



® ADEMCO
SECURITY SYSTEM

4110DL

Programming Form • Programming Form • Programming Form

4110DL PROGRAMMING FORM

FIELD FUNCTION

[] = Default Value

SYSTEM OPTIONS (*20-*28)

*20 MASTER SECURITY CODE

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

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

*21 QUICK ARM ENABLE

† [0]

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

*22 KEYSWITCH ENABLE

† [0]

0 = no, 1 = yes

*23 FORCE BYPASS FUNCTION

† [0]

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

*27 AUDIBLE EXIT WARNING

[1]

0 = no, 1 = yes. If enabled, beeping will occur during exit time and will change from slow to rapid beeping during last 5 seconds of exit delay (Rev 6 and above only).

*28 CONFIRMATION OF ARMING DING

[0]

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

*29 FIRE SOUNDER TIMEOUT

† [0]

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

*30 ALARM SOUNDER TIMEOUT

† [1]

Enter time for external sounder to shut off after alarm occurs.

0 = no timeout; 1 = 4 min; 2 = 8 min; 3 = 12 min

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

PROGRAMMING HARDWIRE ZONES

- * 31 ZONE 1 RESPONSE TYPE [1]
- * 32 ZONE 2 RESPONSE TYPE [4]
- * 33 ZONE 3 RESPONSE TYPE [3]
- * 34 ZONE 4 RESPONSE TYPE [3]
- * 35 ZONE 5 RESPONSE TYPE [9]
- * 36 ZONE 6 RESPONSE TYPE [7]

ZONE TYPES FOR PROGRAMMING FIELDS *31-37

0 = DISABLED (or Undefined)	6 = 24 HR (Silent)
1 = ENTRY/EXIT, Burglary	7 = 24 HR (Audible)
2 = <i>not used</i>	8 = 24 HR (Auxiliary)
3 = PERIMETER, Burglary	9 = FIRE (Fields *35 and *37 only)
4 = INTERIOR/FOLLOWER,	10 = INTERIOR W/DELAY, Burglary (To program, enter # + 10)
5 = TROUBLE BY DAY/ ALARM BY NIGHT, Burglary	

- * 37 ZONE 7 RESPONSE TYPE [6]

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

- * 38 ENTRY DELAY † [2]

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

- * 39 ZONE 3 RESPONSE TO OPEN † [0]

0 = 400 ms nominal; 1 = 10 ms nominal

DIALER PROGRAMMING (*40-*49)

In fields *40, *41, *42, enter up to the number of digits shown. Do not fill unused spaces. Enter 0-9; #+11 for *; #+12 for #; #+13 for a pause.

- * 40 PABX ACCESS CODE

If fewer than 4 digits entered, exit by pressing * (and press 41 if entering next field). To clear entries from field, press *40*.

- * 41 PRIMARY PHONE No.

If fewer than 12 digits entered, exit by pressing * (and press 42, if entering next field). To clear entries from field, press *41*.

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

* 4 2 SECONDARY PHONE No.

If fewer than 12 digits entered, exit by pressing * (and press 43, if entering next field). To clear entries from field, press * 42*.

Seconday phone number can be used for pager. See *49 (Rev 6 and above only).

* 4 3 SUBSCRIBER ACCOUNT No.

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

Examples: For Acct No. 1234, enter:

1 2 3 4

For Acct No. B234, enter:

#+11 2 3 4

For Acct No. 123, enter:

1 2 3 *

* 4 4 REPORT FORMAT

[0]

- 0 = 3+1, 4+1 ADEMCO L/S STANDARD
- 1 = 3+1, 4+1 RADIONICS STANDARD
- 2 = 4+2 ADEMCO L/S STANDARD
- 3 = 4+2 RADIONICS STANDARD
- 6 or undefined = 4+2 ADEMCO EXPRESS
- 7 = ADEMCO CONTACT ID REPORTING
- 8 = 3+1, 4+1 ADEMCO L/S EXPANDED
- 9 = 3+1, 4+1 RADIONICS EXPANDED

* 4 5 PHONE SYSTEM SELECT

† [0]

If Cent. Sta. IS NOT on a WATS line: 0 = Pulse Dial; 1 = Tone Dial
If Cent. Sta. IS on a WATS line: 2 = Pulse Dial; 3 = Tone Dial

* 4 6 SESCOA/RADIONICS SELECT

† [0]

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

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

- * 47 15 SEC DIALER DELAY (BURG) † [0]
0 = no, 1 = yes
- * 48 PERIODIC TEST MESSAGE † [0]
0 = none, 1 = 24 hrs; 2 = weekly
(enter Test Code in field *64)
(Initial report is sent 12 hrs. after exiting programming or downloading.)
- * 49 SPLIT/DUAL REPORTING [0]

TO PRIMARY PHONE No.

