

BEFORE YOU START

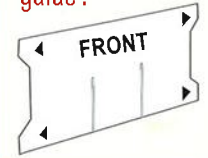
GET TO KNOW YOUR ROOM DEFENDER

Room Defender can be a door alarm that protects your stuff, a doorbell that greets your visitors, and a place to leave messages for your friends and family. It can even be programmed to tell jokes and play tricks!

We've created some simple programs in this book to show you how to use the various functions. After you've mastered these, you'll be ready to do anything!


Let's get to know your Room Defender's hardware.

Do not throw away the cardboard guide.



CONTROL PANEL

DOORBELL/ENTER BUTTON

The red button has two functions:
1. It's a doorbell.
2. It's your ENTER button when you program. Throughout the book, we'll use this image  to tell you when to press the ENTER button.

DOOR SENSORS

NAVIGATION BUTTON

Press the arrow in the direction you want to move: RIGHT, LEFT, UP, DOWN.

SECURITY COVER



SECURITY COVER

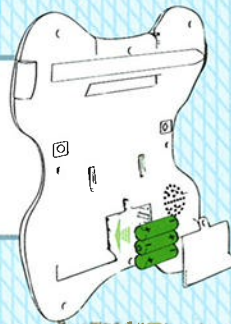
Press the hinges on the cover into the slots on the body. Lift the cover to program.

KEYPAD

KEY CARD READER

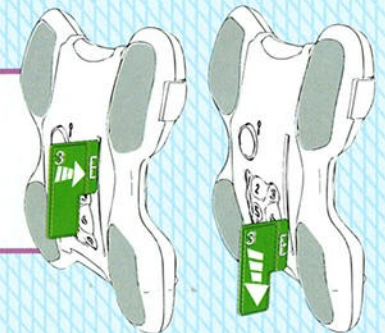
INSTALL BATTERIES

See back cover for instructions.



KEY CARDS

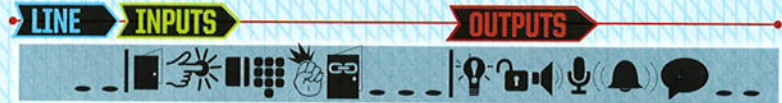
With the card number facing right, insert the key card into the top of the slot and swipe it down to the bottom.



INPUTS & OUTPUTS

Programming means giving a computer instructions. At its most basic, you tell the computer: "IF this happens (that's the input), THEN do this (that's the output)." The computer waits for the input, and then it performs the output you programmed.

YOUR ROOM DEFENDER'S PROGRAM LINES LOOK LIKE THIS:



INPUTS



DOOR OPENING

The door sensor trigger is released.



DOORBELL

The big red button is pressed.



KEY CARD

3 different key cards can be programmed.



KEYPAD

3-digit secret access codes can be programmed.



KNOCK

Secret knocks can be programmed.



DOOR LINK

You can link a second output to occur after the door is opened (see page 19).



CODE FIELD

The cursor will automatically move to this field if you select the key card, keypad, or knock inputs.
Enter key card 1, 2, or 3.
Enter a 3-digit secret access code.
Enter secret knock pattern 1 or 2.

OUTPUTS



WARNING LIGHTS

Displays flashing red lights to let people know the door alarm is armed.



DISARM

Disables the alarm for 10 seconds.



SOUND FX

Plays 1 of 10 sound effects.

- | | |
|--------------------|------------------------|
| 1. Ding-Dong | 6. Royal Trumpets |
| 2. Beat | 7. Laser Shots |
| 3. Evil Laughter | 8. Scream |
| 4. Fairy Sprinkles | 9. Dog Bark |
| 5. Elephant Fart | 10. Spooky Creaky Door |



MICROPHONE

Plays a 10-second message you record.
Holds 15 messages.



ALARM

Plays 1 of 3 alarm sounds.



MESSAGE

Lets visitors record a 10-second message.

START HERE

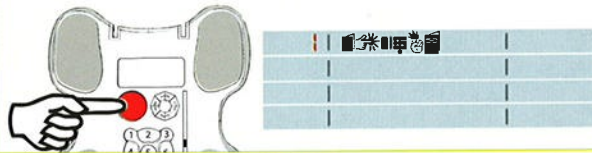
Boot Up

1. Turn the ON/OFF switch on the back of Room Defender to ON.

The control panel should look like this:



2. Push the ENTER button . You should see the number 1 on the first line of code blinking.



Create Your Master Code

1. Pick three numbers you can remember.

Write your Master Code here: _____

2. On the keypad, hold down keys 1 and 3 at the same time for five seconds.

You will hear a beep sound.

3. On the keypad, press the numbers of your Master Code TWICE quickly.

For example: If you picked 158 for your Master Code, enter 158158.

You should hear a sound effect telling you that you entered the code properly.

BEEP!



PROGRAM 1

DOORBELL

The first activity will get you programming right away.

LINE 1 INPUT

1. Press on the blinking line number 1.

All the input icons will appear and the first icon will be blinking.



2. Press to move to the doorbell icon .

The doorbell icon will start blinking when you move to it.








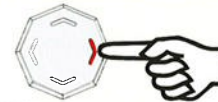
3. Press to select .

You have now selected the doorbell input. All the other input icons will disappear and the output icons will appear. The first output icon will be blinking.

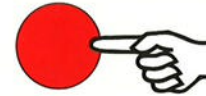
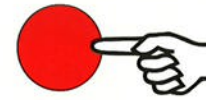


LINE 1 OUTPUT

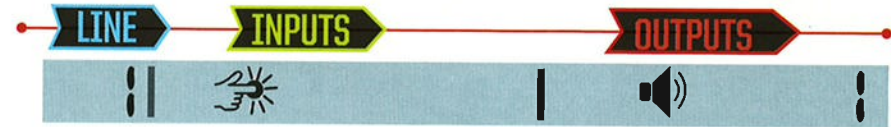
1. Press  to move to .
2. Press  to select .
- All the other output icons will disappear. Sound 1 will flash and you will hear Sound 1 (ding-dong).
3. Press  to select Sound 1.
- The cursor will move to Line 2. Ignore it.



