



miPanic

Wifi Quick Reference



TECHNOLOGY PARTNER

miAlarm Security Application

miPanic Quick Reference

Description

4 supervised zones (3K3 end of line)

64 User codes and/or remotes, with a built in remote receiver.

Optional keypad.

Programming

No keypad:

On a system with no keypad the programming can be done using the jumpers on the board. There are three basic configurations that can be selected with the jumpers. Place the jumpers on the board as shown below for each setup. Hold the reset button down and connect power to the board. LED 1 will flash briefly, the reset button can be released.

The PGM output on the panel will be in ARM LED mode. It will be set if the panel is armed, and clear when disarmed. The LED will flash when an alarm has been triggered, and flicker if it has been force armed. If the panel is armed with an open zone, that zone will be ignored until it clears, and it will then become active.

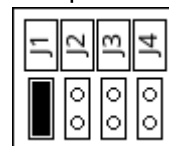
Panic setup

All zones are panic zones.

The button configuration:



Jumper Setting:



Mini alarm setup

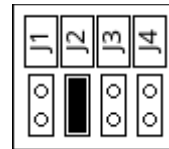
Zones 1-3 are burglary zones.

Zone 4 is a panic zone.

The button configuration:



Jumper Setting to Program:



Mini alarm with delay

Zone 1 is an entry zone.

Zones 2 and 3 are burglary zones.

Zone 4 is a keyswitch zone.

Triggering zone 4 will start a 30 second delay before the panel arms.

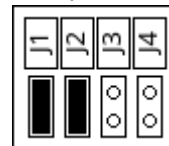
Triggering zone 1 when armed will start a 30 second delay in which to disarm (trigger zone 4 again).

Triggering zones 2 or 3 while armed (if zone 1 hasn't been activated first) will trigger a burglary immediately.

The button configuration:

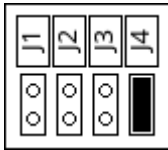


Jumper Setting to Program:



Adding Remotes

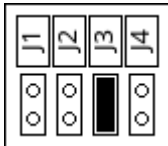
While the panel is powered up set the Jumpers as shown below and hold down the Reset Button until LED 1 starts to flash.



Press any button on a remote to be added - the siren will toot and the LED on the remote will flash green. Keep adding remotes until you are done. 20 seconds after the last remote is detected the LED will stop flashing to indicate that the panel is no longer in the remote adding mode.

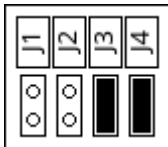
Deleting Remotes

While the panel is powered up set the Jumpers as shown below and hold down the Reset Button until LED 1 flashes to indicate that all remotes have been deleted.



Delete an Individual Remote

If you have the remote to be deleted set up the Jumpers as shown below and hold down the Reset Button until LED 1 flashes. Press a button on the remote to remove it.



With a keypad

Installer mode

Enter programming mode on the keypad by entering the installer code (default 9999) and then pressing the * key.

Enter a location number followed by * and then a programming value followed by *.

Exit each stage by pressing the # key.

Location	Description
9	Default Options
/	Panel setup
8	Account code
3	Installer code

Location 0 - Default options

Value	Description
9	Set all programmable options back to factory default.
/	Set the master user code back to 1234.
8	Default all users.
3	Set download code to 5678.

Location 1 - Panel setup

See the descriptions of each setup in the Jumper programming section above.

Value	Setup
/	Panic
8	Mini alarm
3	Mini alarm with delay

Location 2 - Account code

Enter the four digit account code for reporting to the control room.

Location 3 - Installer code

Enter the four digit code for accessing program mode.

Programming User Codes

Enter user code programming mode by pressing the following keys in sequence:

Alt * master code (1234 by default) *

Select one of the following values followed by *.

Loc	Description
/	Add new user codes.
8	Change a user code.
3	Remove a user code.
4	Remove a user code by number.
B	Add remotes with no keypad code.

Location 1 - Add new user codes

The zone LEDs will display the user number of the next code.

Enter a four digit user code, followed by *.

If the code exists already the keypad will give three short beeps to indicate an error.

If the code is accepted the keypad will give one long beep and the P1 indicator will flash - either press a button on a remote to associate it with the user or press the # key to go back and add another user code.

Location 2 - Change a user code

Enter the four digit code you would like to change, followed by *.

If the code does not exist the keypad will give an error beep.

If the code exists the keypad will beep once and the number of the user will be displayed on the zone LEDs.

Enter a new four digit code to replace the current one, or press a remote button to associate a remote with the user. If there is already a remote for this user it will be overwritten by the new one.

Location 3 - Delete a user code

Enter the four digit code to delete, followed by *.

The user code and any associated remote will be removed.

Location 4 - Delete a user by number

Enter the user number to delete, followed by *.

Entering a 1 in this location will set the master user code to 1234 and remove a remote associated with it.

Any other user number will delete the code as well as the remote.

Location 5 - Add remote only

The zone LEDs will indicate the user number to be added next.

Press any button on a remote to add it. The keypad will beep.

Repeat until all remotes have been added and then press # to exit the mode.

Bypassing Zones

Press Alt then 9 to enter bypass mode.

Press the zone number and then * to toggle between bypassed and not.

Panic and keyswitch zones can not be bypassed.

to exit the mode.

Viewing Trouble Conditions

If the power LED is flashing red press Alt followed by 7 to view the trouble conditions indicated by the zone LEDs as shown in the table below.

LED	Description
/	Siren tamper
8	Aux 12 fuse
3	Box tamper
4	AC fail
B	Coms fail
6	Low battery
C	Network problem