INSTALL / PROGRAMMING GUIDE

CELLCOMSL™ SERIES CELLULAR ALARM COMMUNICATOR

FCC NOTICE

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

If necessary, the installer should consult the dealer or an experienced radio/television technician for additional suggestions. The installer may find the following booklet, prepared by the Federal Communications Commission, helpful:

"How to identify and Resolve Radio-TV Interference Problems."

This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402
Stock No. 004-000-00345-4

Information furnished by DMP is believed to be accurate and reliable.
This information is subject to change without notice.

The antenna(s) used for this transmitter must be installed to provide a separation distance of at least 20 cm from all persons.

THIS DEVICE COMPLIES WITH PART 15 OF THE FCC RULES. OPERATION IS SUBJECT TO THE FOLLOWING TWO CONDITIONS: (1) THIS DEVICE MAY NOT CAUSE HARMFUL INTERFERENCE, AND (2) THIS DEVICE MUST ACCEPT ANY INTERFERENCE RECEIVED, INCLUDING INTERFERENCE THAT MAY CAUSE UNDESIRED OPERATION.

Industry Canada

This device complies with Industry Canada license-exempt RSS standard(s). Operation is subject to the following two conditions: (1) this device may not cause interference, and (2) this device must accept any interference, including interference that may cause undesired operation of the device.

Caution Notes

Throughout this guide you will see caution notes containing information you need to know when installing the communicator. These cautions are indicated with a yield sign. Whenever you see a caution note, make sure you completely read and understand its information. Failing to follow the caution note can cause damage to the equipment or improper operation of one or more components in the system.

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CellComSL™ Series Cellular Alarm Communicator

Description

The CellComSL™ Series Alarm Communicator provides a fully supervised alarm communication path for any burglary control panel. The CellComSL Series communicators can be connected to a control panel's dialer output and used to capture Contact ID messages. The CellComSLC has a built-in CDMA cellular module to send messages to DMP Model SCS-1R or SCS-VR Central Station Receivers. The communicator also provides three burglary zones and two open-collector outputs for connection to burglary control panel outputs and zones. Intrusion detection devices, such as PIRs, door/window contacts or holdup buttons, can be wired to the three zones on the CellComSL. The CellComSL Series Communicator Zone 4 provides a connection to the bell output of an existing burglary control panel. The CellComSLCZ™ Alarm Communicator includes an onboard Z-Wave controller for home automation applications.

What is Included

The CellComSL Series Cellular Alarm Communicator includes the following:

- PCB with Enclosure
- 3.7 VDC 800 mAh Lithium Ion Battery
- Hardware Pack

System Components

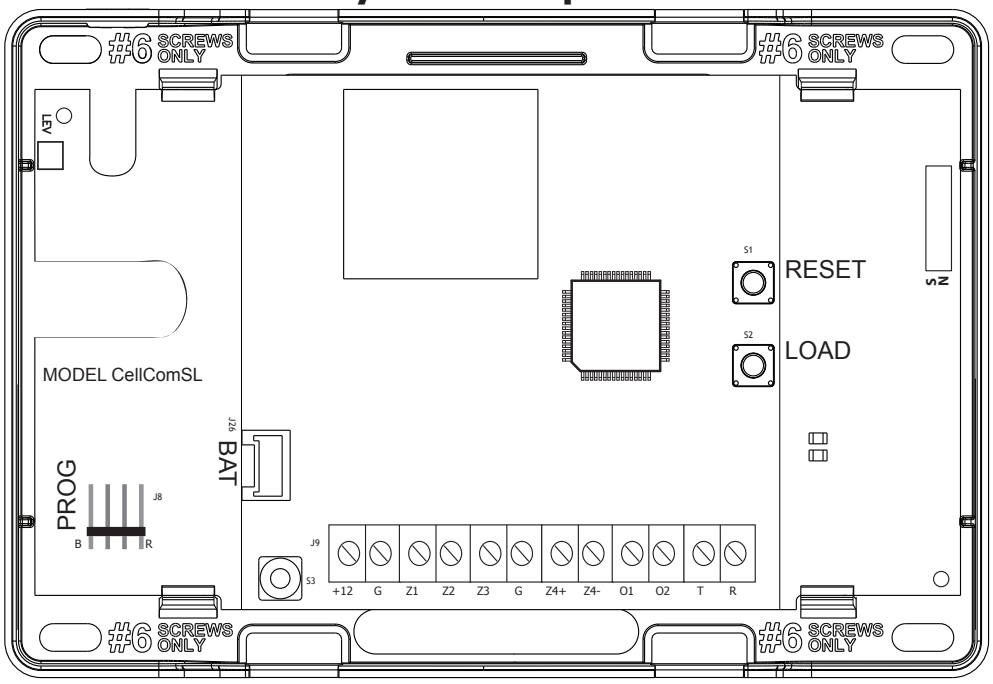


Figure 1: CellComSL Series Communicator

1.1 Terminals (J9)

Power Connection Terminals

Power is provided from the 12 VDC auxiliary output of the burglary control panel.

OBSERVE POLARITY (See Figure 1)

1. Using 18 - 22 AWG wire, connect the communicator terminal +12 to the positive terminal on the control panel auxiliary output.
2. Connect the communicator terminal G (Ground) to the negative terminal on the control panel auxiliary output.

Standby Battery

During a power outage, the CellComSL draws power from the burglary control panel's backup battery. The CellComSL must be included in the standby battery calculations for the burglary control panel.

Zones 1-3

Terminals Z1 to Z3 and G (Ground) provide three zones to connect to individual outputs on the burglary control panel or to intrusion devices (PIR, door, panic buttons or windows contacts).

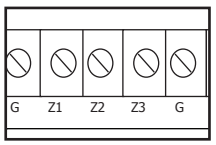


Figure 2: Zones 1 - 3

Zone 4

Zone 4 (Z4+ and Z4-) is intended for connection to the control panel bell output. This zone detects an alarm condition on the burglary control panel by monitoring the voltage of the bell output. To enable alarm detection operation, Zone 4 must be programmed as AUX 2 in the CellComSL programming. CellComSL Series Communicator must perceive the cadence for at least for 3.5 seconds.

The type of Cadence sent to the CellComSL Communicator and the type of message the CellComSL will send to Central Station are listed below:

Cadence	Type of Message
Steady	Burglary
T3	CO
T4	Fire

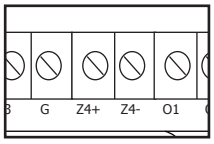


Figure 3: Zone 4

Open-Collector Outputs

The two outputs, terminals O1 and O2 (see Figure 4), can be programmed to indicate the activity of the zones or conditions occurring on the system. Open-Collector outputs do not provide a voltage but instead switch-to-ground voltage from another source. The outputs can respond to any of the conditions listed below:

1) Activation by zone condition: Steady, Pulse, Momentary, or Follow
2) Communication
3) Armed area annunciation
4) Exit and Entry timers
5) System Ready
6) Late to Close

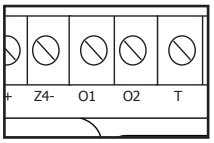


Figure 4: Outputs 1 and 2

Dialer Connection

Use the two middle wires from the telephone cord connected to the burglary control panel and insert each into terminal R (Ring) and T (Tip) (See Figure 5). CAUTION - To reduce the risk of fire, use only No. 26 AWG or larger telecommunication line cord.

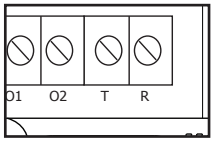


Figure 5: Terminals T and R

1.2 Battery Connection (BAT J26)

Installation Safety

Ground Yourself Before Handling the Communicator! To discharge static, touch any grounded metal, such as the control panel enclosure, before touching the communicator.

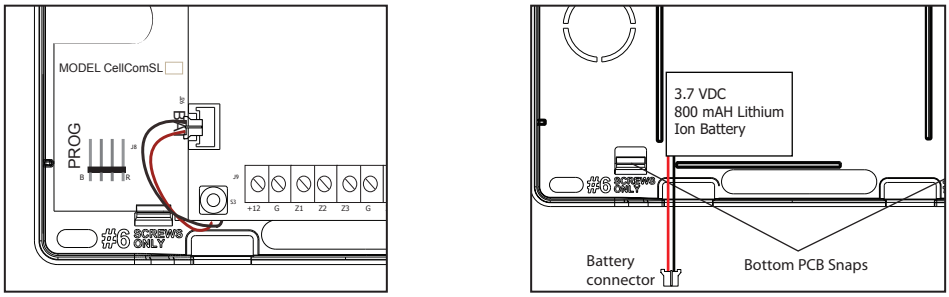


Figure 6: Replacement Battery Locations

System Battery

If the system battery is low, or not plugged into the BAT battery connector, a low battery condition is indicated by the communicator.

Plug in the system battery in the BAT connector (J26).

DMP recommends replacing the battery every 3 years under normal use.

Use the following steps to replace the system battery.

