1.	Enter program mode by powering down then back up & pressing the *+#			
	simultaneously within 50 seconds of power up, or enter the Installer code			
	+8+0+0			
2.	Screen displays. "INSTALLER CODE 20"			
3.	Press "*" 79, screen displays "ENTER OUTPUT NO." (00 = quit) 01			
4.	Press 01*			
5.	Screen displays "01 output type" "Delete 0"			
6.	Press 1*			
7.	Screen displays "01 Modular Addr" "07-15"			
8.	Choose what address you want from 07-15 (for this instruction set we will choose address 07) Press 07*			
NOTE:	Address Module			
	07 1^{st} 4229 (with zones 09-16)			
	08 2 nd 4229 (with zones 17-24)			
	09 3 rd 4229 (with zones 25-32)			
	10 4 th 4229 (with zones 33-40)			
	11 5 th 4229 (with zones 41-48)			
	12 1 st 4204			
	$13 2^{nd}4204$			
	14 3 rd 4204			
	15 4 th 4204			
	Make sure module's DIP switches are set to the selected address			
9. Screen displays "01 Rly Position" "1-4" (note: this should only have a choice of try to set up a relay 3 or 4, address 07-11 is for a 4229 and this unit only have 2 relays)				
	Press 1*			
10.	Screen displays:			
	Enter Output No. $02 (00 = QUIT)$			
	Press 00			
11.	Press *80			
12.	Screen displays: "Output Funct #" 01			
	Press 01*			
13.	Screen displays: "01 A E P Trig			
	?00 0 0 - ZL =00"			
	This is a Summery Where; A= Device Action; E = Triggering event; P =			
	Partition; Trig = Trigger Type (? = device has yet to be mapped/programmed)			
	Press *			

14.	Screen Displays: "01 Activated By: Delete 0" Choices are as follows; $1 = $ zone list; $2 = $ zone type; $3 = $ zone number; $0 = $ delete				
14.1	If you choose 1 screen will display "01 Zn List" Choose a Zone List 1-8 (See instructions for zone list programming, we will not cover this in this document)				
15.2	If you choose 2 screen will display "01 Enter Zone Type, where you will have				
	the following choice to enter:				
	CHOICE FOR ZONE TYPES				
	00 = Not Used	06 = 24-Hr Silent	14 = Carbon Monoxide		
	01 = Entry/exit #1	07 = 24-Hr Audible	e 16 = Fire w/Verification		
	02 = Entry/exit #2	08 = 24-Hr Aux	23 = No Alarm Respon		
	03 = Perimeter	09 = Fire 24	24 = Silent Burglary		
	04 = Interior Follower	10 = Interior w/De	lay 25 = 24hr Non-Alarm		
	05 = Trouble Day/Alarm	Night 12 = Monitor Zone	e 77 = Keyswitch Zone		
	CHOICES FOR SYSTEM OPERATION				
	20 = Arming–STAY	39 = Any Fire Alarm	60 = AAV		
	21 = Arming–AWAY	40 = Bypassing	66 = Function Key †		
	22 = Disarming (Code + OFF) 41 = AC Power Failure 67 = Bell Fail				
	31 = End of Exit Time)	42 = Sys Battery Low	68 = Telco Line Cut		
	32 = Start of Entry Time	43 = Comm Failure	78 = Keyswitch RED LED		
	33 = Any Burglary Alarm	52 = Kissoff	79 = Keyswitch Green LED		
	36 = **At Bell Timeout †	54 = Fire Zone Reset			
	38 = Chime 58 = Duress				
	** Use 3 (any) for Partition No. (P) entry				
	† Or at Disarming, whichever occurs first.				
	† Use *57 Menu Mode to assign the function key (function "07")				
	After you have made a choice from above				
	Press * and enter one of the following:				
	0 = any partition				
	1 = partition 1				
	2 = partition 2				
	3 = common				
15.3	If you choose 3 server	If you choose 3 screen will display "01 Enter Zone No." and will choose a active			
	If you choose 3 screen	zone # and bit *			
	Screen will now display "Enter Event" Choices are as follows:				
	0 = Restore: 1 = Alarm/Fault/Trouble				
16	Press * Screen displa	Press * Screen displays: Output action			
17	Screen displays: Output action: Choose from the following				
17.	Screen displays. Output action. Choose from the following $0 = \text{off}$				
	$0 = 0\Pi$	4	Duration 1 (and data for 11 \$177)		
	I = Close for 2 second	18 5	= Duration 1 (see data field $*1//$)		
	2 = Close and Stay Closed $6 = Duration 2 (see data field *177)$				
	3 = Continuous Pulse on & off				

Make a choice and press *

- 18. The display now shows "Enter Output No." Enter the device number (see step #8) you want associated with this output. Press *
- 19. Screen now displays summery:

This is a Summery Where; A= Device Action; E = Triggering event; P = Partion; Trig = Trigger Type

20. By pressing *, Screen will display "Output Funct #" either continue with next output, or hit "00" to quit