## Linear 21 ${ }^{\text {st }}$ Sentry CP-90 Program Sheet


(FUNCTION is the Location of a group of ) (SELECTOR is a program location within a FUNCTION) (VALUE is the data stored within a SELECTOR)

Keypad Commands


LCD Display
FUNCT=070 SEL=034 VAL=001
FORCE ARM REPORT CODE

## LED Display



At Function Prompt


At Selector Prompt


At Value Prompt

00

10
Auto-install RF Sensors

Action or Value

1. Press $0+? ? ?+$ 2. Press ? ? ? (keypad will scroll all zones) 3. Press ??? to stop scrolling 4. Press * to exit
2. Press 0 + ??? + ???
3. Display shows currently installed sensors
4. Press ??? (keypad will sound tone)
5. Activate sensor, it installs on next available zone
(Caution: a sensor can be learned into multiple zones)
6. Press $\sim=\square$ to exit
7. Press $2+$ ?? ? + Zone (4 to 64) + ???
8. Press $\sim=$ then activate Sensor (keypad will beep when learned, press * to exit) (Learn TK-90 Wireless keypad as a zone, no zone type)

## Linear 21 ${ }^{\text {st }}$ Sentry CP-90 Program Sheet




## Linear 21 ${ }^{\text {st }}$ Sentry CP-90 Program Sheet



| Keypad Options (1st keypad is Zone 65, 2nd is 66 etc to 72) |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: |
| 25 | 65-72 | Standby Display Intensity | $1 \times 1$ | 0=Off 1 L Low 2 = Medium 3 = High |
| 26 | 65-72 | Standby Downlight Intensity | 0 | $0=$ Off 1-Low 2 = Medium 3 = High |
| 27 | 65-72 | Active Display Intensity | 1-2 | 0=Off 1-Low 2= Medium 3 = High |
| 28 | 65-72 | Active Downlight Intensity | 1-2 | 0=Off 1 L Low 2 = Medium 3 = High |
| 29 | 65-72 | Keypad Lights on Entry Delay | I 1 \| | $0=$ Lights Off 1 = Lights On |
| 30 | 65-72 | Keypad Lights on Exit Delay | \|_1_| | $0=$ Lights Off $1=$ Lights On |
| 31 | 65-72 | Keypad Beep Loudness | 1 | 0=Off 1-Low 2 = Medium 3 = High |
| 32 | 65-72 | Keypad Annunciate Loudness | 1-2 | $0=\mathrm{ff} 1$ = Low $2=$ Medium $3=$ High |
| 33 | 65-72 | Keypad Alarm Loudness | 1-2 | 0=Off 1-Low 2=Medium 3 = High |
| 34 | 65-72 | Keypad Panic Audio Response (2-way) | I 0 -1 | 0 = No Audio 1 = Listen-In 2 = Two Way |
| 35 | 65-72 | KD-90 Accessory LCD Captions |  | Enter names for keypad locations |

