

## The Advanced4000 Driver

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The Advanced4000 driver connects to the Advanced Electronics range of fire detection panels. Available for Commander and ObSys.

This document relates to Advanced4000 driver version 1.1 to 1.3

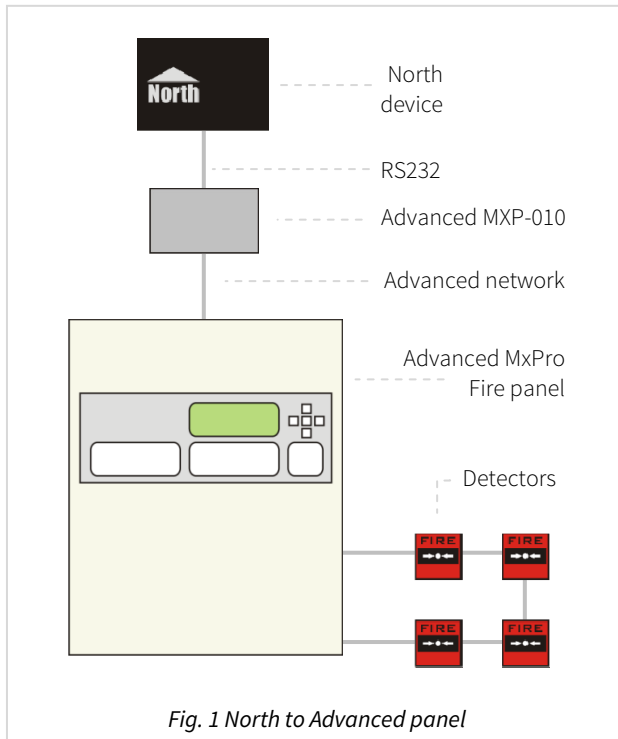
Please read the *Commander Manual* or *ObSys Manual* alongside this document, available from [www.northbt.com](http://www.northbt.com)

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# Compatibility with the Advanced System

The Advanced4000 driver allows North to interface with an Advanced Electronics fire detection system. The driver connects to an Advanced MXP-010 or MXP-510 network interface (Fig. 1), and can communicate with up to 200 MxPro panels.



## Equipment

Advanced Electronics fire control panels compatible with the driver include:

- MxPro 4 series
- MxPro 5 series
- MX4000 series
- MX5000 series

Apollo Discovery, Hochiki ESP, Argus Vega and Nittan Evolution devices are supported.

## Values

The driver can typically access the following values:

- Reset panel
- Sounders
- External alarm
- System state
- Panel state
- Loop state
- Loop device state
- Sub-address state
- Zone state
- Damper state

States for fire, pre-alarm, fault, and isolation conditions are available.

Fire control panels can send alarms to the Advanced4000 driver.

## Prerequisites

An Advanced network interface panel is required. For MxPro 4 networks use an MXP-010, for MxPro 5 networks use an MXP-510.

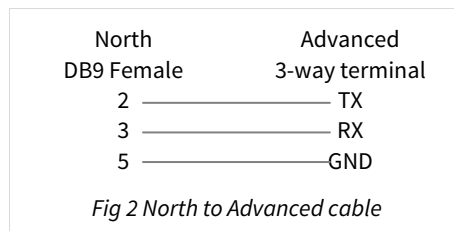
Each Advanced panel, including the network interface, must be configured with its own address and the address of the next panel on the network. This can be configured from the panel or using the Advanced configuration software.

# Using the Driver

On ObSys and Commander, the Advanced4000 driver is pre-installed. On all of these North devices, you can use the driver to create an interface to Advanced. Once started, you will need to set up the driver before it can communicate with the Advanced system.

## Making the Cable

Using the RS232 cable specification (Fig. 2), connect the North device COM port to the Advanced network interface port. Connector types at each end of the cable are shown.



The maximum RS232 cable length is 15m.

Cables are available from North, order code CABLE/ADVANCED4000.