TO



In Program 1, IF someone pushes the red button, THEN Room Defender will play Sound 1. Here's how it looks:



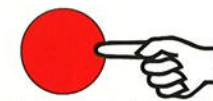
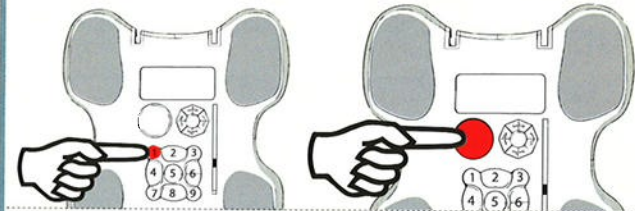
RUN PROGRAM 1

1. With the cursor on the blinking Line 2, QUICKLY enter your three digit **MASTER CODE** + 1 (that's the program number). Press .
- For example, if your Master Code is 123, press **1231** .

The control panel screen will flash "PROGRAM 1."



This means Program 1 is running. You'll also hear a cool sound that tells you a program is running.

2. Press the doorbell button.
- Did you hear the "ding-dong" sound?



= DING DONG!

JUST FOR FUN: Funny Sound Effects

Instead of Sound 1, press  to hear all 10 sounds. Press  to select the one you want.

STUCK?

If you go past the icon you want or get "stuck" while programming a line, press  to move back.

If you  all the way back to the line number, press  to move to the inputs again, and then you can program the line.

MOUNTING ROOM DEFENDER

Now that you've created and run a program, it's time to attach Room Defender to your door.

PROGRAM THE DOOR SENSOR

1. Stand **OUTSIDE** your room and look at your door. It will look like this:



DOORKNOB ON THE LEFT

OR LIKE THIS:



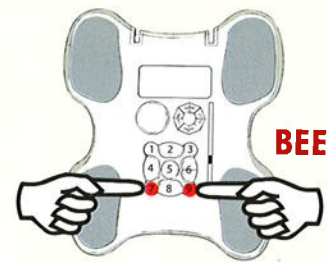
DOORKNOB ON THE RIGHT

Is your doorknob on the left or right?

1. Enter your **MASTER CODE + 1 + ●**. You should see the program lines.

If you see **PROGRAM 1** blinking, enter **MASTER CODE + 1 + ●** again.

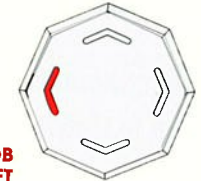
2. On the keypad, hold down **7** and **9** at the same time for five seconds. You should hear a beep.



3. Choose your side.



DOORKNOB ON THE LEFT



Press the **LEFT** arrow on the navigation button if your doorknob is on the **LEFT**.



DOORKNOB ON THE RIGHT



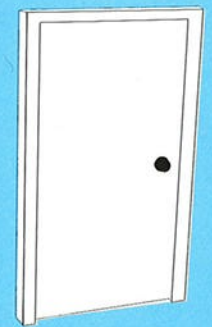
Press the **RIGHT** arrow on the navigation button if your doorknob is on the **RIGHT**.

You should hear another beep after you enter **RIGHT** or **LEFT**.

WHAT'S YOUR DOOR?

Determine what type of door you have:

FLAT DOOR



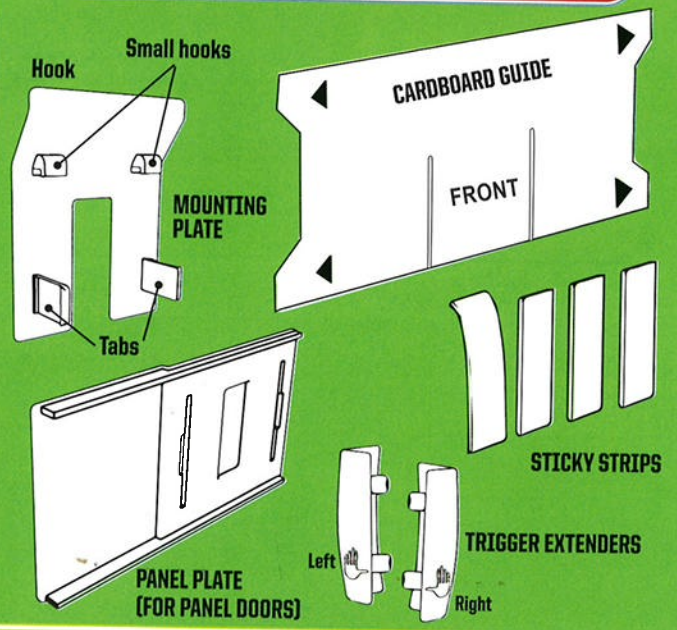
If the door looks like one smooth, flat piece, use the instructions on pages 7-9.

PANEL DOOR



If the door looks like it has some panels that are higher than others, begin with the instructions on pages 10-11.

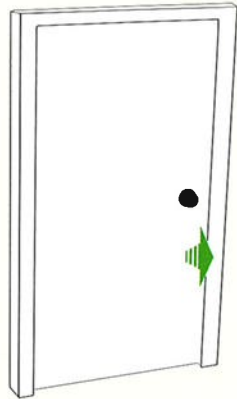
MOUNTING TOOLS



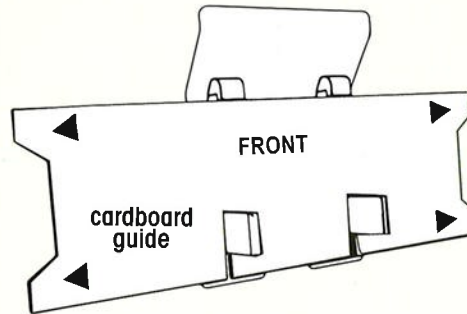
FLAT DOOR MOUNTING INSTRUCTIONS

Adult assistance is strongly advised for mounting!