## Linear 21 ${ }^{\text {st }}$ Sentry CP-90 Program Sheet

| 50 | 1 | Communicator On/Off |  | I 1 I | $\begin{aligned} & 0=\text { Local System Only } \\ & 1=\text { Communicator Enabled } \end{aligned}$ |
| :---: | :---: | :---: | :---: | :---: | :---: |
|  | 2 | Communications Format \#1 |  | \| 11 | | $0=10$ PPS $3 \times 1$ Ademco 1400 Hz |
|  | 3 | Communications Format \#2 |  | I_11 \| | $\begin{aligned} & 1=10 \text { PPS } 3 \times 1 \text { Extended } 1400 \mathrm{~Hz} \\ & 2=10 \text { PPS } 4 \times 11400 \mathrm{~Hz} \end{aligned}$ |
|  |  | (Changing formats here defaults values in Function 72) |  |  | 3 = 10PPS $4 \times 2$ Silent Knight 1400 Hz |
|  |  |  |  |  | $4=20$ PPS $3 \times 1$ Sescoa 2300 Hz |
|  |  |  |  |  | $\begin{aligned} & 5=20 \text { PPS } 3 \times 1 \text { Extended } 2300 \mathrm{~Hz} \\ & 6=20 P P S 4 \times 12300 \mathrm{~Hz} \end{aligned}$ |
|  |  | Contact ID not available in versions before 2.10, always use SIA |  |  | 7 = 20PPS $4 \times 2$ 2300Hz |
|  |  |  |  |  | $8=40 \mathrm{PPS} 3 \times 12300 \mathrm{~Hz}$ |
|  |  |  |  |  | $9=40 P P S 3 x 1$ Extended 2300 Hz |
|  |  |  |  |  | 10 = BFSK 3x2 |
|  |  |  |  |  | 11 = SIA |
|  |  |  |  |  | 12 = Sescoa Superspeed |
|  | 4 | Dialing Format |  | 1 O 1 | $\begin{aligned} & 0=\text { DTMF } \\ & 1=\text { Pulse Dialing } \end{aligned}$ |
|  | 5 | Opening Reports by Exception |  | 1.01 | 0 = Normal |
|  |  |  |  |  | 1 = Opening when Disarm after Alarm |
|  | 6 | Closing Reports by Exception |  | $1 \quad 01$ | 0 = Normal Closing Reports |
|  |  |  |  |  | 1 = Closings when Disarm after an Alarm |
|  | 7 | Tamper Report Routing |  | $1 \times 1$ | $0=$ Reports on Supervisory Routing |
|  | 8 | Dialing Start Delay |  | 0 | 0 to 250 Seconds |
|  | 9 | Dialing Attempts |  | 1-8 | 0 to 250 Attempts |
|  | 10 | Dialing Attempts before Sleep Cycle |  | 12 | 0 to 250 Attempts |
|  | 11 | Number of Sleep Cycles Allowed |  | 2 | 0 to 250 Cycles |
|  | 12 | Sleep Cycle Time |  | 10 I | 1-250 Minutes before next dial |
|  | 13 | Anti-Jam Time |  | 401 | 1 to 250 Sec |
|  | 14 | Automatic Test Report Delay |  | $1-01$ | 0 to 250 Hrs |
|  | 15 | Swinger Eliminator Count |  |  | 0 = All Violations Reported (Disabled) <br> 1-10 = \# of Violations Sensor/Loop |
|  | 16 | Remote Programming Lockout |  | 11 | $0=$ No Remote Programming <br> 1 = Remote Programming Allowed |
|  | 17 | Invalid Access Timeout |  | 1.20 1 | 20 to 50 sec |
|  | 18 | Automatic Test Report Interval |  | 11 | 0 = Test Reports every 12 Hours 1-7 = Test Reports every 1-7 Days |
|  | 19 | Inhibit Superspeed End of TX |  | 1.01 | $0=$ ETX at End of Report <br> 1 = No ETX Sent at End of Report |
|  | 20 | Listen-Only Audio After duress |  | I_0 0 | 0 = No Audio After Duress <br> 1 = Listen-Only Audio After Duress |
| 51 | 1 | Remote Program Access Code <br> 1. Press 51 then $\square$ <br> 2. Press 1 then <br> to select 1st digit <br> 3. Press 9 then $\square$ <br> 4. Press 8 then $\square$ <br> 5. Press 7 then $\square$ <br> 6. Press 6 then <br> 7. Press 5 then <br> 8. Press 4 then ??? |  | 1 9 1 8 |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |

## Linear $21^{\text {st }}$ Sentry CP-90 Program Sheet

Communicator Settings

| 60 | 1 | Alarm Call Routing | 0 |
| :---: | :--- | :--- | :--- |
|  | 2 | Open/Close Call Routing | 0 |
|  | 3 | Restore Call Routing | 0 |
| 4 | Auto/Manual Test Call Routing | 0 |  |
|  | 5 | Audio Events Call Routing | 0 |
|  | 6 | Superv/Trouble Call Routing | 0 |

