

LAMPIRAN A

LISTING PROGRAM

Setting kondisi awal

```
IDONFY._visible = 0;
IDOFY._visible = 1;
DONFY._visible = 0;
DOFY._visible = 1;
_root.section1.controlbox.DFYON._visible = 0;
_root.section1.controlbox.DFYO._visible = 1;
IDONF._visible = 0;
IDOF._visible = 1;
DONF._visible = 0;
DOF._visible = 1;
_root.section1.controlbox.DFON._visible = 0;
_root.section1.controlbox.DFO._visible = 1;
IDONLR._visible = 0;
IDOLR._visible = 1;
DONLR._visible = 0;
DOLR._visible = 1;
_root.section1.controlbox.DLRON._visible = 0;
_root.section1.controlbox.DLRO._visible = 1;
IDONWC._visible = 0;
IDOWC._visible = 1;
DONWC._visible = 0;
DOWC._visible = 1;
_root.section1.controlbox.DWCON._visible = 0;
_root.section1.controlbox.DWCO._visible = 1;
IDOND._visible = 0;
IDOD._visible = 1;
DOND._visible = 0;
DOD._visible = 1;
_root.section1.controlbox.DDON._visible = 0;
_root.section1.controlbox.DDO._visible = 1;
IDONK._visible = 0;
IDOK._visible = 1;
DONK._visible = 0;
DOK._visible = 1;
_root.section1.controlbox.DKON._visible = 0;
_root.section1.controlbox.DKO._visible = 1;
I1LONFY._visible = 0;
I1LOFY._visible = 1;
I2LONFY._visible = 0;
I2LOFY._visible = 1;
LONFY._visible = 0;
LOFY._visible = 1;
_root.section1.controlbox.LFYON._visible = 0;
_root.section1.controlbox.LFYO._visible = 1;
I1LONF._visible = 0;
I1LOF._visible = 1;
I2LONF._visible = 0;
I2LOF._visible = 1;
LONF._visible = 0;
LOF._visible = 1;
_root.section1.controlbox.LFON._visible = 0;
_root.section1.controlbox.LFO._visible = 1;
I1LONWC._visible = 0;
I1LOWC._visible = 1;
I2LONWC._visible = 0;
I2LOWC._visible = 1;
LONWC._visible = 0;
LOWC._visible = 1;
_root.section1.controlbox.LWCON._visible = 0;
```

```
_root.section1.controlbox.LWCO._visible = 1;
I1LONLR._visible = 0;
I1LOLR._visible = 1;
I2LONLR._visible = 0;
I2LOLR._visible = 1;
LONLR._visible = 0;
LOLR._visible = 1;
_root.section1.controlbox.LLRON._visible = 0;
_root.section1.controlbox.LLRO._visible = 1;
I1LOND._visible = 0;
I1LOD._visible = 1;
I2LOND._visible = 0;
I2LOD._visible = 1;
LOND._visible = 0;
LOD._visible = 1;
_root.section1.controlbox.LDON._visible = 0;
_root.section1.controlbox.LDO._visible = 1;
I1LONK._visible = 0;
I1LOK._visible = 1;
I2LONK._visible = 0;
I2LOK._visible = 1;
LONK._visible = 0;
LOK._visible = 1;
_root.section1.controlbox.LKON._visible = 0;
_root.section1.controlbox.LKO._visible = 1;
```

Actionscript abort schedule

```
on (release) {
    _root.log.addItem(">>> Schedule Aborted");
    _root.log.setScrollPosition(_root.log.getLength());
    _root.section1.schedulebox.doorfyon.text = "";
    _root.section1.schedulebox.doorfyoff.text = "";
    _root.section1.schedulebox.doorfon.text = "";
    _root.section1.schedulebox.doorfoff.text = "";
    _root.section1.schedulebox.doorwcon.text = "";
    _root.section1.schedulebox.doorwcoff.text = "";
    _root.section1.schedulebox.doorlron.text = "";
    _root.section1.schedulebox.doorlroff.text = "";
    _root.section1.schedulebox.doordron.text = "";
    _root.section1.schedulebox.doordroff.text = "";
    _root.section1.schedulebox.doorkon.text = "";
    _root.section1.schedulebox.doorkoff.text = "";
    _root.section1.schedulebox.lightfyon.text = "";
    _root.section1.schedulebox.lightfyoff.text = "";
    _root.section1.schedulebox.lightfon.text = "";
    _root.section1.schedulebox.lightfoff.text = "";
    _root.section1.schedulebox.lightwcon.text = "";
    _root.section1.schedulebox.lightwcoff.text = "";
    _root.section1.schedulebox.lightlron.text = "";
    _root.section1.schedulebox.lightlroff.text = "";
    _root.section1.schedulebox.lightdron.text = "";
    _root.section1.schedulebox.lightdroff.text = "";
    _root.section1.schedulebox.lightkon.text = "";
    _root.section1.schedulebox.lightkoff.text = "";
    _root.section2.schedulebox.doorfyon.text = "";
    _root.section2.schedulebox.doorfyoff.text = "";
    _root.section2.schedulebox.doorfon.text = "";
    _root.section2.schedulebox.doorfoff.text = "";
    _root.section2.schedulebox.doorwcon.text = "";
    _root.section2.schedulebox.doorwcoff.text = "";
    _root.section2.schedulebox.doorlron.text = "";
    _root.section2.schedulebox.doorlroff.text = "";
    _root.section2.schedulebox.doordron.text = "";
    _root.section2.schedulebox.doordroff.text = "";
    _root.section2.schedulebox.doorkon.text = "";
    _root.section2.schedulebox.doorkoff.text = "";
    _root.section2.schedulebox.lightfyon.text = "";
    _root.section2.schedulebox.lightfyoff.text = "";
    _root.section2.schedulebox.lightfon.text = "";
    _root.section2.schedulebox.lightfoff.text = "";
    _root.section2.schedulebox.lightwcon.text = "";
    _root.section2.schedulebox.lightwcoff.text = "";
    _root.section2.schedulebox.lightlron.text = "";
    _root.section2.schedulebox.lightlroff.text = "";
    _root.section2.schedulebox.lightdron.text = "";
    _root.section2.schedulebox.lightdroff.text = "";
    _root.section2.schedulebox.lightkon.text = "";
    _root.section2.schedulebox.lightkoff.text = "";
```

Actionscript untuk mengaktifkan command lockalldoors

```
on (release) {
    fscommand("lockalldoors");
    _root.log.addItem(">>> Lock All Doors and Lights");
    _root.log.setScrollPosition(_root.log.getLength());
    _root.section1.donfy._visible = 1;
    _root.section1.dofy._visible = 0;
    _root.section1.idonfy._visible = 1;
    _root.section1.idofy._visible = 0;
    _root.section1.l2LOnfy._visible = 1;
    _root.section1.l2LOfy._visible = 0;
    _root.section1.l1LONfy._visible = 1;
    _root.section1.l1LOfy._visible = 0;
    _root.section1.lonfy._visible = 1;
    _root.section1.controlbox.dfy._visible = 0;
    _root.section1.controlbox.dfyon._visible = 1;
    _root.section1.controlbox.lfy._visible = 0;
    _root.section1.controlbox.lfyon._visible = 1;
    _root.section1.donf._visible = 1;
    _root.section1.dof._visible = 0;
    _root.section1.idonf._visible = 1;
    _root.section1.idof._visible = 0;
    _root.section1.l2LOnf._visible = 1;
    _root.section1.l2LOf._visible = 0;
    _root.section1.l1LONf._visible = 1;
    _root.section1.l1LOf._visible = 0;
    _root.section1.lonf._visible = 1;
    _root.section1.controlbox.dfo._visible = 0;
    _root.section1.controlbox.dfon._visible = 1;
    _root.section1.controlbox.lfo._visible = 0;
    _root.section1.controlbox.lfon._visible = 1;
    _root.section1.donwc._visible = 1;
    _root.section1.dowc._visible = 0;
    _root.section1.idonwc._visible = 1;
    _root.section1.idowc._visible = 0;
    _root.section1.l2LOnwc._visible = 1;
    _root.section1.l2LOWc._visible = 0;
    _root.section1.l1LONwc._visible = 1;
    _root.section1.l1LOWc._visible = 0;
    _root.section1.lonwc._visible = 1;
    _root.section1.controlbox.dwco._visible = 0;
    _root.section1.controlbox.dwcon._visible = 1;
    _root.section1.controlbox.lwco._visible = 0;
    _root.section1.controlbox.lwcon._visible = 1;
    _root.section1.dond._visible = 1;
    _root.section1.dod._visible = 0;
    _root.section1.idond._visible = 1;
    _root.section1.idod._visible = 0;
    _root.section1.l2LOND._visible = 1;
    _root.section1.l2LOd._visible = 0;
    _root.section1.l1LOND._visible = 1;
    _root.section1.l1LOd._visible = 0;
    _root.section1.lond._visible = 1;
    _root.section1.controlbox.dlro._visible = 0;
    _root.section1.controlbox.dlron._visible = 1;
    _root.section1.controlbox.llro._visible = 0;
    _root.section1.controlbox.llron._visible = 1;
    _root.section1.donlr._visible = 1;
    _root.section1.dolr._visible = 0;
    _root.section1.idonlr._visible = 1;
```

```
_root.section1.idolr._visible = 0;
_root.section1.l2LONlr._visible = 1;
_root.section1.l2LOlr._visible = 0;
_root.section1.l1LONlr._visible = 1;
_root.section1.l1LOlr._visible = 0;
_root.section1.lonlr._visible = 1;
_root.section1.controlbox.ddo._visible = 0;
_root.section1.controlbox.ddon._visible = 1;
_root.section1.controlbox.ldo._visible = 0;
_root.section1.controlbox.ldon._visible = 1;
_root.section1.donk._visible = 1;
_root.section1.dok._visible = 0;
_root.section1.idonk._visible = 1;
_root.section1.idok._visible = 0;
_root.section1.l2LONk._visible = 1;
_root.section1.l2LOk._visible = 0;
_root.section1.l1LONk._visible = 1;
_root.section1.l1LOk._visible = 0;
_root.section1.lonk._visible = 1;
_root.section1.controlbox.dko._visible = 0;
_root.section1.controlbox.dkon._visible = 1;
_root.section1.controlbox.lko._visible = 0;
_root.section1.controlbox.lkon._visible = 1;
```

```
_root.section2.donfy._visible = 1;
_root.section2.dofy._visible = 0;
_root.section2.idonfy._visible = 1;
_root.section2.idofy._visible = 0;
_root.section2.l2LOnfy._visible = 1;
_root.section2.l2LOfy._visible = 0;
_root.section2.l1LONfy._visible = 1;
_root.section2.l1LOfy._visible = 0;
_root.section2.lonfy._visible = 1;
_root.section2.controlbox.dfy._visible = 0;
_root.section2.controlbox.dfyon._visible = 1;
_root.section2.controlbox.lfy._visible = 0;
_root.section2.controlbox.lfyon._visible = 1;
_root.section2.donf._visible = 1;
_root.section2.dof._visible = 0;
_root.section2.idonf._visible = 1;
_root.section2.idof._visible = 0;
_root.section2.l2LOnf._visible = 1;
_root.section2.l2LOf._visible = 0;
_root.section2.l1LONf._visible = 1;
_root.section2.l1LOf._visible = 0;
_root.section2.lonf._visible = 1;
_root.section2.controlbox.dfo._visible = 0;
_root.section2.controlbox.dfon._visible = 1;
_root.section2.controlbox.lfo._visible = 0;
_root.section2.controlbox.lfon._visible = 1;
_root.section2.donwc._visible = 1;
_root.section2.dowc._visible = 0;
_root.section2.idonwc._visible = 1;
_root.section2.idowc._visible = 0;
_root.section2.l2LONwc._visible = 1;
_root.section2.l2LOWc._visible = 0;
_root.section2.l1LONwc._visible = 1;
_root.section2.l1LOWc._visible = 0;
_root.section2.lonwc._visible = 1;
_root.section2.controlbox.dwco._visible = 0;
_root.section2.controlbox.dwcon._visible = 1;
_root.section2.controlbox.lwco._visible = 0;
_root.section2.controlbox.lwcon._visible = 1;
```

```
_root.section2.dond._visible = 1;
_root.section2.dod._visible = 0;
_root.section2.idond._visible = 1;
_root.section2.idod._visible = 0;
_root.section2.l2LOnd._visible = 1;
_root.section2.l2LOd._visible = 0;
_root.section2.l1LONd._visible = 1;
_root.section2.l1LOd._visible = 0;
_root.section2.lond._visible = 1;
_root.section2.controlbox.dlro._visible = 0;
_root.section2.controlbox.dlron._visible = 1;
_root.section2.controlbox.llro._visible = 0;
_root.section2.controlbox.llron._visible = 1;
_root.section2.donlr._visible = 1;
_root.section2.dolr._visible = 0;
_root.section2.idonlr._visible = 1;
_root.section2.idolr._visible = 0;
_root.section2.l2LONlr._visible = 1;
_root.section2.l2LOlr._visible = 0;
_root.section2.l1LONlr._visible = 1;
_root.section2.l1LOlr._visible = 0;
_root.section2.lonlr._visible = 1;
_root.section2.controlbox.ddo._visible = 0;
_root.section2.controlbox.ddon._visible = 1;
_root.section2.controlbox.ldo._visible = 0;
_root.section2.controlbox.ldon._visible = 1;
_root.section2.donk._visible = 1;
_root.section2.dok._visible = 0;
_root.section2.idonk._visible = 1;
_root.section2.idok._visible = 0;
_root.section2.l2LONk._visible = 1;
_root.section2.l2LOk._visible = 0;
_root.section2.l1LONk._visible = 1;
_root.section2.l1LOk._visible = 0;
_root.section2.lonk._visible = 1;
_root.section2.controlbox.dko._visible = 0;
_root.section2.controlbox.dkon._visible = 1;
_root.section2.controlbox.lko._visible = 0;
_root.section2.controlbox.lkon._visible = 1;
```