## Starting the Interface

- 📖 To start an interface using the Advanced4000 driver, follow these steps:
  - **Start Engineering** your North device using ObSys
  - Navigate to **Configuration, Interfaces**, and set an unused **Interface** to 'Advanced4000' to start the particular interface
  - Navigate to the top-level of your North device and re-scan it

The driver setup object (Mc), labelled **Advanced Setup**, should now be available. If this object is not available, check an interface licence is available and the driver is installed.

## Setting up the Driver

- 📖 To set up the driver, follow these steps:
  - Navigate to the **Advanced Setup** object (Mc). For example, if you started interface 1 with the driver earlier, then the object reference will be 'M1'
  - Set **RS232 COM Port** (RS.COM) to select the serial port number on the North device the Advanced panel is connected to.
  - Set the **Baud Rate** (RS.BR) to match that of the Advanced network interface. This is 38400 (default), or 19200 baud.
  - Set the **Connected panel address** (ADDR) to match the address of the Advanced network interface.

## Checking Communications

You can check that the interface is communicating by reading the **Comms Online** object (DS). A value of 'Yes' indicates the driver has connected to, and is communicating with the Advanced system.

If a 'network node missing' fault is present, then the driver will be unable to scan for available panels on the network. Check that each panel, including the network interface panel, has been configured with the address of the next network node in the loop.

# Alarms

When the Advanced system reports an event to the driver, the driver sends a North-format alarm to the device's alarm processing.

## Format

North-format alarms contain six text fields. The Advanced4000 driver places the following information into these fields:

**System** – copied from System Label object (DL) within driver setup

**Point** – see Point Field section below

**Condition** – see Condition and Priority Field section below

**Priority** – see Condition and Priority Field section below

**Date & Time** – from North device

## Examples

System	Point	Condition	Priority	Date	Time
Advanced System	Panel 1 Loop 1 Dev 3.2 Zone 2	Fire	1	01/03/13	14:29:48
Advanced System	Panel 1 Loop 1 Dev 3.2 Zone 2	Reset	1	01/03/13	14:35:12
Advanced System	Panel 1 Loop 2 Dev 16 Zone 1	Isolated	2	11/03/13	14:26:26
Advanced System	Panel 1 Loop 2 Dev 16 Zone 1	De-Isolated	2	11/03/13	14:32:02
Advanced System	Panel 2 Loop 3 Dev 1 Zone 16	Pre-Alarm	1	10/04/13	13:06:59
Advanced System	Panel 2 Loop 3 Dev 1 Zone 16	Normal	1	10/04/13	14:17:35
Advanced System	Panel 2 Loop 1 Dev 10 Zone 3	Device Missing	3	10/04/13	14:21:00
Advanced System	Panel 2 Loop 1 Dev 10 Zone 3	Normal	3	10/04/13	14:30:43
Advanced System	Panel 1 Battery	Supply Fault	3	16/04/13	07:16:19
Advanced System	Panel 1 Battery	Normal	3	18/04/13	10:23:42

## Point Field

Selected by the **Alarm Point field** object (AT) within driver setup.

If 'PLD reference' option is selected, Point field can be:

Panel *a*

Panel *a* Loop *b*

Panel *a* Loop *b* Dev *c.c* Zone *d*

In addition, if the detector is a manual call point, then 'MCP' will be appended to the point field.

If 'Detector label' option is selected, Point Field contains:

Panel *a* + *device location* from the panel

In addition, 'Communications' alarms generated by the driver all contain the Point field:

System

## Condition and Priority Field

The following alarm conditions can be sent by the driver:

Condition	Priority
Evacuate	1
Fire	1
Reset	1 (see note)
Alarm 1	2
Alarm 2	2
Alarm 3	2
Isolated	2
De-Isolated	2
Group Isolated	2
Group De-Isolated	2
Outputs Isolated	2
Outputs De-Isolated	2
Pre-Alarm	2
Record	2
Security Alert	2
Supervisory	2
Tamper	2
Zone Isolated	2
Zone De-Isolated	2
Backup Battery Low	3
Battery Fault	3
Communications Lost	3
Communications Regained	3
Config Memory Fault	3
Control	3
Corrupt Data	3
Device Dirty	3
Device Fault	3
Device Missing	3
Device Replaced	3
Display Fault	3
Double Address	3
Duplicate Zone	3
Earth Fault	3
Fail to Close	3
Fail to Open	3
Fatal Fault	3

