UW## Saturday ..... 64**
**UW## Access Window Start ..... 64**
**UW## Access Window Stop ..... 64**
5.1 Holiday Indexes for User Access Windows 65
**UW## Xept Holiday ..... 65**
**UW## Holiday 1 ..... 65**
**UW## Holiday 2 ..... 65**
**UW## Holiday 3 ..... 65**
**UW## Holiday 4 ..... 65**
**6.0 Passcode Worksheet ..... 66**
**Duress ..... 66**
**User ..... 67**
**U## Passcode ..... 67**
**U## User Window ..... 67**
**U## Area 1 Auth ..... 68**
**U## Area 2 Auth ..... 68**
**U## Area 3 Auth ..... 68**
**U## Area 4 Auth ..... 68**
**U## Area 5 Auth ..... 68**
**U## Area 6 Auth ..... 68**
**U## Area 7 Auth ..... 68**
**U## Area 8 Auth ..... 68**
**7.0 Point Index ..... 69**
**Point Index # ..... 69**
**P## Type ..... 69**
**P## Pt Response ..... 72**
**P## Entry Delay ..... 73**
**P## Entry Tone Off ..... 73**
**P## Silent Bell ..... 73**
**P## Ring Until Restored ..... 73**
**P## Audible After 2 Failures ..... 74**
**P## Invisible ..... 74**
**P## Buz on Fault ..... 74**
**P## Watch Point ..... 74**
**P## Relay Follows Point ..... 75**
**P## Local While Disarmed ..... 75**
**P## Local While Armed ..... 76**
**P## Disable Restorals ..... 76**
**P## Returnable ..... 76**
**P## Bypassable ..... 77**
**P## Swinger Bypass ..... 77**
**P## Report Bypass at Occurrence ..... 77**
**P## Defer Bypass Report ..... 78**
**P## Fire Point ..... 78**
**P## Alarm Verify ..... 78**
**P## Resettable ..... 78**
**8.0 Point Assignments ..... 79**
8.1 Point Assignments ..... 79
**Point Number ..... 79**
**P## Point Index ..... 79**
**P### Area Assign ..... 79**
**P### Debounce ..... 79**
**P### BFSK/Relay ..... 79**
**P### Point Text ..... 80**
8.2 Command 9 ..... 80

**Point Index** ..... **80**
**BFSK Code** ..... **80**
**Point Text** ..... **81**
8.3 Command 7 ..... 81
**Point Index** ..... **81**
**BFSK Code** ..... **81**
**Point Text** ..... **81**
**9.0 Relay Parameters** ..... **82**
9.1 Area Wide Relays ..... 83
**Area** ..... **83**
**A# Alarm Bell** ..... **83**
**A# Fire Bell** ..... **83**
**A# Reset Sensors** ..... **83**
**A# Late To Close** ..... **83**
**A# Force Armed** ..... **84**
**A# Watch Mode** ..... **84**
**A# Area Armed** ..... **84**
**A# Area Fault** ..... **84**
**A# Duress** ..... **84**
**A# Keypad Fail** ..... **84**
**A# Perim Fault** ..... **84**
**A# Silent Alarm** ..... **84**
**A# Command 7** ..... **85**
**A# Command 9** ..... **85**
9.2 Panel Wide Relays ..... 85
**Printer 17 Fail** ..... **85**
**Printer 18 Fail** ..... **85**
**Printer 19 Fail** ..... **85**
**AC Failure** ..... **85**
**Battery Trouble** ..... **85**
**Phone Fail** ..... **85**
**Comm Fail** ..... **85**
**Log % Full** ..... **86**
**Summary Fire** ..... **86**
**Summary Alarm** ..... **86**
**Summary Fire Tbl** ..... **86**
**Summary Trouble** ..... **86**
**10.0 Skeds** ..... **86**
**Sked Number** ..... **86**
**S## Function Code** ..... **87**
**S## Time** ..... **92**
**S## Date** ..... **92**
**S## Sunday** ..... **92**
**S## Monday** ..... **93**
**S## Tuesday** ..... **93**
**S## Wednesday** ..... **93**
**S## Thursday** ..... **93**
**S## Friday** ..... **93**
**S## Saturday** ..... **93**
**S## Xept Holiday** ..... **93**
**S## Holiday 1** ..... **93**
**S## Holiday 2** ..... **93**
**S## Holiday 3** ..... **93**
**S## Holiday 4** ..... **94**
**11.0 Holiday Indexes** ..... **94**
11.1 Add/Change/Delete ..... 94
**Date** ..... **94**
**Holiday Index 1** ..... **94**
**Holiday Index 2** ..... **95**
**Holiday Index 3** ..... **95**
**Holiday Index 4** ..... **95**
11.2 View Holidays ..... 95
**Index 1 Days** ..... **95**
**Index 2 Days** ..... **95**
**Index 3 Days** ..... **95**
**Index 4 Days** ..... **95**

## Table of Tables

Table 1: Modem II Communication Format Data – User ID Numbers (*Point/User Flag*) .....10
Table 2: Modem II Communication Format Data – Point Numbers (*Point/User Flag*) .....10
Table 3: Phone Routing .....13
Table 4: Phone Routing Worksheet – Fire Alarm/Res (Fire Alarm/Restoral) .....13
Table 5: Phone Routing Worksheet – Fire Tbl/Res (Fire Trouble/Restoral) .....13
Table 6: Phone Routing Worksheet – Alarm/ Res/Cncl (Non-Fire Alarm/Restoral/ Cancel) .....14
Table 7: Phone Routing Worksheet – Trouble (Non-Fire Trouble) .....14
Table 8: Phone Routing Worksheet – Diagnostics ...14
Table 9: Phone Routing Worksheet –Relay .....14
Table 10: Phone Routing Worksheet – Open/Close 15
Table 11: Phone Routing Worksheet – Skeds .....15
Table 12: Phone Routing Worksheet – Test/Stat Rpt (Test and Status Reports) .....16
Table 13: Phone Routing Worksheet – RAM .....16
Table 14: Phone Routing Worksheet – Power/Phone17
Table 15: Phone Routing Worksheet – Service .....17
Table 16: Verify Time Examples .....27
Table 17: Programming for Two Opening Windows on the Same Day .....37
Table 18: Programming to Link Two Days Over Midnight .....37
Table 19: W# Close Window Stop Programming Example .....38
Table 20: Opening/Closing Windows Worksheet ....40
Table 21: Opening/Closing Windows .....40
Table 22: Normal Store Hours* .....41
Table 23: Delivery Schedule* .....41
Table 24: Monthly Auditor's Schedule* .....41
Table 25: CF## Keystrokes .....44
Table 26: CF## Custom Function Keystrokes .....45
Table 27: Command Center Function Selections .....46
Table 28: Authority Level Selections .....47
Table 29: BFSK User ID Report Format .....66
Table 30: Point Response Table .....72
Table 31: BFSK/Relay Codes .....80
Table 32: Relay Status .....82

# 1.0 Panel Wide Parameter

Use this programming module to define the operating characteristics that affect panel-wide functions. This module has five categories:

- Phone Operation
- Phone Routing
- Power Supervision
- Printer Parameters
- Remote Account Manager (RAM) Parameters

## 1.1 Phone

The D9112 can dial up to four different telephone numbers when sending event reports. The program items in this category describe panel wide characteristics for telephone dialing, receiver format, and supervision. All telephone numbers use the same receiver format.

**Communications Failure:** When only a primary phone destination is programmed for a report (see *Phone Routing*), the D9112 generates a communication failure (Comm Fail) event if the panel does not reach the receiver:

- After ten attempts if the panel contains software revision 2.93 or lower.
- After five attempts if the panel contains software revision 2.94 or higher.

When both primary and backup phone destinations are programmed for a report, the panel alternates between the primary destination and the backup destination.

- If the panel is equipped with software revision 2.93 or lower, it makes a total of 20 attempts (ten to each phone destination).
- If the panel is equipped with software revision 2.94 or higher, it makes a total of ten attempts (six to the primary and four to the backup).
- If these attempts fail, the D9112 generates a Comm Fail event.

A Comm Fail event appears at the command center as `SERV COMM FAIL`. A Comm Fail event is placed in the event log if Comm Fail occurs on both the primary and backup phones. Comm Fail does not report to the D6500 except during ***Test*** reports (You must program ***Expand Test Rpt*** YES).

A Comm Restoral event generates after another reporting event successfully transmits to any of the receiver phone numbers. This ***Comm Restoral*** report is sent according to the routing for ***Power/Phone*** in **Phone Routing**. When you receive a ***Comm Restoral*** report, use RAM to download the event log to determine which events did not send, and which phone number(s) failed. Receiving the ***Comm Restoral*** report does not mean that all phone lines are restored, only that at least one phone line operates.

***Phone 1***

Phone 1 is the telephone number the D9112 dials to contact the central station receiver when sending event reports (see *Phone Routing*).

The D9112 is preprogrammed with a seven sec. dial tone detect period. When a dial tone is detected or the waiting period ends, the D9112 begins to dial. To extend the dial tone detect, program a D before the phone number. To insert a pause during or after dialing, use **C** in the number sequence. For example, if the D9112 hangs up before it hears a Modem II ack tone from the D6500, it programs extra Cs after the phone number. The D9112 waits on the line for three extra seconds for each C programmed.

Enter up to 24 of the characters in the following table to define dialing characteristics:

Using both phone data entry lines: The first line of the phone number data entry line must be filled (12 characters) before pressing the [ENT] key to move on to the second line. If you enter characters on the second line, and there are less than twelve characters on the first line, the second line clears when you press [ENT].

| **Default:** | **Blank** |
|---|---|
| **Selection:** | **Up to 24 characters (do not enter [SPACE])** |
| 0 - 9 | Numbers zero through nine |
| C | 3 sec. pause |
| D | 7 sec. dial-tone detect. |
| # or * | The same as pressing this key on a telephone keypad when manually dialing. For example, you may need an asterisk (*) to access your long distance service. Do not use these characters when pulse dialing. |
| Blank | Panel dials no phone number.<br>Programming this item **Blank** does not disable phone routing. To disable reporting to this phone see *Phone Routing.* |

### *Phone 2*

| **Default:** | **Blank** |
|---|---|
| **Selection:** | **Up to 24 characters (do not enter [SPACE])** |

(See explanation of Phone 1.) This number is "Phone 3," referenced in *Phone Routing Parameters.*

### *Phone 3*

| **Default:** | **Blank** |
|---|---|
| **Selection** | **Up to 24 characters (do not enter [SPACE])** |

(See explanation of Phone 1.) This number is "Phone 4," referenced in *Phone Routing Parameters.*

### *Phone 4*

| **Default:** | **Blank** |
|---|---|
| **Selection:** | **Up to 24 characters (do not enter [SPACE])** |

(See explanation of Phone 1.) This number is "Phone 3," referenced in *Phone Routing Parameters.*

### *Modem Format*

The central station receiver format for transmitting reports, ***Modem Format*** provides many reporting advantages over the BSFK format (see the D6500 Report Directory for more information about the effect of reporting formats).

| **Default:** | **Yes** |
|---|---|
| **Selection** | **Yes or No** |
| Yes | Modem II (requires Bosch Security Systems D6500 Receiver with MPU EPROM version 6.00 or higher and Line EPROM version 6.00 or higher)<br>Modem II format reports identify points as 001 through 135 and passcode User ID codes as 00 through 99 at the D6500 receiver (unless ***Point/User Flag*** is programmed YES, see the next prompt). When reporting point events, Modem II also sends point text to the D6500 as programmed in *Point Assignments.* |
| No | BFSK (2300 Hz or 1400 Hz acknowledgment tone).<br>Basic reporting functions are available, but reporting options are limited to account opening and closing (see ***A# Acct O/C*** *and* ***A# Area O/C***), users are identified by only one digit as programmed in *Point Assignments* ***P### BFSK/Relay.*** |

### *Point/User Flag*

This program item determines how point and User ID numbers are presented at the D6500 display, printer, and computer RS-232 output.

When ***Modem Format*** is YES, the D9112 sends expanded Modem II reports to the D6500. If your central station data files are not set up for D9112 point and User ID number reporting, you can use this program item to convert these numbers to D8112 style ZONEX and COMEX reports.

When ***Modem Format*** is YES, the D9112 sends expanded Modem II reports to the receiver. Point/User Flag affects Modem II data as shown in the following table. The leading zero in the User ID Number with Point/User Flag programmed NO is added by the Bosch Security Systems D6500 Receiver.

| | |
|---|---|
| **Default:** | **Yes** |
| **Selection:** | **Yes or No** |
| Yes | The D9112 sends a "flag" with each report telling the D6500 to convert D9112 point numbers to D8112 style ZONEX format and User ID numbers to D8112 style COMEX format. The conversions are shown in *Table 1* and *Table 2*. [No matter how the D6500 is programmed for output to the computer system, points and User ID numbers are converted when this item is YES. (See the *D6500:MPU Program Entry Guide, CompOut* program item.)] |
| No | The D9112 does not send the "flag." The D6500 outputs point numbers as 001 to 135 (rather than 100 to 815) and User ID numbers as 000 to 099 (rather than 000 to F08), as indicated in Table 1 *and* Table 2. |

**Table 1: Modem II Communication Format Data – User ID Numbers (*Point/User Flag*)**

| No | Yes |
|---|---|
| 000 | 000 |
| 001 to 005 | 001 to 005 |
| 006 to 013 | 601 to 608 |
| 014 to 021 | 701 to 708 |
| 022 to 029 | 801 to 808 |
| 030 to 037 | B01 to B08 |
| 038 to 045 | C01 to C08 |
| 046 to 053 | D01 to D08 |
| 054 to 061 | E01 to E08 |
| 062 to 069 | F01 to F08 |
| 070 to 099 | 000 |

**Table 2: Modem II Communication Format Data – Point Numbers (*Point/User Flag*)**

| No | Yes |
|---|---|
| 001 to 008 | 100 to 800 |
| 009 to 024 | 101 to 116 |
| 025 to 040 | 201 to 216 |
| 041 to 056 | 301 to 316 |
| 057 to 071 | 401 to 415 |
| 073 to 088 | 501 to 516 |
| 089 to 104 | 601 to 616 |
| 105 to 120 | 701 to 716 |
| 121 to 135 | 801 to 816 |

***Independent Zone Control Notice:*** When using Independent Zone Controls (I.Z.C.) to send ***Opening/Closing*** reports by point, do not duplicate reporting independent point numbers with User ID reports (see *Passcode Worksheet*). For example: If an I.Z.C. is connected to point 8, User ID 8 should not be used.

**D6000:** Opening/Closing User ID numbers are identified at the receiver as "ZONEs" (same identification as independent points).

User ID 1 = ZONE B

User ID 2 = ZONE C

User ID 3 = ZONE D

User ID 4 = ZONE E

User ID 5 = ZONE F

User ID 6 = ZONE 6

User ID 7 = ZONE 7

User ID 8 = ZONE 8

User ID 91 = ZONE 1

User ID 92 = ZONE 2

User ID 93 = ZONE 3

User ID 94 = ZONE 4

User ID 95 = ZONE 5

User ID 96 = ZONE 0

COMMAND 1 = ZONE 9 (only closing)

**D6500 Receiving BFSK Format:** Opening/closing User ID numbers are identified at the receiver as ZN (same identification as independent points). The ZN numbers are based on the "tens" digit of the User ID number.

### *DTMF Dialing*

Use DTMF (dual-tone multi-frequency) to dial the central station receiver phone number(s) for event reports, and/or the D5300 Remote Account Manager.

| **Default:** | **Yes** |
|---|---|
| **Selection:** | **Yes or No** |
| Yes | Dials the programmed phone number(s) using DTMF. |
| No | Pulse dialing only |

### *Phone Supv Time*

Sets the amount of time the panel continues to monitor a faulted phone line before initiating phone line trouble responses.

| **Default:** | **Blank** |
|---|---|
| **Selection:** | **Blank or 10 to 240** |
| Blank | No phone line supervision. |
| 10 to 240 | Initiate phone line trouble response if the phone line continues to be faulted after the programmed amount of seconds expire. After a faulted phone line restores, it takes the same amount of time to initiate restoral responses.<br>Make settings in ten sec. increments. |

**Phone line trouble responses:**

Command centers display `SERVC PH LINE #` and sound the trouble tone.

***Restoral*** reports identify the previously failed line after it restores when a single phone line is used, if ***Power/Phone*** is enabled in *Phone Routing*.

Trouble and restoral events are reported if ***Power/Phone*** is enabled in *Phone Routing*, a Dual Phone Line Module is installed, and one of the phone lines is operational.

### *Alarm On Fail*

| **Default:** | **Yes** |
|---|---|
| **Selection:** | **Yes or No** |
| Yes | Generate alarm responses in Area 1 and trouble responses in all other areas when a phone line fails. ***Phone Supv Time*** must be programmed to use this feature.<br>**Phone Failure Alarm Responses:** An alarm tone sounds at command centers assigned to Area 1. The alarm bell relay for Area 1 activates. The ***Phone Fail*** relay activates if programmed in *Relay Parameters*. |
| No | Trouble responses when a phone line fails. ***Phone Supv Time*** must be programmed to use this feature. |

### *Two Phone Lines*

Use when a Dual Phone Line Module is connected to the D9112. Both lines must operate the same, either ground start or loop start. NFPA standards prohibit the use of ground start phone lines in systems monitoring fire points.

| **Default:** | **No** |
|---|---|
| **Selection:** | **Yes or No** |
| Yes | Dual Phone Line Module installed. The LEDs on the module light to indicate primary or secondary line trouble and Comm Fail. |
| No | No Dual Phone Line Module. |

IMPORTANT! Program ***Phone Supv Time*** when using two phone lines.

***BFSK Duress Code***

| | |
|---|---|
| **Default:** | **0** |
| **Selection:** | **0 to 9** |

When transmitting in BFSK (***Modem Format*** is programmed NO), you must assign a number to identify ***Duress*** reports at the central station. Duress is enabled in *Duress* in the **Passcode Worksheet**.

***Expanded Test Rpt***

Use to add system event information to scheduled ***Test*** reports. ***Test*** reports are set up as scheduled events in the *Skeds Parameters* section of the program.

| | |
|---|---|
| **Default:** | **No** |
| **Selection:** | **Yes or No** |
| Yes | ***Test*** report includes the following system events if the panel is currently in the condition listed: Log Threshold, Log Overflow, Point Bus Failure, Successful Local Programming, Bad Call to RAM, User Code Tamper, SDI Failure, Communications Failure, AC Failure, Battery Missing, Battery Low, Parameter Bad Checksum. |
| No | Do not send system event information with ***Test*** reports. |

***Cancel Report***

Use to control whether or not ***Cancel*** reports are sent.

A ***Cancel*** report is created when a passcode is entered to silence an Alarm Bell or Fire Bell before the bell time expires. The cancel event is stored in the panel's event log, and sent to local printers as a point event.

Use ***Burg Time*** and ***Fire Time*** in the *Bell Parameters* section of the program to program bell times. Program Alarm and Fire Bell relay outputs in *Relays.*

| | |
|---|---|
| **Default:** | **Yes** |
| **Selection:** | **Yes or No** |
| Yes | Send ***Cancel*** reports according to *Phone Routing.* |
| No | Do not send ***Cancel*** reports to the phone(s). |

***Ground Start***

Use only when the panel is connected to Ground Start telephone lines.

Some newer ground start telephone exchange switches require a shorter amount of time to initiate a dial tone. If the panel cannot initiate a dial tone on the ground start line with the default (Long) setting, try the Short setting.

Both lines must be of the same operation, either ground start or loop start. NFPA standards prohibit the use of ground start phone lines in systems monitoring fire points.

| | |
|---|---|
| **Default:** | **Long** |
| **Selection:** | **Short or Long** |
| Long | Standard duration of ground. Use this setting for most ground start telephone systems. The duration is 700 ms. |
| Short | Shorter duration of ground. Use this setting for telephone systems where specified. The duration is 250 ms. |

## 1.2 Phone Routing

Phone Routing lets you direct groups of event reports to four different telephone numbers. The phone numbers and operating characteristics are programmed in the previous category *Phone.*

Fire alarm events have priority over all other events that must be reported. An event that was not reported to the primary or backup phone has a higher priority than an event that needs to be reported to a duplicate phone.

Event report groups that you do not send to the central station may be annunciated locally (at the command centers), printed on a local printer (D9131 required), or retrieved later by the Remote Account Manager (RAM).

Each of the Report Groups can be programmed to report to one or more of the phone numbers. The phones can be used as primary, backup, or duplicate reporting paths for each of the Report Groups.

**Table 3: Phone Routing**

| Report Group | Description |
|---|---|
| **Blank** | Not reported to this phone number. |
| **P** | **Primary:** Send all reports from this group to this phone number. Only one primary phone allowed per group. |
| **B** | **Backup:** Send reports from this group to this phone if the report is not received by the primary phone number. A primary phone route must also be programmed for this Report Group in order to dial the backup phone number. Only one backup phone allowed per group. |
| **D** | **Duplicate:** Send all reports from this group to this phone number after they are sent to the other phone (primary or backup). A primary phone route must be programmed in order to send a duplicate report. Only one duplicate phone allowed per group. Failure to send a duplicate report does not generate any user notification or central station report. |

Press the [SPACE] bar to scroll through the selections. Press [ENT] when the correct selection appears in the display.

If the D5200 buzzes when you make an entry, you made a routing error. If you enter the same route on two different phones for a particular Report Group the D5200 buzzes. When it buzzes, it accepts the entry currently in the display, and changes the matching routing entry to blank. This disables routing the Report Group to the other phone.

Recheck the phone routing for the Report Group for each phone if the programmer buzzes.

**Table 4: Phone Routing Worksheet – Fire Alarm/Res (Fire Alarm/Restoral)**

| Report Type | Phone 1 | Phone 2 | Phone 3 | Phone 4 |
|---|---|---|---|---|
| Fire Alarm | | | x | x |
| Fire Restoral (after alarm) | | | x | x |

**Table 5: Phone Routing Worksheet – Fire Tbl/Res (Fire Trouble/Restoral)**

| Report Type | Phone 1 | Phone 2 | Phone 3 | Phone 4 |
|---|---|---|---|---|
| Fire Trouble | | | x | x |
| Fire Walk Start | | | x | x |
| Missing Fire | | | x | x |
| Fire Restoral (after Trouble or Missing) | | | x | x |
| Fire Walk End | | | | |

**Table 6: Phone Routing Worksheet – Alarm/ Res/Cncl (Non-Fire Alarm/Restoral/ Cancel)**

| Report Type | Phone 1 | Phone 2 | Phone 3 | Phone 4 |
|---|---|---|---|---|
| Alarm Report | | | x | x |
| User Alarm CMD 9 | | | x | x |
| Restoral Report | | | x | x |
| Duress | | | x | x |
| User Code Tamper | | | x | x |
| Missing Alarm | | | x | x |
| User Alarm CMD 7 | | | | |
| Cancel Alarm | | | | |

**Table 7: Phone Routing Worksheet – Trouble (Non-Fire Trouble)**

| Report Type | Phone 1 | Phone 2 | Phone 3 | Phone 4 |
|---|---|---|---|---|
| Fire Trouble | | | x | x |
| Fire Walk Start | | | x | x |
| Missing Fire | | | x | x |
| Fire Restoral (after Trouble or Missing) | | | x | x |

**Table 8: Phone Routing Worksheet – Diagnostics**

| Report Type | Phone 1 | Phone 2 | Phone 3 | Phone 4 |
|---|---|---|---|---|
| SDI Failure | | | | |
| Parm Cksum Fail | | | | |
| SDI Restoral | | | | |
| Re-boot | | | | |
| Watchdog Reset | | | | |

**Table 9: Phone Routing Worksheet –Relay**

| Report Type | Phone 1 | Phone 2 | Phone 3 | Phone 4 |
|---|---|---|---|---|
| Sensor Reset | | | x | x |
| Relay Set | | | x | x |
| Relay Reset | | | | |

**Table 10: Phone Routing Worksheet – Open/Close**

| Report Type | Phone 1 | Phone 2 | Phone 3 | Phone 4 |
|---|---|---|---|---|
| Point Opening | | | x | x |
| Late to Open | | | x | x |
| Closing Early | | | x | x |
| Extn Close Time | | | x | x |
| Perim Dlay Armed | | | | |
| F Close Early | | | x | x |
| F Close Pr Dlay | | | x | x |
| Command Bypass | | | x | x |
| Swinger Bypass | | | | |
| Early to Open | | | x | x |
| Fail to Open | | | x | x |
| Closing Late | | | x | x |
| Fail to Close | | | | |
| Was Force Armed | | | x | x |
| F Close Late | | | x | x |
| Forced Point | | | x | x |
| Sked Bypass | | | | |
| Opening Report | | | x | x |
| Point Closing | | | x | x |
| Closing Report | | | x | x |
| Perim Inst Armed | | | | |
| Forced Close | | | | |
| F Close Pr Inst | | | x | x |
| Point Bypass | | | x | x |
| RAM Bypass | | | x | x |

**Table 11: Phone Routing Worksheet – Skeds**

| Report Type | Phone 1 | Phone 2 | Phone 3 | Phone 4 |
|---|---|---|---|---|
| Sked Executed | | | | |
| Sked Changed | | | | |

**Table 12: Phone Routing Worksheet – Test/Stat Rpt (Test and Status Reports)**

| Report Type | Sub Group | Phone 1 | Phone 2 | Phone 3 | Phone 4 |
|---|---|---|---|---|---|
| Test Report (Includes expanded panel wide events as shown) | Log Threshold | | | | |
| | Prog Access OK | | | | |
| | SDI Failure | | | | |
| | Battery Missing | | | | |
| | Pt Bus Trouble | | | | |
| | AC Failure | | | | |
| | Log Overflow | | | | |
| | Bad Call to RAM | | | | |
| | Comm Failure | | | | |
| | Battery Low | | | | |
| | User Tamper | | | | |
| | Params Bad Cksm | | | | |
| Status Report (includes area events as shown) | S: Alarm | | | | |
| | S: Opening | | | | |
| | S: Perim Delay | | | | |
| | Point Bypass | | | | |
| | S: Trouble | | | | |
| | S: Closing | | | | |
| | S: Perim Instant | | | | |
| | Forced Point | | | | |

**Table 13: Phone Routing Worksheet – RAM**

| Report Type | Phone 1 | Phone 2 | Phone 3 | Phone 4 |
|---|---|---|---|---|
| Log Threshold | | | | |
| Bad Call to RAM | | | | |
| RAM Access OK | | | | |
| Parameters Changed | | | | |
| RAM Access Fail | | | | |
| Remote Reset | | | | |

**Table 14: Phone Routing Worksheet – Power/Phone**

| Report Type | Phone 1 | Phone 2 | Phone 3 | Phone 4 |
|---|---|---|---|---|
| Comm Restoral | | | x | x |
| AC Failure | | | x | x |
| Battery Low | | | x | x |
| Phone Line Fail | | | x | x |
| AC Restoral | | | x | x |
| Battery Restore | | | x | x |
| Phone Restoral | | | | |
| Battery Missing | | | | |

**Table 15: Phone Routing Worksheet – Service**

| Report Type | Phone 1 | Phone 2 | Phone 3 | Phone 4 |
|---|---|---|---|---|
| Usr Code Change | | | x | x |
| Prog Access Bad | | | x | x |
| Usr Code Delete | | | x | x |
| Date Change | | | x | x |
| Prog Access OK | | | x | x |
| Time Change | | | x | x |

***Phone***

**Default:** **1**

**Selection:** **1 to 4**

Enter the phone's number for which you are selecting report group routing.

***Ph# Alarm/Res/Cncl***

**Default:** **Blank**

**Selection:** **Blank, P, B, or D**

See the introduction to *Phone Routing* for a description of the selections.

***Ph# Fire Alarm/Res***

**Default:** **Blank**

**Selection:** **Blank, P, B, or D**

See the introduction to *Phone Routing* for a description of the selections.

***Ph# Trouble***

**Default:** **Blank**

**Selection:** **Blank, P, B, or D**

See the introduction to *Phone Routing* for a description of the selections.

***Ph# Tbl/Res***

**Default:** **Blank**

**Selection:** **Blank, P, B, or D**

See the introduction to *Phone Routing* for a description of the selections.