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

TO SECONDARY PHONE No.

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

TO PRIMARY PHONE No.

- 6 = All Reports except open/close
- 7 = All Reports
- 8 = All Reports
(6,7 & 8, Rev 6 and above only)

To PAGING No. *

- Alarms, Open/Close, Troubles
- Alarms, Troubles
- Alarms, Open/Close, Troubles

* Can only be used if Primary Reporting is ADEMCO Contact ID.

Touch tone codes sent to pager are: 1911 = alarm, 1001 = open, 1002 = close, 1811 = trouble

ALARM REPORT CODES (*50-*59)

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

(95) (96)

Enter 1-9, 0, B-F as described on next page.
An entry of "0" will disable report.

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

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

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

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

- * 51 ZONE 1 ALARM REPORT CODE
- * 52 ZONE 2 ALARM REPORT CODE
- * 53 ZONE 3 ALARM REPORT CODE
- * 54 ZONE 4 ALARM REPORT CODE
- * 55 ZONE 5 ALARM REPORT CODE
- * 56 ZONE 6 ALARM REPORT CODE
- * 57 ZONE 7 ALARM REPORT CODE
(Console Panic: Key B or *&#)
- * 58 ZONE 8 ALARM RPT CODE (Duress)
- * 59 ZONE 9 ALARM RPT CODE
(Tamper)

**TO PROGRAM REPORT CODES FOR
ALARM, SYSTEM STATUS,
& RESTORE (*51-*74)**


For 3+1 or 4+1 Standard Format:
Enter a code in the *first* box: 1-9, 0, B, C, D, E, or F. Enter "#+10" for 0, "#+11" for B, "#+12" for C, "#+13" for D, "#+14" for E, "#+15" for F.

For Expanded or 4+2 Format:
Enter codes in *both* boxes (1st and 2nd digits) for 1-9, 0, or B-F, as described above.

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

**SYSTEM STATUS REPORT CODES
(*60-*68)**

- * 60 TROUBLE REPORT CODE
- * 61 BYPASS REPORT CODE
- * 62 AC LOSS REPORT CODE
(Sent at random delay up to 1 hour, Rev 6 and above; otherwise sent immediately)
- * 63 LOW BAT REPORT CODE
- * 64 TEST REPORT CODE
- * 65 OPEN REPORT CODE ††
- * 66 CLOSE REPORT CODE ††
- †† 2nd digit is automatically sent as the user number if expanded or 4+2 reporting is selected.
- * 68 CANCEL REPORT CODE



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

Examples:

For Code 3 (1 Digit), enter:

For Code 32 (2 Digits), enter:

For Code B2 (Hex) enter:

RESTORE REPORT CODES (*69-*93)

- * 69 GROUP RESTORES for TROUBLE, RF LOW BATTERY, BYPASS [0]
0 = no (report for each restore),
1 = yes (report after all zones restored)
- * 70 ALARM RESTORE REPORT CODE
2nd digit is automatically sent as the 2nd digit of the zone alarm report code programmed in *50-*59, if expanded or 4+2 reporting is selected.
- * 71 TROUBLE RESTORE REPORT CODE

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

- *72 BYPASS RESTORE REPORT CODE
- *73 AC RESTORE REPORT CODE
- *74 LOW BAT RESTORE REPORT CODE
- *93 REPORTS PER ARMED PERIOD [0]

0 = 10 max total alarm + alarm restores; 1 = Unlimited

DOWNLOAD INFORMATION (*94-*97)

- *94 DOWNLOAD PHONE No.
 Enter up to 12 digits, 0-9. Enter # + 11 for "*", # + 12 for "#", # + 13 for 2 sec. pause. Do not fill unused spaces. If fewer than 12 digits entered, exit field by pressing * (and press 95, if entering next field). To clear entries from field, press *94*.
- *95 RING DET COUNT FOR DOWNLOADING [0]
 [0=Disable Station Initiated Download]; 1-14=number of rings (1-9, #+10=10, #+11=11, #+12=12, #+13=13, #+14=14); 15=answering machine defeat (#+15=15)
- *96 INITIALIZES **DOWNLOAD ID** AND **SUBSCRIBER ACCOUNT No.** FOR FIRST TIME
 DOWNLOAD
 (THIS **MUST** BE DONE BEFORE FIRST DOWNLOAD. ONCE INITIALIZED, DO NOT RE-ENTER ANOTHER SUBSCRIBER ACCOUNT No. MANUALLY. THIS WOULD VOID THE *96 COMMAND.)
- *97 ZEROS ALL PROGRAM FIELDS

TO EXIT PROGRAM MODE (*98 or *99)

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

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



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