$0=$ Primary Only
$1=$ Primary then Secondary
$2=$ Secondary Then Primary
$3=$ Secondary Only
$4=$ Supervisory Only
$5=$ Supervisory Then Primary
$6=$ Supervisory Then Secondary
$1=$ Communication Format 1
$2=$ Communication Format 2
(see Location 50 Section 2 and 3 )
62 Primary Telephone Number ((Up to 24 Digits)
$11=$ * $12=\# \quad 13=5$-second Pause $\quad 14=$ Wait for Dial Tone $\quad 15=$ End of number

1. Press $62+$ ? ? ?
2. Press $1+\quad$ ? ? ? to select 1 st digit
3. Press $14+\sim$ (adds wait for Dial Tone, displays on screen as W)
4. Press $1+\sim$ (1st digit of phone number)
5. Press $8+\infty$ (2nd digit of phone
6. Continue until finished with phone number
7. Press $15+\sim$ to finish and exit
63 Primary Account Number (Up to 6-Digits)
4-2 allows 0 to 9 and $A$ to $F$ SIA \& Contact ID $\overline{0}$ to 9 only
8. Press 63 + ? ? ?
9. Press $1+$ ?? ? to select 1st digit
10. Enter 1st digit of Account number then
11. Enter 2nd digit of Account number then
12. Enter 3rd digit of Account number then
13. Enter 4th digit of Account number then

14. Press 15 then $\sim$ to end and * to exit
64 Copy Primary to Secondary
65 Secondary Telephone Number (Up to 24 Digits, do not use)


## Linear 21 ${ }^{\text {st }}$ Sentry CP-90 Program Sheet

Report Codes for $4 / 2$ Format only (this is 1st digit)

| 701 | Fire Sensor/Loop | 1 | 0 to 15 (0 = Disabled) |
| :---: | :---: | :---: | :---: |
| 2 | Exterior Intrusion | - 3 | 0 to 15 (0 = Disabled) |
| 3 | Interior Intrusion | - 5 | 0 to 15 (0 = Disabled) |
| 4 | Police/Holdup | - 2 | 0 to 15 (0 = Disabled) |
| 5 | Emergency | I 4 | 0 to 15 (0 = Disabled) |
| 6 | Environmental | 1 | 0 to 15 (0 = Disabled) |
| 7 | Restore | 14 | 0 to 15 (0 = Disabled) |
| 8 | Sensor Tamper | 10 | 0 to 15 (0 = Disabled) |
| 9 | Bypassed Sensor | 10 | 0 to 15 (0 = Disabled) |
| 10 | Keypad Fire | - 1 | 0 to 15 (0 = Disabled) |
| 11 | Keypad Police/Hold-Up | - 2 | 0 to 15 (0 = Disabled) |
| 12 | Keypad Emergency | - 4 | 0 to 15 (0 = Disabled) |
| 13 | Duress | 10 | 0 to 15 (0 = Disabled) |
| 14 | Opening | - 11 | 0 to 15 (0 = Disabled) |
| 15 | Closing | \| 12 | 0 to 15 (0 = Disabled) |
| 16 | Cancel | I 13 | 0 to 15 (0 = Disabled) |
| 17 | Communicator Auto Test | 10 | 0 to 15 (0 = Disabled) |
| 18 | Communicator Man. Test | 10 | 0 to 15 (0 = Disabled) |
| 19 | Control Panel Tamper | 10 | 0 to 15 (0 = Disabled) |
| 20 | Keypad Tamper | 10 | 0 to 15 (0 = Disabled) |
| 21 | Supervisory Trouble | I 15 | 0 to 15 (0 = Disabled) |
| 22 | Control Panel Low Battery | 10 | 0 to 15 (0 = Disabled) |
| 23 | Control Panel Battery Restore | $1 \quad 0$ | 0 to 15 (0 = Disabled) |
| 24 | AC Failure | 10 | 0 to 15 (0 = Disabled) |
| 25 | AC Restore | 10 | 0 to 15 (0 = Disabled) |
| 26 | Memory Error | 10 | 0 to 15 (0 = Disabled) |
| 27 | Auxiliary Fuse Blown | 10 | 0 to 15 (0 = Disabled) |
| 28 | Fire Power Fuse Blown | 1-0 | 0 to 15 (0 = Disabled) |
| 29 | Not Used |  |  |
| 30 | Communication Failure | $1 \quad 0$ | 0 to 15 (0 = Disabled) |
| 31 | Keypad Trouble | 1 |  |
| 32 | Sensor Low Battery | 10 |  |
| 33 | Sensor Superv/Trouble | 10 |  |
| 34 | Force Close | I 12 | 0 to 15 (0 = Disabled) |
| 35 | Supervisory Restore | 1 0 |  |

