

FBI XL4612 Program Sheet

Location *05 Cont.

L3 Pulse Type, System Test

- 0 US Pulse, 24Hr Test
- 1 Touch Tone, 24Hr Test
- 2 European Pulse, 24Hr Test
- 3 Superfast TouchTone, 24Hr Test
- 4 US Pulse, Weekly Test
- 5 TouchTone, Weekly Test
- 6 European Pulse, Weekly Test Signal
- 7 Superfast TouchTone, Weekly Test
- 8 US Pulse, 24Hr Test, Split Report
- 9 TouchTone, 24Hr Test, Split Report
- A European Pulse, 24Hr Test, Split Report
- B Superfast TouchTone, 24Hr Test, Split Report
- C US Pulse, Weekly Test, Split Report
- D TouchTone, Weekly Test, Split Report
- E European Pulse, Weekly Test, Split Report
- F Superfast TouchTone, Weekly Test, Split Report

L4 System Options

- 0 Test by Event
- 1 Test by Event, Chime Enabled
- 2 Test by Time
- 3 Test by Time, Chime Enabled
- 4 Test by Event, Dialer Disabled
- 5 Test by Event, Chime Enabled, Dialer Disabled
- 6 Test by Time, Dialer Disabled
- 7 Test by Time, Chime Enabled, Dialer Disabled

*06 Keypad Conditions

| F | C | 6 | 0 |
L1 L2 L3 L4

L1 Keypad Emergency Conditions

- 0 Keypad Panics Disabled
- 1 Panic Enabled
- 2 Fire Enabled
- 3 Panic, Fire Enabled
- 4 Aux Enabled
- 5 Panic, Aux Enabled
- 6 Fire, Aux Enabled
- 7 Panic, Fire, Aux Enabled
- 8 Keypad Panics Disabled, * Reset Enable
- 9 Panic, * Reset Enabled
- A Fire, * Reset Enabled
- B Panic, Fire, * Reset Enabled
- C Aux, * Reset Enabled
- D Panic, Aux, * Reset Enabled
- E Fire, Aux, * Reset Enabled
- F Panic, Fire, Aux, * Reset Enabled

L2 Phone Line Fail Option

- 0 Disable Phone Fail Detection
- 1 30 Second Phone Fail, Bell on Fail
- 2 30 Second Phone Fail, Sounder on Fail
- 3 30 Second Phone Fail, Bell & Sounder on Fail
- 4 60 Second Phone Fail
- 5 60 Second Phone Fail, Bell on Fail
- 6 60 Second Phone Fail, Sounder on Fail
- 7 60 Second Phone Fail, Bell & Sounder on Fail
- 8 90 Second Phone Fail
- 9 90 Second Phone Fail, Bell on Fail
- A 90 Second Phone Fail, Sounder on Fail
- B 90 Second Phone Fail, Bell & Sounder on Fail
- C 120 Second Phone Fail
- D 120 Second Phone Fail, Bell on Fail
- E 120 Second Phone Fail, Sounder on Fail
- F 120 Second Phone Fail, Bell & Sounder on Fail

L3 Quick Commands

- 0 Silent Panic & Aux
- 1 Quick Force Arm/Bypass, Silent Police
Silent Aux Panic
- 2 Quick Arm, Silent Police & Aux
- 3 Quick Force Arm/Bypass, Quick Arm
Silent Police & Aux
- 4 Audible Police, Silent Aux
- 5 Quick Force Arm/Bypass, Silent Aux,
Audible Police
- 6 Quick Arm, Audible Police, Silent Aux
- 7 Quick Force Arm, Quick Arm, Audible Police
Silent Aux
- 8 Silent Police, Audible Aux
- 9 Quick Force Arm/Bypass, Silent Police,
Audible Aux
- A Quick Arm, Silent Police, Audible Aux
- B Quick Force Arm/Bypass, Quick Arm
Silent Police, Audible Aux
- C Audible Police, Audible Aux
- D Quick Force Arm/Bypass, Audible Aux
- E Quick Arm, Audible Police, Audible Aux
- F Quick Force Arm, Quick Arm, Audible Police
Audible Aux Panic

