



**ICOMSL™ SERIES UNIVERSAL
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

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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 UNDESIRE 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.

Le présent appareil est conforme aux CNR d'Industrie Canada applicables aux appareils radio exempts de licence. L'exploitation est autorisée aux deux conditions suivantes : (1) l'appareil ne doit pas produire de brouillage, et (2) l'utilisateur de l'appareil doit accepter tout brouillage radioélectrique subi, même si le brouillage est susceptible d'en compromettre le fonctionnement.

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.

Table of Contents

Description	1
What is Included	1
System Components	1
1.1 Terminals (J9)	1
1.2 Programming Connection	2
1.4 Tamper	2
1.5 Reset Button	2
1.6 Load Button	2
1.7 Backlit Logo	2
Mounting the iComSL Series Communicator	3
2.1 Selecting a Location	3
Applications	4
3.1 CID Dialer Connection	4
3.2 Zones 1 - 4 Input Connection	4
3.3 Zone 4 Bell Connection	5
Remote Arming/Disarming	6
4.1 DMP Virtual Keypad App / Virtual Keypad Browser	6
Programming the iComSL Series Universal Alarm Communicator	7
5.1 Before You Begin	7
5.2 Getting Started	7
5.3 Programming Menu	7
5.4 Reset Timeout	7
5.5 Special Keys	8
5.6 Entering Alpha Characters	8
5.7 Entering Non-Alpha Characters	9
5.8 Keypad Displays Current Programming	9
Initialization	10
6.1 Initialization	10
6.2 Clear All Codes	10
6.3 Clear All Schedules	10
6.4 Clear Events	10
6.5 Clear Zone Programming	10
6.6 Clear Communication	10
6.7 Set to Factory Defaults	10
Communication	11
7.1 Communication	11
7.2 Account Number	11
7.3 Transmission Delay	11
7.4 Communication Type	11
7.5 Test Time	11
7.6 Test Days	11
7.7 Check-in Minutes	11
7.8 Fail Time	11
7.9 Receiver 1 Programming	11
7.10 Alarm Reports	11
7.11 Supervisory/Trouble Reports	11
7.12 Opening/Closing and User Reports	11
7.13 Test Report	11
7.14 First IP Address	11
7.15 First IP Port	11
7.16 Second IP Address	12
7.17 Second IP Port	12
7.18 Receiver 2 Programming	12
7.19 Alarm Reports	12

TABLE OF CONTENTS

7.20	Supervisory/Trouble Reports	12
7.21	Opening/Closing and User Reports	12
7.22	Test Report	12
7.23	First IP Address.....	12
7.24	First IP Port	12
7.25	Second IP Address	12
7.26	Second IP Port	12
Messaging Setup		13
8.1	Messaging Setup	13
8.2	Enable Messaging	13
8.3	System Name	13
8.4	Destination 1	13
8.5	Destination 1 User Number	13
8.6	Destination 2	13
8.7	Destination 2 User Number	13
8.8	Destination 3	13
8.9	Destination 3 User Number	13
8.10	O/C Email	13
8.11	Monthly Limit	13
8.12	SMTP Server	14
8.13	SMTP Server Port	14
8.14	SMTP Username.....	14
8.15	SMTP Password.....	14
8.16	From Email Address.....	14
Remote Options		15
9.1	Remote Options	15
9.2	Remote Key	15
9.3	Remote Disarm	15
System Reports		15
10.1	System Reports.....	15
10.2	Opening/Closing Reports	15
10.3	Zone Restoral Reports	15
System Options		15
11.1	System Options.....	15
11.2	Entry Delay 1	15
11.3	Exit Delay	15
11.4	Cross Zone Time	15
11.5	Power Fail Delay.....	16
11.6	Swinger Bypass Trips.....	16
11.7	Reset Swinger Bypass.....	16
11.8	Time Changes.....	16
11.9	Keypad Input	16
Output Options.....		17
12.1	Output Options	17
12.2	Cutoff Outputs	17
12.2.1	Output Cutoff Time	17
12.3	Communication Failure Output	17
12.4	Armed Output	17
12.5	Remote Arming Output	17
12.6	Heat Saver Temperature (iComSLCZ only)	17
12.7	Cool Saver Temperature (iComSLCZ only)	17
Area Information.....		17
13.1	Area Information.....	17
13.2	Area Number	17
13.3	Area Name	17

TABLE OF CONTENTS

13.4	Automatic Arming	18
13.4.1	Bad Zones	18
13.5	Automatic Disarming	18
Zone Information		18
14.1	Zone Information	18
14.2	Zone Number	18
14.3	Zone Name	18
14.4	Zone Type	18
14.5	Area Assignment	18
14.6	Arming Zone Assignment	19
14.7	Style	19
14.8	Next Zone	19
14.9	Alarm Action	19
14.10	Disarmed Open	19
14.11	Message To Transmit	19
14.12	Output Number	20
14.13	Output Action	20
14.14	Swinger Bypass	20
14.15	Cross Zone	20
14.16	Receiver Routing	20
14.17	Zone Number	20
Stop		21
15.1	Stop	21
Set Lockout Code		21
16.1	Set Lockout Code	21
Z-Wave Setup		22
17.1	Add Z-Wave Devices (ADD)	22
17.2	List Z-Wave Devices (LIST)	22
17.3	RENAME Z-Wave Devices	22
17.4	STATUS of Z-Wave Devices	23
17.5	Remove Z-Wave Devices (REMOVE)	23
17.6	Favorites (FAV)	23
17.7	Adding a FAVORITE	23
17.8	ADD Devices to FAVORITES	24
17.9	Device Settings in FAVORITES	24
17.10	EDIT Devices in FAVORITES	25
17.11	REMOVE Devices from FAVORITES	25
17.12	Transfer Controller (XFER)	25
17.13	Optimize (OPT)	26
Appendix		27
18.1	False Alarm Reduction	27
	System Recently Armed report	27
18.2	Diagnostics Function	27
	Panel Settings	27
	Serial Number	27
	Model Number	27
	Firmware Version	27
	Z-Wave Test Option	27
	Contact ID Recvd	27
	Exiting the Diagnostics program	27
18.3	Using the 984 Command Function	27
18.4	Using the Walk Test	27
	Walk Test	27
	Trip Counter for Walk Test (STD)	27
	Test End Warning	27
	Failed Zones Display	28

TABLE OF CONTENTS

18.5	Cross Zoning.....	28
18.6	Z-Wave Information.....	28
18.7	Zone 4 Bell Cadence Information.....	28
	Remote Arming/Disarming for Ademco Vista Control Panels.....	29
	Ademco Vista 20P to iComSL.....	30
	DMP XRSuper6 to iComSL.....	30
	Ademco Vista 20P ECP to iComSL.....	31
	Specifications	32
	Ordering Information.....	32
	Certifications.....	32

iComSL™ Series Universal Alarm Communicator

Description

The iComSL™ Series Alarm Communicator provides a fully supervised alarm communication path for any burglary or residential fire control panel. The iComSL Series can be connected to a control panel's dialer output and used to capture Contact ID messages based on SIA DC-05-1999.09-DCS. The iComSLC has a built-in ethernet port to connect to a network and send messages to DMP Model SCS-1R or SCS-VR Central Station Receivers. The communicator also provides four input zones and two open-collector outputs for connection to burglary or residential fire control panel outputs and zones. The iComSL Series Communicator Zone 4 allows a connection to the bell output of an existing burglary control panel. The communicator operates in a variety of applications: CID Dialer Connection, Zones 1-4 Input Connections, or Zone 4 Bell Connection (See Applications on page 5). The iComSLCZ™ Alarm Communicator includes an onboard Z-Wave controller for home automation applications.

What is Included

The iComSL Series Universal Alarm Communicator includes the following:

- PCB with Enclosure
- Hardware Pack

SYSTEM COMPONENTS

System Components

1.1 Terminals (J9)

Power Connection Terminals

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

OBSERVE POLARITY (See Figure 1 and Backlit Logo)

Using 18 - 22 AWG wire, connect the communicator terminal +12 to the positive terminal on the control panel auxiliary output.

Connect the communicator terminal G (Ground) to the negative terminal on the control panel auxiliary output.

