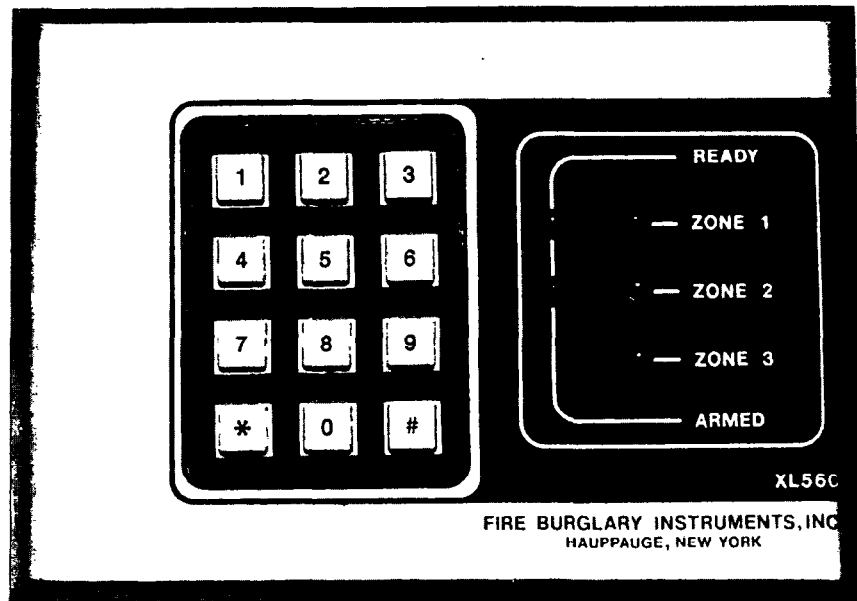
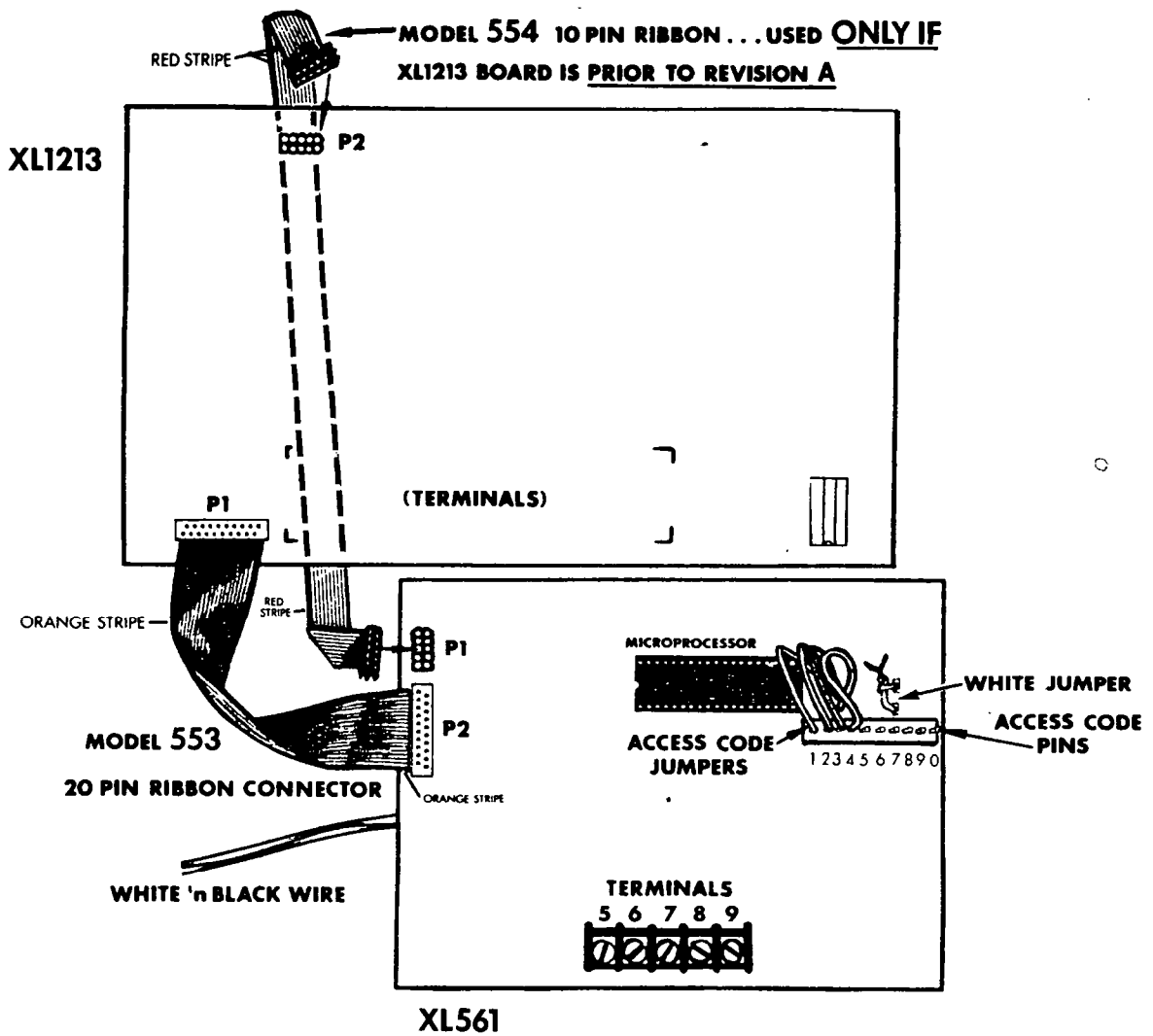