71 1-64 Default Report Code Override
Report Code For Specific Sensor


| SIA Over-Ride Codes |  |
| :--- | :--- |
| 1 = Burg Alarm | $7=$ Panic Alarm |
| $2=$ Fire Alarm | $8=$ Sprinkler Alarm |
| $3=$ Gas Alarm | $9=$ Tamper Alarm |
| $4=$ Holdup/Duress | $10=$ Untyped Alarm |
| $5=$ Heat Alarm | $11=$ Water Alarm |
| $6=$ Medical Alarm | $12=$ Freeze Alarm |

## Linear 21 ${ }^{\text {st }}$ Sentry CP-90 Program Sheet

| User Codes (32 total Codes also called PAC's) |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: |
|  | Maste <br> Temp <br> Secon <br> Dures <br> Instal | ode <br> de <br> ry Code <br> Code <br> Code | Usually User 02 <br> User 01 <br> User 03 to 31 <br> Usually User 31 <br> User 32 | (Any User Cod <br> (Any User Cod <br> (Default is 9876 | be set as Master) <br> be set as Duress) |
| 90 | 2-32 | Personal Access Code Entry |  | $\qquad$ <br> I I <br> 1. Press <br> 2. Enter <br> 3. Press |  |
| 91 | 2-32 | Cancel/Delete a PAC |  | 1. Press <br> 2. Press <br> 3. Press | $\begin{aligned} & \hline ? ? ?+\text { User }(2 \text { to } 31)+\begin{array}{l} ? ? ? \\ \text { ? } \text { ? } \end{array} \\ & \text { to delete } \end{aligned}$ |
| 92 | 2-32 | High Se <br> Installer <br> Master/S <br> Duress | evel Limit <br> 8 <br> ry Codes = 7 | $1 \quad 8$ | Highest Security Level this Code can use 9 = Installer Code (Usually Code 32 only) <br> 8 = Sensor Test <br> 7 = Phone Test <br> $6=$ Night Secure (Perim Inst, Motion Byp) <br> 5 = Night Arm <br> 4 = Away Arm <br> 3 = Home Arm <br> 2 = Chime Mode <br> 1 = Guard/Cancel (Local Alarm only) <br> 0 = Disarm/Cancel |
| 93 | 2-32 | All Codes set to 0 |  | $1 \quad 0$ | Lowest Security Level this Code can use 9 = Installer Code (Usually Code 32 only) <br> 8 = Sensor Test <br> 7 = Phone Test <br> $6=$ Night Secure (Perim Inst, Motion Byp) <br> $5=$ Night Arm <br> 4 = Away Arm <br> 3 = Home Arm <br> 2 = Chime Mode <br> 1 = Guard/Cancel (Local Alarm only) <br> 0 = Disarm/Cancel |
| 94 | 2-32 | Duress PAC |  | $0$ | $\begin{aligned} & 0=\text { Normal Code } \\ & 1=\text { Duress Code } \end{aligned}$ |
| 95 | 2-32 | Master PAC Code |  | I_O_1 | $\begin{aligned} & 0=\text { Normal Code } \\ & 1=\text { Master Code } \end{aligned}$ |
| 96 | 2-32 | Arm Only PAC |  | I_O_1 | $\begin{aligned} & 0=\text { Normal Security Level Control } \\ & 1=\text { Arms to Level } 4 \text { Only } \\ & \text { (Overrides location 92) } \end{aligned}$ |
| 97 | 2-32 | No Bypass PAC |  | 1 | 0 = Full Bypass Allowed 1 = No Bypass |
| 98 | 2-32 | Access Output PAC |  | 1 | 0 = No Access Control Output <br> 1 = Access Control Output Activates |
| 99 | 2-32 | Access Output Only |  | $1 \times 1$ | 0 = Normal Security Level Control 1 = Activate Access Output Only |
| 100 | 2-32 | Locked PAC Code |  | 1 | 0 = User Can Change Own Code <br> 1 = User Cannot Change Own Codes |
| 101 | 2-32 | PAC Programming Enable (set at 1 if Master PAC) |  | I_1 | 0 = This Code Cannot Set other Codes <br> 1 = Code Program Mode Allowed |