Actionscript untuk mengaktifkan command unlock all doors

```
on (release) {
fscommand("unlockalldoors");
_root.log.addItem(">>> Unlock All Doors and Lights");
_root.log.setScrollPosition(_root.log.getLength());
_root.section1.donfy._visible = 0;
_root.section1.dofy._visible = 1;
_root.section1.idonfy._visible = 0;
_root.section1.idofy._visible = 1;
_root.section1.l2LOnfy._visible = 0;
_root.section1.l2LOfy._visible = 1;
_root.section1.l1LONfy._visible = 0;
_root.section1.l1LOfy._visible = 1;
_root.section1.lonfy._visible = 0;
_root.section1.controlbox.dfy._visible = 1;
_root.section1.controlbox.dfyon._visible = 0;
_root.section1.controlbox.lfy._visible = 1;
_root.section1.controlbox.lfyon._visible = 0;
_root.section1.donf._visible = 0;
_root.section1.dof._visible = 1;
_root.section1.idonf._visible = 0;
_root.section1.idof._visible = 1;
_root.section1.l2LOnf._visible = 0;
_root.section1.l2LOf._visible = 1;
_root.section1.l1LONf._visible = 0;
_root.section1.l1LOf._visible = 1;
_root.section1.lonf._visible = 0;
_root.section1.controlbox.dfo._visible = 1;
_root.section1.controlbox.dfon._visible = 0;
_root.section1.controlbox.lfo._visible = 1;
_root.section1.controlbox.lfon._visible = 0;
_root.section1.donwc._visible = 0;
_root.section1.dowc._visible = 1;
_root.section1.idonwc._visible = 0;
_root.section1.idowc._visible = 1;
_root.section1.l2LOnwc._visible = 0;
_root.section1.l2LOWc._visible = 1;
_root.section1.l1LONwc._visible = 0;
_root.section1.l1LOWc._visible = 1;
_root.section1.lonwc._visible = 0;
_root.section1.controlbox.dwco._visible = 1;
_root.section1.controlbox.dwcon._visible = 0;
_root.section1.controlbox.lwco._visible = 1;
_root.section1.controlbox.lwcon._visible = 0;
_root.section1.dond._visible = 0;
_root.section1.dod._visible = 1;
_root.section1.idond._visible = 0;
_root.section1.idod._visible = 1;
_root.section1.l2LOND._visible = 0;
_root.section1.l2LOd._visible = 1;
_root.section1.l1LOND._visible = 0;
_root.section1.l1LOd._visible = 1;
_root.section1.lond._visible = 0;
_root.section1.controlbox.dlro._visible = 1;
_root.section1.controlbox.dlron._visible = 0;
_root.section1.controlbox.llro._visible = 1;
_root.section1.controlbox.llron._visible = 0;
_root.section1.donlr._visible = 0;
_root.section1.dolr._visible = 1;
_root.section1.idonlr._visible = 0;
```

```
_root.section1.idolr._visible = 1;
_root.section1.l2LONlr._visible = 0;
_root.section1.l2LOlr._visible = 1;
_root.section1.l1LONlr._visible = 0;
_root.section1.l1LOlr._visible = 1;
_root.section1.lonlr._visible = 0;
_root.section1.controlbox.ddo._visible = 1;
_root.section1.controlbox.ddon._visible = 0;
_root.section1.controlbox.ldo._visible = 1;
_root.section1.controlbox.ldon._visible = 0;
_root.section1.donk._visible = 0;
_root.section1.dok._visible = 1;
_root.section1.idonk._visible = 0;
_root.section1.idok._visible = 1;
_root.section1.l2LONk._visible = 0;
_root.section1.l2LOk._visible = 1;
_root.section1.l1LONk._visible = 0;
_root.section1.l1LOk._visible = 1;
_root.section1.lonk._visible = 0;
_root.section1.controlbox.dko._visible = 1;
_root.section1.controlbox.dkon._visible = 0;
_root.section1.controlbox.lko._visible = 1;
_root.section1.controlbox.lkon._visible = 0;

_root.section2.donfy._visible = 0;
_root.section2.dofy._visible = 1;
_root.section2.idonfy._visible = 0;
_root.section2.idofy._visible = 1;
_root.section2.l2LONfy._visible = 0;
_root.section2.l2LOfy._visible = 1;
_root.section2.l1LONfy._visible = 0;
_root.section2.l1LOfy._visible = 1;
_root.section2.lonfy._visible = 0;
_root.section2.controlbox.dfy._visible = 1;
_root.section2.controlbox.dfyon._visible = 0;
_root.section2.controlbox.lfy._visible = 1;
_root.section2.controlbox.lfyon._visible = 0;
_root.section2.donf._visible = 0;
_root.section2.dof._visible = 1;
_root.section2.idonf._visible = 0;
_root.section2.idof._visible = 1;
_root.section2.l2LONf._visible = 0;
_root.section2.l2LOf._visible = 1;
_root.section2.l1LONf._visible = 0;
_root.section2.l1LOf._visible = 1;
_root.section2.lonf._visible = 0;
_root.section2.controlbox.dfo._visible = 1;
_root.section2.controlbox.dfon._visible = 0;
_root.section2.controlbox.lfo._visible = 1;
_root.section2.controlbox.lfon._visible = 0;
_root.section2.donwc._visible = 0;
_root.section2.dowc._visible = 1;
_root.section2.idonwc._visible = 0;
_root.section2.idowc._visible = 1;
_root.section2.l2LONwc._visible = 0;
_root.section2.l2LOWc._visible = 1;
_root.section2.l1LONwc._visible = 0;
_root.section2.l1LOWc._visible = 1;
_root.section2.lonwc._visible = 0;
_root.section2.controlbox.dwco._visible = 1;
_root.section2.controlbox.dwcon._visible = 0;
_root.section2.controlbox.lwco._visible = 1;
_root.section2.controlbox.lwcon._visible = 0;
```

```
_root.section2.dond._visible = 0;
_root.section2.dod._visible = 1;
_root.section2.idond._visible = 0;
_root.section2.idod._visible = 1;
_root.section2.l2LOnd._visible = 0;
_root.section2.l2LOd._visible = 1;
_root.section2.l1LONd._visible = 0;
_root.section2.l1LOd._visible = 1;
_root.section2.lond._visible = 0;
_root.section2.controlbox.dlro._visible = 1;
_root.section2.controlbox.dlron._visible = 0;
_root.section2.controlbox.llro._visible = 1;
_root.section2.controlbox.llron._visible = 0;
_root.section2.donlr._visible = 0;
_root.section2.dolr._visible = 1;
_root.section2.idonlr._visible = 0;
_root.section2.idolr._visible = 1;
_root.section2.l2LONlr._visible = 0;
_root.section2.l2LOlr._visible = 1;
_root.section2.l1LONlr._visible = 0;
_root.section2.l1LOlr._visible = 1;
_root.section2.lonlr._visible = 0;
_root.section2.controlbox.ddo._visible = 1;
_root.section2.controlbox.ddon._visible = 0;
_root.section2.controlbox.ldo._visible = 1;
_root.section2.controlbox.ldon._visible = 0;
_root.section2.donk._visible = 0;
_root.section2.dok._visible = 1;
_root.section2.idonk._visible = 0;
_root.section2.idok._visible = 1;
_root.section2.l2LONk._visible = 0;
_root.section2.l2LOk._visible = 1;
_root.section2.l1LONk._visible = 0;
_root.section2.l1LOk._visible = 1;
_root.section2.lonk._visible = 0;
_root.section2.controlbox.dko._visible = 1;
_root.section2.controlbox.dkon._visible = 0;
_root.section2.controlbox.lko._visible = 1;
_root.section2.controlbox.lkon._visible = 0;
}
```