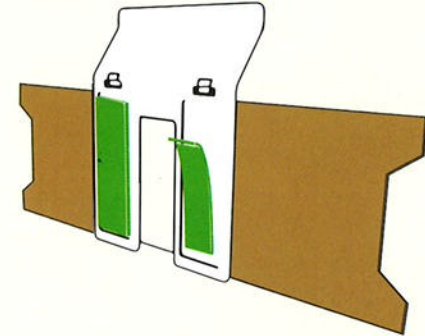
- 1.** Stand outside the door and close it.



- 2.** Place the cardboard guide onto the tabs.



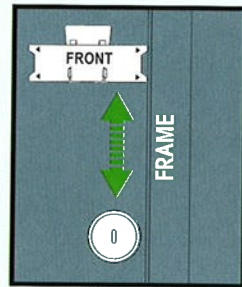
- 3.** Remove the backing from one side of two sticky strips. Press the strips onto the back of the mounting plate, as shown. **DO NOT** remove the remaining piece of backing from the strips yet.



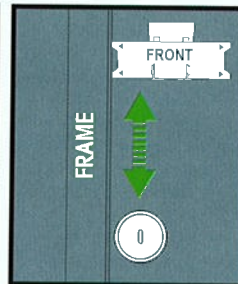
PRACTICE RUN

DON'T stick the mounting plate to the door yet. Practice lining up the mounting plate correctly with the door frame before you remove the backing from the sticky strips.

- 4.** Hover over the door and make sure there is about 1.5 feet (46 cm) of room between the doorknob and the mounting plate.

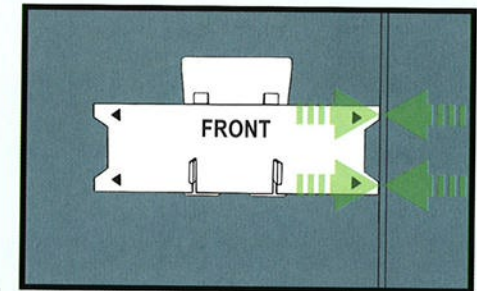


Doorknob on **RIGHT**



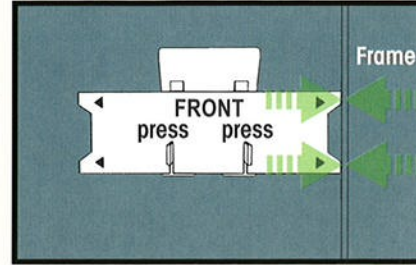
Doorknob on **LEFT**

- 5.** Press the arrows on the cardboard guide against the door frame, so both arrows are touching the frame.

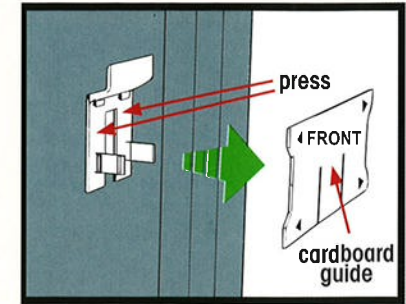


This is the correct position for the mounting plate. If the Room Defender is crooked or too far away from the door, the door sensor won't work. When you're sure you have it right, go on to step 6.

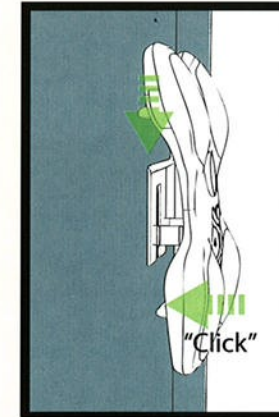
6. Remove the remaining piece of backing from each sticky strip and repeat steps 4 and 5 again. Keeping BOTH arrows on the cardboard guide pressed against the frame, press the mounting plate firmly back against the door.



7. Remove the cardboard guide. Press the mounting plate hard against the door so it sticks really well.



8. Slide Room Defender down over the hook (you may need to open the door to do this). Once it is as far down as it can go, press the bottom of Room Defender toward the door. The tabs will "click" into place.

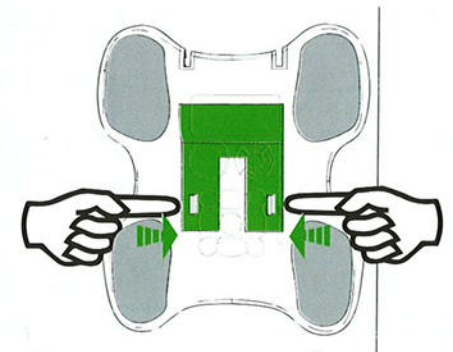
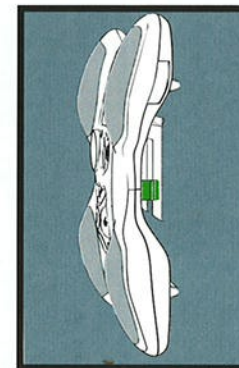


REMOVING THE ROOM DEFENDER TO PROGRAM IT

1. Locate the two tabs on the mounting plate.
2. Use two fingers to press the tabs toward the middle.

This will free the Room Defender from the mounting plate.