5 wire remote/master keypad

intro.

The XL560A/561 is a 5 wire remote/master keypad to be used exclusively with the XL1213. There are six functions available, that are all field programmable at the XL560A keypad: arm/disarm, bypass zones 1, 2, & 3, auxiliary arming and panic. (Auxiliary arming can be used to permit temporary arming and disarming of control panel, as desired by customer, maid, guests, etc.). Five LED's are mounted on the keypad to annunciate arm/disarm, loop status and the three bypasses. Up to three XL560A keypads may be used with each XL561. The Red LED will be ON when the XL1213 is armed and blinking for alarm memory. The Green Loop Status LED will be ON when all the Protective Loops are good, and OFF if any loop is violated while the control is unarmed. The bypass LED's will be ON when a zone is bypassed.





Step 1 Mount the XL561 master inside the XL1213 box and make the following wire connections between the XL560A and the XL561.

XL560A Wires	XL561 Terminals	XL1213 Terminal
Red	5	
Black	6	
Orange	7	
Yellow	8	
White	9	
	White/Black wire on XL561 *	Term. 10 Silent Panic

* If panic is desired cut the White jumpers on the XL560A & XL561 and DO NOT use the Number 3 in any of the codes to be programmed. Panic is activated by simultaneously depressing the # and * buttons momentarily.

Step 2 Plug in the Model 553 20 pin ribbon connector between the XL561 and the XL1213 as shown. (XL1213 boards prior to Rev A require 20 pin and 10 pin ribbon connectors).

Programming Information

WHEN USING EITHER 3 OR 9 IN THE ACCESS CODE, REVERSE AS FOLLOWS: IF YOU USE 3, PLUG THE APPROPRIATE JUMPER INTO THE PIN MARKED 9. OR, IF YOU USE 9, THEN PLUG INTO THE PIN MARKED 3. NOTE THAT IF # & * PANIC IS USED, KEYPAD #3 MAY NOT BE USED IN ANY CODE.

Step 3

ACCESS CODE

This code permits the subscriber to program his actual arm/disarm/auxiliary arm and bypass codes. (It is not the arming code). The Brown, Red, Orange and Yellow jumpers select the access code when placed on desired numbered pins 1-9 & 0.

Brown	-	1st Digit	Red	-	2nd Digit
Orange	-	3rd Digit	Yellow	-	4th Digit

- NOTE**
- NUMBER 3 MAY NOT BE USED IF THE WHITE JUMPERS ARE CUT FOR # AND * PANIC.
 - ALL LOOPS SHOULD BE IN UNVIOLATED STATE BEFORE PROGRAMMING.
 - APPLY POWER TO THE CONTROL PANEL AFTER ALL WIRE CONNECTIONS HAVE BEEN COMPLETED.

All further programming of actual codes will be entered at the XL560A Keypad by depressing the numbered buttons.

Step 4

ARM/DISARM CODE

- Enter the access code. The Red, Green, and Yellow Zone 1 Bypass LED will blink.
 - Depress number 6, only the Red LED will continue to blink.
 - Now enter the actual arm/disarm code desired. Any 4 digit combination may be selected.
- exceptions:** Access Code & Number 3 with # and * Panic.