Actionscript command reset system

```
on (release) {  
    fscommand("resetsystem");  
    _root.log.removeall();  
    _root.log.additem(">>> System Reset ");  
    _root.log.additem(">>> Log Cleared ");  
    _root.log.additem(">>> Schedule Cleared ");  
    _root.log.setScrollPosition(_root.log.getLength());
```

```
    _root.section1.schedulebox.doorfyon.text = "";  
    _root.section1.schedulebox.doorfyoff.text = "";  
    _root.section1.schedulebox.doorfon.text = "";  
    _root.section1.schedulebox.doorfoff.text = "";  
    _root.section1.schedulebox.doorwcon.text = "";  
    _root.section1.schedulebox.doorwcoff.text = "";  
    _root.section1.schedulebox.doorlron.text = "";  
    _root.section1.schedulebox.doorlroff.text = "";  
    _root.section1.schedulebox.doordron.text = "";  
    _root.section1.schedulebox.doordroff.text = "";  
    _root.section1.schedulebox.doorkon.text = "";  
    _root.section1.schedulebox.doorkoff.text = "";  
    _root.section1.schedulebox.lightfyon.text = "";  
    _root.section1.schedulebox.lightfyoff.text = "";  
    _root.section1.schedulebox.lightfon.text = "";  
    _root.section1.schedulebox.lightfoff.text = "";  
    _root.section1.schedulebox.lightwcon.text = "";  
    _root.section1.schedulebox.lightwcoff.text = "";  
    _root.section1.schedulebox.lightlron.text = "";  
    _root.section1.schedulebox.lightlroff.text = "";  
    _root.section1.schedulebox.lightdron.text = "";  
    _root.section1.schedulebox.lightdroff.text = "";  
    _root.section1.schedulebox.lightkon.text = "";  
    _root.section1.schedulebox.lightkoff.text = "";  
    _root.section1.donfy._visible = 0;  
    _root.section1.dofy._visible = 1;  
    _root.section1.idonfy._visible = 0;  
    _root.section1.idofy._visible = 1;  
    _root.section1.l2LOnfy._visible = 0;  
    _root.section1.l2LOfy._visible = 1;  
    _root.section1.l1LONfy._visible = 0;  
    _root.section1.l1LOfy._visible = 1;  
    _root.section1.lonfy._visible = 0;  
    _root.section1.controlbox.dfyon._visible = 1;  
    _root.section1.controlbox.dfyon._visible = 0;  
    _root.section1.controlbox.lfyon._visible = 1;  
    _root.section1.controlbox.lfyon._visible = 0;  
    _root.section1.donf._visible = 0;  
    _root.section1.dof._visible = 1;  
    _root.section1.idonf._visible = 0;  
    _root.section1.idof._visible = 1;  
    _root.section1.l2LOnf._visible = 0;  
    _root.section1.l2LOf._visible = 1;  
    _root.section1.l1LONf._visible = 0;  
    _root.section1.l1LOf._visible = 1;  
    _root.section1.lonf._visible = 0;  
    _root.section1.controlbox.dfo._visible = 1;  
    _root.section1.controlbox.dfon._visible = 0;  
    _root.section1.controlbox.lfo._visible = 1;  
    _root.section1.controlbox.lfon._visible = 0;  
    _root.section1.donwc._visible = 0;  
    _root.section1.dowc._visible = 1;  
    _root.section1.idonwc._visible = 0;
```

```
    _root.section1.idowc._visible = 1;  
    _root.section1.l2LONwc._visible = 0;  
    _root.section1.l2LOWc._visible = 1;  
    _root.section1.l1LONwc._visible = 0;  
    _root.section1.l1LOWc._visible = 1;  
    _root.section1.lonwc._visible = 0;  
    _root.section1.controlbox.dwco._visible = 1;  
    _root.section1.controlbox.dwcon._visible = 0;  
    _root.section1.controlbox.lwco._visible = 1;  
    _root.section1.controlbox.lwcon._visible = 0;  
    _root.section1.dond._visible = 0;  
    _root.section1.dod._visible = 1;  
    _root.section1.idond._visible = 0;  
    _root.section1.idod._visible = 1;  
    _root.section1.l2LOND._visible = 0;  
    _root.section1.l2LOd._visible = 1;  
    _root.section1.l1LOND._visible = 0;  
    _root.section1.l1LOd._visible = 1;  
    _root.section1.lond._visible = 0;  
    _root.section1.controlbox.dlro._visible = 1;  
    _root.section1.controlbox.dlron._visible = 0;  
    _root.section1.controlbox.llro._visible = 1;  
    _root.section1.controlbox.llron._visible = 0;  
    _root.section1.donlr._visible = 0;  
    _root.section1.dolr._visible = 1;  
    _root.section1.idonlr._visible = 0;  
    _root.section1.idolr._visible = 1;  
    _root.section1.l2LONlr._visible = 0;  
    _root.section1.l2LOlr._visible = 1;  
    _root.section1.l1LONlr._visible = 0;  
    _root.section1.l1LOlr._visible = 1;  
    _root.section1.lonlr._visible = 0;  
    _root.section1.controlbox.ddo._visible = 1;  
    _root.section1.controlbox.ddon._visible = 0;  
    _root.section1.controlbox.ldo._visible = 1;  
    _root.section1.controlbox.ldon._visible = 0;  
    _root.section1.donk._visible = 0;  
    _root.section1.dok._visible = 1;  
    _root.section1.idonk._visible = 0;  
    _root.section1.idok._visible = 1;  
    _root.section1.l2LONk._visible = 0;  
    _root.section1.l2LOk._visible = 1;  
    _root.section1.l1LONk._visible = 0;  
    _root.section1.l1LOk._visible = 1;  
    _root.section1.lonk._visible = 0;  
    _root.section1.controlbox.dko._visible = 1;  
    _root.section1.controlbox.dkon._visible = 0;  
    _root.section1.controlbox.lko._visible = 1;  
    _root.section1.controlbox.lkon._visible = 0;  
    _root.section2.schedulebox.doorfyon.text = "";  
    _root.section2.schedulebox.doorfyoff.text = "";  
    _root.section2.schedulebox.doorfon.text = "";  
    _root.section2.schedulebox.doorfoff.text = "";  
    _root.section2.schedulebox.doorwcon.text = "";  
    _root.section2.schedulebox.doorwcoff.text = "";  
    _root.section2.schedulebox.doorlron.text = "";  
    _root.section2.schedulebox.doorlroff.text = "";  
    _root.section2.schedulebox.doordron.text = "";  
    _root.section2.schedulebox.doordroff.text = "";  
    _root.section2.schedulebox.doorkon.text = "";  
    _root.section2.schedulebox.doorkoff.text = "";  
    _root.section2.schedulebox.lightfyon.text = "";  
    _root.section2.schedulebox.lightfyoff.text = "";
```



```

_root.section2.schedulebox.lightfon.text = "";
_root.section2.schedulebox.lightfoff.text = "";
_root.section2.schedulebox.lightwcon.text = "";
_root.section2.schedulebox.lightwcoff.text = "";
_root.section2.schedulebox.lightlron.text = "";
_root.section2.schedulebox.lightlroff.text = "";
_root.section2.schedulebox.lightdron.text = "";
_root.section2.schedulebox.lightdroff.text = "";
_root.section2.schedulebox.lightkon.text = "";
_root.section2.schedulebox.lightkoff.text = "";
_root.section2.donfy._visible = 0;
_root.section2.dofy._visible = 1;
_root.section2.idonfy._visible = 0;
_root.section2.idofy._visible = 1;
_root.section2.l2LOnfy._visible = 0;
_root.section2.l2LOfy._visible = 1;
_root.section2.l1LONfy._visible = 0;
_root.section2.l1LOfy._visible = 1;
_root.section2.lonfy._visible = 0;
_root.section2.controlbox.dfyon._visible = 1;
_root.section2.controlbox.dfyon._visible = 0;
_root.section2.controlbox.lfyon._visible = 1;
_root.section2.controlbox.lfyon._visible = 0;
_root.section2.donf._visible = 0;
_root.section2.dof._visible = 1;
_root.section2.idonf._visible = 0;
_root.section2.idof._visible = 1;
_root.section2.l2LOnf._visible = 0;
_root.section2.l2LOf._visible = 1;
_root.section2.l1LONf._visible = 0;
_root.section2.l1LOf._visible = 1;
_root.section2.lonf._visible = 0;
_root.section2.controlbox.dfon._visible = 1;
_root.section2.controlbox.dfon._visible = 0;
_root.section2.controlbox.lfon._visible = 1;
_root.section2.controlbox.lfon._visible = 0;
_root.section2.donwc._visible = 0;
_root.section2.dowc._visible = 1;
_root.section2.idonwc._visible = 0;
_root.section2.idowc._visible = 1;
_root.section2.l2LOnwc._visible = 0;
_root.section2.l2LOWc._visible = 1;
_root.section2.l1LONwc._visible = 0;
_root.section2.l1LOWc._visible = 1;
_root.section2.lonwc._visible = 0;
_root.section2.controlbox.dwcon._visible = 1;
_root.section2.controlbox.dwcon._visible = 0;
_root.section2.controlbox.lwcon._visible = 1;
_root.section2.controlbox.lwcon._visible = 0;
_root.section2.dond._visible = 0;
_root.section2.dod._visible = 1;
_root.section2.idond._visible = 0;
_root.section2.idod._visible = 1;
_root.section2.l2LOND._visible = 0;
_root.section2.l2LOd._visible = 1;
_root.section2.l1LOND._visible = 0;
_root.section2.l1LOd._visible = 1;
_root.section2.lond._visible = 0;
_root.section2.controlbox.dlron._visible = 1;
_root.section2.controlbox.dlron._visible = 0;
_root.section2.controlbox.llron._visible = 1;
_root.section2.controlbox.llron._visible = 0;
_root.section2.donlr._visible = 0;