## Linear $2{ }^{1{ }^{\text {st }}}$ Sentry CP-90 Program Sheet

| System Times |  |  |  |
| :---: | :---: | :---: | :---: |
| 1201 | Entry Delay Time 1 | I 30 I | 1-250 Seconds |
| 2 | Entry Delay Time 2 | I_45 1 | 1-250 Seconds |
| 3 | Exit Delay Time | I 45 | 1-250 Seconds |
| 4 | Burglary Output Delay | I 5 I | 1-250 Seconds |
| 5 | Burglary Output Cutoff | I 5 I | 0-250 Minutes ( $0=$ Infinite) |
| 6 | Fire Output Cutoff | I 5 I | 0-250 Minutes ( $0=$ Infinite) |
| 7 | Police Alarm Cutoff | I 5 I | 0-250 Minutes ( $0=$ Infinite) |
| 8 | Emergency Output Cutoff | 1-5 | 0-250 Minutes ( $0=$ Infinite) |
| 9 | Access Output On-Time | 1-5 1 | 0-250 Minutes ( $0=$ Toggles On/Off) |
| 10 | Automation \#1 On-Time | I_5 I | 0-250 Minutes ( $0=$ Toggles On/Off) |
| 11 | Automation \#2 On-Time | 15 | 0-250 Minutes ( $0=$ Toggles On/Off) |

