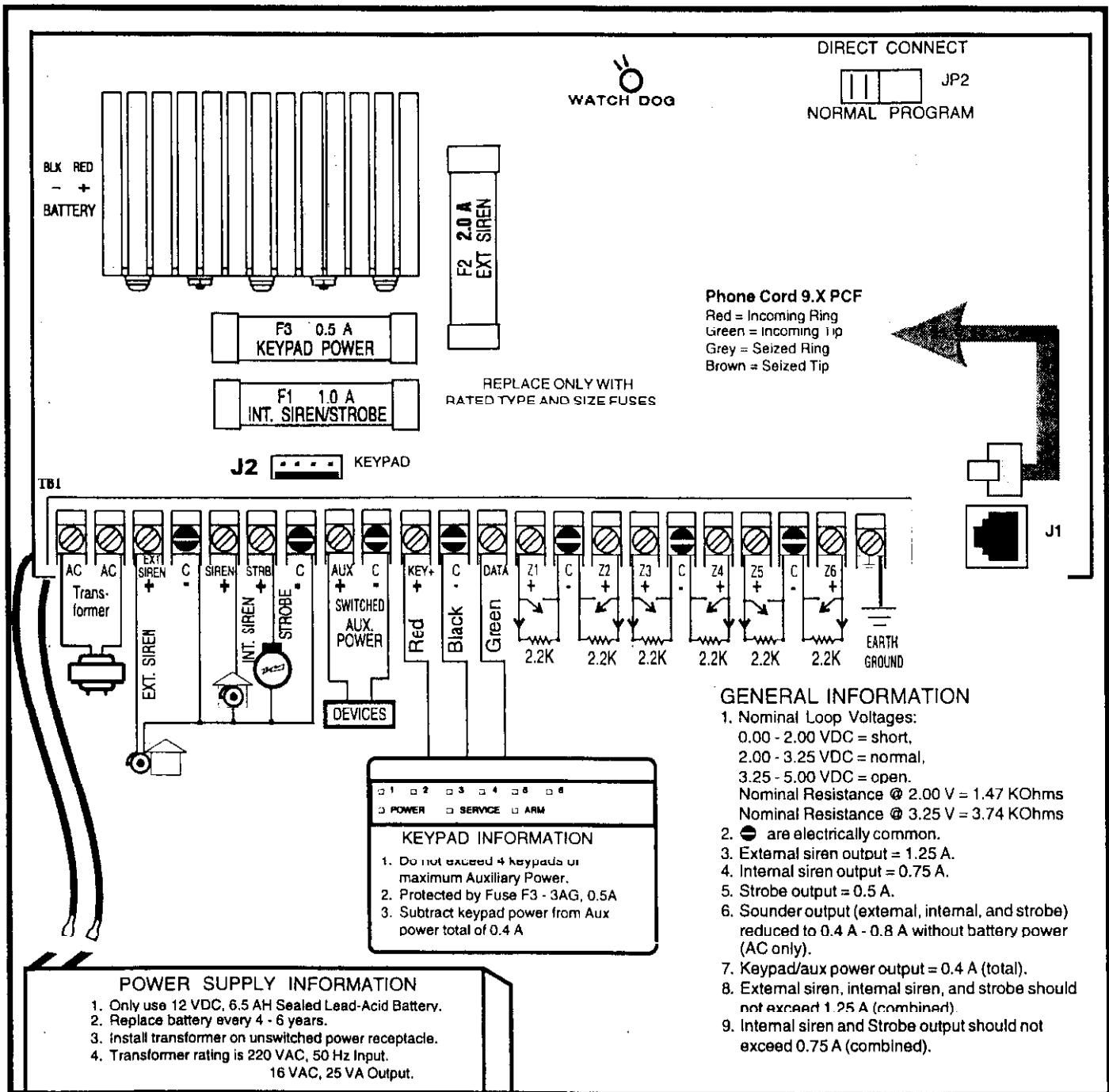
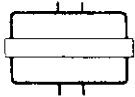
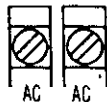


# SYSTEM 236i2 Installation Manual



## MAINS POWER

Terminal Label:  
AC




Mains power is supplied from a 16 VAC, 25 VA transformer at 50 or 60 Hz.


Connect the secondary of the transformer to the terminals labelled AC on the 236iz. Use at least 18 AWG (1.02 mm) wire to reduce voltage drops. **The primary side of the transformer must be connected to an UNSWITCHED receptacle.** Secure the transformer to the wall.

## Mains Power Failure

If a mains power failure lasts more than 60 minutes, the keypad will display a SYSTEM TROUBLE message. A mains failure report will be sent, if programmed. When mains power is restored for five minutes, a restoral report will be sent (if programmed).

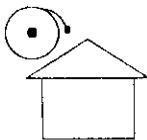
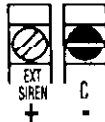
## Precautions

 **DO NOT** share the secondary of the transformer with other devices. A foreign ground can damage the power supply, voiding the warranty.

 **DO NOT** use transformers with a secondary rated less than 16 VAC at 25 VA.

## EXTERNAL SIREN

Terminal Label:  
EXT SIREN & C



The EXT SIREN (+) terminal provides up to 1.25 amps at 8.0 - 13.2 VDC. **Output is limited to 400 - 800 mA if operating from mains power only.**

**WARNING:** The battery supplies any current in excess of 800 mA to drive the sirens in normal circumstances. **When there is no battery installed, the mains transformer is only capable of driving 800 mA of external devices by itself.** Because there can be up to 400 mA on the AUX POWER, this leaves only 400 mA for the siren. If there is 0 mA on the AUX POWER, this leaves 800 mA for the siren. If there is 100 mA on the AUX POWER, this leaves 700 mA for the siren.

The type of audible output (steady, pulsed, chirp) and the duration of the output are programmable.

## Fuse F2

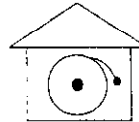
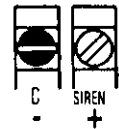
The EXT SIREN (+) terminal is protected by a 2.0 Amp, 3 AG normal blow fuse (F2). **If any fuse opens, remove mains and DC power, remove the short or overload condition, then replace the fuse before restoring power. Do not substitute a higher rated fuse.**

## Electromagnetic Interference

Vibrating can produce electromagnetic interference (EMI). While EMI will not damage the SYSTEM 236iz, it can cause errors in transmission and dialing. To minimize EMI, install a 0.01 mfd, 100 volts capacitor across the terminals of the horn. **The capacitor must be located in the horn.**

## INTERNAL SIREN

Terminal Label:  
C & SIREN



The SIREN (+) terminal provides up to 0.75 amps at 8.2 - 13.2 VDC. **Output is limited to 400 - 750 mA if operating from mains power only.**

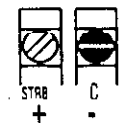
**WARNING:** The total current draw on the EXT SIREN, INT SIREN, and STRB terminals must not exceed 1.25 amps.

## Fuse F1

The SIREN (+) terminal is protected by a 1.0 Amp, 3 AG slow-blow fuse (F1). **If any fuse opens, remove mains and DC power, remove the short or overload condition, then replace the fuse before restoring power. Do not substitute a higher rated fuse.**

## STROBE

Terminal Label:  
STROBE & C

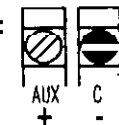


The STRB (+) terminal provides up to 500 mA at 8.4 - 13.2 VDC.

The STRB (+) terminal will latch if an alarm condition occurs. **Reset the terminal by entering a valid user combination.**

## SWITCHED AUXILIARY POWER

Terminal Label:  
Aux & C



The AUX (+) terminal provides positive 10 - 14.4 VDC power for devices that require switched power for resetting. Typical devices include glass-break and smoke detectors.

The terminal labelled C provides the power common.

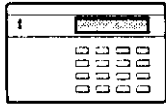
## Available Power

The maximum power available at the AUX (+) and KEY (+) terminals is 400 mA. **Do not exceed 400 mA for all keypads and auxiliary devices.**

## Enclosure Ground

The enclosure door on the SYSTEM 236iz must be grounded. Connect the grounding strap from the lower left circuit board mount to the ground lug on the lower door hinge.

## ARMING STATIONS



**Terminal Label:**  
KEY, C, & DATA



Up to two Alpha or four LED keypads can be wired to the SYSTEM 236iz.

**KEY (+)** Terminal (red) provides 10.4 - 14.4 VDC keypad power.

**C (-)** Terminal (black) is common.

**DATA** Terminal (green) is for data from the keypad to the panel.

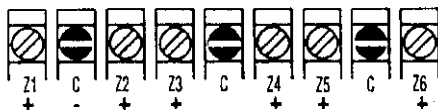
Maximum wire length for any keypad is 500' (152 m) of 22 AWG (0.643 mm) copper wire.

Under idle conditions, each Alpha keypad uses 60 mA of power, and each LED keypad uses 35 mA. These are worst case calculations. **Total power used by all keypads and auxiliary devices must not exceed 400 mA.**

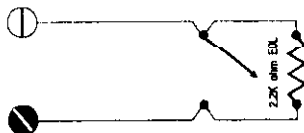
### Fuse F3

The KEY (+) terminal is protected by a 0.5 amp, 3 AG fast-blow fuse (F3). **If any fuse opens, remove mains and DC power, remove the short or overload condition, then replace the fuse before restoring power. Do not substitute a higher rated fuse.**

**Terminal Labels: Z1 - Z6 & C**



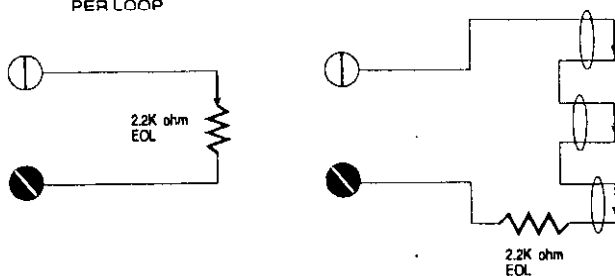
## LOOP INPUTS



ONE DETECTOR  
PER LOOP

Each loop is independently configured through programming. Loops are wired to use a 2.2K-ohm end-of-line (EOL) resistor. All loops are fixed at 250 msec detect time.