```

```

_root.section2.dolr._visible = 1;
_root.section2.idonlr._visible = 0;
_root.section2.idolr._visible = 1;
_root.section2.l2LONlr._visible = 0;
_root.section2.l2LOlr._visible = 1;
_root.section2.l1LONlr._visible = 0;
_root.section2.l1LOlr._visible = 1;
_root.section2.lonlr._visible = 0;
_root.section2.controlbox.ddon._visible = 1;
_root.section2.controlbox.ddon._visible = 0;
_root.section2.controlbox.lldon._visible = 1;
_root.section2.controlbox.lldon._visible = 0;
_root.section2.donk._visible = 0;
_root.section2.dok._visible = 1;
_root.section2.idonk._visible = 0;
_root.section2.idok._visible = 1;
_root.section2.l2LONk._visible = 0;
_root.section2.l2LOk._visible = 1;
_root.section2.l1LONk._visible = 0;
_root.section2.l1LOk._visible = 1;
_root.section2.lonk._visible = 0;
_root.section2.controlbox.dkon._visible = 1;
_root.section2.controlbox.dkon._visible = 0;
_root.section2.controlbox.lkon._visible = 1;
_root.section2.controlbox.lkon._visible = 0;
}

```

Actionscript yang digunakan pada setiap button menurut ruangnya

- Front Yard

```
on (release) {
fscommand("FRONTYARDDOORON");
_root.log.additem(">>> Front Yard Door Locked");
_root.log.setScrollPosition(_root.log.getLength());
_root.section1.IDONFY._visible = 1;
_root.section1.IDOFY._visible = 0;
_root.section1.DONFY._visible = 1;
_root.section1.DOFY._visible = 0;
_root.section1.controlbox.DFYON._visible = 1;
_root.section1.controlbox.DFYO._visible = 0;
}
```

```
on (release) {
fscommand("FRONTYARDDOOROFF");
_root.log.additem(">>> Front Yard Door Unlocked");
_root.log.setScrollPosition(_root.log.getLength());
_root.section1.IDONFY._visible = 0;
_root.section1.IDOFY._visible = 1;
_root.section1.DONFY._visible = 0;
_root.section1.DOFY._visible = 1;
_root.section1.controlbox.DFYON._visible = 0;
_root.section1.controlbox.DFYO._visible = 1;
}
```

```
on (release) {
fscommand("FRONTYARDLAMPON");
_root.log.additem(">>> Front Yard Light Turned On");
_root.log.setScrollPosition(_root.log.getLength());
_root.section1.I1LONFY._visible = 1;
_root.section1.I1LOFY._visible = 0;
_root.section1.I2LONFY._visible = 1;
_root.section1.I2LOFY._visible = 0;
_root.section1.LONFY._visible = 1;
_root.section1.LOFY._visible = 0;
_root.section1.controlbox.LFYON._visible = 1;
_root.section1.controlbox.LFYO._visible = 0;
}
```

```
on (release) {
fscommand("FRONTYARDLAMPOFF");
root.log.additem(">>> Front Yard Light Turned Off");
_root.log.setScrollPosition(_root.log.getLength());
_root.section1.I1LONFY._visible = 0;
_root.section1.I1LOFY._visible = 1;
_root.section1.I2LONFY._visible = 0;
_root.section1.I2LOFY._visible = 1;
_root.section1.LONFY._visible = 0;
_root.section1.LOFY._visible = 1;
_root.section1.controlbox.LFYON._visible = 0;
_root.section1.controlbox.LFYO._visible = 1;
}
```

- Foyer

```
on (release) {
fscommand("FOYERDOORON");
_root.log.additem(">>> Foyer Door Locked");
_root.log.setScrollPosition(_root.log.getLength());
_root.section1.IDONF._visible = 1;
_root.section1.IDOF._visible = 0;
_root.section1.DONF._visible = 1;
_root.section1.DOF._visible = 0;
_root.section1.controlbox.DFON._visible = 1;
_root.section1.controlbox.DFO._visible = 0;
}
```

```
on (release) {
fscommand("FOYERDOOROFF");
_root.log.additem(">>> Foyer Door Unlocked");
_root.log.setScrollPosition(_root.log.getLength());
_root.section1.IDONF._visible = 0;
_root.section1.IDOF._visible = 1;
_root.section1.DONF._visible = 0;
_root.section1.DOF._visible = 1;
_root.section1.controlbox.DFON._visible = 0;
_root.section1.controlbox.DFO._visible = 1;
}
```

```
on (release) {
fscommand("FOYERLAMPON");
_root.log.additem(">>> Foyer Light Turned On");
_root.log.setScrollPosition(_root.log.getLength());
_root.section1.I1LONF._visible = 1;
_root.section1.I1LOF._visible = 0;
_root.section1.I2LONF._visible = 1;
_root.section1.I2LOF._visible = 0;
_root.section1.LONF._visible = 1;
_root.section1.LOF._visible = 0;
_root.section1.controlbox.LFON._visible = 1;
_root.section1.controlbox.LFO._visible = 0;
}
```

```
on (release) {
fscommand("FOYERLAMPOFF");
_root.log.additem(">>> Foyer Light Turned Off");
_root.log.setScrollPosition(_root.log.getLength());
_root.section1.I1LONF._visible = 0;
_root.section1.I1LOF._visible = 1;
_root.section1.I2LONF._visible = 0;
_root.section1.I2LOF._visible = 1;
_root.section1.LONF._visible = 0;
_root.section1.LOF._visible = 1;
_root.section1.controlbox.LFON._visible = 0;
_root.section1.controlbox.LFO._visible = 1;
}
```

- Rest Room

```
on (release) {
fscommand("RESTROOMDOORON");
_root.log.additem(">>> Rest Room Door Locked");
_root.log.setScrollPosition(_root.log.getLength());
_root.section1.IDONWC._visible = 1;
_root.section1.IDOWC._visible = 0;
}
```

```

_root.section1.DONWC._visible = 1;
_root.section1.DOWC._visible = 0;
_root.section1.controlbox.DWCON._visible = 1;
_root.section1.controlbox.DWCO._visible = 0;
}

```

```

on (release) {
fscommand("RESTROOMDOOROFF");
_root.log.additem(">>> Rest Room Unlocked");
_root.log.setScrollPosition(_root.log.getLength());
_root.section1.IDONWC._visible = 0;
_root.section1.IDOWC._visible = 1;
_root.section1.DONWC._visible = 0;
_root.section1.DOWC._visible = 1;
_root.section1.controlbox.DWCON._visible = 0;
_root.section1.controlbox.DWCO._visible = 1;
}

```

```

on (release) {
fscommand("WCLAMPON");
_root.log.additem(">>> Rest Room Turned On");
_root.log.setScrollPosition(_root.log.getLength());
_root.section1.I1LONWC._visible = 1;
_root.section1.I1LOWC._visible = 0;
_root.section1.I2LONWC._visible = 1;
_root.section1.I2LOWC._visible = 0;
_root.section1.LONWC._visible = 1;
_root.section1.LOWC._visible = 0;
_root.section1.controlbox.LWCON._visible = 1;
_root.section1.controlbox.LWCO._visible = 0;
}

```

```

on (release) {
fscommand("WCLAMPOFF");
_root.log.additem(">>> Rest Room Turned Off");
_root.log.setScrollPosition(_root.log.getLength());
_root.section1.I1LONWC._visible = 0;
_root.section1.I1LOWC._visible = 1;
_root.section1.I2LONWC._visible = 0;
_root.section1.I2LOWC._visible = 1;
_root.section1.LONWC._visible = 0;
_root.section1.LOWC._visible = 1;
_root.section1.controlbox.LWCON._visible = 0;
_root.section1.controlbox.LWCO._visible = 1;
}

```

- Living Room

```

on (release) {
fscommand("LIVINGROOMDOORON");
_root.log.additem(">>> Living Room Door Locked");
_root.log.setScrollPosition(_root.log.getLength());
_root.section1.IDONLR._visible = 1;
_root.section1.IDOLR._visible = 0;
_root.section1.DONLR._visible = 0;
_root.section1.DOLR._visible = 1;
_root.section1.controlbox.DLRON._visible = 1;
_root.section1.controlbox.DLRO._visible = 0;
}

```

```

on (release) {
fscommand("LIVINGROOMDOOROFF");

```

```

_root.log.additem(">>> Living Room Door Unlocked");
_root.log.setScrollPosition(_root.log.getLength());
_root.section1.IDONLR._visible = 0;
_root.section1.IDOLR._visible = 1;
_root.section1.DONLR._visible = 0;
_root.section1.DOLR._visible = 1;
_root.section1.controlbox.DLRON._visible = 0;
_root.section1.controlbox.DLRO._visible = 1;
}

```

```

on (release) {
fscommand("LIVINGROOMLAMPON");
_root.log.additem(">>> Living Room Light Turned On");
_root.log.setScrollPosition(_root.log.getLength());
_root.section1.I1LONLR._visible = 1;
_root.section1.I1LOLR._visible = 0;
_root.section1.I2LONLR._visible = 1;
_root.section1.I2LOLR._visible = 0;
_root.section1.LONLR._visible = 1;
_root.section1.LOLR._visible = 0;
_root.section1.controlbox.LLRON._visible = 1;
_root.section1.controlbox.LLRO._visible = 0;
}