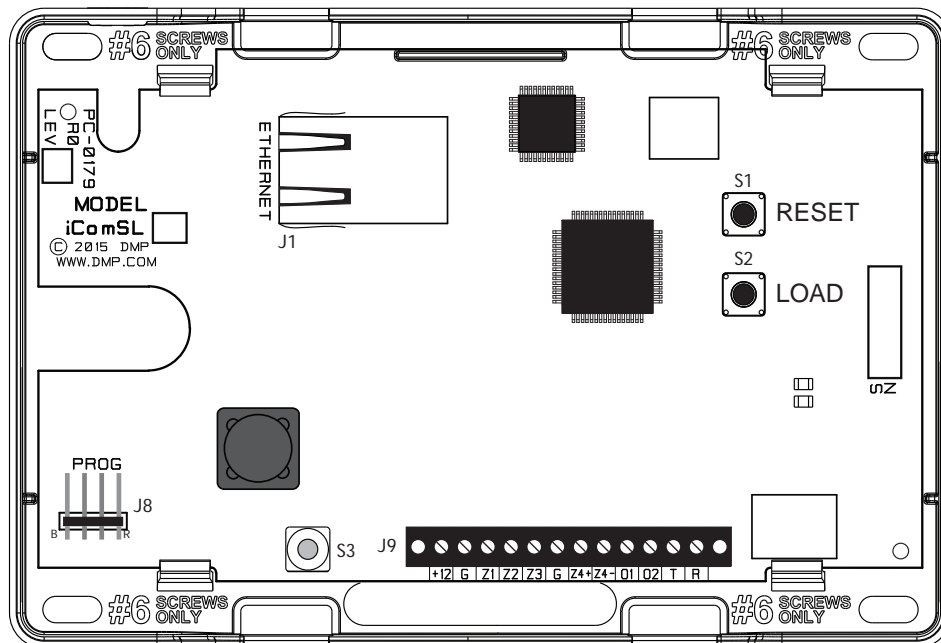


Figure 1: iComSL Series Communicator

Control Panel Standby Power

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

Zones 1-4

Terminals Z1 to Z3, G (Ground), Z4+ and Z4- provide four zones to connect to individual relay outputs on the control panel. Zone 4 (Z4+ and Z4-) can be connected to the control panel bell output. See Zone 4 Bell Connection.

SYSTEM COMPONENTS

Open-Collector Outputs

The two outputs, terminals O1 and O2 (see Figure 1), 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 the voltage from another source. Maximum voltage is 30Vdc @ 50 mA. 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) Remote Arming Output

Dialer Connection

Directly connect the telco phone line (tip and ring) from the control panel to the iComSL Series Universal Communicator terminal R (Ring) and one into T (Tip) (See CID Dialer Connection).

1.2 Programming Connection

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 iComSL Series Universal Alarm Communicator. After programming is complete, remove the keypad.

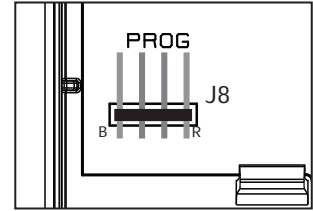


Figure 2: PROG Port Location

1.4 Tamper

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

1.5 Reset Button

The Reset button 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.

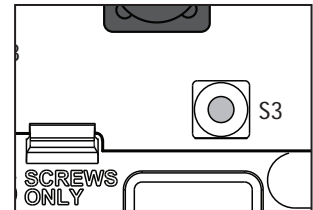


Figure 3: Tamper Location

1.6 Load Button

The iComSL Series Universal 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:

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, 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.

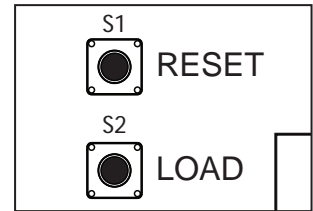


Figure 4: Reset and Load Button Location

1.7 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

Mounting the iComSL Series Communicator

2.1 Selecting a Location

Install the communicator away from metal objects. **DO NOT MOUNT THE iCOMSL SERIES COMMUNICATOR INSIDE OR ON A CONTROL PANEL METAL ENCLOSURE** (See Figure 5).

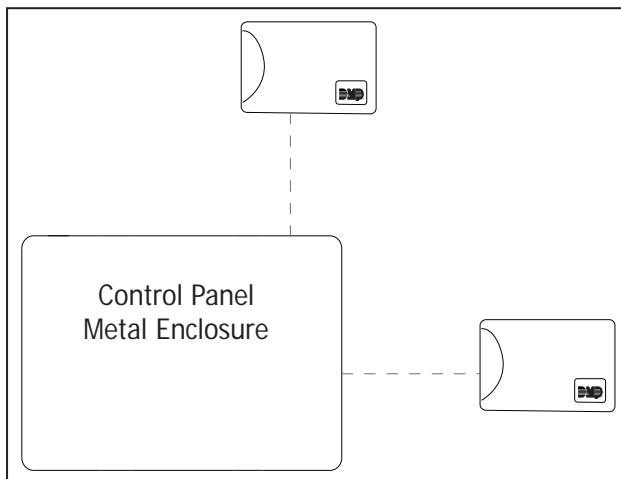


Figure 5: Suggested Mounting Locations

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

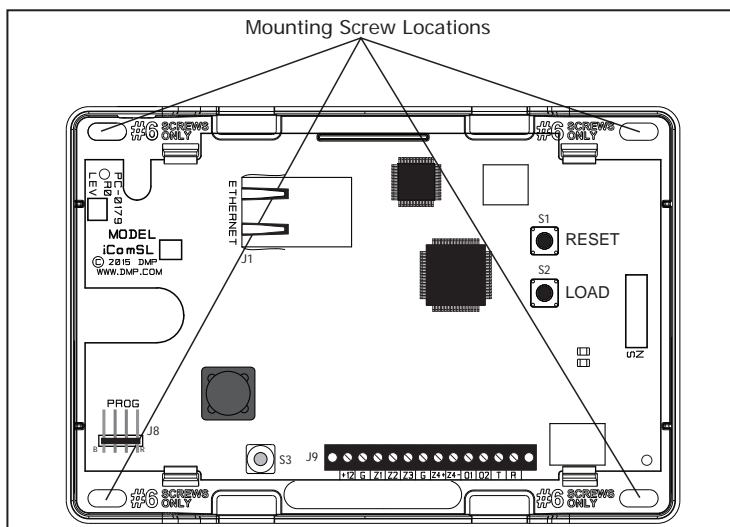


Figure 6: Mounting Screw Locations

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 7).

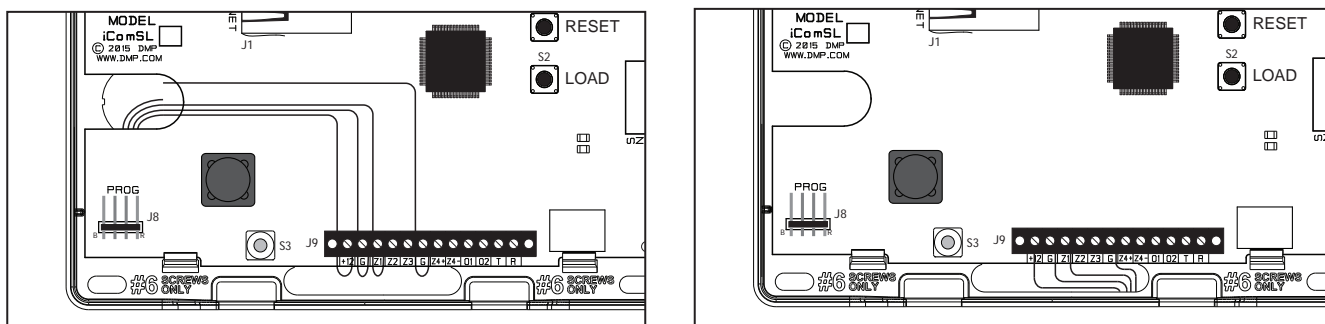


Figure 7: Wire Routing Options

Applications

The iComSL Series Communicator can be used in a variety of applications:

3.1 CID Dialer Connection

Directly connect the telco phone line (tip and ring) from the control panel to the iComSL to capture Contact ID messages that are based on the SIA communication standard DC-05-1999.09-DCS. These messages are then formatted into a Serial 3 message and sent to a DMP Model SCS-1R or SCS-VR Receiver. Note: CID Dialer Connection cannot be used when using Zone 4 Bell Connection.

