

## Appendix D

### Email/Cell Phone Message User's Guide

Your security system's reporting capability can be used to send reports to an email address or cell phone number in much the same way as someone sending you an email would do. You can receive reports of alarms, troubles, or system armings and disarmings and know at a glance your system status.

The following are types of messages that can be sent:

- \* Zone Alarms by Zone Name
- \* Zone Bypass by User
- \* Disarming (Openings) by User
- \* Late to Open
- \* AC Power (and restoral)
- \* Ambush
- \* Alarm Verified by User
- \* In-Activity
- \* Zone Troubles by Zone Name
- \* Armings (Closings) by User
- \* Late to Close
- \* Early to Close
- \* System Low Battery
- \* Abort & Cancel by User
- \* Check-in by User

For alarm messages, the message provides the system name, zone name, zone number, and message type.

Each alarm message will be detailed in the following way:

- \* Fire = Fire Alarm
- \* Burglary = Burglary Alarm
- \* Panic = Panic Alarm
- \* All other types = Alarm

From: John's Home System (mailto: AlarmAdmin@ABCSecurity.com)  
Sent: Wednesday, June 04, 2008 8:33 AM  
To: JohnSmith@myhome.com  
Subject: Fire Alarm Message

The John's Home System has a **\*\*Fire Alarm\*\*** on the Hall Smoke Alarm.

From: John's Home System (mailto: AlarmAdmin@ABCSecurity.com)  
Sent: Wednesday, June 04, 2008 9:01 AM  
To: JohnSmith@myhome.com  
Subject: Check-in Message

Cindy H has checked in at the John's Home System.

From: John's Home System (mailto: AlarmAdmin@ABCSecurity.com)  
Sent: Wednesday, June 04, 2008 10:05 AM  
To: JohnSmith@myhome.com  
Subject: System Message

John's Home System has an AC Power Failure.

#### Examples of email messages

## MyAccess™ Text Messaging Commands

Your system may be programmed to allow simple text messages to be sent to the security system and perform basic user operations. By texting a message from your cell phone or PDA, the following actions can be performed: Arm/Disarm, Cancel Alarm, turn Outputs On/Off, and check Armed Status.

The user that is texting commands to the system must have the authority to perform the commands as if it occurred at the keypad. The cell phone number and user numbers are setup during programming. After programming is completed, you will receive a welcome message text from the panel. Write down the phone number that the message comes from. This will be the number you use to text user operations to the system.

**Note:** When texting commands listed below, the commands can be either upper or lowercase.

A list of text commands can be obtained by texting “help” to the system phone number. Store this number in your cell phone and write the number on the Quick Reference Wallet Card located at the back of this manual.

### Arming All Areas with Text Message Commands

1. Text message your system panel with the following command:
  - ARM, AWAY, or ALL: To arm all areas, depending on your system

### Arming Partial Areas with Text Commands

1. Text message your system panel with the following

command:

- SLEEP: To arm the perimeter and interior of a Home/Sleep/Away system.
- HOME: To arm just the perimeter of a Home/Away/Sleep system.
- PERIM: To arm the perimeter of an All/Perimeter system.
- ARM “Area Number” or ARM “Area Name”: To arm specific areas of an Area system.

The NAME should identify the area name. The NUMBER should identify the area number. Names and numbers can be mixed, and a comma should separate the areas. If ARM is sent without any other words, all areas are armed.

If the system is already armed, you can arm it again only if you are arming more areas than were originally armed.

### Disarming All Areas with Text Message Commands

1. Text message your system panel with the following command:
  - DISARM: To disarm all areas.

### Disarming Partial Areas with Text Message Commands

1. Text message your area system panel with the following command:
  - DISARM “Area Number” or DISARM “Area Name”: To disarm specific areas of an Area system.

The NAME should identify the area name. The NUMBER should identify the area number. Names and numbers can be mixed, and a comma should separate the areas. If DISARM is sent without any other words, all areas will be disarmed.

If the system is already disarmed, you will receive a message saying that the system is already disarmed.

### **Cancelling an Alarm with Text Messaging**

While the alarm bell or siren sounds, you may choose to cancel the alarm via text messaging.

1. If a valid alarm has not occurred, text **CANCEL** to disarm the system and cancel the alarm.

### **Turning Outputs On/Off/Momentary with Text Messaging**

Allows you to set the state of any output to on, off, or momentary.

1. To set the Output to ON Steady, text **ON** followed by the Output name or number. For example, to turn Output 3 on, you would text: **ON Lights** or **ON 3**.
2. To turn the Output to OFF, text **OFF** followed by the Output name or number. For example, to turn Output 3 off, you would text: **OFF 3** or **OFF LIGHTS**.
3. To turn the Output to ON MOMENTARY (the output turns on for one second, and then off), text **MOMENTARY** followed by the Output name or number. For example, to turn Output 3 to momentary, you would text: **MOMENTARY 3**.