MULTIPLE DETECTORS  
PER LOOP



## Keyswitch Arming/Disarming

The System 236iz is capable of being armed or disarmed by installing a keyswitch on any or all loop inputs. Both momentary and toggle (maintained) switches may be used. The loop must be programmed to Keyswitch arming.

To install a momentary switch, all the rules for installing a loop device must be followed. When the switch is relayed, the loop should be in a normal state and nothing will happen when the switch is turned; either an open or a short of the loop will change the armed state of the panel.

To install a toggle switch, the disarmed state must be the normal loop state. When the switch is toggled to open or short the loop, the panel will arm.

Keyswitch arming follows all the rules of the panel's faulted arming type programming.

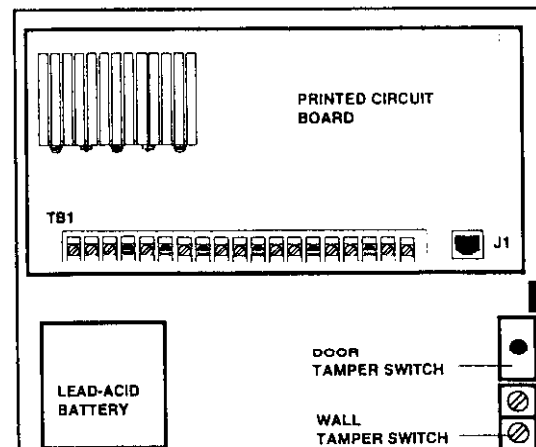
## TAMPER SWITCH INSTALLATION

C&K has designed the SYSTEM 236iz cabinet to use the **Ademco Model 19** tamper switch. The cabinet is constructed in order to accommodate two switches. One tamper for the cover and a second switch for a wall tamper. To install the tamper switches:

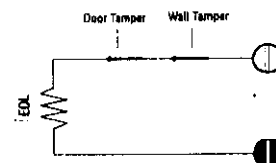
1. Position the tamper switch inside the cabinet at the lower right corner of the cabinet. For the wall tamper, the plunger should go through the small hole in the back of the cabinet. For the door tamper, the plunger should face out from the cabinet. **Refer to the drawing below.**
2. Connect the tamper switches in series and wire the tamper terminals to a dedicated zone of the control panel.
3. Program the dedicated zone as desired: NC, EOL, 24-hour, etc.

Once the tamper switches are installed, opening the cabinet door or removing the cabinet from the wall will result in a tamper signal at the panel.

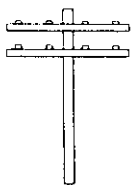
*Tamper Switches installed in the SYSTEM 236iz cabinet*



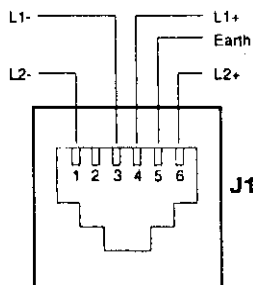
### Wiring the Tamper Switches



## TELEPHONE INTERFACE



Use the 9.X PCP or 9.X PCF cord to connect the SYSTEM 236i2 to the phone line. Each cord has an 8-pin telco plug on one end. Plug the cord into J1 on the right side of the SYSTEM 236i2 circuit board.



Front View

**Note:** J1 is a 6-pin socket, but can accept up to an 8-pin plug.

## Keypad Setup

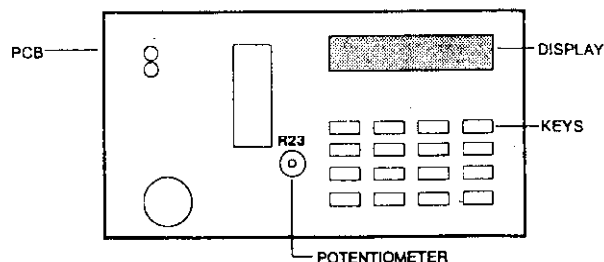
### Alpha Keypad Information

The Alpha keypad uses a top viewing display. This means the display reads most clearly when viewed from a top angle rather than straight on or from below. Mounting the keypad at the light switch level and adjusting the viewing angle gives the best viewing results.

The viewing angle is adjusted using the R23 potentiometer, located to the left of the keys on the component side of the printed circuit board (PCB). Adjust the viewing angle while holding the keypad at its mounting height.

**NOTE:** If desired, the potentiometer can be accessed from the back side of the circuit board by inserting a small screw driver into the hole located near the bottom center of the board.

### Adjusting the Alpha Keypad's Viewing Angle



## ADDRESSING KEYPADS

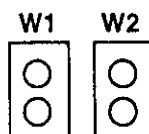
Each Alpha and LED keypad installed in the system must have an address. **Addresses must not be repeated.** When replacing a keypad, make sure the replacement has the same address as the previous keypad. **After all keypads have been addressed, reset the panel by removing and restoring both mains and DC power.**

### Addressing Alpha Keypads

The first time you power up the system, unaddressed Alpha keypads will display **KEYPAD ADDRESS?**. Press any number from 0 through 7 at each keypad. The exact number you press is not important, as long as no other keypad has the same number.

### Addressing LED Keypads

There are two jumpers on the LED keypad's printed circuit board.



Jumpers **W1** and **W2** are used to set the address of LED keypads. Refer to the chart below.

Any address from 8 to 11 can be used. The exact number is not important, as long as no other keypad in the system has the same number.

W1	W2	KEYPAD ADDRESS
Installed	Installed	8
Removed	Installed	9
Installed	Removed	10
Removed	Removed	11

## How To Program

You can program the SYSTEM 236i2 from the LED or Alpha II keypad, or remotely using C&K's Commander II software. This installation manual contains a brief description of all SYSTEM 236i2 programming options. Detailed programming information can be found in the Commander II/Monitor II Operating Manual.

### To Start Keypad Programming

Key in the [Installer Combination] [\*][0][#]. The default Installer Combination is 0 1 2 3 4 5. On the LED keypad, the ARM, SERVICE, and POWER LED's will flash to indicate programming mode. The Alpha II keypad will display **CMD DATA** across the top of the LCD display to indicate programming mode.

### Programming with the LED Keypad

Programming with the LED keypad is a one-step process. Key in the two-digit address [Command Location] followed by the desired programming values, then press the [#] key. The LED keypad does not display programming values. If you are not sure that the correct programming values have been entered, program the Command Location again.

## Programming with the Alpha II Keypad

Entering program data with an Alpha II keypad is a two-step process. First, key in the two-digit address [Command Location] you wish to program, followed by the [#] key. The Alpha II keypad displays the programmed values previously stored in that location. Second, enter the new data to be stored in that location and press the [#] key to store the data. You can also scroll through the Command Locations in numerical order by alternately pressing and releasing the [#] key.

The last three Command Locations are CL 25, CL A0, and CL AD. When you press the [#] key at these locations, the program will advance to CL 26, CL A1, or CL AE. These locations are not used in the SYSTEM 236i2: if you enter CL 26, CL A1, or CL AE, either press [\*] [#] to exit programming, or press the Command Location number and [#] for the programming location you want.

### To Exit Programming

When you have finished programming, press [\*] [#]. *The panel will also exit the programming mode if you do not press any key within a five minute period.*

### Direct Connect

When using a computer to locally program the panel, the Direct Connect Jumper (JP2) must be moved from the NORM position to the PRGM position. Additional information about programming the panel using the Direct Connect feature is available in the Commander II/Monitor II Operating Manual.

**NOTE:** The instructions for Direct Connect in the Commander II/Monitor II Operating Manual indicate that the terminals are to be shorted. At this point, the jumper (JP2) should be moved to the PGRM position.

## ALPHA KEYPAD PROGRAMMING

After wiring the Alpha keypad to the SYSTEM 236i2, apply power to the panel. **You can only program when the panel is disarmed.**

**NOTE:** Programming the Keypad is not the same as Keypad Programming.

You can program the Alpha keypads for the 6 zone labels and special messages. Zone labels display during the walk-test and when the [#] key is pressed during alarm memory or faults. The programmable Service Message is displayed during mains failure, fuse failure, communications failure, low battery, or Watchdog reset. The Dealer Message displays when the SYSTEM 236i2 is disarmed.

These messages can be remotely programmed or programmed from each Alpha keypad. Remote programming instructions are found in the Commander II/Monitor II Operating Manual.

Alpha Keypad Programming is initiated by entering [Installer Combination] [\*] [0] [1] [#]. The keypad will display **SERVICE MESSAGE?**. Press the [BYPASS] key to scroll through all the messages. If you scroll past the desired message, press and release the [BYPASS] key until you scroll to it again. You can also scroll in reverse by pressing the [\*] key followed by the [BYPASS] key.

The Scrolling order of the Alpha II messages is:

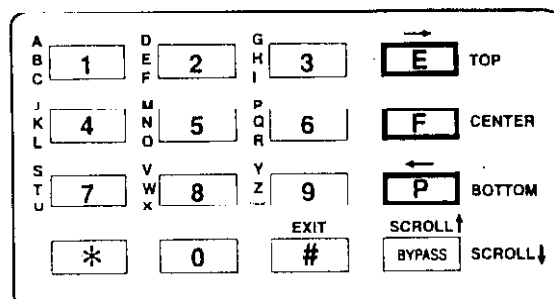
- SERVICE MESSAGE
- DEALER MESSAGE
- SOFT ZONE IDENTIFIER
- HARDWIRED LOOP IDENTIFIERS
- KEYPAD ADDRESS

**NOTE:** If you do not press any key for five minutes, the keypad will automatically exit the Programming Mode.

### How To Program Letters and Numbers

The Alpha keypad can be customized to display different messages for the loops and special functions. On one side of the Programming Template, you will find the Alpha Programming Template. Once you place the Alpha Template over the keys, you will be able to easily program 6 hardwired loop identifiers, soft zone identifier, a Dealer Message, Service Message, and the keypad address. Up to 16 characters can be programmed on the bottom line of the display.