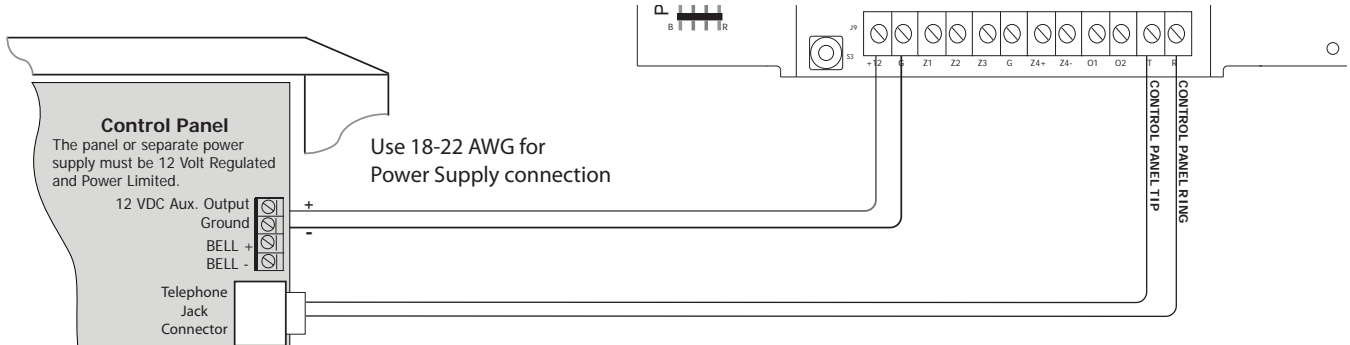


Figure 8: iComSL Series Wiring Diagram for Tip and Ring Connection

3.2 Zones 1 - 4 Input Connection

Connect each burglary control panel relay output to a iComSL Series Communicator zone. For programming purposes, the zone numbers are 1 - 4. (See Figure 9 for wiring details). An example of how you might use this application: You can use a normally closed output on the burglary control panel to indicate a burglary alarm. The iComSL zone should be programmed with a zone name and zone type of Burg. When the output on the control panel turns on and trips the iComSL zone, a message will be sent to an SCS-1R or SCS-VR receiver at Central Station. You could use the zone name programming to describe which control panel zone indicated a burglary.

Note: Zone 4 can only be used as a standard input zone when not programmed as zone type Auxiliary 2 (A2). See Zone 4 Bell Connection.

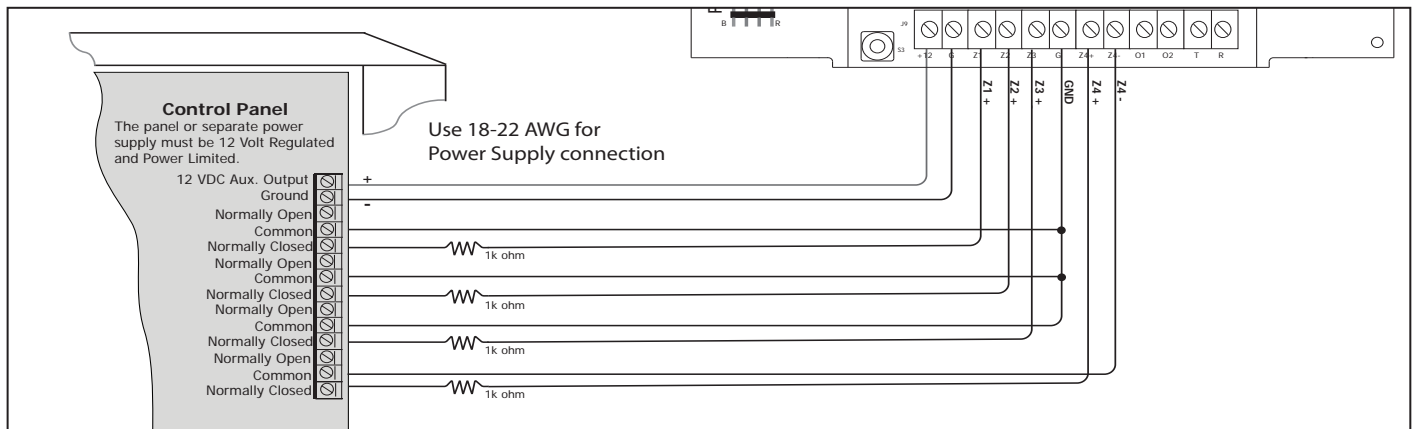


Figure 9: iComSL Series Wiring Diagram for Zones 1 - 4

3.3 Zone 4 Bell Connection

Zone 4 (Z4+ and Z4-) can be connected to the control panel bell output. This zone detects an alarm condition on the control panel by monitoring the voltage and cadence timing of the bell output. See Zone 4 Bell Cadence Information in the Appendix for cadence timing. To enable alarm detection operation, Zone 4 Bell Connection must be programmed as Zone Type (A2) in Zone Information programming. The type of Cadence sent to the iComSL Communicator, the Zone Number, and type of message sent to the SCS-1R or SCS-VR receiver are listed below:

BELL CADENCE	ZONE NUMBER	TYPE OF MESSAGE
Steady	ZONE 4	BURGLARY
Pulse or Temporal 3	ZONE 5	FIRE
Temporal 4	ZONE 6	EMERGENCY OR CARBON MONOXIDE

Note: Zone 5 and 6 are automatically generated by the iComSL, using Zone 4's Zone name to send to the Central Station. Zones 5 and 6 cannot be preprogrammed in Zone Information.

Note: CID Dialer Connection cannot be used when using Zone 4 Bell Connection.

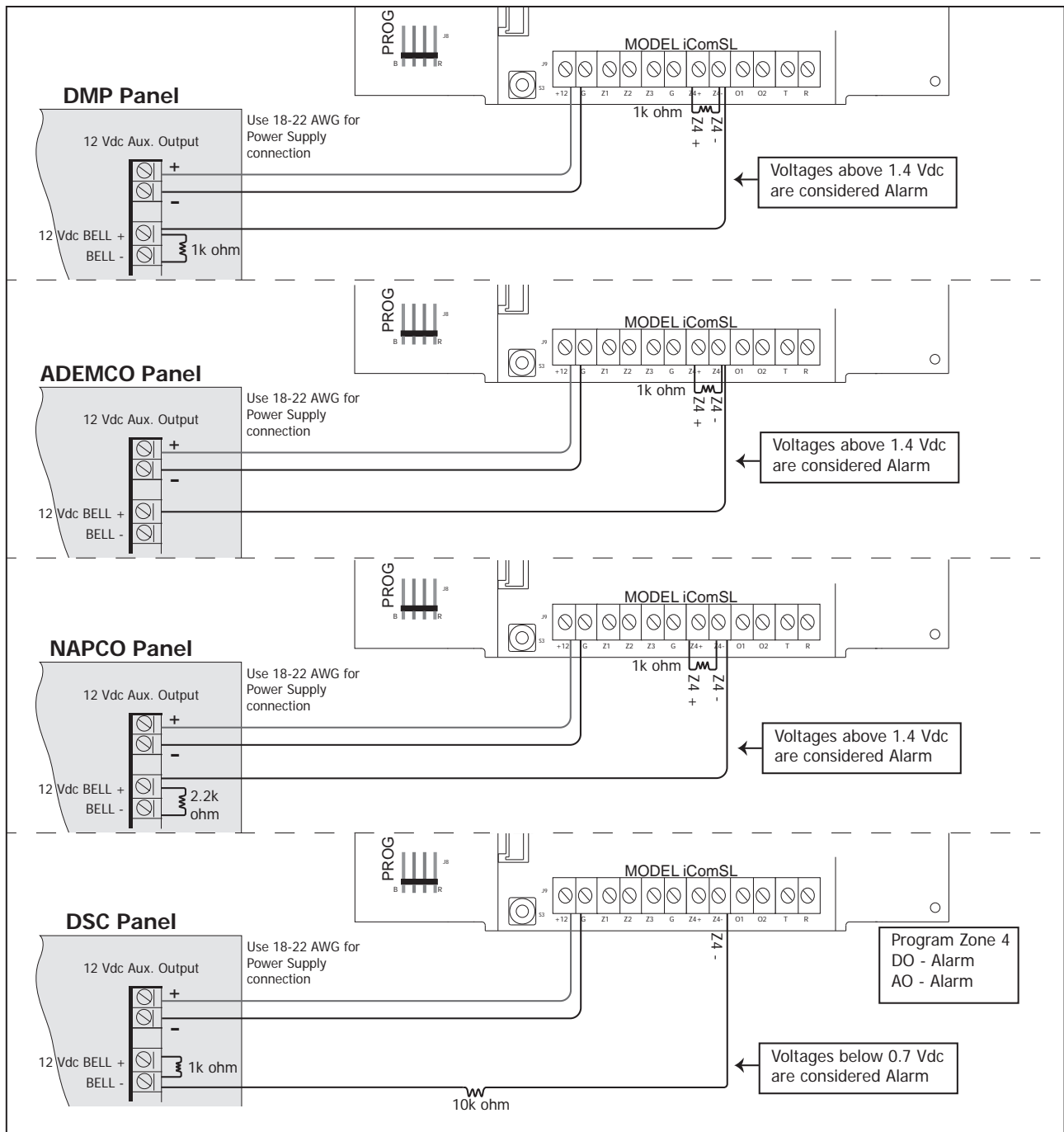


Figure 10: Zone 4 Bell Connection

Remote Arming/Disarming

4.1 DMP Virtual Keypad App / Virtual Keypad Browser

Using a Smartphone with the DMP Virtual Keypad App or using a computer with the Virtual Keypad Browser (www.myvirtualkeypad.com), you can connect to the iComSL Series Communicator to arm Areas, turn Outputs on and off, and add, edit or remove Users. When using the iComSLCZ, you can control Z-Wave devices, Favorites and Rooms.