```

```

on (release) {
fscommand("LIVINGROOMLAMPOFF");
_root.log.additem(">>> Living Room Light Turned Off");
_root.log.setScrollPosition(_root.log.getLength());
_root.section1.I1LONLR._visible = 0;
_root.section1.I1LOLR._visible = 1;
_root.section1.I2LONLR._visible = 0;
_root.section1.I2LOLR._visible = 1;
_root.section1.LONLR._visible = 0;
_root.section1.LOLR._visible = 1;
_root.section1.controlbox.LLRON._visible = 0;
_root.section1.controlbox.LLRO._visible = 1;
}

```

- Dining Room

```

on (release) {
fscommand("DININGROOMDOORON");
_root.log.additem(">>> Dining Room Door Locked");
_root.log.setScrollPosition(_root.log.getLength());
_root.section1.IDOND._visible = 1;
_root.section1.IDOD._visible = 0;
_root.section1.DOND._visible = 1;
_root.section1.DOD._visible = 0;
_root.section1.controlbox.DDON._visible = 1;
_root.section1.controlbox.DDO._visible = 0;
}

```

```

on (release) {
fscommand("DININGROOMDOOROFF");
_root.log.additem(">>> Dining Room Door Unlocked");
_root.log.setScrollPosition(_root.log.getLength());
_root.section1.IDOND._visible = 0;
_root.section1.IDOD._visible = 1;

```

```

_root.section1.DOND._visible = 0;
_root.section1.DOD._visible = 1;
_root.section1.controlbox.DDON._visible = 0;
_root.section1.controlbox.DDO._visible = 1;
}

```

```

on (release) {
fscommand("DININGLAMPON");
_root.log.additem(">>> Dining Room Light
Turned On");
_root.log.setScrollPosition(_root.log.getLength());
_root.section1.I1LOND._visible = 1;
_root.section1.I1LOD._visible = 0;
_root.section1.I2LOND._visible = 1;
_root.section1.I2LOD._visible = 0;
_root.section1.LOND._visible = 1;
_root.section1.LOD._visible = 0;
_root.section1.controlbox.LDON._visible = 1;
_root.section1.controlbox.LDO._visible = 0;
}

```

```

on (release) {
fscommand("DININGLAMPOFF");
_root.log.additem(">>> Dining Room Light
Turned Off");
_root.log.setScrollPosition(_root.log.getLength());
_root.section1.I1LOND._visible = 0;
_root.section1.I1LOD._visible = 1;
_root.section1.I2LOND._visible = 0;
_root.section1.I2LOD._visible = 1;
_root.section1.LOND._visible = 0;
_root.section1.LOD._visible = 1;
_root.section1.controlbox.LDON._visible = 0;
_root.section1.controlbox.LDO._visible = 1;
}

```

- Kitchen

```

on (release) {
fscommand("KITCHENROOMDOORON");
_root.log.additem(">>> Kitchen Door Locked");
_root.log.setScrollPosition(_root.log.getLength());
_root.section1.IDONK._visible = 1;
_root.section1.IDOK._visible = 0;
_root.section1.DONK._visible = 1;
_root.section1.DOK._visible = 0;
_root.section1.controlbox.DKON._visible = 1;
_root.section1.controlbox.DKO._visible = 0;
}

```

```

on (release) {
fscommand("KITCHENROOMDOOROFF");
_root.log.additem(">>> Kitchen Door Unlocked");
_root.log.setScrollPosition(_root.log.getLength());
_root.section1.IDONK._visible = 0;
_root.section1.IDOK._visible = 1;
_root.section1.DONK._visible = 0;
_root.section1.DOK._visible = 1;
_root.section1.controlbox.DKON._visible = 0;
_root.section1.controlbox.DKO._visible = 1;
}

```

```

on (release) {
fscommand("KITCHENLAMPON");
_root.log.additem(">>> Kitchen Light Turned
On");
_root.log.setScrollPosition(_root.log.getLength());
_root.section1.I1LONK._visible = 1;
_root.section1.I1LOK._visible = 0;
_root.section1.I2LONK._visible = 1;
_root.section1.I2LOK._visible = 0;
_root.section1.LONK._visible = 1;
_root.section1.LOK._visible = 0;
_root.section1.controlbox.LKON._visible = 1;
_root.section1.controlbox.LKO._visible = 0;
}

```

```

on (release) {
fscommand("KITCHENLAMPOFF");
_root.log.additem(">>> Kitchen Light Turned
Off");
_root.log.setScrollPosition(_root.log.getLength());
_root.section1.I1LONK._visible = 0;
_root.section1.I1LOK._visible = 1;
_root.section1.I2LONK._visible = 0;
_root.section1.I2LOK._visible = 1;
_root.section1.LONK._visible = 0;
_root.section1.LOK._visible = 1;
_root.section1.controlbox.LKON._visible = 0;
_root.section1.controlbox.LKO._visible = 1;
}

```

- Stairs

```

on (release) {
fscommand("STAIRSDOORON");
_root.log.additem(">>> Stairs Door Locked");
_root.log.setScrollPosition(_root.log.getLength());
_root.section2.IDONF._visible = 1;
_root.section2.IDOF._visible = 0;
_root.section2.DONF._visible = 1;
_root.section2.DOF._visible = 0;
_root.section2.controlbox.DFON._visible = 1;
_root.section2.controlbox.DFO._visible = 0;
}

```

```

on (release) {
fscommand("STAIRSDOOROFF");
_root.log.additem(">>> Stairs Door Unlocked");
_root.log.setScrollPosition(_root.log.getLength());
_root.section2.IDONF._visible = 0;
_root.section2.IDOF._visible = 1;
_root.section2.DONF._visible = 0;
_root.section2.DOF._visible = 1;
_root.section2.controlbox.DFON._visible = 0;
_root.section2.controlbox.DFO._visible = 1;
}

```

```

on (release) {
fscommand("STAIRSLAMPON");
_root.log.additem(">>> Stairs Light Turned On");
_root.log.setScrollPosition(_root.log.getLength());
_root.section2.I1LONF._visible = 1;
_root.section2.I1LOF._visible = 0;
_root.section2.I2LONF._visible = 1;

```

```

_root.section2.I2LOF._visible = 0;
_root.section2.LONF._visible = 1;
_root.section2.LOF._visible = 0;
_root.section2.controlbox.LFON._visible = 1;
_root.section2.controlbox.LFO._visible = 0;
}

```

```

on (release) {
fscommand("STAIRSLAMPOFF");
_root.log.additem(">>> Stairs Light Turned Off");
_root.log.setScrollPosition(_root.log.getLength());
_root.section2.I1LONF._visible = 0;
_root.section2.I1LOF._visible = 1;
_root.section2.I2LONF._visible = 0;
_root.section2.I2LOF._visible = 1;
_root.section2.LONF._visible = 0;
_root.section2.LOF._visible = 1;
_root.section2.controlbox.LFON._visible = 0;
_root.section2.controlbox.LFO._visible = 1;
}

```

- Porch

```

on (release) {
fscommand("PORCHDOORON");
_root.log.additem(">>> Porch Door Locked");
_root.log.setScrollPosition(_root.log.getLength());
_root.section2.IDONWC._visible = 1;
_root.section2.IDOWC._visible = 0;
_root.section2.DONWC._visible = 1;
_root.section2.DOWC._visible = 0;
_root.section2.controlbox.DWCON._visible = 1;
_root.section2.controlbox.DWCO._visible = 0;
}

```

```

on (release) {
fscommand("PORCHDOOROFF");
_root.log.additem(">>>Porch Door Unlocked");
_root.log.setScrollPosition(_root.log.getLength());
_root.section2.IDONWC._visible = 0;
_root.section2.IDOWC._visible = 1;
_root.section2.DONWC._visible = 0;
_root.section2.DOWC._visible = 1;
_root.section2.controlbox.DWCON._visible = 0;
_root.section2.controlbox.DWCO._visible = 1;
}

```

```

on (release) {
fscommand("PORCHLAMPON");
_root.log.additem(">>> Porch Light Turned On");
_root.log.setScrollPosition(_root.log.getLength());
_root.section2.I1LONWC._visible = 1;
_root.section2.I1LOWC._visible = 0;
_root.section2.I2LONWC._visible = 1;
_root.section2.I2LOWC._visible = 0;
_root.section2.LONWC._visible = 1;
_root.section2.LOWC._visible = 0;
_root.section2.controlbox.LWCON._visible = 1;
_root.section2.controlbox.LWCO._visible = 0;
}

```

```

on (release) {
fscommand("PORCHLAMPOFF");

```

```

_root.log.additem(">>> Porch Light Turned Off");
_root.log.setScrollPosition(_root.log.getLength());
_root.section2.I1LONWC._visible = 0;
_root.section2.I1LOWC._visible = 1;
_root.section2.I2LONWC._visible = 0;
_root.section2.I2LOWC._visible = 1;
_root.section2.LONWC._visible = 0;
_root.section2.LOWC._visible = 1;
_root.section2.controlbox.LWCON._visible = 0;
_root.section2.controlbox.LWCO._visible = 1;
}

```

- Patio

```

on (release) {
fscommand("PATIODOORON");
_root.log.additem(">>> Patio Door Locked");
_root.log.setScrollPosition(_root.log.getLength());
_root.section2.IDONLR._visible = 1;
_root.section2.IDOLR._visible = 0;
_root.section2.DONLR._visible = 1;
_root.section2.DOLR._visible = 0;
_root.section2.controlbox.DLRON._visible = 1;
_root.section2.controlbox.DLRO._visible = 0;
}

```

```

on (release) {
fscommand("PATIODOOROFF");
_root.log.additem(">>> Patio Door Unlocked");
_root.log.setScrollPosition(_root.log.getLength());
_root.section2.IDONLR._visible = 0;
_root.section2.IDOLR._visible = 1;
_root.section2.DONLR._visible = 0;
_root.section2.DOLR._visible = 1;
_root.section2.controlbox.DLRON._visible = 0;
_root.section2.controlbox.DLRO._visible = 1;
}

