



Recording Custom Vocal Messages

Introduction

The control system includes vocal annunciation of system events. These messages are used for local annunciation of system status and also for "Follow Me" user notification after events occur. Using this feature, the control system is able to call a programmed telephone number and sound a series of voice messages identifying the exact nature of the events that have occurred.

The purpose of this document is to describe the content of each message and to define quality of the WAV files required.

WAV File Requirements

The requirements for the WAV files you send are as follows:

- Frequency: 8000Hz
- Bits: 8-bit
- Channels: Mono

Messages

The following is a list of the short messages that you need to record in separate WAV files for inclusion in the firmware during compilation.

Please name in **English** each WAV file as per the contents.

(For example: "System armed" should be sent as "System armed.WAV ")

- **"System Armed"** – informs the user that the system has been armed.
- **"System Disarmed"** – informs the user that the system has been disarmed.
- **"Fire Alarm"** – informs the user that a Fire alarm has occurred.
- **"Burglary Alarm"** – informs the user that a Burglary alarm has occurred.
- **"Panic Alarm"** – informs the user that a Panic alarm has occurred.
- **"Medical Alarm"** – informs the user that a Medical alarm has occurred.
- **"Water Alarm"** – informs the user that a Water Alarm has occurred.
- **"For the next message, press 1"** – instruction to the user to press "1" on their telephone in order to play the next event message.
- **"No further messages"** – informs the user that all available event messages have been played.
- **"For Two-Way Audio, press 2"** – instruction to the user to press "2" on their telephone in order to open an audio channel (either for alarm verification or to communicate with people on the premises).
- **"System Trouble"** – informs the user that the system has detected a trouble condition.
- **"Message Waiting"** – informs the user that somebody has recorded a message using the Message Center feature.
- **"Full Arming"** – the message played after the user fully arms the system.
- **"Part Arming"** – the message played after the user partially arms the system.
- **"Perimeter Arming"** – the message played after the user arms the system's perimeter.
- **"Bypassed Zones"** – the message played directly after one of the above three messages if zones are bypassed when the user arms the system.



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Security & Beyond

Additional messages for partitioned system:

- **“Partition One Arming”** – *the message played after the user partially arms the system – Partition 1.*
- **“Partition Two Arming”** – *the message played after the user partially arms the system – Partition 2.*
- **“Partition One Armed”** – *informs the user that partition 1 has been armed.*
- **“Partition Two Armed”** – *informs the user that partition 2 has been armed.*
- **“Partition One Disarmed”** – *informs the user that partition 1 has been disarmed.*
- **“Partition Two Disarmed”** – *informs the user that partition 2 has been disarmed.*