EAGLE 4700 PROGRAMMING RECORD SHEET

Refer to **PROGRAMMING DATA AND INFORMATION** for instructions for each block.

CUSTOMER:
ADDRESS:
ACCOUNT NO.

TEL.:   DATE:

BLOCK	FEATURE	LOCATION

01 TELEPHONE NO. 1
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16
☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

02 TELEPHONE NO. 2
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16
☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

03 COMMUNICATOR INFORMATION
1 2 3 4
☐☐☐☐
DATA FORMAT
RECEIVER FORMAT
MESSAGE LENGTH*   <---- *ADD "8" TO SELECTED OPTION FOR SWINGER SHUTDOWN
SYSTEM OPTIONS

04 ACCOUNT NO. 1
1 2 3 4
☐☐☐☐

05 ACCOUNT NO. 2
1 2 3 4
☐☐☐☐

06 TIMEOUTS
1 2 3 4
☐☐☐☐
ENTRY DELAY
EXIT DELAY
BURGLARY BELL
FIRE BELL

07 ZONE 1
1 2 3 4
☐☐☐☐
OPTIONS
ALARM CODE

08 ZONE 2
1 2 3 4
☐☐☐☐
OPTIONS
ALARM CODE

09 ZONE 3
1 2 3 4
☐☐☐☐
OPTIONS
ALARM CODE

10 ZONE 4
1 2 3 4
☐☐☐☐
OPTIONS
ALARM CODE

11 ZONE 5
1 2 3 4
☐☐☐☐
OPTIONS
ALARM CODE

12 ZONE 6
1 2 3 4
☐☐☐☐
OPTIONS
ALARM CODE

13 AMBUSH; AC FAIL
1 2 3 4
☐☐☐☐
AMBUSH ALARM CODE
AC-FAIL ALARM CODE

14 PANIC; LOW BATTERY
1 2 3 4
☐☐☐☐
PANIC ALARM CODE
LOW BATTERY ALARM CODE

15 OPENINGS; CLOSINGS; TEST
1 2 3 4
☐☐☐☐
OPENING CODE
CLOSING CODE
24-HOUR TEST CODE

16 BYPASS; RESTORE; TROUBLE
1 2 3 4
☐☐☐☐A
BYPASS CODE
RESTORE CODE
TROUBLE CODE
(RESERVED)

17 KEYPAD PANIC
1 2 3 4
☐☐☐☐
FIRE PANIC
AUXILIARY PANIC

00 DEALER PROGRAM CODE
1 2 3 4
☐☐☐☐

8

4. PROGRAMMING DATA AND INFORMATION

The information in this section is essential for the proper completion of the Programming Sheet. Instructions are presented in the normal programming sequence encountered when entering the Dealer Program Mode and as they appear on the Programming Sheet, by Block Number.

Note: The factory default program is given at the beginning of Section 3.

BLOCK NO. 01: TELEPHONE NO. 1

Enter the telephone number of the primary central station receiver in Locations 1 through 16 using digits 0 through 9. Be sure to include an area code or access number, if necessary. Enter a "C" to provide a 3-second dial delay. "B" denotes "*". An "A" will signify the end of the telephone number. Be sure that all remaining locations are programmed "A" (blank).

The communicator will report to Telephone No. 1. If the transmission is unsuccessful, the communicator will alternate between Telephone No. 1 and Telephone No. 2 (if programmed), making 8 attempts to each.

BLOCK NO. 02: TELEPHONE NO. 2

Enter the telephone number of the secondary central station receiver in Locations 1 through 16 using digits 0 through 9. Be sure to include an area code or access number, if necessary. Enter a "C" to provide a 3-second dial delay. "B" denotes "*". An "A" will signify the end of the telephone number. Be sure that all remaining locations are programmed "A" (blank).

If Split Reporting is programmed, all conditions will be reported to Telephone No. 1 except Openings and Closings, which will be reported to Telephone No. 2. Backup Reporting is automatic if *Telephone No. 2* is programmed. If neither Backup Reporting nor Split Reporting is programmed, all conditions will report to Telephone No. 1 only.