```

```

on (release) {
fscommand("PATIOLAMPON");
_root.log.additem(">>> Patio Light Turned On");
_root.log.setScrollPosition(_root.log.getLength());
_root.section2.I1LONLR._visible = 1;
_root.section2.I1LOLR._visible = 0;
_root.section2.I2LONLR._visible = 1;
_root.section2.I2LOLR._visible = 0;
_root.section2.LONLR._visible = 1;
_root.section2.LOLR._visible = 0;
_root.section2.controlbox.LLRON._visible = 1;
_root.section2.controlbox.LLRO._visible = 0;
}

```

```

on (release) {
fscommand("PATIOLAMPOFF");
_root.log.additem(">>> Patio Light Turned Off");
_root.log.setScrollPosition(_root.log.getLength());
_root.section2.I1LONLR._visible = 0;
_root.section2.I1LOLR._visible = 1;
_root.section2.I2LONLR._visible = 0;
_root.section2.I2LOLR._visible = 1;
_root.section2.LONLR._visible = 0;
_root.section2.LOLR._visible = 1;
_root.section2.controlbox.LLRON._visible = 0;
}

```

```
_root.section2.controlbox.LLRO._visible = 1;
}
```

- Work Room

```
on (release) {
fsccommand("WORKROOMDOORON");
_root.log.additem(">>> Work Room Door Locked");
_root.log.setScrollPosition(_root.log.getLength());
_root.section2.IDOND._visible = 1;
_root.section2.IDOD._visible = 0;
_root.section2.DOND._visible = 1;
_root.section2.DOD._visible = 0;
_root.section2.controlbox.DDON._visible = 1;
_root.section2.controlbox.DDO._visible = 0;
}
```

```
on (release) {
fsccommand("WORKROOMDOOROFF");
_root.log.additem(">>> Work Room Door Unlocked");
_root.log.setScrollPosition(_root.log.getLength());
_root.section2.IDOND._visible = 0;
_root.section2.IDOD._visible = 1;
_root.section2.DOND._visible = 0;
_root.section2.DOD._visible = 1;
_root.section2.controlbox.DDON._visible = 0;
_root.section2.controlbox.DDO._visible = 1;
}
```

```
on (release) {
fsccommand("WORKLAMPON");
_root.log.additem(">>> Work Room Light Turned On");
_root.log.setScrollPosition(_root.log.getLength());
_root.section2.I1LOND._visible = 1;
_root.section2.I1LOD._visible = 0;
_root.section2.I2LOND._visible = 1;
_root.section2.I2LOD._visible = 0;
_root.section2.LOND._visible = 1;
_root.section2.LOD._visible = 0;
_root.section2.controlbox.LDON._visible = 1;
_root.section2.controlbox.LDO._visible = 0;
}
```

```
on (release) {
fsccommand("WORKLAMPOFF");
_root.log.additem(">>> Work Room Light Turned Off");
_root.log.setScrollPosition(_root.log.getLength());
_root.section2.I1LOND._visible = 0;
_root.section2.I1LOD._visible = 1;
_root.section2.I2LOND._visible = 0;
_root.section2.I2LOD._visible = 1;
_root.section2.LOND._visible = 0;
_root.section2.LOD._visible = 1;
_root.section2.controlbox.LDON._visible = 0;
_root.section2.controlbox.LDO._visible = 1;
}
```

- Garage

```
on (release) {
fsccommand("GARAGEROOMDOORON");
_root.log.additem(">>> Garage Door Locked");
_root.log.setScrollPosition(_root.log.getLength());
_root.section2.IDONK._visible = 1;
_root.section2.IDOK._visible = 0;
_root.section2.DONK._visible = 1;
_root.section2.DOK._visible = 0;
_root.section2.controlbox.DKON._visible = 1;
_root.section2.controlbox.DKO._visible = 0;
}
```

```
on (release) {
fsccommand("GARAGEROOMDOOROFF");
_root.log.additem(">>> Garage Door Unlocked");
_root.log.setScrollPosition(_root.log.getLength());
_root.section2.IDONK._visible = 0;
_root.section2.IDOK._visible = 1;
_root.section2.DONK._visible = 0;
_root.section2.DOK._visible = 1;
_root.section2.controlbox.DKON._visible = 0;
_root.section2.controlbox.DKO._visible = 1;
}
```

```
on (release) {
fsccommand("GARAGELAMPON");
_root.log.additem(">>> Garage Light Turned On");
_root.log.setScrollPosition(_root.log.getLength());
_root.section2.I1LONK._visible = 1;
_root.section2.I1LOK._visible = 0;
_root.section2.I2LONK._visible = 1;
_root.section2.I2LOK._visible = 0;
_root.section2.LONK._visible = 1;
_root.section2.LOK._visible = 0;
_root.section2.controlbox.LKON._visible = 1;
_root.section2.controlbox.LKO._visible = 0;
}
```

```
on (release) {
fsccommand("GARAGELAMPOFF");
_root.log.additem(">>> Garage Light Turned Off");
_root.log.setScrollPosition(_root.log.getLength());
_root.section2.I1LONK._visible = 0;
_root.section2.I1LOK._visible = 1;
_root.section2.I2LONK._visible = 0;
_root.section2.I2LOK._visible = 1;
_root.section2.LONK._visible = 0;
_root.section2.LOK._visible = 1;
_root.section2.controlbox.LKON._visible = 0;
_root.section2.controlbox.LKO._visible = 1;
}
```

Actionscript timer

```
time = new Date();
dateS = time.getDate();
day = time.getDay();
year = time.getFullYear();
month = time.getMonth();
hour = time.getHours();
minute = time.getMinutes();
second = time.getSeconds();

if (hour ==
_root.section1.schedulebox.doorfyon.text) {
fscommand("FRONTYARDDOORON");

_root.log.setScrollPosition(_root.log.getLength());

_root.section1.IDONFY._visible = 1;
_root.section1.IDOFY._visible = 0;
_root.section1.DONFY._visible = 1;
_root.section1.DOFY._visible = 0;
_root.section1.controlbox.DFYON._visible = 1;
_root.section1.controlbox.DFYO._visible = 0;
}

if (hour ==
_root.section1.schedulebox.doorfyoff.text) {
fscommand("FRONTYARDDOOROFF");

_root.log.setScrollPosition(_root.log.getLength());

_root.section1.IDONFY._visible = 0;
_root.section1.IDOFY._visible = 1;
_root.section1.DONFY._visible = 0;
_root.section1.DOFY._visible = 1;
_root.section1.controlbox.DFYON._visible = 0;
_root.section1.controlbox.DFYO._visible = 1;
}

if (hour ==
_root.section1.schedulebox.doorfon.text) {
fscommand("FOYERDOORON");

_root.log.setScrollPosition(_root.log.getLength());

_root.section1.IDONF._visible = 1;
_root.section1.IDOF._visible = 0;
_root.section1.DONF._visible = 1;
_root.section1.DOF._visible = 0;
_root.section1.controlbox.DFON._visible = 1;
_root.section1.controlbox.DFO._visible = 0;
}

if (hour ==
_root.section1.schedulebox.doorfoff.text) {
fscommand("FOYERDOOROFF");

_root.log.setScrollPosition(_root.log.getLength());

_root.section1.IDONF._visible = 0;
_root.section1.IDOF._visible = 1;
_root.section1.DONF._visible = 0;
_root.section1.DOF._visible = 1;
_root.section1.controlbox.DFON._visible = 0;
}

_root.section1.controlbox.DFO._visible = 1;
}

if (hour ==
_root.section1.schedulebox.doorwcon.text) {
fscommand("RESTROOMDOORON");

_root.log.setScrollPosition(_root.log.getLength());

_root.section1.IDONWC._visible = 1;
_root.section1.IDOWC._visible = 0;
_root.section1.DONWC._visible = 1;
_root.section1.DOWC._visible = 0;
_root.section1.controlbox.DWCON._visible = 1;
_root.section1.controlbox.DWCO._visible = 0;
}

if (hour ==
_root.section1.schedulebox.doorwcoff.text) {
fscommand("RESTROOMDOOROFF");

_root.log.setScrollPosition(_root.log.getLength());

_root.section1.IDONWC._visible = 0;
_root.section1.IDOWC._visible = 1;
_root.section1.DONWC._visible = 0;
_root.section1.DOWC._visible = 1;
_root.section1.controlbox.DWCON._visible = 0;
_root.section1.controlbox.DWCO._visible = 1;
}

if (hour ==
_root.section1.schedulebox.doorlron.text) {
fscommand("LIVINGROOMDOORON");

_root.log.setScrollPosition(_root.log.getLength());

_root.section1.IDONLR._visible = 1;
_root.section1.IDOLR._visible = 0;
_root.section1.DONLR._visible = 1;
_root.section1.DOLR._visible = 0;
_root.section1.controlbox.DLRON._visible = 1;
_root.section1.controlbox.DLRO._visible = 0;
}

if (hour ==
_root.section1.schedulebox.doorlroff.text) {
fscommand("LIVINGROOMDOOROFF");

_root.log.setScrollPosition(_root.log.getLength());

_root.section1.IDONLR._visible = 0;
_root.section1.IDOLR._visible = 1;
_root.section1.DONLR._visible = 0;
_root.section1.DOLR._visible = 1;
_root.section1.controlbox.DLRON._visible = 0;
_root.section1.controlbox.DLRO._visible = 1;
}

if (hour ==
_root.section1.schedulebox.doordron.text) {
fscommand("DININGROOMDOORON");
```

```

_root.log.setScrollPosition(_root.log.getLength());

_root.section1.IDOND._visible = 1;
_root.section1.IDOD._visible = 0;
_root.section1.DOND._visible = 1;
_root.section1.DOD._visible = 0;
_root.section1.controlbox.DDON._visible = 1;
_root.section1.controlbox.DDO._visible = 0;
}

if (hour ==
_root.section1.schedulebox.doordroff.text) {
    fscommand("DININGROOMDOOROFF");

_root.log.setScrollPosition(_root.log.getLength());

_root.section1.IDOND._visible = 0;
_root.section1.IDOD._visible = 1;
_root.section1.DOND._visible = 0;
_root.section1.DOD._visible = 1;
_root.section1.controlbox.DDON._visible = 0;
_root.section1.controlbox.DDO._visible = 1;
}

if (hour ==
_root.section1.schedulebox.doorkon.text) {
    fscommand("KITCHENROOMDOORON");
_root.log.setScrollPosition(_root.log.getLength());

_root.section1.IDONK._visible = 1;
_root.section1.IDOK._visible = 0;
_root.section1.DONK._visible = 1;
_root.section1.DOK._visible = 0;
_root.section1.controlbox.DKON._visible = 1;
_root.section1.controlbox.DKO._visible = 0;
}

if (hour ==
_root.section1.schedulebox.doorkoff.text) {
    fscommand("KITCHENROOMDOOROFF");

_root.log.setScrollPosition(_root.log.getLength());

_root.section1.IDONK._visible = 0;
_root.section1.IDOK._visible = 1;
_root.section1.DONK._visible = 0;
_root.section1.DOK._visible = 1;
_root.section1.controlbox.DKON._visible = 0;
_root.section1.controlbox.DKO._visible = 1;
}

if (hour ==
_root.section1.schedulebox.lightfyon.text) {
    fscommand("FRONTYARDLAMPON");

_root.log.setScrollPosition(_root.log.getLength());

_root.section1.I1LONFY._visible = 1;
_root.section1.I1LOFY._visible = 0;
_root.section1.I2LONFY._visible = 1;
_root.section1.I2LOFY._visible = 0;
_root.section1.LONFY._visible = 1;
_root.section1.LOFY._visible = 0;

_root.section1.controlbox.LFYON._visible = 1;
_root.section1.controlbox.LFYO._visible = 0;
}

if (hour ==
_root.section1.schedulebox.lightfyoff.text) {
    fscommand("FRONTYARDLAMPPOFF");

_root.log.setScrollPosition(_root.log.getLength());

_root.section1.I1LONFY._visible = 0;
_root.section1.I1LOFY._visible = 1;
_root.section1.I2LONFY._visible = 0;
_root.section1.I2LOFY._visible = 1;
_root.section1.LONFY._visible = 0;
_root.section1.LOFY._visible = 1;
_root.section1.controlbox.LFYON._visible = 0;
_root.section1.controlbox.LFYO._visible = 1;
}

if (hour ==
_root.section1.schedulebox.lightfon.text) {
    fscommand("FOYERLAMPON");

_root.log.setScrollPosition(_root.log.getLength());

_root.section1.I1LONF._visible = 1;
_root.section1.I1LOF._visible = 0;
_root.section1.I2LONF._visible = 1;
_root.section1.I2LOF._visible = 0;
_root.section1.LONF._visible = 1;
_root.section1.LOF._visible = 0;
_root.section1.controlbox.LFON._visible = 1;
_root.section1.controlbox.LFO._visible = 0;
}

if (hour ==
_root.section1.schedulebox.lightffoff.text) {
    fscommand("FOYERLAMPPOFF");

_root.log.setScrollPosition(_root.log.getLength());

_root.section1.I1LONF._visible = 0;
_root.section1.I1LOF._visible = 1;
_root.section1.I2LONF._visible = 0;
_root.section1.I2LOF._visible = 1;
_root.section1.LONF._visible = 0;
_root.section1.LOF._visible = 1;
_root.section1.controlbox.LFON._visible = 0;
_root.section1.controlbox.LFO._visible = 1;
}

if (hour ==
_root.section1.schedulebox.lightwcon.text) {
    fscommand("WCLAMPON");

_root.log.setScrollPosition(_root.log.getLength());

_root.section1.I1LONWC._visible = 1;
_root.section1.I1LOWC._visible = 0;
_root.section1.I2LONWC._visible = 1;
_root.section1.I2LOWC._visible = 0;
_root.section1.LONWC._visible = 1;
}