Condition	Priority
FT Network Fault	3
High Resistance Fault	3
Input Fault	3
Main Battery Low	3
Mode Failed	3
Mute	3
Network Lost	3
Network Node Missing	3
New Device	3
Normal	3 (see note)
Not Commissioned	3
Open Circuit	3
Overload	3
Program Memory Fault	3
Resound	3
RTC Fault	3
Service Required	3
Short Circuit	3
Signal Strength Fault	3
Silence	3
Sounder Fault	3
Sounder Missing	3
Supply Fault	3
Too High	3
Too Low	3
Type Change	3
Unable to Calibrate	3
CPU Reset	4
Delay Mode Off	4
Delay Mode On	4
Device Slightly Dirty	4
FSD Door Open	4
Isolator Open	4
Keylock Operated	4
Out of Paper	4
Test	4

### Notes

The condition 'Reset' is used to indicate a cleared latching alarm, and 'Normal' for a cleared non-latching alarm. Both of these alarm conditions will use the priority of the original alarm.

'Communications' alarms all use the Point field 'System'.

Some alarm conditions may only be sent when connected to the MXP-510 interface of an MxPro 5 network.

The priority number depends on the event type from the panel:

- 1 – fire and evacuate events
- 2 – pre-alarm, security, isolation, and technical events
- 3 – fault events
- 4 – status events





# Object Specifications

Once an interface is started, one or more extra objects become available within the top-level object of the device. As with all North objects, each of these extra objects may contain sub-objects, (and each of these may contain sub-objects, and so on) - the whole object structure being a multi-layer hierarchy. It is possible to navigate around the objects using the ObSys Engineering Software.

Each object is specified below, along with its sub-objects.

## Example Object Reference

An example of a reference to an object in the same device: the Advanced System (S1) contains Panel 1 (P1), which contains Loop 2 (L2), which has Device 22 (D22), which contains an alarm state (C). Therefore, the complete object reference will be 'S1.P1.L2.D22.C'.

An example of a reference to an object in a different device: the IP network object (IP) contains Default Commander object (CDIP), which contains the object above (S1.P1.L2.D22.C) – therefore the complete object reference is 'IP.CDIP.S1.P1.L2.D22.C'.

## Device Top-Level Objects

When an interface is started using the Advanced4000 driver, the objects below become available within the top-level object of the device. For example, if Interface 1 is started, then the object with references 'M1' and 'S1' become available.

Description	Reference	Type
<b>Advanced Setup</b> Set up the Advanced4000 driver, started on interface <i>c</i> ( <i>c</i> is the interface number)	Mc	Fixed Container: On the Commander platform this will be <i>[CDM v20\Advanced4000 v13]</i> On the ObSys platforms this will be <i>[OSM v20\Advanced4000 v13]</i>
<b>Advanced System</b> Access Advanced system connected to interface <i>c</i> ( <i>c</i> is the interface number)	Sc	Variable Container: <i>[Advanced4000 v13]</i>

# Advanced Driver Setup

Object Type: [OSM v20\Advanced4000 v13]

Object Type: [CDM v20\Advanced4000 v13]

Object Type: [OSM v20\Advanced4000 v12]

Object Type: [CDM v20\Advanced4000 v12]

Object Type: [OSM v20\Advanced4000 v11]

Object Type: [CDM v20\Advanced4000 v11]

The Advanced4000 driver contains the following objects:

Description	Reference	Type
<b>RS232 COM Port</b>	RS.COM	Obj\Num: 1...8; Adjustable
<b>Baud rate</b>	RS.BR	Obj\Num; Adjustable Values: 19200, 38400
<b>System Label</b> Label displayed when scanning the system and within alarms	DL	Obj\Text: 20 Chars; Adjustable
<b>Connected Panel Address</b> Address of the connected network interface panel	ADDR	Obj\Num: 1...200; Adjustable
<b>Comms Online</b> Indicates whether communication is established with the panel	DS	Obj\NoYes
<b>Alarm Point field</b> Selects source of the alarm message point field	AT	Obj\Enum: 0...1; Adjustable Values: 0=PLD reference, 1=Detector label
<b>Ignore Isolations</b> Enable to ignore isolation events from the system. This provides more event storage for fire and fault conditions	II	Obj\NoYes; Adjustable
<b>Load labels from panel</b> Driver requests and stores device/sub-device labels configured in system. This setting does not affect the Alarm Point field content. Not available in driver version 1.1.	LL	Obj\NoYes; Adjustable
<b>Label storage available</b> Device labels from the system are stored by the driver. Limited storage is available. Not available in driver version 1.1.	LC	Obj\Num: 0...4032
<b>Event storage available</b> Each event from the system must be remembered by the driver. <b>If no storage is available for a new event, the driver will not be able to remember it.</b>	SC	Obj\Num: 0...900
<b>Reset driver</b> Clears the internal database and re-establishes communication with the Advanced system	RST	Obj\NoYes; Adjustable
<b>Filter Events</b> Stop the driver listening for particular event types or panels. This provides more event storage for other event types. Available in driver version 1.3.	FE	Fixed Container: On the Commander platform this will be [CDM v20\Advanced4000 v13\Filter] On the ObSys platforms this will be [OSM v20\Advanced4000 v13\Filter]

# Advanced Driver Filter Events

Object Type: [OSM v20\Advanced4000 v13\Filter]

Object Type: [CDM v20\Advanced4000 v13\Filter]

Each event from the Advanced system must be remembered by the driver. On a large Advanced fire system with more than 900 active events at any one time, use this object to select which event types are ignored by the driver – isolation, fault, damper events, etc.

If more event storage is required, use multiple interface connections to the system, with each Advanced driver configured to store events for a particular range of panels.

Description	Reference	Type
<b>Ignore Isolation events</b> Enable to ignore isolation events from the system. In driver version 1.2 and earlier, this option was available using driver object 'II'	I.C1	Obj\NoYes; Adjustable
<b>Ignore Fault events</b> Enable to fault events from the system	I.C2	Obj\NoYes; Adjustable
<b>Ignore Pre-Alarm events</b> Enable to ignore pre-alarm events from the system	I.C3	Obj\NoYes; Adjustable
<b>Ignore Fire events</b> Enable to ignore isolation events from the system. This provides more event storage for other event conditions	I.C4	Obj\NoYes; Adjustable
<b>Ignore Damper events</b> Enable to ignore isolation events from the system. This provides more event storage for other event conditions	I.C5	Obj\NoYes; Adjustable
<b>Store events from panel (start)</b> Lowest address of network interface panel to store events from	PS	Obj\Num: 0...200; Adjustable
<b>Store events from panel (end)</b> Highest address of network interface panel to store events from	PE	Obj\Num: 0...200; Adjustable

# Advanced System

Object Type: *[Advanced v13]*

Object Type: *[Advanced v12]*

Object Type: *[Advanced v11]*

The Advanced system is a network of Advanced fire detection panels. It contains objects to view the status of the whole system (P), and access information from each connected panel (Px).

Description	Reference	Type
<b>Zone &amp; System Summary</b>	P	Fixed container: <i>[Advanced4000 v13\System]</i>
<b>Panel x</b> Panel number, x, can be in the range 1...200	Px	Fixed container: <i>[Advanced4000 v13\Panel]</i> Note: an eight loop panel is presented as two panels with four loops

## Zone and Summary Information

Object Type: *[Advanced4000 v13\System]*

Object Type: *[Advanced4000 v12\System]*

Object Type: *[Advanced4000 v11\System]*

The Zone and System Summary object contains zone, group, and network-wide status for the Advanced system. Objects are also available to perform network-wide commands – reset, silence, etc. – and activate external fire or alarm conditions.