ALPHA II Programming Template



Letters may easily be entered from the Alpha II keypad by using a combination of the soft zone keys and the number keys. A color coded template is used to make entering letters easier. Referring to the figure above, the top letter of each group is red. The [E] key also has a red border. Pressing the [E] key followed by the [1] key will program the letter "A" into the keypad. Pressing the [F] key (color-coded black) and the [1] will program the letter "B" and pressing the [P] key (color-coded green) and the [1] will program the letter "C". The soft zone keys are also labelled Top, Center, and Bottom, respectively.

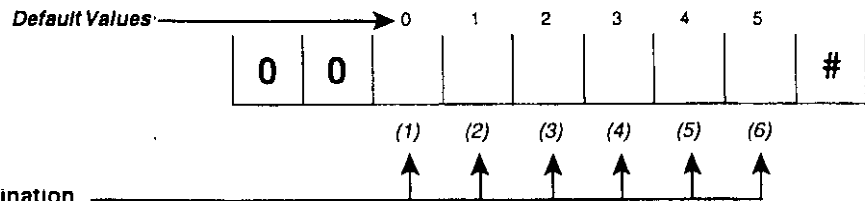
### WATCHDOG INDICATOR



The SYSTEM 236i2's microprocessor is constantly monitored by an advanced circuit. As long as the panel is powered and operating normally, the DS1 LED on the circuit board will flash. If the Watchdog circuit detects a failure, it will reset the panel and make the DS1 LED light steadily.

If the panel resumes normal operation after a Watchdog reset, clear the DS1 LED by resetting the panel or pressing [\*] [1] [#], then test the system. No further action is required.

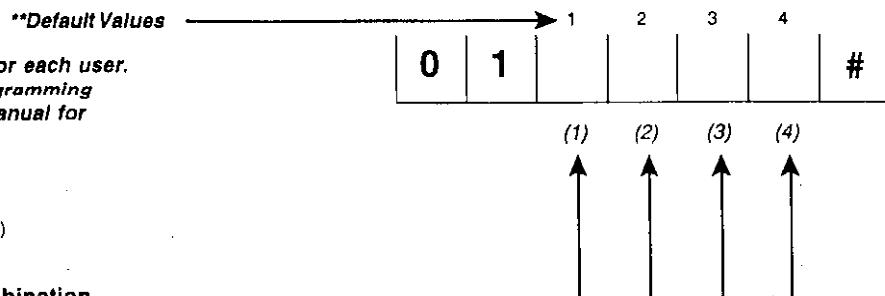
## Command Location 00: Installer Combination



Digit Positions (1) - (6): Installer Combination

Combination must have 6 digits. Valid entries are 0 - 9.

## Command Location 01 - 06: Personal Identification Number (PIN)



**\*\* Default Values are different for each user.  
Refer to the SYSTEM 2361z Programming  
Worksheet at the end of this manual for  
other user default values.**

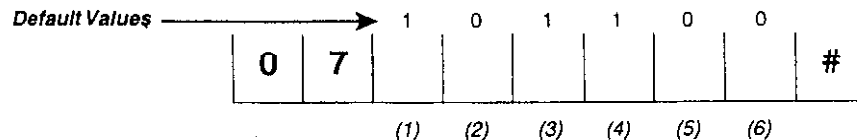
01 = User #1 (Master)      04 = User #4  
02 = User #2              05 = User #5  
03 = User #3              06 = User #6 (Duress)

Digit Positions (1) - (4): Arming Combination

Combination must have 4 digits. Valid entries are 0 - 9.

Master Combination can be used to change other combinations.

## Command Location 07: Panel Control Options



Digit Position (1): Local System Only

0 = No  
1 = Yes: disables all communications except RPS

Digit Position (2): Faulted Arming Type

0 = Goof-Proof: zones must be normal or shunted to arm  
1 = Force Arm: faulted zones will be shunted at end of Exit Delay

Digit Position (3): Default Installer Combination

0 = No: this enables the Pirate-Guard™ feature for added security  
1 = Yes: combination changes back to factory value on power loss

Digit Position (4): Daily Battery Test Enable

0 = No  
1 = Yes: performs a 2-minute battery test (under load) once every 24 hours

Digit Position (5): Combination Command

0 = No  
1 = Yes: requires combination for Bypass, Instant Arm, keypad activated RPS, and Test (central station and Bell)

Digit Position (6): Bell Reverse

0 = No  
1 = Yes: supplies bell voltage in non-alarm state; bell requires external power supply

## Command Location 08: Telco Control Options

**Default Values** → 3 1 2 2 0 1

0	8						#
		(1)	(2)	(3)	(4)	(5)	(6)

**Digit Position (1): Dial Retry Count** \_\_\_\_\_

1 = 1 attempt  
2 = 2 attempts  
3 = 3 attempts

Number of times the panel will try to send a report before signalling a "Failure to Communicate".

**Digit Position (2): Dial Type** \_\_\_\_\_

0 = Touchtone DTMF (5/sec)  
1 = Pulse (10/sec)

**Digit Position (3): Receiver Format 1** \_\_\_\_\_

1 = CFSK III	5 = Fast "A", 3/1 Extended	9 = Slow "B", 3/1 Extended
2 = Ademco DTMF 4/9 Extended	6 = Fast "A", 4/2	A = Slow "B", 4/2
3 = Ademco DTMF 4+2 Express	7 = Sumcheck 2300 Hz, 3/1 Extended	B = Sumcheck 1400 Hz, 3/1 Extended
4 = Personal Dialing	8 = Sumcheck 2300 Hz, 4/2 Extended	C = Sumcheck 1400 Hz, 4/2 Extended

**Digit Position (4): Receiver Format 2** \_\_\_\_\_

1 = CFSK III	5 = Fast "A", 3/1 Extended	9 = Slow "B", 3/1 Extended
2 = Ademco DTMF 4/9 Extended	6 = Fast "A", 4/2	A = Slow "B", 4/2
3 = Ademco DTMF 4+2 Express	7 = Sumcheck 2300 Hz, 3/1 Extended	B = Sumcheck 1400 Hz, 3/1 Extended
	8 = Sumcheck 2300 Hz, 4/2 Extended	C = Sumcheck 1400 Hz, 4/2 Extended

**Digit Position (5): RPS Enable** \_\_\_\_\_

0 = No  
1 = Yes: allows remote programming to start from off-premise location

**Digit Position (6): Enable Keypad RPS** \_\_\_\_\_

0 = No  
1 = Yes: allows remote programming to start from on-site keypad command

## Command Location 09: Account Number 1

**Default Values** → 0 0 0 0 0 0

0	9						#
		(1)	(2)	(3)	(4)	(5)	(6)

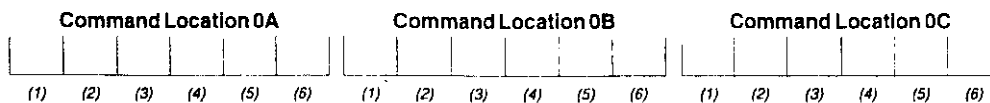
**Digit Positions (1) - (6): Account #1** \_\_\_\_\_

Valid entries are 0 - F. Entries 0 and A both transmit 10 pulses. The account number is right justified. The last digit must be in Position (6).  
 For 3-digit account numbers, use Positions (4) - (6).  
 For 4-digit account numbers, use Positions (3) - (6).  
 For 6-digit account numbers, use Positions (1) - (6).  
 Fill left-hand used Positions with any values. They will not be used by the system.

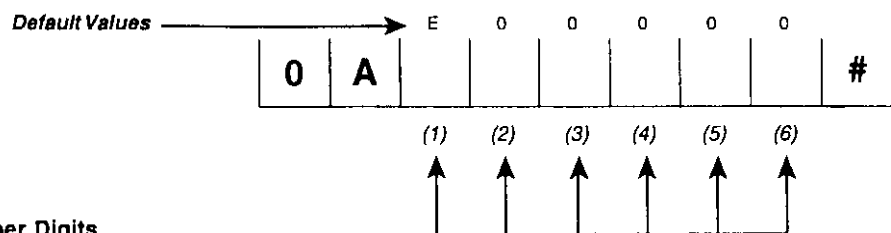
# CL 0A - 0C

## Receiver #1 Phone Number

Order in which the numbers will be dialed



### Command Location 0A: Receiver #1 Phone Number (Digits 1 - 6)

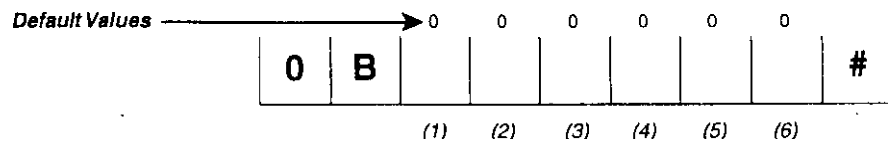


Digit Positions (1) - (6): Phone Number Digits

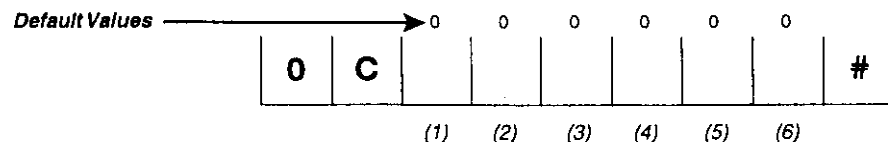
- 0 - 9 = dialing digits
- \* 0 = dial tone detect
- \* 2 = \* (DTMF dialing only, not used for pulse dialing)
- \* 3 = # (DTMF dialing only, not used for pulse dialing)
- \* 4 = end of number
- \* 5 = 5 second delay

Digit (1) is dialed first.  
You must place a \* 4 (EON) after the last digit to be dialed. Fill in remaining positions with 0. The zeroes will not be dialed.