3. Slide Room Defender up and off the hook.

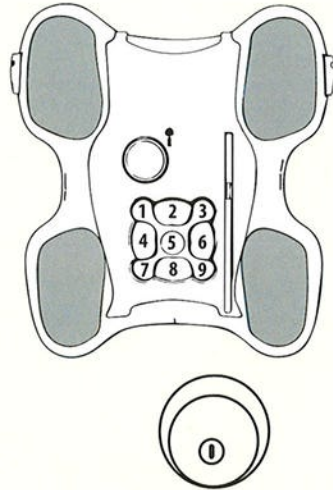


CORRECT MOUNTING

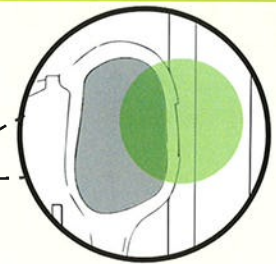
Open and close your door slowly.

When your door is closed, you should hear a "click" and the door sensor trigger should be pushed in against the frame.

When the door is opened, you should hear a "click" and the trigger should pop out. This is what trips the alarm.

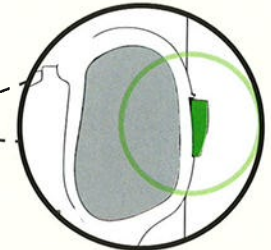


Door closed



Door sensor pressed against frame

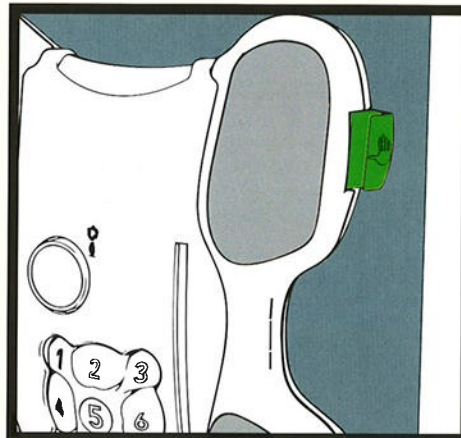
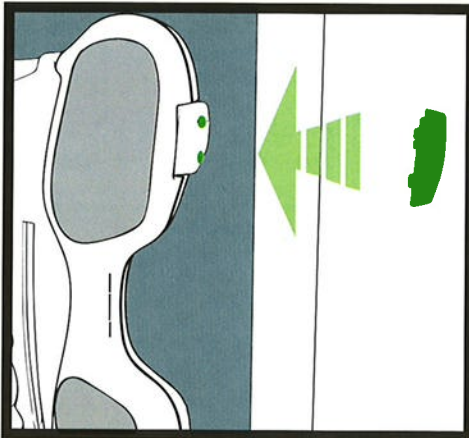
Door open



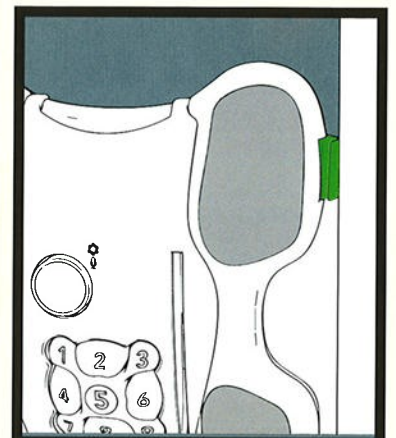
Door sensor released

If Room Defender is too far away from the frame, and the trigger is not depressed when the door is closed, add a trigger extender. If your door knob is on the right, use the trigger extender with the right hand, as shown. If the knob is on the left, use the extender with the left hand.

1.



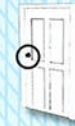
2.



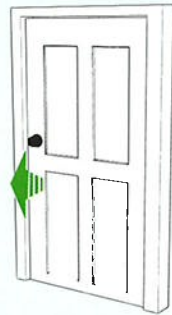
PANEL DOOR MOUNTING INSTRUCTIONS

Adult assistance is strongly advised for mounting!

IF THE DOORKNOB IS ON THE LEFT

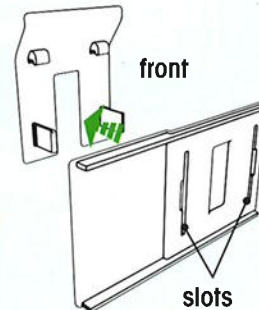


1. Stand outside the door and close it.

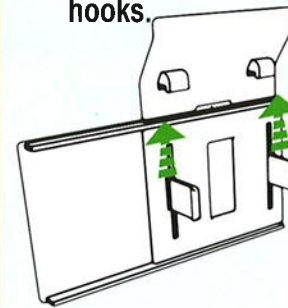


2. Slide the tabs on the mounting plate through the slots on the panel plate. **The slots should be on the RIGHT side, as shown.**

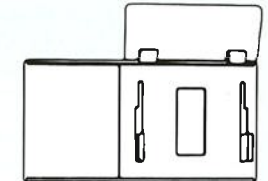
2A



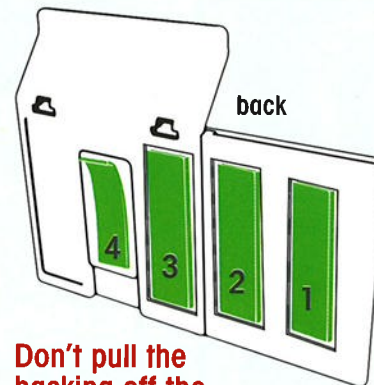
2B Slide the panel plate up until it fits under the two small hooks.



2C From the front, the assembled piece should look like this.