1. Unplug the battery BAT connector (J26) from the communicator.
2. Loosen the top PCB snaps.
3. Lean the communicator PCB forward and lift out from the bottom PCB snaps.
4. Remove and properly dispose of the used battery.

Caution: Risk of fire, explosion, and burns. Do not disassemble, heat above 212°F (100°C), or incinerate. Properly dispose of used batteries.

5. Place the new battery into the housing base with the battery wires directed toward the bottom left corner. See Figure 6.
6. Set the PCB into the bottom snaps and press into the top snaps to secure in place.

7. Plug the battery into the BAT connector (J26).

Note: If removing the communicator from service, disconnect the system battery from the BAT connector (J26).

Battery Supervision

The communicator tests the battery once every hour when DC power is present. This test occurs 15 minutes past each hour and lasts for five seconds. A load is placed on the battery and if the battery voltage is low, a low battery is detected. If DC power has failed, a low battery is detected any time the battery voltage falls below 3.7 VDC.

1.3 Programming Connection (PROG J8)

A 4-pin header (PROG) is provided to connect a keypad when using a DMP Model 330 Programming Cable. This provides a quick and easy connection for programming the CellComSL Series Cellular Alarm Communicator. After programming is complete, remove the keypad.

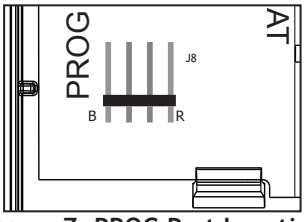


Figure 7: PROG Port Location

1.4 Tamper (C3)

The tamper button is pressed when the cover of the CellComSL Series Communicator is secured onto the enclosure. When the cover is removed, the communicator sends a Tamper Trouble message to the Central Station.

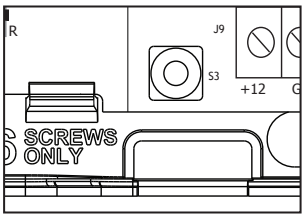


Figure 8: Tamper (S3) Location

1.5 Reset Button

The Reset button (S1) is located on the right side of the circuit board and is used to reset the communicator microprocessor. After resetting the communicator, begin programming within 30 minutes. If you wait longer than 30 minutes, reset the communicator again.

1.6 Load Button

The CellComSL Series Cellular Alarm Communicator software can be updated via the programming (PROG) header. To update the communicator with a new software version, complete the following steps at the protected premise:

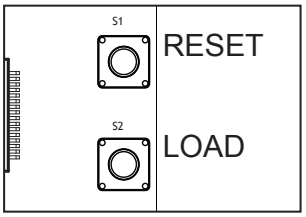


Figure 9: Reset (S1) and Load (S2) Button Location

1. Connect a DMP 399 Cable from the Programming Header to the serial port of your PC operating Remote Link and containing the communicator RU file.
2. Start Remote Link and create or open the account that matches the communicator to be updated.
3. Set the Connection Information Type to Direct with a baud rate of 38400 and choose the appropriate COM port.
4. Select Panel>Remote Update, then select the correct RU file for the communicator.
5. Press and hold the LOAD button (S2), then press and release the RESET button.
6. Release the LOAD button and click <Update> in Remote Link.
7. After the software update is completed, remove the 399 cable and press the RESET button to resume normal operation.

Mounting the CellComSL Series Communicator

2.1 Selecting a Location

Install the communicator away from metal objects. **DO NOT** mount the CellComSL Series Communicator inside or on the burglary control panel metal enclosure (See Figure 10).

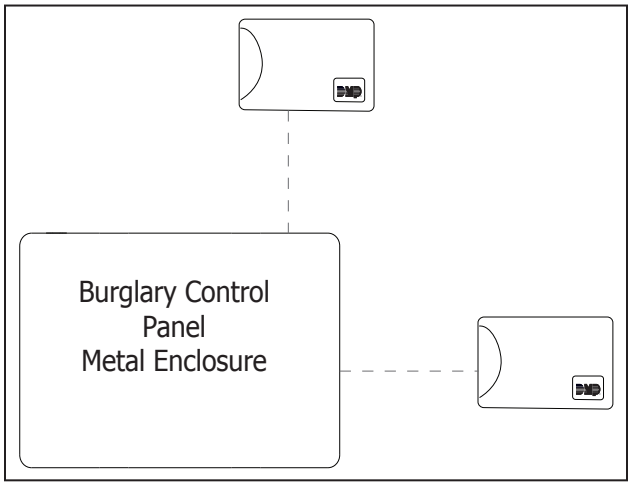


Figure 10: Suggested Mounting Locations

Mounting the communicator on or near metal surfaces impairs performance. The enclosure for the communicator must be mounted using the provided #6 screws in the four mounting holes (See Figure 11). Mount the enclosure in a secure, dry place away from metal objects to protect the communicator from damage due to tampering or the elements. It is not necessary to remove the PCB when installing the enclosure.

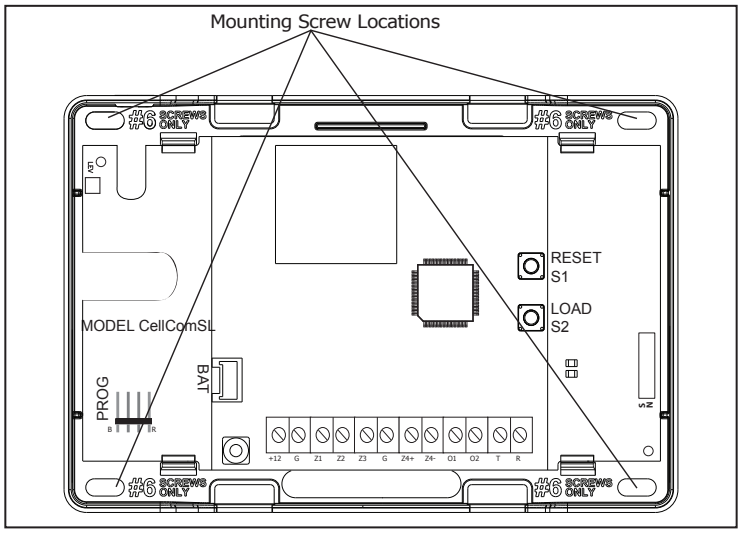


Figure 11: Mounting Screw Locations

When installing component wires care must be taken to route all wires in such a manner that they will not interfere with the Tamper switch. See Figure 12.

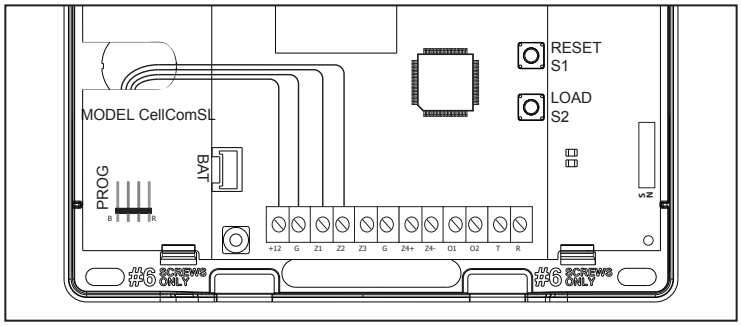


Figure 12: Wire Routing

Applications

The CellComSL Series Communicator is used in only one of the three applications:

3.1 Dialer Connection

Connect the two middle wires of the phone line from the control panel and connect to the CellComSL Series Cellular Communicator to capture Contact ID messages from the burglary control panel and send the message to a DMP Model SCS-1R or SCS-VR Receiver. Only Outputs can be used in combination with this application (See Figure 13).