L4 Misc Options

- 0 Zn 12 Slow, User Code Req to Set Time
- 1 Zn 12 Slow, Auto-unbypass, Code Req to Set Time
- 2 Zn 12 Slow, Bypass Display, Code Req to Set Time
- 3 Zn 12 Slow, Bypass Display, Auto-unbypass,
User Code Req to Set Time
- 4 Zn 12 Fast, User Code Req to Set Time
- 5 Zn 12 Fast, Auto-unbypass, Code Req to Set Time
- 6 Zn 12 Fast, Bypass Display, Code Req to Set Time
- 7 Zn 12 Fast, Bypass Display, Auto-unbypass,
User Code Req to Set Time
- 8 Zn 12 Slow, User Code Req to Set Time
- 9 Zn 12 Slow, Auto-Unbypass, No Code Req to Set Time
- A Zn 12 Slow, Bypass Display, No Code Req to Set Time
- B Zn 12 Slow, Bypass Display, Auto-unbypass,
No Code Req to Set Time
- C Zn 12 Fast, No Code Req to Set Time
- D Zn 12 Fast, Auto-unbypass, No Code Req to Set Time
- E Zn 12 Fast, Bypas Display, No Code Req to Set Time
- F Zn 12 Fast, Bypass Display, Auto-unbypass
No User Code Req to Set Time

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***07 Misc System Options**

| 3 | 0 | 3 | A |
L1 L2 L3 L4

L1 Siren Driver/Bell Output

- 0 Bell Output (Internal Siren Driver Disable)
- 1 Steady Burg, Steady Fire
- 3 Sweep Burg, Steady Fire
- 5 Steady Burg, Sweep Fire
- 7 Sweep Burg, Sweep Fire
- B European Sweep Burg, Steady Fire
- D Steady Burg, European Sweep Fire
- F European Sweep Burg, European Sweep Fire

L2 Auto Arming Options

- 0 Auto Arming Disabled
- 1 Auto Arm AWAY, No Audible Warning
- 3 Auto Arm AWAY, Audible Warning
- 5 Auto Arm INSTANT, No Audible Warning
- 7 Auto Arm INSTANT, Audible Warning
- 9 Auto Arm STAY, No Audible Warning
- B Auto Arm STAY, Audible Warning
- D Auto Arm INSTANT/STAY, No audible Warning
- F Auto Arm INSTANT/STAY, Audible Warning

L3 User Codes, Bell Lockout, Bell Test

- 0 Single User Door Strike (User 28)
- 1 Arm Only User 28
- 2 All User Door Strike
- 3 Arm Only User, All Users Door Strike
- 4 Bell Lockout
- 5 Arm Only User, Bell Lockout
- 6 All User Door Strike, Bell Lockout
- 7 Arm Only User, All Users Door Strike Bell Lockout
- 8 Bell Test
- 9 Arm Only User, Bell Test
- A All User Door Strike, Bell Test
- B Arm Only User, All Users Door Strike, Bell Test
- C Bell Lockout, Bell Test
- D Arm Only User, Bell Lockout, Bell Test
- E All User Door Strike, Bell Lockout, Bell Test
- F Arm Only User, All Users Door Strike Bell Lockout, Bell Test

L4 Number of Rings for Download

- 0 Remote Downloading Disabled
- 1 1 Ring for Download Answer
- 2 2 Rings for Download Answer
- 3 3 Rings for Download Answer
- 4 4 Rings for Download Answer
- 5 5 Rings for Download Answer
- 6 6 Rings for Download Answer
- 7 7 Rings for Download Answer
- 8 8 Rings for Download Answer
- 9 9 Rings for Download Answer
- A 10 Rings for Download Answer
- B 11 Rings for Download Answer
- C 12 Rings for Download Answer
- D 13 Rings for Download Answer
- E 14 Rings for Download Answer
- F 15 Rings for Download Answer

***08 Account 1**

| | | | |
L1 L2 L3 L4

***09 Account 2**

| | | | | (Not programmed)
L1 L2 L3 L4

***10 System Timeouts**

| 3 | 6 | 2 | F |
L1 L2 L3 L4

L1 to L4 System Timeouts

- L1 = Entry Delay - 1 to F (x10 Second Increments, F = 150 seconds)
- L2 = Exit Delay - 1 to F (x10 Second Increments, F = 150 seconds)
- L3 = Burg Timeout - 1 to F (x3 Minute Increments, F = Infinite)
- L4 = Fire Timeout - 1 to F (x3 Minute Increments, F = Infinite)

***11 Zone 1 Programming**

| ? | ? | 3 | 1 | (Sends 31)
L1 L2 L3 L4

***12 Zone 2 Programming**

| ? | ? | 3 | 2 | (Sends 32)
L1 L2 L3 L4

***13 Zone 3 Programming**

| ? | ? | 3 | 3 | (Sends 33)
L1 L2 L3 L4

***14 Zone 4 Programming**

| ? | ? | 3 | 4 | (Sends 34)
L1 L2 L3 L4

***15 Zone 5 Programming**

| ? | ? | 3 | 5 | (Sends 35)
L1 L2 L3 L4

***16 Zone 6 Programming**

| ? | ? | 3 | 6 | (Sends 36)
L1 L2 L3 L4

***17 Zone 7 Programming**

| ? | ? | 3 | 7 | (Sends 37)
L1 L2 L3 L4

***18 Zone 8 Programming**

| ? | ? | 3 | 8 | (Sends 38)
L1 L2 L3 L4

***19 Zone 9 Programming**

| ? | ? | 3 | 9 | (Sends 39)
L1 L2 L3 L4

***20 Zone 10 Programming**

| ? | ? | 4 | 1 | (Sends 41)
L1 L2 L3 L4

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*21 Zone 11 Programming | 2 | 4 | 2 | (Sends 42)
 L1 L2 L3 L4