***Ph# Open/Close***

**Default:** **Blank**

**Selection:** **Blank, P, B, or D**

See the introduction to *Phone Routing* for a description of the selections.

### *Ph# Test/Stat Rpt*

| | |
|---|---|
| **Default:** | **Blank** |
| **Selection:** | **Blank, P, B, or D** |

See the introduction to *Phone Routing* for a description of the selections.

***Test*** reports and ***Status*** reports are enabled in the *Skeds* section of the program. For ***Test*** reports, see Sked Function Code #9. For ***Status*** reports, see Sked Function Code #10.

***Test*** and ***Status*** reports are identified at the D6500 using the account number for Area 1.

If ***Expand Test Rpt*** in *Phone* is YES, the ***Test*** report includes additional system events, if the panel is currently in one of these conditions: `Prog Access OK, SDI Failure, Comm Failure, Battery Missing, Battery Low, Pt Bus Trouble, AC Failure, Params Bad Cksm, Log Threshold, Log Overflow, Bad Call to RAM, and User Tamper`.

After a **Reset-Bye** or disable restart, the panel checks to see if the following conditions exist. If they do, the panel sends appropriate reports with the test report: ***Log Threshold***, ***Log Overflow***, ***Bad Call to RAM***, and ***User Tamper***. All other system events are cleared and do not report at test time.

To clear `Bad Call to RAM` and `User Tamper` events, simply contact the panel with RAM II. To clear `Log Threshold` and `Log Overflow` contact the panel with RAM II and perform a **Receive Log and Set Pointer** function from the Logger menu.

### *Ph# Diagnostic*

| | |
|---|---|
| **Default:** | **Blank** |
| **Selection:** | **Blank, P, B, or D** |

See the introduction to *Phone Routing* for a description of the selections.

If a Parameter Checksum Fail (***Parm Cksum Fail***) report is received, the user can silence the panel's buzzer, but cannot clear the system trouble display. To correct a Parameter Checksum Fail condition, re-load the program into the panel using RAM or the D5200

### *Ph# Relay*

| | |
|---|---|
| **Default:** | **Blank** |
| **Selection:** | **Blank, P, B, or D** |

See the introduction to *Phone Routing* for a description of the selections.

### *Ph# Skeds*

| | |
|---|---|
| **Default:** | **Blank** |
| **Selection:** | **Blank, P, B, or D** |

See the introduction to *Phone Routing* for a description of the selections.

**Note:**

*The panel uses* Skeds *18 to 49 for opening and closing windows and* Skeds *50 to 64 for User Access Windows. Routing* Skeds *activity to a receiver when using these features can result in excessive receiver traffic.*

### *Ph# RAM*

| | |
|---|---|
| **Default:** | **Blank** |
| **Selection:** | **Blank, P, B, or D** |

See the introduction to *Phone Routing* for a description of the selections.

These events are associated with RAM functions. RAM reports are identified at the D6500 using the account number for Area 1.

`RAM Access Fail` may indicate a wrong passcode when communicating with the panel, or a valid RAM session was terminated by a means other than a **Good-bye** or **Reset-bye** command. `Log Threshold` is programmed in *RAM Parameters* ***Log % Full***. `Remote Reset` indicates a **Reset-Bye** command issued from RAM. `Bad Call to RAM` indicates that the panel called RAM but was unable to connect.

### *Ph# Power/Phone*

| | |
|---|---|
| **Default:** | **Blank** |
| **Selection:** | **Blank, P, B, or D** |

See the introduction to *Phone Routing* for a description of the selections.

***Ph# Service***

| | |
|---|---|
| **Default:** | **Blank** |
| **Selection:** | **Blank, P, B, or D** |

See the introduction to *Phone Routing* for a description of the selections.

## 1.3 Power Supervision

***AC Fail Time***

| | |
|---|---|
| **Default:** | **10** |
| **Selection:** | **1 to 90 sec. (Blank and 0 are invalid)** |

Amount of time (in seconds) that AC power must be off before the D9112 responds to the AC failure. The response to restoral of AC power is delayed for the same amount of time. The panel always monitors AC. To disable audible and reporting failure responses, program the following items NO: ***AC***, ***Fail/Res Rpt***, ***AC Tag Along***, and ***AC/Battery Buzz***.

Visual AC Failure Response: When a failure occurs, the `SERVC AC FAIL` message displays at command centers.

You can program other AC failure responses in the program items that follow, and you can program a relay to activate in ***Relay Parameters***.

***AC Fail/Res Rpt***

***AC Power Supervision*** reports are sent to the central station when they occur. To comply with UL 864 requirements for Commercial Fire Systems, program ***AC Fail/RES Rpt*** NO.

| | |
|---|---|
| **Default:** | **No** |
| **Selection:** | **Yes or No** |
| Yes | ***AC Failure*** and ***AC Restoral*** reports are sent to the central station when the panel generates the event. They are routed to the telephone number for ***Power/Phone*** events. AC Failure is reported as `Trouble Zone 0` when transmitting in BFSK. |
| No | ***AC Failure*** and ***AC Restoral*** reports are NOT sent when they occur. They can still be sent with subsequent reports if ***AC Tag Along*** is programmed YES. |

***AC Tag Along***

Send ***AC Failure*** report as an additional message (tag along) with other reports. To comply with UL 864 requirements for Commercial Fire Systems, program ***AC Tag Along*** YES.

| | |
|---|---|
| **Default:** | **No** |
| **Selection:** | **Yes or No** |
| Yes | When AC fails, the report is not sent until another event occurs. The ***AC Fail*** report is sent to the receiver with subsequent event reports until the ***AC Restoral*** report is sent. These ***AC Fail*** reports are routed to the phone destination of the event with which it is sent. If AC power restores before any other event occurs, the report is not sent.<br>**Note:**<br>*If both **AC Fail/Res Rpt** and **AC Tag Along** are YES, two **AC Failure** reports are sent to the **Power/Phone** telephone number(s), once as the primary message, and once as the "tag along" report.* |
| No | ***AC Fail*** reports are not tag along events. |

***AC/Battery Buzz***

Turn the command center trouble buzzer on when AC fails or the battery is low or missing. This program item does not prevent the `SERVC AC FAIL` or `SERVC BATT LOW` displays.

| | |
|---|---|
| **Default:** | **No** |
| **Selection:** | **Yes or No** |
| Yes | Buzz command center sounder when AC fails or the battery is low or missing. To comply with NFPA standards for fire systems, program this item YES. |
| No | Do not audibly indicate AC failure or battery trouble on the command center. |

***Bat Fail/Res Rpt***

Determines if battery (DC) power supervision reports are sent.

The battery must be discharged below 12.1 VDC for 16 sec. before the D9112 responds to a low battery (see the *D9112 Operation and Installation Guide* for discharge schedule).

| **Default:** | **Yes** | | |
|---|---|---|---|
| **Selection:** | **Yes or No** | | |
| Yes | ***Battery Failure*** and ***Restoral*** reports are sent to the central station. They are routed to the telephone number programmed for Power/Phone events. | | |
| | **Modem Reports:** | Missing or shorted | `BATTERY MISSING` |
| | | Discharged below 12.1 VDC | `BATTERY LOW` |
| | **BFSK Reports:** | Missing, shorted, low battery | `TROUBLE ZONE 9` |
| No | ***Battery Failure*** and ***Restoral*** reports are NOT sent to the central station. | | |

**Note:**

*When a battery problem occurs, the trouble buzzer sounds at the command centers unless it is disabled by* ***AC/Battery Buzz*** *(see* **AC/Battery Buzz***).*

## 1.4 Printer Parameters

Up to three D9131 Printer Interface Modules can be connected to the D9112's SDI bus. Each printer is identified by an address of 17, 18, or 19. Options are available for ***Routing*** reports and area assignments.

***Printer Address***

| **Default:** | **17** |
|---|---|
| **Selection:** | **17, 18, or 19** |

The printer address you are programming.

***P## Scope***

Press the [SPACE] bar to scroll through the selections. Press [ENT] when the correct selection appears in the display.

| **Default:** | **No Printer** |
|---|---|
| **Selection:** | **No Printer, Panel Wide, Account, and Area** |
| No Printer | Printer disabled |
| Panel Wide | Printer prints all designated events that occur panel-wide. A panel-wide printer crosses account boundaries. |
| Account | Printer prints all designated events that occur in the area where the printer is assigned and all other areas that are assigned to the same account. A single account printer displays all the information in the account but cannot cross boundaries. |
| Area | Printer prints all designated events that occur in the assigned area. |

### *P## Area Assign*

| | |
|---|---|
| **Default:** | **1** |
| **Selection:** | **1 to 8** |

Assign each installed printer to an area of the D9112. This allows the proper routing of events as determined by the Printer Scope. Assign printers with Panel Wide scope to Area 1. Assign printers with Account scope to an area within the account number you want to record.

System events such as power supervision, passcode changes, RAM events and such, are only sent to the printer assigned to AREA 1. To record these events, make sure a printer is assigned to Area 1 and that ***PRT Non Alrm*** is programmed YES for that printer.

### *P ## Supervision*

Use this prompt to determine if any responses are generated when the printer at this address fails. See the *D9131 Printer Interface Operation and Installation Guide* for conditions that are supervised.

| **Default:** | **No** |
|---|---|
| **Selection:** | **Yes or No** |
| Yes | No report or local annunciation if this printer fails. |
| No | Send an ***SDI Fail*** report identifying the printer address (17, 18, or 19) to the receiver if this printer fails. (Program ***Diagnostic*** reports for a primary phone destination in the *Phone Routing Worksheet*). Sends a message to all other printers as non-alarm events. Display `SERVC PRINTER` at all command centers. A relay can be assigned to indicate printer trouble (see *Relay Assignments*). |

### *P## Prt Points*

Point events include every event that can be generated by a point. Events include all of the events listed in the Fire Alarm/Restoral, Fire Tbl/Rest, AlarmRest/Cancel, and Trouble logs shown in the *Phone Routing Worksheet.*

| **Default:** | **Yes** |
|---|---|
| **Selection:** | **Yes or No** |
| Yes | Print point events according to the Printer Scope and Area Assignment. All point events are printed on the local printer regardless of how many points are programmed. |
| No | Do not print any point events. |

### *P ## Prt O/C*

O/C events are all of the events listed in the Opening and Closing log shown in the *Phone Routing Worksheet.*

| **Default:** | **Yes** |
|---|---|
| **Selection:** | **Yes or No** |
| Yes | Print Opening and Closing events according to the Printer Scope and Area Assignment. All arming and disarming events are printed on the local printer regardless of the programming of any other prompts associated with openings and closings. |
| No | Do not print any Opening and Closing events. |

### *P## Prt Non Alrm*

Non-Alarm Events are all of the events except Point events and Opening/Closing events. Non-Alarm events include all of the events listed in the Test/Status, Diagnostic, Relay, Skeds, RAM, Power/Phone, and Service logs shown in the *Phone Routing Worksheet.* Information from ***Expanded Test*** reports is not printed when the ***Test*** report is generated.

| **Default:** | **Yes** |
|---|---|
| **Selection:** | **Yes or No** |
| Yes | Print non-alarm events according to the Printer Scope and Area Assignment. |
| No | Do not print any non-alarm events. |

## 1.5 RAM Parameters

These program items are used to enable RAM functions in the D9119.

***RAM Passcode***

| | |
|---|---|
| **Default:** | **999999** |
| **Selection:** | **0 to 9, A to F (6 characters required)** |

RAM programming security passcode. Enter six characters. Do not use [SPACE] in the passcode.

The RAM passcode must be typed into the RAM computer terminal and transmitted to the D9112 before the D9112 allows RAM Access.

When the panel is programmed to send reports in ***Modem Format***, if the RAM makes contact with the panel and the passcode is incorrect, the panel sends a ***Ram Access Fail*** report to the D6500. ***Ram Access Fail*** is also generated when the call is not terminated with either a **Good-bye** or **Reset-bye** command.

***Valid RAM Access*** is sent according to phone routing when a **Good-bye** command is entered from RAM to terminate the call.

When a **Reset-bye** is used to terminate the call, a ***Remote Reset*** report is sent to the D6500, and a ***Valid RAM Access*** is placed into the panel's event log. Reports in the event log that have not been sent prior to the **Reset-bye** are never sent to the D6500.

***Parameters Changed*** is sent to the D6500 **with** the ***Ram Access Fail*** or ***Valid RAM Access*** report whenever programming parameters are changed by RAM. A ***Parameters Changed*** report sent **without** the ***Valid RAM Access*** report indicates programming with a D5200.

To disable remote programming, enter Blank in both ***Answer Armed*** and ***Answer Disarmed***.

***Log % Full***

| | |
|---|---|
| **Default:** | **Blank** |
| **Selection:** | **1 to 99 or Blank** |

When the event log in the D9112 reaches this percentage of its capacity, the D9112 calls the number programmed in ***RAM Ph***. When the panel connects to RAM, it waits for instructions from the RAM to download its event log. (See the *RAM II Operation and Installation Guide* for further information on call pick-up procedures.)

If communication with RAM is not successful, or if there is no phone number programmed in ***RAM Ph***, the panel sends a ***Log Threshold*** and a ***Bad Call to RAM*** report to the D6500. This indicates that the log is filling and the panel cannot download its events.

If there is no ***RAM Ph*** programmed, the panel sends the ***Log Threshold*** and ***Bad Call to RAM*** reports immediately. If there is a ***RAM Ph*** programmed, the panel makes multiple attempts to reach RAM before sending the reports. See ***RAM Ph*** for an explanation of dialing characteristics.

The panel will not call RAM again until it downloads the log and the ***Log % Full*** percentage is again reached. These events are also sent to the panel's event log and to the local printer(s) if installed.

The panel continues to log events after the ***Log Threshold*** report is sent. When it reaches 100% capacity, the panel generates a Log Overflow event and stores it in the local event log but does not send any report to the D6500. Log Overflow events are sent with ***Test*** reports if ***Expand Test Rpt*** is programmed YES. When the log overflows, the oldest events are overwritten by new events. If the log is not downloaded to RAM and the log pointer is not reset, no additional LOG OVERFLOW events are sent to the log.

Every time an event is generated, the event is sent to the log. Many events have "modifiers" attached to them which are stored in the log as separate events. For example, each time an area is force armed, several events are sent to the log. The log in the D9112 can store up to 499 events.

**Blank** disables the Log Threshold and Log Overflow events. These events are not put in the log or reported to the D6500 or to the local printer.

### *RAM Call Back*

Used to add an additional level of communication security to RAM sessions.

| **Default:** | **No** |
|---|---|
| **Selection:** | **Yes or No** |
| Yes | When the D9112 hears the proper RAM passcode, it hangs up the phone, seizes the phone line, then dials the programmed RAM phone number (see ***RAM Ph***). This ensures that the D9112 only communicates with RAM units connected to the programmed phone number. |
| No | The RAM session is initiated immediately. No call back is required. The D9112 can engage in RAM sessions when called from any phone number and a proper RAM passcode is identified. |

### *RAM Line Monitor*

Enables an answering machine work-around.

| **Default:** | **Yes** |
|---|---|
| **Selection:** | **Yes or No** |
| Yes | When a telephone answering machine is programmed to pick up the phone before the D9112, the panel listens for RAM lead-in tone. If the RAM tone is identified, the panel seizes the phone line from the other device and begins a RAM session.<br><br>You must program ***Answer Armed*** and/or ***Answer Disarmed*** and the panel must be in the proper armed state.<br><br>If ***RAM Call Back*** is programmed YES, the panel hangs up on the phone after the RAM tone and a proper RAM passcode is identified, then it calls the RAM phone number. |
| No | The item should be programmed NO if you are not using RAM.<br><br>This item should be programmed NO if the panel is not sharing the phone line with an answering machine.<br><br>This item should be programmed NO if it causes false seizures of the phone line. (This indicates a device using the same frequency tone is also using the phone line to which the panel is connected.) |

### *Answer Armed*

Set telephone ring counter to answer when all areas are master armed. If any area in the panel is perimeter armed or disarmed, the ***Answer Disarmed*** ring counter is used.

| **Default:** | **Blank** |
|---|---|
| **Selection:** | **1 to 15, or Blank** |
| Blank | No answer. |
| 1 to 15 | The D9112 answers the phone after the specified number of rings when all areas are master armed. |

**Note:**

*Perimeter armed is considered a disarmed state for this prompt.*

### *Answer Disarmed*

Set telephone ring counter to answer when any area is in a perimeter armed or disarmed state.

| **Default:** | **Blank** |
|---|---|
| **Selection:** | **1 to 15, or Blank** |
| Blank | No answer. |
| 1 to 15 | The D9112 answers the phone after the specified number of rings when any area in the system is in a perimeter or disarmed state. |

**Note:**

*Perimeter armed is considered a disarmed state for this prompt.*

### *Ram Ph*

The phone number the panel dials to contact RAM. The panel dials the programmed number as a result of the following events:

- ***Log % Full*** threshold is achieved
- The panel is contacted by RAM and ***RAM Call Back*** is programmed YES
- Command 43 is initiated and the user selects the **CALL RAM** option

Once in contact with RAM, RAM issues instructions to the panel. (See the *RAM II Operation and Installation Guide* for further information on call pick-up procedures.)

When dialing the RAM phone number, the D9112 immediately makes two attempts to reach the RAM. If the D9112 does not reach the RAM on the first two attempts, it waits ten min. then tries eight more times with a ten min. interval between each attempt. One hour after the last failed attempt, the D9112 starts dialing the RAM phone number again. It immediately makes two more attempts then waits ten min. and tries eight more times with ten min. intervals between each attempt before generating a ***Bad Call to RAM*** report and abandoning the effort.

**Note:**

*Command 43 Dialing Exception: When dialing the RAM phone number in response to the Command 43* CALL RAM *option, the D9112 makes only one attempt. If it does not make contact with RAM, the panel abandons the effort and creates a* **Bad Call to RAM** *report.*

The D9112 is pre-programmed with a seven sec. dial tone detect period. When dial tone is detected or the waiting period ends, the D9112 begins to dial. To extend the pause or dial tone detect, program a **C** and/or **D** before the prefix/area code.

Enter up to 24 of the characters in the following table to define dialing characteristics:

| **Default:** | **Blank** |
|---|---|
| **Selection:** | **Up to 24 characters** |
| 0 to 9 | Numbers zero through nine |
| C | Three sec. pause |
| D | Seven sec. dial tone detect |
| # or * | Used for the same purpose as pressing this key on a telephone keypad when manually dialing. For example, an asterisk (*) may be needed to access your long distance service. |
| Blank | Panel does not dial a phone number for RAM. Use **Blank** when the panel is connected directly to the RAM modem (Demo Mode: the panel seizes the line then waits for instructions from RAM). |

# 2.0 Area Wide Parameters

This programming module contains three programming categories:

- Area Parameters
- Bell Parameters
- Opening and Closing

## 2.1 Area Parameters

***Area #***

| | |
|---|---|
| **Default:** | **1** |
| **Selection:** | **1 to 8** |

Enter the area number you are programming.

***A# Area On***

Use this program to enable or disable the area specified.

**Note:**

*Area 1 must be enabled: System events such as power and phone supervision will not report properly if Area 1 is disabled.*

| | |
|---|---|
| **Default:** | **Yes (Area 1 only)** |
| **Selection:** | **Yes or No** |
| Yes | Area is enabled. |
| No | Area is disabled.<br>Points assigned to this area do not generate events.<br>Command centers with Area scope that are assigned to this area display `AREA # DISABLED`.<br>When arming and disarming, this area number is not displayed at command centers with scope to view this area.<br>Status for this area is not reported with ***Status*** reports.<br>All user authority in this area is turned off while the area is disabled. |

***A# Acct Number***

This program item determines the account number reported for this area. An account number must be assigned to each active area.

Account numbers are used to group areas together. Each area can have a different account number, or several areas may share the same account number. The D9112 uses the account number as a reference for arming and command center text displays.

| | |
|---|---|
| **Default:** | **0000** |
| **Selection:** | **For BFSK: 0000 to 0999, 0BBB to 0FFF**<br>**For Modem: 0000 to 9999, BBBB to FFFF** |
| BFSK | Only the last three digits are transmitted. Insert a **0** as the first digit of the account number. Example: **0 2 3 4**<br>**Note:**<br>*If you want to send opening and closing reports and identify the user who armed or disarmed, assign a different account number to each active area.* |
| Modem II | Enter four characters. |

***A# FA Bypass Max***

| | |
|---|---|
| **Default:** | **1** |
| **Selection:** | **0 to 134** |

The maximum number of controlled points that can be faulted (Force Armed) or bypassed when arming this area.

Force arming allows the area to be armed when points are not normal. Points that are not normal can be left out of the system during the arming procedure and do NOT detect violations. Other points operate as programmed.

Bypassing a point allows you to take a point out of the system at any time.

### *A# Delay Res*

| | |
|---|---|
| **Default:** | **No** |
| **Selection:** | **Yes or No** |
| Yes | ***Restoral*** report is delayed until the area bell time expires, and the point returns to normal. |
| No | ***Restoral*** reports are sent when point restores, regardless of bell time. |

### *A# Exit Tone*

| | |
|---|---|
| **Default:** | **Yes** |
| **Selection:** | **Yes or No** |

Sound an exit tone during exit delay at command centers assigned to this area.

### *A# Exit Dly Time*

| | |
|---|---|
| **Default:** | **60** |
| **Selection:** | **0 to 600** |

Exit delay time for this area. Select an entry that is a five sec. increment.

Points programmed for "instant" alarms generate alarms immediately. Even during exit delay.

**Note:**

**Fail to Close** *reports require exit delay time: If* **Fail To Close** *in* Opening and Closing *is programmed YES, you must enter an exit delay time.*

### *A# Auto Watch*

| | |
|---|---|
| **Default:** | **No** |
| **Selection:** | **Yes or No** |
| Yes | When disarmed, this area automatically goes into watch mode regardless of the status of Watch Mode before the area is armed.<br><br>Automatic Watch does not affect manual Watch Mode toggle. You can still control Watch Mode using Command 6. |
| No | Watch Mode status is maintained between arm/disarm cycles. If the Watch Mode was ON at the time the area was armed, it will be ON again when the area is disarmed. If the Watch Mode was OFF at the time the area is disarmed, it will be OFF when the area is disarmed. |

**Note:**

*Watch Mode does not work while the area is perimeter armed.*

### *A# Verify Time*

| | |
|---|---|
| **Default:** | **60** |
| **Selection:** | **10 to 60 sec.** |

Alarm Verification is designed for use with smoke detectors to reduce the number of false fire alarms. When ***Verify Time*** is programmed, the panel can double check smoke detector point activations before generating alarm signals.

**Note:**

*Check with your Authority Having Jurisdiction (AHJ) to determine the maximum verification time allowed.*

Points are programmed individually to activate the verification feature. See *Point Index.* Any resettable fire point can activate alarm verification for the area to which it is assigned. Bosch Security Systems recommends the use of separate area alarm-verification relays.

To enable alarm verification on a point, program *Point Index* ***Fire Point***, ***Alarm Verify*** , and ***Resettable*** as **Yes**.

When an alarm verification point trips, the D9112 automatically removes power to all resettable points connected to the areas ***Reset Sensors*** relay. The sensor reset removes power to the sensors for the amount of time programmed in ***Verify Time***. When power is reapplied, a 60 sec. confirmation window begins. If the detector is still in alarm, or trips again during the confirmation window, or if a different resettable verification point in the area trips, an alarm is generated.

**Example 1:**

***Verify Time*** is set for 20 seconds. The alarm verification cycle starts when the detector trips. No report is generated.

Immediately after the detector trips, the area's sensor reset relay interrupts power to points connected to it for the time in ***Verify Time***.

When power is restored to the points, the 60 sec. confirmation window is established. If any detector reset during the verification time is tripped again during the confirmation window, an alarm is generated. If no activity occurs during this period, no alarm is generated and the verification window ends. If a verification point trips again after the window ends, a new verification cycle begins.

**Example 2:**

***Verify Time*** is set for 50 seconds. The alarm verification cycle starts when the detector trips. The following events happen as described in example 1, except the sensor reset is 50 seconds.

**Table 16: Verify Time Examples**

| | Verification Point Trip | Verify Time/Reset Sensors<br>Power Removed<br>Ignore Activity | Confirmation<br>Generate alarm if additional activity received. | Restart Alarm Verification Cycle if an Alarm Verification Point trips |
|---|---|---|---|---|
| Example 1: Total Cycle time 80 seconds | ☛ | ■20 Seconds ■ | ■■■■■ | |
| Example 2: Total Cycle time 110 seconds | ☛ | ■50 Seconds ■ | ■■■■■ | |

## 2.2 Bell Parameters

***Area #***

| | |
|---|---|
| **Default:** | **1** |
| **Selection:** | **1 to 8** |

Enter the area number you are programming.

***A# Fire Time***

| | |
|---|---|
| **Default:** | **6** |
| **Selection:** | **1 to 90** |

Enter the number of minutes the bell rings for fire alarm points.

The bell output begins as soon as the fire alarm occurs. When the panel's internal clock begins a new minute, it considers the first minute expired. It shuts off the bell when the programmed number of minutes expire.

If a passcode is entered to silence the bell before the time expires, and ***Cancel*** report is programmed YES in *Phone*, a ***Cancel*** report is generated and sent to the same phone that the alarm message is routed to.

**Note:**

*Check with your AHJ to determine the appropriate time in your application.*

The output for the fire bell is determined by programming in the *Relays* section of the program. Relay A is the programmed default providing fire bell output for all eight areas. Relay A is the D9112's on-board relay providing powered alarm output from terminal 6. An optional D136 Relay can be installed on the D9112 to provide powered alarm output from terminal 7 (known as relay "B").

Because the relay number is programmable by area, you may change the relay number to provide separate fire alarm outputs for each area. The relay assigned provides bell output for the number of minutes specified in ***Fire Time*** and follows the parttern set in ***Fire Pat***.

A ***Summary Fire*** relay is also available in the *Relays* section of the program. It does not follow bell pattern or time.

### *A# Fire Pat*

Select the bell pattern this area uses to signal an alarm on a fire point.

Press the [SPACE] bar to scroll through the selections. Press [ENT] when the correct selection appears in the display.

| | |
|---|---|
| **Default:** | **Pulse** |
| **Selection:** | **Steady, Pulse, CaStnd, TmCod3** |
| Steady | Steady output |
| Pulse | Pulse March Time: 120 beats per minute at an even tempo |
| CaStnd | California Standard: 10 sec. audible + 5 sec. silent + 10 sec. audible + 5 sec. silent. |
| | **Note:** *This sequence repeats until bell time expires.* |
| TmCod3 | Temporal Code 3: 0.5 to 1.0 sec. audible + 0.5 sec. silent + 0.5 sec. to 1.0 sec. audible + 0.5 sec. silent + 0.5 sec. to 1.0 sec. audible + 2.5 sec. silent. |
| | **Note:** *This sequence repeats for a minimum of three min. with ± 25% timing tolerance (1991 NFPA standards allow automatic silencing as permitted by the AHJ, and carry a minimum ring time of five min.).* |

### *A# Burg Time*

| | |
|---|---|
| **Default:** | **6** |
| **Selection:** | **1 to 90** |

Enter the number of minutes the bell rings for non-fire alarm points.

The bell output begins as soon as the alarm occurs. When the panel's internal clock begins a new minute, it considers the first minute expired. It ends the timing and shuts off the bell when the programmed number of minutes expires.

If a passcode is entered to silence the bell before the time expires, and ***Cancel*** report is programmed YES in *Phone*, a ***Cancel*** report is generated and sent to the same phone that the alarm message is routed to.

The output for the alarm bell is determined by programming in the *Relays* section of the program. Relay A is the programmed default providing non-fire alarm bell output for all eight areas. Relay A is the D9112's on-board relay providing powered alarm output from terminal 6. An optional D136 Relay can be installed on the D9112 to provide powered alarm output from terminal 7 (known as relay "B").

Because the relay number is programmable by area, you may change the relay number to provide separate alarm outputs for each area. The relay assigned provides bell output for the number of minutes specified in ***Burg Time*** and follows the pattern set in ***Burg Pat***.

A ***Summary Alarm*** relay is also available in the *Relays* section of the program. It does not follow bell pattern or time.