### Command Location 0B: Receiver #1 Phone Number (Digits 7 - 12)



### Command Location 0C: Receiver #1 Phone Number (Digits 13 - 18)

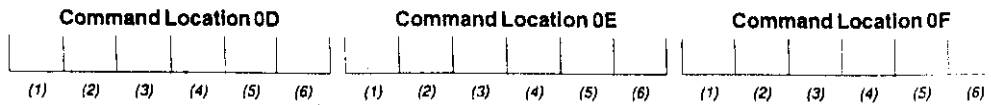


PROGRAMMING CONVERSIONS	
Hexadecimal Value	Key Strokes
A	* 0
B	* 1
C	* 2
D	* 3
E	* 4
F	* 5

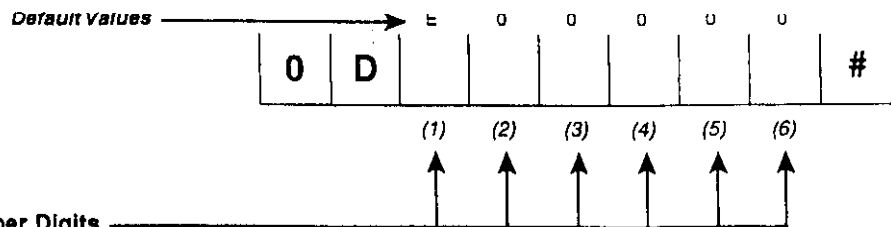


## Receiver #2 Phone Number

Order in which the numbers will be dialed



## Command Location 0D: Receiver #2 Phone Number (Digits 1 - 6)

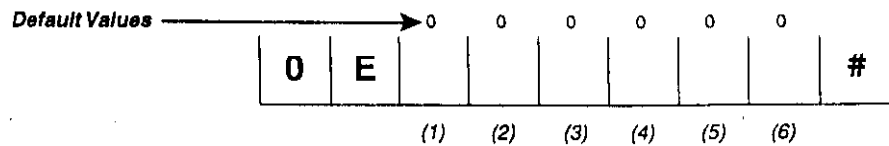


Digit Positions (1) - (6): Phone Number Digits

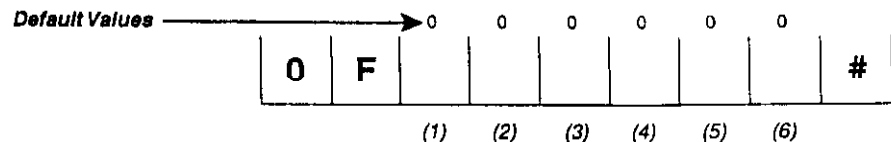
- 0 - 9 = dialing digits
- \*0 = dial tone detect
- \*2 = (DTMF dialing only, not used for pulse dialing)
- \*3 = # (DTMF dialing only, not used for pulse dialing)
- \*4 = end of number
- \*5 = 5 second delay

Digit (1) is dialed first.  
You must place a \* 4 (EON) after the last  
digit to be dialed. Fill in remaining  
positions with 0. The zeroes will not  
be dialed.

## Command Location 0E: Receiver #2 Phone Number (Digits 7 - 12)



## Command Location 0F: Receiver #2 Phone Number (Digits 13 - 18)

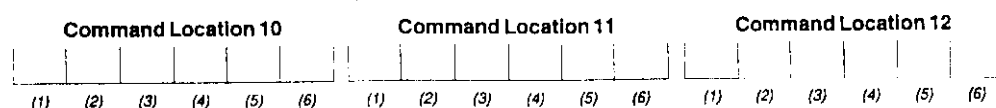


PROGRAMMING CONVERSIONS	
Hexadecimal Value	Key Strokes
A	* 0
B	* 1
C	* 2
D	* 3
E	* 4
F	* 5

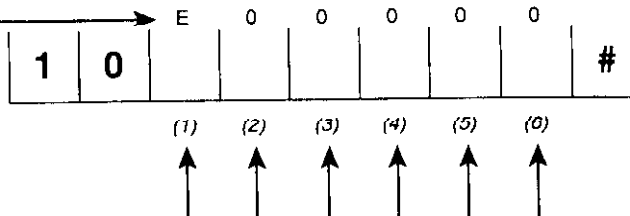
# CL 10 - 12

## Command Location 10: RPS Phone Number (Digits 1 - 6)

Order in which the numbers will be dialed



Default Values



Digit Positions (1) - (6): Phone Number Digits

0 - 9 = dialing digits

\* 0 = dial tone detect

\* 2 = \* (DTMF dialing only, not used for pulse dialing)

\* 3 = # (DTMF dialing only, not used for pulse dialing)

\* 4 = end of number

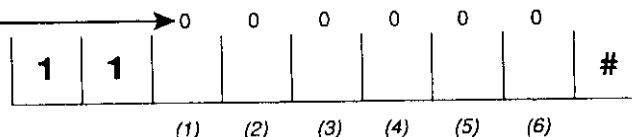
\* 5 = 5 second delay

Digit (1) is dialed first.

You must place a \* 4 (EON) after the last digit to be dialed. Fill in remaining positions with 0. The zeroes will not be dialed.

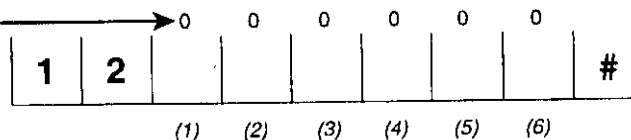
## Command Location 11: RPS Phone Number (Digits 7 - 12)

Default Values



## Command Location 12: RPS Phone Number (Digits 13 - 18)

Default Values



## Command Locations 13: Event Reports

Default Values

1	3	1	0	1	#
---	---	---	---	---	---

(1) (2) (3)

### Digit Positions (1): Event Report Receiver Select Shunts, All Restores, Status

0 = Receiver #1 with Receiver #2 as back-up  
 1 = Receiver #1 only  
 2 = Receiver #2 only  
 3 = Receiver #1 and Receiver #2 (DUAL Reporting)

### Digit Positions (2): Loop Shunt Report Code

Valid entries are 1 - F.  
 This is a 1-digit reporting code.  
 For 2-digit reporting formats, the User ID Number will be automatically added as an extension.  
 Programming a "0" in Position (2) disables shunt reporting for all loops.

### Digit Positions (3): Loop Restore Reporting Code

Valid entries are 1 - F.  
 This is a 1-digit reporting code.  
 For 2-digit reporting formats, the User ID Number will be automatically added as an extension.  
 Programming a "0" in Position (3) disables restore reporting for all loops.

## Command Locations 14: Opening/Closing Reports

Default Values

1	4	1	0	0	#
---	---	---	---	---	---

(1) (2) (3)

### Digit Position (1): Opening/Closing Receiver Select

0 = Receiver #1 with Receiver #2 as back-up  
 1 = Receiver #1 only  
 2 = Receiver #2 only  
 3 = Receiver #1 and Receiver #2 (DUAL Reporting)

### Digit Position (2): Opening Report Code

Valid entries are 1 - F.  
 This is a 1-digit reporting code.  
 For 2-digit reporting formats, the User ID Number will be automatically added as an extension.  
 Programming a "0" in Position (2) disables opening reports.

### Digit Position (3): Closing Report Code

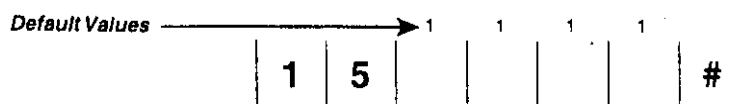
Valid entries are 1 - F.  
 This is a 1-digit reporting code.  
 For 2-digit reporting formats, the User ID Number will be automatically added as an extension.  
 Programming a "0" in Position (3) disables closing reports.

#### PROGRAMMING CONVERSIONS

Hexadecimal Value	Key Strokes
A	* 0
B	* 1
C	* 2
D	* 3
E	* 4
F	* 5

# CL 15 and 16

## Command Location 15: Status Events Reporting Codes - #1



### Digit Positions (1): Unit Status Report Code

This is a global command for CL 15 and CL 16. If programmed with "0", all Status Reports will be disabled.

If Position (1) is programmed with any value from 1 - F, all Status Reports in CL 15 and CL 16 not programmed with a "0" (disabled) will be enabled. Programming values of all enabled Status Reports will be added as a second reporting digit.

### Digit Position (2): Watchdog Reset Report Code

0 = No 1 - F = Yes; this report code sent after each Watchdog reset

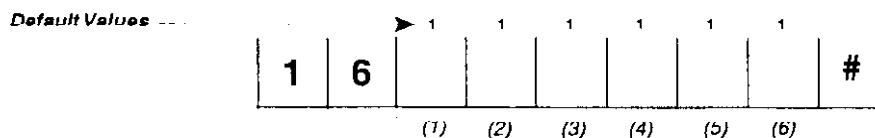
### Digit Position (3): Failed to Communicate Report Code

