

The Powerful "Script Processing" Engine provided by Genesis, allows the security installer to tailor the operation of all inputs, outputs, areas, clocks, access and dialler communications. Unique functionality to suit each individual systems requirement is only a script away.

The Script programming screen allows the system installer to view all type of scripts and easily add or delete script commands as required. When a command is selected a sub screen allows the installer to select the module, input or output, point of the action required and the duration. The compile button checks the new script for errors in the structure. The graphical display bar indicates the maximum length of the selected script. It is then ready for the installer to assign the new function to the relevant system device or point.

Scripts offer the installer the flexibility to allow multiple actions from one trigger event. Inputs can be associated with multiple outputs and provide control by time zone and/or security area within one script. A clock may be employed to operate a series of outputs in sequence for a set period of time, to run solenoids in a watering system or lighting. Scripts offer many other building automation functions, limited only to the imagination of the system designer or the installer.

Script engine advantages

- **Scripts simplify system programming**
- **Scripts provide extensive system versatility**
- **Script offer flexible program auditing**
- **Scripts simplifies transfer of customized functions**
- **Scripts save time when programming complex functions**

Script list
A pull down list of all scripts within each script type (Input, Area, Control)

Script name
A unique name can be provided for each script

Script commands
Individual Commands that can be copied into the script body to the right. Areas, inputs and outputs area assigned to a script in an input screen when selected.

Script length
A Indication bar monitors the length of our script, that provides maximum length of the script

Script functions
The programming text that details the script operation That can simply be transferred from the standard script menu

Compile button
Compile and exit script programming command

Command usage
Find where script commands are used within existing scripts.