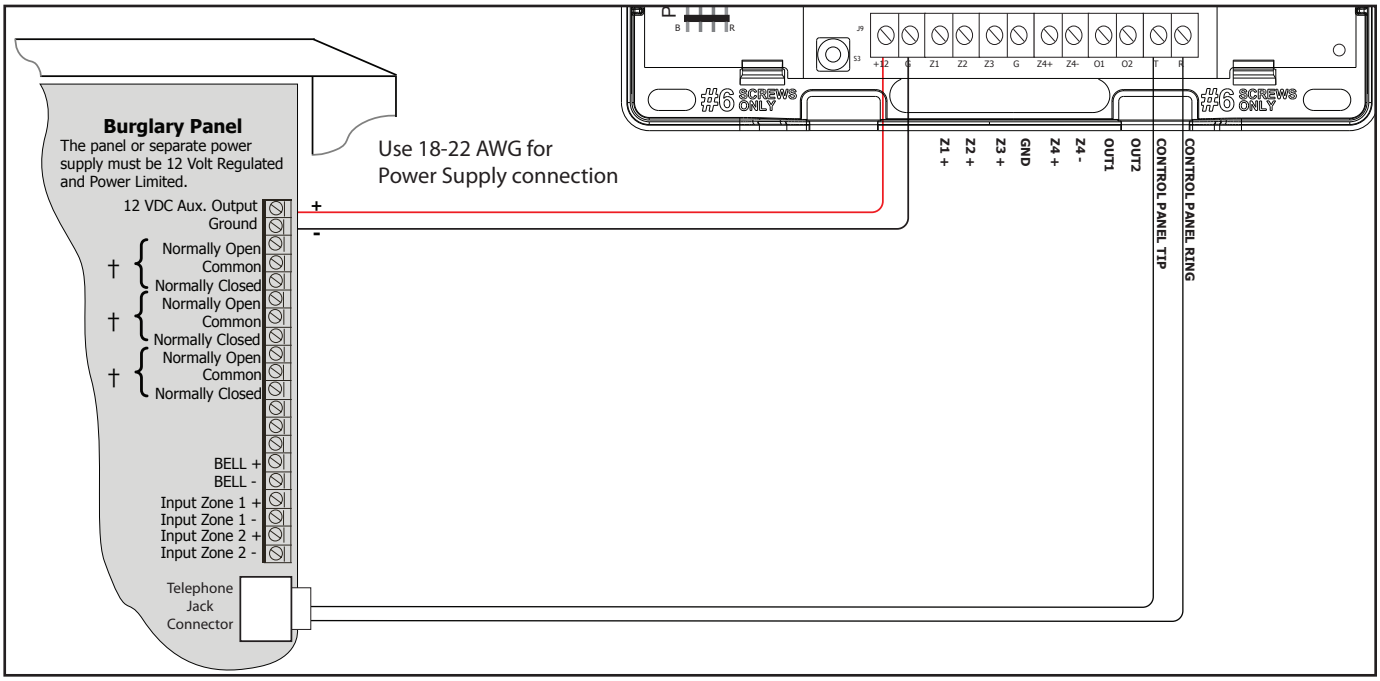


Figure 13: CellComSL Series Wiring Diagram for Tip and Ring Connection

3.2 Zones 1 - 3 and Outputs

Wired intrusion devices such as door contacts, tamper switches, panic buttons and PIRs can be wired to Z1 through Z3 for zone sensing supervision. Connect wires from the CellComSL Outputs (O1 and O2) to the burglary control panel zones. (See 1.1 Terminals > Zones for more information and Figure 14 for wiring details).

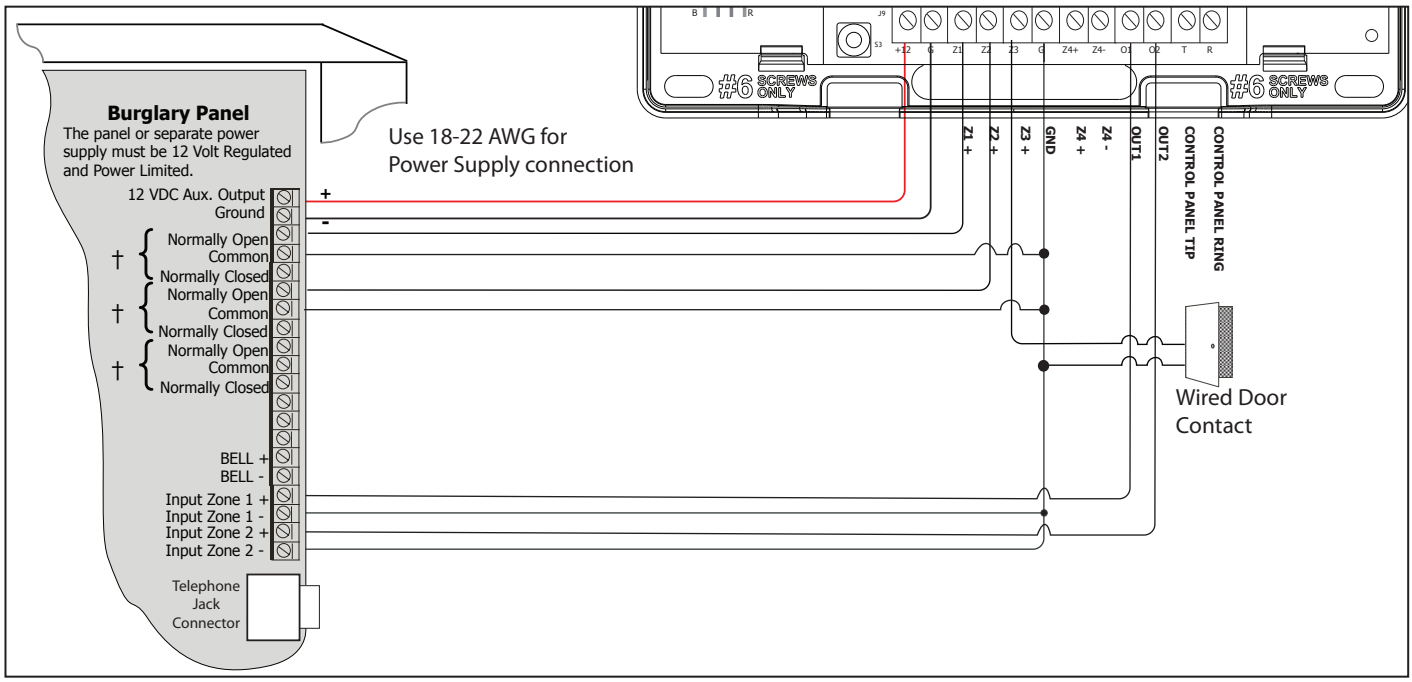


Figure 14: CellComSL Series Wiring Diagram for Zones 1 - 3 and Outputs.

3.3 Zone 4 and Outputs

Zone 4 (Z4+ and Z4-) is intended for connection to the control panel bell output. This zone detects an alarm condition on the burglary control panel by monitoring the voltage of the bell output. (See 1.1 Terminals > Zone 4 for more information and Figure 15 for wiring details).

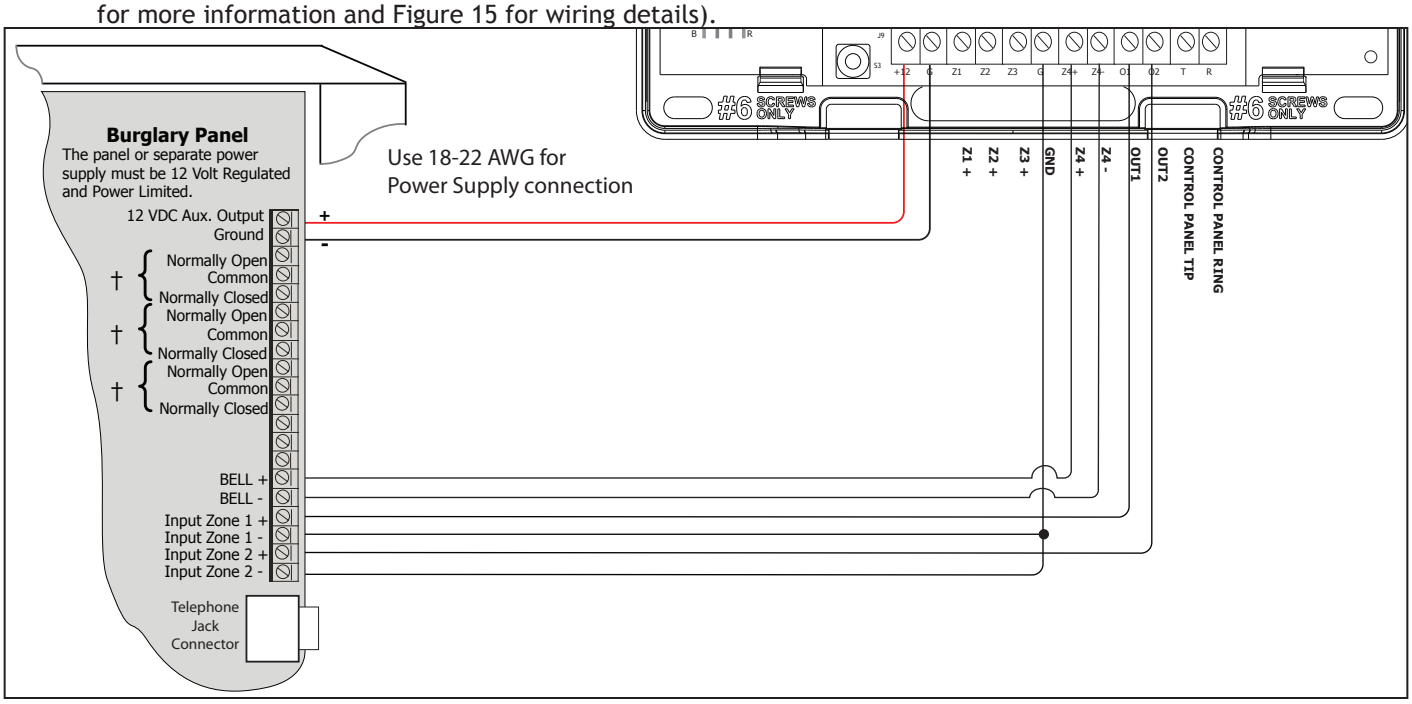


Figure 15: Zone 4 and Output Connections

3.4 Virtual Keypad App

Using your Smartphone and the DMP Virtual Keypad App, you can connect to your CellComSL Series Communicator to arm the Area, configure Z-Wave devices (CellComSLCZ only), configure your Favorites (CellComSLCZ only), configure Rooms (CellComSLCZ only), turn Outputs on and off, and add, edit or remove Users.

