

## Risco Lightsys 2 Alarm Panel

- ✓ **Panel Dialler wiring**
- ✓ **Panel dialler programming**



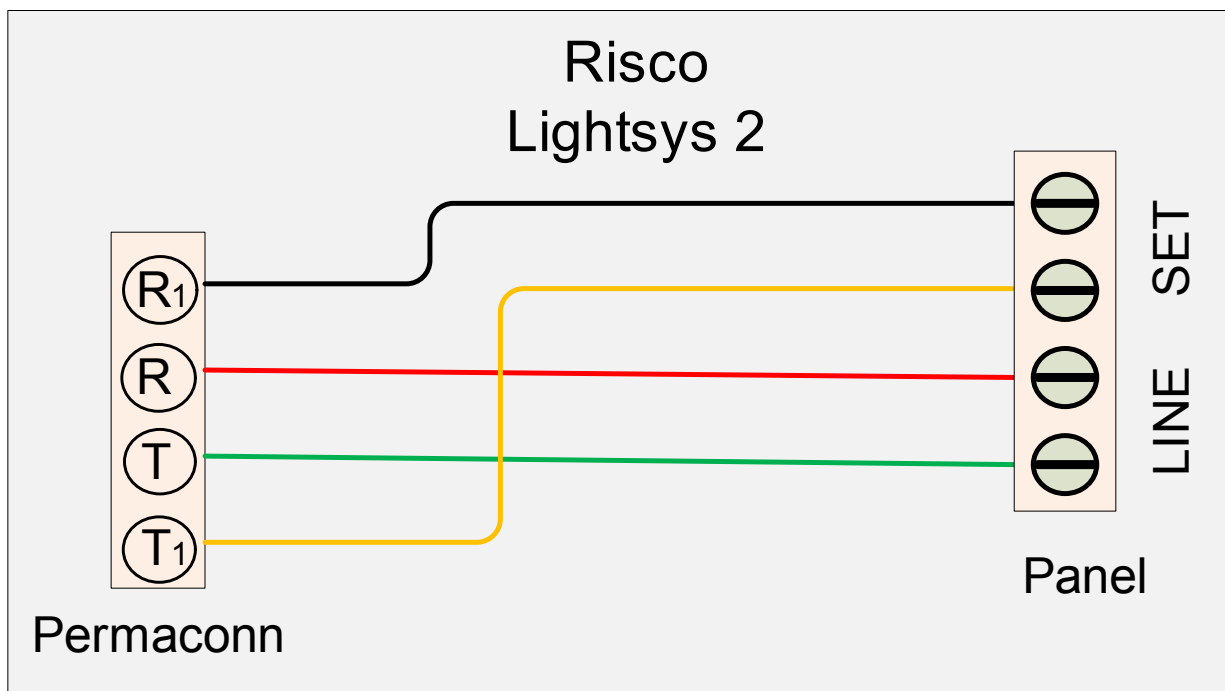
### **Background:**

Permaconn communicators have a terminal block for the connection of the female 611 fly lead (supplied). If the Alarm Panel also has a terminal block for PSTN connection, we recommend you use your own cable between the Alarm Panel dialler and the Permaconn communicator. This type of installation negates the use of the female 611 fly lead, decreasing your installation time. For four (4), six (6) and eight (8) pin RJ connectors, please refer to manufactures wiring diagram.




There are five (5) minimum requirements from the Alarm panel for successful communication:

- 1) Must have an eight (8) digit primary phone. E.g. 12345678.
- 2) A four (4) digit account number.
- 3) Must be Contact ID format.
- 4) Must be set for tone (DTMF) dialling.
- 5) Open / Close reporting, must be enabled for Pocket Secure App.
























### **Dialler Lead wiring between Permaconn and Risco Lightsys 2 Alarm Panel:**




To enter Installer Programming mode

1. From the main display press. 
2. Enter the Installer code (default: 1111) and press. 
3. Select [1] Programming and press. 
4. You are now in Installer Programming mode.

The following table describes the uses of the keypad keys during programming:

LCD KP RW432KP	LCD KP RP128KCL	Touch screen keypad RP128KP	Function
①–⑩			1. To enter numeric values where required. 2. For quick key programming. Press the number keys to access a programming option. 3. To edit labels and names.
			To go back (up) / quit / don't save.
	 / 		Enter / Save (to move into the displayed menu or to save the data that you have changed).
	 / 		Press either one of these keys to move back and forth through the programming level functions.
 or	 / 		These keys also change the position of the flashing cursor. When editing a selection, the cursor moves to the left or right respectively
	 / 		Used to toggle displayed menu options from 'N' to 'Y' and vice-versa.
	 / 		Used to increase or decrease selected screen digital values.

If you do not know where you are in the menu structure, press  repeatedly to return to the main menu.