0 = No 1 - F = Yes; this report code sent after each failure to communicate

### Digit Position (4): Completed Programming Report Code

0 = No 1 - F = Yes; this report code sent on completion of panel programming

## Command Location 16: Status Events Reporting Codes - #2



### Digit Positions (1): Bell Fuse Fail Report Code

0 = No 1 - F = Yes; this report code sent at Bell Fuse failure

### Digit Position (2): Bell Fuse Restore Report Code

0 = No 1 - F = Yes; this report code sent at Bell Fuse restoral

### Digit Position (3): Mains Fail Report Code

0 = No 1 - F = Yes; this report code sent at Mains failure

### Digit Positions (4): Mains Restore Report Code

0 = No 1 - F = Yes; this report code sent at Mains restoral

### Digit Position (5): Low Battery Report Code

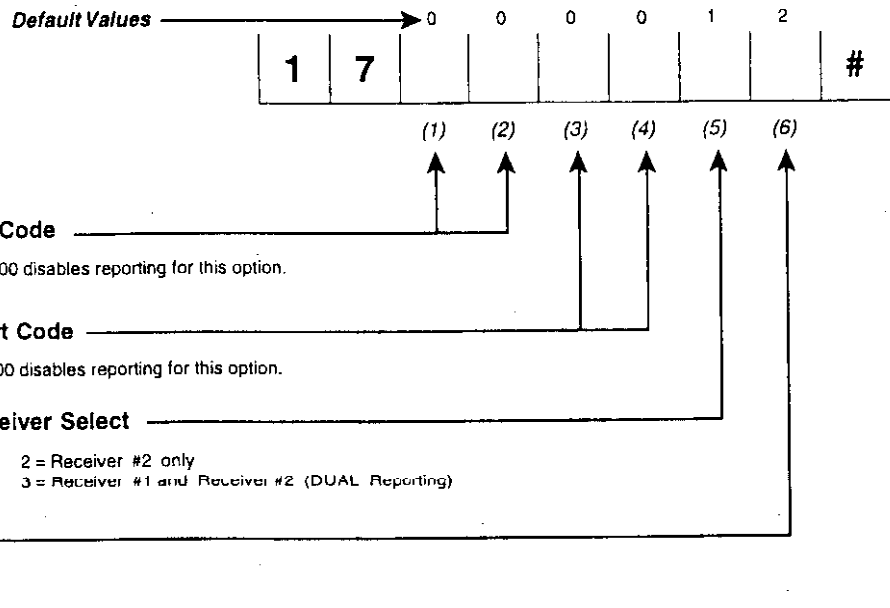
0 = No 1 - F = Yes; this report code sent at low battery voltage

### Digit Position (6): Low Battery Restore Report Code

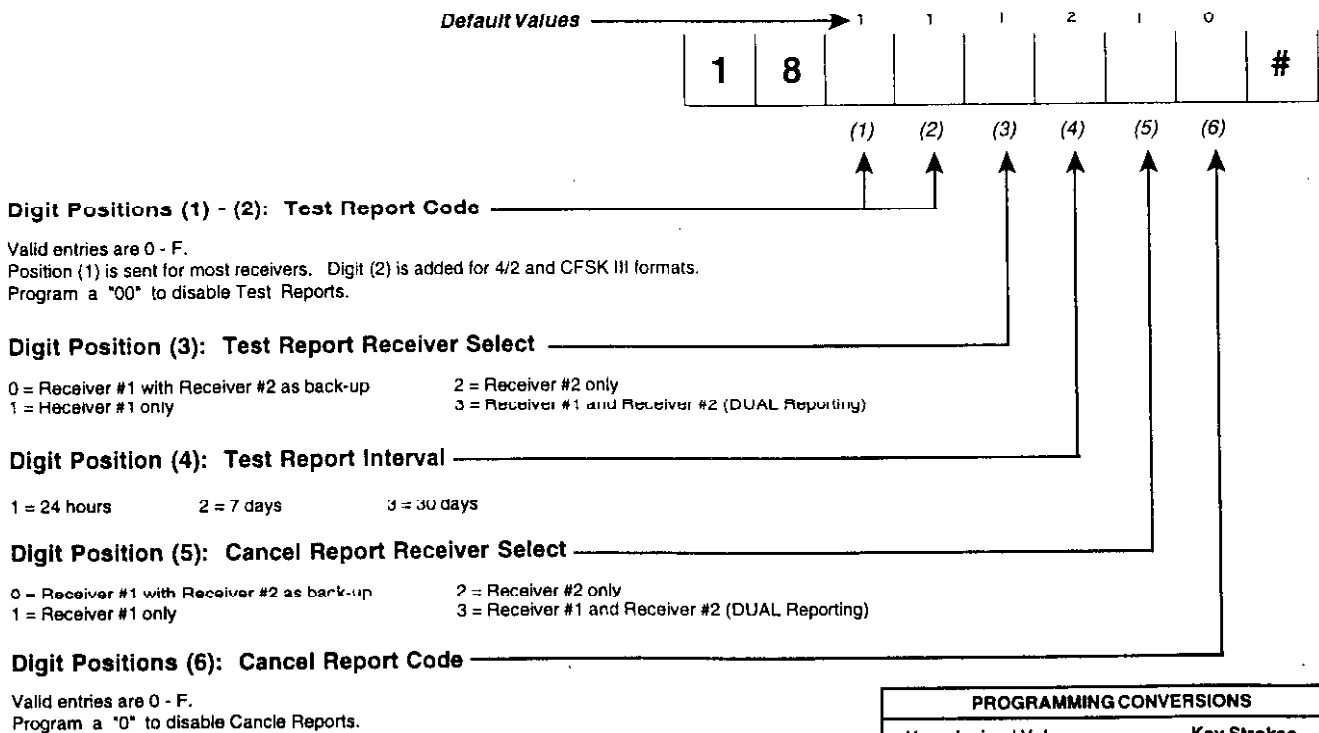
0 = No 1 - F = Yes; this report code sent when battery voltage returns to normal

PROGRAMMING CONVERSIONS	
Hexadecimal Value	Key Strokes
A	* 0
B	* 1
C	* 2
D	* 3
E	* 4
F	* 5

## Command Location 17: Panic/Duress



## Command Location 18: Test Report



PROGRAMMING CONVERSIONS	
Hexadecimal Value	Key Strokes
A	*0
B	*1
C	*2
D	*3
E	*4
F	*5

# CL 19 and 1A

## Command Location 19: Timing and Keypad Control

**Default Values** → 3 6 2 1 0 0

1	9						#
---	---	--	--	--	--	--	---

**Digit Position (1): Entry Delay** → (1) (2) (3) (4) (5) (6)

1 = 10 seconds      6 = 60 seconds      \* 1 = 110 seconds  
2 = 20 seconds      7 = 70 seconds      \* 2 = 120 seconds  
3 = 30 seconds      8 = 80 seconds      \* 3 = 130 seconds  
4 = 40 seconds      9 = 90 seconds      \* 4 = 140 seconds  
5 = 50 seconds      \* 0 = 100 seconds      \* 5 = 150 seconds

**Digit Position (2): Exit Delay** → (1) (2) (3) (4) (5) (6)

1 = 10 seconds      6 = 60 seconds      \* 1 = 110 seconds  
2 = 20 seconds      7 = 70 seconds      \* 2 = 120 seconds  
3 = 30 seconds      8 = 80 seconds      \* 3 = 130 seconds  
4 = 40 seconds      9 = 90 seconds      \* 4 = 140 seconds  
5 = 50 seconds      \* 0 = 100 seconds      \* 5 = 150 seconds

**Digit Position (3): Bell Time** → (1) (2) (3) (4) (5) (6)

1 = 2 minutes      2 = 5 minutes      3 = 10 minutes

**Digit Position (4): Disable Instant/Home Exit Delay** → (1) (2) (3) (4) (5) (6)

0 = No      1 = Yes: disables the Exit Delay for Instant/Home Arming only

**Digit Position (5): Autohome Enable** → (1) (2) (3) (4) (5) (6)

0 = No      1 = Yes: automatically shunts interior zones after Exit Delay, if exit door was not opened

**Digit Position (6): Keyswitch LED Status Enable** → (1) (2) (3) (4) (5) (6)

0 = No      1 = Yes: when using a maintained keyswitch, allows the arm status of the keyswitched zone to be displayed on the LED keypad.

## Command Location 1A: Loop Alarm Reporting Codes

**Default Values** → 1 1 1 1 1 1

1	A					#
---	---	--	--	--	--	---

(1) (2) (3) (4) (5) (6)

**Digit Position (1): Loop 1 Alarm Report Code** → (1) (2) (3) (4) (5) (6)

Valid entries are 1 - F.  
For 2-digit reporting, zone number will be automatically added as the second digit.  
Program a "0" in Position (1) to disable Alarm Reports for the Loop.

**Digit Position (2): Loop 2 Alarm Report Code** → (1) (2) (3) (4) (5) (6)

See Loop 1 Alarm Report Code for programming details

**Digit Position (3): Loop 3 Alarm Report Code** → (1) (2) (3) (4) (5) (6)

See Loop 1 Alarm Report Code for programming details

**Digit Position (4): Loop 4 Alarm Report Code** → (1) (2) (3) (4) (5) (6)

See Loop 1 Alarm Report Code for programming details

**Digit Position (5): Loop 5 Alarm Report Code** → (1) (2) (3) (4) (5) (6)

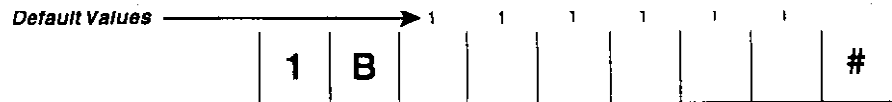
See Loop 1 Alarm Report Code for programming details

**Digit Position (6): Loop 6 Alarm Report Code** → (1) (2) (3) (4) (5) (6)

See Loop 1 Alarm Report Code for programming details

PROGRAMMING CONVERSIONS	
Hexadecimal Value	Key Strokes
A	* 0
B	* 1
C	* 2
D	* 3
E	* 4
F	* 5

## Command Location 1B: Loop Receiver Select



### Digit Position (1): Loop 1

0 = Receiver #1 with Receiver #2 as back-up      2 = Receiver #2 only  
 1 = Receiver #1 only                              3 = Receiver #1 and Receiver #2 (Dual Reporting)

### Digit Position (2): Loop 2

See Loop Receiver Select, Loop 1 for programming details.