System Sounds

| 121 | 1 | ut | 10 1 | 0 - Steady 1 - Pulsed |
| :---: | :---: | :---: | :---: | :---: |
|  | 2 | Pulsing Fire Output | 0 | 0 - Steady 1-Pulsed |
|  | 3 | Multiple Burg Shutdown | I_0_1 | 0 = Multiple Outputs Per Arm/Disarm <br> 1 = Only One Audible Output Per Arm |
|  | 4 | Day Alert Latch | $1 \times 1$ | $0=$ Trouble Light Clears when No Trouble <br> 1 = Trouble Light Latch, Clear w/Status "97" |
|  | 5 | Bell Test on Arming | 1.01 | $\begin{aligned} & 0=\text { No Bell Test } \\ & 1=\text { Bell Test if Armed to Level } 4 \text { or Higher } \end{aligned}$ |
|  | 6 | Keypad Burglary for Lock-Ins | I 5 I | $\begin{aligned} & 0=\text { Normal } \\ & 1=\text { Any Key Starts Entry Delay in Level } 4 \end{aligned}$ |
|  | 7 | Entry Delay Beeps | I 1 I | 0 = Beeps Off 1 = Beeps On |
|  | 8 | Exit Delay Beeps | \| 1 | | 0 = Beeps Off 1 = Beeps On |
|  | 9 | Silent Police Alarms | I_1_1 | $0=$ Audible 1 = Silent |
|  | 10 | Silent Emergency Alarms | 1.01 | 0 = Audible 1 = Silent |
|  | 11 | Silent Burg Alarms | 0 | 0 = Audible 1 = Silent |
|  | 12 | Disable Quick Arming | 1101 | $\begin{aligned} & 0=\text { Quick Arming Allowed } \\ & 1 \text { = Quick Arming Not Allowed } \end{aligned}$ |
|  | 13 | Automatic Bypass on Restoral | 1.01 | 0 = Bypass Clear on Restoral 1 = Bypass Remain on Restoral |
|  | 14 | Auto Bypass Arming | 1 _ 0 I | $0=$ Auto Bypass then Arm 1 = No Arm until Quick Bypass |
|  | 15 | Receiver Desense/Sensitivity | $1 \times 1$ | $\begin{aligned} & 0=\text { Normal Sensitivity } \\ & 1=\text { Reduced Sensitivity (-6dB) } \end{aligned}$ |
| 121 | 16 | Alarm Memory Latch for Sensors | 1.01 | $0=$ No Alarm Memory Latch 1 = Alarm Memory \& LED Latches |
|  | 17 | Auto Alarm Memory Display | $1 \times 1$ | 0 = Manual Alarm Mem Disp w/Status "96" <br> 1 = Auto Alarm Mem Disp after Alarm |
|  | 18 | 24-Hr System Status Display | I 1 \| | 0 = Status Only w/Manually Checking 1 = Sensor Status on at All Times |
|  | 19 | KD-90 Communicator Status Display | $1 \times 1$ | 0 = No Communicator Status Display <br> 1 = Communicator Status Displays |
|  | 20 | Master Reset Disable (This will lockout system) | $1 \times 1$ | 0 = Master Reset Switch Enabled 1 = Master Reset Switch Disabled |
|  | 21 | Event Log Limiter | $1 \times 1$ | $0=$ No Limits on Adding to Event Log $1=200$ Events will be Logged until Cleared |
|  | 22 | Audible Sensor Trouble | 1.01 | 0 = Sensor Trouble Only displays on Keypad 1 = Sensor Trouble on KP, Chime every Minute |
|  | 23 | Quick Bypass Disable | 1.01 | 0 = Quick Bypass Allowed <br> 1 = No Quick Bypass |

## Linear $2{ }^{1{ }^{\text {st }}}$ Sentry CP-90 Program Sheet

Event Logging

| 122 | 1 | Sensor \& Test Logging |
| :--- | :--- | :--- |
| 2 | Sensor Restoral |  |
| 3 | Normal Opening \& Closing |  |
| 4 | Forced Closing |  |
| 5 | Opening After an Alarm |  |
| 6 | Sensor \& Accessory Supervision |  |
| 7 | Panel Reset, Test and Superv |  |
| 8 | Communicator |  |
| 9 | Panel Programming |  |
| 10 | Fire, Burg, Emergency Outputs |  |


| 0 |
| :--- |
| 1 |
| 1 |
| 1 |
| 1 |
| 1 |
| 1 |
| 1 |

$0=$ Log only Alarms, $1=$ Log All
$0=$ No Logging, $1=$ Log Events
$0=$ No Logging, $1=$ Log Events
$0=$ No Logging, $1=$ Log Events
$0=$ No Logging, $1=$ Log Events
$0=$ No Logging, $1=$ Log Events
$0=$ No Logging, $1=$ Log Events
$0=$ No Logging, $1=$ Log Events
$0=$ No Loggin, $1=$ Log Events
$0=$ No Logging, $1=$ Log Events

## LCD Keypad Alpha Zone Descriptors

EMERGENCY Key moves cursor to beginning \# moves forward 255 erases anything after cursor