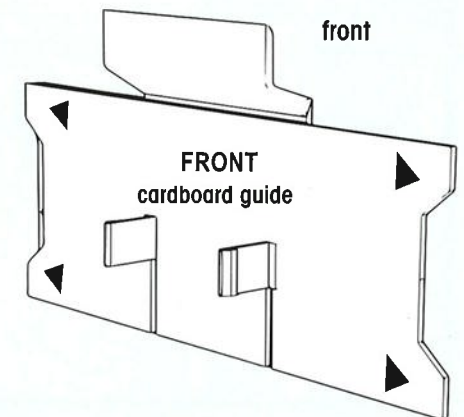


3. Turn over the plates. Remove the backing from one side of each sticky strip. Starting from the **RIGHT** side, press each strip onto the back, as shown.



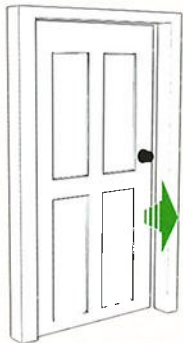
Don't pull the backing off the strips yet!

4. Place the cardboard guide over the tabs. Once you have the cardboard guide on the tabs, follow steps 4-8 on pages 7-8.

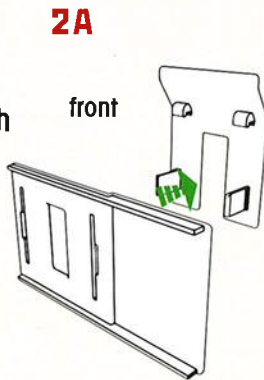


IF THE DOORKNOB IS ON THE RIGHT →

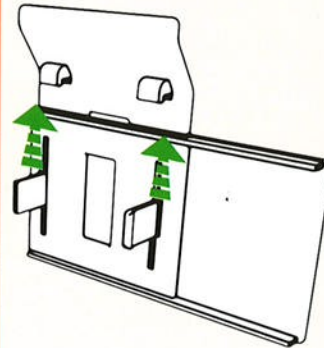
1. Stand outside the door and close it.



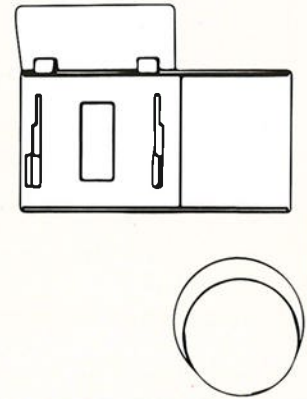
2. Slide the tabs on the mounting plate through the slots on the panel plate. **The slots should be on the LEFT side, as shown.**



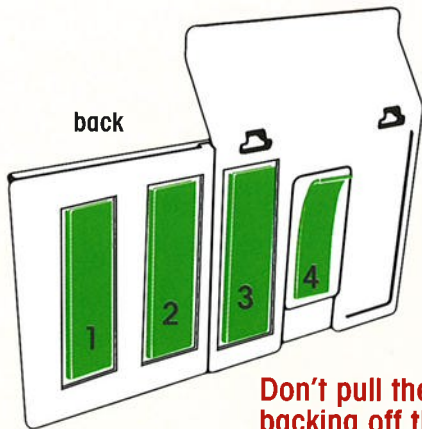
2B Slide the panel plate up until it fits under the two hooks.



2C From the front, the assembled piece should look like this.

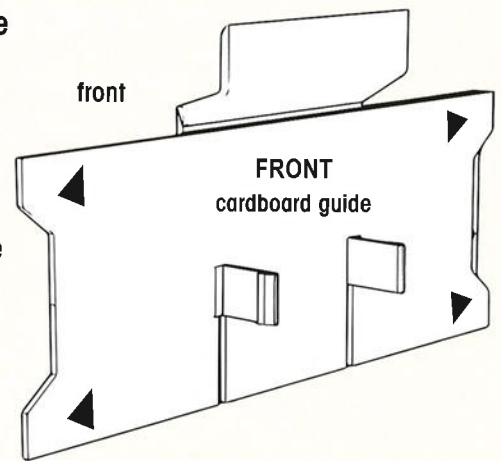


3. Turn over the plates. Remove the backing from one side of each sticky strip. Starting from the **LEFT** side, press each strip onto the back, as shown.



Don't pull the backing off the strips yet!

4. Place the cardboard guide over the tabs. Once you have the cardboard guide on the tabs, follow steps 4-8 on pages 7-8.



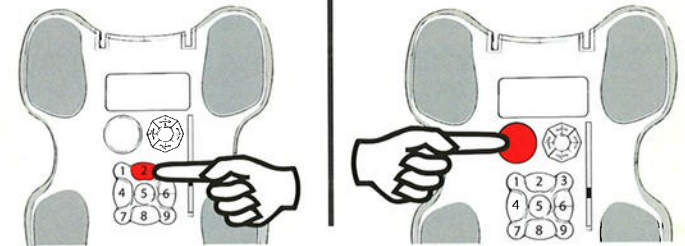
LEAVE MESSAGES

For this program, Room Defender will say a message when the door is opened.

CREATE A NEW PROGRAM

Enter **MASTER CODE + 2** (program number) + ●.

If Room Defender goes into RUN mode (PROGRAM 2 blinking), enter **MASTER CODE + 2 + ●** again to get to EDIT mode).



LINE 1 INPUT

1. Press ● on the line number.

The cursor will move to the first input icon.

2. Press ● to select the 🗉 as your input.



LINE 1 OUTPUT

1. Press ⬅️ to move to the 🗉 output. Press ●.

The cursor will move to the first available message number. You're ready to record Message 1.

2. On the keypad, push and hold down the 5 key.

After a few seconds you'll hear a beep. This means Room Defender will start recording.

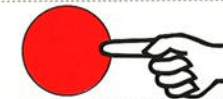
3. While holding down the 5 key say, "Welcome to the coolest place on Earth!"

4. Release the 5 key.

You'll hear your message played back to you. If you don't like the way it sounds, press and hold 5 to record the message again.