### Digit Position (3): Loop 3

See Loop Receiver Select, Loop 1 for programming details

### Digit Position (4): Loop 4

See Loop Receiver Select, Loop 1 for programming details

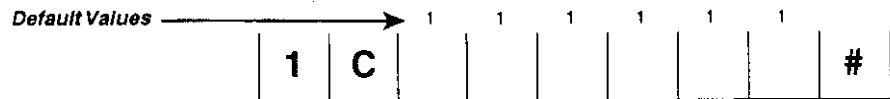
### Digit Position (5): Loop 5

See Loop Receiver Select, Loop 1 for programming details

### Digit Position (6): Loop 6

See Loop Receiver Select, Loop 1 for programming details

## Command Location 1C: Loop Restore Type



### Digit Position (1): Loop 1

0 = Return to Normal.  
 1 = System is disarmed.

### Digit Position (2): Loop 2

See Loop Restore Type, Loop 1 for programming details

### Digit Position (3): Loop 3

See Loop Restore Type, Loop 1 for programming details

### Digit Position (4): Loop 4

See Loop Restore Type, Loop 1 for programming details

### Digit Position (5): Loop 5

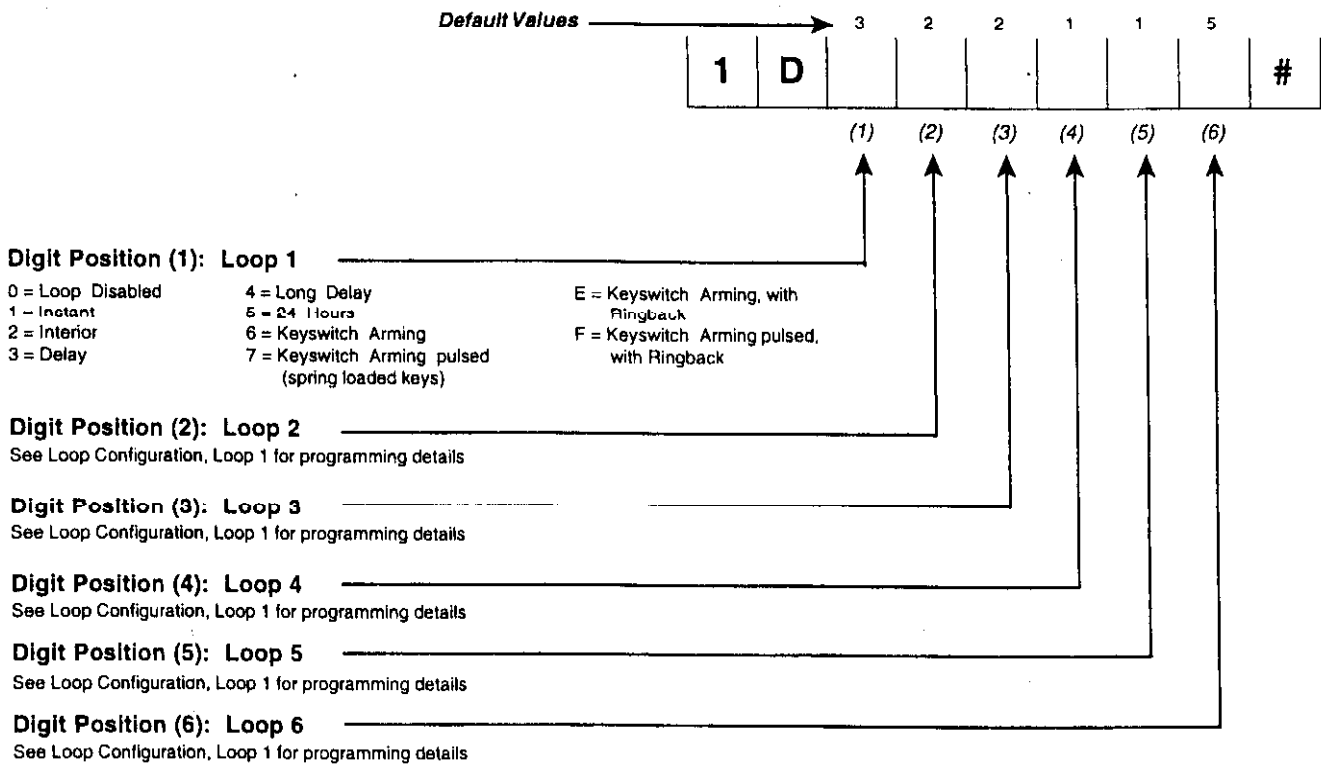
See Loop Restore Type, Loop 1 for programming details

### Digit Position (6): Loop 6

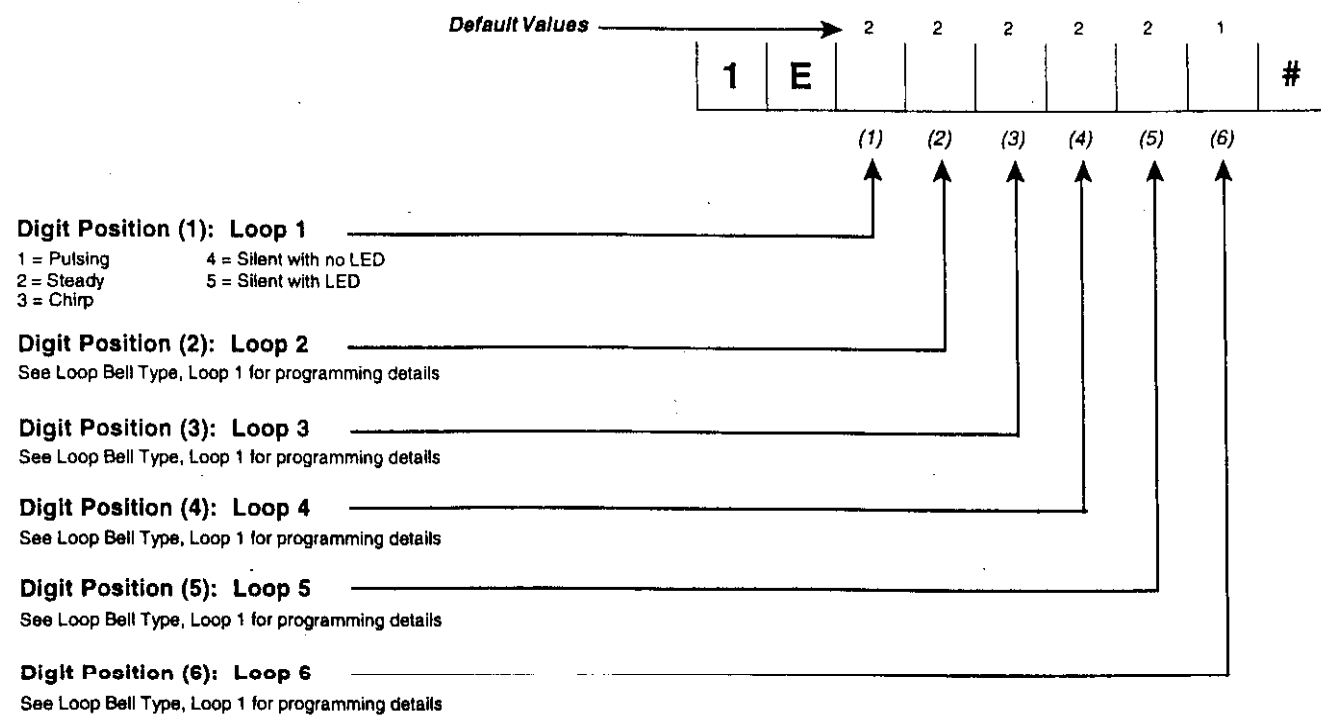
See Loop Restore Type, Loop 1 for programming details

# CL 1D and 1E

## Command Location 1D: Loop Configuration

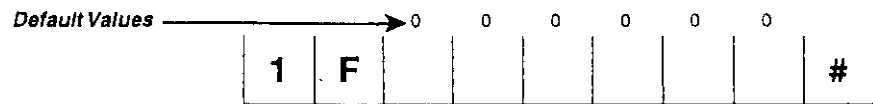


## Command Location 1E: Loop Bell Type





## Command Location 1F: Door Chime Enable



### Digit Position (1): Loop 1 Door Chime Enable

0 = No      1 = Yes; keypads beep two seconds when loop is faulted

### Digit Position (2): Loop 2 Door Chime Enable

0 = No      1 = Yes; keypads beep two seconds when loop is faulted

### Digit Position (3): Loop 3 Door Chime Enable

0 = No      1 = Yes; keypads beep two seconds when loop is faulted

### Digit Position (4): Loop 4 Door Chime Enable

0 = No      1 = Yes; keypads beep two seconds when loop is faulted

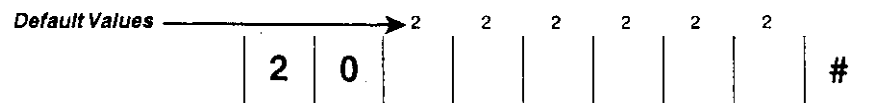
### Digit Position (5): Loop 5 Door Chime Enable

0 = No      1 = Yes; keypad beep two seconds when loop is faulted

### Digit Position (6): Loop 6 Door Chime Enable

0 = No      1 = Yes; keypads beep two seconds when loop is faulted

## Command Location 20: Zone Response Time



### Digit Position (1): Loop 1 Zone Response Time

0 = 20 milliseconds    1 = 60 milliseconds    2 = 250 milliseconds    3 = 500 milliseconds

### Digit Position (2): Loop 2 Zone Response Time

0 = 20 milliseconds    1 = 60 milliseconds    2 = 250 milliseconds    3 = 500 milliseconds

### Digit Position (3): Loop 3 Zone Response Time

0 = 20 milliseconds    1 = 60 milliseconds    2 = 250 milliseconds    3 = 500 milliseconds

### Digit Position (4): Loop 4 Zone Response Time

0 = 20 milliseconds    1 = 60 milliseconds    2 = 250 milliseconds    3 = 500 milliseconds

### Digit Position (5): Loop 5 Zone Response Time

0 = 20 milliseconds    1 = 60 milliseconds    2 = 250 milliseconds    3 = 500 milliseconds

### Digit Position (6): Loop 6 Zone Response Time

0 = 20 milliseconds    1 = 60 milliseconds    2 = 250 milliseconds    3 = 500 milliseconds

# CL A0 and AD

## Command Location A0: Test Report Countdown Timer

A	0		#
---	---	--	---

(1)

### Digit Position (1): Set Test Report Countdown Timer

0 = 1/4 hour	5 = 4 hours	* 0 = 14 hours
1 = 1/2 hour	6 = 6 hours	* 1 = 16 hours
2 = 1 hour	7 = 8 hours	* 2 = 18 hours
3 = 2 hours	8 = 10 hours	* 3 = 20 hours
4 = 3 hours	9 = 12 hours	* 4 = 22 hours
		* 5 = 24 hours

## Command Location AD: Battery Test Countdown Timer

This command sets the time for the Daily Battery Test. It is recommended that the Daily Battery Test occur during the morning, so that any problems can be serviced that day.