Figure 16: Virtual Keypad Application can be used to access the CellComSL Series Communicator.

Z-Wave Setup

(Model CellComSLCZ Only)

User Code Level: Master only.

(Accessed through the User Menu to program your Z-Wave Devices, User Codes, etc.) Your system may include a DMP Z-Wave controller. The Z-Wave controller allows short range radio control of Z-Wave devices that you or your installation company may provide such as lighting control modules, thermostat controls, and door locks. Z-Wave Setup allows you to program the system to control the Z-Wave devices. You may control your Z-Wave devices from your iPhone/iPad or Android device using the DMP Virtual Keypad App or from your keypad by activating a Favorite from the Favorites User Menu. The available setup options are: Add, List, Remove, Favorites, Transfer and Rediscover.

- Select ADD to add a Z-Wave device to your system.
- Select LIST to display a list of Z-Wave devices already added and stored in your system.
- Select REMOVE to completely remove a Z-Wave device from your system.
- Select FAV to Add, Edit or Remove a Favorite.
- Select XFER to transfer Z-Wave device information from another manufacturer's portable Z-Wave controller to your system.
- Select REDISC to require your system to rediscover and confirm radio communication with all of the added Z-Wave devices.

5.1 Add Z-Wave Devices (ADD)

This option allows you to ADD a Z-Wave device to your system. Once added, a Z-Wave device may be assigned to a Favorite.

1. Access the User Menu.
2. Press COMMAND until ZWAVE SETUP? displays.
3. Press any Select key. The keypad displays ADD LIST REMOVE.
4. Select ADD. PROCESSING may briefly display. When PRESS BUTTON ON DEVICE TO ADD displays press the program button on the Z-Wave device. See the Z-Wave device's documentation for more information.
5. When the device information is received by the system, the keypad beeps once and displays DEVICE FOUND.
6. Once added, the keypad displays the type of device and the default device name. Press COMMAND.
7. Press any top row Select key and enter up to a 16 character custom name for the device. See Entering Names in Appendix D.
8. Press the COMMAND key to store the new name.

Note: A maximum of 232 Z-Wave devices can be added to the system. When the maximum number of devices have been added, the keypad displays ZWAVE TABLE FULL and no additional Z-Wave devices may be added without removing some existing devices.

5.2 List Z-Wave Devices (LIST)

This option allows you to edit the name of a Z-Wave device or confirm radio communication with the Z-Wave device. When LIST is selected, the first Z-Wave device stored in the system is displayed. Remaining devices can be viewed by pressing the COMMAND key. Lighting control modules, are displayed first, followed by door locks and then thermostat controls.

The available LIST options are: Rename and Status.

- Select RENAME to enter up to 16 characters for a new device name.
- Select STATUS to confirm radio communication with the Z-Wave device.

5.3 RENAME Z-Wave Devices

1. Access the User Menu.
2. Press COMMAND until ZWAVE SETUP? displays.
3. Press any Select key. The keypad displays ADD LIST REMOVE.
4. Select LIST to display DEVICE LIST and the first Z-Wave device stored. Press the COMMAND key to advance through the list of Z-Wave devices.
5. Press any Select key to display DEVICE RENAME STATUS.
6. Select RENAME and enter up to 16 characters for a new device name. See Entering Names in Appendix D.
7. Press COMMAND to save the new Z-Wave device name and return to the DEVICE LIST.

5.4 STATUS of Z-Wave Devices

1. Access the User Menu.
2. Press COMMAND until ZWAVE SETUP? displays.
3. Press any Select key. The keypad displays ADD LIST REMOVE.
4. Select LIST to display DEVICE LIST and the first Z-Wave device stored. Press the COMMAND key to advance through the list of Z-Wave devices.
5. Press any Select key to display DEVICE RENAME STATUS.
6. Select STATUS to confirm radio communication with the Z-Wave device.
7. The device name and OKAY displays when the device stored in the system communicates.
8. Press the COMMAND key to return to the device list and display the next device in the list.
9. If the device stored in the system does not communicate, the device name and FAILED displays. Press the COMMAND key and REMOVE FAILED DEVICE displays.
10. Select YES to remove the failed device from the system memory. Select NO to leave the device in the system memory and to return to the device list.
11. When the device has been removed, the device name and REMOVED is displayed and the system no longer tries to communicate with the Z-Wave device.

5.5 Remove Z-Wave Devices (REMOVE)

Each Z-Wave device added to your system remains in your system unless it is removed. This option allows you to remove Z-Wave devices from your system.

1. Access the User Menu.
2. Press COMMAND until ZWAVE SETUP? displays.
3. Press any Select key. The keypad displays ADD LIST REMOVE.
4. Select REMOVE. PROCESSING may briefly display. When PRESS BUTTON ON DEVICE TO REMOVE displays press the program button on the Z-Wave device, the device name and REMOVED is displayed to indicate the Z-Wave device has been removed.

5.6 Favorites (FAV)

Z-Wave devices can be grouped together to create a Favorite. This option allows you to program up to 20 Favorites in your system and then ADD, EDIT OR REMOVE up to 25 Z-Wave devices in a Favorite. When activated from the FAVORITE user menu, a command is sent to its Z-Wave Devices. A Favorite can only be activated, or turned on. A separate Favorite must be created to change the conditions set by the first Favorite. For example, a Favorite called “Movie Night” could lock the exterior doors, close the garage door, adjust the temperature, and dim the lights in the family room to the desired level. Another Favorite called “Wakeup” could then turn on the lights, adjust the temperature, unlock the exterior doors, and raise the garage doors.

5.7 Adding a FAVORITE

1. Access the User Menu.
2. Press COMMAND until ZWAVE SETUP? displays.
3. Press any Select key. The keypad displays ADD LIST REMOVE.
4. Press COMMAND again to display FAV XFER REDISC. Select FAV and FAVORITE NUMBER: - is displayed.
5. Enter a Favorite number between 1 and 20 and press COMMAND. If the Favorite number entered is unassigned, *UNUSED* displays. If the Favorite is already assigned, you may change the name or press the back arrow and enter a new number.
6. Press any Select key and a cursor displays. Enter a Favorite name up to 16 characters. To remove a Favorite, press Command without entering a name.
7. Press COMMAND to save the Favorite and the Favorite name and ADD EDIT REMOVE displays.

5.8 ADD Devices to FAVORITES

1. Access the User Menu.
2. Press COMMAND until ZWAVE SETUP? displays.
3. Press any Select key. The keypad displays ADD LIST REMOVE.
4. Press COMMAND again to display FAV XFER REDISC. Select FAV and FAVORITE NUMBER: - is displayed.
5. Enter a Favorite number between 1 and 20 and press COMMAND.
6. The Favorite number and name displays. Press COMMAND and the Favorite Name and ADD EDIT REMOVE displays.

7. Select ADD and the first Z-Wave device stored in the system that has not already been added to this Favorite is displayed. Remaining devices can be viewed by pressing the COMMAND key.
8. Press any Select key to assign the displayed device to the Favorite. The device name and the current device settings display. When added to a Favorite, a Z-Wave device can be programmed to respond to various ON/OFF/LOCK/UNLOCK/HEAT/COOL commands based on your desired settings. To change a device setting, See Device Settings in Favorites.

5.9 Device Settings in FAVORITES

Lights

1. Press any Select key at SETTING: and ON OFF DIM displays. Press the Select key under the desired setting.
2. For ON or OFF setting, when selected, the Favorite name and the next Z-Wave device stored in the system displays.
3. For DIM setting, DIM LEVEL: with the current setting displays. To change the setting, press any Select key and enter the new level (1 - 10) and Press COMMAND.
4. The Favorite name and the next Z-Wave device stored in the system displays.

Locks

1. Press any Select key at SETTING: and LOCK UNLOCK displays. To change the setting, press the Select key under the new setting.
2. The Favorite name and the next Z-Wave device stored in the system displays.

Thermostats

1. Press any Select key at SYSTEM: and OFF CL HT displays. To change the setting of OFF, COOL or HEAT, press the Select key under the new setting.
2. Select OFF to display FAN SETTING:.
3. Press any Select key and ON AUTO displays. Press the Select key under the desired new setting to change.
4. Select CL to display COOL.
5. To change the setting, press any Select key, enter the new temperature and press COMMAND.
6. Press any Select key and the keypad displays FAN SETTING:.
7. Press any Select key and ON AUTO displays. Press the Select key under the desired new setting to change.
8. Select HT to display HEAT.
9. To change the setting, press any Select key and enter the new temperature and Press COMMAND.
10. Press any Select key and the keypad displays FAN SETTING:.
11. Press any Select key and ON AUTO displays. Press the Select key under the desired new setting to change.
12. The Favorite name and the next Z-Wave device stored in the system displays.