Description	Reference	Type
<b>Commands</b> Contains objects for resetting latched events, silencing sounders and muting panel buzzer	A	Fixed container: <i>[Advanced4000 v13\Actions]</i>
<b>System Alarm State</b>	C	Obj\Enum: 0..4; Where: 0=Ok, 1=Isolated, 2=Fault, 3=Pre-Alarm, 4=Fire
<b>System OK</b>	C0	Obj\NoYes
<b>Isolations</b>	C1	Obj\NoYes
<b>Faults</b>	C2	Obj\NoYes
<b>Pre-Alarm</b>	C3	Obj\NoYes
<b>Fire</b> Optionally append the object reference with '.A' for automatic (sensor) fire events; or '.M' for manual (MCP) fire events	C4	Obj\NoYes
<b>External Fire</b> Triggers a fire condition on the panel	XF	Obj\OffOn; Adjustable only
<b>External Alarm</b> Triggers an alarm condition on the panel	XA	Obj\OffOn; Adjustable only
<b>Zone x</b> The zone number, x, is in the range: 1...1000 for MxPro 4 panels 1...2000 for MxPro 5 panels.	Zx	Fixed container: <i>[Advanced4000 v13\Zone]</i>
<b>Isolate Group y</b> The output group number, y, is in the range 1...200	Gy.I	Obj\NoYes; Adjustable only

# Advanced Panel

Object Type: *[Advanced4000 v13\Panel]*

Object Type: *[Advanced4000 v12\Panel]*

Object Type: *[Advanced4000 v11\Panel]*

An Advanced panel contains the following objects:

Description	Reference	Type
<b>Commands</b> Contains objects for resetting latched events, silencing sounders and muting panel buzzer	A	Fixed container: <i>[Advanced4000 v13\Actions]</i>
<b>Panel Alarm State</b>	C	Obj\Enum: 0..4; Where: 0=Ok, 1=Isolated, 2=Fault, 3=Pre-Alarm, 4=Fire
<b>Panel OK</b>	C0	Obj\NoYes
<b>Isolations</b>	C1	Obj\NoYes
<b>Faults</b>	C2	Obj\NoYes
<b>Pre-Alarm</b>	C3	Obj\NoYes
<b>Fire</b> Optionally append the object reference with '.A' for automatic (sensor) fire events; or '.M' for manual (MCP) fire events	C4	Obj\NoYes
<b>Loop x</b> The loop number, x, is typically in the range 0..4. If a loop offset is configured in the panel then x is in the range offset...(offset+4). Loop 0 is used for panel I/O. An 8-loop panel consists of two 4-loop panels, with the second panels loop number in the range 5..8.	Lx	Fixed container: <i>[Advanced4000 v13\Loop]</i>

# Zone

Object Type: [Advanced4000 v13\Zone]

Object Type: [Advanced4000 v12\Zone]

Object Type: [Advanced4000 v11\Zone]

An Advanced zone contains the following objects:

Description	Reference	Type
<b>Label</b>	L	Obj\Text: 32 chars
<b>Zone Alarm State</b>	C	Obj\Enum: 0..4; Where: 0=Ok, 1=Isolated, 2=Fault, 3=Pre-Alarm, 4=Fire Adjustable from version 1.3 (0=Deisolate, 1=Isolate)
<b>Zone OK</b>	C0	Obj\NoYes
<b>Zone Devices Isolated</b> Indicates whether devices in this zone are isolated. Can be written to in order to isolate or de-isolate a zone	C1	Obj\NoYes; Adjustable Not adjustable in driver version 1.1.
<b>Zone Devices in Fault</b>	C2	Obj\NoYes
<b>Zone Devices in Pre-Alarm</b>	C3	Obj\NoYes
<b>Zone Devices in Fire</b> Optionally append the object reference with '.A' for automatic (sensor) fire events; or '.M' for manual (MCP) fire events	C4	Obj\NoYes
<b>Isolate Zone Devices</b> Replaced by object C1 above.	I	Obj\NoYes; Adjustable