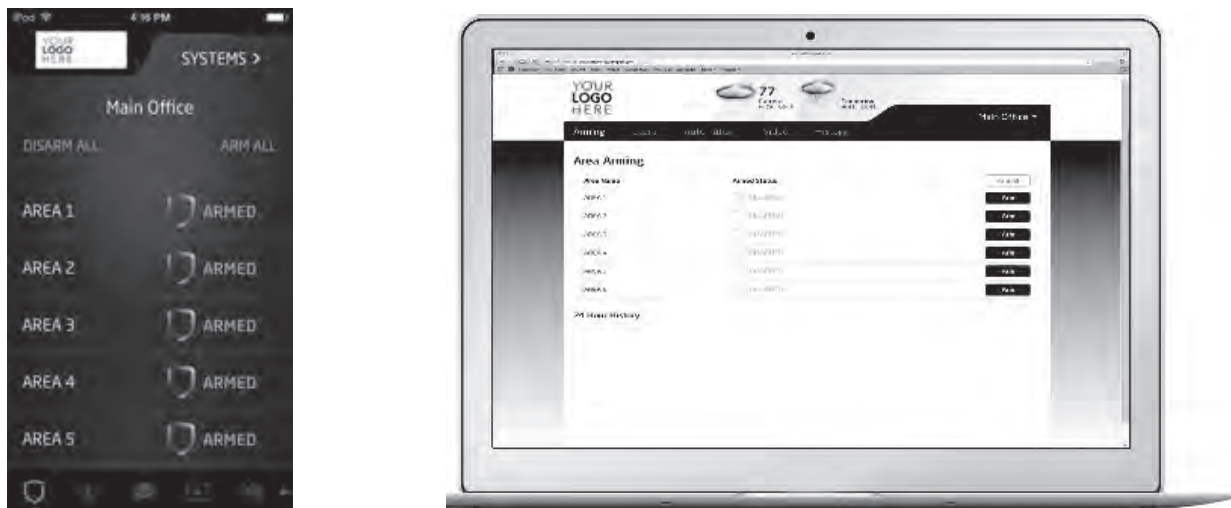


Figure 11: Virtual Keypad Application can be used to access the iComSL Series Communicator.

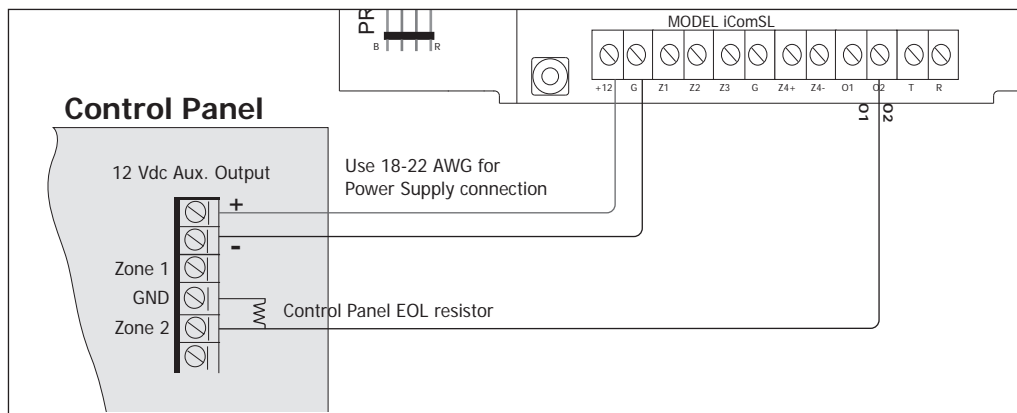


Figure 12: Burglary control panel zones connected to the iComSL outputs to arm and disarm the burglary control panel.

A burglary control panel zone may be programmed as an arming zone and connected to a iComSL output (O1 or O2) (See Figure 12). Program the output number in Armed Output or Remote Arming Output in Output Options of the iComSL (See 12.4 Armed Output or 12.5 Remote Arming Output). The IComSL Communicator output connections can be used with any of the applications listed in Applications Section.

Programming the iComSL Series Universal Alarm Communicator

5.1 Before You Begin

Before starting to program, we recommend you read through the contents of this guide. The information in this document allows you to quickly learn the programming options and operational capabilities of the iComSL Series Universal 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:

- iComSL Series Universal Alarm Communicator User Sheet (LT-1349)
- iComSL Series Universal Alarm Communicator Programming Sheet (LT-1411)

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 the 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.

5.2 Getting Started

Initializing the iComSL 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 6. 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 and release the reset button.
3. Enter the code 6653 (PROG).
4. The keypad displays: PROGRAMMER.

5.3 Programming Menu

You are now ready to start programming the iComSL Series Universal 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	6	Output Options	12
Communication	7	Area Information	13
Messaging Setup	8	Zone Information	14
Remote Options	9	Stop	15
System Reports	10	Set Lockout Code	16
System Options	11		

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

5.4 Reset Timeout

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

5.5 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 an option, 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 an IP address 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 13.

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 14.

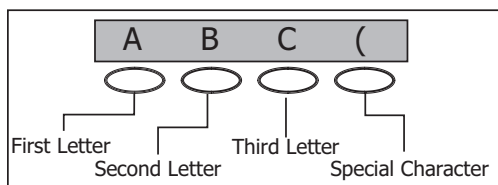


Figure 13: Thinline/Aqualite Select Keys

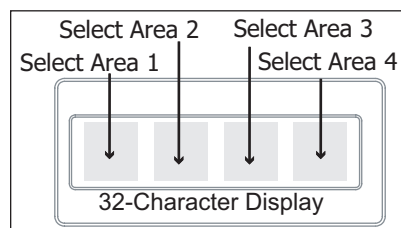


Figure 14: Graphic Touchscreen Select Areas

5.6 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.

5.7 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	-	.	*	#

5.8 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.

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.

Initialization

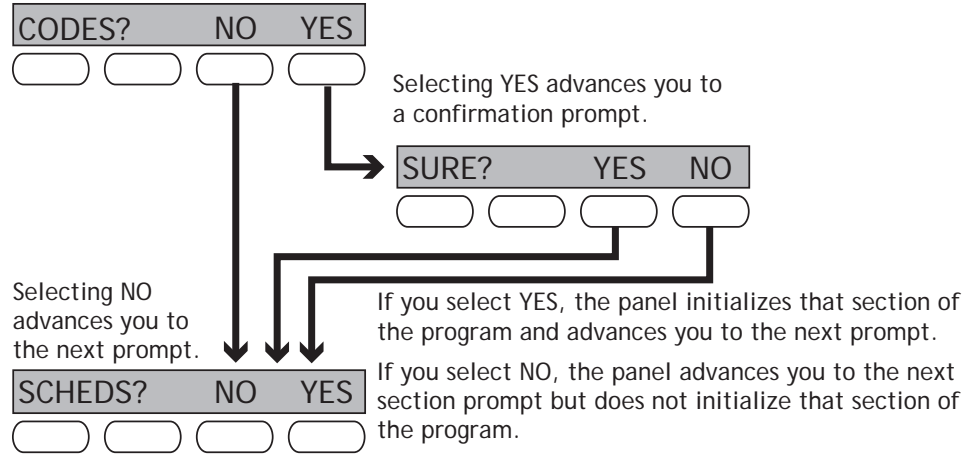
6.1 INITIALIZATION

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 accidentally 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.



6.2

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.

6.3

SCHEDULES?	NO	YES
SURE?	YES	NO

Clear All Schedules

NO - Leaves existing schedules intact.

YES - Clears all schedules from the programming.

6.4

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.

6.5

ZONES?	NO	YES
SURE?	YES	NO

Clear Zone Programming

NO leaves existing zone information intact.

YES sets all zones in the system to * UNUSED *

6.6

COMMS?	NO	YES
SURE?	YES	NO

Clear Communication

NO - Leaves existing communication programming intact.

YES - Clears communication to factory defaults.