### *A# Burg Pat*

| | |
|---|---|
| **Default:** | **Steady** |
| **Selection:** | **Steady, Pulse, CaStnd, TmCod3** |

Select the bell pattern this area uses to signal an alarm on a non-fire point.

See ***Fire Pat*** for a description of each selection.

Press the [SPACE] bar to scroll through the selections. Press [ENT] when the correct selection appears in the display.

***A# Single Ring***

This program item determines if an alarm from a non-fire point can restart the alarm bell time with each alarm event, or only initiate alarm output once per arming period.

This does not silence the command center alarm bell tone, nor prevent any reports. This feature does not affect fire points. Fire points restart bell time with each new alarm.

| | |
|---|---|
| **Default:** | **No** |
| **Selection:** | **Yes or No** |
| Yes | One bell output per arming. After one alarm during the armed period, alarms on non-fire points in the same area cannot restart the bell. |
| No | Restart bell output with each alarm event. |

***A# Bell Test***

| | |
|---|---|
| **Default:** | **No** |
| **Selection:** | **Yes or No** |

Provide alarm output from the programmed ***Alarm Bell Relay*** for two sec. after arming the area.

In areas that report opening and closing activity, the bell test happens after the panel sends the ***Closing*** report and receives the acknowledgement from the receiver. For proper operation of the bell, test in an area where closings are reported:

- Program a phone number and appropriate routing for the ***Open/Close*** report group.
- Program ***Area O/C*** YES.
- Do not suppress ***Opening*** and ***Closing*** reports in *O/C Windows*.
- Make sure all users have the authority to generate ***Closing*** reports.
- Do not restrict ***Opening*** and ***Closing*** reports.
- If you are using opening and closing windows, be sure that ***Disable O/C in Window*** is programmed NO in *Open/Close Options*.

In areas that do NOT report opening and closing activity, the alarm bell relay output for this area is activated for two sec. after exit time expires. For proper operation of the bell test, program ***Area O/C*** NO.

Bell test may be erratic. If several areas programmed for bell test are armed at the same time, and all the areas share the same alarm bell relay, the relay operation may be erratic, or longer than expected.

For example, if all eight areas are programmed for bell test, share the same alarm bell relay, have the same exit delay time, and are armed at the same time, the bell may ring for as long as 16 sec. during the bell test.

## 2.3 Opening and Closing

Use this programming category to define opening and closing supervision characteristics for each area in the D9112. In this category are two programming modules: *Open/Close Options* and *O/C Windows*. Additional programming in *Authority Lvi Assign* and *Phone Routing* modules can affect ***Opening*** and ***Closing*** reports. Bosch Security Systems recommends that you review all four of these modules before programming the D9112.

All arming and disarming activities create local events which are stored in the panel's event log and printed on the local printer, if installed. Programming determines if the reports are sent to the central station.

**About the default programming:** To enable typical area ***Opening*** and ***Closing*** report supervision in Modem II, the only programming change needed is to select a phone destination for the reports in *Phone Routing*, ***Open/Close***.

### 2.3.1 Open and Close Options

There are two different ways to generate ***Opening*** and ***Closing*** reports from a D9112. You can generate ***Opening*** and ***Closing*** reports according to account status and/or according to area status.

#### Account Opening and Closing Reports

Whether ***Account Opening*** and ***Closing*** reports are generated or not depends on programming in ***A# Acct O/C*** in this section of the program.

#### Area Opening and Closing Reports

Whether ***Area Opening*** and ***Closing*** reports are generated or not depends on programming in ***A# Area O/C*** in this section of the program.

#### Selective Combinations of Account and Area Opening and Closing Reports

You can eliminate ***Area Opening*** and ***Closing*** reports from selected areas in the account by programming ***A# Area O/C*** NO for those areas. If an area that is not programmed for ***Area Opening*** and ***Closing*** reports is the first to open, or the last to close, only the ***Account Opening*** and ***Closing*** report is sent.

You can suppress ***Area Opening*** and ***Closing*** reports from selected users by programming ***A# Area O/C*** YES, then programming ***L## Area O/C*** NO for their authority level. If a user, not programmed for ***Area Opening*** and ***Closing*** reports, opens the first area in the account, or closes the last area in the account, only the ***Account Opening*** and ***Closing*** report is sent.

#### Combining Account and Area Opening and Closing Reports

To send both Account openings and closings, and individual Area openings and closings for all areas in the account, program ***A# Acct O/C*** YES for all areas in the account, program ***A# Area O/C*** YES for all areas in the account, and program ***L## Area O/C*** YES for the authority levels used in the areas.

**Closing Reports:** In this configuration, when areas in the account are independently armed, each area generates an ***Area Closing*** report. In addition, when the last area is armed, it also generates an ***Account Closing*** report.

**Opening Reports:** In this configuration, when the first area in the account is disarmed, it generates an ***Account Opening*** report along with an ***Area Opening*** report. Then when the rest of the areas in the account are disarmed, each area will generate an ***Area Opening*** report.

#### Additional Opening/Closing Supervision Features

This section of the program also provides several other features you can use to supervise opening and closing activity by area. ***Auto Close***, ***Fail to Open***, and ***Fail to Close*** all work independently of the ***A# Acct O/C*** feature. To use these features however, you must program *O/C Windows*.

### *Area*

| | |
|---|---|
| **Default:** | **1** |
| **Selection:** | **1 to 8** |

Enter the area number you are programming.

### *A# Acct O/C*

This program item determines if ***Account Opening*** and ***Closing*** reports are generated by this area. Program this item the same for all areas in the account.

| | |
|---|---|
| **Default:** | **No** |
| **Selection:** | **Yes or No** |
| Yes | Send ***Opening*** and ***Closing*** reports by account.<br>Use this selection if the panel reports to an automation system that cannot interpret multiple area ***Opening***/***Closing*** reports, or if ***Modem Format*** is programmed NO in the *Phone* category (**BFSK Format** is in use and ***Opening*** and ***Closing*** reports are enabled).<br>An ***Account Opening*** report is generated when the first area in an account is opened (disarmed). After the ***Account Opening*** report is sent, disarming other areas in the account does not generate another ***Account Opening*** report. An ***Account Closing*** report is generated only when the last area in an account is closed (armed). ***Account Opening*** and ***Closing*** reports do not contain any area information.<br>**Note:**<br>*Opening and Closing Windows affect* **Account Opening** *and* **Closing** *reports: If an account opening or closing is generated while an opening or closing window for this area is in effect, and* ***Disable O/C in Window*** *is programmed YES, the report is not sent. Bosch Security Systems recommends that all areas sharing the same account number use the same Opening and Closing Window times.* |
| No | Do not send ***Opening*** and ***Closing*** reports by account. |

### *A# Area O/C*

An ***Area Opening*** report is sent to the central station when each individual area is opened (disarmed). An ***Area Closing*** report is sent to the central station when each individual areas is closed (armed). This report includes the area information.

| **Default:** | **Yes** |
|---|---|
| **Selection:** | **Yes or No** |
| Yes | Generate ***Area Opening*** and ***Closing*** reports for this area. Do NOT use this selection if the panel reports to an automation system that cannot interpret multiple Area ***Opening***/***Closing*** reports.<br>Whether ***Area Opening*** and ***Closing*** reports are sent or not depends on two factors:<br>**Authority Level Assignment:** The first factor is the authority level of the passcode entered. If a passcode is required to arm or disarm, and the *Authority Lvl Assign* program item ***L## Area O/C*** is disabled for the user's authority level, the report is not sent. See the *User Interface Authority Lvl Assign* section, ***L## Area O/C prompt***.<br>**Note:**<br>*If a passcode is not required for arming or disarming and this item is YES, the area sends* **Opening** *and* **Closing** *reports. Since there is no need to enter a passcode, there is no authority level screening to prevent the report from being sent.*<br>**Opening/Closing Window:** The second factor is whether or not an opening or closing "window" is in effect at the time of the opening or closing. When a window is in effect, programming in ***Disable O/C in Window*** determines whether or not the report is sent. |
| No | Do not generate ***Area Opening*** and ***Closing*** reports for this area.<br>Use this selection if the panel reports to an automation system that cannot interpret multiple ***Area Opening***/***Closing*** reports, or if ***Modem Format*** is programmed to NO in the *Phone* category (**BFSK Format** is in use and ***Opening*** and ***Closing*** reports are enabled).<br>**Note:**<br>*Even if* ***L## Area O/C*** *is Enabled for the authority level of the passcode used to arm or disarm, openings and closings are not reported by area when this item is NO.*<br>*Programming this item NO does NOT prevent* **Account Opening** *and* **Closing** *reports if they are enabled in* ***A#Acct O/C***. |

### *A# Restricted O/C*

This item determines if this area can restrict ***Opening*** and ***Closing*** report activity.

A ***Restricted Opening*** report refers to the panel sending an ***Area Opening*** report ONLY when the area is disarmed after a non-fire alarm.

A ***Restricted Closing*** report refers to the panel sending an ***Area Closing*** report ONLY when the area has been master armed with controlled points that were faulted during the arming sequence. The sequence of reports generated by a restricted closing are: ***Was Forced Armed***, ***Forced Point***, ***Forced Close***, then ***Closing Report***.

| **Default:** | **No** |
|---|---|
| **Selection:** | **Yes or No** |
| Yes | Restrict ***Opening*** and ***Closing*** reports for this area. ***A# Area O/C*** must be programmed YES to generate ***Restricted Opening*** and ***Closing*** reports.<br>**Note:**<br>*If a passcode is not required for arming or disarming and this item is YES, the area only sends* **Restricted Opening** *and* **Closing** *reports. In this case, restricted reports are sent without User ID.*<br>**Opening /Closing Window does not affect this report:** Windows do not prevent ***Restricted Opening*** and ***Closing*** reports from being sent. Early or late designations are NOT added to ***Opening***/Closing reports when they are sent according to the rules for restricted Opening/Closing reports. |
| No | Do not restrict ***Opening*** and ***Closing*** reports for this area.<br>Regardless of programming in *Authority Levels* ***L## Restricted O/C***, reports are not restricted in this area when this item is programmed NO. |

### *A# Perimeter O/C*

This item determines if this area can send ***Perimeter Opening*** and ***Closing*** reports to the central station. ***Modem Format*** reporting is required.

A ***Perimeter Opening*** report refers to the panel sending an ***Opening*** report when the area is disarmed **after being in a perimeter armed state**. A ***Perimeter Closing*** report refers to the panel sending a ***Closing*** report **when the area is perimeter armed.**

The area can be perimeter armed using either the perimeter instant, or perimeter delayed arming options. In these cases, the area is only partially armed and is considered in a disarmed state for the following: ***Account Opening*** and ***Closing*** reports and RAM II programming.

| **Default:** | **No** |
|---|---|
| **Selection:** | **Yes or No** |
| Yes | This area can send ***Perimeter Opening*** and ***Closing*** reports.<br>Whether ***Perimeter Opening*** and ***Closing*** reports for a particular user are sent or not depends on the user's authority level. If a passcode is required to arm or disarm, and the *Authority Lvl Assign* program item *L## Perimeter O/C* is disabled for the Authority Level, ***Perimeter Opening*** and ***Closing*** reports are disabled for that user. See the *User Interface*, *Authority Lvl Assign* section of the program, *L## Perimeter O/C* prompt.<br>**Note:**<br>*If a passcode is not required for perimeter arming or disarming and this item is YES, the area sends Perimeter* **Opening** *and* **Closing** *reports. In this case, the report is sent without User ID.*<br>Opening/Closing Window does not affect this report: Windows do not prevent ***Perimeter Opening*** and ***Closing*** reports from being sent.<br>There are no reports for Perimeter Partial arming (Command 8). |
| No | This area can not send ***Perimeter Opening*** and ***Closing*** reports.<br>Even if *L## Perimeter O/C* is Enabled for the authority level of the passcode used to perimeter arm or disarm the area, reports are not sent when this item is programmed NO. |

### *A# Disable O/C in Window*

This item determines if opening and closing activity is reported when it occurs inside an Opening or Closing window as programmed in O/C Windows.

Reports are always logged and printed on a local printer, if installed.

| **Default:** | **Yes** |
|---|---|
| **Selection:** | **Yes or No** |
| Yes | Do not send ***Opening*** and ***Closing*** reports to the central station if they occur inside an active window.<br>If an ***Opening*** or ***Closing*** report occurs outside of a window, send it with an early or late modifier. See *O/C Windows*.<br>The active window must be a closing window for ***Closing*** reports. It must be an opening window for ***Opening*** reports. |
| No | Send ***Opening*** and ***Closing*** reports to the central station even when they occur inside a programmed window. If an opening or closing occurs outside of the appropriate window, it reports but does NOT have an early or late modifier.<br>If you want to monitor all opening and closing activity, but you also want to use features provided by Opening and Closing Windows, program this item to NO, and program appropriate *O/C Windows*. |

### *A# Auto Close*

The panel can automatically arm the area at the end of the closing window.

| **Default:** | **No** |
|---|---|
| **Selection:** | **Yes or No** |
| Yes | The area automatically arms at the end of the close window.<br>When the area is armed automatically, the area sends a ***Closing*** report without a user ID if ***A# Area O/C*** is programmed YES. If ***A# Area O/C*** is programmed NO, the area automatically arms, but no ***Area Closing*** report is sent. See also ***A# Acct O/C***.<br>When the panel is armed automatically at the end of the closing window, all faulted points (including non-bypassable points) are force armed, even if the number of faulted points exceeds the limit set in ***A# Force Arm Max***. |
| No | Do not automatically arm the area at the end of the close window. |

### *A# Fail To Open*

This entry allows you to determine if ***Fail to Open*** reports are sent.

| **Default:** | **0** |
|---|---|
| **Selection:** | **0 or 1** |
| Yes | ***Fail to Open*** reports are sent to the central station, logged, and recorded on a local printer (if installed) at the end of the opening window if the area has not been disarmed. Normal ***Opening*** and ***Closing*** reports do not need to be programmed to use this feature. |
| No | No ***Fail to Open*** reports or log events are generated. |

### *A# Fail To Close*

This entry allows you to determine if ***Fail to Close*** reports are sent.

| **Default:** | **0** |
|---|---|
| **Selection:** | **0 or 1** |
| Yes | ***Fail to Close*** reports are sent to the central station, logged, and recorded on a local printer (if installed) at the end of the closing window if the area was not armed. An exit delay time must be programmed in ***Exit Dly Time***. Normal ***Opening*** and ***Closing*** reports do not need to be programmed to use this feature.<br>If ***Auto Close*** is programmed YES, a ***Fail to Close*** report is sent. If ***Disable O/C in Window*** is YES, the ***Fail to Close*** report is followed by ***Closing Late*** or ***F(orce) Close Late***. |
| No | No ***Fail to Close*** reports or log events are generated. |

## 2.4 O/C Windows

Set a schedule for disarming and arming. The disarming and arming schedules provide several independent features:

- Suppress normal ***Opening*** and/or ***Closing*** reports when ***A# Disable O/C in Window*** is programmed YES.
- Generate a ***Fail to Open*** report if the area is not disarmed on schedule when ***A# Fail To Open*** is programmed YES.
- Provide a warning tone and `PLEASE COME NOW` display at the command center when it is time to arm the area.
- Generate a ***Fail to Close*** report if the area is not armed on schedule when ***A# Fail To Close*** is programmed YES.
- Automatically arm the area at the end of the closing window when ***A# Auto Close*** is programmed YES.

Opening and closing schedules can be set up independently. For example, if you only want to use features provided by closing windows, leave times blank in the opening window prompts and program closing window times.

A worksheet is provided at the end of this section for your convenience. Following the worksheet are examples of how to program opening and closing windows for particular applications.

**About the Program Record Sheet:** Two columns labeled "Sked #" appear on the *Program Record Sheet* provided with the D9112. These numbers appear in D6500 reports and local printer reports when the window ***Begin Time*** executes.

***Window***

| | |
|---|---|
| **Default:** | **1** |
| **Selection:** | **1 to 16** |

Enter the window number you want to program.

***W## Sunday***

This prompt, and the next six days of the week prompts, select the days of the week that the opening and/or closing windows are active.

**Exceptions:** To prevent the windows from activating on certain days of the year, program ***Xept Holiday*** YES, and enable at least one Holiday Index. When ***Xept Holiday*** is YES, the window executes on the days of the week programmed **unless the date is designated as a Holiday by the Holiday Index selected**.

If opening and/or closing windows are only needed on certain days of the year, do not program the windows to execute on any days of the week. Instead, program ***Xept Holiday*** NO, and select a Holiday Index with the days of the year you want the window to be active.

| | |
|---|---|
| **Default:** | **No** |
| **Selection:** | **Yes or No** |
| Yes | Activate this window on Sundays. |
| No | Do not activate this window on Sundays. |

***W## Monday***

| | |
|---|---|
| **Default:** | **No** |
| **Selection:** | **Yes or No** |
| Yes | Activate this window on Mondays. |
| No | Do not activate this window on Mondays. |

***W## Tuesday***

| | |
|---|---|
| **Default:** | **No** |
| **Selection:** | **Yes or No** |
| Yes | Activate this window on Tuesdays. |
| No | Do not activate this window on Tuesdays. |

***W## Wednesday***

| | |
|---|---|
| **Default:** | **No** |
| **Selection:** | **Yes or No** |
| Yes | Activate this window on Wednesdays. |
| No | Do not activate this window on Wednesdays. |

***W## Thursday***

| | |
|---|---|
| **Default:** | **No** |
| **Selection:** | **Yes or No** |
| Yes | Activate this window on Thursdays. |
| No | Do not activate this window on Thursdays. |

***W## Friday***

| | |
|---|---|
| **Default:** | **No** |
| **Selection:** | **Yes or No** |
| Yes | Activate this window on Fridays. |
| No | Do not activate this window on Fridays. |

***W## Saturday***

| | |
|---|---|
| **Default:** | **No** |
| **Selection:** | **Yes or No** |
| Yes | Activate this window on Saturdays. |
| No | Do not activate this window on Saturdays. |

***W## Open Early Begin***

| | |
|---|---|
| **Default:** | **_ _ : _ _** |
| **Selection:** | **HH:MM (hours and minutes)**<br>**00:00 to 23:59** |

This program item is one of three required to create an opening window. To finish programming an opening window, ***Open Window Start*** and ***Open Window Stop*** must be programmed.

Use ***Open Early Begin*** to set the time that you want the panel to look for an opening window. When ***Opening*** and ***Closing*** reports are enabled, disarming the area between midnight and the ***Open Early Begin*** time generates an ***Opening*** report. In addition:

- If Disable O/C in Window is YES:
  - Disarming the area between the Open Early Begin time and the Open Window Start time generates an ***Opening*** report and adds an ***Early to Open*** modifier. (If the Open Early Begin time is the same as the Open Window Start time, the EARLY TO OPEN modifier is not sent.)
  - Disarming the area between the ***Open Window Start*** and ***Open Window Stop*** time creates a local event in the D9112 log, but does not send the ***Opening*** report to the central station.
  - Disarming the area after the ***Open Window Stop*** and the next window's ***Open Early Begin*** time (or midnight, whichever comes first) generates an ***Opening*** report and adds a ***Late to Open*** modifier.
- If ***Disable O/C in Window*** is NO, disarming the area generates an ***Opening*** report without the "early" or "late" modifier, regardless of when the area is disarmed.

When you are programming multiple windows to activate on a single day, program the windows in chronological order. Be careful not to program a window's ***Open Early Begin*** time for a time that is between any other window's ***Open Window Start*** and ***Open Window Stop*** time.

Disabled windows have a blank "Begin" time. If the entry for this prompt is blank, but times are programmed for ***Open Window Start*** and ***Open Window Stop*** the window is disabled.

To disable the window, both the hours and minutes spaces must be blank.

**00:00 is Midnight, 23:59 is 11:59 p.m.** Make entries using a 24 hr. clock. For example, 7:00 a.m. is entered as 07:00; 2:45 p.m. is entered as 14:45.

Disable/Restart the panel to activate today's window. If you are programming a window that needs to activate on the same day that you are programming it, do a disable/restart after programming.

***W## Open Window Start***

| | |
|---|---|
| **Default:** | **_ _ : _ _** |
| **Selection:** | **HH:MM (hours and minutes)** |

Enter the time that you want the panel to start the opening window. The window goes into effect at the beginning of the minute.

See ***Open Early Begin*** for report feature explanations.

Do not use a time of 23:59 as a window stop time unless another window begins on the next day at 00:00.

***Fail to Open*** reports are not sent for windows that stop at 23:59.

### 2.4.1 Programming Two Opening Windows on the Same Day

**Table 17: Programming for Two Opening Windows on the Same Day**

| | | OPEN | | | CLOSE | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| **W#** | **Day of Week** | **Early Begin** | **Start** | **Stop** | **Early Begin** | **Start** | **Stop** | **eXcept On Holiday** | **Holiday Index** | **Area(s)** |
| 1 | S **M** T W T F S | 06:00 | 07:00 | 08:00 | | | | Yes **No** | 1 2 3 4 | **1** 2 3 4 5 6 7 8 |
| 2 | S **M** T W T F S | 13:00 | 14:00 | 15:00 | | | | Yes **No** | 1 2 3 4 | **1** 2 3 4 5 6 7 8 |

Do not program a single window to cross the midnight boundary. This window stop time must be later than the window start time. To program a window that effectively crosses the midnight boundary, you have to program two windows.

For example, to program two windows for an area that opens between 11:30 p.m. and 12:30 a.m., five days a week, use two windows as shown in *Table 18:*

### 2.4.2 Programming to Link Two Days Over Midnight

**Table 18: Programming to Link Two Days Over Midnight**

| | | OPEN | | | CLOSE | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| **W#** | **Day of Week** | **Early Begin** | **Start** | **Stop** | **Early Begin** | **Start** | **Stop** | **eXcept On Holiday** | **Holiday Index** | **Area(s)** |
| 1 | S **M** **T** **W** **T** F S | 22:00 | 23:30 | 23:59 | | | | Yes **No** | 1 2 3 4 | **1** 2 3 4 5 6 7 8 |
| 2 | S **M** **T** **W** **T** F S | 00:00 | 00:00 | 00:30 | | | | Yes **No** | 1 2 3 4 | **1** 2 3 4 5 6 7 8 |

***W## Close Early Begin***

| | |
|---|---|
| **Default:** | **_ _ : _ _** |
| **Selection:** | **HH:MM (hours and minutes)**<br>**00:00 to 23:59** |

This program item is one of three required to create a closing window. To finish programming a closing window, ***Close Window Start*** and ***Close Window Stop*** must be programmed.

Use ***Close Early Begin*** to set the time you want the panel to look for a closing window. When ***Opening*** and ***Closing*** reports are enabled, arming the area between midnight and the ***Close Early Begin*** time generates a ***Closing*** report. In addition:

- If Disable O/C in Window is YES:
  - Arming the area between the ***Close Early Begin*** time and the ***Close Window Start*** time generates a ***Closing*** report and adds a ***Closing Early*** modifier. (If the ***Close Early Begin*** time is the same as the ***Close Window Start*** time, the `CLOSING EARLY` modifier is not sent.)
  - Arming the area between the ***Close Window Start*** and the ***Close Window Stop*** time creates a local event in the D9112 log but does not send the ***Closing*** report to the central station.
  - Arming the area after the ***Close Window Stop*** and the next window's ***Close Early Begin*** time (or midnight, whichever comes sooner) generates a ***Closing*** reports and adds a ***Closing Late*** modifier.
- If ***Disable O/C in Window*** is NO, disarming the area generates a ***Closing*** report without the "early" or "late" modifier, regardless of when the area is armed.

When you are programming multiple windows to activate on a single day, program the windows in chronological order. Be careful not to program a window's ***Close Early Begin*** time for a time that is between any other window's ***Close Window Start*** and ***Close Window Stop*** time.

Disabled windows have a blank "begin" time. If the entry for this prompt is blank, but the times are programmed for ***Close Window Start*** and ***Close Window Stop*** the window is disabled.

To disable the window, both the hours and minute spaces must be blank.

**00:00 is Midnight and 23:59 is 11:59 p.m.** Make entries using a 24 hr. clock. For example, 7:00 a.m. is entered as 07:00, and 2:45 p.m. is entered as 14:45.

Disable/Restart the panel to activate today's window. If you are programming a window that needs to activate on the same day that you are programming it, do a disable/restart after programming.

### *W## Close Window Start*

**Default:** _ _ : _ _

**Selection:** HH:MM (hours and minutes)

Enter the time that you want the panel to start the closing window. The window goes into effect at the beginning of the minute.

A warning tone sounds and `PLEASE CLOSE NOW` displays at the command center if the area is not armed when the ***Close Window Start*** time comes. To temporarily silence the tone, press the [ESC] key on the command center. The warning tone restarts in ten min. if the area is not armed.

See ***Close Early Begin*** for report feature explanations.

### *W## Close Window Stop*

**Default:** _ _ : _ _

**Selection:** HH:MM (hours and minutes)

Enter the time that you want the panel to start the closing window. The window stops at the end of a minute.

If the area is not armed by the time the ***Close Window Stop*** time expires, the panel generates a ***Fail to Close*** report if enabled in ***Fail To Close***.

See ***Close Early Begin*** for other report feature explanations.

Do not use a time of 23:59 as a window stop time unless the window continues on the next day at 00:00. ***Fail to Close*** reports are not sent, and the Auto Close feature does not work for windows that stop at 23:59.

Do not program a single window to cross the midnight boundary. The window stop time must be later than the window start time. To program a window that effectively crosses the midnight boundary, you have to program two windows.

For example, to program windows for an area that closes between 11:30 p.m. and 12:30 a.m., five days a week, use two windows as shown in *Table 19*

**Table 19: W# Close Window Stop Programming Example**

| | | OPEN | | | CLOSE | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| **W#** | **Day of Week** | **Early Begin** | **Start** | **Stop** | **Early Begin** | **Start** | **Stop** | **eXcept On Holiday** | **Holiday Index** | **Area(s)** |
| 1 | S **M** **T** **W** **T** F S | | | | 22:00 | 23:30 | 23:59 | Yes **No** | 1 2 3 4 | **1** 2 3 4 5 6 7 8 |
| 2 | S **M** **T** **W** **T** F S | | | | 00:00 | 00:00 | 00:30 | Yes **No** | 1 2 3 4 | **1** 2 3 4 5 6 7 8 |

***W## Xept Holiday***

You can determine if the window is disabled on holidays, or is active only on holidays.

To prevent the windows from activating on certain days of the year, program ***Xept Holiday*** YES, and enable at least one Holiday Index. When ***Xept Holiday*** is programmed YES, the window executes on the days of the week programmed **unless the date is designated as a Holiday by the Holiday Index(es) selected.**

| **Default:** | **No** |
|---|---|
| **Selection:** | **Yes or No** |
| Yes | Do not activate this window on holidays.<br>To use this selection, the window must be programmed to activate on at least one day of the week and a Holiday Index must be enabled. |
| No | A holiday will not prevent this window from activating.<br>You also use this selection if opening and/or closing windows are only needed on certain days of the year. Do not program the windows to execute on any days of the week. Instead, program ***Xept Holiday*** NO, and select at least one Holiday Index with the days of the year you want the window to be active. |

### 2.4.3 Holiday Indexes for O/C Windows

You can enable up to four Holiday Indexes for use with Opening/Closing Windows. Enable at least one Holiday Index if ***W## Xept Holiday*** is programmed YES for this window, or if you want this window to activate only on specific dates. Holidays are programmed in the *Holiday Indexes* section of the program.

***W## Holiday 1***

| **Default:** | **No** |
|---|---|
| **Selection:** | **Yes or No** |
| Yes | Use Holiday Index 1 with this window. |
| No | Do not use Holiday Index 1 with this window. |

***W## Holiday 2***

| **Default:** | **No** |
|---|---|
| **Selection:** | **Yes or No** |
| Yes | Use Holiday Index 2 with this window. |
| No | Do not use Holiday Index 2 with this window. |

***W## Holiday 3***

| **Default:** | **No** |
|---|---|
| **Selection:** | **Yes or No** |
| Yes | Use Holiday Index 3 with this window. |
| No | Do not use Holiday Index 3 with this window. |

***W## Holiday 4***

| **Default:** | **No** |
|---|---|
| **Selection:** | **Yes or No** |
| Yes | Use Holiday Index 4 with this window. |
| No | Do not use Holiday Index 4 with this window. |

***W## Area #***

Eight separate program items determine whether a particular window activates in each of the eight areas of the panel.

| **Default:** | **No** |
|---|---|
| **Selection:** | **Yes or No** |
| Yes | Activate the window in the area number (#) specified. |
| No | Disable the window in the area number (#) specified. |

### 2.4.4 Opening/Closing Windows Worksheet

Use *Table 21* to determine the proper entries for your application.