A	D		#
---	---	--	---

(1)

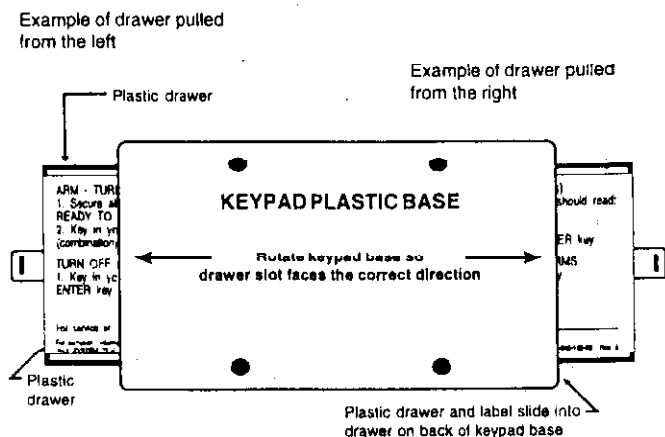
### Digit Position (1): Set Battery Test Countdown Timer

0 = 2 hours	2 = 14 hours
1 = 8 hours	3 = 20 hours

PROGRAMMING CONVERSIONS	
Hexadecimal Value	Key Strokes
A	*0
B	*1
C	*2
D	*3
E	*4
F	*5

## Keypad Label Drawer

Each keypad comes with a Label Drawer and quick reference operating label. Follow the diagram below when setting up the Label Drawer for each keypad.



1. Fill in the zone descriptions inside the label.
2. Mark "Y" or "N" to indicate if zones can be bypassed or not.
3. Determine if the drawer will slide from the right or left.
4. Peel the cover off the drawer glue.
5. Align the edge of the label with the edge of the drawer. Center the label top to bottom.
6. Press the label onto the glue. Avoid trapping air bubbles under the label.
7. Slide the drawer/label into the slot on the back of the keypad base.

## Testing

Once the installation is complete, connect both AC and DC power. Complete programming, if required. **Test all panel operations.**

## To the Installer

Regular maintenance and inspection (at least monthly) by the installer and frequent testing by the user are vital to the continuous and satisfying operation of any alarm system. The installer should assume the responsibility for developing and offering a regular maintenance program to the user, as well as acquainting the user with the proper operation and limitations of the alarm system and its component parts. **Recommendations must include a specific program of regular testing (at least weekly) to ensure that the system is operating properly.**

## Telephone Line Problems

In the event of telephone line problems, disconnect the SYSTEM 2361z by removing the modular connector plug from the Telco interface jack. **Do not disconnect the connection inside the SYSTEM 2361z cabinet.** Doing so will prevent the premise phones from operating. If your phone works correctly after the control panel has been disconnected from the phone line, the control panel has a problem and should be returned for repair.

If the phone does not work after you have disconnected the control panel from the phone line, notify the telephone company and request prompt repair. **The user may not under any circumstance (in or out of warranty) attempt any service repairs on the SYSTEM 2361z.** The control panel must be returned to C&K SYSTEMS or an authorized service agency for repairs.

## Limitations of Your Alarm System

While the SYSTEM 2361z is an advanced design security system, **it does not offer guaranteed protection against burglary, fire, or other losses.** Any alarm system, whether commercial or residential, is subject to compromise or failure-to-warn for a variety of reasons. These include:

- Intruders may gain access through unprotected openings or have the technical sophistication to bypass an alarm sensor or disconnect an alarm warning device.
- Intrusion detectors, smoke detectors, and many sensing devices will not operate without power. Devices powered by mains will not work if their mains power supply is off for any reason and their back-up batteries are missing, dead, or improperly installed.
- Alarm warning devices such as sirens, bells, and horns may not alert people or wake up sleepers if they are located on the other side of closed or partly closed doors. If warning devices are on a different level of the residence from the bedrooms, they are less likely to waken or alert people inside the bedrooms.
- Telephone lines needed to transmit alarm signals from a premise to a central monitoring station may be out of service or temporarily out of service. Telephone lines are subject to compromise by sophisticated methods of attack.
- Smoke detectors used in conjunction with the alarm system may not sense fires that start where smoke cannot reach the detectors, such as chimneys, walls, or roofs, or on the other side of closed doors. Smoke detectors also may not sense a fire on another level of the residence or building. A second floor detector, for example, may not sense a first floor or basement fire. Finally, smoke detectors have sensing limitations. No smoke detector can sense every kind of fire everytime. In general, detectors may not always warn you about fires caused by carelessness and safety hazards, like smoking in bed, violent explosions, escaping gas, improper storage of flammable materials, overload electronic circuits, children playing with matches, arson, etc.
- The most common cause of an alarm system not functioning properly when an intrusion or fire occurs is **INADEQUATE MAINTENANCE.** Your alarm system should be tested weekly to make sure all sensors are operating properly. **The SYSTEM 2361z panel and keypads should also be tested weekly.**
- Installing an alarm system may make you eligible for lower insurance rates, but an alarm system is not a substitute for insurance. Homeowners, property owners, and renters should continue to insure their lives and property.

# Limited Warranty

The SYSTEM 236iz is warranted against manufacturing defects for **12 months** from the date of manufacture. The manufacture date is established by the date code on the unit. This Limited Warranty does not apply to any product that has been abused, altered, or misused, whether physically or electrically. Products returned within **five months** of manufacture will be replaced with a new unit. Before returning a product to C&K SYSTEMS, obtain a **Return Materials Authorization (RMA)** number from our Customer Service Department. Complete warranty information is available from C&K Distributors, C&K Sales Representatives, and our Customer Service Department. **Do not return communicators in their metal cabinets.** The cabinets increase your shipping costs and delay repair times.

## Glossary

### ANSWERING MACHINE INTERCEPT:

When panel is programmed for this feature, it will answer phone on first ring of second call. Second call must occur within 30 seconds after second ring of first call. First call cannot ring more than two times. Commander II and Monitor II software are designed to automatically make correct phone call sequence. This unique call sequence allows the SYSTEM 236iz to bypass most answering machines.

### BELL TYPE:

Determines how audible will sound when loop goes into alarm. Five options available: pulsing, steady, chirp, silent with no LED, silent with LED.

### CALL-BACK PROCESS:

This feature requires 236iz to be programmed for RPS Enable, also use of Commander II or Monitor II RPS software. Computer will call panel, allow two rings, then hang up. Within 30 seconds, computer will call panel again, and panel will answer call. Panel will then hang up and dial programmed RPS Phone Number. When RPS computer answers, panel will ask for Installer Code. If Installer Code is correct, panel will allow remote programming to begin. With Keypad RPS enabled, user can force the 236iz to call the programmed RPS Phone Number.

### COMBINATION COMMAND:

Determines if User Combination is required for such functions as Shunting, Keypad RPS, and Instant Arming.

### DELAY LOOPS:

Allow entry and exit for programmed delay time.

### DIAL ATTEMPTS:

Number of attempts dialer will make to report alarms or events. 236iz can be programmed for 1 - 3 dialing attempts, CL 0B (6). If panel is unable to report after last dialing attempt, it will go into Failed To Communicate Mode.

### DURESS COMBINATION:

Duress Combination is User #6 (CL 06), if Duress Reporting is enabled, CL 17 (3) and (4).

### DYNAMIC BATTERY TEST:

Automatically tests battery five minutes after power up. The 236iz disconnects from mains input and tests battery under load for two minutes. If battery voltage is below 11.25 volts, low battery condition will be annunciated and, if programmed, reported. Dynamic Battery Test will occur every 24 hours.

### FAULTED ARMING TYPE:

Determines what state loops must be in before panel will arm. Panel can be programmed for Goof-Proof Arming or Force Arming.

### FORCE ARMING:

Allows system to be armed even if loops are faulted. Loops still faulted at end of Exit Delay are automatically bypassed.

### GOOF-PROOF ARMING:

Prevents system from being armed until all non-24 hour loops are normal (not faulted).

### INSTALLER COMBINATION:

6-digit combination needed for keypad or RPS programming. Always starts with 0. Combination factory set at [0][1][2][3][4][5]. Panel can be programmed not to revert to default combination on power loss, CL 07 (3). If default combination is changed and new combination is lost, programming mode will not be accessible. Installer Combination cannot be used to arm or disarm system.

### INTERIOR LOOPS:

Allow normal Exit Delay, but require delay loop to be faulted first before allowing Entry Delay.

### INSTANT LOOPS:

Activate immediately if faulted when the system is armed.

### LOCAL SYSTEM ONLY:

When enabled, this option allows SYSTEM 236iz to act as local alarm system that will not report alarm events. However, if RPS is enabled and system connected to phone line, keypad RPS and regular RPS functions can still be performed.

### LONG DELAY LOOPS:

Have double the programmed Entry Delay time.

### LOOP RESTORE PROCESS:

Determines when restore reports are sent, and how many times loop can activate during armed period.

### PERSONAL DIALING:

This feature is equivalent to having a Personal Beeper. If programmed, 236iz will call designated receiver and give series of tones for one minute. Process will be repeated for programmed number of dialing attempts.