*22 Zone 12 Programming | 2 | 4 | 3 | (Sends 43)
 L1 L2 L3 L4

L1 Zone Supervision Type

- 0 EOL Supervised INTERIOR Zone
- 1 Normally Open (N/O) INTERIOR Zone
- 2 Normally Closed (N/C) INTERIOR Zone

- 4 EOL Supervised INSTANT Zone
- 5 Normally Open (N/O) INSTANT Zone
- 6 Normally Closed (N/C) INSTANT Zone

- 8 EOL Supervised 24hr Zone or Keyswitch
- 9 Normally Open (N/O) 24hr Zone or Keyswitch
- A Normally Closed (N/C) 24hr Zone or Keyswitch

- C EOL Supervised DELAY Zone
- D Normally Open (N/O) DELAY Zone
- E Normally Closed (N/C) DELAY Zone

L2 Zone Type

- 0 Burg Zone (No Other Options)
- 1 Restore
- 2 Day Zone
- 3 Restore, Day Zone
- 4 Chime
- 5 Restore, Chime
- 6 Day Zone, Chime
- 7 Restore, Day Zone, Chime
- 8 Dialer Delay
- 9 Restore, Dialer Delay
- A Day Zone, Dialer Delay
- B Restore, Day Zone, Dialer Delay
- C Chime, Dialer Delay
- D Restore, Chime Dialer Delay
- E Day Zone, Chime, Dialer Delay
- F Restore, Day, Chime, Dialer Delay

24 Hour Zones (if using type 8, 9 or A)

- 0 Audible 24Hr Alarm
- 1 Fire
- 2 Audible 24Hr Trouble
- 3 Keyswitch
- 4 Audible 24Hr Alarm, Restore
- 5 Fire, Restore
- 6 Audible 24Hr Trouble, Restore
- 8 Silent 24Hr Alarm
- A Silent 24Hr Trouble
- C Silent 24Hr Alarm, Restore
- E Silent 24Hr Trouble, Restore

L3 & L4 = Report Code

*23 Ambush/AC Loss | 2 | 6 | 7 | 9 | (Ambush = 26, AC Loss = 79)
 L1 L2 L3 L4

*24 Police Panic/Low Battery | 2 | 9 | 7 | 8 | (Police Panic = 29, Low Bat = 78)
 L1 L2 L3 L4

*25 Open/Close/Test Code | A | A | A | A | A | A | (A = Disabled)
 L1 L2 L3 L4 L5 L6

*26 Bypass/Restore/Trouble/Ring Count | A | A | 7 | A | (Fire Trouble sends 7 + Zone)
 L1 L2 L3 L4

*27 Keypad Fire/Medical Panics | 1 | 9 | 4 | 9 | (Fire Panic = 19, Medical Panic = 49)
 L1 L2 L3 L4