**Table 20: Opening/Closing Windows Worksheet**

| | | OPEN | | | CLOSE | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| **W#** | **Day of Week** | **Early Begin** | **Start** | **Stop** | **Early Begin** | **Start** | **Stop** | **eXcept On Holiday** | **Holiday Index** | **Area(s)** |
| 1 | S M T W T F S | _ _:_ _ | _ _:_ _ | _ _:_ _ | _ _:_ _ | _ _:_ _ | _ _:_ _ | Yes **No** | 1 2 3 4 | **1** 2 3 4 5 6 7 8 |
| 2 | S M T W T F S | _ _:_ _ | _ _:_ _ | _ _:_ _ | _ _:_ _ | _ _:_ _ | _ _:_ _ | Yes No | 1 2 3 4 | **1** 2 3 4 5 6 7 8 |
| 3 | S M T W T F S | _ _:_ _ | _ _:_ _ | _ _:_ _ | _ _:_ _ | _ _:_ _ | _ _:_ _ | Yes **No** | 1 2 3 4 | **1** 2 3 4 5 6 7 8 |
| 4 | S M T W T F S | _ _:_ _ | _ _:_ _ | _ _:_ _ | _ _:_ _ | _ _:_ _ | _ _:_ _ | Yes No | 1 2 3 4 | **1** 2 3 4 5 6 7 8 |
| 5 | S M T W T F S | _ _:_ _ | _ _:_ _ | _ _:_ _ | _ _:_ _ | _ _:_ _ | _ _:_ _ | Yes **No** | 1 2 3 4 | **1** 2 3 4 5 6 7 8 |
| 6 | S M T W T F S | _ _:_ _ | _ _:_ _ | _ _:_ _ | _ _:_ _ | _ _:_ _ | _ _:_ _ | Yes No | 1 2 3 4 | **1** 2 3 4 5 6 7 8 |
| 7 | S M T W T F S | _ _:_ _ | _ _:_ _ | _ _:_ _ | _ _:_ _ | _ _:_ _ | _ _:_ _ | Yes **No** | 1 2 3 4 | **1** 2 3 4 5 6 7 8 |
| 8 | S M T W T F S | _ _:_ _ | _ _:_ _ | _ _:_ _ | _ _:_ _ | _ _:_ _ | _ _:_ _ | Yes No | 1 2 3 4 | **1** 2 3 4 5 6 7 8 |
| 9 | S M T W T F S | _ _:_ _ | _ _:_ _ | _ _:_ _ | _ _:_ _ | _ _:_ _ | _ _:_ _ | Yes **No** | 1 2 3 4 | **1** 2 3 4 5 6 7 8 |
| 10 | S M T W T F S | _ _:_ _ | _ _:_ _ | _ _:_ _ | _ _:_ _ | _ _:_ _ | _ _:_ _ | Yes No | 1 2 3 4 | **1** 2 3 4 5 6 7 8 |
| 11 | S M T W T F S | _ _:_ _ | _ _:_ _ | _ _:_ _ | _ _:_ _ | _ _:_ _ | _ _:_ _ | Yes **No** | 1 2 3 4 | **1** 2 3 4 5 6 7 8 |
| 12 | S M T W T F S | _ _:_ _ | _ _:_ _ | _ _:_ _ | _ _:_ _ | _ _:_ _ | _ _:_ _ | Yes No | 1 2 3 4 | **1** 2 3 4 5 6 7 8 |
| 13 | S M T W T F S | _ _:_ _ | _ _:_ _ | _ _:_ _ | _ _:_ _ | _ _:_ _ | _ _:_ _ | Yes **No** | 1 2 3 4 | **1** 2 3 4 5 6 7 8 |
| 14 | S M T W T F S | _ _:_ _ | _ _:_ _ | _ _:_ _ | _ _:_ _ | _ _:_ _ | _ _:_ _ | Yes No | 1 2 3 4 | **1** 2 3 4 5 6 7 8 |
| 15 | S M T W T F S | _ _:_ _ | _ _:_ _ | _ _:_ _ | _ _:_ _ | _ _:_ _ | _ _:_ _ | Yes **No** | 1 2 3 4 | **1** 2 3 4 5 6 7 8 |
| 16 | S M T W T F S | _ _:_ _ | _ _:_ _ | _ _:_ _ | _ _:_ _ | _ _:_ _ | _ _:_ _ | Yes No | 1 2 3 4 | **1** 2 3 4 5 6 7 8 |

**Table 21: Opening/Closing Windows**

| **Day of Week** | **Activating an Opening/Closing Window *** | **eXcept On Holiday** | **Holiday Index** | **Areas** |
|---|---|---|---|---|
| Program at least one day as **Yes**. | Day(s) of the Week | **No** | None | Program at least one area as **Yes**. |
| Program at least one day as **Yes**. | Day(s) of the Week, but NOT on Holidays | **Yes** | Select at least one Index | Program at least one area as **Yes**. |
| Program at least one day as **Yes**. | Day(s) of the Week, PLUS Holidays | **No** | Select at least one Index | Program at least one area as **Yes**. |
| All days must be programmed **No**. | Only on Holidays | **No** | Select at least one Index | Program at least one area as **Yes**. |

* This column describes how to activate an Opening/Closing Window. Use the guidelines shown in the other columns to choose the appropriate entries.

**Table 22: Normal Store Hours***

| | | OPEN | | | CLOSE | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| **W#** | **Day of Week** | **Early Begin** | **Start** | **Stop** | **Early Begin** | **Start** | **Stop** | **eXcept On Holiday** | **Holiday Index** | **Area(s)** |
| 1 | S **M** **T** **W** **T** **F** S | 04:00 | 05:00 | 06:00 | 20:00 | 23:00 | 23:59 | Yes **No** | 1 2 3 4 | **1** 2 3 4 5 6 7 8 |
| 2 | S M **T** **W** **T** **F** **S** | _ _:_ _ | _ _:_ _ | _ _:_ _ | 00:00 | 00:00 | 01:00 | Yes **No** | 1 2 3 4 | **1** 2 3 4 5 6 7 8 |

* Monday through Friday, Opening between 5 and 6 a.m. Closing between 11:00 p.m. and 1:00 a.m.

**Table 23: Delivery Schedule***

| | | OPEN | | | CLOSE | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| **W#** | **Day of Week** | **Early Begin** | **Start** | **Stop** | **Early Begin** | **Start** | **Stop** | **eXcept On Holiday** | **Holiday Index** | **Area(s)** |
| 3 | S **M** T **W** T F S | 02:30 | 02:45 | 03:00 | 03:05 | 03:15 | 03:30 | **Yes** No | **1** 2 3 4 | **1** 2 3 4 5 6 7 8 |
| | Program at least one day as Yes. | Day(s) of the week, but NOT on holidays. | | | | | | Yes | Select at least one index. | Program at least one area as **Yes**. |

* Monday and Wednesday, In between 2:45 and 3:00 a.m. Out between 3:15 and 3:30 a.m.
Another alternative for delivery schedules is to automatically bypass specific points using Skeds.

**Table 24: Monthly Auditor's Schedule***

| | | OPEN | | | CLOSE | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| **W#** | **Day of Week** | **Early Begin** | **Start** | **Stop** | **Early Begin** | **Start** | **Stop** | **eXcept On Holiday** | **Holiday Index** | **Area(s)** |
| 4 | S M T W T F S | 07:00 | 08:00 | 08:30 | 14:00 | 14:30 | 17:00 | Yes **No** | 1 **2** 3 4 | **1** 2 3 4 5 6 7 8 |
| | All days must be programmed **No**. | Only on holidays. | | | | | | No | Select at least one index. | Program at least one area as **Yes**. |

* Sunday, In between 8:00 and 8:30 a.m. Out between 2:30 and 5:00 p.m.

## 2.5 Command Center

This programming module contains three programming categories:

- *Cmd Cntr Assignment*
- *Area Text*
- *Custom Function*

### 2.5.1 Cmd Cntr Assignment

Determines if the command center is supervised and which area information the command center displays.

***Cmd Center #***

| | |
|---|---|
| **Default:** | **1** |
| **Selection:** | **1 to 8** |

Enter the command center address you want to program. Corresponding DIP switches on the command center are set to identify each command center. See the *D9112B Program Record Sheet* for DIP switch settings for each address.

***CC# Supervised***

This entry tells the panel if the command center at the address specified is supervised. The panel polls the command centers by address number. If a supervised address does not respond, an ***SDI Fail*** report with the address number is sent to the log. `SERVC KEYPAD` displays at all other command centers, and a report is sent to the ***Diagnostic*** phone route, if programmed.

| | |
|---|---|
| **Default:** | **No** |
| **Selection:** | **Yes or No** |
| Yes | Only one command center can be installed with this address number (see the command center manual for address switch settings).<br>If the address number is supervised and the DIP switches for more than one command center are programmed for this address, the command centers intermittently sound the keypad encoding tone. |
| No | More than one command center can be installed with this address number.<br>Command centers with the same address echo the operation of all other command centers with the same address (in other words, they all show the same displays and emit the same tones at the same time). |

**System Security Notice:** Install unsupervised command centers inside the protected area. All equipment installed outside of the protected area should be enclosed in tamper resistant housing.

***CC# Scope***

Scope determines if the command center is capable of viewing the status and arming and disarming areas other than the one to which the command center is assigned.

A *Security System Owner's Guide* is provided with each panel. This guide further explains how Scope and other relationships like Authority Levels and Skeds affect command center displays and operation.

Press the [SPACE] bar to scroll through the selections. Press [ENT] when the correct selection appears in the display.

| | |
|---|---|
| **Default:** | **PanelWide (address 1 only)** |
| **Selection:** | **PanelWide, Account. Area, or No Keypad 0 or 1** |
| PanelWide | A Panel-Wide Command Center can view information and perform arming and disarming functions for all areas in the panel. A Panel-Wide command center can cross account boundaries. |
| Account | An Account Command Center can view information, and perform arming and disarming functions for all areas that are assigned to the same account as the area where the command center is assigned. An Account command center cannot cross boundaries. |
| Area | An Area Command Center can view information and perform arming and disarming functions only for the area to which it is assigned. |
| No Keypad | No command center installed at this address. `CALL FOR SERVICE` displays at command centers programmed for this address. |

***CC# Area***

| | |
|---|---|
| **Default:** | **1** |
| **Selection:** | **1 to 8** |

Each installed command center must be assigned to an area of the D9112. This allows proper event displays as well as user authority operations.

Blank entries are not acceptable.

### 2.5.2 Area Text

Create custom "Idle Text" displays for the command centers.

***Area***

| | |
|---|---|
| **Default:** | **1** |
| **Selection:** | **1 to 8** |

Each area number you are programming.

***Area # Is On***

| | |
|---|---|
| **Default:** | **See *Program Record Sheet*** |
| **Selection:** | **16 alphanumeric characters - enter alphabetic characters A to Z in capital letters.** |

**Note:**

*Period (.), comma (,), percent (%), parenthesis [()], equal (=), greater/less than (< >), exclamation (!), and colon (:) are not allowed.*

Text that displays at command centers assigned to this area when the area is master armed. The text for each area is programmed separately, so each area can have a custom display.

Check the *Program Record Sheet* (P/N: 74-06447-000) for default text.

***Area # Not Ready***

| | |
|---|---|
| **Default:** | **See *Program Record Sheet*** |
| **Selection:** | **16 alphanumeric characters - enter alphabetic characters A to Z in capital letters.** |

**Note:**

*Period (.), comma (,), percent (%), parenthesis [()], equal (=), greater/less than (< >), exclamation (!), and colon (:) are not allowed.*

Text that displays at command centers assigned to this area when the area is disarmed and has faulted points. Enter the text that displays at command centers when the area has faulted controlled points.

The text for each area is programmed separately, so each area can have a custom display.

Check the *Program Record Training Sheet* (P/N: 74-06447-000) for default text.

***Area # Is Off***

| | |
|---|---|
| **Default:** | **See *Program Record Sheet*** |
| **Selection:** | **16 alphanumeric characters - enter alphabetic characters A to Z in capital letters.** |

**Note:**

*Period (.), comma (,), percent (%), parenthesis [()], equal (=), greater/less than (<>), exclamation (!), and colon (:) are not allowed.*

Text that displays at command centers assigned to this area when the area is disarmed. Enter the text that displays at command centers when the area is ready to be armed (there are no faulted controlled points).

The text for each area is programmed separately, so each area can have a custom display.

Check the *Program Record Sheet* (P/N: 74-06447-000) for default text.

***Area # Acct Is On***

| | |
|---|---|
| **Default:** | **Blank** |
| **Selection:** | **16 alphanumeric characters - enter alphabetic characters A to Z in capital letters.** |

**Note:**

*Period (.), comma (,), percent (%), parenthesis [()], equal (=), greater/less than (< >), exclamation (!), and colon (:) are not allowed.*

When all areas in the account are master armed, the ***Area # Is On*** text is replaced by ***Acct Is On*** text. The ***Acct Is On*** text appears at all command centers that are assigned to this area. (See *Cmd Cntr Assignment* ***CC# Area***, and *Area Parameters* ***Account Number***.)

Each area can have unique ***Acct Is On*** text, or you can program the same text in each area of the account.

A blank entry disables the ***Acct Is On*** display for this area. Each area's armed text continues to display after the last area in the account is armed.

### 2.5.3 Custom Function

Custom Functions are a way to simplify the use of complex keystroke sequences that can be entered at the command center. These items are similar to "speed dialing" on a telephone. In other words, they can be programmed to perform a series of keystrokes that automatically perform specific functions with a single menu entry.

Each menu item has a 16 character programmable title (see ***CF# Text***). Use the text to describe the function so that the user understands what happens when using the menu item.

Once programmed the Custom Function item number can be added to the Command Menu. The user accesses the Command Menu using the [MENU/ESC] key at the command center.

Access to menu items from specific command center addresses is determined by programming *Command Menu* in the *User Interface* section of the program.

The user must have the appropriate authority level to use the functions executed by the Custom Function. The Scope of the command center used to access the Custom Function item must also be considered. This is especially important when the Custom Function is used to execute arming and disarming functions. For a further discussion see ***CF# Key Stroke***.

Test all Custom Functions! Incorrect entries in ***CF### Key Stroke*** can cause unexpected operation. For example, with certain combinations of entries, a portion of the function can start repeating in an endless loop and may disable the panel. If this happens during testing, reboot the panel using the reset pin and reprogram the keystrokes for the function.

***Custom Function ###***

| | |
|---|---|
| **Default:** | **128** |
| **Selection:** | **128 to 143** |

Enter the Custom Function number you want to program. You can program up to 16 Custom Functions, which are numbered 128 to 143.

***CF### Text***

| | |
|---|---|
| **Default:** | **See *Program Record Sheet*** |
| **Selection:** | **16 alphanumeric characters - enter alphabetic characters A to Z in capital letters.** |

**Note:**

*Period (.), comma (,), percent (%), parenthesis [()], equal (=), greater/less than (< >), exclamation (!), and colon (:) are not allowed.*

Determines the menu text displayed at the command center for the Custom Function item. Use this text to represent the functions performed by this menu item. You can program up to 16 characters for each Custom Function.

***CF### Key Strokes***

| | |
|---|---|
| **Default:** | **See Training Sheet** |
| **Selection:** | **Up to 32characters: 0 to 9, A, B, C, D, and E** |

The keystrokes simulate any sequence of keystrokes the user can perform at a command center. You can program up to 32 keystrokes for each Custom Function. Use *Table 25* to enter appropriate keystrokes.

**Table 25: CF## Keystrokes**

| Selection | | Key | Faceplate Label |
|---|---|---|---|
| 0 to 9 | = | 0 to 9 | |
| A | = | COMMAND | |
| B | = | PREV (Previous) | up arrow |
| C | = | ESC (Escape) | MENU |
| D | = | NEXT | down arrow |
| E | = | ENT (Enter) | YES |

**D5200 Data Entry:**

Use the D5200 down-arrow key to move the cursor to the first data entry line. When you want to enter more than 16 keystrokes, the first line of the data entry line must be filled before you move on to the second line. If you make entries on the second line, and the first line has less than 16 characters, the second line clears when you press [ENT].

**Command Center Function/Authority Lvl Assign affects how a Custom Function executes:** Depending on the programming in User Interface, some functions may require a passcode before a function executes. When a passcode is required, either embed the passcode within the function, or make the function requiring the passcode the LAST one in the keystroke string.

**Command Center Scope affects how a Custom Function executes:**

The ***Scope*** of the command center where the Custom Function is accessed can affect the way the Custom Function operates.

### 2.5.4 Programming Custom Function Keystrokes

- Find the command you want to execute on the *User Interface* page of the *Program Record Sheet*.
- Single digit commands must be programmed with "9" as the second digit.

**Table 26: CF## Custom Function Keystrokes**

| Command | Keystroke |
|---|---|
| 1 (Master Arm Area) | A19 |
| 2 (Perimeter Instant Arm) | A29 |
| 3 (Perimeter Delay Arm) | A39 |
| 6 (Watch Mode) | A69 |
| 7 (Special Alert) | A79 |
| 8 (Perimeter Partial Area) | A89 |
| 9 (Special Alert) | A99 |
| 0 (Bypass a Point) | A09 |

- Some functions cannot be entered directly using a Command number because they are nested inside a higher level function. To automatically execute these functions, you must add the appropriate keystrokes.
- For example, in the Change Display (CMD 49) function there are three sub-functions:
  - **Bright Display:** Enter [A] [4] [9] [E]
  - **Dim Display:** Enter: [A] [4] [9] [D] [E]
  - **Date/Time Display:** Enter [A] [4] [9] [B] [E]
- Custom Functions can perform several tasks at once. For example: To toggle relays 7, 8 and 9 in one Custom Function enter: [A] [5] [4] [7] [E] [E] [8] [E] [E] [9] [E] [E] [C]
- To program multiple area arming or disarming functions, use keystroke sequences including [COMMAND][50] (Move to Area) and [COMMAND][1].

The previous examples assume none of the functions require a passcode.

# 3.0 User Interface

This programming module contains three programming categories: *Cmd Center Functions*, *Authority Lvl Assign*, and *Command Menu*. Use these programming categories, and *Custom Function* in the *Command Center* module, to enable user interface features.

There are two ways to access command center functions: Commands and the Command Menu. The *Security System User's Guide* provides instructions on how to access the Command Menu along with step by step instructions for basic command center functions. The *Security System Owner's Manual* explains the more advanced features.

## 3.1 Commands

"Commands" is the same method of command initiation used in previous Bosch Security Systems' products. This method is made available to provide continuity in the arming commands across product line and to make an easy transition for dealers using other Bosch Security Systems products. With commands, the end user presses the [COMMAND] key and then the numeral of the command they want to initiate. For example pressing [Command] [2]" arms the perimeter of the area.

The *D9112 Program Record Sheet* lists the commands available with the D9112 system. Command numbers are shown in the third column (labeled "Command") next to the function name. If a particular function does not have a command number, it can only be accessed through the Command Menu.

If the end user is going to use only commands to operate their system, along with arming and disarming by entering a passcode, then you do not need to program *Custom Function* or *Command Menu*.

## 3.2 Command Menu and Custom Functions

The Command Menu is accessed when the user presses the [ESC]/[MENU] key while the command center is displaying idle text. Each command center address can display a unique list of functions to suit the application. The function name shown in the second column on the *Program Record Sheet* appears in all capital letters in the command center display when the function is programmed for the *Command Menu*. See *Command Menu* for instructions.

Custom functions simplify the use of the command center by providing a method of displaying complex functions in a simplified form using custom text. Custom Functions can only be accessed through the Command Menu.

In order to use command center functions in Custom Function programming, the functions must be enabled as described in *Cmd Center Functions*.

If a function that requires the use of a passcode is programmed for a Custom Function, the user's passcode must have the authority to execute the function in at least one of the areas within the scope of the command center, otherwise, NO AUTHORITY displays.

Fill out the *Program Record Sheet* as you design the system.

To enable a function panel wide with no restrictions, enter an "E" in the fourth column. To completely disable it, enter a blank in the fourth column. To restrict use to users with a particular authority level, place a "P" in the fourth column next to the function.

You only need to program Authority Levels for functions restricted by passcode. To enable a function for a particular authority level, put an "E" under the authority level column. A blank under an authority level disables the function for the authority level specified.

In the *User Interface* section of this guide, descriptions of prompts found in *Cmd Center Functions* and *Authority Lvl Assign* are combined. This makes the relationship between the two sections easier to understand when you are learning how to program the panel.

***Cmd Center Function*** prompts are shown in plain boxes. *Authority Lvl Assign* prompts are shown in dashed boxes.

In the D5200 programmer, the prompts for ***Cmd Center Functions*** and *Authority Lvl Assign* appear in separate sections of the *User Interface* module.

See the *Security System User's Guide* for descriptions and operating instructions for the most commonly used functions. See the *Security System Owner's Guide* for advance command center functions.

Fill out the worksheets in the *Owner's Guide* when you are done, or remove the Appendix section of the *Owner's Guide*.

## 3.3 Cmd Center Function

Programming choices in this section of the program determine if command center functions are disabled (**Blank**), enabled (**E**), or restricted (**P**) panel-wide.

**Table 27: Command Center Function Selections**

| | |
|---|---|
| **Blank** | **Disable the function panel-wide.** Accessing the function using a command or the Command Menu displays NO AUTHORITY. |
| **E** | **Enable the function panel-wide.** The function can be executed without entering a passcode. |
| **P** | **Passcode required.** When the passcode is entered at the command center, the panel checks the authority level. See *Authority Lvl Assign*. |

## 3.4 Authority Lvl Assign

Use this section to program command center functions so that they can be used by specific User Authority Levels.

**Programming Time Saver:** Only functions that are programmed to require a passcode (P) in the *Cmd Center Functions* section of the program need to be programmed in *Authority Lvl Assign*.

Functions that are disabled (**Blank**) in *Cmd Center Functions* are disabled panel-wife for all authority levels. Functions that are enabled (**E**) in *Cmd Center Functions* are enabled panel-wide for all authority levels.

**Table 28: Authority Level Selections**

| | |
|---|---|
| **Blank** | Disable this function for the authority level specified. |
| **E** | Enable this function for the authority level specified. When the passcode is entered at the command center, the panel checks the authority level. The panel executes the function only in areas where the passcode has the authority to use the function.<br>When a passcode is entered into a command center that has either Account or Panel-Wide scope, the user can use any panel-wide feature (such as Send a Report or Display Rev) as long as the user has authority for the feature in at least one area where the command center has scope. If the function is area specific the authority must be set for the specific function such as, Watch Mode. |

### *Disarm*

There are two disarming functions enabled by this prompt: Disarm All Areas and Disarm An Area. **Blank** and **E** are not valid entries for this item.

**Disarm All Areas:** Disarms all areas according to the ***Scope*** of the command center where the function is entered (see *Cmd Cntr Assignment*).

**Disarm An Area:** Disarms a single area. When this function is accessed the command center displays the armed status of areas within its ***Scope***.

How Command Center ***Scope*** affects area execution: An Area Command Center can execute this function only in the area where the command center is assigned. An Account command center can execute this function in all areas in the account where the user has authority. A Panel-Wide Command Center can execute this function in all areas in the panel where the user has authority.

| | |
|---|---|
| **Default:** | **P** |
| **Selection:** | **P** |
| P | Passcode is always required for this function. When the passcode is entered at the command center, the panel checks the authority level.<br>The panel disarms areas where the passcode is authorized within the ***Scope*** of the command center. The command center display shows the disarmed areas.<br>Programming in *O/C Options* ***Area O/C*** and ***Restricted O/C*** determines whether ***Opening*** and ***Closing*** reports can be generated for a particular area. |

#### *L## Disarm*

| | |
|---|---|
| **Default:** | **See *Training Sheet*** |
| **Selection:** | **Blank or E** |
| Blank | Disable this function for Authority Level (L##) specified. |
| E | Enable this function for Authority Level specified. When the passcode is entered at the command center, the panel checks the authority level. The panel executes the function only in areas where the passcode is authorized.<br>Programming in *O/C Options* ***Area O/C*** and ***Restricted O/C*** determines whether ***Opening*** and ***Closing*** reports can be generated for a particular area.<br>Whether ***Opening*** and ***Closing*** reports are generated by this user or not depends on the ***L## Area O/C*** and ***L## Restricted O/C*** prompts in *Authority Lvl Assign.* |

***Master Arm***

There are three arming functions enabled by this prompt:

- **Master Arm All Areas:** Arms all areas according to the ***Scope*** of the command center where the function is entered (see *Cmd Cntr Assignment*).
- **Master Arm an Area:** Allows the user to select a single area to arm.
- **Command 1:** Local area arming; only arms the area where the command center is assigned.

How command center ***Scope*** affects area execution:

An Area Command Center can execute this function only in the area where the command center is assigned. An Account Command Center can execute this function in all areas in the account where the user has authority. A Panel-Wide Command Center can execute this function in all areas in the panel where the user has authority.

| **Default:** | **P** |
|---|---|
| **Selection:** | **Blank, E, or P** |
| Blank | Disable the function panel-wide. Attempting to access the function displays NO AUTHORITY. |
| E | Enable this function panel-wide. The function can be executed from any area within the command center's *Scope* without entering a passcode.<br>Programming in *O/C Options Area O/C* and *Restricted O/C* determines whether ***Opening*** and ***Closing*** reports can be generated for a particular area. |
| P | Passcode required. When the passcode is entered at the command center, the panel checks the authority level.<br>The panel only arms areas where the passcode is authorized that are within the *Scope* of the command center. The command center display shows the areas it is arming. |

Force Arming: If a passcode is not required to arm these functions, all authority levels can force arm. To disable force arming in an area, enter *0* in ***FA Bypass Max*** in the *Area Parameters* section of the program.

***L## Master Arm***

| **Default:** | **See *Program Record Sheet*** |
|---|---|
| **Selection:** | **Blank or E** |
| Blank | Disable this function for Authority Level (L##) specified, if this item in *Command Center Function* requires a passcode (P). |
| E | Enable this function for Authority Level specified. When the passcode is entered at the command center, the panel checks the authority level. The panel executes the function only in areas where the passcode is authorized.<br>Programming in *O/C Options* ***Area O/C*** and ***Restricted O/C*** determines whether ***Opening*** and ***Closing*** reports can be generated for a particular area.<br>Whether ***Opening*** and ***Closing*** reports are generated by this user or not depends on the ***L## Area O/C*** and ***L## Restricted O/C*** prompts in *Authority Lvl Assign.* |

***Mstr Arm Inst***

**Master Arm Instant:** [COMMAND] [1] [1]

There are three instant master arming functions enabled by this prompt: Master Arm All Areas Instant, Master Arm An Area Instant, and Command 11 Local Area Arm Instant.

Normally, these instant master arming functions provide no entry or exit delay, however, if a disable restart is performed while the area is instant master armed, then an entry delay is provided for the current armed cycle.

**Master Arm All Areas (Instant):** Arms all areas according to the ***Scope*** of the command center where the function is entered (see *Cmd Cntr Assignment*). No entry or exit delays are provided with this arming function.

**Master Arm An Area (Instant):** Allows the user to select a single area to arm. No entry or exit delays are provided with this arming function.

**Command 11:** Only arms the area where the command center is assigned. No entry or exit delays are provided with this arming function.