BLOCK NO. 03: COMMUNICATOR OPTIONS

Note: Consult central station for acceptable formats and message length.

Location 1: Data Format.

- Standard Format requires a 3- or 4-digit account number followed by a single digit event code. *Examples:* "123 3" or "6548 2".
- Extended (or *Universal* or *Expanded*) Format transmits two rounds of data. The first round contains the account number and an expanded character; the second repeats the expanded digit as account number before identifying zone code. *Examples:* "123 3" then "333 1"; or "4312 E" then "EEEE 7".
- Partial Extended Format transmits a standard signal for alarm conditions and an extended message for restores and other system conditions. The extended message codes must be B-F. *Example:* Alarm Condition "853 1": Restore "853 E" then "EEEE 1".

Select the required data-format entry for Location 1 from the following table:

DATA FORMAT	ENTER
Pulse Dialing; Standard Format or 4/2	0
TouchTone® Dialing; Standard Format or 4/2	1
Pulse Dialing; Extended Format	2
TouchTone Dialing; Extended Format	3
Pulse Dialing; Partial Extended Format	4
TouchTone Dialing; Partial Extended Format	5
No Communicator (Local Alarm)	8

Location 2: Receiver Format - Select the required receiver-format entry for Location 2 from the following table:

RECEIVER FORMAT	TYPICAL RECEIVERS	ENTER
10 Baud, 1400Hz, No Parity	Ademco Slow; FBI; Silent Knight Slow	0
10 Baud, 1400Hz, Parity	FBI	1
10 Baud, 2300Hz, No Parity	FBI	2
10 Baud, 2300Hz, Parity	FBI	3
20 Baud, 1400Hz, No Parity	Adcor; FBI; Silent Knight Fast	4
20 Baud, 1400Hz, Parity	FBI; Radionics Slow (1400)	5
20 Baud, 2300Hz, No Parity	DCI; Franklin; Quickalert; Sescoa; Varitech	6
20 Baud, 2300Hz, Parity	FBI; Radionics Slow (2300)	7
40 Baud, 1400Hz, No Parity	FBI	8
40 Baud, 2300Hz, No Parity	FBI	A
40 Baud, 2300Hz, Parity	FBI; Radionics Fast (2300)	B

Location 3: Message Length - Select the required message-length entry for Location 3 from the following table:

MESSAGE LENGTH		ENTER
3/1	3-Digit Account Number; 1-Digit Event Code	1
4/1	4-Digit Account Number; 1-Digit Event Code	2
4/2	4-Digit Account Number; 2-Digit Event Code	4

Note: For Swinger Shutdown, add "8" to the selected entry.

Location 4: System Options.

- **Silent Panic.** Neither keypad panic nor wired panic zone will activate the bell. A panic alarm will be transmitted to the central station if a panic code is programmed.
- **Audible Panic.** Either keypad panic or wired panic zone will activate the bell. A panic alarm will be transmitted to the central station if a panic code is programmed.
- **Split Reporting.** Both Telephone No. 1 and Telephone No. 2 must be programmed. Alarms, troubles, restores, etc. will report to Telephone No. 1. Openings and Closings will report to Telephone No. 2.
- **24-Hour Test.** The communicator will transmit the programmed code to the central station every 24 hours if no other report has been made. (Transmission of any report will reset the internal 24-hour test timer.)
- **Bell Test.** The alarm bell will activate for 1 second each time the system is armed.

Select the desired system options from the following table:

SYSTEM OPTIONS	ENTER
Silent Panic	0
Audible Panic	1
Silent Panic; Split Reporting	2
Audible Panic; Split Reporting	3
Silent Panic; 24-Hour Test	4
Audible Panic; 24-Hour Test	5
Silent Panic; Split Reporting; 24-Hour Test	6
Audible Panic; Split Reporting; 24-Hour Test	7
Silent Panic; Bell Test	8

Audible Panic; Bell Test	9
Silent Panic; Split Reporting; Bell Test	A
Audible Panic; Split Reporting; Bell Test	B
Silent Panic; 24-Hour Test; Bell Test	C
Audible Panic; 24-Hour Test; Bell Test	D
Silent Panic; Split Reporting; 24-Hour Test; Bell Test	E
Audible Panic; Split Reporting; 24-Hour Test, Bell Test	F

BLOCK NO. 04: ACCOUNT NO. 1

Enter a 3- to 4-digit subscriber account number for Telephone No. 1 in Locations 1 through 4. If a 3-digit number is used, program an "A" in Location 4. (Valid entries are 0-9 and B-F; "A" signifies the end of a number less than 4 digits.)