```



```

_root.section1.LOWC._visible = 0;
_root.section1.controlbox.LWCON._visible = 1;
_root.section1.controlbox.LWCO._visible = 0;
}

if (hour ==
_root.section1.schedulebox.lightwcoff.text) {
    fscommand("WCLAMPOFF");

    _root.log.setScrollPosition(_root.log.getLength());

    _root.section1.I1LONWC._visible = 0;
    _root.section1.I1LOWC._visible = 1;
    _root.section1.I2LONWC._visible = 0;
    _root.section1.I2LOWC._visible = 1;
    _root.section1.LONWC._visible = 0;
    _root.section1.LOWC._visible = 1;
    _root.section1.controlbox.LWCON._visible = 0;
    _root.section1.controlbox.LWCO._visible = 1;
}

if (hour ==
_root.section1.schedulebox.lightlron.text) {
    fscommand("LIVINGROOMLAMPON");

    _root.log.setScrollPosition(_root.log.getLength());

    _root.section1.I1LONLR._visible = 1;
    _root.section1.I1LOLR._visible = 0;
    _root.section1.I2LONLR._visible = 1;
    _root.section1.I2LOLR._visible = 0;
    _root.section1.LONLR._visible = 1;
    _root.section1.LOLR._visible = 0;
    _root.section1.controlbox.LLRON._visible = 1;
    _root.section1.controlbox.LLRO._visible = 0;
}

if (hour ==
_root.section1.schedulebox.lightlroff.text) {
    fscommand("LIVINGROOMLAMPOFF");

    _root.log.setScrollPosition(_root.log.getLength());

    _root.section1.I1LONLR._visible = 0;
    _root.section1.I1LOLR._visible = 1;
    _root.section1.I2LONLR._visible = 0;
    _root.section1.I2LOLR._visible = 1;
    _root.section1.LONLR._visible = 0;
    _root.section1.LOLR._visible = 1;
    _root.section1.controlbox.LLRON._visible = 0;
    _root.section1.controlbox.LLRO._visible = 1;
}

if (hour ==
_root.section1.schedulebox.lightdron.text) {
    fscommand("DININGLAMPON");

    _root.log.setScrollPosition(_root.log.getLength());

    _root.section1.I1LOND._visible = 1;
    _root.section1.I1LOD._visible = 0;
    _root.section1.I2LOND._visible = 1;

```

```

_root.section1.I2LOD._visible = 0;
_root.section1.LOND._visible = 1;
_root.section1.LOD._visible = 0;
_root.section1.controlbox.LDON._visible = 1;
_root.section1.controlbox.LDO._visible = 0;
}

if (hour ==
_root.section1.schedulebox.lightdroff.text) {
    fscommand("DININGLAMPOFF");

    _root.log.setScrollPosition(_root.log.getLength());

    _root.section1.I1LOND._visible = 0;
    _root.section1.I1LOD._visible = 1;
    _root.section1.I2LOND._visible = 0;
    _root.section1.I2LOD._visible = 1;
    _root.section1.LOND._visible = 0;
    _root.section1.LOD._visible = 1;
    _root.section1.controlbox.LDON._visible = 0;
    _root.section1.controlbox.LDO._visible = 1;
}

if (hour ==
_root.section1.schedulebox.lightkon.text) {
    fscommand("KITCHENLAMPON");

    _root.log.setScrollPosition(_root.log.getLength());

    _root.section1.I1LONK._visible = 1;
    _root.section1.I1LOK._visible = 0;
    _root.section1.I2LONK._visible = 1;
    _root.section1.I2LOK._visible = 0;
    _root.section1.LONK._visible = 1;
    _root.section1.LOK._visible = 0;
    _root.section1.controlbox.LKON._visible = 1;
    _root.section1.controlbox.LKO._visible = 0;
}

if (hour ==
_root.section1.schedulebox.lightkoff.text) {
    fscommand("KITCHENLAMPOFF");

    _root.log.setScrollPosition(_root.log.getLength());

    _root.section1.I1LONK._visible = 0;
    _root.section1.I1LOK._visible = 1;
    _root.section1.I2LONK._visible = 0;
    _root.section1.I2LOK._visible = 1;
    _root.section1.LONK._visible = 0;
    _root.section1.LOK._visible = 1;
    _root.section1.controlbox.LKON._visible = 0;
    _root.section1.controlbox.LKO._visible = 1;
}

```

Actionscript untuk command shutdown:

```

on (release) {
    fscommand("shutdown");
}

```

Program Visual Basic

Private Sub

ShockwaveFlash1_Fscommand(ByVal compare As String, ByVal addition As String)

If compare = "checkconnection" Then

MSComm1.PortOpen = True

MSComm1.Output = "R"

MSComm1.PortOpen = False

End If

If compare = "lockalldoors" Then

MSComm1.PortOpen = True

MSComm1.Output = "T"

MSComm1.PortOpen = False

End If

If compare = "unlockalldoors" Then

MSComm1.PortOpen = True

MSComm1.Output = "S"

MSComm1.PortOpen = False

End If

If compare = "resetsystem" Then

MSComm1.PortOpen = True

MSComm1.Output = "Q"

MSComm1.PortOpen = False

End If

If compare = "shutdown" Then

MSComm1.PortOpen = True

MSComm1.Output = "U"

MSComm1.PortOpen = False

End

End If

' menu button -----

If compare = "FRONTYARDDOORON" Then

MSComm1.PortOpen = True

MSComm1.Output = "!" ' 21H

MSComm1.PortOpen = False

End If

If compare = "FRONTYARDDOOROFF" Then

MSComm1.PortOpen = True

MSComm1.Output = ")" ' 29H

MSComm1.PortOpen = False

End If

If compare = "FRONTYARDLAMPON" Then

MSComm1.PortOpen = True

MSComm1.Output = "~" ' 7EH

MSComm1.PortOpen = False

End If

If compare = "FRONTYARDLAMPOFF" Then

MSComm1.PortOpen = True

MSComm1.Output = "*" ' 2AH

MSComm1.PortOpen = False

End If

'-----

If compare = "FOYERDOORON" Then

MSComm1.PortOpen = True

MSComm1.Output = "#" ' 23H

MSComm1.PortOpen = False

End If

If compare = "FOYERDOOROFF" Then

MSComm1.PortOpen = True

MSComm1.Output = "+" ' 2BH

MSComm1.PortOpen = False

End If

If compare = "FOYERLAMPON" Then

MSComm1.PortOpen = True

MSComm1.Output = "\$" ' 24H

MSComm1.PortOpen = False

End If

If compare = "FOYERLAMPOFF" Then

MSComm1.PortOpen = True

MSComm1.Output = "," ' 2CH

MSComm1.PortOpen = False

End If

'-----

If compare = "RESTROOMDOORON" Then

MSComm1.PortOpen = True

MSComm1.Output = "%" ' 25H

MSComm1.PortOpen = False

End If

If compare = "RESTROOMDOOROFF" Then

MSComm1.PortOpen = True

MSComm1.Output = "-" ' 2DH

MSComm1.PortOpen = False

End If

If compare = "WCLAMPON" Then

MSComm1.PortOpen = True

MSComm1.Output = "&" ' 26H

MSComm1.PortOpen = False

End If

If compare = "WCLAMPOFF" Then

MSComm1.PortOpen = True

MSComm1.Output = "." ' 2EH

MSComm1.PortOpen = False

End If

'-----

If compare = "LIVINGROOMDOORON" Then

MSComm1.PortOpen = True

MSComm1.Output = "" ' 27H

MSComm1.PortOpen = False

End If

If compare = "LIVINGROOMDOOROFF" Then

MSComm1.PortOpen = True

MSComm1.Output = "/" ' 2FH

MSComm1.PortOpen = False

End If

If compare = "LIVINGROOMLAMPON" Then

MSComm1.PortOpen = True

MSComm1.Output = "(" ' 28H

MSComm1.PortOpen = False

End If

If compare = "LIVINGROOMLAMPOFF" Then

MSComm1.PortOpen = True

```
MSComm1.Output = "0" ' 30H
MSComm1.PortOpen = False
End If
```

