

Programming the UNIstu with a DMP XR6, XR10, or XR20

1. Insert an XR6A, XR10A, or XR20A firmware chip (Australian version) into an XR6, XR10, or XR20 control panel (American panel not labeled with an “A”). The American panel uses a “wet” transformer for the phone circuit. This is needed to program the UNIstu without a phone line present.
2. Follow the wiring instructions included with the UNIstu.
3. After the wiring is completed, make sure that the appropriate account number that will be used for the customer is programmed into the XR6, XR10, or XR20 control panel.
4. Short the “learn mode” jumpers on the UNIstu, the red LED should be on solid.
5. Enter the user menu of the XR6, XR10, or XR20 control and select SYSTEM TEST.
6. The SYSTEM TEST consists of an AC test, battery test, and finally a transmit test.
7. During the transmit test, the keypad displays the number of the current dial attempt (i.e. Attempt 1 or Attempt 2). The UNIstu will ignore the first attempt. On the second attempt, the UNIstu should produce a handshake tone and then the XR6, XR10, or XR20 will send its account number and system test message to the UNIstu. After the message is sent, the UNIstu should produce an acknowledgement tone and begin to flash the red LED. Because the red LED begins to flash, we at DMP believe the UNIstu is programmed. The XR6, XR10, or XR20 may continue to retransmit the system test message. Simply reset the XR6, XR10, or XR20 to discontinue communication.
8. Once the UNIstu is programmed, connect the UNIstu to the XR6A, XR10A, or XR20A that will be used for this customer.