



The 1064 is a 12 volt, 4-zone control panel that includes 3 instant loops and 1 delay loop with adjustable switches for exit and entrance delays. All loops have independent bell cut-off and recycle times of 30 seconds, 4 minutes, 12 minutes and 25 minutes. Each zone has a Red LED that will follow the zone in the off and circuit test positions. If the loop is tripped in the on position, the LED will lock on until the unit is reset (zone memory). The zone switches on the front of the box are used to bypass individual zones. If the switches are activated when the unit is armed, the unit will trip into alarm. A single LED is used for zone bypass. Red LED on front will be lit when unit is armed. A keypad on the front of the unit is used to select the "5" functions of the control: Day, Bell test, Circuit test, Ambush and On. Also, the unit cannot be set to armed condition if any loop is violated.

An optional board (Model 1061) can be added to the system to achieve: Dry contact output (Form "C"), open/closing output (dry), P.C. reversing output and individual dry contact for each zone.

Also, a plug-in digital communicator (Model 115) is available with individual zone reporting, restores, panic and open/closing outputs.

TERMINALS	DESCRIPTIONS
1 & 2	Zone 1 - Positive protective circuit. Wire closed circuit contacts from delay loop in series with these terminals.
3 & 4	Zone 1 - Supervisory negative circuit - No contacts are to be used in this circuit. It should be used only to supervise the wiring of the positive protective circuit.
2 & 4	Zone 1 - Protective circuit. Wire open circuit contacts from delay loop in parallel across these terminals.
6 & 7	Zone 2 - Positive protective circuit. Wire closed circuit contacts from instant loop in series with these terminals. Will provide day annunciation with JP3 connected.
4 & 5	Zone 2 - Supervisory negative circuit - No contacts are to be used in this circuit. It should be used only to supervise the wiring of the positive protective circuit. Will provide day annunciation with JP3 connected.
4 & 6	Zone 2 - Protective circuit. Wire open circuit contacts from instant loop in parallel across these terminals. Will provide day annunciation with JP3 connected.
8 & 9	Zone 3 - Positive protective circuit. Wire closed circuit contacts from instant loop in series with these terminals.
10 & 11	Zone 3 - Supervisory negative circuit - No contacts are to be used in this circuit. It should be used only to supervise the wiring of the positive protective circuit.
9 & 11	Zone 3 - Protective circuit. Wire open circuit contacts from instant loop in parallel across these terminals.
13 & 14	Zone 4 - Positive protective circuit. Wire closed circuit contacts from instant loop in series with these terminals.
11 & 12	Zone 4 - Supervisory negative circuit - No contacts are to be used in this circuit. It should be used only to supervise the wiring of the positive protective circuit.
11 & 13	Zone 4 - Protective circuit. Wire open circuit contacts from instant loop in parallel across these terminals.

TERMINALS	DESCRIPTION
15 & 16	Burglary Output - Unregulated 12V D.C. output used for powering bells or siren drivers on bell test and alarm. Will not be activated by ambush code. 15(+), 16(-).
22 & 23	A.C. Power - Plug the (Model 1282) 12V 40VA transformer into a 24 hour outlet and wire to these terminals using 16 ga. wire.
17 & 18	Switched B+ Output-Unregulated 12V D.C. output used for powering bells or siren drivers on alarm or ambush. Not activated by bell test. 18(+), 17(-)
20 & 19	N.C. Dry contacts that open on Alarm or Ambush. Contacts are rated at 3A at 28VDC/115VAC.
20 & 21	N.O. Dry contacts that close on Alarm or Ambush. Contacts are rated at 3A at 28VDC/115VAC.
24 & 25	Pre-entry/Day sonalert - Used for early warning of exit/entrance delay on Zone 1. 25(+), 24(-)
26 - 33	These eight terminals are used to wire to remote keypads (Model 1042). See Fig. #3 for wiring instructions.
34 & 35	12 volt regulated power supply - Used for powering voltage sensitive equipment. Output capability is 300 mA, less than 100 mvP-P. 34(+), 35(-).

LED's	DESCRIPTION
ZONE	Each zone has an individual Red LED that follows the loop in the un-armed condition. When the panel is armed, the LED will come on when

KEYPAD	DESCRIPTION
FUNCTION	The keypad is used to arm, disarm and bell test the panel, as well as send out a silent "Ambush" alarm with field programmable codes.
PROGRAMMING	Connector (P2) and switch bank (S7) are respectively numbered 1 thru 0. Referring to Fig. 2, with the panel unarmed, set switches on switch bank (S7) to "On" position.

