
ADVANTAGE SERIES

3115 INSTALLATION INSTRUCTIONS

**A complete ADVANTAGE Technical Reference
Manual that can unlock the full power of
the ADVANTAGE System is available.
See inside front cover for more
information.**

ADEMCO AUSTRALIA

**Revision 6/93 V2
Applicable to Rev 4.00 or higher**

ZONE TYPE DEFINITIONS

Each zone must be assigned a zone type, which defines the way in which the system responds to faults in that zone. In addition, there are three keypad activated zones (PANIC keys).

TYPE 1: ENTRY/EXIT #1

Used for the primary entry/exit route (eg: front door, main entrance).

TYPE 2: ENTRY/EXIT #2

Used for a secondary entry/exit route (eg: Garage door, loading dock door, back door), where more time might be needed to get to and from the console. Entry/Exit #2 must be of a greater duration than Entry/Exit #1.

TYPE 3: PERIMETER BURGLARY

Used for exterior doors and/or windows which require an instant alarm when faulted.

TYPE 4: INTERIOR BURGLARY (FOLLOWER)

Used for areas where an entry delay is required only if an entry/exit delay zone is faulted first.

TYPE 5: DAY/NIGHT BURGLARY

Used for zones which contain a fire door or a window (such as in a store), or to a zone covering a sensitive area such as a stock room, drug supply room, etc., or other controlled access area where immediate notification or an entry is desired.

TYPE 6: 24 HOUR SILENT ALARM

This zone type is generally assigned to a zone containing a Hold-up or Panic button that is designed to initiate an alarm report to the Central Station, but which produces no visual displays or alarm sounds (eg: banks, jewellery counters).

TYPE 7: 24 HOUR AUDIBLE

This type is also assigned to a zone containing a Panic button, but which will initiate an audible alarm in addition to an alarm report to the Central Station (eg: bedside panic).

TYPE 8: 24 HOUR AUXILIARY

This type maybe assigned to a zone containing a button for use in personal emergencies or to a zone containing monitoring devices such as water sensors, temperature sensors, etc. Designed to initiate an alarm report to the Central Station and only provides Console alarm sounds and displays.

TYPE 9: SUPERVISED FIRE

Used for zones containing smoke detectors, heat detectors, pull stations, etc. An open in this zone will initiate a trouble signal. A short in this zone will initiate a fire alarm (pulsed external sounder and report to central station).

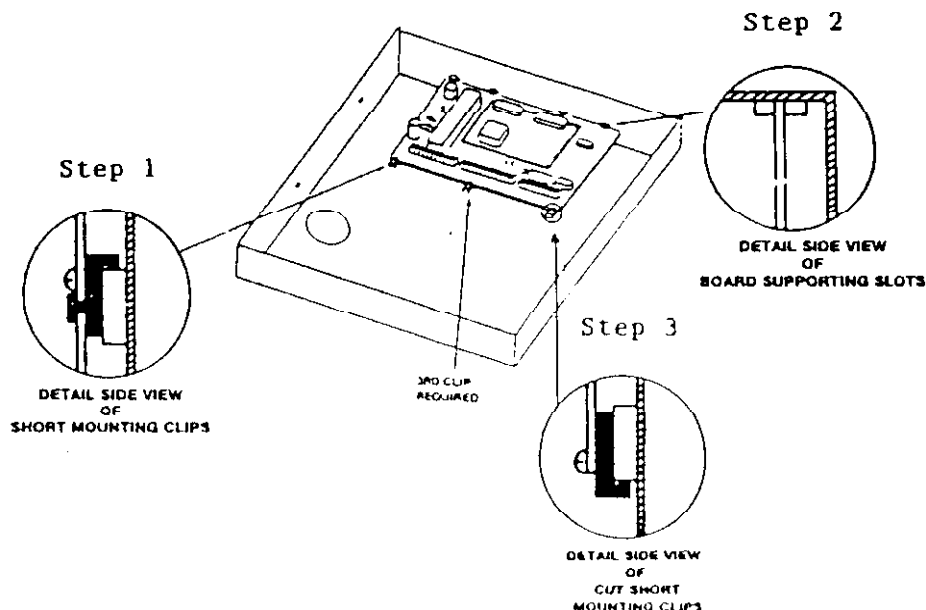
TYPE 10: INTERIOR BURGLARY (DELAYED)

This type is similar to type 4, except that entry delay begins whenever sensors in this zone are faulted, regardless of whether or not an entry/exit delay zone was faulted first.

MOUNTING THE CIRCUIT BOARD

- * Hang the three mounting clips on the raised cabinet tabs. Observe proper clip orientation to avoid damage to the clip when the mounting screws are tightened and to avoid problems with the insertion and removal of the PC board.
- * Insert the top of the circuit board into the slot at the top of the cabinet. Make certain that the board rests upon the correct row as indicated in step 2 detail.
- * Swing the base of the board into the mounting clips and secure the board to the cabinet with the accompanying screws (as illustrated in step 3 detail).