How command center ***Scope*** affects area execution:

An Area command center can execute this function only in the area where the command center is assigned. An Account command center can execute this function in all areas in the account where the user has authority. A Panel-Wide command center can execute this function in all areas in the panel where the user has authority.

| **Default:** | **Blank** |
|---|---|
| **Selection:** | **Blank, E, or P** |
| Blank | Disable the function panel-wide. Accessing the function using a command, the Command Menu, or a custom function, displays `NO AUTHORITY`. |
| E | Enable this function panel-wide. The function can be executed from any area within the command center's *Scope* without entering a passcode.<br>Programming in *O/C Options* ***Area O/C*** and ***Restricted O/C*** determines whether ***Opening*** and ***Closing*** reports can be generated for a particular area. |
| P | Passcode required. When the passcode is entered at the command center, the panel checks the authority level.<br>The panel only arms areas where the passcode is authorized and within the ***Scope*** of the command center. The command center display shows the areas it is arming. |

Force Arming: If a passcode is not required to arm these functions, all authority levels can force arm. To disable force arming in an area, enter *0* in ***FA Bypass Max*** in the *Area Parameters* section of the program.

***L## Master Arm Inst***

Master Arm

| **Default:** | **See *Program Record Sheet*** |
|---|---|
| **Selection:** | **Blank or E** |
| Blank | Disable this function for Authority Level (L##) specified, if this *Command Center Function* item requires a passcode (P). |
| E | Enable this function for Authority Level specified. When the passcode is entered at the command center, the panel checks the authority level. The panel executes the function only in areas where the passcode is authorized.<br>Programming in *O/C Options* ***Area O/C*** and ***Restricted O/C*** determines whether ***Opening*** and ***Closing*** reports can be generated for a particular area.<br>Whether ***Opening*** and ***Closing*** reports are generated by this user or not depends on the ***L## Area O/C*** and ***L## Restricted O/C*** prompts in *Authority Lvl Assign.* |

***Perim Instant***

**Perimeter Instant Arm** [COMMAND] [2]:

This command center function arms all perimeter points (see *Point Index* ***Point Type***) in the **area** where the command center is assigned. No entry or exit delays are provided with this arming function.

| **Default:** | **P** |
|---|---|
| **Selection:** | **Blank, E or P** |
| Blank | Disable the function panel-wide. Accessing the function using a command, the Command Menu, or a custom function, displays `NO AUTHORITY`. |
| E | Enable the function panel-wide. The function can be executed without entering a passcode.<br>Programming in *O/C Options* ***Perimeter O/C*** determines whether ***Perimeter Closing*** reports can be generated for a particular area. |
| P | Passcode required. When the passcode is entered at the command center, the panel checks the authority level. The panel only arms the area if the passcode is authorized. |

Force Arming: If a passcode is not required to arm these functions, all authority levels can force arm. To disable force arming in an area, enter *0* in ***FA Bypass Max*** in the *Area Parameters* section of the program.

***L## Perim Inst***

Perimeter Instant Arm

| **Default:** | **See Training Sheet** |
|---|---|
| **Selection:** | **Blank or E** |
| Blank | Disable this function for Authority Level (L##) specified, if this *Command Center Function* item requires a passcode (P). |
| E | Enable this function for Authority Level specified. When the passcode is entered at the command center, the panel checks the authority level. The panel executes the function only in areas where the passcode is authorized.<br>Programming in *O/C Options* ***Perimeter O/C*** determines whether ***Perimeter Closing*** reports can be generated for a particular area.<br>Whether ***Perimeter Closing*** reports and subsequent ***Opening*** reports are generated by this user or not depends on the ***L## Perimeter O/C*** prompt in *Authority Lvl Assign*. |

***Perim Delay***

**Perimeter Delay Arm** [COMMAND] [3]:

This command center function arms all perimeter points (see *Point Index* ***Point Type***) in the **area** where the command center is assigned. No entry or exit delays are provided with this arming function.

| **Default:** | **Blank** |
|---|---|
| **Selection:** | **Blank, E, or P** |
| Blank | Disable the function panel-wide. Accessing the function using a command, the Command Menu, or a custom function, displays `NO AUTHORITY`. |
| E | Enable the function panel-wide. The function can be executed without entering a passcode.<br>Programming in *O/C Options* ***Perimeter O/C*** determines whether ***Perimeter Closing*** reports can be generated for a particular area. |
| P | Passcode required. When the passcode is entered at the command center, the panel checks the authority level. The panel only arms the area if the passcode is authorized. |

Force Arming: If a passcode is not required to arm this function, all authority levels can force arm. To disable force arming in an area, enter *0* in ***FA Bypass Max*** in the *Area Parameters* section of the program.

***L## Perim Delay***

Perimeter Delay Arm

| **Default:** | **See Program Record Sheet** |
|---|---|
| **Selection:** | **Blank or E** |
| Blank | Disable this function for Authority Level (L##) specified, if this item in *Command Center Function* requires a passcode (P). |
| E | Enable this function for Authority Level specified. When the passcode is entered at the command center, the panel checks the authority level. The panel executes the function only in areas where the passcode is authorized.<br>Programming in *O/C Options* ***Perimeter O/C*** determines whether ***Perimeter Closing*** reports can be generated for a particular area.<br>Whether ***Perimeter Closing*** reports and subsequent ***Opening*** reports are generated by this user or not depends on the *L## Perimeter O/C* prompt in *Authority Lvl Assign*. |

***Watch Mode***

| | |
|---|---|
| **Default:** | **E** |
| **Selection:** | **Blank, E, or P** |

**Watch Mode** [COMMAND] [6]:

This command center function operates only in the **area** where the command center is assigned. No entry or exit delays are provided with this arming function.

This function provides command center and optional relay annunciation of faults from points that are programmed as ***Watch Points*** in *Point Index*.

See *Command Center Function Selections* in the introduction to the *Command Center Functions* programming module for descriptions of selections.

***L## Watch Mode***

| | |
|---|---|
| **Default:** | **See *Program Record Sheet*** |
| **Selection:** | **Blank or E** |

**Watch Mode:** See *Authority Level Selections* in the introduction to the *Authority Lvl Assign* programming module for descriptions of selections.

***Perim Partial***

| | |
|---|---|
| **Default:** | **E** |
| **Selection:** | **Blank, E, or P** |

This command center function arms only perimeter points which are not faulted in the **area** where the command center is assigned. Entry and exit delays are provided with this arming function.

This function ignores the ***A# FA Bypass Max*** entry in *Area Parameters*.

No ***Closing*** report is sent to the central station, however, a Perimeter Delay event is recorded and faulted points are identified as "forced" in the event log.

See *Command Center Function Selections* in the introduction to the *Command Center Functions* programming module for descriptions of selections.

***L## Perim Partial***

| | |
|---|---|
| **Default:** | **See *Program Record Sheet*** |
| **Selection:** | **Blank or E** |

**Perimeter Partial Arm:** See *Authority Level Selections* in the introduction to the *Authority Lvl Assign* programming module for descriptions of selections.

***View Area Stat***

| | |
|---|---|
| **Default:** | **P** |
| **Selection:** | **Blank, E, or P** |

**View Area Status:** This command center function allows the user to view the armed status of areas other than the one to which the command center is assigned. This function shows the following status for areas where the passcode is authorized: armed, disarmed, perimeter armed (partial, instant, delayed) not ready to arm, account armed text, exit delay text, entry delay text.

***L## View Area Stat***

| | |
|---|---|
| **Default:** | **See *Program Record Sheet*** |
| **Selection:** | **Blank or E** |

**View Area Status:** See *Authority Level Selections* in the introduction to the *Authority Lvl Assign* programming module for descriptions of selections.

***View Event Mem***

| | |
|---|---|
| **Default:** | **E** |
| **Selection:** | **Blank, E, or P** |

**View Event Memory** [COMMAND] [4] [O]:

View prior alarm and trouble activity that occurred during the last armed period. The user can view activity in areas within the ***Scope*** of the command center where the function is entered (see *Cmd Cntr Assignment*). Event memory is not cleared until the area is rearmed.

See *Command Center Function Selections* in the introduction to the *Authority Lvl Assign* programming module for descriptions of selections.

***L## View Event Mem***

| | |
|---|---|
| **Default:** | **See *Program Record Sheet*** |
| **Selection:** | **Blank or E** |

**View Event Memory:** See *Authority Level Selections* in the introduction to the *Authority Lvl Assign* programming module for descriptions of selections.

***View Pt Status***

| | |
|---|---|
| **Default:** | **E** |
| **Selection:** | **Blank, E, or P** |

**View Point Status:** View points assigned to the area where the command center is assigned. This function shows point text and the electrical condition (normal, open, short) of each point in the area.

Points 72 and 136 appear in the Point Status List. Notice that text for Commands 7 and 9 is followed by a MISSING condition on point 72 and point 136. Points 72 and 136 serve dual purposes. They are used for Command 7 and Command 9, and they are also used to supervise the data expansion bus. When you see that points 72 and 136 are missing, do not be alarmed. When these points are missing the point bus is normal.

See *Command Center Function Selections* in the introduction to the *Command Center Functions* programming module for descriptions of selections.

***L## View Pt Stat***

| | |
|---|---|
| **Default:** | **See *Program Record Sheet*** |
| **Selection:** | **Blank or E** |

**View Point Status:** See *Authority Level Selections* in the introduction to the *Authority Lvl Assign* programming module for descriptions of selections.

***Walk Test***

| | |
|---|---|
| **Default:** | **E** |
| **Selection:** | **Blank, E, or P** |

**Walk Test** [COMMAND] [4] [4]:

Test controlled points in disarmed areas within the ***Scope*** of the command center without sending reports to the central station.

See *Command Center Function Selections* in the introduction to the *Command Center Functions* programming module for descriptions of selections.

***L## Walk Test***

| | |
|---|---|
| **Default:** | **See *Program Record Sheet*** |
| **Selection:** | **Blank or E** |

**Walk Test:** See *Authority Level Selections* in the introduction to the *Authority Lvl Assign* programming module for descriptions of selections.

***Fire Test***

| | |
|---|---|
| **Default:** | **P** |
| **Selection:** | **Blank, E, or P** |

**Fire Test** [COMMAND] [5] [8]:

Test 24-Hour points in areas within the ***Scope*** of the command center where the function is entered. When a Fire Test is initiated one person can typically test a fire system without assistance. The following features are provided with the Fire Test Mode:

- Central station report is transmitted when the Fire Test Mode is initiated and when it is terminated.
- Local alarm annunciation without report transmission.

All reports from 24-Hour points within the ***Scope*** of the command center are suppressed during Fire Test.

- Automatic smoke detector reset (executing Reset Sensors from the Function Menu is not required after each device is tested).
- Command centers equipped with an alpha-numeric display show a sequential count after each point is activated and restored.
- Printed record of each alarm test response is available if a local printer is installed and has the ***Scope*** required to record events from the area being tested (D9131 Printer Interface required).

See *Command Center Function Selections* in the introduction to the *Command Center Functions* programming module for descriptions of selections.

***L## Fire Test***

| | |
|---|---|
| **Default:** | **See *Program Record Sheet*** |
| **Selection:** | **Blank or E** |

**Fire Test:** See *Authority Level Selections* in the introduction to the *Authority Lvl Assign* programming module for descriptions of selections.

***Send Report***

| | |
|---|---|
| **Default:** | **P** |
| **Selection:** | **Blank, E, or P** |

**Send Report** [COMMAND] [4] [1] and [COMMAND] [4] [2]:

Test the communications link between the panel and the central station receiver(s). It can send a ***Test*** report or a ***Status*** report to the phone numbers as programmed in *Phone Routing*. The ***Test*** report includes additional information if ***Expand Tst Rpt*** is enabled in the *Phone* section.

***Test/Stat Rpt*** in *Phone Routing* must be programmed with a primary destination. If no routing is programmed for the report, the command center displays `SENDING REPORT` but the confirming message `REPORT SENT` never displays.

This is a **panel-wide** function that can be executed from any command center assigned to an area where the user has authority.

See *Command Center Function Selections* in the introduction to the *Command Center Functions* programming module for descriptions of selections.

***L## Send Report***

| | |
|---|---|
| **Default:** | **See *Program Record Sheet*** |
| **Selection:** | **Blank or E** |

**Send Report:** See *Authority Level Selections* in the introduction to the *Authority Lvl Assign* programming module for descriptions of selections.

***Chg Display***

| | |
|---|---|
| **Default:** | **E** |
| **Selection:** | **Blank, E, or P** |

**Change Display** [COMMAND] [4] [9]:

This command center function affects only the command center address where the function is entered. The user can select either a bright or dim display with loud or soft command center warning tones, ***Chg Display*** also turns on the continuous time and date display. (The time and date display clears when a higher priority message needs to be displayed.)

See *Command Center Function Selections* in the introduction to the *Command Center Functions* programming module for descriptions of selections.

***L## Chg Display***

| | |
|---|---|
| **Default:** | **See *Program Record Sheet*** |
| **Selection:** | **Blank or E** |

**Change Display:** See *Authority Level Selections* in the introduction to the *Authority Lvl Assign* programming module for descriptions of selections.

***Chg Time/Date***

| | |
|---|---|
| **Default:** | **E** |
| **Selection:** | **Blank, E, or P** |

**Change Time and Date** [COMMAND] [4] [5]:

Set the time and date in the panel. This is a **panel-wide** function that can be executed from any command center with the scope to view an area where the user has authority to perform this function.

See *Command Center Function Selections* in the introduction to the *Command Center Functions* programming module for descriptions of selections.

***L## Chg Time/Date***

| | |
|---|---|
| **Default:** | **See *Program Record Sheet*** |
| **Selection:** | **Blank or E** |

**Change Time and Date:** See *Authority Level Selections* in the introduction to the *Authority Lvl Assign* programming module for descriptions of selections.

***Chg Passcode***

| | |
|---|---|
| **Default:** | **P** |
| **Selection:** | **Blank or P** |

**Change Passcodes** [COMMAND] [55]:

Change the passcode numbers for users already programmed into the panel. This is a **panel-wide** function that can be executed from any command center assigned to an area where the user has authority.

If you enter **E**, the panel treats the entry as **P**.

See *Command Center Function Selections* in the introduction to the *Command Center Functions* programming module for descriptions of selections.

***L## Chg Passcode***

| | |
|---|---|
| **Default:** | **See *Program Record Sheet*** |
| **Selection:** | **Blank or E** |

**Change Passcodes:**

See *Authority Level Selections* in the introduction to the *Authority Lvl Assign* programming module for descriptions of selections.

***Add Passcode***

| | |
|---|---|
| **Default:** | **P** |
| **Selection:** | **Blank, E, or P** |

**Add Passcode** [COMMAND] [5] [6]:

Add user numbers, associated passcodes, and assign authority levels for each area. This is a **panel-wide** function that can be executed from any command center assigned to an area where the user has authority.

Bosch Security Systems recommends this item be programmed **P** or disabled.

See *Command Center Function Selections* in the introduction to the *Command Center Functions* programming module for descriptions of selections.

***L## Add Passcode***

| | |
|---|---|
| **Default:** | **See *Program Record Sheet*** |
| **Selection:** | **Blank or E** |

**Add Passcode:** See *Authority Level Selections* in the introduction to the *Authority Lvl Assign* programming module for descriptions of selections.

***Del Passcode***

| | |
|---|---|
| **Default:** | **P** |
| **Selection:** | **Blank, E, or P** |

**Delete Passcode**:

Delete user numbers and associated passcodes from the system. This is a **panel-wide** function that can be executed from any command center assigned to an area where the user has authority.

Bosch Security Systems recommends this item be programmed **P** or disabled.

See *Command Center Function Selections* in the introduction to the *Command Center Functions* programming module for descriptions of selections.

***L## Del Passcode***

| | |
|---|---|
| **Default:** | **See *Program Record Sheet*** |
| **Selection:** | **Blank or E** |

**Delete Passcode:** See *Authority Level Selections* in the introduction to the *Authority Lvl Assign* programming module for descriptions of selections.

***Extend Close***

| | |
|---|---|
| **Default:** | **P** |
| **Selection:** | **Blank, E, or P** |

**Extend Close**:

Change the expected closing time for the area where the function is entered. The window cannot be adjusted until the ***Close Early Begin*** time has passed and the closing window is active.

See *Command Center Function Selections* in the introduction to the *Command Center Functions* programming module for descriptions of selections.

***L## Extend Close***

| | |
|---|---|
| **Default:** | **See *Program Record Sheet*** |
| **Selection:** | **Blank or E** |

**Extend Close:** See *Authority Level Selections* in the introduction to the *Authority Lvl Assign* programming module for descriptions of selections.

***View Log***

| | |
|---|---|
| **Default:** | **E** |
| **Selection:** | **Blank, E, or P** |

**View Log**: This is a **panel-wide** function that can be executed from any command center assigned to an area where the user has authority.

This command center function allows the user to view all of the events stored in the D9112 log. This is particularly useful for system troubleshooting.

Every time an event is generated, the event is sent to the log. Many events have "modifiers" attached to them. Modifiers are stored in the log as separate events. For example, each time an area is force armed several events are sent to the log.

The log in the D9112 can store up to 499 events panel-wide. When the number of stored events exceeds 499, the panel overwrites the oldest event, regardless of the area in which it occurred. See ***Log % Full*** in *RAM Parameters* for more information about the event log.

See *Command Center Function Selections* in the introduction to the *Command Center Functions* programming module for descriptions of selections.

***L## View Log***

| | |
|---|---|
| **Default:** | **See *Program Record Sheet*** |
| **Selection:** | **Blank or E** |

**View Log:** See *Authority Level Command Center Function Selections* in the introduction to the *Authority Lvl Assign* programming module for descriptions of selections.

***Print Log***

| | |
|---|---|
| **Default:** | **P** |
| **Selection:** | **Blank, E, or P** |

**Print Event Log**: Print all of the events stored in the D9112. Events are printed on Printer 17 (D9131 Printer Interface required).

The D9912 log can store up to 499 events panel-wide. When the number of stored events exceeds 499, the panel overwrites the oldest event, regardless of the area in which it occurred. See ***Log % Full*** in *RAM Parameters* for more information about the event log.

This is a **panel-wide** function that can be executed from any command center assigned to an area where the user has authority.

See *Command Center Function Selections* in the introduction to the *Command Center Functions* programming module for descriptions of selections.

***L## Print Log***

| | |
|---|---|
| **Default:** | **See *Program Record Sheet*** |
| **Selection:** | **Blank or E** |

**Print Event Log:** See *Authority Level Selections* in the introduction to the *Authority Lvl Assign* programming module for descriptions of selections.

***User Cmd 7***

| | |
|---|---|
| **Default:** | **P** |
| **Selection:** | **Blank, E, or P** |

**User Command 7** [COMMAND] [7]:

This command center function generates a special manually activated alarm.

This function generates an ***Alarm*** report each time it is activated, but only one alarm appears in the alarm memory count at the local area command centers. If this function is activated in more than one area within the scope of the command center, the alarm memory count is increased.

See the *Point Assignment* module, *Command 7* section for additional programming requirements for the Command 7 function.

See *Command Center Function Selections* in the introduction to the *Command Center Functions* programming module for descriptions of selections.

***L## User Cmd 7***

| | |
|---|---|
| **Default:** | **See *Program Record Sheet*** |
| **Selection:** | **Blank or E** |

**User Command 7:** See *Authority Level Selections* in the introduction to the *Authority Lvl Assign* programming module for descriptions of selections.

***User Cmd 9***

| | |
|---|---|
| **Default:** | **P** |
| **Selection:** | **Blank, E, or P** |

**User Command 9** [COMMAND] [9]:

This command center function generates a special manually activated alarm.

This function generates an ***Alarm*** report each time it is activated, but only one alarm appears in the alarm memory count at the local area command centers. If this function is activated in more than one area within the scope of the command center, the alarm memory count is increased.

See the *Point Assignment* module, *Command 9* section for additional programming requirements for the Command 9 function.

See *Command Center Function Selections* in the introduction to the *Command Center Functions* programming module for descriptions of selections.

***L## User Cmd 9***

| | |
|---|---|
| **Default:** | **See *Program Record Sheet*** |
| **Selection:** | **Blank or E** |

**User Command 9:** See *Authority Level Selections* in the introduction to the *Authority Lvl Assign* programming module for descriptions of selections.

***Bypass a Pt***

| | |
|---|---|
| **Default:** | **P** |
| **Selection:** | **Blank, E, or P** |

**Bypass a Point** [COMMAND] [0]: Bypass points in areas within the ***Scope*** of the command center where the function is entered (see *Cmd Cntr Assignment*). Bypassed points do not respond to faults.

See *Command Center Function Selections* in the introduction to the *Command Center Functions* programming module for descriptions of selections.

***L## Bypass a Pt***

| | |
|---|---|
| **Default:** | **See *Program Record Sheet*** |
| **Selection:** | **Blank or E** |

**Bypass a Point:** See *Authority Level Selections* in the introduction to the *Authority Lvl Assign* programming module for descriptions of selections.

***Unbypass a Pt***

| | |
|---|---|
| **Default:** | **P** |
| **Selection:** | **Blank, E, or P** |

**Unbypass a Point** [COMMAND] [0] [0]: Unbypass points in areas within the ***Scope*** of the command center where the function is entered (see *Cmd Cntr Assignment*). When unbypassed, a point can detect faults and respond according to programming.

See *Command Center Function Selections* in the introduction to the *Command Center Functions* programming module for descriptions of selections.

***L## Unbypass a Pt***

| | |
|---|---|
| **Default:** | **See *Program Record Sheet*** |
| **Selection:** | **Blank or E** |

**Unbypass a Point:** See *Authority Level Selections* in the introduction to the *Authority Lvl Assign* programming module for descriptions of selections.

***Reset Sensors***

| | |
|---|---|
| **Default:** | **E** |
| **Selection:** | **Blank, E, or P** |

**Reset Sensors** [COMMAND] [4] [7]: Activate the Reset Sensors function in areas within the ***Scope*** of the command center where the function is entered (see *Cmd Cntr Assignment*). See *Relays* section for information about Reset Sensors relay activation.

See *Command Center Function Selections* in the introduction to the *Command Center Functions* programming module for descriptions of selections.

***L## Reset Sensors***

| | |
|---|---|
| **Default:** | **See Training Sheet** |
| **Selection:** | **Blank or E** |

**Reset Sensors:** See *Authority Level Selections* in the introduction to the *Authority Lvl Assign* programming module for descriptions of selections.

***Relay Control***

| | |
|---|---|
| **Default:** | **P** |
| **Selection:** | **Blank, E, or P** |

**Relay Control** [COMMAND] [5] [4]: Manually operate relays installed in the D9112 system. This is a **panel-wide** function that can be executed from any command center assigned to an area where the user has authority. See the *D9112 Operation and Installation Manual* for information about optional relays.

See *Command Center Function Selections* in the introduction to the *Command Center Functions* programming module for descriptions of selections.

***L## Relay Control***

| | |
|---|---|
| **Default:** | **See *Program Record Sheet*** |
| **Selection:** | **Blank or E** |

**Relay Control:** See *Authority Level Selections* in the introduction to the *Authority Lvl Assign* programming module for descriptions of selections.

***Remote Program***

| | |
|---|---|
| **Default:** | **P** |
| **Selection:** | **Blank, E, or P** |

**Remote Programming** [COMMAND] [4] [3]: Initiate Remote Account Manager (RAM) sessions. This is a **panel-wide** function that can be executed from any command center assigned to an area where the user has authority. Reports concerning the remote programming session are generated as Area 1 events.

See *Command Center Function Selections* in the introduction to the *Command Center Functions* programming module for descriptions of selections.

***L## Remote Program***

| | |
|---|---|
| **Default:** | **See *Program Record Sheet*** |
| **Selection:** | **Blank or E** |

**Remote Programming:** See *Authority Level Selections* in the introduction to the *Authority Lvl Assign* programming module for descriptions of selections.

***Move to Area***

| | |
|---|---|
| **Default:** | **P** |
| **Selection:** | **Blank, E, or P** |

**Move to Area** [COMMAND] [5] [0]:

This command center function allows the user to temporarily switch the command center's assignment to a different area. Users are limited to performing functions enabled by the authority level they have in the area that the command center is moved to.

While the Move to Area function is active, the command center has the same ***Scope*** and Command menu in the new area (as programmed in *Cmd Cntr Assignment* and *Command Menu*).

After fifteen sec. of no activity at the keypad, the command center reverts back to the original area as programmed in *Cmd Cntr Assignment.*

See *Command Center Function Selections* in the introduction to the *Command Center Functions* programming module for descriptions of selections.

***L## Move to Area***

| | |
|---|---|
| **Default:** | **See *Program Record Sheet*** |
| **Selection:** | **Blank or E** |

**Move to Area:** See *Authority Level Selections* in the introduction to the *Authority Lvl Assign* programming module for descriptions of selections.

***Display Rev***

| | |
|---|---|
| **Default:** | **E** |
| **Selection:** | **Blank, E, or P** |

**Display Software Revision** [COMMAND] [5] [9]:

This command center function allows the user to show the panel's software revision number in the command center display.

See *Command Center Function Selections* in the introduction to the *Command Center Functions* programming module for descriptions of selections.

***L## Display Rev***

| | |
|---|---|
| **Default:** | **See *Program Record Sheet*** |
| **Selection:** | **Blank or E** |

**Display Software Revision:** See *Authority Level Selections* in the introduction to the *Authority Lvl Assign* programming module for descriptions of selections.

***Service Walk***

| | |
|---|---|
| **Default:** | **P** |
| **Selection:** | **Blank, E, or P** |

**Service Walk Test:** This test is similar to a Walk Test. The ***Service Walk*** test can also display points from all disarmed areas in the panel when the Service Walk test is initiated from a command center with Panel-Wide ***Scope***. The service walk test can be initiated from command centers with Account or Area ***Scope*** but the test is limited to the areas within the command center's ***Scope***.

**Extra Points:** points with a blank ***P### Point Index*** are "extra" points.

If the panel is not in the service walk test mode when an extra point trips, the panel responds to it as a local Trouble event at the command center. It displays the custom text for the point number set in the point's DIP switch or on-board point location.

When an extra point is tripped during the service walk test, it reports as an `EXTRA POINT` in the panel's event log (View Log function) and at the local printer if it is installed. Once an extra point is identified, you can check the programming to see if it has a ***Point Index***, determine if the index is appropriate for the application, and make sure the area assignment is correct.

If you incorrectly set the switches on a POPIT, you may create both a missing and extra point. When you find a missing point, performing a Service Walk test for extra points may help diagnose the problem.

Points assigned to a disabled area do not appear during a Service Walk Test.

Points assigned to an area that is currently in Walk Test or Fire Test mode do not appear during a Service Walk Test.

Points assigned to an area that is armed do not appear during a Service Walk Test.

See the *D9112 Operation and Installation Manual* for test instructions.

See *Command Center Function Selections* in the introduction to the *Command Center Functions* programming module for descriptions of selections.

***L## Service Walk***

| | |
|---|---|
| **Default:** | **See *Program Record Sheet*** |
| **Selection:** | **Blank or E** |

**Service Walk Test:** See *Authority Level Selections* in the introduction to the *Authority Lvl Assign* programming module for descriptions of selections.

***Default Text***

| | |
|---|---|
| **Default:** | **P** |
| **Selection:** | **Blank, E, or P** |

**Display Default Command Center Text** [COMMAND] [5] [7]: This command center function affects only the command center address where the function is entered. This command center function allows the user to display the non-customized command center idle text for the area where the command center is assigned. This may be helpful in troubleshooting if the service technician or user cannot remember the area number or meaning of custom idle text.

See *Command Center Function Selections* in the introduction to the *Command Center Functions* programming module for descriptions of selections.

***L## Default Text***

| | |
|---|---|
| **Default:** | **See *Program Record Sheet*** |
| **Selection:** | **Blank or E** |

**Display Default Command Center Text:** See *Authority Level Selections* in the introduction to the *Authority Lvl Assign* programming module for descriptions of selections.

***Change Skeds***

| | |
|---|---|
| **Default:** | **P** |
| **Selection:** | **Blank, E, or P** |

**Change Skeds** [COMMAND] [5] [2]: A **panel-wide** function that can be executed from any command center assigned to an area where the user has authority. Use to make adjustments to Skeds numbered 1 to 17. See the *Security System Owner's Guide* for operating instructions.

See *Command Center Function Selections* in the introduction to the *Command Center Functions* programming module for descriptions of selections.

***L## Change Skeds***

| | |
|---|---|
| **Default:** | **See Training Sheet** |
| **Selection:** | **Blank or E** |

**Change Skeds:** See *Authority Level Selections* in the introduction to the *Authority Lvl Assign* programming module for descriptions of selections.