Note: A maximum of 25 devices can be assigned to each Favorite. When attempting to add a device and the maximum number of devices has been assigned, FAVORITE FULL is displayed. No additional Z-Wave devices may be added to this Favorite, however a new Favorite may be created and devices added to the new Favorite.

5.10 EDIT Devices in FAVORITES

1. Access the User Menu.
2. Press COMMAND until ZWAVE SETUP? displays.
3. Press any Select key. The keypad displays ADD LIST REMOVE.
4. Press COMMAND again to display FAV XFER REDISC. Select FAV and FAVORITE NUMBER: - is displayed.
5. Enter a Favorite number between 1 and 20 and press COMMAND.
6. The Favorite number and name displays. Press COMMAND and the Favorite Name and ADD EDIT REMOVE displays.
7. Select EDIT and the first Z-Wave device stored in the Favorite displays. Remaining devices can be viewed by pressing the COMMAND key.

Note: Z-Wave devices are displayed by device type; Lights first, followed Locks, and Thermostats last. By pressing the COMMAND key you can scroll through the devices assigned to the selected Favorite.

8. Press any Select key to display the device name and the setting for the device.
9. To change the setting, See Device Settings in Favorites.
10. Once the device settings have been entered, the Favorite name and the next Z-Wave device stored in the selected Favorite displays.

5.11 REMOVE Devices from FAVORITES

1. Access the User Menu.
2. Press COMMAND until ZWAVE SETUP? displays.
3. Press any Select key. The keypad displays ADD LIST REMOVE.
4. Press COMMAND again to display FAV XFER REDISC. Select FAV and FAVORITE NUMBER: - is displayed.
5. Enter a Favorite number between 1 and 20, press COMMAND.
6. The Favorite number and name displays. Press COMMAND and the Favorite Name and ADD EDIT REMOVE displays.
7. Select REMOVE and the first Z-Wave device stored in the Favorite displays. Remaining devices can be viewed by pressing the COMMAND key.
8. Press any Select key to remove the device from the Favorite. REMOVE DEVICE FROM FAV? NO YES displays. When YES is selected, the device is removed from the Favorite.

5.12 Transfer Controller (XFER)

This option allows the transfer of all existing Z-Wave devices that are currently programmed in another manufacturer's Z-Wave portable controller to your system.

This operation will overwrite all Z-Wave devices that are programmed in your system. This option typically occurs at the time your DMP Z-Wave controller is installed.

Initiate the transfer at the other manufacturer's Z-Wave portable controller after starting the transfer on the DMP keypad. Z-Wave devices are NOT overwritten until the transfer has been initiated at the other manufacturer's Z-Wave portable controller. The transfer should not be stopped once the process has been initiated from the other manufacturer's Z-Wave portable controller.

Transfer Operation:

1. Access the User Menu.
2. Press COMMAND until ZWAVE SETUP? displays.
3. Press any Select key. The keypad displays ADD LIST REMOVE.
4. Press COMMAND again to display FAV XFER REDISC. Select XFER. The keypad displays XFER WILL DELETE EXISTING DEVICES then displays XFER CNTRL SURE? YES NO.
5. Select YES to to allow receipt of Z-Wave devices to your system. The keypad displays TRANSFERRING Z-WAVE DEVICES. Pressing the Back Arrow key cancels the transfer. Select NO to exit the XFER menu and return to ZWAVE SETUP?. All programming will still be intact on the DMP Z-Wave controller and will cancel the transfer.
6. Initiate the transfer at the other manufacturer's Z-Wave portable controller. All Z-Wave devices are added to the system with a default name (device type and number). A 16-character name may be assigned to the Z-Wave devices after the transfer is complete. When the transfer is complete the screen will display ZWAVE SETUP?.

Note: If TRANSMISSION FAILED displays on the screen, your system memory is cleared of all prior Z-Wave devices programming and will need to add each Z-Wave device individually.

5.13 Rediscover (REDISC)

This option allows your system to search for and re-establish communication with Z-Wave devices that may have failed to communicate. Only Z-Wave devices already programmed into your system are included in the rediscovery search. Any programmed Z-Wave device that is not found during rediscovery will be deleted from your system.

1. Access the User Menu.
2. Press COMMAND until ZWAVE SETUP? displays.
3. Press any Select key. The keypad displays ADD LIST REMOVE.
4. Press COMMAND again to display FAV XFER REDISC.
5. Select REDISC, the keypad displays REDISCOVERING ZWAVE DEVICES while the system is searching for Z-Wave devices.
6. When the rediscovery is complete, the keypad returns to ZWAVE SETUP?

Programming the CellComSL Series Cellular Alarm Communicator

6.1 Before You Begin

Before starting to program, we recommend you read through the contents of this manual. The information in this document allows you to quickly learn the programming options and operational capabilities of the CellComSL Series Cellular Alarm Communicator.

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

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

- CellComSL Series Cellular Alarm Communicator User Sheet
- CellComSL Series Cellular Alarm Communicator Programming Sheet

Programming Information Sheet

Included with each communicator are the Programming Sheets. These sheets list the various options available for programming the communicator. Before starting, completely fill out the sheets with the programming options you intend to enter into the communicator.

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

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

6.2 Getting Started

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

Remove All Power From the Panel! Remove all AC and Battery power from the communicator before installing or connecting any wires to the communicator.

The communicator should be completely installed before you begin programming. Make sure the communicator is properly grounded, and the AC and battery wires are correctly installed.

Initializing the CellComSL Series

When programming a communicator for the first time or rewriting the entire program of an existing communicator, use the **Initialization** function described in section 7. Initializing clears the communicator's memory of any old data and sets the highest numbered user number to user code 99.

Accessing the Programmer

To access the programmer function of the communicator:

1. Connect the keypad to the PROG header
2. Press the reset button.
3. Enter the code 6653 (PROG).
4. The keypad displays: **PROGRAMMER**.

6.3 Programming Menu

You are now ready to start programming the CellComSL Series Cellular Alarm Communicator. Pressing the COMMAND key scrolls you through the programming menu items listed below.

Menu Item	Section in This Manual	Menu Item	Section in This Manual
Initialization	7	Output Options	13
Communication	8	Area Information	14
Messaging Setup	9	Zone Information	15
Remote Options	10	Stop	16
System Reports	11	Set Lockout Code	17
System Options	12		

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

6.4 Reset Timeout

The CellComSL Series Cellular Alarm Communicator has a feature that requires you to enter the Programmer within 30 minutes of resetting the communicator. After 30 minutes, if you attempt to program by entering the 6653 (PROG) code, the keypad displays: **RESET PANEL**. You must reset the communicator and enter the program code within the next 30 minutes.

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

Using the STOP function disarms all areas: To exit the communicator's Programmer you must use the STOP function. The **STOP** option is the second to the last option in programming. The Stop function disarms all areas and clears the communicator's Status List.

The programming session is then terminated and the keypad returns to the Status List or Main Screen.

6.5 Special Keys

The following special keys/areas are common to all DMP keypads.

COMMAND (CMD) Key

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

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

Back Arrow (<—) Key

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

Select Keys/Areas

The top row of keys are called the Select keys on Thinline, and Aqualite keypads or Select Areas on Graphic Touchscreen keypads. Each time you need to press a Select key, the keypad displays the function or options above one of the keys or in the Select Area. Displaying choices above individual Select keys or in Select Areas allows them to be used for many different applications. For example, you can enter AM or PM when programming the automatic test time or answer **YES** or **NO** for a system option.

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

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

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

On Thinline and Aqualite keypads, when instructed to press the first Select key, press the far left Select key; the second Select key is the second from the left; third Select key is second from the right; and the fourth Select key is the far right key. See Figure 17.

On Graphic Touchscreen Keypads, when instructed to press the first Select key, touch Select Area 1; the second Select key touch Select Area 2; third Select key touch Select Area 3; and the fourth Select key touch Select Area 4. See Figure 18.

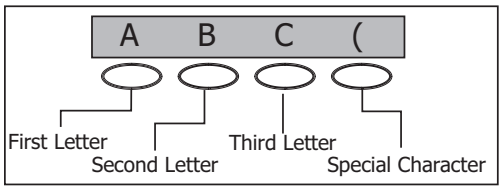


Figure 17: Thinline/Aqualite Select Keys

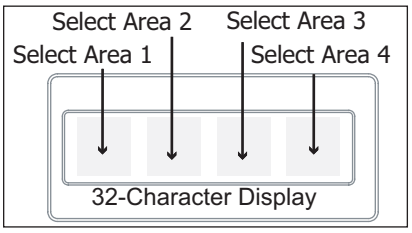


Figure 18: Graphic Touchscreen Select Areas

6.6 Entering Alpha Characters

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

6.7 Entering Non-Alpha Characters

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

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

6.8 Keypad Displays Current Programming

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

To change a programming prompt that requires a **NO** or **YES** response, press the Select key or touch the Select Area for the response not selected. See Figure 19.