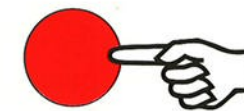
5. When you like the recording, press ● to save it as Message 1.

The cursor will move to Line 2. Ignore it.



"BEEP!"

Push and hold down 5 while you speak.



RUN PROGRAM 2

Here's Program 2:



Before you run your program, make sure the cursor is on a blinking line number (in this case, Line 2).

1. Enter your **MASTER CODE + 2 + ●**.
 2. Press and release the door sensor trigger.
- Did you hear your message?
3. Mount Room Defender on your door, and open the door.

MOVING BETWEEN PROGRAMS

Room Defender saves your programs automatically.

To return to Program 1, enter **MASTER CODE + 1 + ●**.

This will take you to the EDIT mode of Program 1.

To RUN Program 1, enter **MASTER CODE + 1 + ●** again.

To return to Program 2, enter **MASTER CODE + 2 + ●**.

JUST FOR FUN: Open Door Hi-Jinks

Now that you know how to record messages, you can program Room Defender to say all kinds of things when someone opens the door. Some examples:


"I hope you brought cookies!"

"Look out for the snakes!"

"WELCOME TO THE
COOLEST PLACE
ON EARTH!"



RUNNING & EDITING PROGRAMS

- To RUN a program, make sure you can see a blinking line number. If you can't see a blinking line number, press  to move back to the line number.
- If you entered **MASTER CODE + Program # + ●** and it didn't do what you wanted, enter **MASTER CODE + Program # + ●** again.
- If you can see the line numbers on the control panel, you are in EDIT/CREATE mode. When a program is running you can't see the line numbers.
- If the word PROGRAM is blinking, you are in RUN mode.

THINK LIKE A PROGRAMMER

DESIGN IT—Think about what you want Room Defender to do. What inputs and outputs will make it do what you want?

PROGRAM IT—Enter the inputs and outputs.

TEST IT—Run the program. Did it do what you wanted? If not, pinpoint what went wrong and fix the code (debug it).

CODES & CARDS

For this activity, you'll tell Room Defender to scream when key card 2 is swiped and record a message to play when access code 789 is entered.

CREATE A NEW PROGRAM

Enter your **MASTER CODE + 3 + ●**.

LINE 1 INPUT & OUTPUT

1. Press ● on the line number.
2. Press ⬅ to move to ■. Press ●.

The cursor will move to the code field.

3. Press ⬅ to scroll to 2. Press ●.

The cursor will move to the outputs.

4. Press ⬅ to move to 🔊. Press ●.

5. Press ⬅ to scroll to Sound 8. Press ●.

The cursor will move to Line 2.

LINE 2 INPUT & OUTPUT

1. Press ● on the line number.
2. Press ⬅ to move to ■■. Press ●.

The cursor will move to the code field.

3. On the keypad, enter **789**.

The cursor will move to the outputs.

4. Press ⬅ to move to 🎤. Press ●.

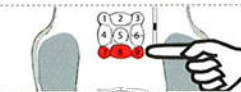
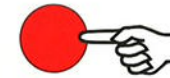
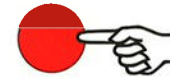
The program will display the next available message number.

5. Press and hold the **5** key until it beeps. Record a message like "Hi Mom! Come on in!" (See Program 2 for how to record messages.)

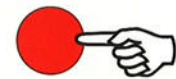
6. Press ● to save your message.

The cursor will move to Line 3. Ignore it.

If Room Defender goes into RUN mode (PROGRAM 3 blinking), enter **MASTER CODE + 3 + ●** again to get to EDIT mode)



"Hi Mom!
Come on in!"



RUN YOUR PROGRAM

Here's Program 3:

LINE	INPUTS	OUTPUTS
1	1	21
2	789	8

1. Enter **MASTER CODE + 3 + ●** to run the program.
2. Swipe key card 2. Enter 789 on the keypad.

If the program works correctly, give key card 2 to a friend and tell them to swipe it before entering your room. Tell your Mom her secret access code is 789.



PROGRAM 4

SECRET KNOCKS

You can program two knock patterns:

- 1: KNOCK-pause-KNOCK- KNOCK
- 2: KNOCK-KNOCK-pause-KNOCK

CREATE A NEW PROGRAM

Enter your **MASTER CODE + 4 + ●**.

LINE 1 INPUT & OUTPUT

1. Press ● on Line 1.
2. Press to move to . Press ●. The cursor will move to the code field.
3. Press ● to select Knock 1.
4. Press to move to . Press ●.
5. Press to scroll to Sound 7. Press ●.

Here's Program 4:

LINE	INPUTS	OUTPUTS
1		7

KNOCK TIPS & TRICKS

Not all doors work well with knocks, so:

- Tell people to knock **HARD** near the Room Defender so it will "hear" the knock.
- On some doors, you may need to knock directly on Room Defender.
- If knocking hard near or on Room Defender does not produce an output, you may need to remove the knock inputs from your programs.
- If your Room Defender is extra sensitive and even small noises cause it to respond, you may need to remove the knock inputs from your programs.
- If you've programmed a knock and the wrong knock is entered, nothing will happen. If you haven't programmed a knock, Room Defender will not respond when someone knocks on your door.

BASIC ALARM

In this program, if someone opens the door the alarm will go off. The first line programs a flashing red light to let people know your alarm is armed.

CREATE A NEW PROGRAM

A. Enter your **MASTER CODE** + 5 + ●.

LINE 1 OUTPUT

1. Press ● to program Line 1.
2. Press ⬅ to move past all the inputs to 🔦.
3. Press ●.

LINE 2 INPUT & OUTPUT

1. Press ● to program Line 2.
2. Press ● to select 🚪 as your input.
3. Press ⬅ to move to alarm (🔊) as your output. Press ●.