6.7

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

- 7.1** COMMUNICATION
Communication
 The Communication section allows you to configure the communication settings for the iComSL Communicator. After choosing the Communication Type, continue through the list of options.
- 7.2** ACCOUNT NO:
Account Number
 Enter the account number sent to the receiver.
 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.
- 7.3** 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 0.
- 7.4** COMM TYPE: CELL
Communication Type
 The communicator uses Network communication to DMP Model SCS-1R or SCS-VR Receivers.
- 7.5** TEST TIME
 00:00 AM
Test Time
 Press COMMAND to display 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.
- 7.6** CELL TST DAYS: 1
Test Days
 Enter how often the panel test report is sent to the receiver. Enter from 1 to 60 days. Enter zero to disable the test report. Default is 1 (one) day. These options only display if a test time is entered.
- 7.7** CHECKIN: 0
Check-in Minutes
 Check-in reports are a method of supervising the panel for communication with the receiver.
 Enter the number of minutes between check-in reports. Select from 0 or 3-240 minutes. Enter 0 (zero) to disable the check-in option. Default is 0.
- 7.8** 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 NET 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 NET 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.
- 7.9** 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.
- 7.10** ALARM NO YES
Alarm Reports
 YES enables Alarm, Alarm Restoral, Exit Error, and System Recently Armed reports to be sent to this receiver. Default is YES
- 7.11** SPV/TRBL NO YES
Supervisory/Trouble Reports
 YES enables Supervisory, Trouble, Trouble Restoral, Force Armed, and Fault reports to be sent to this receiver. Default is YES.
- 7.12** O/C USER NO YES
Opening/Closing and User Reports
 YES enables Opening/Closing, Schedule and Code Changes, and Bypass reports by user to be sent to this receiver. Default is YES.
- 7.13** TEST RPT NO YES
Test Report
 Enter YES to enable the Recall Test report to be sent to this receiver.
- 7.14** FIRST IP ADDR
 000.000.000.000
First IP Address
 Enter the first (primary) IP address where the communicator sends 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.
- 7.15** 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.

COMMUNICATION

- 7.16**

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.
- 7.17**

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.
- 7.18**

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.
- 7.19**

ALARM	<input type="checkbox"/> NO	<input type="checkbox"/> 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.
- 7.20**

SPV/TRBL	<input type="checkbox"/> NO	<input type="checkbox"/> 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.
- 7.21**

O/C USER	<input type="checkbox"/> NO	<input type="checkbox"/> YES
----------	-----------------------------	------------------------------

Opening/Closing and User Reports
YES enables Opening/Closing, Schedule and Code Changes, and Bypass reports by user to be sent to this receiver. Default is NO.
- 7.22**

TEST RPT	<input type="checkbox"/> NO	<input type="checkbox"/> YES
----------	-----------------------------	------------------------------

Test Report
YES enables the Recall Test report to be sent to this receiver. Default is NO.
- 7.23**

FIRST IP ADDR 000.000.000.000

First IP Address
Enter the first (primary) IP address where the communicator sends 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.
- 7.24**

FIRST IP PORT 2001

First IP Port
Enter the first IP port number to be used in conjunction with the First IP Address. The IP port identifies the port used to communicate messages to and from the panel. The default IP Port setting is 2001.
- 7.25**

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.
- 7.26**

SECOND IP PORT 2001

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

Messaging Setup

8.1

MESSAGING SETUP

Messaging Setup

This section allows you to enter the information needed to send and receive messages directly to and from the panel via Email using network communication. 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
- AC Power Trouble and Restoral
- System Low Battery
- Cancel by User

8.2

ENABLE MESSAGING
NO YES

Enable Messaging

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

8.3

SYSTEM NAME
-

System Name

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

8.4

DESTINATION 1
-

Destination 1

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

8.5

DESTINATION 1
USER NUMBER: 0

Destination 1 User Number

Enter a user's user number from this account. This option is used when sending commands such as arming or disarming to the iComSL using Email. The user number must have the authority to perform the commands. Entering 0 (zero) disables this option. Default is 0.

8.6

DESTINATION 2
-

Destination 2

Enter the second destination Email address.

8.7

DESTINATION 2
USER NUMBER: 0

Destination 2 User Number

Enter the user's User Number for arming/disarming authorization.

8.8

DESTINATION 3
-

Destination 3

Enter the third destination Email address.

8.9

DESTINATION 3
USER NUMBER: 0

Destination 3 User Number

Enter the user's User Number for arming/disarming authorization.

8.10

O/C EMAIL NO YES

O/C Email

Select YES to allow the panel to send Opening and Closing reports via Email. Default is NO.

8.11

MONTHLY LIMIT: 0

Monthly Limit

This number limits the monthly incoming and outgoing Email messages allowed to be sent or received by the panel.

A panel event that causes messages to be sent to destination Email addresses is counted towards the panel's monthly limit. For example, if an alarm message is sent to an Email address, a total of 2 messages are counted towards the monthly limit for the panel. 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.

The remaining options allow the Email server to be selected by the installing dealer. Typically this will be the Email service provided by the installing dealer. This allows opportunity for additional services to be provided to the end user.

MESSAGING SETUP

- 8.12**
- **SMTP Server**
Enter the SMTP (Simple Mail Transfer Protocol) Server name. The SMTP Email server is responsible for sending the Email to its destination. An example SMTP Email server name is: mail.somedomain.com. The domain should be the Email server that will provide Email support for your alarm customers.
- 8.13**
- **SMTP Server Port**
The SMTP server port number is the port that the panel uses to initiate a TCP connection with the Email server. The default port is 25.
- 8.14**
- **SMTP Username**
Most SMTP servers require a username to send Email. This will be sent to the SMTP server in conjunction with the SMTP Password to provide Email authentication to the server.
- 8.15**
- **SMTP Password**
Most SMTP servers require a password to send Email. This will be sent to the SMTP server in conjunction with the SMTP Username to provide Email authentication to the server.
- 8.16**
- **From Email Address**
Enter the Email address on file with the Email service. This will show up in the Email messages as the sender's address.

Remote Options

- 9.1

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:
- 9.2

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 iComSL 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.
- 9.3

DISARM	NO	YES
--------	----	-----

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

SYSTEM REPORTS

System Reports

- 10.1

SYSTEM REPORTS

System Reports
This function allows you to select which reports the communicator sends to the receiver.
- 10.2

O/C RPTS	NO	YES
----------	----	-----

Opening/Closing Reports
NO - No Opening/Closing Reports are sent.
YES - Sends Opening/Closing Reports for each programmed area.
- 10.3

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

System Options

- 11.1

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:
- 11.2

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 area must be disarmed before the entry delay expires or a fault will be detected. All Burglary type zones are delayed along with the Exit zone. Entry delay times can be from 30 to 250 seconds. Default is 30 seconds.
- 11.3

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. 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 delay times can be from 30 to 250 seconds. Default is 60 seconds.
Exit Error Operation: At arming, when an entry/exit zone (EX) is faulted at the end of the exit delay then a zone alarm and an Exit Error are sent to the receiver.
- 11.4

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 - Cross Zoning.

SYSTEM OPTIONS

11.5 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.

11.6 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.

11.7 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.

11.8 TIME CHG NO YES

Time 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	GMT	City/Time Zone
0	London, Monrovia, Lisbon	12	Fiji, Marshall Island, Wellington
1	Cape Verde Island, Azores	13	New Cadelonia
2	Mid-Atlantic	14	Guam, Sydney
3	Buenos Aires, Georgetown	15	Tokyo, Seoul
4	Atlantic Time (Canada), Caracas	16	Hong Kong, Singapore
5	Eastern Time (US, Canada) Bogota	17	Bangkok, Hanoi
6	Central Time (US, Canada) Saskatchewan	18	Dhaka, Almaty
7	Mountain Time (US, Canada), Edmonton	19	Islamabad, Karachi
8	Pacific Time (US, Canada), Tijuana	20	Abu Dhabi, Kazan
9	Alaska	21	Moscow, Bagdad
10	Hawaii	22	Eastern Europe
11	Midway Island, Samoa	23	Rome, Paris, Berlin

11.9 KYPD INPUT
NONE ECP

Keypad Input

This option allows the iComSL to communicate with Ademco/Honeywell panels over the Ademco/Honeywell ECP Bus using the zone 4 + and zone 4 - terminals.

This allows the communicator to add and delete User Codes as well as Arm and Disarm the Ademco/Honeywell panel.

Note: Existing user codes in the Ademco/Honeywell panel must be entered in the iComSL. Any new user codes entered in the iComSL will also be entered in the Ademco/Honeywell as well.

Select ECP to enable communication. When NONE is selected, zone 4 functions as a Bell input. Default is NONE.

See Figure 19: Ademco Vista 20P ECP to iComSL for additional information.

