SECTION 7 - SYSTEM PROGRAMMING

It is extremely important that all programming charts in Section 2, System Planning, be completed before proceeding. This allows MCS350 programming to be easier and less complicated.

Each programmed attribute is stored in non-volatile memory (EEPROM) and is retained during power failure. It is recommended, however, that a record of all programming charts be kept as a back-up once the system is properly and completely programmed in case the data becomes corrupted for any reason.

System Programming can be accomplished from any ACC. An access code is always required to enter System Programming mode. No other operations can be initiated by the ACC while in this mode. Also, other ACC's cannot initiate any functions, with the exception of Emergency Page or Civil Emergency. All current functions must be cancelled before System Programming Mode can be entered, such as pages, intercom communications and program distribution. One exception is the program monitor function, which when used by any ACC will still allow access to System Programming. To enter System Programming mode, use the following procedure:

<SYSTEM>   Requests System Programming mode. ACC
                                 software will flash a message describing the current
                                 CCU software version.

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|ACCESS CODE | Enter the access code.
                                 The service code is **"A911"**, or
                                 <SHIFT><1><9><1><1>.
                                 The default users code is **"123"**.

<1><2><3><ENTER>   Enters users access code.

|SET CLOCK | If the correct code is entered, the first entry of the
                                 main menu is displayed and the <SYSTEM> light
                                 turns on.

|INVALID   SEQUENCE | If an incorrect code is entered, the displays shows
                                 "INVALID SEQUENCE" and returns to the time
                                 display mode.

Once in the System Programming Mode, the following keys are used to move between menu items:

<NEXT>	Advances to next menu, function or attribute.
<SELECT>	Selects particular menu or function.
<EXIT>	Exits particular menu or function.

After all programming is completed, press <EXIT> until the main menu is selected. Press <EXIT> again to exit out of System Programming Mode. The <SYSTEM> light will turn off.

7.1   SET CLOCK

SET CLOCK	Scroll through menu using the <NEXT> key until, display shows "SET CLOCK".
<SELECT>	Displays current hour mode.
12 Hour Mode	Means clock is in 12 Hour Mode.
or	
24 Hour Mode	Means clock is in 24 Hour Mode.
<NEXT>	Hit <NEXT> to toggle between 12 and 24 Hour Mode.
<SELECT>	Will select the hour mode currently displayed.

am	Will appear if 12 Hour Mode is selected. Use <NEXT> key to toggle between am and pm and then press <SELECT> key to enter the time.

or

pm	

hhmm =	Display is prompting for time to be entered in the format hhmm. "hh" is the hour and "mm" the minutes. If 24 hour mode was selected, enter the time in 24 hour format.

<0> <4> <3> <0> <ENTER>   Programs the clock for 4:30 (am or pm depending on what was selected).

hhmm = 0430	Display shows the time just entered.

<EXIT>   Return to System menu.

7.2   SET DAY OF THE WEEK

SET DAY OF WEEK	Scroll through menu using the <NEXT> key until display shows "SET DAY OF WEEK".

<SELECT>   Will display current day.

Day (Sunday = 1) 5	Means that the system clock is currently set at Thursday (Day 5) where Sunday = Day 1 and Saturday = Day 7.

<6> <ENTER>   Sets the clock to Friday (Day 6).

Day (Sunday = 1) 6	Display shows the new day just entered.

<EXIT>   Return to System menu.