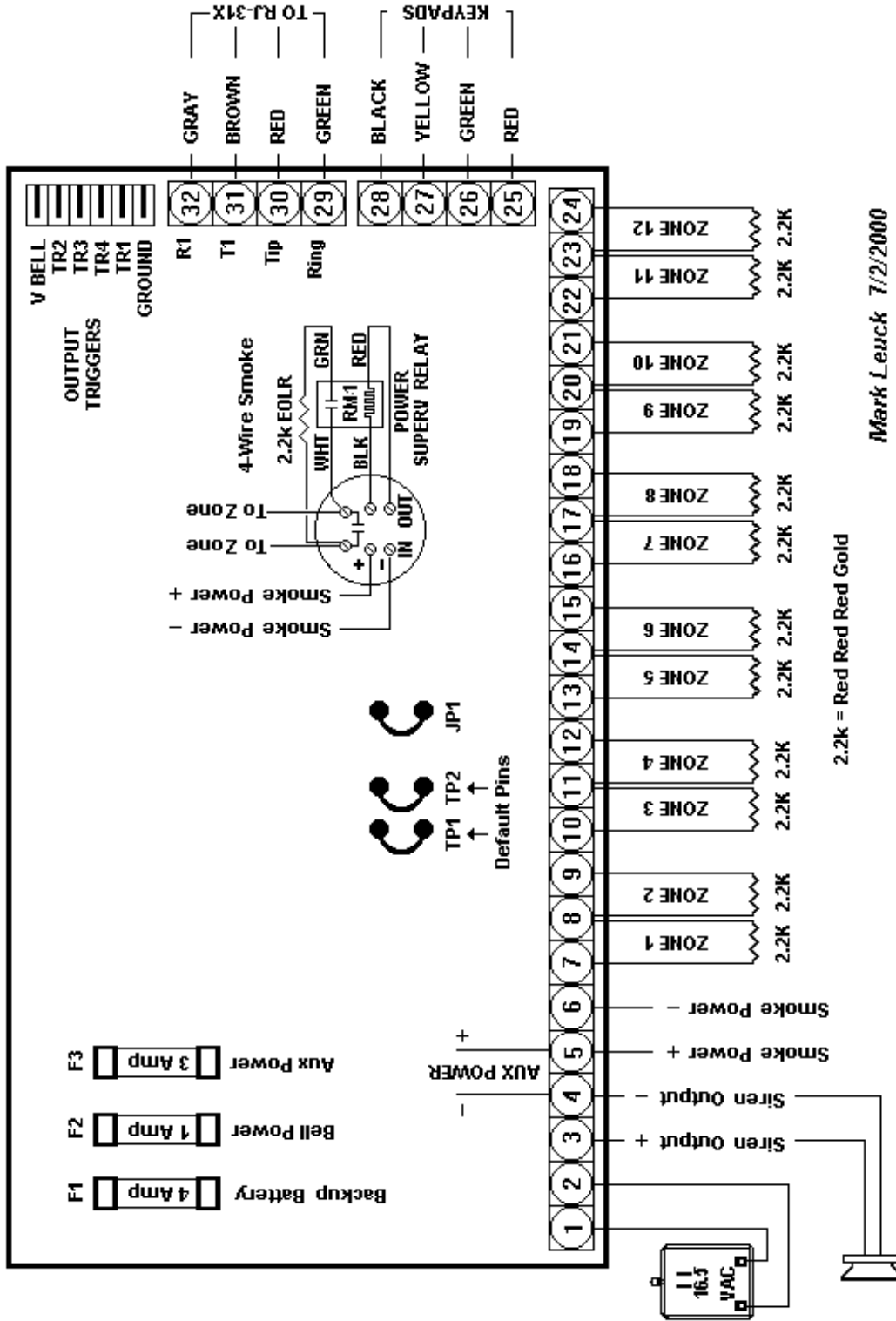
*28 Test Time | A | A | A | A | (A = Disabled)
 L1 L2 L3 L4

*29 Triggers 1 & 2 | | | | | (Normally leave alone)
 L1 L2 L3 L4

*30 Triggers 3 & 4 | | | | | (Normally leave alone)
 L1 L2 L3 L4

*00 Installer Code | 4 | 6 | 1 | 2 | (Normally leave alone)
 L1 L2 L3 L4

FBI XL4612 Program Sheet



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2.2k = Red Red Red Gold

Monitronics Monitoring and Service: 1-800-447-9239

FBI XL4612 Quick Reference Guide

Arming Away	Enter User Code, ARM light will turn on
Arming Stay	Press STAY + User Code When system is disarmed the motions will return to normal
Arming Instant	Press INSTANT + STAY + User Code All zones will return to normal when system is disarmed
Disarming / Silencing Alarm	Enter User Code If disarming after an alarm enter User Code again to clear any Alarm Displays
Zone Bypassing	Press BYPASS key + User Code + Zone to Bypass (01 to 12) To bypass more zones press BYPASS key then any other zone you wish to bypass Bypassed zones will return to normal when you arm then disarm your system
User Codes	Press CODE + Master Code Enter User to add or change (02 to 30) Enter new 4-digit User Code (keypad will beep indicating you have successfully entered the code) To delete a User Code repeat above steps except press * instead of entering a new User Code NOTE: The 1 st code is the Master code, the 30 th code is a Duress/Hostage code (if programmed)
Reset Smoke Detector	Enter User Code then *. The smoke detector will be reset after a few seconds
Trouble Indicators	if AC/LB light is OFF the AC power has failed if AC/LB light is FLASHING the backup battery is low and needs to recharge or be replaced
Door Chimes	Press # 6 to enable or disable
Panic Buttons	Press * and # for Police Panic Press 1 and 3 for Medical Panic (Fire and Medical Panics may not be enabled on some systems) Press 7 and 9 for Fire Panic If keypad has separate Police, Fire and Medical keys press both at same time to use