BLOCK NO. 05: ACCOUNT NO. 2

Enter a 3- to 4-digit subscriber account number for Telephone No. 2 in Locations 1 through 4. If a 3-digit number is used, program an "A" in Location 4. (Valid entries are 0-9 and B-F; "A" signifies the end of a number less than 4 digits.)

Note: Block No. 05 must be programmed if a second telephone number has been programmed for Split or Backup Reporting. If a second telephone number is not used, this block need not be changed from its default value.

BLOCK NO. 06: TIMEOUTS

Location 1: Entry Delay - Entry delay is programmable in 15- second increments. Valid entries are "1" (15 seconds) through "F" (225 seconds).

Location 2: Exit Delay - Exit delay is programmable in 15-second increments. Valid entries are "1" (15 seconds) through "F" (225 seconds).

Location 3: Burglary Bell - Burglary bell timeout is programmable in 3-minute increments. Valid entries are "1" (3 minutes) through "F" (no timeout). "E" gives maximum timeout of 42 minutes.

Location 4: Fire Bell - Fire bell timeout is programmable in 3-minute increments. Valid entries are "1" (3 minutes) through "F" (no timeout). "E" gives maximum timeout of 42 minutes.

BLOCK NOS. 07 THROUGH 12: ZONE OPTIONS & ALARM CODES

Block Numbers 07 through 12 establish the operating features and alarm codes for Zones 1 through 6, respectively. For each zone, select features from the Zone Options table and program in Locations 1 and 2. Program the central-station alarm code for each zone in Locations 3 and 4. (If a report is not desired for a particular zone, enter "A" in zone Locations 3 and 4.)

BURGLARY ZONES. The following types of Burglary Zones are selectable:

- **Delayed** - This is the Exit/Entry Zone. When the system is armed, exit delay begins. After exit delay expires, any subsequent violation will initiate entry delay, as indicated by the keypad sounder. If the system is not disarmed within the entry time, an alarm will occur. If the system is armed with Instant Protection, entry delay is cancelled and the Exit/Entry Zone will go into instant alarm when violated.

- **Interior** - All interior zones are follower zones; that is, they have exit delay time upon arming and entry delay time only if a delayed zone (Exit/Entry) is violated first. However, if an interior zone is violated first, it will cause an immediate alarm. All interior zones are automatically bypassed when the INTERIOR Button is pressed (prior to arming, with perimeter-zone protection only).

11

- **Perimeter** - This is always an instant zone that will cause an immediate alarm if violated when armed.

Burglary-Zone Options. The following Burglary-Zone options are available.

- **Restore** - The programmed restore code will be transmitted after bell timeout (if the loop is restored) or if the system is disarmed during an alarm.

- **Chime** - The keypad will sound a 1-second beep when the zone is violated while disarmed.

- **Abort Delay** - Provides a 15-second delay before dialing, allowing the user to abort the transmission. If this feature is not selected, an unabortable transmission will be initiated immediately upon violation.

- **Day Zone** - The keypad sounder will pulse and the Zone LED will flash as long as this zone is violated while disarmed and the system-trouble code will be transmitted to the central station. (The sounder may be silenced by entry of any valid user code.) When armed, a Day Zone functions as a regular Burglary Zone.

24-HOUR ZONES. The following types of 24-Hour Zones are selectable:

- **Fire** - Use an end-of-line resistor instead of a power supervisory relay on the Fire Zone. Upon detection of the first fire violation, smoke-detector power will be reset for 8 seconds, after which power is restored. A 5-second reset period follows, allowing the smoke detectors to settle. Further violations within a two-minute interval will result in a pulsing bell output, rapid flashing Zone LED, and an immediate report to the central station. (Fire Zones cannot be bypassed and Fire-Zone transmissions cannot be aborted.)