Output Options

- 12.1** **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.
- 12.2** **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.
- 12.2.1** **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.
- 12.3** **Communication Failure Output**
This Output/Favorite turns on when the communicator fails to communicate with the receiver. Enter 0 (zero) to disable this output. To turn off the Communication Failure Output, disarm the communicator.
Note: Favorites are only available on the iComSLCZ Communicator.
- 12.4** **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.
- 12.5** **Remote Arming Output**
When the system is armed or disarmed remotely from the Virtual Keypad App, Virtual Keypad Browser, MyAccess™, RemoteLink™ or from a schedule, this Output turns on momentary for .75 seconds then turns off. This Output can be used for panels that require a momentary short to an arming zone to arm and a momentary short to disarm.
- 12.6** **Heat Saver Temperature (iComSLCZ only)**
Enter the desired temperature setting for all Z-Wave thermostats when the system is armed ALL. When the system is disarmed the thermostats return to their previous settings. The range is 55-95 degrees. Enter 0 (zero) to disable.
- 12.7** **Cool Saver Temperature (iComSLCZ only)**
Enter the desired temperature setting for all Z-Wave thermostats when the system is armed ALL. 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

Area Information

- 13.1** **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 section 14 on Zone Information.
- 13.2** **Area Number**
Enter the number of the area to program. Select from areas 1 to 6.
- 13.3** **Area Name**
Only those areas given names can have zones assigned to them. All others are marked *UNUSED*. Refer to the Entering Alpha Characters section.
To add an area name to the system, press any Select key and then enter up to 16 characters for the new name. Press COMMAND to continue.
To mark an active area as unused, delete the old name by pressing any Select key then press the COMMAND key. The communicator automatically sets the name as *UNUSED*. If you have already Initialized the communicator, all areas will be marked as *UNUSED*.

AREA INFORMATION

13.4

AUTO ARM	NO	YES
----------	----	-----

Automatic Arming

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

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.

13.4.1

BAD ZONES:	BYP	
BYP	FORC	REF

Bad Zones

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

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

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

REF - The automatic arming is refused and no arming takes place. Closing report is sent to the receiver.

13.5

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

Zone Information

14.1

ZONE INFORMATION

Zone Information

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

14.2

ZONE NO: -

Zone Number

The communicator has four zones to program. Enter the number of the zone you intend to program. To program Zone 4, see Zone 4 information on page 2 for details. Press COMMAND to enter a zone name. Refer to the Enter Alpha Characters section.

14.3

* 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. The zone name is 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 Section 6 - Initialization.

14.4

ZONE TYPE: BLANK

Zone Type

The Zone Type defines the response of the communicator to the zone being open or short.

When you assign a Zone Type to a zone, responses are made automatically for the zone. There are 12 Zone Types to choose from including Blank.

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 (See Zone 4 Programming on Page 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.

14.5

AREA NO: 1

Area Assignment

All non-24-hour zones are automatically assigned to Area 1. Enter the area number from 1 to 6 where this zone is being assigned.

14.6 AREA: 1 - - - - -

Arming Zone Assignment

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

14.7 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 the Virtual Keypad App, MyAccess, Virtual Keypad Browser or a 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 areas. A normal condition will cause no action. An open condition will disarm the areas.

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 the Virtual Keypad App, MyAccess, Virtual Keypad Browser or a Remote Link™ computer.

14.8 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.

14.9 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 programming begins with Disarmed Open.

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

14.10 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.

14.11 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. 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 zone name appears in the communicator's alarmed zones status lists.

- (dash) - When you select -, reports are NOT sent to the receiver. There is no display in the communicator's alarmed zones status list. Only the programmed Output Number activates.

ZONE INFORMATION

14.12 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.

14.13 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.

14.14 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. 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.

14.15 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. 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.

14.16 RECEIVER ROUTING

Receiver Routing

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

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

NORMAL

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

14.17 ZONE NO: -

Zone Number

Enter the zone number you want to program next. Return to Zone Information 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

15.1

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.

SET LOCKOUT CODE

Set Lockout Code

16.1

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.

Z-Wave Setup (Model iComSLCZ Only)

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, doors, and garage doors. Z-Wave Setup allows you to program the system to control the Z-Wave devices. You may control your Z-Wave devices from your Smartphone using the DMP Virtual Keypad App or with the Virtual Keypad Browser. The available setup options are: Add, List, Remove, Favorites, Transfer and Optimize.

- 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 OPT to update communication with all Z-Wave devices programmed on your system. OPT can be used to re-establish communication after a Z-Wave device has been moved to a different location.

Note: Only Master User Code Level can access Z-Wave Setup through the User Menu to program your Z-Wave devices. For information on adding Z-Wave devices from the Virtual Keypad App, tap Online Help from the Settings tab from the App.

17.1 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.

Access the User Menu.

Press COMMAND until ZWAVE SETUP? displays.

Press any Select key. The keypad displays ADD LIST REMOVE.

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.

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

Once added, the keypad displays the type of device and the default device name. Press COMMAND.

Press any top row Select key and enter up to a 16 character custom name for the device.

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.

17.2 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 doors 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.

17.3 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.

17.4 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.

17.5 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.

17.6 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.

17.7 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 OPT. 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.

17.8 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 OPT. 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.

17.9 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.

Doors

1. Press any Select key at SETTING: and LOCK UNLOCK for Doors and OPEN CLOSE displays for Garage Doors. 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.

17.10 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 OPT. 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 by Doors, 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.

17.11 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 OPT. 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.

17.12 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 OPT. Select XFER. The keypad displays XFER WILL DELETE EXISTING DEVICES then displays XFER CNTRL SURE? YES NO.
5. Select YES 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.

17.13 Optimize (OPT)

Select Optimize (OPT) to update communication with all Z-Wave devices. Optimize can be used to re-establish communication after a Z-Wave device has been moved to a different location. When OPTIMIZE is selected, the iCom makes three attempts to communicate with each Z-Wave device. Z-Wave devices that fail to communicate during the optimize process are not removed from iCom programming.

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 OPT.
5. Select OPT, the keypad displays OPTIMIZE while the system is searching for Z-Wave devices.
6. The keypad will display OPTIMIZE SUCCESS when Z-Wave devices have been retrieved.
7. Press COMMAND to return to ZWAVE SETUP?.

Note: The keypad will display OPTIMIZE FAILED when communication with a Z-Wave device is not established. Press COMMAND to return to ZWAVE SETUP? and attempt optimize again. If communication with a Z-Wave device is not re-established during the optimize process, make sure the device is powered on. If the device that failed has power, add a repeater between the iCom and the device.

Appendix

This section of the iComSL Series Universal Alarm Communicator Installation/Programming Guide provides additional zone and system information.

18.1 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.

18.2 Diagnostics Function

The communicator contains a Diagnostics function that allows you to check Panel Settings. To use Diagnostics, reset the communicator, enter the Diagnostics code 2313 (DIAG).

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 iComSLCZ 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.

Contact ID Recvd

This displays DTMF digits dialed from the burglary control panel.

Exiting the Diagnostics program

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

18.3 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:

18.4 Using the Walk Test

The communicator provides a walk test feature that allows a single technician to test all the 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.

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.

18.5 Cross Zoning

Caution must be taken when cross zoning devices to ensure that the Cross Zone Time is long enough to allow a trip of both zones before it expires. A Cross Zone Time that is too short may allow a trip of the zones and 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.

18.6 Z-Wave Information

The iComSLCZ 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 iComSLCZ.

The iComSLCZ 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.

18.7 Zone 4 Bell Cadence Information

The iComSL evaluates the first 3.5 seconds of bell cadence timing to detect the type of alarm sent.

Bell cadence types are:

BELL CADENCE	ZONE NUMBER	TYPE OF MESSAGE
Steady	ZONE 4	BURGLARY
Pulse or Temporal 3	ZONE 5	FIRE
Temporal 4	ZONE 6	EMERGENCY OR CARBON MONOXIDE