# Commands

Object Type: *[Advanced4000 v13\Actions]*

Object Type: *[Advanced4000 v12\Actions]*

Object Type: *[Advanced4000 v11\Actions]*

The Advanced panel commands object contains the following objects:

Description	Reference	Type
<b>Reset Panel</b> Performs a reset on the panel	R	Obj\NoYes; Adjustable only
<b>Sounders</b> Silences or re-sounds sounders	S	Obj\OffOn; Adjustable
<b>Buzzer</b> Silence the panel buzzer	B	Obj\OffOn; Adjustable only



# Loop

Object Type: *[Advanced4000 v13\Loop]*

Object Type: *[Advanced4000 v12\Loop]*

Object Type: *[Advanced4000 v11\Loop]*

An Advanced panel loop contains the following objects:

Description	Reference	Type
<b>Loop Alarm State</b>	C	Obj\Enum: 0..4; Where: 0=Ok, 1=Isolated, 2=Fault, 3=Pre-Alarm, 4=Fire
<b>Loop OK</b>	C0	Obj\NoYes
<b>Isolations</b>	C1	Obj\NoYes
<b>Faults</b>	C2	Obj\NoYes
<b>Pre-Alarm</b>	C3	Obj\NoYes
<b>Fire</b> Optionally append the object reference with '.A' for automatic (sensor) fire events; or '.M' for manual (MCP) fire events	C4	Obj\NoYes
<b>Device x or device label</b> The device address, x, range depends on the device manufacturer: Hochiki devices – 1...127 Apollo devices – 1...126 Argus Vega – 1...240 Nittan – 1...254	Dx	Fixed container: <i>[Advanced4000 v13\Device]</i>

## Device

Object Type: *[Advanced4000 v13\Device]*

Object Type: *[Advanced4000 v12\Device]*

Object Type: *[Advanced4000 v11\Device]*

An Advanced loop device contains the following objects. Refer to documentation on the specific device for information on sub address usage.

Description	Reference	Type
<b>Label</b> Only available if Load Labels from panel is set within driver setup. Not available in driver version 1.1 and earlier.	L	Obj\Text: 26 chars
<b>Device Alarm State</b>	C	Obj\Enum: 0...4; Adjustable Where: 0=Ok, 1=Isolated, 2=Fault, 3=Pre-Alarm, 4=Fire Adjustable from version 1.3 (0=Deisolate, 1=Isolate)
<b>Device OK</b>	C0	Obj\NoYes
<b>Device Isolated</b> Indicates whether this device is isolated. Can be written to in order to isolate or de-isolate the device.	C1	Obj\NoYes; Adjustable Not adjustable in driver version 1.1.
<b>Device in Fault</b>	C2	Obj\NoYes
<b>Device in Pre-Alarm</b>	C3	Obj\NoYes
<b>Device in Fire</b> Optionally append the object reference with '.A' for automatic (sensor) fire events; or '.M' for manual (MCP) fire events	C4	Obj\NoYes
<b>Damper active</b> See note below	C5	Obj\NoYes
<b>Output</b> Control state of an output device	O	Obj\OffOn; Adjustable only
<b>Isolate Devices</b> Replaced by object C1 above.	I	Obj\NoYes; Adjustable
<b>Sub address x or Label</b> The sub address number, x, is in the range 0...7	Sx	Fixed Container: <i>[Advanced4000 v13\SubDev]</i>

## Damper Interface Devices

Damper interface devices (MXP-046) contain three sub-addresses:

Damper open (sub address 0) – use object S0.C5

Damper closed (sub address 1) – use object S1.C5

Damper fault (sub address 2) – use object C2

Alarms can be sent by a damper interface, North-format alarms are sent with the following Condition field:

Alarm Condition Field	Notes
Control	Sub address indicates damper open/closed event
Fail to Open	
Fail to Close	
Supply Fault	
Normal	Clears fault or open/closed event

If you are using relay outputs to control dampers, then the damper state is not available directly. Instead, read the zone or loop-device state for the inputs that will cause an damper activation.