NOTES: Loom tie the field wiring away from the microprocessor (centre) section of the PC board. The cabinet provides 2 anchor points on its left and right sidewalls for anchoring field wiring using loom ties. These steps are important to minimising the risk of panel RF interference with television reception.



REMOTE KEYSWITCH OPERATION & WIRING

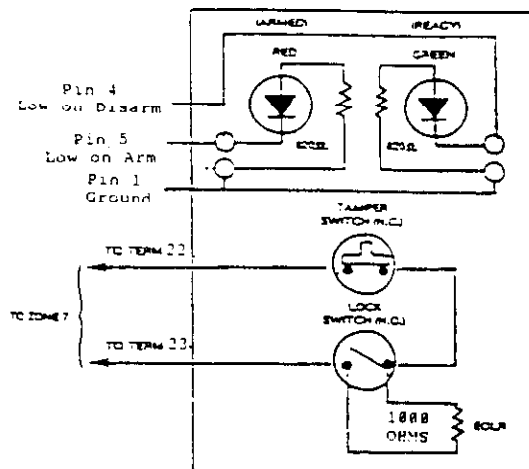
An optional Remote Keyswitch may be used for remote arming and disarming (this is an installer-programmed option, address *30). A normally-open momentary switch is connected across Zone 7 (which must be given up as a protection zone). A momentary short of the zone will arm the System in the AWAY mode; if the key is held (short maintained) for over 3 seconds, the System will arm in the STAY mode. When a momentary short is applied subsequently, the System will disarm. A keyswitch tamper (normally-closed) switch wired in series with zone 7 will, if activated, disable keyswitch operation until the system is next disarmed via a keypad.

Note: An end-of-line resistor must be used for proper functioning of the keyswitch. If the EOLR on this zone is removed from circuit, normally by using a tamper switch, the keyswitch will be disable until the next valid arm/disarm sequence.

GREEN	RED	MEANING
OFF	OFF	DISARMED & NOT READY
ON	OFF	DISARMED & READY
OFF	ON STEADY	ARMED AWAY
OFF	SLOW FLASH	ARMED STAY
OFF	RAPID FLASH	ALARM MEMORY

Note: These outputs flash in some cases, therefore may not be used to drive other devices.

Connect to
J4 POM Connector



WIRING CONNECTIONS

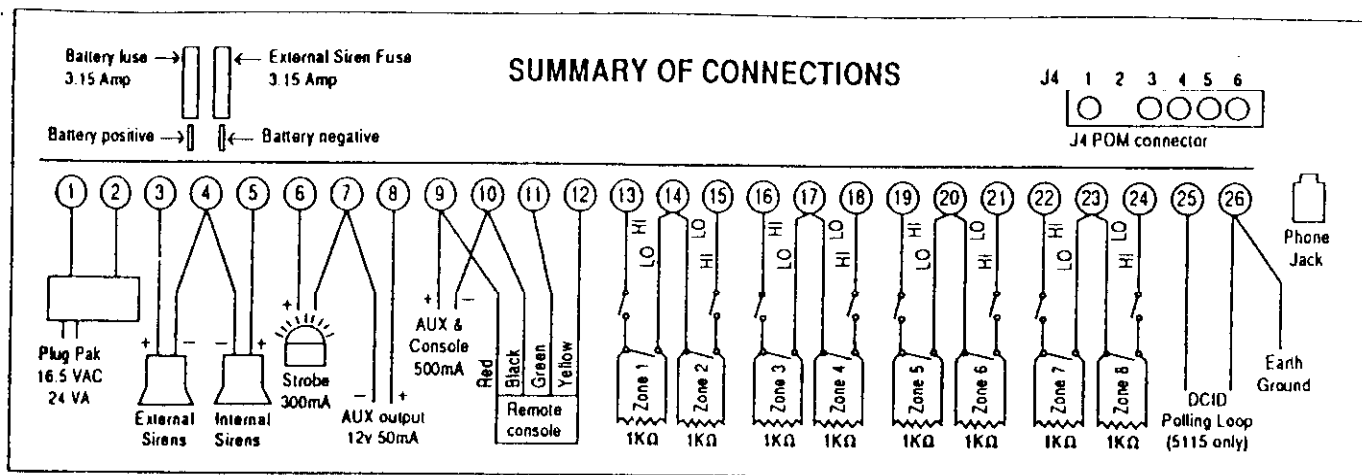
(See Summary of Connections Diagram)

Important: Do not connect the battery or plug in the Plug Pak until all other wiring connections have been completed. When powering up the system, you must use the following sequence:

1. Plug in Plug Pak.
2. Connect the battery.

Grounding the System

In order for the lightning protective devices in this product to be effective, Terminal 26 must be terminated to a protective earth.



Wiring Consoles

A console must be separately wired from the chosen location directly to the control panel.

If more than one console is used then it also must be separately wired.