| $0=0$ | $51=0$ | 102 = Downstairs |
| :---: | :---: | :---: |
| $1=1$ | $52=P$ | 103 = Drawer |
| $2=2$ | $53=\mathrm{Q}$ | 104 = Dressing |
| $3=3$ | $54=\mathrm{R}$ | 105 = Driveway |
| $4=4$ | $55=S$ | 106 = East |
| $5=5$ | $56=$ T | 107 = Electric |
| $6=6$ | $57=$ U | 108 = Elevator |
| $7=7$ | $58=V$ | 109 = Emergency |
| $8=8$ | $59=W$ | 110 = Employee |
| $9=9$ | $60=X$ | 111 = Entrance |
| 10 = Blank Space | $61=X$ | 112 = Exercise |
| $11=a$ | 62 = Z | 113 = Exit |
| $12=b$ | $63=$ ! | 114 = Exterior |
| $13=c$ | 64 = \# | 115 = Factory |
| $14=d$ | $65=$ \& | 116 = Family |
| $15=$ e | $66=$ ' | 117 = Fire |
| $16=\mathrm{f}$ | $67=$ ( | 118 = First |
| $17=\mathrm{g}$ | $68=$ ) | 119 = Floor |
| $18=h$ | 69 = * | 120 = Flow |
| 19 = i | $70=+$ | 121 = Fluid |
| $20=$ j | $71=$, | 122 = Foil |
| $21=k$ | $72=-$ | 123 = Foyer |
| $22=1$ | 73 = | 124 = Freezer |
| $23=m$ | $74=1$ | 125 = Front |
| $24=n$ | $75=$ | 126 = Furnace |
| $25=0$ | $76=$ Access | 127 = Game |
| $26=p$ | 77 = Alarm | 128 = Garage |
| 27 = q | $78=$ Area | 129 = Gas |
| $28=r$ | 79 = Arm | $130=$ Gate |
| $29=s$ | 80 = Attic | 131 = Glass |
| $30=t$ | 81 = Audio | $132=$ Guest |
| $31=\mathrm{u}$ | 82 = Auxiliary | 133 = Gun |
| $32=v$ | 83 = Back | 134 = Hallway |
| $33=w$ | 84 = Basement | $135=$ Heat |
| $34=x$ | $85=$ Bathroom | 136 = Hobby |
| $35=y$ | 86 = Beam | 137 = Hold |
| $36=z$ | 87 = Bedroom | 138 = Hold-up |
| $37=$ A | 88 = Breakfast | 139 = House |
| $38=B$ | $89=$ Button | 140 = Ice |
| $39=C$ | 90 = Cabinet | 141 = Infrared |
| $40=$ D | 91 = Carport | 142 = Inside |
| $41=E$ | $92=$ Ceiling | 143 = Interior |
| $42=F$ | 93 = Chime | 144 = Intrusion |
| $43=\mathrm{G}$ | 94 = Closet | 145 = Janitor |
| $44=\mathrm{H}$ | 95 = Computer | 146 = Key |
| $45=1$ | $96=$ Control | 147 = Keypad |
| $46=$ J | 97 = Den | 148 = Keyswitch |
| 47 = K | 98 = Detector | 149 = Kitchen |
| $48=$ L | 99 = Dining | 150 = Laundry |
| $49=M$ | 100 = Dock | 151 = Left |
| $50=N$ | 101 = Door | 152 = Level |

$153=$ Library
$154=$ Lift
$155=$ Light
$156=$ Liquor
$157=$ Living
$158=$ Lading
$159=$ Lobby
$160=$ Locker
$161=$ Loft
$162=$ Lower
$163=$ Main
$164=$ Maintenance
$165=$ Master
$166=$ Mat
$167=$ Medical
$168=$ Microwave
$169=$ Middle
$170=$ Monitor
$171=$ Motion
$172=$ Mud
$173=$ North
$174=$ Nursery
$175=$ Office
$176=$ On $/$ Off
$177=$ Outside
$178=$ Overhead
$179=$ Panic
$180=$ Parking
$181=$ Passive
$182=$ Patio
$183=$ Perimeter
$184=$ Photo
$185=$ PlR
$186=$ Play
$187=$ Plant
$188=$ Police
$189=$ Pool
$190=$ Power
$191=$ Proximity
$192=$ Pump
$193=$ Quarters
$194=$ Ramp
$195=$ Rear
$196=$ Receiving
$197=$ Recreation
$198=$ Relay
$199=$ Remote
$200=$ Restroom
$201=$ RF
$202=$ Right
$203=$ Roof