The arm/disarm code consists of four digits. The first digit puts the panel in DAY CONDITION. The second digit is for BELL TEST. Bell will ring and any lit zone LED's will go off until third digit is pressed. The third digit puts the unit into the CIRCUIT TEST position. At this time, any zone that has its Zone Red LED on should be restored or bypassed. (If a zone has been restored or bypassed and the Red LED is still lit, operate the reset switch to put out zone LED's). The fourth digit ARMS the system.

With the system armed, the four digit code disarms the panel. If ambush is to be used, a fifth digit is inserted between the third and fourth digits. This digit will activate the Form "C" contacts on terminals 19, 20 and 21 and will yield 12V output on terminals 17 and 18. The last digit will now disarm the panel.

Select code to be used. Code is programmed by connecting appropriate colored wire to respective post of P2 connector.

- J(1) Brown Wire - 1st digit (DAY)
- J(2) Red Wire - 2nd digit (BELL TEST)
- J(3) Orange Wire - 3rd digit (CIRCUIT TEST)
- J(4) White Wire - 4th digit (AMBUSH)
- J(5) Yellow Wire - 5th digit (ON)

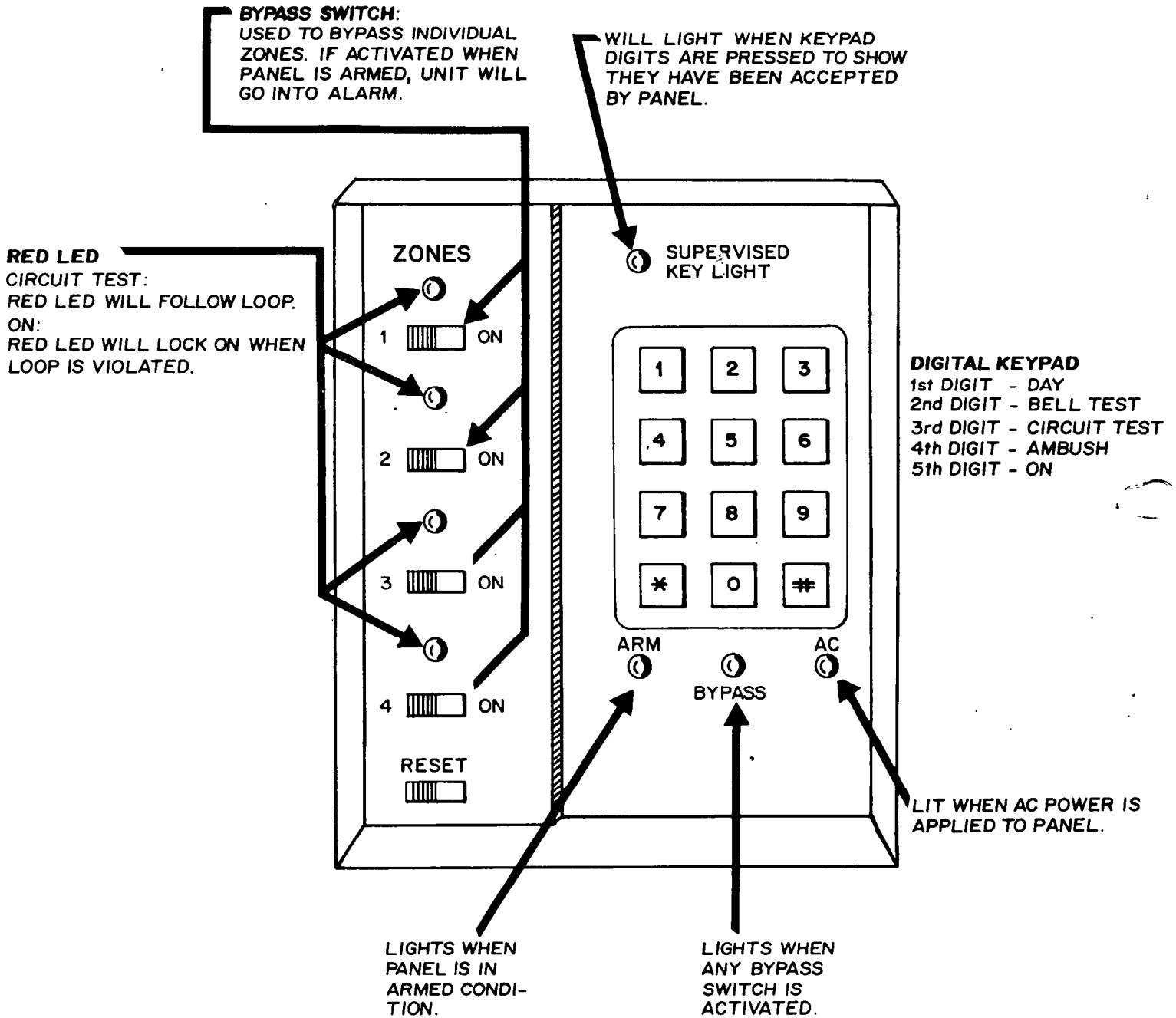
The switches on the (S7) switch bank corresponding to the numbers being used must be switched to the OFF position. (The numbered half of the switch will be in the up position.)

