



surf

LTE Alarm System Communicator

**ELK M1 Alarm Panels
Installation Guide**

V1.6

Firmware V1.0

Contents

1. Dial Capture (Tip/Ring) Monitoring & Keyswitch.....	3
a. Wiring Diagram	3
b. Programming Instructions	3

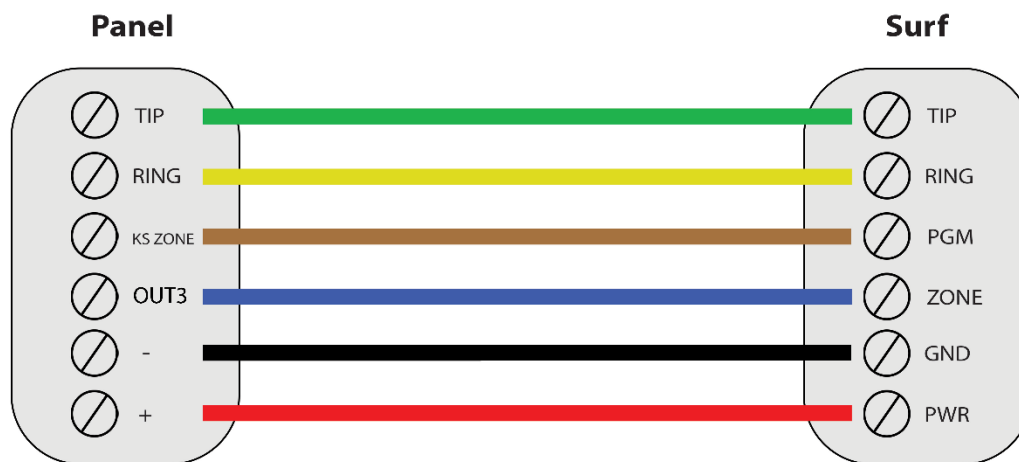
1. Dial Capture (Tip/Ring) Monitoring & Keyswitch

For ELK M1 alarm panels, use Tip/Ring and keyswitch to monitor and control your system remotely.

After installation, for proper partition mapping onto Aryo cloud and keyswitch arming, follow the instructions below:

- *Partition mapping*: Operate on the alarm panel and send signals from each partition. Then, wait for the corresponding event on Aryo cloud, before initiating the next signal.
- *Keyswitch arming*: Enable keyswitch arming for the intended partition via Aryo cloud settings. Arm/disarm the partition from the user app. Then, wait for confirmation events on Aryo cloud before initiating subsequent actions.

a. Wiring Diagram



**Colours are for demonstration purposes only*

b. Programming Instructions

To monitor ELK M1 alarm panels with dial capture, program your system as described below. Instructions in italics are for optional remote arming with keyswitch. PGM on Surf can be connected to any zone programmed as keyswitch for remote arming functionality.

Note that the partition assigned for keyswitch arming (set on both Aryo cloud settings and panel programming), must be the same as the partition assigned for alarm panel PGM. In this programming section, it is assumed that the intended partition for alarm panel PGM is partition 1.

Section	Description
T1 01	Set to 01 for CID or 02 for SIA.
T1 02	Set to 0 to always report.
T1 03	Enter any phone number.
T1 05	Enter an account number.
T1 13	Turn on to enable alarm/restore reporting.
AR1 04-19	Enter 01 in each entry to enable open/close reporting.
UR 001-201	Enter 01 in each entry to enable open/close reporting codes for each user.
<i>Keyswitch & Output</i>	<i>Program a zone for momentary keyswitch and select OUT 3 for PGM, using alarm panel's PC software.</i>