### **Check Armed Status Text Command**

Allows you to check the system armed status. If armed, the system will send a message stating the type of system you have followed by ON, such as **ALL SYSTEM ON** or **HOME SYSTEM ON**. If disarmed and no open zones, the system will send **SYSTEM READY**. If disarmed with open zones, it will send **SYSTEM NOT READY** followed by any open zones. A message of **AC POWER TROUBLE** will indicate when a power failure occurs. If in alarm or trouble, the system will send **ALARM ON** or **TROUBLE ON** followed by up to 3 zone names that are in alarm or trouble.

1. To receive the Armed Status, text: **STATUS**.

### **Subscribe to Text Messages**

Allows you to set which text messages you receive from the panel. When your system is programmed to allow text messages, you will automatically be subscribed to ALL as described below. To change your subscription status, follow the instructions below for desired messages.

1. Text the words **SUBSCRIBE STATUS ALL** to receive a text message for all arming and disarming occurrences in addition to any alarm.
2. Text the words **SUBSCRIBE STATUS NONE** to not receive a text message for arming and disarming occurrences, but still receive a text message for any alarm.
3. Text the words **SUBSCRIBE STATUS OTHERS** to receive a text message for all arming and disarming occurrences originating from other users, in addition to any alarm. This option will send a text message for all arming and disarming occurrences except for the ones you initiate at a keypad.
4. Text the word **SUBSCRIBE** to show the current subscription status and the available subscription options.

## Quick Reference Wallet Cards

### PhoneAccess™ Quick Commands

Press	For this action	You will hear
# then 1	Arm all	3 short beeps
# then 2	Arm Perimeter	1 short beep
# then 3	Arm Perimeter/Interior	2 short beeps
# then 0	Disarm all areas	1 long beep
#, 5, 4, 0, n*	Toggles the output	1 short beep = on 1 long beep = off 4 short beeps = restricted

\* Use outputs 1, 2, 3, or 4 in place of n. Enter output descriptions below.

1. \_\_\_\_\_ 3. \_\_\_\_\_  
2. \_\_\_\_\_ 4. \_\_\_\_\_

**Note:** Zones in a faulted condition are force armed when the area arms.

### PhoneAccess™ Quick Commands

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2. \_\_\_\_\_ 4. \_\_\_\_\_

**Note:** Zones in a faulted condition are force armed when the area arms.

Cut along dotted lines.

## Quick Reference Wallet Cards

### MyAccess™ Text Messaging Quick Commands

Panel Phone Number: \_\_\_\_\_

Text	For this action
HELP	List of text commands
ARM, AWAY, ALL	Arm all areas of your system
SLEEP	Arm Perimeter and interior of a Home/Sleep/Away System
HOME	Arm perimeter of a Home/Sleep/Away System
PERIM	Arm perimeter of an All/Perimeter System
ARM NAME, #	Arm specific areas (enter area NAME or #) of an Area System
DISARM	Disarm all areas of your system
DISARM NAME, #	Disarm specific areas (enter area NAME or #) of an Area System

Area Names:

1. \_\_\_\_\_ 4. \_\_\_\_\_  
2. \_\_\_\_\_ 5. \_\_\_\_\_  
3. \_\_\_\_\_ 6. \_\_\_\_\_

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Area Names:

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2. \_\_\_\_\_ 5. \_\_\_\_\_  
3. \_\_\_\_\_ 6. \_\_\_\_\_

Cut along dotted lines.

Text	For this action
Status	To receive a status update
Cancel	Cancel alarm while the alarm bell or siren sounds
ON (Output name or #)	Turns the Output specified to ON Steady
OFF (Output name or #)	Turns the Output specified to OFF
MOMENTARY (Output name or #)	Turns the Output specified to MOMENTARY

Output Names:

1. \_\_\_\_\_ 3. \_\_\_\_\_  
 2. \_\_\_\_\_ 4. \_\_\_\_\_

Text	For this action
Status	To receive a status update
Cancel	Cancel alarm while the alarm bell or siren sounds
ON (Output name or #)	Turns the Output specified to ON Steady
OFF (Output name or #)	Turns the Output specified to OFF
MOMENTARY (Output name or #)	Turns the Output specified to MOMENTARY

Output Names:

1. \_\_\_\_\_ 3. \_\_\_\_\_  
 2. \_\_\_\_\_ 4. \_\_\_\_\_

Cut along dotted lines.

1. Call the panel phone number. The panel answers and sounds one short tone.
2. Enter your code within eight seconds. One beep means the code is good. Four short beeps means enter it again. You have three tries.
3. You have 30 seconds to enter the first command (see other side) and 30 seconds for each additional command.

If	You will hear
All areas are armed	3 short beeps
Area 1 (Perimeter) is armed	1 short beep
Any area is armed	2 short beeps
All areas are disarmed	1 long beep

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