## 3.5 Authority Level Opening and Closing Options

***L## Force Arm***

Arm the area to be armed even if the controlled points are not normal. Points that are not normal are left out of the system during the arming procedure and do NOT detect violations. Other points operate as programmed.

This program item is used in conjunction with programming for other arming functions. When a passcode is required to arm, use this program item to restrict the ability to force arm.

If a passcode is not required to arm using a particular function, all authority levels can force arm with that function. To disable force arming in an area, enter *0* in ***FA Bypass Max*** in the *Area Parameters* section of the program.

| | |
|---|---|
| **Default:** | **See *Program Record Sheet*** |
| **Selection:** | **Blank or E** |
| Blank | Force Arming is disabled for users with the authority level specified if a passcode is required to arm with the function used to initiate the force arming sequence. |
| E | Enable Force Arming for the authority level specified. |

### *L## Area O/C*

**Send Area Opening and Closing Reports:**

| **Default:** | **See *Program Record Sheet*** |
|---|---|
| **Selection:** | **Blank or E** |
| Blank | Disable this function for the authority level specified. |
| E | Send ***Opening*** and ***Closing by Area*** report when an area is disarmed or armed by a user with this authority level.<br>To send ***Area Opening*** and ***Closing*** reports in Modem II format, *A# Acct O/C* must be programmed YES and *A# Area O/C* must be programmed NO in *Open/Close Options.*<br>To send ***Account Opening*** and ***Closing*** reports in **BFSK Format**, *A# Acct O/C* must be programmed YES and *A# Area O/C* must be programmed NO in *Open/Close Options.* |

### *L## Restricted O/C*

**Send Restricted Opening and Closing Reports:** The area sends one ***Opening*** report after a non-fire alarm and one ***Closing*** report after force arming.

| **Default:** | **See *Program Record Sheet*** |
|---|---|
| **Selection:** | **Blank or E** |
| Blank | If a passcode is required to arm or disarm, restricted openings and closings are disabled for this user. |
| E | If a passcode is required to arm or disarm, send only restricted openings and closings for users with this authority level.<br>***L## Area O/C*** must be enabled.<br>***A# Area O/C*** and ***A# Restricted O/C*** must be programmed YES in *Open/Close Options.* |

### *L## Perimeter O/C*

Determines if ***Perimeter Opening*** and ***Closing*** reports are sent to the central station or logged only when a user with this authority level perimeter arms the area.

| **Default:** | **See *Program Record Sheet*** |
|---|---|
| **Selection:** | **Blank or E** |
| Blank | Disable this function for the authority level specified. |
| E | Enable this function for the authority level specified. To send ***Perimeter Opening*** and ***Closing*** reports from an area, ***A# Perimeter O/C*** must be programmed YES in *Open/Close Options.* |

### *L## Send Duress*

Determines if users with this authority level can send a duress alarm to the central station. See *Passcode Worksheet* ***Duress*** for an explanation of Duress.

| **Default:** | **See *Program Record Sheet*** |
|---|---|
| **Selection:** | **Blank or E** |
| Blank | Disable Duress for users with the authority level specified. |
| E | Enable this function for the authority level specified. |

***L## Passcode Arm***

Determines the user's ability to arm the panel without having to use the Command menu or an arming command. When enabled for an authority level, users with that authority level can arm the area by entering their passcode.

If a bell is ringing in any area within the ***Scope*** of the command center and you enter a passcode, it silences the bell but does not arm the area.

| **Default:** | **See *Program Record Sheet*** |
|---|---|
| **Selection:** | **Blank or E** |
| Blank | The user cannot arm the area by entering their passcode. `NO AUTHORITY` displays if the passcode is entered while the command center is displaying idle text. |
| E | The user can arm the area by entering their passcode.<br>To send ***Closing*** reports for users with this authority level ***A# Area O/C*** must be programmed YES in *Open/Close Options*. ***L## Area O/C*** must be enabled for this authority level. |

***L## Passcode Disarm***

Determines the user's ability to disarm the panel without having to use the menu structure. When enabled for an authority level, users with that authority level can disarm the area by entering their passcode.

If a bell is ringing in any area within the ***Scope*** of the command center and you enter a passcode, it silences the bell and disarms the area.

| **Default:** | **See *Program Record Sheet*** |
|---|---|
| **Selection:** | **Blank or E** |
| Blank | The user cannot disarm the area by entering their passcode. `NO AUTHORITY` displays if the passcode is entered while the command center is displaying idle text or the area is in entry delay. |
| E | The user can disarm the area by entering their passcode.<br>To send ***Opening*** reports for users with this authority level ***A# Area O/C*** must be programmed YES in *Open/Close Options*. ***L## Area O/C*** must be enabled for this authority level. |

# 4.0 Command Menu

Use this programming category to create a list of functions that appear in command center displays when the user presses the [ESC]/[MENU] key while the command center is displaying idle text. The Command menu is customized according to command center address.

Each command center address can display a unique list of functions to suit the application. For example, command centers with Address 1 may be located in a secure area. Therefore, you want to enable all 32 function displays. But command centers with Address 2 may be located in a part of the building where you do not want casual access to any functions. Disabling all of the function displays forces the user at Address 2 to initiate all functions using commands.

Area assignment and scope have no impact on which functions appear in the Command Menu, however these functions may affect the way that the functions operate when selected from the list.

***Menu Item***

| **Default:** | **1** |
|---|---|
| **Selection:** | **1 to 32** |

Enter the menu item number you are programming. Do not skip over menu item numbers. Do not leave ***M## Function*** blank within the sequential list. When the panel reaches a ***Menu Item*** with a blank ***Menu Function***, it stops looking for more menu items.

***M## Function***

| **Default:** | **See *Program Record Sheet*** |
|---|---|
| **Selection:** | **Blank, 1 to 35 and 128 to 143** |

Enter the Command Center Function number you want to appear in at least one command center display. Use the *D9112 Program Record Sheet* to determine function number.

Function numbers 1 to 35 are shown in the first column on the *User Interface Command Function* page of the *D9112 Program Record Sheet*. The function name is shown in the second column labeled "Function." The function name appears in the command center display as the user advances through the Command Menu.

Function numbers 128 to 143 are programmed in the *Custom Function* section of the program. See the *Command Center, Custom Function* page of the *D9112 Program Record Sheet* to determine which custom functions you can use in the Command menu. The text programmed for the custom function appears in the command center display as the user advances through the Command Menu.

You can assign the Command Center Function to any menu item number. You can even assign the same Command Center Function to several menu item numbers if you want to customize the order in which they appear at different command center addresses.

Do not leave any ***M## Function*** blank within the sequential list. If you no longer want a ***Function*** to display at any command centers, turn off the function by programming ***M## CC Address 1*** to ***M## CC Address 8*** NO, or change the ***Function*** number.

***M## CC Address 1***

| | |
|---|---|
| **Default:** | **See *Program Record Sheet*** |
| **Selection:** | **Yes or No** |

Should this menu item appear in Command Menu at Address #1?

***M## CC Address 2***

| | |
|---|---|
| **Default:** | **See *Program Record Sheet*** |
| **Selection:** | **Yes or No** |

Should this menu item appear in Command Menu at Address #2?

***M## CC Address 3***

| | |
|---|---|
| **Default:** | **See *Program Record Sheet*** |
| **Selection:** | **Yes or No** |

Should this menu item appear in Command Menu at Address #3?

***M## CC Address 4***

| | |
|---|---|
| **Default:** | **See *Program Record Sheet*** |
| **Selection:** | **Yes or No** |

Should this menu item appear in Command Menu at Address #4?

***M## CC Address 5***

| | |
|---|---|
| **Default:** | **See *Program Record Sheet*** |
| **Selection:** | **Yes or No** |

Should this menu item appear in Command Menu at Address #5?

***M## CC Address 6***

| | |
|---|---|
| **Default:** | **See *Program Record Sheet*** |
| **Selection:** | **Yes or No** |

Should this menu item appear in Command Menu at Address #6?

***M## CC Address 7***

| | |
|---|---|
| **Default:** | **See *Program Record Sheet*** |
| **Selection:** | **Yes or No** |

Should this menu item appear in Command Menu at Address #7?

***M## CC Address 8***

| | |
|---|---|
| **Default:** | **See *Program Record Sheet*** |
| **Selection:** | **Yes or No** |

Should this menu item appear in Command Menu at Address #8?

# 5.0 User Access Windows

Build up to 15 User Access Windows. Once the windows are set up, assign a window to selected passcodes. See ***User Window*** in the **Passcode Worksheet** section of the program.

When you assign a ***User Window*** to a passcode, the passcode is disabled except during the times programmed in the selected User Access Window.

If a User Access Window is not assigned, the passcode is enabled all the time.

**About the Program Record Sheet:** A column labeled "Sked #" appears on the *Program Record Sheet* provided with the D9112. These numbers correspond to the Sked numbers that appear in D6500 reports and on the Local Printer when a window begins and ends.

### *User Window #*

| | |
|---|---|
| **Default:** | **1** |
| **Selection:** | **1 to 15** |

Enter the window number you are programming.

### *UW## Sunday*

| | |
|---|---|
| **Default:** | **No** |
| **Selection:** | **Yes or No** |

Is this User Window active on Sunday?

### *UW## Monday*

| | |
|---|---|
| **Default:** | **No** |
| **Selection:** | **Yes or No** |

Is this User Window active on Monday?

### *UW## Tuesday*

| | |
|---|---|
| **Default:** | **No** |
| **Selection:** | **Yes or No** |

Is this User Window active on Tuesday?

### *UW## Wednesday*

| | |
|---|---|
| **Default:** | **No** |
| **Selection:** | **Yes or No** |

Is this User Window active on Wednesday?

### *UW## Thursday*

| | |
|---|---|
| **Default:** | **No** |
| **Selection:** | **Yes or No** |

Is this User Window active on Thursday?

### *UW## Friday*

| | |
|---|---|
| **Default:** | **No** |
| **Selection:** | **Yes or No** |

Is this User Window active on Friday?

### *UW## Saturday*

| | |
|---|---|
| **Default:** | **No** |
| **Selection:** | **Yes or No** |

Is this User Window active on Saturday?

### *UW## Access Window Start*

| | |
|---|---|
| **Default:** | **_ _:_ _** |
| **Selection:** | **HH:MM (hours and minutes)** |

Enter the time of day that the window takes effect. The window takes effect at the beginning of the minute. Make entries using a 24 hr. clock (for example, 7:00 a.m. is entered as 07:00 and 2:45 p.m. is entered as 14:45).

To disable the window, both the hours and minutes spaces must be blank.

To program a starting time:

1. Press the two digits representing the hour.
2. The cursor advances past the colon (:) in the display.
3. Press the two digits representing the minutes.
4. Press [ENT].

Disable/Restart the panel to activate today's window. If you are programming a window that needs to activate on the same day that you are programming it, do a disable/restart after programming.

### *UW## Access Window Stop*

| | |
|---|---|
| **Default:** | **_ _:_ _** |
| **Selection:** | **HH:MM (hours and minutes)** |

Enter the time of day that the window ends. The window stops at the end of the minute. Make entries using a 24 hr. clock (for example, 7:00 a.m. is entered as 07:00 and 2:45 p.m. is entered as 14:45).

To disable the window, both the hours and minutes spaces must be blank.

Do not program a single window to cross the midnight boundary. The window stop time must be later than the window start time.

## 5.1 Holiday Indexes for User Access Windows

You can enable up to four holiday indexes to use with User Access Windows. Enable at least one Holiday Index if ***UW## Xept Holiday*** is programmed YES for this user window, or if you want this window active only on specific dates. Holidays are programmed in the *Holiday Indexes* section of the program.

### *UW## Xept Holiday*

Determine if the window is disabled on holidays.

To prevent the window from activating on certain days of the year, use the ***Xept Holiday*** program item with an appropriately programmed Holiday Index. When a ***Xept Holiday*** is programmed YES, the window executes on the days of the week programmed **unless the date is designated as a holiday by the *Holiday Index(es)* selected for use with this window.**

| **Default:** | **No** |
|---|---|
| **Selection:** | **Yes or No** |
| Yes | Do not activate this window on holidays.<br>To use this selection, the window must be programmed to activate on at least one day of the week, and at least one Holiday Index must be used with this window. |
| No | A holiday does not prevent this window from activating.<br>Use this selection if the User Window is only needed on certain days of the year, or if you want the User Window to activate regardless of the holiday.<br>To activate the User Window on certain days of the year, do not program the windows to activate on any days of the week. Instead, program *XEPT Holiday* NO and select at least one Holiday Index with the days of the year you want the window to be active. |

### *UW## Holiday 1*

| **Default:** | **No** |
|---|---|
| **Selection:** | **Yes or No** |
| Yes | Use Holiday Index 1 with this User Access Window. |
| No | Do not use Holiday Index 1 with this User Access Window. |

### *UW## Holiday 2*

| **Default:** | **No** |
|---|---|
| **Selection:** | **Yes or No** |
| Yes | Use Holiday Index 2 with this User Access Window. |
| No | Do not use Holiday Index 2 with this User Access Window. |

### *UW## Holiday 3*

| **Default:** | **No** |
|---|---|
| **Selection:** | **Yes or No** |
| Yes | Use Holiday Index 3 with this User Access Window. |
| No | Do not use Holiday Index 3 with this User Access Window. |

### *UW## Holiday 4*

| **Default:** | **No** |
|---|---|
| **Selection:** | **Yes or No** |
| Yes | Use Holiday Index 4 with this User Access Window. |
| No | Do not use Holiday Index 4 with this User Access Window. |

# 6.0 Passcode Worksheet

The next 100 groups of entries determine the user passcodes and the authority level each user has in each area. Within these groups are entries to determine the supervision reporting for the user passcode.

Each user is identified by a two digit number. These numbers are called User ID Codes, and they range from 00 through 99. Both of these digits are logged in the D9112 memory with user events.

In reporting systems using ***Modem Format***, both digits of the User ID Code are transmitted to the central station with associated reports. If the central station automation computer system can only accept ZONEX and COMEX style user IDs, see ***Point/User Flag*** in the *Phone* section of *Panel Wide Parameters*.

In BFSK, only one number is transmitted. This number represents a group of ten users as shown in *Table 29*. To report the proper User ID number with ***Opening*** and ***Closing*** reports see ***A# Area O/C*** and ***A# Acct O/C***.

Passcodes are generally used to arm and disarm a security system. In the D9112, a passcode can also be used to access a number of command center functions. Command center functions are enabled for each authority level in the *User Interface* module of the program.

**Table 29: BFSK User ID Report Format**

| User 00 to 09 | User 10 to 19 | User 20 to 29 | User 30 to 39 | User 40 to 49 | User 50 to 59 | User 60 to 69 | User 70 to 79 | User 80 to 89 | User 90 to 99 |
|---|---|---|---|---|---|---|---|---|---|
| BFSK Report 0 | BFSK Report 1 | BFSK Report 2 | BFSK Report 3 | BFSK Report 4 | BFSK Report 5 | BFSK Report 6 | BFSK Report 7 | BFSK Report 8 | BFSK Report 9 |

### *Duress*

Create a secondary passcode. This secondary passcode has all the features of the user's primary passcode. In addition, it can send DURESS alarm if enabled in *Authority Lvl Assign* ***Send Duress***.

To use a secondary passcode, the user increases the value of the last digit of their primary passcode when entering it at the command center. The ***Duress*** entry determines if users add one or two to the last digit of the passcode.

**Note:**

*All users use the same formula for the duress code. You only need to program* **Duress** *one time.*

| **Default:** | **Blank** |
|---|---|
| **Selection:** | **Blank, 1, or 2** |
| 1 | Create a unique secondary (duress) passcode for each user where the last digit of the primary ***Passcode*** is increased by "1."<br>For example:<br>• If the primary passcode is 612**3**, 612**4** is the secondary passcode.<br>• If the last digit of the primary pass code is **9**, the last digit of the secondary passcode is **0**. |
| 2 | Create a unique secondary (duress) passcode for each user where the last digit of the primary passcode is increased by "2."<br>For example:<br>• If the primary passcode is 612**3**, 612**5** is the secondary passcode.<br>• If the last digit of the primary pass code is **8**, the last digit of the secondary passcode is **0**.<br>• If the last digit of the primary pass code is **9**, the last digit of the secondary passcode is **1**. |
| Blank | Do not create secondary passcodes (disable duress feature). |

***User***

| | |
|---|---|
| **Default:** | **1** |
| **Selection:** | **0 or 1 to 99** |

Enter the User number you are programming.

User 0 is the Service Authority Level (Level 15). The *Program Record Training Sheet* shows the functions enabled for Authority Level 15.

You cannot change the programming for Authority Level 15 functions.

The authority level cannot be changed for User 0, and no User Access Window can be assigned. The passcode number for User 0 can only be changed on the programmer, or by User 0 from the command center.

As ENTER PASSCODE message displays at the command center when User 0 is entered in response to the User prompt in the DEL PASSCODE command center function. Only the Service Authority Level (User 0) can delete User 0. When a user other than User 0 tries to delete the passcode for User 0, the command center displays NOT IN USE.

User 0 cannot be added from the command center once it has been deleted. It must be re-entered using the programmer.

***U## Passcode***

| | |
|---|---|
| **Default:** | **_ _ _ _ _ _** |
| **Selection:** | **Three to six digits ( 0 to 9)** |

Enter from three to six digits to enable a primary passcode for this User number.

User ID Code 00 is the Service Authority Level. The default passcode for the Service Authority Level is 123.

The programmer does not allow you to enter any passcode number that could conflict with a secondary (duress) passcode. This rule applies even if ***Duress*** is disabled. For example, once a passcode of 654321 is entered, 654322, 654323, 654320, and 654329 can not be entered.

The D9112 generates a ***Usr Code Tamper*** report after six consecutive attempts to enter a passcode that does not exist in the system. There is no time limit for the consecutive attempts, but all attempts must be made from the same command center address. After a valid passcode is entered, the counter resets to zero. Entering a passcode with no authority to execute a function does not count as an attempt, as long as the passcode is programmed in the panel.

The D9112 operation depends on the D5200 or D5300 programmer revision.

In the D5200 revision 1.4 and the D5300 revision 2.15, any passcode entered in the Passcode Worksheet can turn off bell relays within the scope of the command center. This is true even if the passcode has no authority level assigned for any area.

In the D5200 revision 1.60 and the D5300 revision 2.23 (or higher) , a passcode must be programmed with an authority level in the area in order to turn off bell relays for the area. Even if the authority level does not have the authority to perform any command center function, if the passcode is assigned any authority level for the area, it can be used to turn off bell relays in the area.

***U## User Window***

| | |
|---|---|
| **Default:** | **Blank** |
| **Selection:** | **Blank or 1 to 15** |

When a User Window is assigned, the user's passcode is valid during the time programmed for the User Window. Program User Window in *User Access Windows*.

To enable the user's passcode all the time, leave this item blank.

To enable the user's passcode only during specific times, enter a User Window number.

User Window times cannot be changed from the command center.

Once a window is assigned to a user number, the user number always has a window. The only way to turn the window off is by reprogramming the panel from the D5200 or RAM.

If, for example, the command center is used to delete a passcode, then later to re-add a passcode, the new passcode automatically takes the User Window that was originally assigned to the first passcode.

***U## Area 1 Auth***

**Default:**

**Selection:** **1 to 14 or Blank**

Assign an authority level to the user for this area. Blank means the user has no authority in this area.

***U## Area 2 Auth***

**Default:**

**Selection:** **1 to 14 or Blank**

Assign an authority level to the user for this area. Blank means the user has no authority in this area.

***U## Area 3 Auth***

**Default:**

**Selection:** **1 to 14 or Blank**

Assign an authority level to the user for this area. Blank means the user has no authority in this area.

***U## Area 4 Auth***

**Default:**

**Selection:** **1 to 14 or Blank**

Assign an authority level to the user for this area. Blank means the user has no authority in this area.

***U## Area 5 Auth***

**Default:**

**Selection:** **1 to 14 or Blank**

Assign an authority level to the user for this area. Blank means the user has no authority in this area.

***U## Area 6 Auth***

**Default:**

**Selection:** **1 to 14 or Blank**

Assign an authority level to the user for this area. Blank means the user has no authority in this area.

***U## Area 7 Auth***

**Default:**

**Selection:** **1 to 14 or Blank**

Assign an authority level to the user for this area. Blank means the user has no authority in this area.

***U## Area 8 Auth***

**Default:**

**Selection:** **1 to 14 or Blank**

Assign an authority level to the user for this area. Blank means the user has no authority in this area.

# 7.0 Point Index

Use this programming module to construct "personality types": for points used in the D9112 system. The index numbers are used in "point assignments." Each unique Point Index number determines the D9112 responses to specific conditions occurring on the protective points.

The NEW RECORD program contains default entries for Point Indexes. See the *Program Record Training Sheet* (P/N:74-06447-000) for defaults.

***Point Index #***

| | |
|---|---|
| **Default:** | **1** |
| **Selection:** | **1 to 31** |

The number of the point personality you are about to program. You can define up to 31 individual personalities.

***P## Type***

This entry defines the "Point Type." Definitions for each type of point follows:

**Note:**

***Keyswitch Points:*** *Special rules apply to points used for keyswitch functions. These special point* **Types** *do not respond the same way to the* **Point Response** *entry as point* **Types** *1, 2, and 3. Responses for keyswitch point types are described in 4 through 7.*

| **Default:** | **See *Program Record Sheet*** |
|---|---|
| **Selection:** | **0 to 7** |
| 0 | **24-hour:** A 24-hour point is not turned on and off from a command center. 24-hour points are armed all the time, and can be used for fire protection (see *Fire Point*), panic, medical, and police alerts.<br>**Note:**<br>*24-hour points can be programmed as bypassable; however, the application should be carefully considered before using the bypassable option. Bypassable 24-hour points should be programmed to Buzz on Fault.*<br>*When a 24-hour point is bypassed, the report should be sent as it occurs. If the area contains all 24-hour points, the area is never armed or disarmed; therefore, a deferred bypass report is not sent.*<br>**Note:**<br>*24-hour protection for fire doors, roof hatches, and so on.*<br>*Instead of programming this type of protection as a 24-hour point, consider using a perimeter point type with a Point Response of 9 to D. 24-hour points do not show faults when an arming command is entered, but perimeter points do. When programming for this type of protection, you may also want to consider using the Buz on Fault and Local While Disarmed options.* |
| 1 | **Perimeter:** Perimeter points are armed with all arming commands. Points programmed as perimeter can also be armed as a group (using COMMAND 2, COMMAND 3, and COMMAND 8) separately from points programmed as interior. This lets the user partially arm the system to establish perimeter protection and still occupy the interior of the protected premises.<br>Perimeter points can be programmed to initiate entry delay time. If the point initiates entry delay, it can also initiate an entry tone.<br>When a Perimeter point is programmed for entry delay, entry delay time is always provided. If the area is in entry delay when a second Perimeter Point trips, the panel compares the remaining entry delay time to the time programmed for the second Perimeter Point. If the second Perimeter Point's entry delay time is less than the remaining time, it shortens the entry delay time.<br>Perimeter Points programmed for instant ***Point Response*** generate an alarm immediately when tripped. Even during entry or exit delay. |

| | |
|---|---|
| 2 | **Interior:** Interior points are armed only by master arming the area. They are NOT armed when using perimeter arming commands (COMMAND 2, COMMAND 3, and COMMAND 8). These points are typically used to monitor interior detection devices such as interior doors, motion detectors, photoelectric beams, carpet mats, and so on.<br><br>**Instant Interior Points:** Interior points are usually programmed for an instant alarm (see ***Point Response***). Points programmed for instant alarms generate alarms immediately, even during entry or exit delay.<br><br>**Delayed Interior Points:** Interior points can be programmed for a delayed ***Point Response***. A delayed response means that if the point is tripped while the area is armed, it initiates entry delay. It does not generate an alarm until entry delay expires.<br><br>When an interior point is programmed for entry delay, entry delay time is always provided. If the area is in entry delay when the interior point trips, the panel compares the remaining entry delay time to the time programmed for the interior point. If the interior point's entry delay time is less than the remaining time, it shortens the entry delay time.<br><br>Delayed points can also initiate an entry tone at the command center (see *P## Entry Tone Off*).<br><br>**Note:**<br>*In some cases you may need to create an interior point that causes an instant alarm only if entry delay protection is not tripped first. Use Interior Follower to create this type of protection.* |
| 3 | **Interior Follower:** Interior follower points are armed only by master arming the area. They are NOT armed when using perimeter arming commands (COMMAND 2, COMMAND 3, and COMMAND 8).<br><br>An interior follower point does not create an alarm if it trips while the area is in entry delay. An interior follower does not change the amount of remaining entry delay time.<br><br>In no entry delay is in effect when the interior follower trips, it creates an instant alarm.<br><br>You must program a delayed ***Point Response*** (4, 5, 6, 7, or 8) for an Interior Follower point. The panel ignores the entry in ***P## Entry Delay*** for an Interior Follower point. |

| | |
|---|---|
| 4 | There are two ways to use ***Point Type*** **4** to arm and disarm an area:<br>**Keyswitch Maintain:** Program ***Point Response*** as **1**. Do not connect initiating devices to a Keyswitch point.<br>**Normal:** The area is disarmed<br>**Open:** When this point changes from normal to open, the area arms.<br>**Short:** A short is a trouble while the area is disarmed.<br>• A short is an alarm while the area is armed.<br>• When this point changes from shorted to normal or open, it restores.<br>***Trouble*** and ***Restoral*** reports are not sent if ***Local Disarmed*** is YES.<br>***Alarm*** and ***Restoral*** reports are not sent if ***Local Armed*** is YES.<br>**D279:** Program ***Point Response*** as **2**. The D279 should be the ONLY point in the area. The scope of an account command center should be programmed to include the D279's area.<br>Cut the W1 jumper on the D279 to send ***Area Opening*** and ***Closing*** reports as programmed in *Area Parameters* and to provide bell control. If the D279's W1 jumper is NOT cut then no ***Area Open*** or ***Area Close*** report is sent, and alarm bells can only be silenced from a command center, no matter how the D9112 is programmed.<br>**Normal:** When this point changes from open to normal, the area arms.<br>**Open:** The area is disarmed. The alarm bell silences if an alarm occurred while the area was armed.<br>**Short:** A short is a trouble while the area is disarmed.<br>• A short is an alarm while the area is armed.<br>• When this point changes from shorted to normal or open, it restores but does not send a ***Restoral*** report. |
| 5 | **Keyswitch Momentary:** Used for Area Arming and Disarming. ***Point Response*** must be programmed **1**. Do not connect initiating devices to a Keyswitch point.<br>**N→S→N:** When this point momentarily changes from normal to shorted to normal, it toggles the armed state of the area.<br>**Open:** An open is a trouble while the point is disarmed.<br>• An open is an alarm while the point is armed.<br>• When this point changes from shorted to normal to open, it restores.<br>***Trouble*** and ***Restoral*** reports are not sent if *Local Disarmed* is YES.<br>***Trouble*** and ***Restoral*** reports are not sent if *Local Armed* is YES. |
| 6 | **Open/Close:** Used for Point Arming and Disarming. ***Point Response*** must be programmed 1. Local bells are silenced through the command center.<br>**Normal:** The point is armed and sends ***Point Closing. Point Closing*** is not sent if ***Local Alarm*** is YES.<br>**Open:** An open is an alarm while the point is armed.<br>• An open is a trouble while the point is disarmed.<br>• ***Alarm*** and ***Restoral*** reports are not sent if ***Local Disarmed*** is YES.<br>**Short:** The point is disarmed and sends ***Point Opening***. Local bells are silenced if they were sounding. ***Point Opening*** is not sent if ***Local Armed*** is YES. |

| | |
|---|---|
| 7 | **Point Open/Close with a D279:** Used for Point Arming and Disarming. ***Point Response*** must be programmed **1**. Local bells are silenced through the command center (to have bell control at the D279 see ***Point Index*** entry **4**).<br>Cut the W1 jumper on the D279 to send ***Point Opening*** and ***Point Closing*** reports. If the D279's W1 jumper is NOT cut then no ***Open*** or ***Close*** report is sent, regardless of the D9112 programming.<br>**Normal:** The point is armed and sends ***Point Closing***. ***Point Closing*** is not sent if ***Local Alarm*** is YES.<br>**Open:** The point is disarmed and sends a ***Point Opening***. ***Point Opening*** is not sent if ***Local Armed*** is YES.<br>**Short:** A short is an alarm condition.<br>***Alarm*** and ***Restoral*** reports are not sent if ***Local Disarmed*** is YES. |

### *P## Pt Response*

| | |
|---|---|
| **Default:** | **See *Program Record Sheet*** |
| **Selection:** | **0 to D** |

Point Response defines the "Point Response to Opens and Shorts" for this point. *Table 30* show each selection available for controlled (non-24-Hour) point types and 24-Hour point types.