The cursor will move to alarm sound selection.

4. Press ● to select alarm Sound 1.

RUN YOUR PROGRAM

Here's Program 5:



1. Mount Room Defender on your door.
2. Close the door.
3. Enter **MASTER CODE** + 5 + ●.

What happens when someone opens the door?

IMPORTANT ALARM FEATURES

- If someone sets off the alarm, "PROGRAM" in the control panel will change its flash pattern from FLASH-FLASH-FLASH to FLASH-FLASH-STOP, FLASH-FLASH-STOP. That's your tip-off that security was breached!
- When an alarm program is running, enter your Master Code on the keypad. You'll hear the disarm sound, and the alarm won't go off for 10 seconds, giving you time to enter your room.
- After the alarm goes off, the program start running again when you close the door—so it's ready to go again to protect your room!

JUST FOR FUN: Secret Escape Knock

Here's a secret way to get out of your room if the alarm is set while you're inside: knock four times really hard on the door right behind Room Defender like this: KNOCK-KNOCK-KNOCK-KNOCK. You'll hear the disarm sound, and you'll know you can open the door.

The secret escape knock might not work on all doors! If it doesn't work, open your door and quickly enter your Master Code on the keypad. This will disarm the alarm for 10 seconds so you can leave your room.

DOOR ALARM WITH SECRET ACCESS



Here's how to disarm the alarm. In this example, you've given your mom key card 2 and your brother access code 456. You want to disarm the alarm and leave them messages when they enter their code or card.

CREATE A NEW PROGRAM

Enter your **MASTER CODE + 6 + ●**.

LINES 1 & 2

Enter Lines 1 and 2 from Program 5.

LINES 3 & 4

1. Press ● to program Line 3.
2. Press ⬅ to move to ■. Press ●.
3. In the code field, press ⬅ to scroll to 2. Press ●.
4. Press ● to select disarm 🔓.
5. Press ● to program Line 4.
6. Press ⬅ to scroll to 🗣. Press ●.
The cursor will move to message selection.
7. Scroll to saved Message 2. Press ●.

LINES 5 & 6

1. Press ● to program Line 5.
2. Press ⬅ to move to ■■.
The cursor will move to code selection.
3. Enter code **456**.
The cursor will move to the first output.
- C. Press ● to select disarm 🔓.
- D. Press ● to program Line 6.
- E. Press ⬅ to move to 🗣. Press ●.
The cursor will move to the next available message number.
- F. Press 5 to record a message for your brother.
- G. Press ● to save your message.

RUN YOUR PROGRAM

Here's Program 6:

1				🔓		
2		■				🗣
3		■		2	🔓	
4						🗣
5		■■■		456	🔓	
6						🗣

- A. Mount Room Defender on your door.
- B. Close the door.
- C. Enter **MASTER CODE + 6 + ●**.

When key card 2 is swiped or code 456 is entered, a special sound effect will let your visitors know the alarm has been disarmed, and then they will hear your message. They will have 10 seconds to open the door before Room Defender rearms itself.

IMPORTANT!

Always enter the disarm output on the same line as the access code, key card, or knock input. See lines 3 and 5 below:

3		■		2	🔓	
4						🗣
5		■■■		456	🔓	

DOOR-MAIL MESSAGES

This simple program allows people to leave you a 10-second message, like voicemail on a phone! Room Defender can hold up to 5 messages.

CREATE A NEW PROGRAM

Enter your **MASTER CODE + 7 + ●**.

LINE 1 INPUT & OUTPUT

1. Press ● to program Line 1.
2. Press ⬡ to move to ☀. Press ●.
3. Press ⬡ to move to 🎤.

The cursor will move to the next available message number.

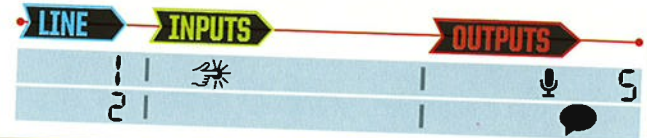
4. Press 5 to record and save a message.
For example, "I'm not here. Please leave a message after the beep."

LINE 2 OUTPUT

1. Press ● to program Line 2.
2. Press ⬡ to move to 🗨. Press ●.

That's it! When the program is running and someone presses the doorbell, they will hear your message and then a beep. The beep is their signal to leave a message. After 10 seconds Room Defender will beep again.

Here's Program 7:



CHECKING MESSAGES

If someone has left you a message, you will see the word **MESSAGES** in the control panel.

GO TO THE MESSAGES BOX

1. Enter **MASTER CODE + 7 + ●**.
This takes you to **EDIT** mode for Program 7.
2. Press ⬡ TWICE to scroll up to **MESSAGES**.
3. Press ●.
Message 1 will be blinking.

The mailbox holds only 5 messages. Erase each message after you listen to it. To erase a message, press and hold the ● until you hear a beep.

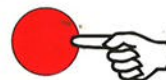
MESSAGES PROGRAM	1	2	3	4	5



MESSAGES PROGRAM

MESSAGES PROGRAM

MESSAGES



4. Press ● to hear the message. Press ⬆ up and down to hear the messages.



5. Enter **MASTER CODE + 7 + ●** to return to Program 7.

PROGRAM 8

“LINKED” DOOR TRICKS


The Linked Door input lets you use the door opening as a trigger to a new output, but **ONLY** after another input has happened. This feature can be fun for playing jokes.

Here’s an example: When Mom swipes her key card, a message politely says, “Hi Mom! Please come in!” Then, when Mom opens the door, another message says, “Hey Mom, can I have 20 dollars?”

