

CH1000 Telephone Codes - Advance Features

Function	Location	Dial	Note
Zone(s) Page			
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
Music Source to a Zone			
Play Music Source 1 Inclusive Zone	Zone(s)	0311<ZoneNum(s) 01-64> #	List all the Zone(s) the Music will be heard
Play Music Source 1 Exclusive Zone	Zone(s)	0321<ZoneNum(s) 01-64> #	List all the Zone(s) the Music will NOT be Heard
Play Music Source 1 Inclusive Room	Room(s) Specific	0331<RmNum(s)> #	List all the Room(s) the Music will be heard
Play Music Source 1 Exclusive Room	Room(s) Specific	0341<RmNum(s)> #	List all the Room(s) the Music will NOT be Heard
Play Music Source 2 Inclusive Zone	Zone(s)	0312<ZoneNum(s) 01-64> #	List all the Zone(s) the Music will be heard
Play Music Source 2 Exclusive Zone	Zone(s)	0322<ZoneNum(s) 01-64> #	List all the Zone(s) the Music will NOT be Heard
Play Music Source 2 Inclusive Room	Room(s) Specific	0332<RmNum(s)> #	List all the Room(s) the Music will be heard
Play Music Source 2 Exclusive Room	Room(s) Specific	0342<RmNum(s)> #	List all the Room(s) the Music will NOT be Heard
Tones to a Zone			
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
System Functions			
Sync System Time		08#	Allow up to 59 Seconds for the Sync
Display CH1000 IP Address		0411#	
Video Cameras			
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#	
Output Control			
Set Output to Inactive State	Output(s) Specific	0810<Output> #	
Set Output to Activate State for 5 Seconds	Output(s) Specific	0811<Output> #	

