

**CH1000 Telephone Codes - Advance Features**

<b>Function</b>	<b>Location</b>	<b>Dial</b>	<b>Note</b>
<b>Zone(s) Page</b>			
Normal Inclusive Zone Page	Zone(s)	011<ZoneNum(s) 01-64 >#	List all the Zone(s) the Page will be heard
Normal Exclusive Zone Page	Zone(s)	012<ZoneNum(s) 01-64 >#	List all the Zone(s) the Page will NOT be heard
Normal Inclusive Speaker Page	Room(s) Specific	013<RmNum(s)> #	List all the Room(s) the Page will be heard
Normal Exclusive Speaker Page	Room(s) Specific	014<RmNum(s) >#	List all the Room(s) the Page will NOT be heard
Emergency Inclusive Zone Page	Zone(s)	001<ZoneNum(s) 01-64 >#	List all the Zone(s) the EPage will be heard
Emergency Exclusive Zone Page	Zone(s)	002<ZoneNum(s) 01-64 >#	List all the Zone(s) the EPage will NOT be heard
<b>Program Source to a Zone</b>			
Play Program Source 1 inclusive Zone	Zone(s)	0311<ZoneNum(s) 01-64 >#	List all the Zone(s) the Program will be heard
Play Program Source 1 Exclusive Zone	Zone(s)	0321<ZoneNum(s) 01-64 >#	List all the Zone(s) the Program will NOT be heard
Play Program Source 1 inclusive Room	Room(s) Specific	0331<RmNum(s)> #	List all the Room(s) the Program will be heard
Play Program Source 1 Exclusive Room	Room(s) Specific	0341<RmNum(s) >#	List all the Room(s) the Program will NOT be heard
Play Program Source 2 inclusive Zone	Zone(s)	0312<ZoneNum(s) 01-64 >#	List all the Zone(s) the Program will be heard
Play Program Source 2 Exclusive Zone	Zone(s)	0322<ZoneNum(s) 01-64 >#	List all the Zone(s) the Program will NOT be heard
Play Program Source 2 inclusive Room	Room(s) Specific	0332<RmNum(s)> #	List all the Room(s) the Program will be heard
Play Program Source 2 Exclusive Room	Room(s) Specific	0342<RmNum(s) >#	List all the Room(s) the Program will NOT be heard
<b>Tones to a Zone</b>			
Play a Tone inclusive Zone	Zone(s)	021<ToneNum 00-99 ><ZoneNum(s) 01-64 >#	List all the Zone(s) the Tone will be heard
Play a Tone Exclusive Zone	Zone(s)	022<ToneNum 00-99 ><ZoneNum(s) 01-64 >#	List all the Zone(s) the Tone will NOT be heard
Play a Tone inclusive Room	Room(s) Specific	023<ToneNum 00-99 ><RmNum(s) >#	List all the Room(s) the Tone will be heard
Play a Tone Exclusive Room	Room(s) Specific	024<ToneNum 00-99 ><RmNum(s) >#	List all the Room(s) the Tone will NOT be heard
<b>System Functions</b>			
Sync System Time		08#	Allow 30 Seconds for the Sync
Display CH1000 IP Address		0411#	
<b>Video Cameras</b>			
Turn on a Video Camera	Room(s) Specific	051<RmNum> #	
Turn off a Video Camera	Room(s) Specific	050<RmNum> #	
Video Camera Sequence Off		0520#	
Video Camera Sequence On		0521#	
<b>Output Control</b>			
Set Output to Closed State	Output(s) Specific	0810<Output> #	
Set Output to Open State	Output(s) Specific	0811<Output> #	