When not using Ambush, the 4th digit switch on S7 should remain in the on (number down) position.

TESTING - Have all loops either set or bypassed. Apply power; unit will come up armed. The Red Arming LED on the 1064 should be on. Key in the four-digit arm/disarm code. The Arming LED will go out. Key in the code again, the arming LED will come back on. (If Ambush is being used, key in the first three digits of the code. Now enter the Ambush digit; the K1 relay should pull in. Entering the last digit will now disarm the panel. Press the reset switch to reset K1). Violate a loop and check that the panel won't arm until the zone and panel are reset.

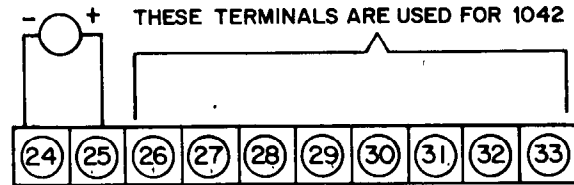
REMOTE DIGITAL KEY STATIONS - The ONLY remote that can be used with the 1064 is the Model 1042, which consists of a digital keypad and a Red Arming LED. Model 1042 instructions and wiring connections are on page 6.

FIG.#1



JP3
 CUT TO ELIMINATE
 DAY ANNUNCIATION
 FROM ZONE 2.

SONALERT



SWITCH BANK S6

ENTRANCE TIME

1 & 2 ON = 0 sec.
 2 ON = 18 sec.
 1 ON = 35 sec.
 1 & 2 OFF = 70 sec.

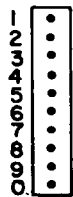
EXIT TIME

3 & 4 ON = 0 sec.
 4 ON = 35 sec.
 3 ON = 70 sec.
 3 & 4 OFF = 105 sec.

BELL CUT-OFF/RECYCLE

5 & 6 ON = 30 sec.
 6 ON = 12 min
 5 ON = 4 min.
 5 & 6 OFF = 25 min.

P2



DIGIT WIRES

- 5th - ON (YELLOW)
- 4th - AMBUSH (WHITE)
- 3rd - CIRCUIT TEST (ORANGE)
- 2nd - BELL TEST (RED)
- 1st - DAY (BROWN)

ON OFF



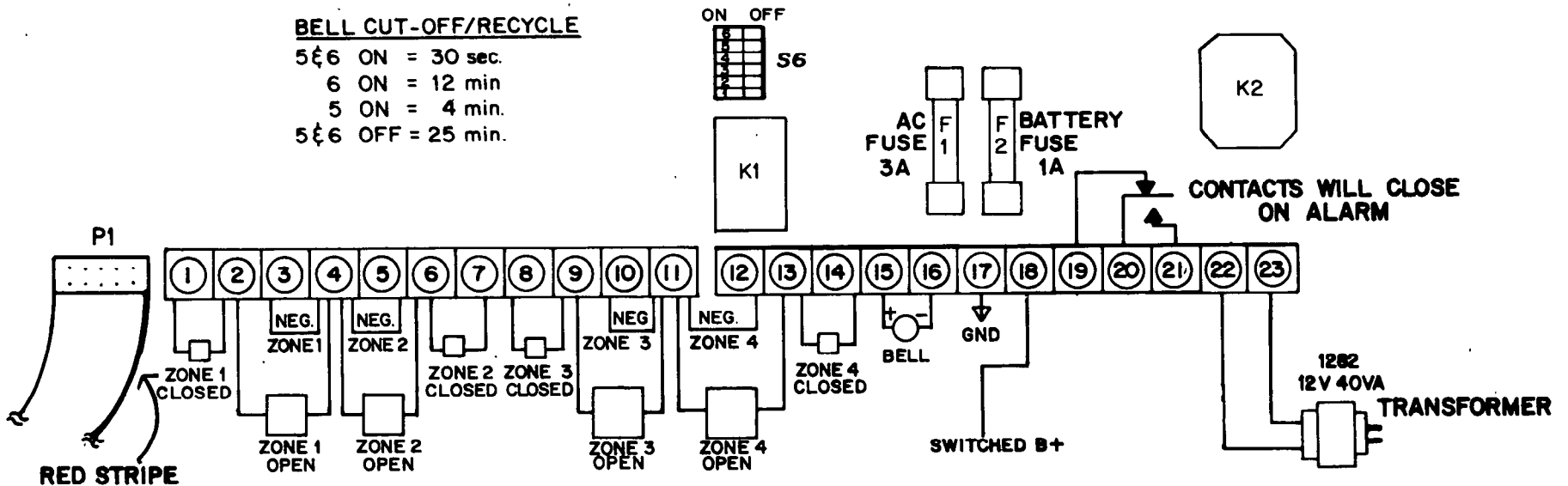
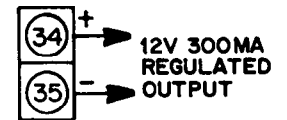
SWITCH BANK S7