  To silence the sounder and bell and reset smoke-detector power, enter any valid user code. If the Fire Zone is still violated within 2 minutes of power reset, the Zone LED will flash slowly to indicate a fire trouble. Smoke-detector power will be automatically reset every 4 minutes thereafter in an attempt to restore the Fire Zone.

  In the event of an open fire circuit, the Zone LED will flash slowly and the keypad sounder will pulse, indicating a fire trouble. The system-trouble code and zone code will be transmitted to the central station. (The keypad sounder may be silenced by entry of any valid user code.)

  Note: A fire trouble is a *priority* condition that *must be repaired immediately!*

- **24-Hour Alarm** - This zone is always active, whether the system is armed or disarmed. 24-Hour Alarm Zones may be programmed for audible alarm (steady bell) or silent alarm (no bell or keypad indication), with or without restore codes. If programmed for audible alarm, the Zone LED will flash rapidly upon violation and an immediate unabortable transmission will be sent to the central station. These zones may be bypassed, but not unbypassed if a violation exists.

- **24-Hour Trouble** - This zone is always active, whether the system is armed or disarmed. 24-Hour Trouble Zones may be programmed for audible trouble (pulsing keypad sounder) or silent trouble, with or without restore codes. Upon violation, the Zone LED will flash slowly. The trouble condition must exist for 15 seconds before a report will be initiated. The keypad indication and sounder (if audible) will clear when the zone is restored. These zones may be bypassed, but not unbypassed if a violation exists.

  Note: To silence the sounder, enter any valid user code.

ZONE OPTIONS. Program options for each zone. Select options from the following table and program corresponding entry in Locations 1 and 2.

12

OPTIONS	ENTER
BURGLARY ZONES	
Perimeter	10
Perimeter; Restore	11
Perimeter; Day Zone	12
Perimeter; Day Zone; Restore	13
Perimeter; Chime	14
Perimeter; Chime; Restore	15
Perimeter; Abort Delay	18
Perimeter; Restore; Abort Delay	19
Perimeter; Day Zone; Abort Delay	1A
Perimeter; Day Zone; Restore; Abort Delay	1B
Perimeter; Chime; Abort Delay	1C
Perimeter; Chime; Restore; Abort Delay	1D
Delayed	20
Delayed; Restore	21
Delayed; Chime	24
Delayed; Chime; Restore	25
Interior	40
Interior; Restore	41
Interior; Chime	44
Interior; Chime; Restore	45
Interior; Abort Delay	48
Interior; Restore; Abort Delay	49
Interior; Chime; Abort Delay	4C
Interior; Chime; Restore; Abort Delay	4D
24-HOUR ZONES	
Alarm	81
24-Hour Trouble	82
Fire	84
Hold-Up Alarm (no LED, sounder or bell)	89
Silent Trouble (LED indication only)	8A
Alarm; Restore	91
24-Hour Trouble; Restore	92
Fire; Restore	94
Hold-Up Alarm; Restore	99
Silent Trouble; Restore	9A

ALARM CODES. Program an alarm code for each zone in Locations 3 and 4. (Also refer to BLOCK NO. 03: COMMUNICATOR OPTIONS, Data Format.) If a report is not desired for a specific zone, enter "A" in Locations 3 and 4 for that zone.

13

Standard Format. Enter the single-digit alarm code in Location 3. The entry in Location 4 will not be used. *Example:* For the desired transmission "123 2" (Account No. 123; Alarm Code 2), enter a "2" in Location 3. Any value in Location 4 will not be used.

Extended Format. Enter the first digit of the alarm code in Location 3 and the second digit in Location 4. *Example:* For the desired transmission "123 3" then "333 4", enter a "3" in Location 3 and a "4" in Location 4.

Partial Extended. Enter the desired digit in Locations 3 and 4 to generate a single round alarm transmission and an extended transmission for all system conditions, such as restores. *Example:* For the desired transmission "Alarm 123 3"; "Restore 123 E"; then "EEE 3", enter a "3" in both Locations 3 and 4.