**Table 30: Point Response Table**

| **Pt Response** | | **0** | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** | **A** | **B** | **C** | **D** |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Controlled Points: | | | | | | | | | | | | | | | |
| Armed | Open | I | I | I | I | D | D | I | I | D | I | I | I | I | I |
| Armed | Short | I | I | I | I | I | I | D | D | D | I | I | I | I | I |
| Disarmed | Open | | T | | T | | | | T | | I | I | T | I | |
| Disarmed | Short | | | T | T | | T | | | | I | T | I | | I |
| 24-Hour Points: | | | | | | | | | | | | | | | |
| | Open | I | T | I | T | | | I | T | | | | | | |
| | Short | I | I | T | T | I | T | | | | | | | | |

Key: I = Instant Alarm, D = Delayed Alarm, T = Trouble, **Blank** = no response

Applications for Point response 9 to D

Combine ***Point Responses*** 9 to D with Perimeter Point Types to create more flexible 24-hour protection. Unlike 24-hour points, a faulted perimeter point with a ***Point Response*** of 9 to D displays at the command center when arming. Like a 24-hour point, a point programmed this way can generate alarms whether the area is armed or disarmed.

Combining ***Point Response*** 9 with the ***Local Disarmed*** feature provides off-site reporting when the area is armed, but only local alarm annunciation when the area is disarmed.

Combining ***Point Response*** 9 with the ***Local Armed*** feature provides off-site reporting when the area is disarmed, but only local alarm annunciation when the area is armed.

### *P## Entry Delay*

| | |
|---|---|
| **Default:** | **See *Program Record Sheet*** |
| **Selection:** | **5 sec. to 600 sec.** |

This program item does not require an entry unless the point ***Type*** and ***Point Response*** entry provides entry delay on this point. The panel ignores this entry if the point ***Type*** does not provide entry delay.

When a Perimeter or Interior point is programmed for entry delay, entry delay time is always provided when that point is tripped before an instant point.

Points programmed for "instant" alarms generate alarms immediately, even during entry or exit delay.

If a delay point trips while the area is in entry delay, the panel compares the remaining entry delay time to the time programmed for the newly tripped point. If the newly tripped point's entry delay time is less than the remaining time, it shortens the entry delay time.

Enter the time allowed prior to this delay point going into alarm. Make entries in five sec. increments. The programmer does not allow off-increment entries.

### *P## Entry Tone Off*

Enable/disable the entry delay warning tone for this point.

This panel ignores this entry point if the ***Type*** does not provide entry delay.

| | |
|---|---|
| **Default:** | **See *Program Record Sheet*** |
| **Selection:** | **Yes or No** |
| Yes | Disable entry delay tone. You may want to disable the entry tone in high security applications where you do not want to annunciate entry delay.<br>**Caution:**<br>*The possibility of false alarms increases if the entry delay warning is not used.* |
| No | A tone sounds at command centers when this point initiates entry delay. |

### *P## Silent Bell*

| | |
|---|---|
| **Default:** | **No** |
| **Selection:** | **Yes or No** |
| Yes | Activate the ***Silent Alarm*** relay when this point goes into alarm. Command centers do not sound the alarm tone for non-fire points. |
| No | Activate either the ***Fire Bell*** or ***Alarm Bell*** relay and sound the alarm tone at command centers when this point goes into alarm. If this is a Fire Point it activates the ***Fire Bell*** replay programmed in *Relay Parameters*, otherwise, it activates the ***Alarm Bell*** relay. The amount of time and pattern of the relay activation is programmed by area in *Bell Parameters*. |

### *P## Ring Until Restored*

| | |
|---|---|
| **Default:** | **See *Program Record Sheet*** |
| **Selection:** | **Yes or No** |
| Yes | The relay programmed to provide fire alarm output for this point cannot be de-activated until the point restores to normal. If the point restores and the fire alarm is not silenced from the command center, the fire alarm output continues until ***Fire Bell*** time expires. If the point does NOT restore, the fire alarm output continues even after bell time expires. Use this option for fire applications to meet the requirement that audible alarms cannot be silenced until the fault condition clears. The area cannot be armed until the bell is silenced. |
| No | The relay programmed to provide fire alarm output for this point can be de-activated before the point restores to normal. |

### *P## Audible After 2 Failures*

Use with non-fire points programmed for "silent bell" to provide local alarm bell output in the event that the panel cannot send the ***Alarm*** report.

The amount of time and pattern of the relay activation is programmed by an area in *Bell Parameters*. ***A# Burg Time*** must be programmed for at least four minutes. To allow time for reporting attempts. The bell timer starts when the alarm trips, but the bell output starts only after two failed attempts by the panel to communicate the report.

| **Default:** | **No** |
|---|---|
| **Selection:** | **Yes or No** |
| Yes | When this point goes into alarm, if the D9112 fails after two attempts to communicate the report, it activates the relay programmed to provide alarm output for the area where the point is assigned. |
| No | Points programmed for silent bell: do not activate the alarm relay if the panel cannot send the ***Alarm*** report. |

### *P## Invisible*

| **Default:** | **No** |
|---|---|
| **Selection:** | **Yes or No** |
| Yes | Command centers do not display alarm activity from this point. This option is designed for use with hold-up devices. Typically, an invisible point is NOT programmed to activate the "buzzer on fault." Often invisible points are not programmed to create audible alarms, but instead provide a silent alarm output. Alarm events from invisible points can be viewed or printed using the event log.<br>The "relay follows point" option does not work for invisible points. Do not use this feature with invisible points. |
| No | Activity from this point is visible at the command centers. |

### *P## Buz on Fault*

The "buzz on fault" option allows the point to generate a tone for any fault condition (open, short, or missing). Some common applications for this option are: annunciation of emergency exits during business hours, and pool gates.

| **Default:** | **No** |
|---|---|
| **Selection:** | **Yes or No** |
| Yes | Sound the command center buzzer for any fault on this point.<br>If this is a ***Fire Point***, COMMAND 4 does not silence the tone. To silence the tone, the point must be restored to normal.<br>If this is a non-fire point, COMMAND 4 or a passcode can silence the tone. `CHECK DEVICE` displays until the point is restored to normal. |
| No | Do not sound the command center buzzer for fault conditions. Only specific trouble conditions as programmed in ***Point Response*** generate a trouble buzzer. |

### *P## Watch Point*

| **Default:** | **No** |
|---|---|
| **Selection:** | **Yes or No** |
| Yes | This point activates Watch Mode responses if it is faulted while the panel is in Watch Mode. Alarm and Trouble responses override Watch Mode responses. |
| No | Do not activate Watch Mode responses for this point. |

### *P## Relay Follows Point*

| **Default:** | **No** |
|---|---|
| **Selection:** | **Yes or No** |
| Yes | When this point goes into alarm, it activates a relay with the same address number. For example, if this were point #28, relay #28 activates when the point goes into alarm. When the alarm is acknowledged and COMMAND 4 is entered to clear alarm memory, the relay resets.<br>**Note:**<br>*The relay does not work for invisible points. Do not use this feature with invisible points, or points numbered 129 or higher.*<br>***BFSK/Relay* can activate relays too**. BFSK/Relays 1 to 8 activate relays 73 to 80. If Relay Follows Point and BFSK/Relays are both used, two relays may activate. See *Point Assignments* ***BFSK/Relay*** for more information. |
| No | Do not activate a follower relay for this point. |

### *P## Local While Disarmed*

| **Default:** | **No** |
|---|---|
| **Selection:** | **Yes or No** |
| Yes | Suppress ***Alarm***, ***Trouble***, and ***Restoral*** reports from this point while the area it is assigned to is disarmed. Local annunciation of activity from this point is provided as programmed.<br>**Note:**<br>***Local While Disarmed*** *does not work with 24-hour points.*<br>*24-hour points are always armed, they are never disarmed. To provide 24-hour protection and limit central station* **Alarm** *reports:*<br>1. Program point ***Type*** as ***1*** (perimeter).<br>2. Choose a ***Point Response*** from 9 to D that provides the appropriate response in both the armed and disarmed conditions.<br>3. Enable and/or disable ***Local While Disarmed*** and ***Local While Armed*** as appropriate for the application.<br>**Note:**<br>***Local While Disarmed*** *affects Keyswitch Points.*<br>*When using this feature with keyswitch points, carefully test to make sure the desired reports are received at the central station under all conditions.*<br>*Maintained with* ***Point Response*** *1: Suppresses troubles and restorals.*<br>*Momentary: Suppresses trouble and restorals.*<br>*D279: Suppresses alarms, trouble, and restorals.* |
| No | Report events occurring from this point while the area is disarmed. |

### *P## Local While Armed*

| **Default:** | **No** |
|---|---|
| **Selection:** | **Yes or No** |
| Yes | This option suppresses ***Alarm***, ***Trouble***, and ***Restoral*** reports from this point while the area it is assigned to is armed. Local annunciation of activity from this point is provided as programmed.<br>**Note:**<br>***Local While Armed*** *suppresses all reports from 24-hour points.*<br>*24 hour points are always armed. To provide 24-hour protection and limit central station* **Alarm** *reports:*<br>1. Program point ***Type*** as *1* (perimeter).<br>2. Choose a ***Point Response*** from 9 to D that provides the appropriate response in both the armed and disarmed conditions.<br>3. Enable and/or disable ***Local While Disarmed*** and ***Local While Armed*** as appropriate for the application.<br>**Note:**<br>***Local While Armed*** *affects Keyswitch Points.*<br>*When using this feature with keyswitch points, carefully test to make sure the desired reports are received at the central station under all conditions.*<br>*Maintained with* ***Point Response*** *1: Suppresses alarms and restorals.*<br>*Momentary: Suppresses trouble and restorals.*<br>*D279: Suppresses openings and closings* |
| No | Report events occurring from this point while the area is armed. |

### *P## Disable Restorals*

| **Default:** | **No** |
|---|---|
| **Selection:** | **Yes or No** |
| Yes | Disable ***Restoral*** reports for this point. |
| No | Enable ***Restoral*** reports for this point. When this option is enabled, a ***Restoral*** report is sent to the receiver when the point returns to normal after being in an alarm or trouble condition. |

### *P## Returnable*

Use this item to automatically put this point back into the system.

| **Default:** | **No** |
|---|---|
| **Selection:** | **Yes or No** |
| Yes | If this point was **force armed**, it automatically returns to the system when it restores to normal.<br>If this point was **bypassed**, it automatically returns to the system when the area is disarmed. |
| No | If this point is force armed, it stays out of the system until the area is disarmed.<br>If this point is bypassed, it stays out of the system through arming and disarming cycles. It can only be unbypassed by using Unbypass a Point (Command 00), sending the RAM II unbypass command, or executing an Unbypass a Point SKED. |

### *P## Bypassable*

Bypass and force arm the point. Points can be bypassed by entering the Bypass a Point function at a command center, a RAM II command, or a "Bypass a Point" SKED.

To automatically return a bypassed point to the system when disarming, program ***Returnable*** YES. Otherwise, you can use Unbypass a Point (Command 00), RAM II UNBYPASS command, or "Unbypass a Point" SKED.

When a controlled point is force armed, it can return to the system when the fault clears if ***Returnable*** is programmed YES. If it is not returnable, the point stays out of the system until the area is disarmed.

If the panel is reset while a point is bypassed, a ***Restoral*** report is not sent when the point is unbypassed and it returns to normal.

| **Default:** | **No** |
|---|---|
| **Selection:** | **Yes or No** |
| Yes | This point can be bypassed and force armed.<br>**Note:**<br>*24-hour points can be bypassable, but the application should be carefully considered.* ***Buz on Fault*** *and* ***Report Bypass at Occurrence*** *should be YES for bypassable 24-hour points.*<br>*When a 24-hour point is bypassed, the report should be sent as it occurs. If the area does not send a* **Closing** *report, a* **Deferred Bypass** *report is not sent.*<br>*Instead of programming a bypassable 24-hour point, consider a bypassable perimeter point type with a* ***Point Response*** *of 9 to D. 24-hour points do not show faults or bypasses when an arming command is entered, but perimeter points do.* |
| No | This point cannot be bypassed or force armed from the command center or RAM II. However, it can be force armed by automatic arming at the end of the closing window (see *Opening & Closing* ***Auto Close***) or by a Sked programmed to arm the area. |

### *P## Swinger Bypass*

Automatically bypass a point if it generates four alarms or four troubles during one clock hour (for example, between 2:00 and 2:59). If the point has a partial count (less than four events during an hour), the count is reset to zero on the hour.

To return a swinger bypass point to the system: disarm the area, use the Unbypass a Point (Command 00) function, send the RAM II unbypass command, or execute an "Unbypass a Point" Sked.

When a point is bypassed because of a swinger condition, a ***Swinger Bypass*** report is sent.

| **Default:** | **No** |
|---|---|
| **Selection:** | **Yes or No** |
| Yes | Enable Swinger Bypass for this point. |
| No | Disable Swinger Bypass for this point. |

### *P## Report Bypass at Occurrence*

Generate a ***Command Bypass*** report as soon as it is bypassed. This option should be enabled for all bypassable 24-hour points. You may also elect to report bypassed 24 –hour points at the time the area is armed. See ***Defer Bypass*** report.

| **Default:** | **No** |
|---|---|
| **Selection:** | **Yes or No** |
| Yes | Send a ***Command Bypass*** report at the time the point is bypassed. |
| No | Do not send ***Command Bypass*** at the time the point is bypassed. |

### *P## Defer Bypass Report*

A 24-hour point generates a ***Point Bypass*** report if it was previously bypassed and is still bypassed at the time the area is armed. Closing reports must be enabled.

(Bypassed or force armed controlled points are always reported with the ***Closing*** report. If a ***Closing*** report is not sent, no ***Point Bypass*** report is sent.)

| **Default:** | **No** |
|---|---|
| **Selection:** | **Yes or No** |
| Yes | Send a ***Point Bypass*** report with the ***Closing*** report. The bypass report is not sent if the ***Closing*** report is suppressed for any reason. YES forces a ***Point Bypass*** report to be sent if this is a 24-point and it is bypassed at the time the ***Closing*** report is sent.<br>If ***Report Bypass at Occurrence*** and ***Defer Bypass Report*** are both enabled, a ***Command Bypass*** report is sent as soon as it occurs **and** a ***Point Bypass*** is sent with the ***Closing*** report. |
| No | Do not send a ***Point Bypass*** report with the ***Closing*** report.<br>If ***Report Bypass at Occurrence*** and ***Defer Bypass*** report are both NO, and this point index is for 24-hour points, points with this index never send reports or bypassed conditions. |

### *P## Fire Point*

Fire points are separated from other kinds of 24-hour points using this option. Activity on a Fire point is given the highest priority in the panel.

Fire points are identified at the command center, in the event log, and in central station reports when transmitting by Modem. Fire point activity is separated from all other activity in *Phone Routing*. A Fire point activates the ***Fire Bell*** relay programmed in *Relay Parameters*. The amount of time and pattern of relay activation is programmed by area in *Bell Parameters* ***Fire Pat***.

If you assign all your Fire points to a single area in a multiple area system, install a command center or other annunciator in each area of the system that is capable of annunciating the activity of the Fire points.

| **Default:** | **No** |
|---|---|
| **Selection:** | **Yes or No** |
| Yes | This is a Fire point |
| No | This is not a Fire point. |

### *P## Alarm Verify*

Use only with Fire points to designate them for alarm verification.

When an alarm verification point goes into alarm. The D9112 removes power to all re-settable points. The amount of time the power is removed is determined in *Area Parameters* ***Verify Time***. If the point (or another re-settable point in the area) goes into alarm within 60 sec. after the reset, an alarm is generated.

Alarm verification is turned off during Fire Walk Test functions (Command 58).

| **Default:** | **No** |
|---|---|
| **Selection:** | **Yes or No** |
| Yes | Enable verification on this point.<br>Alarm verification points must be programmed as ***Resettable***. |
| No | Disable alarm verification on this point. |

### *P## Resettable*

The re-settable point option is typically used with smoke detectors and glass break detectors. Enable this option if this is a powered point that requires interruption of power to reset a latch alarm condition.

Power to this point is interrupted when a sensor reset is performed. When a sensor reset is initiated, the panel does not accept alarms from re-settable points during the five sec. reset time. (See ***Alarm Verify***.)

| **Default:** | **See *Program Record Sheet*** |
|---|---|
| **Selection:** | **Yes or No** |
| Yes | This point is reset by Command 47, or alarm verification. |
| No | This point is not reset by Command 47, or alarm verification. |

# 8.0 Point Assignments

These entries assign Point Indexes to the points and the points to the areas. Also included in this section are parameters used to set the point's debounce count, BFSK/Relay (for use when transmitting in BFSK or assigning relays to follow alarms for a group of points), and custom command center, and report text for each point.

The *Point Assignments* section defines points 1 to 71 and 73 to 135. The *Command 9* and *Command 7* sections define how Command 7 and Command 9 functions operate. Program these sections if ***User Cmd 7*** and/or ***User Cmd 9*** are enabled in *Authority Lvl Assign* module.

## 8.1 Point Assignments

These entries assign Point Indexes to points 1 to 71 and 73 to 135, and the points to the areas. Also included in this section are parameters used to set the point's debounce count, BFSK/Relay (for use when transmitting in BFSK or assigning relays to follow alarms for a group of points), and custom command center and report text for each point.

***Point Number***

| | |
|---|---|
| **Default:** | **1** |
| **Selection:** | **1 to 135 (except 72)** |

Enter the point number you are programming. When transmitting in Modem II the three-digit point number is reported to the D6500. When transmitting in BFSK you must assign a "zone number" in ***BFSK/Relay***.

Point number 72 is invalid. Point 72 is reserved for a panel function.

***P## Point Index***

| | |
|---|---|
| **Default:** | **See *Program Record Sheet*** |
| **Selection:** | **Blank or 00 to 31** |

Use to select one of the 31 Point Index Codes that define the points' characteristics and determine how the D9112 responds to various point conditions.

***Point Index** 00* (or blank) only works with Command 7 and Command 9. It is a silent, invisible, reporting point. ***Point Index** 00* disables a normal point.

***P### Area Assign***

| | |
|---|---|
| **Default:** | **1** |
| **Selection:** | **1 to 8** |

The areas are numbered 1 to 8. Select the area number that controls the point.

***P### Debounce***

| | |
|---|---|
| **Default:** | **2** |
| **Selection:** | **1 to 15** |

The de-bounce count is the number of times the panel scans a point before initiating an alarm. Scan cycles are 300 ms.

For appropriate settings consult the manufacturer's instructions for the device connected to this point.

1 = 300 ms

2 = 600 ms

3 = 900 ms

.

.

.

15= 4.5 secs.

***P### BFSK/Relay***

| | |
|---|---|
| **Default:** | **See *Program Record Sheet*** |
| **Selection:** | **0 to 9** |

Use this entry to determine the point number reported in BFSK when this point is tripped. Normally, you only use this item when transmitting reports to the central station in **BFSK Format**. However, it can also be used to activate a relay, even if the panel is programmed for Modem reporting (see "Activating Relays.." below).

Command centers and local printers display the actual point number (1 to 135) not the BFSK report code.

**Activating Relays:** A ***BFSK/Relay*** code can be assigned to a point to activate a relay as shown in Table xx on page xx:

**Table 31: BFSK/Relay Codes**

| BFSK Code | Trips Relay |
|---|---|
| 1 = | 73 |
| 2 = | 74 |
| 3 = | 75 |
| 4 = | 76 |
| 5 = | 77 |
| 6 = | 78 |
| 7 = | 79 |
| 8 = | 80 |

Use these codes to activate relays on the D8129 OctoRelay or C8137 Transmitter Interface. You can assign the same code to several points and effectively provide a "summary zone" alarm output.

When the point goes into alarm the relay activates. When the alarm is acknowledged and is no longer scrolling in the command center display, the relay resets. To reset the relay when a silent point trips, enter a Passcode and press the [ENT] key, then a Passcode and the [ESC] key.

**Note:**

*The relay does not work for invisible points.*

Two relays may activate when this point goes into alarm if the Point Index used for this point is programmed YES for ***Relay Follows Point***.

***P### Point Text***

| | |
|---|---|
| **Default:** | **See *Program Record Sheet*** |
| **Selection:** | **Enter Alphabetic characters A to Z in Capital Letters.** |

**Note:**

*Period (.), comma (,), percent (%), parenthesis [()], equal (=), greater/less than (< >), exclamation (!), and colon (:) are not allowed.*

Enter up to sixteen characters of text to describe the point. This point text is displayed at command centers (if the point is programmed as "visible") and reported to the D6500 when transmitting in Modem II format (if it is a reporting point).

Bosch Security Systems recommends you include the point number in custom point text. This helps the user, for example, when viewing events or initiating bypasses, and can simplify troubleshooting.

## 8.2 Command 9

Defines how the Command 9 function operates. Program this section if ***User Cmd 9*** is enabled in the *User Interface* module.

This function generates an ***Alarm*** report from the area where the command center is assigned. A new report is generated each time it is activated, but only one alarm appears in the alarm memory count at the local area command centers. If this function is activated in more than one area within the scope of the command center, the alarm memory count is increased.

***Point Index***

| | |
|---|---|
| **Default:** | **4** |
| **Selection:** | **Blank or 00 to 31** |

Enter the ***Point Index*** code used with Command 9.

***Point Index*** *00* (or blank) only works with Command 7 and Command 9. It is a silent, invisible, reporting point. ***Point Index*** *00* disables a normal point.

Do NOT use a point index with **Resettable** programmed YES.

Do NOT use a point index with **Swinger Bypass** programmed YES.

***BFSK Code***

| | |
|---|---|
| **Default:** | **9** |
| **Selection:** | **Blank or 0 to 9** |

Use this entry to determine the point number reported in BFSK when this point is tripped. Normally, you only use this item when transmitting reports to the central station in BFSK format.

Command centers and local printers display the actual point number (1 to 135) not the BFSK report code.

**Activating Relays:** To activate a relay on the D8129 OctoRelay or C8137 Transmitter Interface, see *Relays* ***A# Command 9***.

***Point Text***

| | |
|---|---|
| **Default:** | **Command 9** |
| **Selection:** | **Up to 16 characters alphanumeric**<br>**Enter alphabetic characters A to Z in capital letters** |

**Note:**

*Period (.), comma (,), percent (%), parenthesis [()], equal (=), greater/less than (< >), exclamation (!), and colon (:) are not allowed.*

Enter up to 16 characters of text to describe the Command 9 function. This point text is displayed at command centers (if the point is programmed as "visible") and reported to the D6500 when transmitting in Modem II ( if it is a reporting point).

## 8.3 Command 7

The *Command 7* section defines how the Command 7 function operates. Program this section if ***User Cmd 7*** is enabled in the *User Interface* module.

This function generates an ***Alarm*** report from the area where the command center is assigned. A new report is generated each time it is activated, but only one alarm appears in the alarm memory count at the local area command centers. If this function is activated in more than one area within the scope of the command center, the alarm memory count is increased.

***Point Index***

| | |
|---|---|
| **Default:** | **4** |
| **Selection:** | **Blank or 00 to 31** |

Enter the ***Point Index*** code used with Command 7.

***Point Index*** *00* (or blank) only works with Command 7 and Command 9. It is a silent, invisible, reporting point. ***Point Index*** *00* disables a normal point.

Do NOT use a point index with **Resettable** programmed YES.

Do NOT use a point index with **Swinger Bypass** programmed YES.

***BFSK Code***

| | |
|---|---|
| **Default:** | **7** |
| **Selection:** | **Blank or 0 to 9** |

Use this entry to determine the point number reported in BFSK when this point is tripped. Normally, you only use this item when transmitting reports to the central station in BFSK format.

Command centers and local printers display the actual point number (1 to 135) not the BFSK report code.

**Activating Relays:** To activate a relay on the D8129 OctoRelay or C8137 Transmitter Interface, see *Relays **A# Command 7***.

***Point Text***

| | |
|---|---|
| **Default:** | **Command 7** |
| **Selection:** | **Enter alphabetic characters A to Z in capital letters** |

**Note:**

*Period (.), comma (,), percent (%), parenthesis [()], equal (=), greater/less than (< >), exclamation (!), and colon (:) are not allowed.*

Enter up to sixteen characters of text to describe the Command 7 function. This point text is displayed at command centers (if the point is programmed as "visible") and reported to the D6500 when transmitting in Modem II ( if it is a reporting point).

# 9.0 Relay Parameters

Relays provide basic alarm system functions (such as Bell Output and Reset Sensors) as well as a number of more advanced functions typically used in association with system annunciation devices.

Up to three on-board voltage-output relays can be installed on the D9112 circuit board. (see the *D9112 Operation and Installation Manual* for instructions). The D9112 can also control up to 128 dry contact form "C" relays when optional D8129 OctoRelay Modules are installed.

One relay is provided with the D9112 to provide a +12 VDC Alarm Bell output from the D9112 terminal 6 (Relay A).

Two additional optional relay sockets are provided with the D9112. The D9112 provides a +12 VDC Alternate Alarm output from terminal 7 (Relay B), and a +12 VDC Switched Aux Power output from terminal 8 (Relay C). Optional relay sockets require Bosch Security Systems D136 Relays.

If relay activity is reported to the receiver (see *Phone Routing*), on-board relays are reported as follows: A = 253, B = 254, C = 255.

Up to sixteen D8129 OctoRelay Modules can be connected to the D9112 to provide 128 dry contact form "C" relays. You can set DIP switches on each D8129 to use a group of eight numbered relays as shown in the *D9112 Operation and Installation Manual*.

Check relay status after reprogramming or resetting the panel. All relays are turned off after the panel is reset. Certain relay functions are checked by the panel each minute and resume the correct state after the reset. Other relays must be manually set to the correct state (using Cmd 54).

**Table 32: Relay Status**

| Resumes Proper State within 1 min. | Functions must be manually reset with Command 54 |
|---|---|
| Alarm Bell | Late to Close |
| Perimeter Fault | Command 9 |
| Summary Fire | Force Armed |
| Summary Trouble | Duress |
| Printer 18 Fail | Command 7 |
| Communications Fail | Log % Full |
| Silent Alarm | |
| Fire Bell | |
| AC Fail | |
| Summary Alarm | |
| Keypad Fail | |
| Printer 19 Fail | |
| Area Armed | |
| Watch Mode | |
| Area Fault | |
| Battery Trouble | |
| Summary Fire Tbl | |
| Printer 17 Fail | |
| Phone Fail | |
| Relay Follows Point | |
| Reset Sensors | |

## 9.1 Area Wide Relays

Each area can be assigned a unique relay number for each of the events listed in this section. Do not use the same relay for different functions, or share the same relay between areas, unless they are appropriate for sharing as indicated in the *Program Record Sheet.*

***Area***

| | |
|---|---|
| **Default:** | **1** |
| **Selection:** | **1 to 8** |

Enter the area number you are programming.

***A# Alarm Bell***

| | |
|---|---|
| **Default:** | **A** |
| **Selection:** | **Blank, 1 to 128, A, B, or C** |

This relay activates when a non-fire point assigned to the specified area causes an alarm bell response. ***Burg Time*** and ***Burg Pat*** must be programmed in *Bell Parameters.* This relay activates according to the bell pattern and remains active until the bell time expires.

The following point index entry combinations cause the Alarm Bell relay to respond when the point goes into alarm:

- **Silent Bell:** No
- **Audible After 2 Failures:** Yes (if the report does not get through to the receiver after two attempts.)
- **Fire Point:** No

***A# Fire Bell***

| | |
|---|---|
| **Default:** | **A** |
| **Selection:** | **Blank, 1 to 128, A, B, or C** |

This relay activates when a fire point assigned to the specified area causes a fire alarm response. ***Fire Time*** and ***Fire Pat*** must be programmed in "Bell Parameters." This relay activates according to the bell pattern and remains active until the bell time expires.