For example, if the current prompt is selected as **YES** and you want to change it to **NO**, on Thinline or Aqualite keypads press the third top row Select key. On Graphic Touchscreen keypads touch Select Area 3. The display changes to **NO**. Press the COMMAND key to display the next prompt.

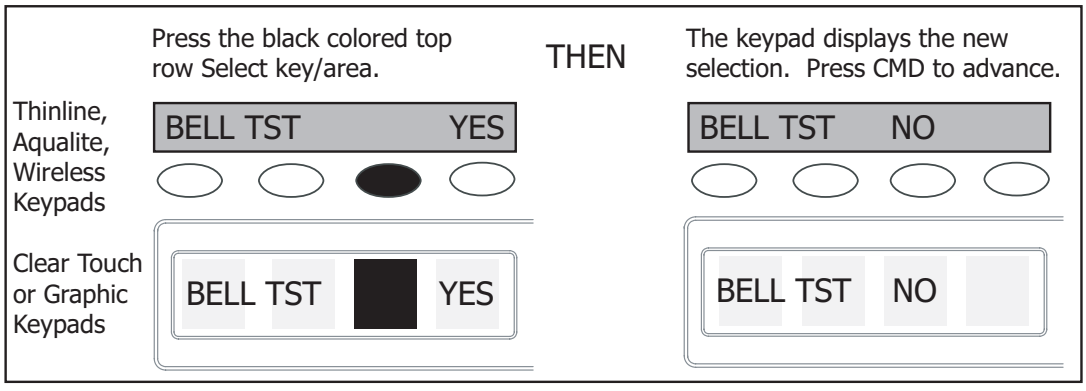


Figure 19: Changing the Current Programming Option

Initialization

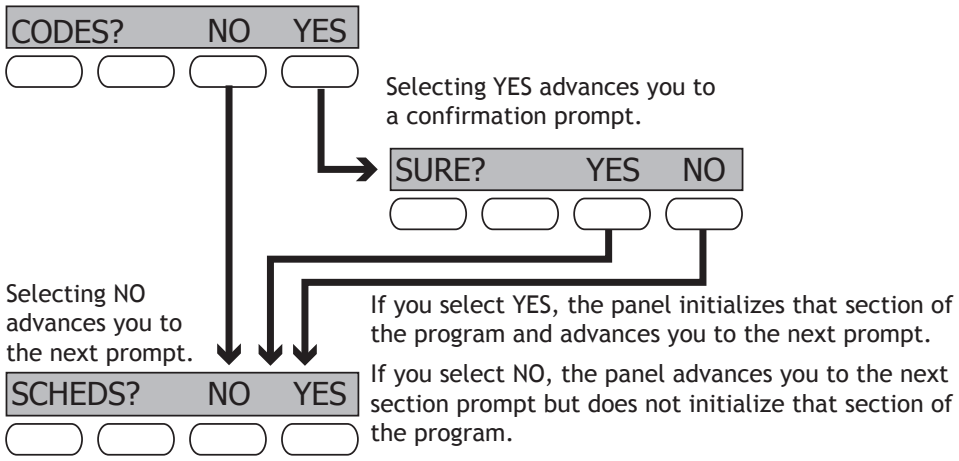
7.1 INITIALIZATION

Initialization

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

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

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



7.2

CODES? NO YES
SURE? YES NO

Clear All Codes

NO leaves existing codes intact.
YES clears the user code memory and assigns the user code number 99 to user 20.

7.3

SCHEDS? NO YES
SURE? YES NO

Clear All Schedules

NO - Leaves existing schedules intact.
YES - Clears all schedules from the programming.

7.4

EVENTS? NO YES
SURE? YES NO

Clear Events

NO leaves existing event memory intact.

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

7.5

ZONES? NO YES
SURE? YES NO

Clear Zone Programming

NO leaves existing zone information intact.
YES sets all zones in the system to * UNUSED *

7.6

COMMS? NO YES
SURE? YES NO

Clear Communication

NO - Leaves existing communication programming intact.
YES - Clears communication to factory defaults.

7.7

DEFAULTS? NO YES
SURE? YES NO

Set to Factory Defaults

NO leaves the remainder of the existing communicator programming intact.

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

Communication

8.1 COMMUNICATION

Communication

The Communication section allows you to configure the communication settings for the CellComSL Series Cellular Alarm Communicator. After choosing the Communication Type, continue through the list of options.

8.2 ACCOUNT NO:

Account Number

Enter the account number sent to the receiver.

CELL - The range of account numbers is 1 to 65535. For account numbers of four digits or less, you do not have to enter leading zeros. The communicator automatically right justifies the account number.

8.3 XMIT DELAY: **0**

Transmission Delay

Enter the number of seconds (15 to 45 seconds) the communicator waits before sending burglary alarm reports to the receiver. Enter 0 (zero) to disable this function. The default is 30.

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

8.4 COMM TYPE: **CELL**

Communication Type

The communicator uses CELL communication to DMP Model SCS-1R or SCS-VR Receivers.

8.5

TEST TIME
00:00 AM PM

Test Time

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

8.6 CELL CHECKIN: 0

Cell Check In

Check-in reports are a method of supervising the panel for communication with the receiver.

Enter the number of minutes between check-in reports. Select from 0 or 3-240 minutes. Enter 0 (zero) to disable the check-in option. Default is 0.

Note: If Cell Check-in option is used, additional cell charges may apply.

8.7 FAIL TIME: 240

Fail Time

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

8.8 RECEIVER 1 PROG

Receiver 1 Programming

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

8.9 ALARM NO **YES**

Alarm Reports

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

8.10 SPV/TRBL NO **YES**

Supervisory/Trouble Reports

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

8.11 O/C USER NO **YES**

Opening/Closing and User Reports

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

8.12 TEST RPT NO **YES**

Test Report

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

8.13

FIRST IP ADDR
000.000.000.000

First IP Address

Enter the first (primary) IP address where the communicator sends cell messages. The IP address must be unique and cannot be duplicated on the network. Enter all 12 digits and leave out the periods. For example, enter IP address 192.168.0.250 as 192168000250. The periods display automatically.

8.14 FIRST IP PORT **2001**

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

8.15 SECOND IP ADDR 000.000.000.000

Second IP Address
Enter the second IP address where the communicator sends network messages. The IP Address must be unique and cannot be duplicated on the network. Enter all 12 digits and leave out the periods. For example, enter IP address 192.168.0.250 as 192168000250. The periods display automatically.

8.16 SECOND IP PORT **2001**

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

8.17 RECEIVER 2 PROG

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

8.18 ALARM **NO** YES

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

8.19 SPV/TRBL **NO** YES

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

8.20 O/C USER **NO** YES

Opening/Closing and User Reports
YES enables Opening/Closing, Door Access, Schedule and Code Changes, Bypass, and Sensor Reset reports by user to be sent to this receiver. Default is NO.

8.21 TEST RPT **NO** YES

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

MESSAGING SETUP

Messaging Setup

9.1 MESSAGING SETUP

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

The transmitted messages are:

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

9.2 ENABLE MESSAGING **NO** YES

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

9.3

SYSTEM NAME
-

System Name

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

9.4

DESTINATION 1
-

Destination 1

Enter the first cell phone number where messages will be sent. The message can be sent to any device (computer, cell phone, PDA) as long as a valid cell phone number is entered.

9.5

DESTINATION 1
USER NUMBER: 0

Destination 1 User Number

If Destination 1 is a 10-digit cellular number, enter a user's user number from this account. This option is used when sending commands such as arming or disarming back to the panel using MyAccess™ text messaging from the same cell phone or PDA. The user number must have the authority to perform the commands as if it occurred at the keypad. Entering 0 (zero) disables this option. Default is 0.

9.6

DESTINATION 2
-

Destination 2

Enter the second destination cell phone number.

9.7

DESTINATION 2
USER NUMBER: 0

Destination 2 User Number

If Destination 2 is a cellular number, enter the user's User Number for arming/disarming authorization.

9.8

DESTINATION 3
-

Destination 3

Enter the third destination cell phone number.

9.9

DESTINATION 3
USER NUMBER: 0

Destination 3 User Number

If Destination 3 is a cellular number, enter the user's User Number for arming/disarming authorization.

9.11

O/C SMS **NO** YES

O/C SMS

Select **YES** to allow the panel to send Opening and Closing messages to a cell phone via SMS protocol. Default is NO. This prompt appears only if any destination is a cell phone number.

9.12

MONTHLY LIMIT: 0

Monthly Limit

This option displays if any programmed destination is a cell phone number. This number limits the monthly incoming and outgoing SMS messages allowed to be sent or received by the panel.

A panel event that causes messages to be sent to destination cell phone numbers is counted towards the panel's monthly limit. For example, if SMS messages sent from a cell phone to the panel including status requests and alarm messages received from the panel all count toward the monthly limit. The limit is reset at midnight on the 14th of every month. Range is from 0 to 999. When 0 is entered, there is no limit on the number of messages able to be sent or received by the panel. Default is 0.