ON OFF



S6

FIG.#2



The Model 1042 is a remote keypad with LED for Model 1064 4-zone panel. The LED is lit when the 1064 is armed. The keypad is used to arm/disarm and set ambush on the 1064.

INSTALLATION:

Run 8 wires from the 8-terminal strip on the 1042 to the corresponding terminals on the 1064. Wire as shown below:

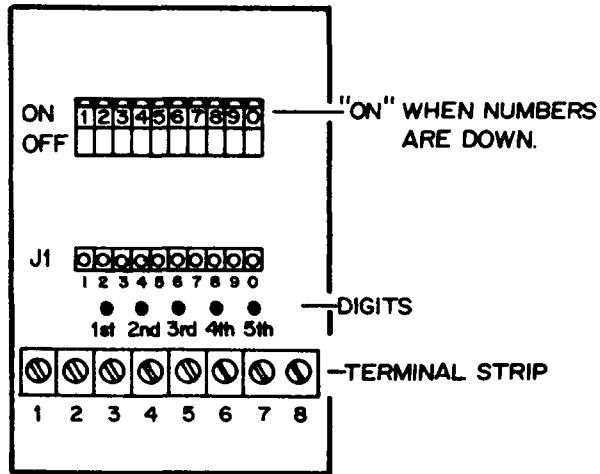
1064	26	33	28	29	30	31	32	27
1042	1	2	3	4	5	6	7	8

PROGRAMMING THE KEYPAD:

FIG.#3

JUMPER DIGIT COLOR CODE

- 1st Digit — Brown
- 2nd Digit — Red.
- 3rd Digit — Orange
- 4th Digit — Yellow
- 5th Digit — Green



Each keypad can have its own code, regardless of the code set at the panel or at other keypads.

Set all switches on (numbers down). Select the desired code. For example: 4-6-8-9-0. The 1st, 2nd, 3rd, 4th and 5th digits make up the ambush code; the 1st, 2nd, 3rd and 5th, the arm/disarm code. Plug the 1st digit jumper wire into the receptacle slot marked with the 1st digit in the code. Set the corresponding switch so the number is up, for example: 4. Repeat for the wire and switch for the 2nd, 3rd, 4th and 5th digits.

NOTE: When not using ambush, make sure 4th digit switch remains down.

TEST:

Start out with the 1064 armed. (The loops must be closed or bypassed). The arming LED's on the 1064 and the 1042 should be on. Key in the arming code. Both lights should go out. Key in the code again. The lights should go on.

TO TEST THE AMBUSH FEATURE WHEN USING THE 1061 BOARD:

Key in the ambush code. The police connect relay on the 1061 should pull in on the 4th digit. The LED's should go out on the 5th digit. When arming the system from the 1042, if the arming LED does not light, you must return to the control panel to check for a violated loop (loop lock-out).