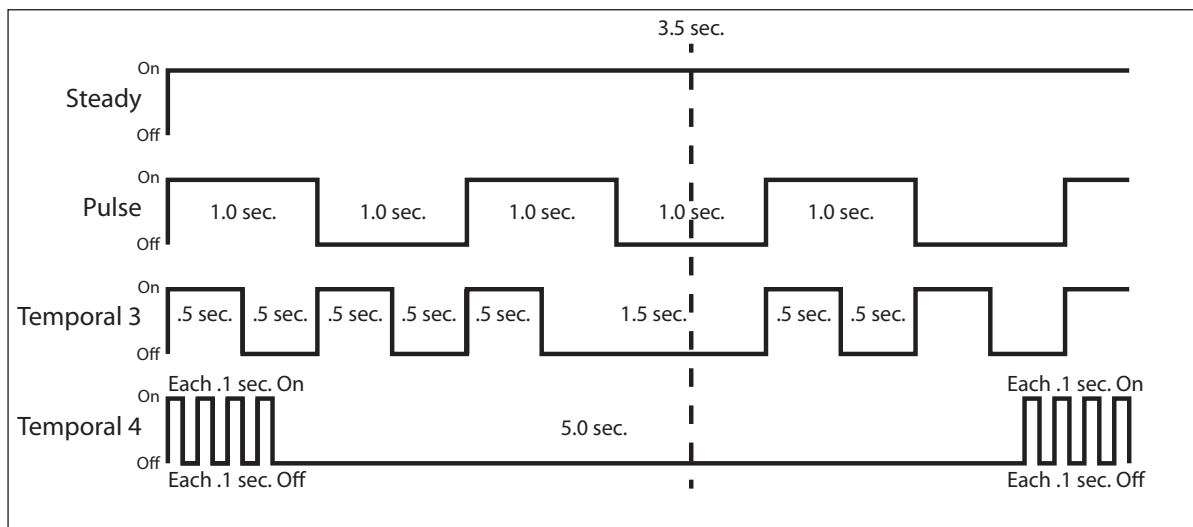


Figure 16: Zone 4 Bell Cadence Information

Remote Arming/Disarming for Ademco Vista Control Panels

The following steps describe how to configure the iComSL to arm and disarm an Ademco Vista control panel from a schedule or remotely from the Virtual Keypad App, Virtual Keypad Browser, MyAccess™, or RemoteLink™, using the Remote Arming Output. See Figure 17: Ademco Vista 20P to iComSL.

1. Locate output 17 on the Ademco control panel (far left pin on the 7 pin header located in the middle of the PCB). Connect output 17 to Zone 1 (Z1) on the iComSL. Connect a 1k ohm EOL resistor from Zone 1 to ground (G).
2. Connect Output 1 (O1) on the iComSL to Zone 3 (terminal 12) on the Vista control panel.
3. On the Vista control panel, enter programming by entering the Installer Code followed by 800. Press * and Field? displays.
4. Program Zone 3 as an Arming Zone. Enter 56 and program the following:
 - a. Set to Confirm? - Enter 0.
 - b. Enter Zn Num. - Enter 03, press * to continue.
 - c. Summary Screen: Zn ZT P RC HW:RT - Press * to continue.
 - d. Zone Type - Enter 77, press * to continue.
 - e. Report Code 1st 01 2nd 00 10 - Press * to continue.
 - f. Hardware Type - Enter 0, press * to continue.
 - f. Resp Time - Enter 1, press * to continue.
 - g. Summary Screen: Zn ZT P RC HW:RT - Press * to continue.
 - h. Program Alpha - Enter 0.
 - i. Enter ZN Num displays, enter 00 to exit.
5. Program Output 17. Enter * or # displays. Press * and Field? displays. Enter 79 and program the following:
 - a. Enter Output No - Enter 17, press * to continue.
 - b. Output Normally Low - Enter 0, press * to continue.
 - c. Enter Output No displays. Enter 00 to exit.
6. Define Output 17 actions. Enter * or # displays. Press * and Field? displays. Enter 80 and program the following:
 - a. Program Output 17 to turn on when armed Stay. Output Funct# - Enter 01, press * to continue.
 - Summary Screen: 01 A E P Trig - Press * to continue.
 - Activated by: - Enter 2, press * to continue.
 - Enter Zn Type - Enter 20, press * to continue.
 - Output Action - Enter 2, press * to continue.
 - Enter Output No. - Enter 17, press * to continue.
 - Summary Screen: 01 A E P Trig - Press * to continue.
 - b. Program Output 17 to turn on when armed Away. Output Funct# - Enter 02, press * to continue.
 - Summary Screen: 02 A E P Trig - Press * to continue.
 - Activated by: - Enter 2, press * to continue.
 - Enter Zn Type - Enter 21, press * to continue.
 - Output Action - Enter 2, press * to continue.
 - Enter Output No. - Enter 17, press * to continue.
 - Summary Screen: 02 A E P Trig - Press * to continue.
 - c. Program Output 17 to turn off when Disarmed. Output Funct# - Enter 03, press * to continue.
 - Summary Screen: 03 A E P Trig - Press * to continue.
 - Activated by: - Enter 2, press * to continue.
 - Enter Zn Type - Enter 22, press * to continue.
 - Output Action - Enter 0, press * to continue.
 - Enter Output No. - Enter 17, press * to continue.
 - Summary Screen: 03 A E P Trig - Press * to continue.
 - d. Output Funct# - Enter 00, press * to continue.
7. Enter * or # displays. Press * and Field? displays. Enter 99 to exit programming.
8. Programming the iComSL.
 - a. Reset the iComSL. Enter 6653.
 - b. Press CMD to Output Options. Press any select key (top row key).
 - c. Program Output 1 in Remote Arming Output. Press CMD to RMT ARMG OUT:. Enter 1 CMD.
 - d. Press CMD to Zone Information. Press any select key and Zone No. - displays.
 - e. Enter 1, press CMD.
 - f. Enter a zone name. Press CMD.
 - g. Program Zone 1 as an Arming Zone. Zone Type: - displays. Choose Arming Zone type AR. Press CMD.
 - h. Area: 1----- displays. Press CMD.
 - i. Style: TOGGLE displays. Choose MNT.
 - j. Exit Programming.