Remote Options

10.1 REMOTE OPTIONS

Remote Options

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

10.2 RMT KEY:

Remote Key

This option allows you to enter a code of up to eight digits for use in verifying the authority of a receiver to perform a remote command/programming session. The receiver must give the correct key to the communicator before being allowed access. All CellComSL Series Cellular Alarm Communicators are shipped from the factory with the Remote Key preset as blank.

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

10.3 DISARM NO **YES**

Remote Disarm

Enter YES to enable the communicator to be disarmed remotely. Selecting NO disables remote disarming.

System Reports

11.1 SYSTEM REPORTS

System Reports

This function allows you to select which reports the communicator sends to the receiver.

11.2 O/C RPTS **YES**

Opening/Closing Reports

NO - No Opening/Closing Reports are sent.

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

11.3 RESTORAL **YES**
NO YES DISARM

Zone Restoral Reports

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

NO - Restoral reports are not sent by the communicator.

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

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

System Options

12.1 SYSTEM OPTIONS

System Options

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

12.2 SYSTEM: **AREA**

System

This configures the communicator as an Area system.

12.3 ENTRY DLY 1: **30**

Entry Delay 1

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

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

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

Entry delay times can be from 30 to 250 seconds. Default is 30 seconds for Entry Delay 1.

12.4 EXIT DELAY: **60**

Exit Delay

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

During Exit Delay, if an exit zone trips, then restores, and trips again, the Exit Delay timer restarts. This restart can occur only once.
Exit Error Operation: At arming, when an entry/exit zone (EX) is faulted at the end of the exit delay then one of two sequences occur:
For Entry Delay EX type zones:

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

12.5 CRS ZONE TM: 0

Cross Zone Time

Enter the time allowed between zone faults. When a zone programmed for cross zoning faults, the communicator begins counting down the Cross-Zone Time entered here. If the same zone or another cross-zoned zone faults within this time, an alarm report is sent to the receiver.
If the Cross-Zone Time expires without the second zone fault, only a zone fault report from the first zone is sent to the receiver. The Cross-Zone Time can be from 4 to 250 seconds in one second increments. Enter 0 (zero) to disable the Cross-Zone Time feature. See the Appendix.

12.6 PWR FAIL HRS:1

Power Fail Delay

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

12.7 SWGRBYPS TRIPS: 2

Swinger Bypass Trips

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

How it works

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

12.8 RST SBYP **NO** YES

Reset Swinger Bypass

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

12.9 TIME CHG NO **YES**

Time Zone Changes

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

HRS FROM GMT: 6

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

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

12	Fiji, Marshall Island, Wellington, Auckland, Kwajalein, Kamchatka
13	New Cadelonia
14	Guam, Sydney
15	Tokyo, Seoul
16	Hong Kong, Singapore
17	Bangkok, Hanoi
18	Dhaka, Almaty
19	Islamabad, Karachi
20	Abu Dhabi, Kazan
21	Moscow, Bagdad
22	Eastern Europe
23	Rome, Paris, Berlin

12.10 ENTER WEATHER ZIP CODE: 0

Weather Zip Code

This option allows local U.S.A. weather updates to display on the keypad. Enter the zip code of the user at this prompt. When no number is entered weather conditions are not displayed. Default is 0 (zero).

OUTPUT OPTIONS

Output Options

13.1 OUTPUT OPTIONS

Output Options

This section allows you to program communicator output options. Switched Ground (open collector) outputs are available using terminals O1 and O2 as the ground and your burglary control panel for power. Select from outputs 1 or 2.

13.2 CO OUTS: - - -

Cutoff Outputs

This option allows you to define the operation of the two on-board outputs. For each programming option, enter the number of the output you wish to activate or 0 (zero) for no output. Either or both of the available outputs can be programmed here to turn off after the time specified in Output Cutoff Time. To disable this option, press any Select key to clear the display of output numbers and then press COMMAND.

13.2.1 CUTOFF TIME: 0

Output Cutoff Time

If a Cutoff Output is assigned, you can enter a Cutoff Time for the output to remain on up to 15 minutes. If the output is turned off manually, the cutoff time is reset. The Cutoff Time can be 1 - 15 minutes. Enter 0 (zero) to provide continuous output.
Note: The output is cutoff within 60 seconds of the programmed cutoff time.
The Cutoff Timer is shared by all outputs. If a second output trips, the timer is not reset. Both outputs turn off when the original time expires.

13.3 COM FAIL OUT:0

Communication Failure Output

This Output/Favorite turns on when the communicator fails to communicate with the receiver after three successive dial attempts. Enter 0 (zero) to disable this output. To turn off the Communication Failure Output, disarm the communicator.
Note: Favorites are only available on the CellComSLCZ Communicator.

13.4 ARMED OUT: 0

Armed Output

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

13.5 HEAT SAVER TEMPERATURE:0

Heat Saver Temperature (CellComSLCZ only)

Enter the desired temperature setting for all Z-Wave thermostats when the system is armed ALL or AWAY. When the system is disarmed the thermostats return to their previous settings. The range is 55-95 degrees. Enter 0 (zero) to disable.

13.6 COOL SAVER TEMPERATURE:0

Cool Saver Temperature (CellComSLCZ only)

Enter the desired temperature setting for all Z-Wave thermostats when the system is armed ALL or AWAY. When the system is disarmed the thermostats return to their previous settings. The range is 55-95 degrees. Enter 0 (zero) to disable.

Area Information

14.1 AREA INFORMATION

Area Information

This section allows you to assign functions to the burglary area of the communicator. All non-24-hour zones must be assigned to an active area. See the section on Zone Information.

14.2 AREA NO: -

Area Number

Only Area 1 is available to program.

14.3 AREA 1

Area Name

Default Area Name is AREA 1. To change the area name in the system, press any Select key and then enter up to 16 characters for the new name. Press COMMAND to continue. Refer to the Entering Alpha Characters section.

14.4 AUTO ARM **NO** YES

Automatic Arming

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

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

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

14.5 AUTO DIS **NO** YES

Automatic Disarming

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

Zone Information

15.1 ZONE INFORMATION

Zone Information

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

15.2 ZONE NO: -

Zone Number

The communicator has four zones to program. Enter the number of the zone you intend to program. Press COMMAND to enter a zone name. Refer to the Enter Alpha Characters section.

15.3 * UNUSED *

Zone Name

Press any Select key and enter up to 16 characters for the zone name. A name must be given to each zone in the system. This name can be displayed at the keypads when the zone is bad or viewed in Display Events. The zone name is also sent to the receiver as part of a zone event report.

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

15.4 ZONE TYPE: BLANK

Zone Type

The Zone Type defines the response of the communicator to the zone being open or short. Refer to the Appendix for zone type defaults and descriptions.

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

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

--	NT	DY	EX
FI	PN	EM	SV
A1	A2	AR	FV

Blank, Night, Day, or Exit. Press COMMAND to display additional zone types.

Fire, Panic, Emergency, or Supervisory. Press COMMAND to display additional zone types.

Auxiliary 1, Auxiliary 2, Fire Verify, or Arming. Press the Back Arrow key to display the previous zone types.

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

Refer to the Appendix for zone type specifications and descriptions.

15.5 AREA NO: -

Area Assignment

All non-24-hour zones are automatically assigned to Area 1.

15.6 AREA:

Arming Zone Assignment

All Arming zones are automatically assigned to Area 1.

15.7 STYLE: **TGL**

Style

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

TGL ARM DIS STEP

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

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

DIS (Disarm) - A short will disarm the area. When restored to normal, no action occurs. When the zone is opened from a normal (disarmed) state, a trouble is reported.

STEP - A short will arm the area and beep the keypad once. A normal condition will cause no action. An open condition will disarm the programmed area and beep the keypad for one second.

Note: When using an arming/disarming keyswitch, locate the keyswitch within the protected area.

MNT

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

15.8 NEXT ZN? NO YES

Next Zone

When YES is selected, the programming for the zone terminates and the display returns to ZONE NO: - allowing you to enter a new zone number. Select NO to make changes to the Alarm Action for a zone.

15.9 ALARM ACTION . . .

Alarm Action

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

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

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

15.10 DISARMED OPEN

Disarmed Open

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

- Message to Transmit
- Output/Favorite Number
- Output Action

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

15.11 MSG: **ALARM**

Message To Transmit

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

A T L -

ALARM - Selecting A allows an alarm report to be sent to the receiver. See the Bell Action section. The zone name appears in the communicator's alarmed zones status lists.

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

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

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

15.12 OUTPUT NO: 0

Output Number

You can specify any of the outputs/Favorites on the communicator to be activated by a zone condition. The output/Favorite can be activated regardless of the report to transmit or whether or not the zone is programmed as local. An output activated by a non-24-hour armed zone is turned off when the zone's area is disarmed by a user. To enter an Output Number, press any Select key followed by the output number 1 or 2. Press the COMMAND key.