### REPORTING OPTIONS:

236iz can be programmed to report to Receiver #1 or Receiver #2 (Split Reporting), Receiver #1 with Receiver #2 as back-up (Back-up Reporting), or Receiver #1 and Receiver #2 (DUAL Reporting).

### RPS PHONE NUMBER:

Phone line number connected to modem and personal computer running Commander II or Monitor II software. Both software packages allow 236iz to be remotely programmed over phone line. In addition, Monitor II transforms PC into alarm receiver.

### SOFT ZONE:

Zone generated by software instead of hardwired switches. SYSTEM 236iz has one soft zone: Police. User activates soft zone by depressing [POLICE] key for two or three seconds.

### TWENTY-FOUR HOUR LOOPS:

24-hour Loops always active, and respond to faults whether armed or disarmed.

### USER COMBINATION:

236iz can support up to 6 users. User #1 is referred to as Master Combination because it can be used to change any other combination except Installer Combination. If Opening, Closing, or Duress Reporting is enabled, 236iz will transmit User ID Number each time combination used to arm or disarm system.

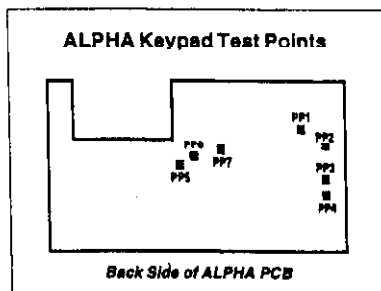
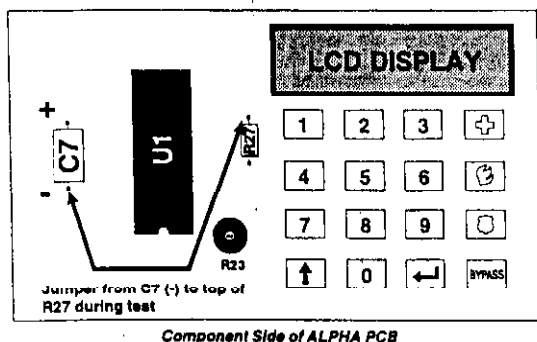
# Alpha Keypad Test

The Alpha keypad has built-in self-test functions. While these functions are normally used only for production testing, if necessary, you can use them to field test the Alpha keypad.

To test the Alpha keypad, wire it to a 12 VDC power supply. The alarm system wiring and power from the SYSTEM 236i2 can be used. Connect the green and white keypad wires together. If connected to a SYSTEM 236i2, disconnect the green and white wires from the panel before connecting them together.

The Alpha self-test starts when you short test pad PP5 to the power supply negative and press [\*] [6] [7] [#]. The easiest way to short the test pad is to short the negative of capacitor C7 to the top lead of resistor R27. See diagram below.

Once the test starts, pressing different keys will initiate different test functions. During the self-test, the top line of the display will read **2316 ALPHA TESTER**. Leave the shorting wire on throughout the test.



## ALPHA KEYPAD TEST FUNCTIONS

### Key Entry

### Test

- [1] LCD viewing angle adjustment. The bottom line of the display will read **TEST VIEW ANGLE**. Adjust potentiometer R23 to change the viewing angle of the display. R23 can be adjusted from the component side of the PCB, or through a hole in the back side, using a small slotted screwdriver.
- [2] The display will read **TEST 5 VOLT PWR**. You can measure the 5 volt regulated output at test points PP7 (+5 V) and PP2 (ground).
- [3] The display will read **TEST FREQUENCY**. This is used by the factory to measure the CPU and crystal frequencies at test point PP6.
- [4] The display will read **ARMED LED TEST**. The red alarm LED toggles on or off each time you press the key.
- [5] The display will read **AC LED TEST**. The green AC power LED toggles on or off each time you press the key.
- [6] The display will read **PIEZO SOUND TEST**. The keypad piezo toggles on or off each time you press the key.
- [7] The display will read **BACKLIGHT TEST**. The LCD and keypad backlight toggle on or off each time you press the key.
- [8] The Alpha keypad will perform a loop test involving the keypad clock (white) and data (green) flying leads. The keypad will transmit test information out and back to itself. If the information is not received, the display will read **LOOP TEST FAIL**. If the information is received correctly, the display will read **LOOP TEST PASS**.  
**NOTE:** The green and white keypad wires must be connected together. If you disconnect the green and white wires from the panel at the panel side of the wiring, not the keypad side, when you do the loop-back test, you will also be checking the keypad wiring.
- [9] The Alpha keypad generates special timing pulses called clock signals. If the Alpha receives the special clock signals as a loop-back, it displays **CLOCK TEST PASS**. If it does not, it displays **CLOCK TEST FAIL**.  
**NOTE:** The green and white keypad wires must be connected together for this test.

[SHIFT] The default EEPROM program data will be loaded into the Alpha's EEPROM from the microprocessor. During loading, the display will read **PROGRAMMING**. The information in the EEPROM will then be compared to the information in the microprocessor. The display will read **VERIFYING**. If the information matches, the display will read **EEPROM TEST PASS**. If the information does not match, the display will read **EEPROM TEST FAIL**.

**NOTE:** This test writes over the keypad address and any messages already written into the keypad. Do not run this test if you do not want to change the keypad address or messages. After the test is over, the keypad will have the factory default programming. Both the keypad address and messages will have to be reprogrammed.

[0] The display will read **KEY "0"**.

[ENTER] The display will read **KEY "ENTER"**.

[MEDICAL] The display will read **KEY "MEDICAL"**.

[FIRE] The display will read **KEY "FIRE"**.

[POLICE] The display will read **KEY "POLICE"**.

[BYPASS] The Alpha keypad will verify that every key has been pressed and every test performed. If so, the display will read **TEST COMPLETE**. If not, the display will read **TEST INCOMPLETE**.

**NOTE:** If the keypad is tested while installed in a system, you will most likely see the **TEST INCOMPLETE** message displayed. Since you do not want to write over the Alpha programming, you probably did not test the [SHIFT] function. The [BYPASS] test is used only to verify that all tests have been performed. It is not necessary to perform all tests. Test as few or many functions as you like.

## HOW TO EXIT THE ALPHA KEYPAD TEST

First, remove the test shorting wire on the keypad. Next, remove power from the SYSTEM 236iz and keypad. Then reconnect the green and white wires from the control panel to the keypad, and re-apply control and keypad power. The Alpha keypad test is now complete.

**NOTE:** If you performed the [SHIFT] test, you will need to reprogram the keypad messages and address. Once this is done, you will have to restart the panel so that it can find the keypad. You can restart the panel in three ways: use remote programming; remove and restore the panel's AC and DC power; or enter [Installer Combination] [\*] [6] [8] [#] from any keypad in the system, except the one you just reprogrammed.

## Keypad Operation Command Summary

The majority of the keypad commands apply equally to the LED and Alpha II keypads. Some keypad commands, however, apply to the LCD keypad only.

The following Keypad Commands apply to both the LED and Alpha II keypads:

Function	Comments	Keystroke Sequence
Arm/Disarm	Delays active	[Combination] [#]
Bypass Zone (n)	[n] is zone # 1 - 6; Combo may be required	[Combination] [2] [n] [#]
Chime On/Off		[*] [5] [#]
Change Combo	Must be done from Master Combination (User #1)	[Master Combo] [*] [0] [#] [User No.] [New Combo] [#] [New Combo] [#]
Clear Alarm Memory		[*] [1] [#]
Entry/Exit Pre-Alarm	Toggle Pre-Alarm tones on and off	[*] [5] [2] [#]
Error Tones	Toggle Error Tones on and off	[*] [5] [4] [#]
Exit Programming		[*] [#]
Home Arm	All interior zones are shunted simultaneously; Exterior zones armed; Combo may be required	[Combination] [*] [4] [#]
Instant Arm	Converts all delayed zones to instant; Combo may be required	[Combination] [*] [7] [#]
Instant Home Arm	Arms exterior zones, shunts interior zones. Entry delays converted to instant; Combo may be required	[Combination] [*] [4] [7] [#] (or) [Combination] [*] [7] [4] [#]
Keypad Activated RPS	If enabled, CL 09(4); Combo may be required	[Combination] [*] [0] [2] [#]
Keypad Tone Disable	Toggle Entry/Exit Pre-Alarm and Confirmation/ Error tones on and off	[*] [5] [1] [#]
Panic Alarm	Keypad activated	[9] (Hold for 3 seconds)
Reset Aux Power	If resettable devices are connected to Terminals labelled AUX (+) and C	[*] [6] [2] [#]
Reset Panel	Panel must be disarmed	[Master Combination] [*] [6] [8] [#]
Test - Battery	Use after correcting Low Battery problem	[*] [6] [4] [#]
Test - Bells	Combo may be required	[Combination] [*] [6] [3] [#]
Test - Central Station	Combo may be required	[Combination] [*] [6] [1] [#]
Test - Local Walk Test	Combo may be required	[Combination] [*] [6] [0] [#]

**NOTE:** For additional information about Combination Command requirements, see page 26 and CL 08 (5).

The following Keypad Commands apply to the Alpha II keypad only:

Function	Comments	Keystroke Sequence
Arm Tones Toggle On/Off		[*] [5] [4] [#]
Audible Feedback Toggle		[*] [5] [1] [#]
Backlight Toggle On/Off		[*] [8] [#]
Display Keypad Model & Revision Number		[*] [9] [#]
Chime Toggle		[*] [5] [3] [#]
Pre-warn Toggle On/Off		[*] [5] [2] [#]

The following Keypad Commands are Installer Only Commands:

Function	Comments	Keystroke Sequence
Alpha Keypad Programming	Start Programming the Keypad	[Installer Combination] [*] [0] [1] [#]
Alpha Keypad Test	Keypad must be disconnected from panel	[*] [6] [7] [#]
Kill/Revive Panel	Panel must be disarmed	[Installer Combination] [*] [6] [9] [#]
Panel Programming	Start Programming the Panel	[Installer Combination] [*] [0] [#]