The default program uses the same relay that is assigned for Burglary Bell output in all areas. If both a Fire Alarm and a Burglary Alarm are activated at the same time, the Fire Alarm has priority. When assigning fire points to the area, it is recommended that you program the Fire Bell output for a different relay. For example, program the Fire Bell output for relay B and install a D136 relay in the panel.

The following point index entry combinations cause this relay to respond when the point goes into alarm:

- **Silent Bell:** No
- **Fire Point:** Yes

***A# Reset Sensors***

| | |
|---|---|
| **Default:** | **C** |
| **Selection:** | **Blank, 1 to 128, A, B, or C** |

Activates for five sec. when the Reset Sensors function is entered at a command center assigned to the area specified. It also activates for the amount of time programmed in *Area Parameters* ***Verify Time*** when an alarm verification point assigned to the area goes into alarm (also see *Point Index* for an explanation of alarm verification points).

If you use a common relay for several areas, program the command center scope to include the same common areas and make sure the user authority level for those areas includes the ability to Reset Sensors. Failure to do so can cause troubles in areas where the user has no control.

When relay C is activated. It interrupts the positive 12 VDC at terminal 8 on the D9112 circuit board. To use relay C, install a D136 relay in the panel.

***A# Late To Close***

| | |
|---|---|
| **Default:** | **Blank** |
| **Selection:** | **Blank, 1 to 128, A, B, or C** |

Activates when the closing window expires for the specified area. It remains activated until midnight, or until another closing window starts, or the panel is reset, whichever occurs first.

### *A# Force Armed*

| | |
|---|---|
| **Default:** | **Blank** |
| **Selection:** | **Blank, 1 to 128, A, B, or C** |

Activates when the specified area is Force Armed. It remains activated until the area is disarmed or the panel is reset. (Perimeter arming and disarming does not affect this relay.)

### *A# Watch Mode*

| | |
|---|---|
| **Default:** | **Blank** |
| **Selection:** | **Blank, 1 to 128, A, B, or C** |

Activates when a perimeter point is tripped in the specified area while the area is in Watch Mode. It remains activated for two seconds.

### *A# Area Armed*

| | |
|---|---|
| **Default:** | **Blank** |
| **Selection:** | **Blank, 1 to 128, A, B, or C** |

This relay activates when the specified area begins the master arming sequence. The relay remains activated until the area is disarmed. Entry delay does not reset this relay.

A typical application for this relay is to control an "Armed" LED on a keyswitch.

If multiple areas use the same relay, the relay sets when the last area begins the arming sequence. It resets when the first area disarms.

### *A# Area Fault*

| | |
|---|---|
| **Default:** | **Blank** |
| **Selection:** | **Blank, 1 to 128, A, B, or C** |

Activates whenever a perimeter or interior point is faulted. The relay remains activated until all perimeter and interior points in the area are normal, bypassed or force armed.

A typical application for this relay is to control a "faulted point" LED on a keyswitch to indicate that the area is not ready to arm.

### *A# Duress*

| | |
|---|---|
| **Default:** | **Blank** |
| **Selection:** | **Blank, 1 to 128, A, B, or C** |

Activates when a duress alarm is generated from a command center assigned the specified area. A ***Burg Time*** must be programmed in *Bell Parameters*. The relay provides steady output and remains active until the bell time expires or the panel is reset.

Duress is a panel-wide function which is enabled in the **Passcode Worksheet**. Reporting can be suppressed by *Authority Level*.

### *A# Keypad Fail*

| | |
|---|---|
| **Default:** | **Blank** |
| **Selection:** | **Blank, 1 to 128, A, B, or C** |

Activates when a supervised command center assigned to the area fails (does not respond when the address is polled). The relay remains activated until the command center responds. There may be a short delay between the time the command center fails or restores and the relay response.

### *A# Perim Fault*

| | |
|---|---|
| **Default:** | **Blank** |
| **Selection:** | **Blank, 1 to 128, A, B, or C** |

Activates when a perimeter point assigned to the specified area is faulted. This relay activates regardless of the area's armed state. This relay provides a steady output until all perimeter points in the area are normal, bypassed or force armed.

Any point programmed for ***Point Type*** "1" causes this relay to respond when the point is opened, shorted, or missing.

### *A# Silent Alarm*

| | |
|---|---|
| **Default:** | **Blank** |
| **Selection:** | **Blank, 1 to 128, A, B, or C** |

Activates when a point assigned to the specified area and programmed for ***Silent Bell*** causes an alarm response. ***Burg Time*** must be programmed in *Bell Parameters*. The relay provides steady output and remains active until the bell time expires or the panel is reset.

*Point Index* ***Silent Bell*** YES, causes this relay to respond when the point goes into alarm.

***A# Command 7***

| | |
|---|---|
| **Default:** | **Blank** |
| **Selection:** | **Blank, 1 to 128, A, B, or C** |

Activates when Command 7 is executed at a command center assigned to the specified area. ***Burg Time*** must be programmed in *Bell Parameters*. The relay provides steady output and remains active until the bell time expires, a valid passcode is entered, or the panel is reset.

***A# Command 9***

| | |
|---|---|
| **Default:** | **Blank** |
| **Selection:** | **Blank, 1 to 128, A, B, or C** |

Activates when Command 9 is executed at a command center assigned to the specified area. ***Burg Time*** must be programmed in *Bell Parameters*. The relay provides steady output and remains active until the bell time expires, a valid passcode is entered, or the panel is reset.

## 9.2 Panel Wide Relays

One relay number can be assigned for each of the events listed in this section. All areas share the same relay for these events. Do not use the same relay number for two different functions.

***Printer 17 Fail***

| | |
|---|---|
| **Default:** | **Blank** |
| **Selection:** | **Blank, 1 to 128, A, B, or C** |

Activates when Printer 17 (SDI address 17 fails). It remains active until the printer responds. The printer must be supervised; ***Printer Supervision*** in *Panel Wide Parameter* must be programmed YES.

***Printer 18 Fail***

| | |
|---|---|
| **Default:** | **Blank** |
| **Selection:** | **Blank, 1 to 128, A, B, or C** |

Activates when Printer 18 (SDI address 18) fails. It remains active until the printer responds. The printer must be supervised; ***Printer Supervision*** in *Panel Wide Parameter* must be programmed YES.

***Printer 19 Fail***

| | |
|---|---|
| **Default:** | **Blank** |
| **Selection:** | **Blank, 1 to 128, A, B, or C** |

Activates when Printer 19 (SDI address 19) fails. It remains active until the printer responds. The printer must be supervised. ***Printer Supervision*** in ***Panel Wide Parameter*** must be programmed YES.

***AC Failure***

| | |
|---|---|
| **Default:** | **Blank** |
| **Selection:** | **Blank, 1 to 128, A, B, or C** |

Activates when the panel responds to an AC power failure as programmed in ***AC Fail Time*** in the *Power Supervision* section. It remains active until AC power is restored. ***Buzz on AC/Low Battery Fail*** has no effect on this relay.

***Battery Trouble***

| | |
|---|---|
| **Default:** | **Blank** |
| **Selection:** | **Blank, 1 to 128, A, B, or C** |

Activates when battery voltage falls below 12.1 V or is missing. ***Buzz on AC/Low Battery Fail*** has no effect on this relay.

***Phone Fail***

| | |
|---|---|
| **Default:** | **Blank** |
| **Selection:** | **Blank, 1 to 128, A, B, or C** |

Activates when a telephone line failure alarm is generated. (See ***Alarm On Fail*** in the *Phone* programming section.) This relay provides steady output until a phone line ***Restoral*** report is sent and acknowledged by the receiver.

***Comm Fail***

| | |
|---|---|
| **Default:** | **Blank** |
| **Selection:** | **Blank, 1 to 128, A, B, or C** |

Activates when the panel is unable to communicate a report. See ***Panel Wide Parameters*** *Phone* for an explanation of Comm Fail. This relay provides steady output until a report is successfully sent.

**Note:**

*Points can be programmed to be silent alarms that become audible after two attempts at communicating a report (see* Point Index **Audible After 2 Failures***). If you use silent points and never want them to become audible, do not use this relay in conjunction with an audible device.*

***Log % Full***

| | |
|---|---|
| **Default:** | **Blank** |
| **Selection:** | **Blank, 1 to 128, A, B, or C** |

Enter the number of the relay that activates when the log has reached the programmed percentage of its capacity as programmed in *RAM Parameters* program item ***Log % Full***. This relay provides a steady output until a "vacuum log" is performed from the RAM, or the panel is reset.

***Summary Fire***

| | |
|---|---|
| **Default:** | **Blank** |
| **Selection:** | **Blank, 1 to 128, A, B, or C** |

Enter the number of the relay that activates when a fire point goes into alarm. This relay provides a steady output until the alarm is cleared from alarm memory at the command center.

***Summary Alarm***

| | |
|---|---|
| **Default:** | **Blank** |
| **Selection:** | **Blank, 1 to 128, A, B, or C** |

Enter the number of the relay that activates when a controlled point goes into alarm. This relay provides a steady output until the alarm is cleared from alarm memory at the command center.

***Summary Fire Tbl***

| | |
|---|---|
| **Default:** | **Blank** |
| **Selection:** | **Blank, 1 to 128, A, B, or C** |

Activates when any fire point in the panel is in trouble. This relay provides a steady output until the trouble is cleared from alarm memory at the command center.

***Summary Trouble***

| | |
|---|---|
| **Default:** | **Blank** |
| **Selection:** | **Blank, 1 to 128, A, B, or C** |

Activates when any on-fire point in the panel is in trouble. This relay provides a steady output until the trouble is cleared from alarm memory at the command center.

# 10.0 Skeds

Use the *Skeds* module to program the D9112 to automatically execute functions on a specific date or day of the week. You can program up to seventeen Skeds in the D9112.

Each Sked can be programmed with one of fifteen functions. Some functions codes require that you enter additional parameters. The functions and their associated parameters are listed in the "Sked Function Code Table" in the *Program Record Sheet*, and they are explained in detail following the ***S## Function Code*** prompt.

Each Sked can be programmed with up to four Holiday Indexes. The Holiday Indexes can be used to execute the Sked on the holidays in the addition to the Date or Day(s) of the week, or they can be used to prevent the Sked from executing on the holidays (see ***S## Xept Holiday***).

***Sked Number***

| | |
|---|---|
| **Default:** | **1** |
| **Selection:** | **1 to 17** |

Enter the number of the Sked you are programming.

***S## Function Code***

Enter the function code you want this Sked to execute.

The programmer automatically displays the parameter prompt after you enter the function code if the Sked function requires additional parameters.

After you program the parameters associated with the Sked function, press [EXIT GROUP] to continue programming the Sked.

**Default:** **Blank**

**Selection:** **1 to 15 (except 12)**

| Default | Description | Sub-prompt | Selection | |
|---|---|---|---|---|
| 1 | **Arm Area**. Entries in the **Arm Area** prompts define the area(s) this Sked arms. The Sked can arm multiple areas. If any point is faulted when the Sked executes, it is force armed. | ***S## Area 1*** | **Yes**<br>**No** | Arm Area 1.<br>Do not arm Area 1. |
| | | ***S## Area 2*** | **Yes**<br>**No** | Arm Area 2.<br>Do not arm Area 2. |
| | | ***S## Area 3*** | **Yes**<br>**No** | Arm Area 3.<br>Do not arm Area 3. |
| | | ***S## Area 4*** | **Yes**<br>**No** | Arm Area 4.<br>Do not arm Area 4. |
| | | ***S## Area 5*** | **Yes**<br>**No** | Arm Area 5.<br>Do not arm Area 5. |
| | | ***S## Area 6*** | **Yes**<br>**No** | Arm Area 6.<br>Do not arm Area 6. |
| | | ***S## Area 7*** | **Yes**<br>**No** | Arm Area 7.<br>Do not arm Area 7. |
| | | ***S## Area 8*** | **Yes**<br>**No** | Arm Area 8.<br>Do not arm Area 8. |

| Default | Description | Sub-prompt | Selection | |
|---|---|---|---|---|
| 2 | **Disarm Area(s).** Entries in the Disarm Area prompts define the area(s) this Sked disarms. The Sked can disarm multiple areas. | ***S## Area 1*** | **Yes**<br>**No** | Disarm Area 1.<br>Do not disarm Area 1. |
| | | ***S## Area 2*** | **Yes**<br>**No** | Disarm Area 2.<br>Do not disarm Area 2. |
| | | ***S## Area 3*** | **Yes**<br>**No** | Disarm Area 3.<br>Do not disarm Area 3. |
| | | ***S## Area 4*** | **Yes**<br>**No** | Disarm Area 4.<br>Do not disarm Area 4. |
| | | ***S## Area 5*** | **Yes**<br>**No** | Disarm Area 5.<br>Do not disarm Area 5. |
| | | ***S## Area 6*** | **Yes**<br>**No** | Disarm Area 6.<br>Do not disarm Area 6. |
| | | ***S## Area 7*** | **Yes**<br>**No** | Disarm Area 7.<br>Do not disarm Area 7. |
| | | ***S## Area 8*** | **Yes**<br>**No** | Disarm Area 8.<br>Do not disarm Area 8. |
| 3 | **Bypass a Point.** The entry in the **Bypass Point** prompt defines the point this Sked bypasses. The point can be bypassed only if ***Bypassable*** is YES in the *Point Index* assigned to the point. The bypass is reported if ***Bypass*** reports are enabled in the *Point Index* assigned to the point. The Sked can bypass one point regardless of the area's armed state. | | | |
| 4 | **Unbypass a Point.** The entry in the ***Unbypass Point*** prompt defines the point this Sked unbypasses. The Sked can unbypass one point regardless of the area's armed state. The point can be bypassed only if *Bypassable* is YES in the *Point Index* assigned to the point. The bypass is reported if ***Bypass*** reports are enabled in the *Point Index* assigned to the point. | | | |
| 5 | **Unbypass All Points.** The entry in the ***Unbypass All*** prompt defines the area(s) where the Sked unbypasses all points. The Sked unbypasses all points in the area, regardless of how they were bypassed. This Sked can unbypass all points in multiple areas. | ***S## Area 1*** | **Yes**<br>**No** | Unbypass all points in Area 1.<br>Do not unbypass all points in Area 1. |
| | | ***S## Area 2*** | **Yes**<br>**No** | Unbypass all points in Area 2.<br>Do not unbypass all points in Area 2. |
| | | ***S## Area 3*** | **Yes**<br>**No** | Unbypass all points in Area 3.<br>Do not unbypass all points in Area 3. |
| | | ***S## Area 4*** | **Yes**<br>**No** | Unbypass all points in Area 4.<br>Do not unbypass all points in Area 4. |

| Default | Description | Sub-prompt | Selection | |
|---|---|---|---|---|
| | | ***S## Area 5*** | **Yes** | Unbypass all points in Area 5. |
| | | | **No** | Do not unbypass all points in Area 5. |
| | | ***S## Area 6*** | **Yes** | Unbypass all points in Area 6. |
| | | | **No** | Do not unbypass all points in Area 6. |
| | | ***S## Area 7*** | **Yes** | Unbypass all points in Area 7. |
| | | | **No** | Do not unbypass all points in Area 7. |
| | | ***S## Area 8*** | **Yes** | Unbypass all points in Area 8. |
| | | | **No** | Do not unbypass all points in Area 8. |
| **6** | **Relay On**. The entry in the ***Relay On*** prompt defines the relay this Sked activates. The Sked can activate one relay. | ***S## Relay Number*** | | Enter a relay number 1 to 128. |
| **7** | **Relay Off.** The entry in the ***Relay Off*** prompt defines the relay this Sked turns off. The Sked can turn off only relays that were set by a Sked. The Sked can turn off one relay. | ***S## Relay Number*** | | Enter a relay number 1 to 128. |
| **8** | **All Relays Off.** This Sked function turns off all relays that were turned on by a Sked. This is a panel-wide function. | | | |

| Default | Description | Sub-prompt | Selection | |
|---|---|---|---|---|
| 9 | **Test Report.** This function generates a ***Test*** report from Area 1. The report is sent to the Phone(s) programmed for ***Test*** and ***Status*** reports in *Phone Routing* (see ***Ph# Test/Stat Rpt***).<br>If ***Expand Test Rpt*** in *Phone* is programmed YES, the ***Test*** report also includes the following system events if the panel is currently in the condition listed: Log Threshold, Log Overflow, Point Bus Failure, Successful Local Programming, Failure to Call RAM, User Code Tamper, SDI Failure, Communications Failure, AC Failure, Battery Missing, Battery Low, Parameter Checksum Failure.<br>The ***Test*** report can be deferred if any other report was sent since the last ***Test*** report. To defer the ***Test*** report, program ***Defer Test.***<br>The ***Test*** report can be sent every hour beginning at the time scheduled in ***S## Time***. To send a ***Test*** report every hour, program ***Hourly Rpt***. | ***S## Defer Test*** | **Yes** | Defer the ***Test*** report. |
| | | | **No** | Send the ***Test*** report on schedule. |
| | | ***S## Hourly Report*** | **Yes** | Send the ***Test*** report every hour. |
| | | | **No** | Send the ***Test*** report only as scheduled. |
| 10 | **Status Report.** This function generates a ***Status*** report for each area that is enabled. The report is sent to the Phone(s) programmed for ***Test*** and ***Status*** reports in *Phone Routing* (see ***PH# Test/Stat Rpt***).<br>The ***Status*** report can be deferred if any other report was sent since the last ***Status*** report. To defer the ***Status*** report, program ***Status Report***. | ***S## Defer Status*** | **Yes** | Defer the ***Status*** report. |
| | | | **No** | Send the ***Status*** report on schedule. |

| Default | Description | Sub-prompt | Selection |
|---|---|---|---|
| 11 | **Execute Custom Func.** This function executes one of the custom function items programmed in ***Custom Function***. When a custom function is executed by a Sked, it is subject to the same command center scope and authority level restrictions that are in place when the custom function is accessed by the user at the command center. You must make an entry in ***Cmd Center*** and in ***Custom Func***.<br>**Cautions:**<br>*Avoid having multiple functions occur at the same time at the same address. Functions can clash and the effect on the panel is unpredictable.*<br>• *Do not program multiple Skeds to execute at the same address at the same time.*<br>• *Do not program Skeds to execute at times when a user is likely to be executing functions at the command center. If it is necessary to do so, there are two ways to work around the situation:*<br>1. *Program "CC" at the beginning of the Custom Function* ***Key Strokes*** *entry. This aborts the user's function and allows the Sked to execute.*<br>2. *Program the Sked to execute at an address (****Cmd Center****) that has no command center physically attached to it. The address must be assigned to an area, have appropriate* ***Scope****, and* ***Supervised*** *must be programmed NO.* | ***S## Cmd Center***<br>***S## Custom Func*** | Enter a command address, 1 to 8.<br>Enter a Custom Function number, 128 to 143. |
| 13 | **Adjust Time Forward One Hour.** This Sked function is used to make adjustments to the panel's clock. A typical application is to program this to take effect at 2:00 a.m. on the date that Daylight Savings Time begins (during the spring). No ***Time Change*** report is sent or logged, but the new time appears in the next report logged. | | |

| Default | Description | Sub-prompt | Selection |
|---|---|---|---|
| 14 | **Adjust Time Backward One Hour.** This Sked function is used to make adjustments to the panel's clock. A typical application is to program this to take effect at 2:00 a.m. on the date that Daylight Savings Time ends (during the fall). This function can operate only once in a day, even if multiple Skeds with this function are programmed. No ***Time Change*** report is sent or logged, but the new time appears in the next report logged. | | |
| 15 | **Sound Watch Tone at Command Center.** This function sounds the Watch Tone at the command center address programmed. The Watch Tone sounds at all command centers set for the address programmed. Press [ESC] to silence the tone.<br>**Sound Watch Tone.** Defines the command center address where the Watch Tone sounds. | ***S## Cmd Center*** | Enter a command center address, **1 to 8**. |

### *S## Time*

| | |
|---|---|
| **Default:** | **_ _:_ _** |
| **Selection:** | **HH:MM (hours and minutes)** |

Enter the time the Sked executes.

Disabled Skeds have a Blank time. If you copy the panel and the entry for this prompt is blank, but times were at one time programmed, the Sked may have been disabled from the command center using the *CHANGE SKEDS* function.

To program a time:

1. Press the two digits representing the hour.
2. The cursor advances past the colon (:) in the display.
3. Press the two digits representing the minutes.
4. Press [ENT].

### *S## Date*

| | |
|---|---|
| **Default:** | **_ _/_ _** |
| **Selection:** | **MM/DD or Blank** |

This entry selects the month and day that the Sked operates (Date of the Year, Sked Type 1).

Leave this item blank if this Sked operates on a Day of the Week schedule.

To program a date:

1. Press the two digits representing the month.
2. The cursor advances past the (/) in the display.
3. Press the two digits representing the day of the month.
4. Press [ENT].

### *S## Sunday*

This prompt and the next six-day of the week prompts, select the days of the week that the Sked is active. (Day of Week, Sked Type 2).

**Exceptions:** To prevent the Sked from activating on certain days of the year, program ***Xept Holiday*** YES, and enable at least one Holiday Index. When ***Xept Holiday*** is programmed YES, the window executes on the days of the week programmed unless the date is designated as a holiday by the Holiday Index selected.

If a Sked is only needed on certain days of the year, do not program the Sked to execute on any days of the week. Instead, program ***Xept Holiday*** NO, and select a Holiday Index with the dates you want the window to be active.

| **Default:** | **No** |
|---|---|
| **Selection:** | **Yes or No** |
| Yes | Activate this Sked on Sundays. |
| No | Do not activate this Sked on Sundays. |

### *S## Monday*

| Default: | No |
|---|---|
| **Selection:** | **Yes or No** |
| Yes | Activate this Sked on Mondays |
| No | Do not activate this Sked on Mondays. |

### *S## Tuesday*

| Default: | No |
|---|---|
| **Selection:** | **Yes or No** |
| Yes | Activate this Sked on Tuedays |
| No | Do not activate this Sked on Tuesdays. |

### *S## Wednesday*

| Default: | No |
|---|---|
| **Selection:** | **Yes or No** |
| Yes | Activate this Sked on Wednesdays |
| No | Do not activate this Sked on Wednesdays. |

### *S## Thursday*

| Default: | No |
|---|---|
| **Selection:** | **Yes or No** |
| Yes | Activate this Sked on Thursdays |
| No | Do not activate this Sked on Thursdays. |

### *S## Friday*

| Default: | No |
|---|---|
| **Selection:** | **Yes or No** |
| Yes | Activate this Sked on Fridays |
| No | Do not activate this Sked on Fridays. |

### *S## Saturday*

| Default: | No |
|---|---|
| **Selection:** | **Yes or No** |
| Yes | Activate this Sked on Saturdays |
| No | Do not activate this Sked on Saturdays. |

### *S## Xept Holiday*

| Default: | No |
|---|---|
| **Selection:** | **Yes or No** |
| Yes | Enter YES to prevent this Sked from operating on the holidays programmed in the Holiday Index(es) selected. |
| No | Enter NO to have this Sked operate on holidays programmed in the Holiday Index(es) used with this Sked.<br>If no Days of the Week, or Date of the Year is programmed, this Sked operates only on the holidays programmed in the Holiday Index(es) used with this Sked. This Sked also operates if the holiday falls on a day of the week, or a date that is programmed. |

### *S## Holiday 1*

If no Holiday Index is selected, the Sked operates regardless of any holiday.

| Default: | No |
|---|---|
| **Selection:** | **Yes or No** |
| Yes | Use Holiday Index 1 with this Sked. |
| No | Do not use Holiday Index 1 with this Sked. |

### *S## Holiday 2*

If no Holiday Index is selected, the Sked operates regardless of any holiday.

| Default: | No |
|---|---|
| **Selection:** | **Yes or No** |
| Yes | Use Holiday Index 2 with this Sked. |
| No | Do not use Holiday Index 2 with this Sked. |

***S## Holiday 3***

If no Holiday Index is selected, the Sked operates regardless of any holiday.

| | |
|---|---|
| **Default:** | **No** |
| **Selection:** | **Yes or No** |
| Yes | Use Holiday Index 3 with this Sked. |
| No | Do not use Holiday Index 3 with this Sked. |

***S## Holiday 4***

If no Holiday Index is selected, the Sked operates regardless of any holiday.

| | |
|---|---|
| **Default:** | **No** |
| **Selection:** | **Yes or No** |
| Yes | Use Holiday Index 4 with this Sked. |
| No | Do not use Holiday Index 4 with this Sked. |

# 11.0 Holiday Indexes

This programming module has two sections: *Add/Change/Delete* and *View Holidays*. Use the *Add/Change/Delete* section to program the Holiday Indexes. The *View Holiday* section is a "view only" section provided for your convenience. Use *View Holidays* to review the dates programmed in the Holiday Indexes.

## 11.1 Add/Change/Delete

Use this section to program the dates for each of the Holiday Indexes. You can program up to four Holiday Indexes in the D9112. Within each index, you can select up to 365 dates to be designated as holidays.

The Holiday Indexes function independently from each other. The same day can be programmed in all four schedules. Holiday Indexes are used in programming *O/C Windows*, *User Access Windows*, and *Skeds*.

***Date***

| | |
|---|---|
| **Default:** | **_ _/_ _** |
| **Selection:** | **MM/DD** |

This entry selects the month and day you are designating as a holiday.

To program a date:

1. Press the two digits representing the month.
2. The cursor advances past the slash (/) in the display.
3. Press the two digits representing the day of the month.
4. Press [ENT].

To delete a date:

1. At the Date prompt, enter the month and day you want to delete and press [ENT].
2. Advance to the ***Holiday Index #*** that you want to delete the date from. Change the entry to NO. Press [ENT].
   If you want the date completely removed as a holiday, it must be programmed NO for all the ***Holiday Index*** # entries.

***Holiday Index 1***

| | |
|---|---|
| **Default:** | **No** |
| **Selection:** | **Yes or No** |
| Yes | Use this date in Holiday Index 1. |
| No | Do not use this date in Holiday Index 1. |

***Holiday Index 2***

| | |
|---|---|
| **Default:** | **No** |
| **Selection:** | **Yes or No** |
| Yes | Use this date in Holiday Index 2. |
| No | Do not use this date in Holiday Index 2. |

***Holiday Index 3***

| | |
|---|---|
| **Default:** | **No** |
| **Selection:** | **Yes or No** |
| Yes | Use this date in Holiday Index 3. |
| No | Do not use this date in Holiday Index 3. |

***Holiday Index 4***

| | |
|---|---|
| **Default:** | **No** |
| **Selection:** | **Yes or No** |
| Yes | Use this date in Holiday Index 4. |
| No | Do not use this date in Holiday Index 4. |

## 11.2 View Holidays

The *View Holidays* section is a "view only" section provided for your convenience. Use *View Holidays* to review the dates you programmed into each of the Holiday Indexes.

You can view the first 100 dates programmed in each of the indexes.

***Index 1 Days***

| | |
|---|---|
| **Default:** | **Blank** |
| **Selection:** | **Enter Group or Press [↓]** |

Press [ENTER GROUP] to view the dates programmed in Holiday Index 1.

Press the [↓] key to advance to the next Holiday Index.

***Index 2 Days***

| | |
|---|---|
| **Default:** | **Blank** |
| **Selection:** | **Enter Group or Press [↓]** |

Press [ENTER GROUP] to view the dates programmed in Holiday Index 1.

Press the [↓] key to advance to the next Holiday Index.

***Index 3 Days***

| | |
|---|---|
| **Default:** | **Blank** |
| **Selection:** | **Enter Group or Press [↓]** |

Press [ENTER GROUP] to view the dates programmed in Holiday Index 1.

Press the [↓] key to advance to the next Holiday Index.

***Index 4 Days***

| | |
|---|---|
| **Default:** | **Blank** |
| **Selection:** | **Enter Group or Press [↓]** |

Press [ENTER GROUP] to view the dates programmed in Holiday Index 1.

Press the [↓] key to advance to the next Holiday Index.

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74-06145-000-D

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