Step 5

ZONE 1 BYPASS CODE

- Enter the access code again: The Red, Green, and Yellow Zone 1 Bypass LED will blink.
 - Depress the number 2, only the Yellow Zone 1 Bypass LED will continue to blink.
 - Depress number 1, the Yellow Zone 1 Bypass LED will blink slightly faster. Now enter the actual zone 1 bypass code. Any 4 digit combination of numbers may be selected.
- exceptions:** Access Code & Number 3 with # and * Panic.

Step 6

ZONE 2 BYPASS CODE

To program the zone 2 Bypass code, repeat step 5 A & B.

- Depress number 2 again, the Yellow Zone 1 Bypass LED will blink faster. Now enter the actual zone 2 Bypass code. Any 4 digit combination of numbers may be selected.
- exceptions:** Access Code & Number 3 with # and * Panic.

Step 7

ZONE 3 BYPASS CODE

To program the zone 3 Bypass code, repeat Step 5 A & B.

- C) Depress number 6, the Yellow Zone 1 Bypass will blink very fast. Now enter the actual zone 3 bypass code. Any 4 digit combination of numbers may be selected.

exceptions: Access Code & Number 3 with # and * Panic.

Step 8

AUXILIARY ARM/DISARM CODE

To program the auxiliary arm/disarm code, repeat Step 5 A

- B) Depress number 1, only the Green loop status "Ready" LED will continue to blink.

- C) Now enter the actual auxiliary arm/disarm code if needed. Any 4 digit combination of numbers may be selected.

exceptions: Access Code & Number 3 with # and * Panic.

NOTE A IF ANY OF THESE FUNCTIONS ARE NOT DESIRED, SIMPLY DO NOT PROGRAM THE CODE FOR THAT FUNCTION. ONLY PROGRAM IN THE CODES FOR THE FUNCTIONS DESIRED.

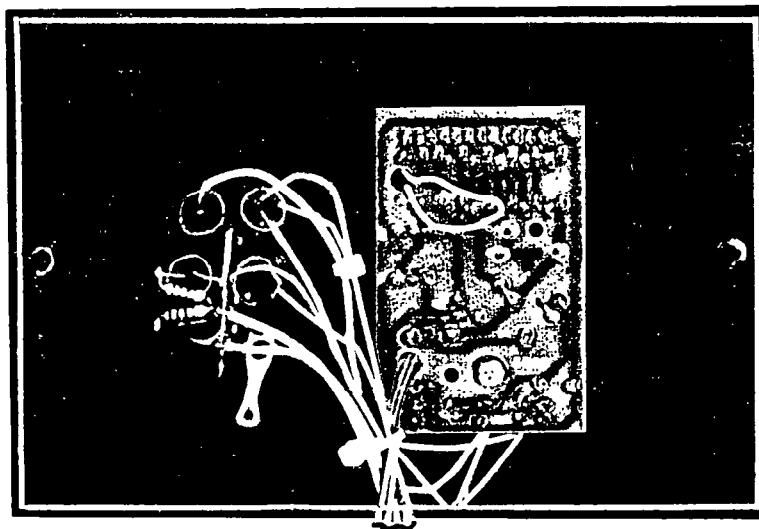
IF ANY OF THE CODES NEED TO BE CHANGED, ONLY THAT CODE MUST BE REPROGRAMMED, THE OTHER CODES WILL REMAIN AS PREVIOUSLY PROGRAMMED.

Step 9

Programming should now be completed. Operate all functions. If any fail to operate, repeat necessary programming steps.

NOTE B

DO NOT PROGRAM 0 (ZERO) AS A DIGIT IN ANY CODE. 0 (ZERO) IS USED AS A "CLEAR" DIGIT AND SHOULD BE PRESSED BEFORE ENTERING ANY CODE.



IN AREAS WHERE RF AND ELECTRICAL INTERFERENCE MAY BE PRESENT, A GROUND LUG HAS BEEN PROVIDED ON THE 560A PLATE. CONNECT THIS LUG TO A COLD WATER PIPE OR EARTH GROUND TO MINIMIZE THE CHANCE OF ANY ADVERSE EFFECTS. ON UNITS WITHOUT THIS LUG, THE PLATE CAN SIMPLY BE GROUNDING USING ANY AVAILABLE MOUNTING POST.

NOTE: NO OTHER REMOTES MAY BE CONNECTED WHEN THE 560A's ARE USED.