MODEL 1061 OPTIONAL RELAY BOARD

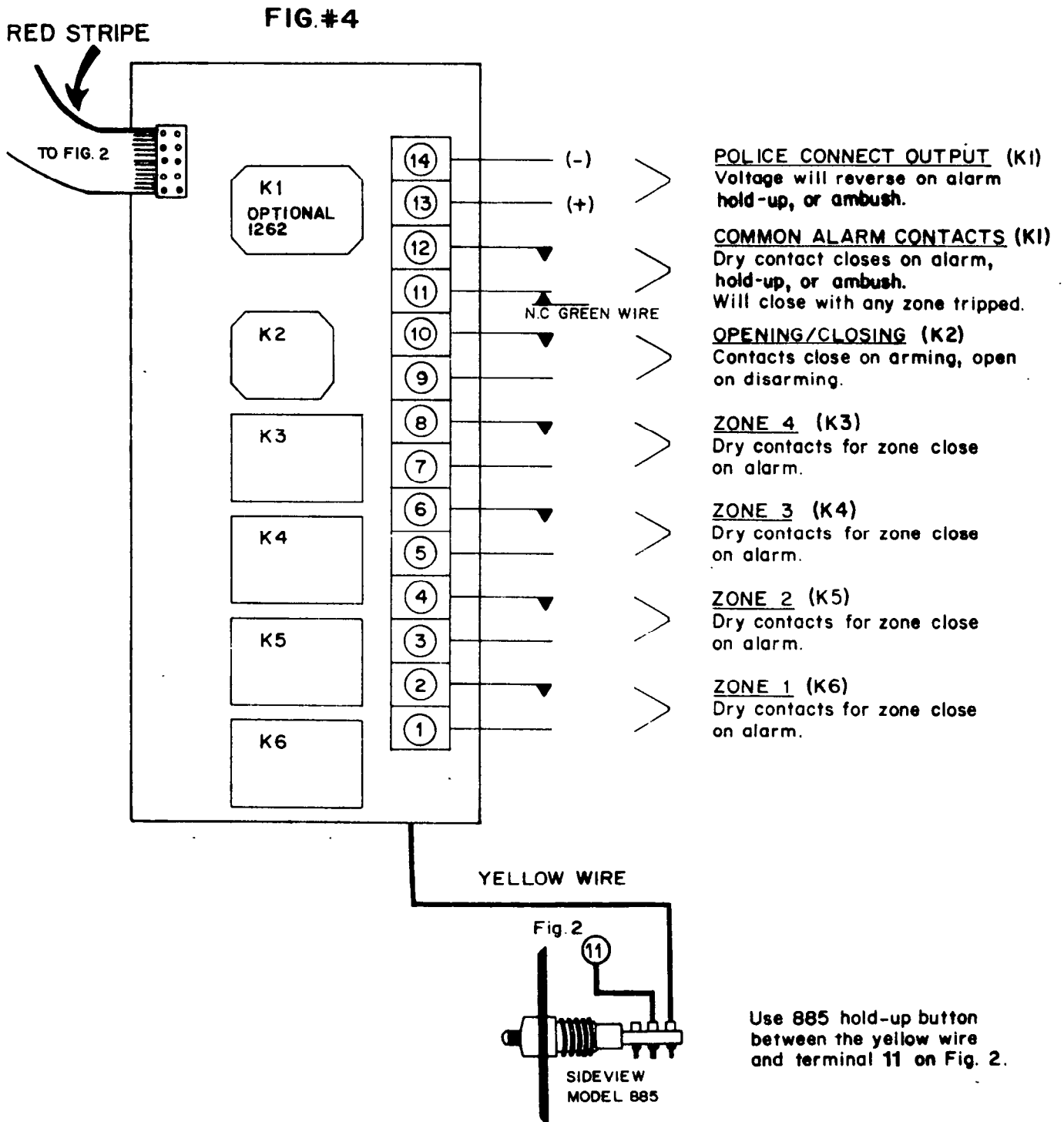
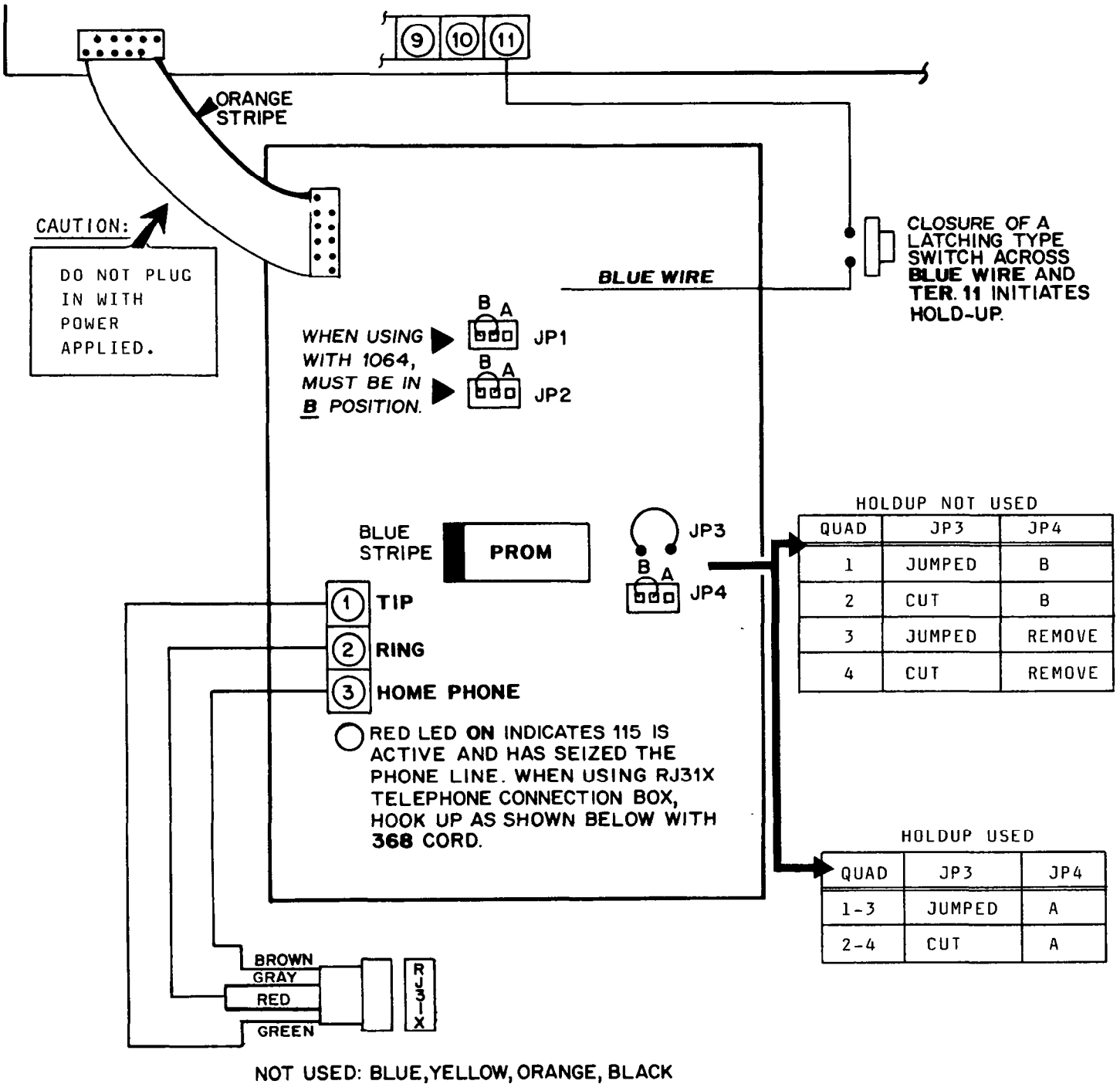