## Sub Address

Object Type: [Advanced4000 v13\SubDev]

Object Type: [Advanced4000 v12\SubDev]

Object Type: [Advanced4000 v11\SubDev]

An Advanced sub address contains the following objects.

Description	Reference	Type
<b>Label</b> Only available if Load Labels from panel is set within driver setup. Not available in driver version 1.1	L	Obj\Text: 26 chars
<b>Alarm State</b>	C	Obj\Enum: 0..4; Adjustable Where: 0=Ok, 1=Isolated, 2=Fault, 3=Pre-Alarm, 4=Fire Adjustable from version 1.3 (0=Deisolate, 1=Isolate)
<b>OK</b>	C0	Obj\NoYes
<b>Isolated</b> Indicates whether this device is isolated. Can be written to in order to isolate or de-isolate the device	C1	Obj\NoYes; Adjustable Not adjustable in driver version 1.1
<b>Fault</b>	C2	Obj\NoYes
<b>Pre-Alarm</b>	C3	Obj\NoYes
<b>Fire</b> Optionally append the object reference with '.A' for automatic (sensor) fire events; or '.M' for manual (MCP) fire events	C4	Obj\NoYes
<b>Damper</b>	C5	Obj\OffOn
<b>Output</b> Control state of an output device	O	Obj\OffOn; Adjustable only
<b>Isolate</b> Replaced by object C1 above.	I	Obj\NoYes; Adjustable
<b>Device Type</b> Only available if Load Labels from panel is set within driver setup.	TY	Obj\Num: 0...34 See note 1
<b>Analogue Value</b>	A	Obj\Text: 7 chars Value depends on device type

## Notes

1 The following device types are reported by the panel.

Device Type	Description
0	Unknown device
1	Ionisation smoke
2	Optical smoke
3	Multi
4	Heat
5	Zone monitor
6	Call point (MCP)
7	Temperature sensor
8	Volts
9	Volts
10	Volts
11	Switch
12	Sounder
13	Monitored relay

Device Type	Description
14	Relay
15	Monitor
16	Current
17	Current
18	Carbon monoxide (fire)
19	Carbon monoxide (gas sensor)
20	Flame detector
21	Switch (monitored)
22	Ionisation smoke
23	Optical smoke
24	Multi
25	Heat
26	Double address
27	Beacon

Device Type	Description
28	Multi heat
29	Rate of rise heat
30	Optical smoke
31	Flame
32	Input

Device Type	Description
33	Input
34	Sensor

# Driver Versions

Version	Build Date	Details
1.0	22/3/2004	Driver released
1.1	6/10/2010	Modified driver to use new C objects Alarm point and condition field changes. Added background check to monitor panel New Zone & System Summary object (P) New driver objects for DS, RST, ADDR, II and SC Maximum events increased to 450 Updated to protocol issue 2b
1.2	4/12/2013	Fixed issue with byte-stuffing CRC (caused occasional duplicate alarms) New damper state object (C5) for device New analogue value (A) object for device New option to load labels (and device type) from system. New objects LL and LC within driver, and L and TY within device. Alarm point now includes panel number when using detector label option. Alarm condition field changes Isolate objects P.Zx.I, Px.Lx.Dx.I and Px.Lx.Dx.Sx.I depreciated and replaced writing to object C1. When a device in fault is subsequently isolated, driver now clears fault state, to report just the isolation state. This matches panel's operation. Can be disabled by using driver object ICF. Modified initialisation Maximum events increased to 500 Updated for protocol issue 3 compatibility Baud rate initialized at 38400.
1.2	5/8/2014	Added more alarm conditions from protocol issue 3 If device is an MCP, alarm point now includes this Default driver object LL to No
1.3	1/11/2017	Increased event storage to 900. Added Filter Events object to ignore event types Added Filter Events object to restrict events to a range of panels Added C4.A and C4.M objects for fires from auto sensors and MCPs. .C objects adjustable for isolate/deisolate.

## Next Steps...

If you require help, contact support on 01273 694422 or visit [www.northbt.com/support](http://www.northbt.com/support)



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