

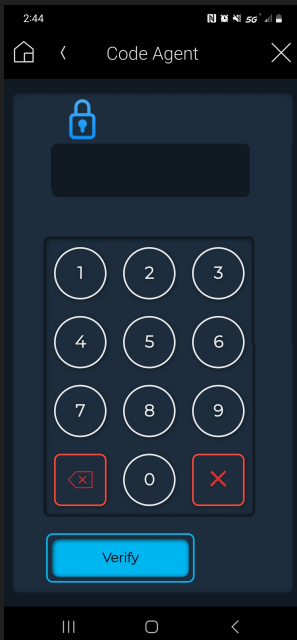
Attempts to verify every time the code is entered so long as the code is between 3-8 characters.

TYPE FEATURES

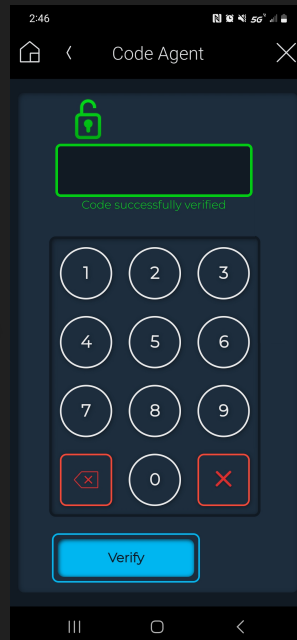
Control: Relay Input	Access: Relay Output	Message Time	Verify Time	Verification	Show Length	Lockout
N/A	N/A	3 seconds	N/A	Button	Hide	Optional

EXPERIENCE

Normal



Code Matched



Notes

- Since all matching codes exist as conditionals (see programming example below) the **Change Code** option is not available when code matching
- The following settings are not adjustable with this code type:
 - **Message Time**
 - **Verification**
 - **Show Length**
- There is no limit to the amount of codes that can be used with the code type
- **Code Match** does not utilize a timer

Programming Example

- Code matching requires setting up conditionals for expected codes under the programming event **Code Verified**
- Each conditional will state the actions to be performed when a certain code is entered followed by the **Stop** command
- At the end of the of the event the catch all agent command, **End Match** (No matching codes found), is placed to correctly handle codes not matching any of the conditionals

```

? If Code entered is = 123
  ➡ Open Cindev->Garage Door
  ➡ Stop
? If Code entered is = 321
  ➡ Close Cindev->Garage Door
  ➡ Stop
➡ No matching codes found
    
```