FIG.#5

MODEL 115 COMMUNICATOR

NOTE: BEFORE INSTALLING 115 YOU MUST REMOVE ALL POWER, AC TRANSFORMER AND BATTERY. THEN INSTALL 115 WITH CABLE AND THEN REAPPLY POWER.



OPERATION

CHECK-LIST

USE 1064
INSTRUCTION
SHEET TO
CONNECT CON-
TROL AS SO
DESIRED

THE MODEL 115 DIGITAL COMMUNICATOR PLUGS INTO THE MODEL 1064 4 ZONE CONTROL PANEL. LISTED BELOW ARE THE SEPARATE CODES THAT CAN BE TRANSMITTED. PLACE THE CODES WHICH ARE DESIRED FOR TRANSMISSION IN THE BOXES BELOW. PUT AN "F" IN ANY BOX WHERE NO TRANSMISSION IS REQUIRED.

FUNCTION	CODE	RESTORE
ZONE 4 (INSTANT)	0-9 or F <input type="checkbox"/>	NONE
ZONE 3 (INSTANT)	0-9 or F <input type="checkbox"/>	<input type="checkbox"/> 0- RESTORE F- NO RESTORE
ZONE 2 (INSTANT) AND (DAY)	0-9 or F <input type="checkbox"/>	<input type="checkbox"/>
ZONE 1 (DELAY)	0-9 or F <input type="checkbox"/>	<input type="checkbox"/>
RESTORE	0-9 or F or E <input type="checkbox"/>	RADIONICS RECEIVERS IF ENGLISH LANGUAGE PRINT OUT IS DESIRED USE THE FOLLOWING ALARM CODES: RESTORE - E CLOSING - C OPENING - B
CLOSING	0-9 or F or C <input type="checkbox"/>	
OPENING	0-9 or F or B <input type="checkbox"/>	
HOLD-UP	0-9 or F <input type="checkbox"/>	

AFTER FILLING OUT CODES, CHECK BOARD AS SHOWN ON PAGE 8 FOR PROPER DESIGNATION OF JUMPERS.

IV.

A

HOLD-UP SELECTION AND ALARM CODE PROGRAMMING.

HOLDUP NOT USED

USE 1 QUADRANT

PLUG IN PROM: PHONE NUMBERS, RECEIVER TYPE, ACCOUNT & ALARM CODES & OTHER INFORMATION ARE PROGRAMMED INTO THE PROM, NATIONAL PART NUMBER DM74S387M. USE MODEL 110 PROGRAMMER. READ THE 110 INSTRUCTIONS CAREFULLY BEFORE OPERATING. PLUG THE PROM IN WITH THE BLUE STRIPE TO THE LEFT AS SHOWN IN FIG. 1.