For the joke to work, you have to program Room Defender to play “Hey Mom, can I have 20 dollars?” **ONLY** after Mom’s key card has been swiped **AND** the door is opened.

JUST FOR FUN: Create a Scene!

For Halloween, you could make your bedroom into a haunted house by linking spooky sounds to the door opening. For example, when your sister enters her secret code, a recorded message could say, “Hello Becky. Welcome to the haunted castle.” Then, when she opens the door, you could program multiple sounds to play one after another: creaky door, scream, evil laugh, and so on. Can you think of other scenes or practical jokes you could play?

1. On Line 1, program warning lights.
2. On Line 2, program the basic door alarm.
3. On Line 3, program Mom’s key card 3 to disarm the alarm.
4. On Line 4, move to the sound recording output. Press **5** and record Message 6: “Hi Mom! Please come in!” to play after the alarm is disarmed.
5. On Line 5, enter the linked door  input. Press **5** and record Message 7 as the output. *When she opens the door, Room Defender will play Message 7: “Hey Mom, can I have 20 dollars?”*

Here’s Program 8:

1				⚡	
2		🔊		🔔	2
3		🔑		🔒	3
4				🎤	6
5		🔑		🎤	7

A program can have lots of linked inputs and outputs. Try it!

MORE FUN!

Sound Gags

Program a chain of hilarious outputs after one input. In this program, when key card 3 is swiped, Room Defender will play a dog barking sound, followed by an elephant fart, followed by scream.

Computer programs read commands in order, so Room Defender will play the sounds in the order you program them! What other chains can you come up with?



1		■	3		▶	00
2					▶	00
3					▶	00

Off the Hook 1

Lay Room Defender on the dinner table and program a secret knock to say a message like "Please pass the salt!" Knock on the table and Room Defender will let everyone know you need the salt.

Tell a Joke

Record a message to play when the doorbell is pushed. For example:

"Why do hummingbirds hum? Enter 123 to get the answer."

Then program access code 123 to play the answer: "Because they forgot the words!"

(OK. We know you'll come up with better jokes than that!)

Off the Hook 2

Lay Room Defender on your desk with the door sensor trigger pressed against your backpack. Arm the alarm. If someone moves your pack, the alarm will go off!



MAKING CHANGES



Once you have created a program, you can always easily change it. First, go into EDIT mode of the program you want to change: enter **MASTER CODE + Program # + ●** so you can see the program lines.

CHANGING A LINE




If you want to change something on a line, you have to re-enter the whole line. So remember code numbers, card numbers, knocks, and messages (you can use the reference chart on page 23 to keep track of them).

1. Scroll  to the line you want to change. Press .
2. Program the line.

When you are done, the cursor will move down to the next line number.

3. Enter **MASTER CODE + Program # + ●** to run the program, or press **MASTER CODE + different Program # + ●** to create or edit another program.




DELETING ENTIRE LINES

1. Scroll  to the line number you want to delete.
2. On the blinking line number, press   for 5 seconds.

The line will be deleted and all the lines below it will move up.

WAIT! When you delete an input line, make sure you also delete all the outputs connected to that line. You may need to delete more than one line in a program.

INSERTING A NEW LINE

1. Scroll  to the line number where you want to add a new line.
2. On the blinking line number, press   for 5 seconds.

A new line will be created and all the lines below it will move down.

3. Program the new line.


YOU'RE A COMPUTER PROGRAMMER!

In your projects, you've been using IF-THEN computer logic. IF-THEN logic chains are all around you. For example, does your car beep if you forget to buckle your seatbelt? That's because the car's computer has been programmed so that if something heavy sits on the seat (input), then it will make an annoying sound (output). Inserting the buckle (input) turns off the sound (output). What other examples can you find?

GOOD STUFF TO KNOW

HAVING PROBLEMS GETTING YOUR PROGRAM TO RUN PROPERLY? TRY THESE FIXES:

If you can't get the program to run:

Remember that you can only run a program when a line number is blinking. If you selected a sound number on the right edge of the line, make sure to press  to move to the next line. Now you can run the program.

If a recorded message doesn't play:

If the output on your program line is a recorded message, double-check that you recorded something!

If a program doesn't do what you want:

Check the inputs and outputs in each line. It might help to say the inputs and outputs aloud to make sure they make sense.



If the alarm goes off even though you programmed a key card, secret code, or secret knock:

You probably forgot to select the disarm output after the input. Go back into your program and add the disarm output on the same line as the input.

If your output doesn't happen, even though you can see it on the program line:

Check to make sure you didn't duplicate inputs. Room Defender recognizes only the first output for a specific input. For example, if you program the doorbell to play Sound 8 on Line 1 and then you also program the doorbell to play a message on Line 5, Room Defender will ignore Line 5 because it's a duplicate input.



If your Linked Door program doesn't work:

First, make sure the program has a door opening input and an alarm output. Then, make sure you have an input that disarms  the alarm before you link it  with another output.

FORGET YOUR MASTER CODE OR JUST WANT TO START ALL OVER?

You can reset Room Defender and erase everything, so it's just like it came out of the box.



1. Turn Room Defender OFF and then turn it back ON.
2. Hold down the  and  for 10 seconds and you'll hear a beep. Then room defender will flash its lights for a few seconds and beep again. All your programs and codes will be erased!
3. Follow the steps on pages 4 and 6 to reset your Master Code and the left/right door sensor switch.

SOME COOL FEATURES OF ROOM DEFENDER

- Room Defender can hold up to 18 programs (1–9, and 11–19). Each program can be many lines.
- Room Defender automatically saves all your programs.
- You can change your Master Code any time you want.
- In addition to voice messages, you can create and record your own sound effects.
- Room Defender's display will go blank after 5 minutes to save battery life, but don't worry, your program is still running! Push the doorbell to wake it up.