204 = Room
205 = Safe
206 = Screen
207 = Second
208 = Security
209 = Sensor
$210=$ Shipping
211 = Shock
$212=$ Shop
213 = Shutter
214 = Side
215 = Silent
216 = Silver
217 = Skylight
218 = Sliding
219 = Smoke
220 = South
$221=$ Spa
222 = Sprinkler
223 = Stairs
224 = Station
225 = Steam
226 = Stereo
227 = Stock
228 = Storage
229 = Study
230 = Sump
231 = System
232 = Tamper
233 = Temperature
$234=$ Third
$235=$ Tool
236 = Transmitter
$237=$ Remote
238 = Ultrasonic
239 = Upper
$240=$ Upstairs
241 = Utility
242 = Valve
243 = Vault
244 = Vibration
$245=$ Video
$246=$ Violation
247 = Wall
248 = Warehouse
$249=$ Water
$250=$ West
251 = Window
252 = Yard
253 = Zone
254 = NULL (Nothing)
255 = Erase Entire Line


## Linear 21 ${ }^{\text {st }}$ Sentry CP-90 Program Sheet


Monitronics $21^{\text {st }}$ Sentry CP-90 Quick Reference Guide Monitoring and Service call 1-800-447-9239

| Arm Away | 4 then User Code |
| :---: | :---: |
| Arm Stay | 3 then User Code |
| Arm Instant | 6 then User Code |
| Disarming | 0 then User Code |
| Arm Instant | 6 then User Code |
| Status | Press $\square$ Press and hold to show Arming Level <br> ??? $\square$ for 1 second to view status of Zones |
| Zone Bypassing | 1. Arm system in Stay or Away mode <br> 2. Press or $\square$ $\square$ then enter Zone to bypass (01 to 64) <br> 1. Arm system with Zone or Zones open <br> 2. Press for 2 seconds, all open Zones will be bypassed |
| User Codes | 1. Press \# + Master Code <br> 2. Hold \# until keypad beeps <br> 3. Enter User to change or add (03 to 32) then \# <br> 4. Enter new User Code (4 to 5 digits) then \# <br> 5. Enter 6-digit User Level <br> $1^{\text {St }}$ digit $=$ Highest level User can Arm system (see list at right) <br> $2^{\text {nd }}$ digit $=$ Lowest level User can Disarm system (see list at right) <br> $3^{\text {rd }}$ digit $=0$ for Normal User Code, 1 for Duress Code, 2 for Master Code, 3 = Arm Only Code <br> $4^{\text {th }}$ digit $=0$ to allow Zone Bypassing, 1 to not allow Zone Bypassing <br> $5^{\text {th }}$ digit $=0$ for No Access Control Output, 1 allows Access Control Output <br> $6^{\text {th }}$ digit $=0$ if User can change own User Code, 1 if User cannot change own User Code <br> Press \# to save and exit <br> Example: to program user 03 as a standard User Code of 5555 enter <br> \# + Master Code + \# + Hold \# until keypad beeps + 03 + \# + 5555 + \# + 800001 + \# <br> User Code Levels <br> 0 = Disarm <br> 1 = Guard Mode <br> 2 = Chime Mode <br> 3 = Home Arm <br> 4 = Away Arm <br> $5=$ Night Arm <br> 6 = Secure Night Arm <br> 7 = Phone Test <br> 8 = Sensor Test |
| Door Chimes | Press 2 then enter User Code |
| Fire/Smoke Detector Reset | Press ? ? ? then 99 |
| Clear Alarm Display | Press ? ? ? then 97 |
| System Troubles | If Trouble Light is ON press ? ? ? for 1 second to view 2-digit Trouble  <br> 73 = Communication Failure $77=$ Wireless Receiver Failure $86=$ Internal System Trouble  <br> $74=$ Panel Low Battery $78=$ System Low Battery $87=$ Keypad exists but not installed in system  <br> 75 Auxiliary Power Fuse Failure $79=$ Panel Box Tamper Trouble $88=$ EEPROM Write Failure (Internal System Trouble) <br> $76=$ Fire Power Fuse Failure $80=$ AC Power Failure $89=$ Watchdog Trouble (Internal System Trouble)  |