4/2. Enter the first digit of the alarm code in Location 3 and the second digit in Location 4. *Example:* For the transmission "4765 32", enter a "3" in Location 3 and a "2" in Location 4.

BLOCK NO. 13. AMBUSH; AC FAILURE

(Refer to Zone ALARM CODES, above, for data format programming information.)

Locations 1 and 2: Ambush - Program the *Ambush* alarm code in Locations 1 and 2. Note that an Ambush transmission is not abortable. If *Ambush* will not be transmitted, enter "A,A" in Locations 1 and 2.

Locations 3 and 4: AC Failure - Program the *AC Failure* alarm code in Locations 3 and 4. Note that AC Failure reports will be transmitted 15 minutes after detection. If *AC Failure* will not be transmitted, enter "A,A" in Locations 3 and 4.

BLOCK NO. 14: PANIC; LOW BATTERY

(Refer to Zone ALARM CODES for data format programming information.)

Locations 1 and 2: Panic - Program the *Panic* alarm code in Locations 1 and 2. This alarm code will be transmitted for either Keypad Panic or Wired Panic. *Panic* transmissions are immediate and not abortable. If *Panic* will not be transmitted, enter "A,A" in Locations 1 and 2. (Also see BLOCK NO. 17: KEYPAD PANIC.)

Locations 3 and 4: Low Battery - Program the *Low-Battery* alarm code in Locations 3 and 4. A Low-Battery report will be transmitted within 4 minutes after detection. Similarly, a *Low-Battery* restore report will be transmitted within 4 minutes after detection of a good battery condition. If *Low Battery* will not be transmitted, enter "A,A" in Locations 3 and 4.

BLOCK NO. 15: OPENINGS; CLOSINGS; 24-HOUR TEST

Location 1: Opening Code - Program a single-digit *Opening Code* in Location 1 to report on disarming. Enter an "A" if opening reports are not required. **Note:** If a data format other than Standard Format is programmed, the second digit transmitted will be the user number.

Location 2: Closing Code - Program a single-digit *Closing Code* in Location 2 to report on arming. Enter an "A" if closing reports are not required. **Note:** If a data format other than Standard Format is programmed, the second digit transmitted will be the user number.

Locations 3 and 4: 24-Hour Test Code - Program the *24-Hour Test Code* in Locations 3 and 4. (Enter "A,A" to disable the 24-Hour Test.) Any valid transmission will reset the 24-Hour Test timer.

BLOCK NO. 16: BYPASS; RESTORE; TROUBLE

Location 1: Bypass Code - Program a single-digit *Bypass Code* in Location 1 to report a bypass on arming. If bypasses will not be transmitted, enter an "A" in Location 1. **Note:** If a two-digit data format has been programmed, the Bypass Code will be followed by the programmed second digit of the Zones Code.

14

Location 2: Restore Code - Program a single-digit *Restore Code* in Location 2 to report Burglary Zones or 24-Hour Zones programmed for restore reports. If restore reports will not be transmitted, program an "A" in Location 2. **Note:** If a two-digit data format has been programmed, the Restore Code will be followed by the programmed second digit of the Zones Code.

Location 3: Trouble Code - Program a single-digit *Trouble Code* in Location 3 to report Day-Zone troubles and any fire troubles. **Note:** If a two-digit format has been programmed, the Trouble Code will be followed by the second digit of the respective Zones Code.

Location 4: Reserved - This location is reserved for possible future use. Program an "A" in Location 4.

BLOCK NO. 17: KEYPAD PANIC

Program the *Fire Panic* alarm code in Locations 1 and 2. If Fire Panic will not be transmitted, enter "A,A" in Locations 1 and 2. Program the *Auxiliary Panic* alarm code in Locations 3 and 4. If Auxiliary Panic will not be transmitted, enter "A,A" in Locations 3 and 4. **Note:** Both Fire and Auxiliary Panics are audible only. (Also see **BLOCK NO. 14**.)

BLOCK NO. 00: DEALER PROGRAM CODE

The default Dealer Program Code is 4,7,0,0. Program your own 4-digit code (digits 0-9) in Locations 1 through 4 to prevent unauthorized access to the Dealer Program Mode.

5. WIRING DIAGRAM