15.13 ACTION:

Output Action

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

STD PLS MOM FLW

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

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

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

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

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

15.14 SWGR BYP NO **YES**

Swinger Bypass

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

How it works

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

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

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

15.15 CRS ZONE **NO** YES

Cross Zone

Select YES to enable cross-zoning for this zone. Cross-zoning requires this zone to trip twice, or this zone and another cross-zoned zone to trip, within a programmed time before an alarm report is sent to the receiver. To operate correctly, all cross-zone zones need to be programmed as the same zone type.

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

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

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

15.16 RECEIVER ROUTING

Receiver Routing

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

NORMAL

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

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

NORM 1 2 BOTH

Select 1 to send Alarm and Supv/Trbl messages from this zone to receiver 1 only, regardless of the programming for the receiver in Communications.

Select 2 to send Alarm and Supv/Trbl messages from this zone to receiver 2 only, regardless of the programming for that receiver in Communications.

Select BOTH to send Alarm and Supv/Trbl messages from this zone to both receivers, regardless of the programming for either receiver in Communications.

15.17 ZONE NO: -

Zone Number

Enter the zone number you want to program next. Return to section 15.1 and follow the descriptions of each programming prompt. If all zones are programmed, press the ARROW key at the ZONE NO: - display to continue.

Stop

16.1 STOP

Stop

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

- The system is DISARMED
- The communicator's Status List is CLEARED

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

Set Lockout Code

17.1 SET LOCKOUT CODE

Set Lockout Code

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

Changing the Lockout Code

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

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

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

Lockout Code restriction:

Do not set a Lockout Code higher than 65535.

Appendix

This section of the CellComSL Series Cellular Alarm Communicator Programming Guide provides additional zone and system information.

18.1 Status List

The Status List is the current status of the system or records of recent system events that display on alphanumeric keypads.

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

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

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

Each item in the list is displayed for four seconds. When there are multiple items in the list, you can use the COMMAND or Back Arrow keys to scroll forward or back through the items.

18.2 False Alarm Reduction

System Recently Armed report

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

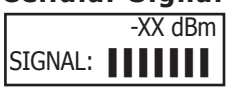
18.3 Diagnostics Function

The communicator contains a Diagnostics function that allows you to test the integrity of the cellular communication, cellular signal, and check Panel Settings. To use Diagnostics, reset the communicator, enter the Diagnostics code 2313 (DIAG).

Cellular Status

This option tests the individual components of cellular communication. Entry into the Cellular Status (CELL STATUS) menu will cause each component of the cellular communication to be tested. The test will proceed until the first component failure or until all components have been tested with positive results. The test screen will display after each component and will be displayed for two seconds or until the CMD key has been pressed.

Cellular Signal Strength (CELL SIGNAL)



This option provides a way to test the cellular signal strength of the nearest tower for the cellular carrier. Press any top row Select key to display cell signal strength. The X's represent the numerical value of the cell signal strength in -dBm. The ▌'s represent the signal strength 0-7.

Cell Roaming Indicator

The Cellular Signal Strength option in the communicator's diagnostic menu contains a roaming indicator. When the communicator is roaming or not in contact with a Verizon owned tower, ROAM will be displayed on the top line of the keypad along with the signal strength. To perform the cellular activation process from a keypad, the communicator MUST be in contact with a Verizon owned tower. If the cellular communicator is in contact with a tower owned by another network, ROAM and the signal strength displays, but activation cannot be completed. This feature can be used as a diagnostic tool to troubleshoot activation issues.

Activate Cell

To begin the cellular activation for a communicator, verify that the MEID has been added for the communicator using Remote Link or by calling Customer Service (1-800-641-4282). At the keypad, press any top row Select key when **ACTIVATE CELL** is displayed on the keypad. When the **SURE NO YES?** confirmation menu appears press the Select key beneath YES to complete the cellular activation.

Successful Display	Failure Display
CELL ACTIVATED	NOT ACTIVATED

Panel Settings

Pressing a top row key allows access to the MAC Address, Serial Number, Model, and Firmware Version.

Serial Number

This number is the communicator serial number. Reference this number for communicator date-of-manufacture, hardware version, etc. Press any top row Select key to display the Serial Number.

Model Number

This menu option displays the model number of the communicator*.*

Firmware Version

This menu option displays the firmware version number of the communicator and date it was released.

Z-Wave Test Option

TEST ZWAVE

DEVICE LIST:
HALLWAY LIGHT

HALLWAY LIGHT
LIGHT 02 0/0

HALLWAY LIGHT
99/99 SUCCESSFUL

This feature allows the installer to test CellComSLCZ communication with Z-Wave devices. A successful test indicates a response from a device. Press any top row Select key to view the Z-Wave Device List.
Press COMMAND to advance through each Z-Wave device and press any top row Select key to begin the test on the device displayed.
The name of the device displays above the device number. The current number of successful communications followed by the total number of attempts displays to the right of the device number. The test stops after 99 attempts.
Press COMMAND to view the final number of successful communications.

Exiting the Diagnostics program

Press the COMMAND key until STOP displays. Press any Select key. The keypad returns to the Status List display.

18.4 Using the 984 Command Function

When not in the Programming Menu, the function 984 + COMMAND can be entered at the keypad, and a remote options menu appears. This menu contains the following options:

CELL

The communicator allows you to perform a test on each component of the cellular communication paths. While the Status List displays, enter 984 and press the COMMAND key. Press the Select key under **CELL** to allow the communicator to perform a Communication Status Test. The keypad displays **CELL IS BUSY** if the modem is being tested from another keypad.

Upon entry of a Cellular path when prompted, the test runs and the results display on the keypad in the order they were tested: MODEM OPERATING, IDENTIFIED,TOWER DETECTED, REGISTERED, CONNECT SUCCESS, and CELL COM GOOD. Press COMMAND to advance through the results. When the test is complete you are returned to the Status List. See the Diagnostic Functions section for a description of the Cellular Status results.

18.5 Using the Walk Test

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

WALK TEST

Walk Test

To conduct the Walk Test, reset the communicator by momentarily pressing the RESET button. From the keypad, enter the code 8144. The keypad displays **WALK TEST**. If the system is monitored , the system sends a System Test Begin report to the central station. All programmed zones are included in the test.

WALK TEST
TRIPS: XXX END

Trip Counter for Walk Test (STD)

Displays the number of zone trips during the Walk Test.

- Each time a selected zone trips, the keypad buzzes and the bell rings for two seconds.

END - Press the Select key directly below END to stop the Walk Test. When the Walk Test ends or a 20 minute time-out expires, a final Sensor Reset occurs. The System Test End message is sent to the receiver along with Verify and Fail messages for each zone under test. Faulted zones then display on the keypad.

TEST END WARNING

Test End Warning

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

SOUTH LOBBY
ZONE: 10 -FAIL

Failed Zones Display

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

18.6 Cross Zoning

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

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

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

18.7 Zone Type Descriptions

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

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

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

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

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

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

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

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

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

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

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

18.8 Zone Type Defaults

The communicator contains nine default zone types that provide the most commonly selected functions for their applications. All zone types can be customized by changing the variable options listed below.

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

Area - Use Area 1.

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

Output - The 1 to 2 switched ground (open collector) outputs.

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

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

Cross Zone - Provides cross zoning for this zone.

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

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

18.10 Z-Wave Certification Information

The CellComSLCZ is a security enabled Z-Wave product and is designed to be used as a primary controller.

The XFER feature allows an existing 3rd party network to be transferred into the CellComSLCZ.

The CellComSLCZ can support Z-Wave products from different vendors and product categories. It is recommended to use devices listed on the buy.dmp.com site for best performance.

Z-Wave terminology:

- Inclusion is the process of adding a device to the Z-Wave network. The new device is 'included' into the Z-Wave network.
- Exclusion is the process of removing a device from the Z-Wave network. The new device is 'excluded' from the Z-Wave network.
- Replication is the process of copying network information to another device (typically a Z-Wave controller) in the Z-Wave network.

18.11 Backlit Logo

The backlit logo indicates the Power and Armed status of the communicator. Depending on the operation, the LED displays in Red or Green as listed in the table. The LED indicates the status of the system battery and primary power.

Color and Activity	Operation
Green Steady	Communicator Disarmed, Primary Power OK, Battery OK
Green Blinking	Communicator Disarmed, Primary Power OK, Battery Fault
No Light	Communicator Disarmed, Primary Power Fault, Battery OK
Red Steady	Communicator Armed, Primary Power OK, Battery OK
Red/Green Alternate	Communicator Armed, Primary Power OK, Battery Fault
Red Blinking	Communicator Armed, Primary Power Fault, Battery OK

Specifications

Primary Power	12VDC
Current Draw	180 mA
Standby	120 mA
Dimension	
Housing	5.5”W x 3.75”L x 1” H
Color	White

Accessories

XX-0000 Replacement Rechargeable Battery

Listings and Approvals

Z-Wave
- FCC Part 15 ID: CCKPC0159
- IC: 5251A-PC0159

Cellular
- FCC Part 15: M1VCNN0301

ETL Listed

ANSI/UL 1610	Central Station Burglar
ANSI/UL 1023	Household Burglar
ANSI/UL 985	Household Fire

Warning

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