To Enter & Exit Programming Mode

Enter programming mode by pressing [*] and [#] at the same time and within 30 seconds after power is applied. Or Enter the installer code, and press CODE + [0] + [0]. Load the factory default programming set by entering the following code sequence:

Press To Load This Programming Mode

*97 Loads standard default values

To Exit programming mode, press either *98 or *99.

*98 To prevent re-access to programming mode by installer code method.

*99 Allows installer code access to programming mode.

To program a data field, key [*] plus Address (for example *01), then make the required entry. To simply review a data field, key [#] plus Address, for example #01.

ADVANTAGE has a factory default table that suits most installations. Before making minor changes to these defaults the following step should be taken.

Enter programming mode for the first time and re-load the factory defaults by using *97.

Each field's factory default value is shown in [] square brackets. The options available for that specific address are listed in () round brackets.

Enter any changes into the programming sheets before you commence programming.

[] FACTORY DEFAULT
() OPTIONS AVAILABLE

ON INITIAL POWER-UP LOAD FACTORY DEFAULTS * 97

```
*00 INSTALLER CODE  
[ ] [ ] [ ] [ ]  
  
[3] [1] [1] [5]  
  
*01 MASTER SECURITY CODE  
[ ] [ ] [ ] [ ]  
  
[1] [2] [3] [4]  
  
00 = Assign for Unused Zones  
01 = ENTRY/EXIT #1, Burglary  
02 = ENTRY/EXIT #2, Burglary  
03 = PERIMETER, Burglary  
04 = INTERIOR, FOLLOWER, Burglary  
05 - TROUBLE BY DAY/ALARM  
    BY NIGHT, Burglary  
06 = 24 HOUR SILENT  
07 = 24 HOUR AUDIBLE  
08 = 24 HOUR AUXILIARY  
09 = FIRE  
10 = INTERIOR, DELAY, Burglary  
  
*02 ASSIGN RESPONSE TYPE  
FOR ZONE 1-8  
[ ][ ] [ ][ ] [ ][ ] [ ][ ]  
   1      2       3       4  
[ ][ ] [ ][ ] [ ][ ] [ ][ ]  
   5      6       7       8  
  
[0][1] [0][4] [0][3] [0][3]  
[0][3] [0][3] [0][3] [0][3]  
  
*03 ASSIGN RESPONSE TYPE  
FOR ZONES 9-16  
[ ][ ] [ ][ ] [ ][ ] [ ][ ]  
   9     10    11     12  
[ ][ ] [ ][ ] [ ][ ] [ ][ ]  
  13    14    15     16  
  
[0][0] [0][0] [0][0] [0][0]  
[0][0] [0][0] [0][0] [0][0]  
  
*04 ASSIGN RESPONSE TYPE  
FOR ZONES 17  
[ ][ ]  
  17  
  
[0][0]  
  
*10 ASSIGN RESPONSE TYPE FOR  
CONSOLE PANICS AND EXPANSION  
SUPERVISION  
[ ][ ] [ ][ ] [ ][ ]  
   95    96    99  
1 & * 3 & # * & #  
  
[0][0] [0][0] [0][6]
```

*18	ENTRY DELAY #1 [] []	[0] [2] 30 Seconds (0-225 Seconds)
*19	EXIT DELAY #1 [] []	[0] [3] 45 Seconds (0-225 Seconds)
*20	ENTRY DELAY #2 [] []	[0] [6] 90 Seconds (0-225 Seconds)
*21	EXIT DELAY #2 [] []	[0] [8] 120 Seconds (0-225 Seconds)
*22	ALARM SOUNDER DURATION [] []	[1] [0] 10 Minutes (01-15 Minutes)
*23	AUXILIARY OUTPUT FUNCTION []	[0] Mimic Console Sounder (1) Satellite Hold-off (2) Resettable Smoke Detector Power
*24	CONFIRMATION OF ARMING DING []	[0] Disabled (1) Enable
*25	AC POWER LOSS SOUNDING []	[1] Enabled (0) Disable
*26	CONSOLE SOUNDER OPTION []	[0] Enabled (1) Disable
*27	ENTRY WARNING SOUND []	[0] 3 Short Beeps (1) Continuous
*28	EXIT WARNING SOUND []	[2] Enabled (0) Silent Exit Delay (1) Continuous Console Beeps on Exit
*29	INTERNAL SIREN TYPE []	[0] Pulsed Output (1) Steady Output
*30	KEYSWITCH ARM/DISARM OPTION []	[0] Disabled (1) Enable
*31	MULTIPLE ALARMS ON SOUNDERS []	[0] Disabled (1) Enable
*33	POWER UP IN PREVIOUS STATE []	[1] Enabled (0) Disable
*34	QUICK ARM []	[1] Enabled (0) Disable

*35 NON BYPASSABLE ZONE
[] []

[0] [0] All Zones Bypassable

*36 FORCE ARMING
[]

[1] Enabled (0) Disable

*37 POM TYPE
[] []

[0] [0] LED Drivers
(01) Grouped Alarm Outputs
(02) Controlled By Downloading