QUADRANT	JP3	JP4
1	JUMPED	B
2	CUT	B
3	JUMPED	REMOVE
4	CUT	REMOVE

IN THE 110 PROGRAMMER SET QUADRANT SWITCHES 7 & 8. FOLLOW STEPS 1 THRU 9 UNDER "MAKING A PROGRAM CHIP". PRESS ENTER 9 & "AL" SHOULD BE DISPLAYED: CHANNELS ARE LISTED IN ORDER OF DECREASING PRIORITY. IF A CHANNEL IS TRANSMITTING AND A HIGHER PRIORITY CHANNEL ACTIVATES, THE HIGHER PRIORITY CODE WILL BE SENT.

1- ONE RESTORE CODE APPLIES TO ALL CHANNELS CHOSEN FOR RESTORE. ZONE 1 DOES NOT HAVE A RESTORE OPTION.

2- ANY CODE NOT REQUIRING A TRANSMISSION ENTER F.

ROW	DESCRIPTION	QUAD 1/2,3 or 4 ENTER CODE
AL	ENTER CODE FOR OR F	
1	ZONE 4	0-9 OR F
2	ZONE 3	0-9 OR F
3	ZONE 2	0-9 OR F
4	ALWAYS F	F
5	ZONE 1	0-9 OR F
6	RESTORE	0-9 OR F OR E
7	CLOSING	0-9 OR F OR C
8	OPENING	0-9 OR F OR B
9	RESTORE ZONE 2	0 OR F
10	RESTORE ZONE 3	0 OR F
11	RESTORE ZONE 4	0 OR F

B

**HOLDUP
USED**

USE 2 QUADRANTS

QUADRANT	JP3	JP4
1 AND 3	JUMPED	A
2 AND 4	CUT	A

IF UNIT IS DISARMED HOLDUP BUTTON WILL TRANSMIT HOLDUP CODE SILENTLY.
 IF UNIT IS ARMED HOLDUP IS AUTOMATICALLY SWITCHED INTO ZONE 4 AND WILL TRANSMIT ZONE 4 CODE SILENTLY.

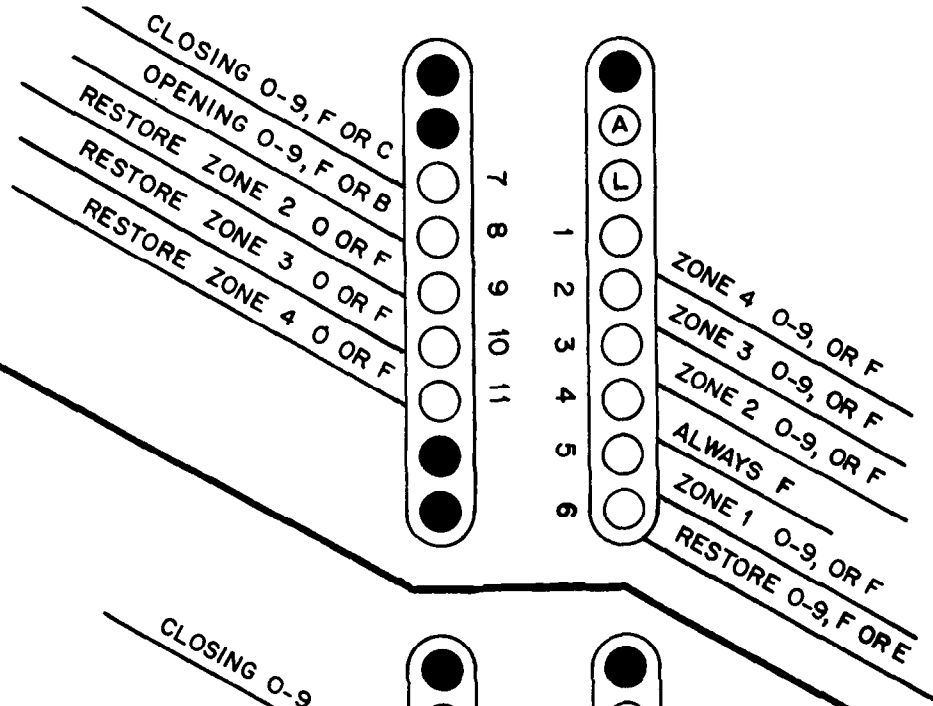
A) NOW ENTER CODES IN ORDER AS ROW IS STATED BELOW.