Ademco Vista 20P to iComSL

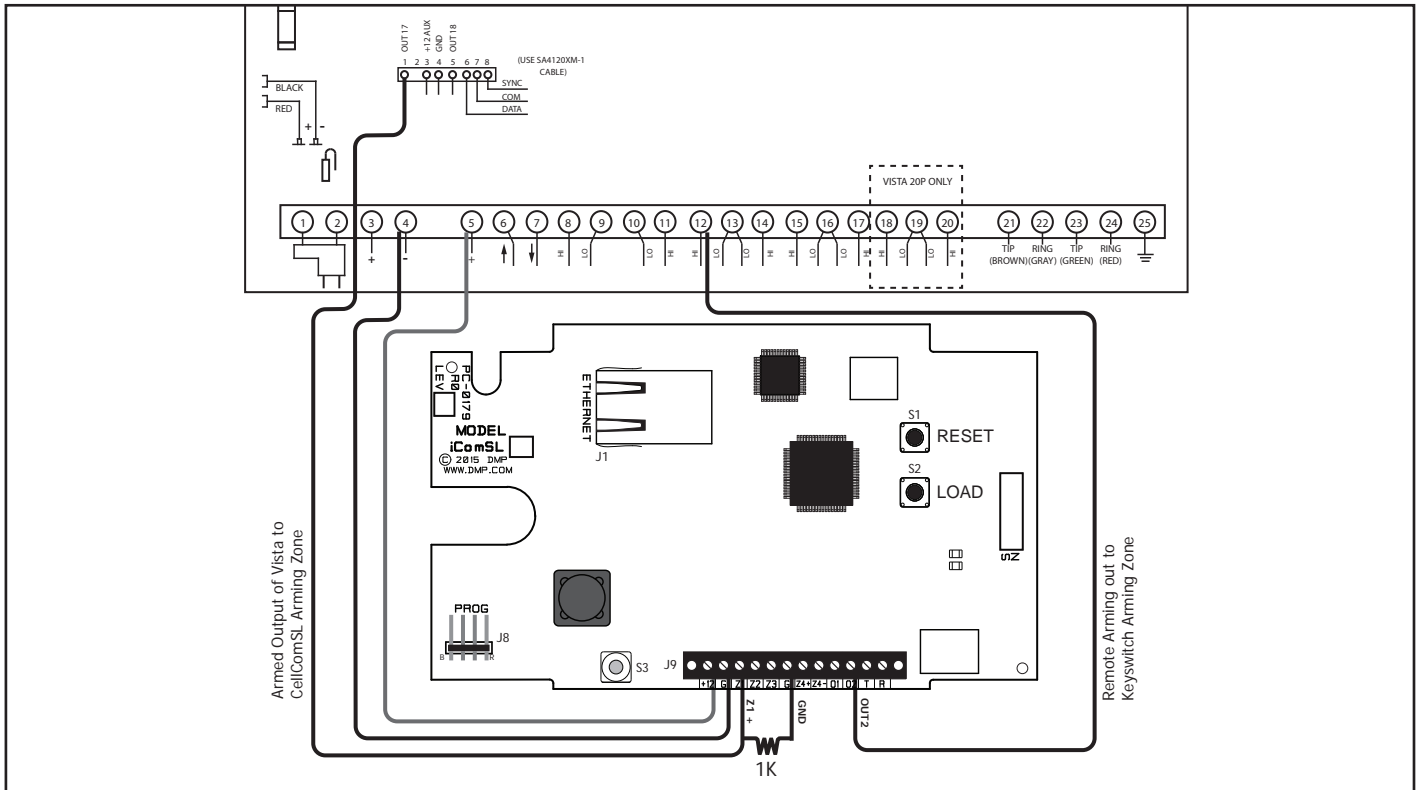


Figure 17: Ademco Vista 20P to iComSL

DMP XRSuper6 to iComSL

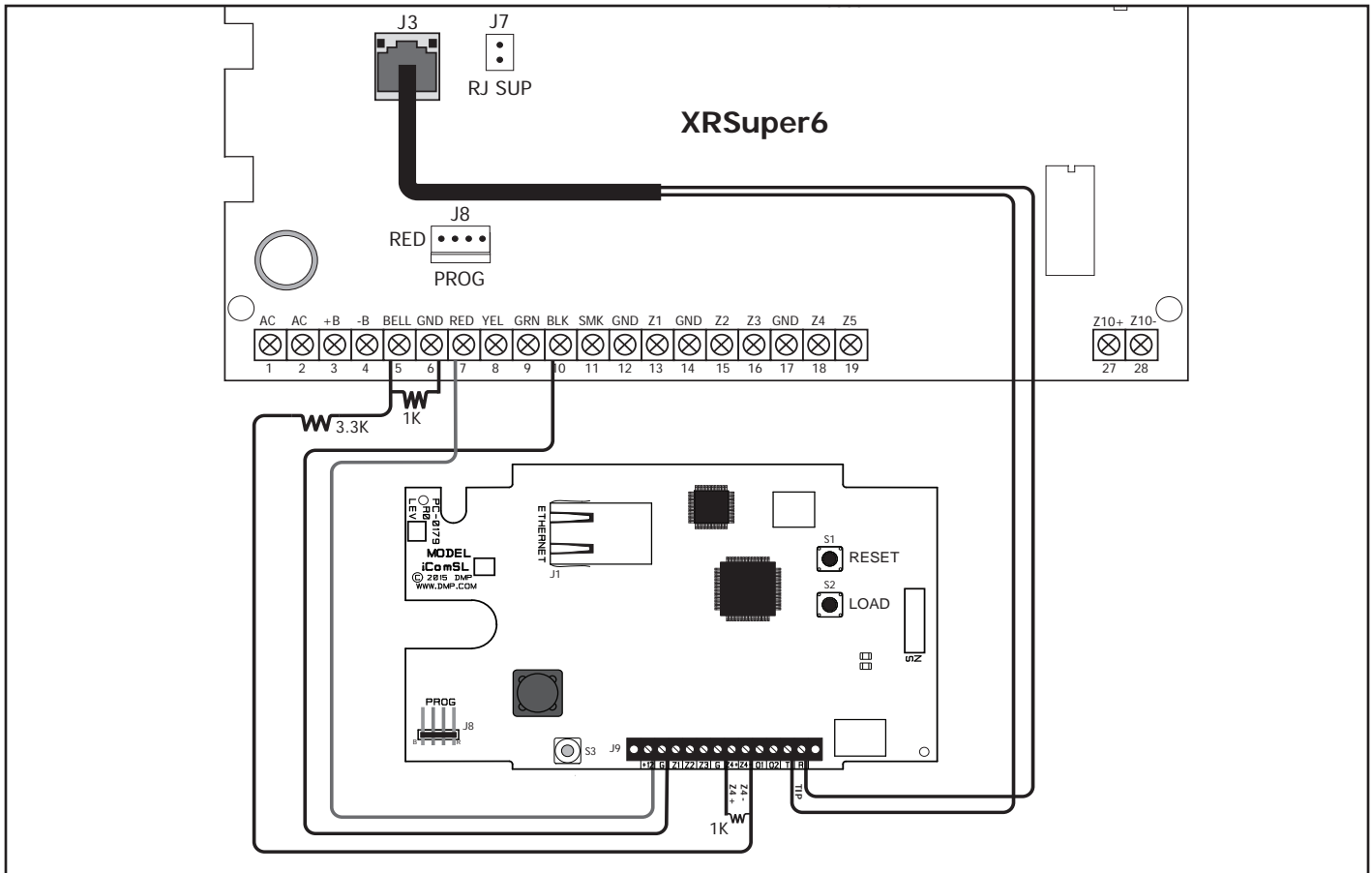


Figure 18: DMP XRSuper6 to iComSL

Ademco Vista 20P ECP to iComSL

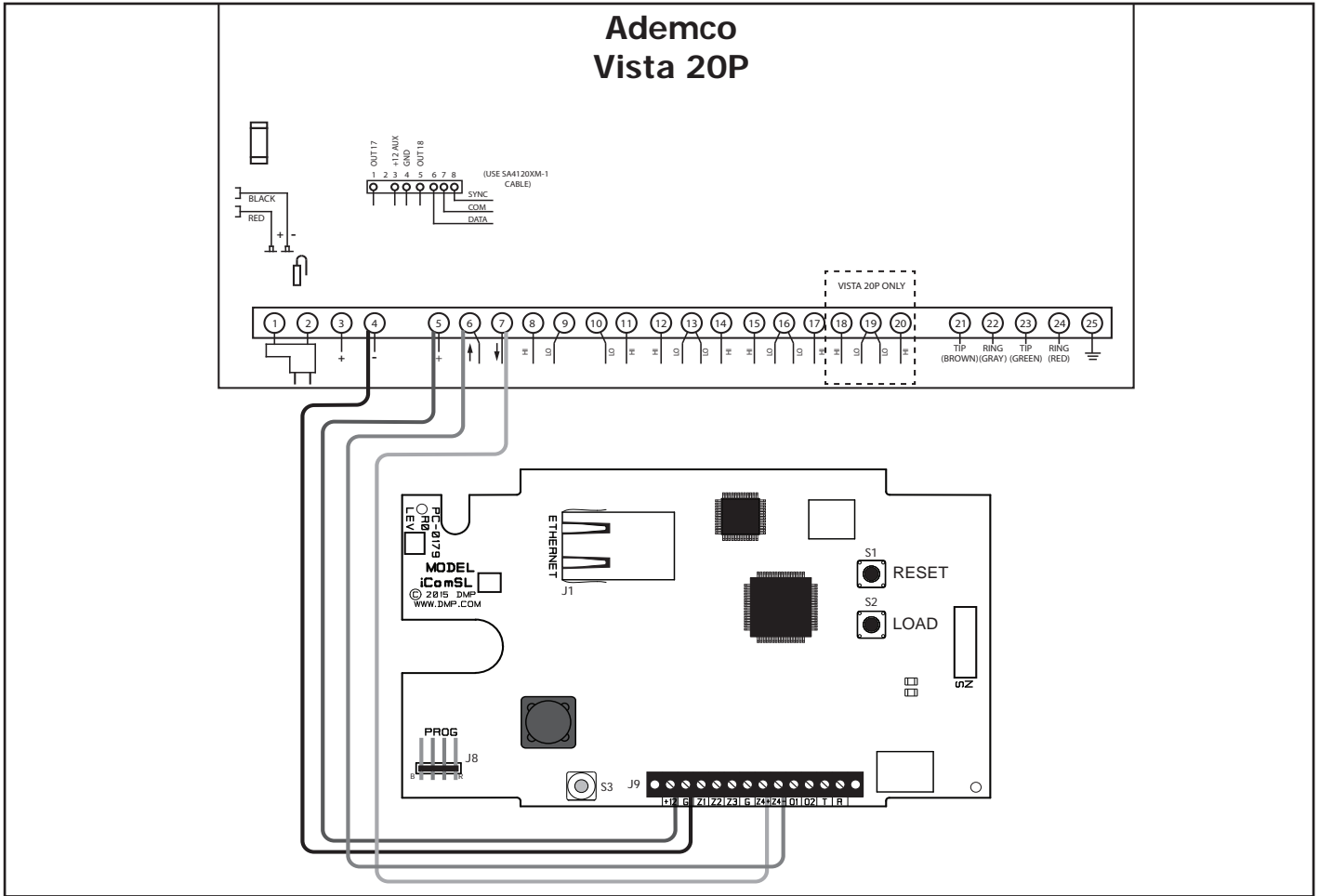


Figure 19: Ademco Vista 20P ECP to iComSL

Specifications

Primary Power	Nominal 12Vdc
Current Draw	
Alarm	210 mA
Standby	210 mA
Dimension	
Housing	5.5"W x 3.75"L x 1" H
Color	White

Ordering Information

iComSLC

Certifications

California State Fire Marshal (CSFM)

iComSL

FCC Part 15 ID: CCKPC0159

IC: 5251A-PC0159

ETL Listed

ANSI/UL 1610

ANSI/UL 1023

ANSI/UL 985

Central Station Burglar

Household Burglar

Household Fire Warning (CID Capture)



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