WHEN USING HOLDUP YOU MUST PROGRAM QUAD 1 AND 3, OR 2 AND 4 AS SHOWN.

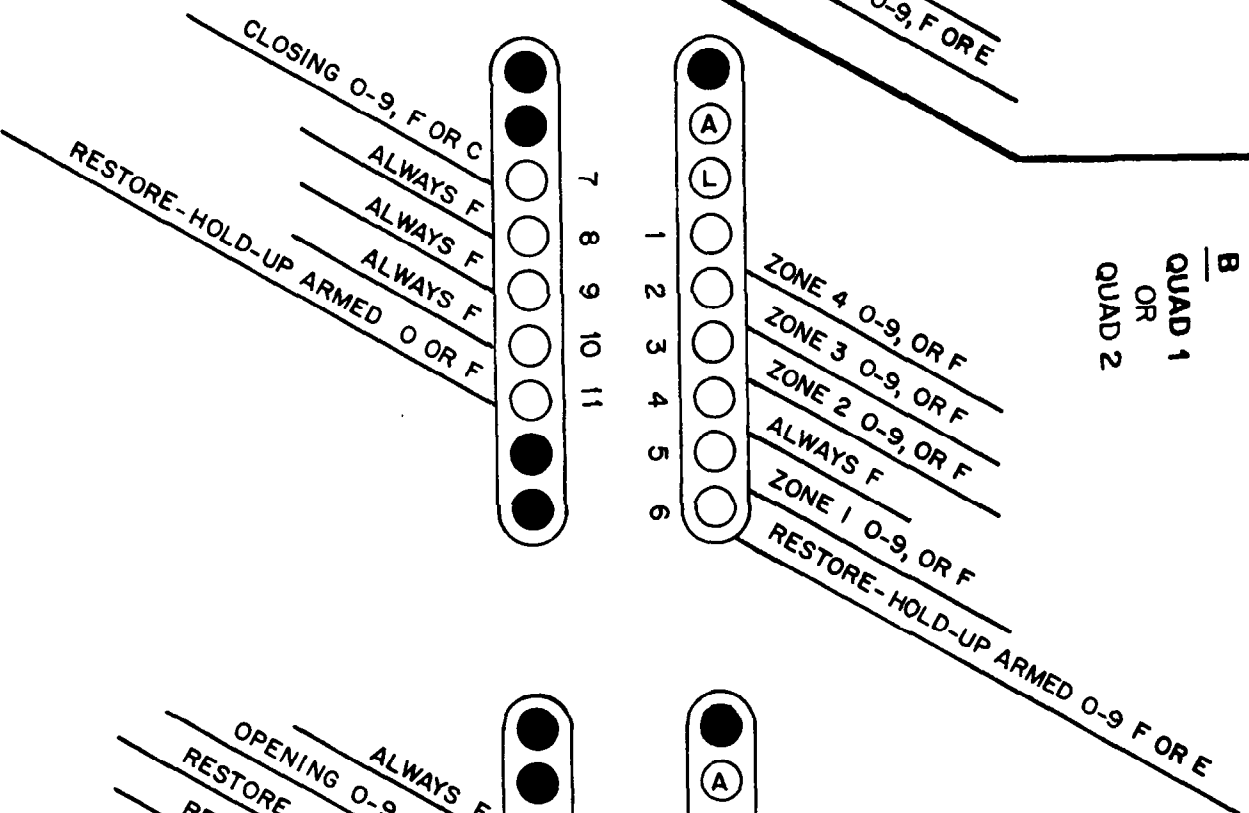
		QUAD 1 OR QUAD 2	AND	QUAD 3 OR QUAD 4
ROW	DESCRIPTION	ENTER CODE	DESCRIPTION	ENTER CODE
	ENTER CODE FOR OR F		ENTER CODE FOR OR F	
1	ZONE 4	0-9 OR F	HOLDUP	0-9 or F
2	ZONE 3	0-9 OR F	F	F
3	ZONE 2	0-9 OR F	F	F
4	ALWAYS F	F	F	F
5	ZONE 1	0-9 OR F	F	F
6	RESTORE HOLDUP ARMED	0-9 OR F	RESTORE CODE	0-9 or F or E
7	CLOSING	0-9 OR F OR C	F	F
8	F	F	OPENING	0-9 or F or B
9	F	F	RESTORE ZONE 2	0 or F
10	F	F	RESTORE ZONE 3	0 or F
11	RESTORE HOLDUP ARMED	0 OR F	RESTORE ZONE 4	0 or F

110 PROGRAMMER DISPLAY

A
QUAD 1



B
QUAD 1
OR
QUAD 2



QUAD 3
OR
QUAD 4