'-----

```
If compare = "DININGROOMDOORON" Then
MSComm1.PortOpen = True
MSComm1.Output = "1" ' 31H
MSComm1.PortOpen = False
End If
```

```
If compare = "DININGROOMDOOROFF" Then
MSComm1.PortOpen = True
MSComm1.Output = "9" ' 39H
MSComm1.PortOpen = False
End If
```

```
If compare = "DININGLAMPON" Then
MSComm1.PortOpen = True
MSComm1.Output = "2" ' 32H
MSComm1.PortOpen = False
End If
```

```
If compare = "DININGLAMPPOFF" Then
MSComm1.PortOpen = True
MSComm1.Output = ":" ' 3AH
MSComm1.PortOpen = False
End If
```

'-----

```
If compare = "KITCHENROOMDOORON" Then
MSComm1.PortOpen = True
MSComm1.Output = "3" ' 33H
MSComm1.PortOpen = False
End If
```

```
If compare = "KITCHENROOMDOOROFF" Then
MSComm1.PortOpen = True
MSComm1.Output = ";" ' 3BH
MSComm1.PortOpen = False
End If
```

```
If compare = "KITCHENLAMPON" Then
MSComm1.PortOpen = True
MSComm1.Output = "4" ' 34H
MSComm1.PortOpen = False
End If
```

```
If compare = "KITCHENLAMPPOFF" Then
MSComm1.PortOpen = True
MSComm1.Output = "<" ' 3CH
MSComm1.PortOpen = False
End If
```

'-----

```
If compare = "MIDHALLDOORON" Then
MSComm1.PortOpen = True
MSComm1.Output = "5" ' 35H
MSComm1.PortOpen = False
End If
```

```
If compare = "MIDHALLDOOROFF" Then
MSComm1.PortOpen = True
MSComm1.Output = "=" ' 3DH
MSComm1.PortOpen = False
End If
```

```
If compare = "MIDHALLLAMPON" Then
```

```
MSComm1.PortOpen = True
MSComm1.Output = "6" ' 36H
MSComm1.PortOpen = False
End If
```

```
If compare = "MIDHALLLAMPPOFF" Then
MSComm1.PortOpen = True
MSComm1.Output = ">" ' 3EH
MSComm1.PortOpen = False
End If
```

'-----

```
If compare = "STAIRDOORON" Then
MSComm1.PortOpen = True
MSComm1.Output = "7" ' 37H
MSComm1.PortOpen = False
End If
```

```
If compare = "STAIRDOOROFF" Then
MSComm1.PortOpen = True
MSComm1.Output = "?" ' 3FH
MSComm1.PortOpen = False
End If
```

```
If compare = "STAIRLAMPON" Then
MSComm1.PortOpen = True
MSComm1.Output = "8" ' 38H
MSComm1.PortOpen = False
End If
```

```
If compare = "STAIRLAMPPOFF" Then
MSComm1.PortOpen = True
MSComm1.Output = "@" ' 40H
MSComm1.PortOpen = False
End If
```

'-----

```
If compare = "PORCHDOORON" Then
MSComm1.PortOpen = True
MSComm1.Output = "A" ' 41H
MSComm1.PortOpen = False
End If
```

```
If compare = "PORCHDOOROFF" Then
MSComm1.PortOpen = True
MSComm1.Output = "I" ' 49H
MSComm1.PortOpen = False
End If
```

```
If compare = "PORCHLAMPON" Then
MSComm1.PortOpen = True
MSComm1.Output = "B" ' 42H
MSComm1.PortOpen = False
End If
```

```
If compare = "PORCHLAMPPOFF" Then
MSComm1.PortOpen = True
MSComm1.Output = "J" ' 4AH
MSComm1.PortOpen = False
End If
```

'-----

```
If compare = "PATIODOORON" Then
MSComm1.PortOpen = True
MSComm1.Output = "C" ' 43H
MSComm1.PortOpen = False
End If
```

```
If compare = "PATIODOOROFF" Then
MSComm1.PortOpen = True
MSComm1.Output = "K" ' 4BH
MSComm1.PortOpen = False
End If
If compare = "PATIOLAMPON" Then
MSComm1.PortOpen = True
MSComm1.Output = "D" ' 44H
MSComm1.PortOpen = False
End If
If compare = "PATIOLAMPOFF" Then
MSComm1.PortOpen = True
MSComm1.Output = "L" ' 4CH
MSComm1.PortOpen = False
End If
```

End Sub

'-----

```
If compare = "WORKROOMDOORON" Then
MSComm1.PortOpen = True
MSComm1.Output = "E" ' 45H
MSComm1.PortOpen = False
End If
If compare = "WORKROOMDOOROFF" Then
MSComm1.PortOpen = True
MSComm1.Output = "M" ' 4DH
MSComm1.PortOpen = False
End If
If compare = "WORKLAMPON" Then
MSComm1.PortOpen = True
MSComm1.Output = "F" ' 46H
MSComm1.PortOpen = False
End If
If compare = "WORKLAMPOFF" Then
MSComm1.PortOpen = True
MSComm1.Output = "N" ' 4EH
MSComm1.PortOpen = False
End If
```

'-----

```
If compare = "GARAGEROOMDOORON" Then
MSComm1.PortOpen = True
MSComm1.Output = "G" ' 47H
MSComm1.PortOpen = False
End If
If compare = "GARAGEROOMDOOROFF" Then
MSComm1.PortOpen = True
MSComm1.Output = "O" ' 4FH
MSComm1.PortOpen = False
End If
If compare = "GARAGELAMPON" Then
MSComm1.PortOpen = True
MSComm1.Output = "H" ' 48H
MSComm1.PortOpen = False
End If
If compare = "GARAGELAMPOFF" Then
MSComm1.PortOpen = True
MSComm1.Output = "P" ' 50H
MSComm1.PortOpen = False
End If
```

'-----

Listing program AT89S52:

\$mod51

ORG 0H
LJMP START

;interrupt penerimaan

ORG 23H
CLR RI
MOV A, SBUF

;port2

port20on: cjne A,#21H,port21on
setb P2.0
port21on: cjne A,#7EH,port22on
setb P2.1
port22on: cjne A,#23H,port23on
setb P2.2
port23on: cjne A,#24H,port24on
setb P2.3
port24on: cjne A,#25H,port25on
setb P2.4
port25on: cjne A,#26H,port26on
setb P2.5
port26on: cjne A,#27H,port27on
setb P2.6
port27on: cjne A,#28H,port20off
setb P2.7

port20off: cjne A,#29H,port21off
clr P2.0
port21off: cjne A,#2AH,port22off
clr P2.1
port22off: cjne A,#2BH,port23off
clr P2.2
port23off: cjne A,#2CH,port24off
clr P2.3
port24off: cjne A,#2DH,port25off
clr P2.4
port25off: cjne A,#2EH,port26off
clr P2.5
port26off: cjne A,#2FH,port27off
clr P2.6
port27off: cjne A,#30H,port10on
clr P2.7

;port 1

port10on: cjne A,#31H,port11on
setb P1.0
port11on: cjne A,#32H,port12on
setb P1.1
port12on: cjne A,#33H,port13on
setb P1.2
port13on: cjne A,#34H,port14on
setb P1.3
port14on: cjne A,#35H,port15on
setb P1.4
port15on: cjne A,#36H,port16on
setb P1.5
port16on: cjne A,#37H,port17on
setb P1.6

port17on: cjne A,#38H,port10off
setb P1.7
port10off: cjne A,#39H,port11off
clr P1.0
port11off: cjne A,#3AH,port12off
clr P1.1
port12off: cjne A,#3BH,port13off
clr P1.2
port13off: cjne A,#3CH,port14off
clr P1.3
port14off: cjne A,#3DH,port15off
clr P1.4
port15off: cjne A,#3EH,port16off
clr P1.5
port16off: cjne A,#3FH,port17off
clr P1.6
port17off: cjne A,#40H,port00on
clr P1.7

;port0

port00on: cjne A,#41H,port01on
setb P0.0
port01on: cjne A,#42H,port02on
setb P0.1
port02on: cjne A,#43H,port03on
setb P0.2
port03on: cjne A,#44H,port04on
setb P0.3
port04on: cjne A,#45H,port05on
setb P0.4
port05on: cjne A,#46H,port06on
setb P0.5
port06on: cjne A,#47H,port07on
setb P0.6
port07on: cjne A,#48H,port00off
setb P0.7
port00off: cjne A,#49H,port01off
clr P0.0
port01off: cjne A,#4AH,port02off
clr P0.1
port02off: cjne A,#4BH,port03off
clr P0.2
port03off: cjne A,#4CH,port04off
clr P0.3
port04off: cjne A,#4DH,port05off
clr P0.4
port05off: cjne A,#4EH,port06off
clr P0.5
port06off: cjne A,#4FH,port07off
clr P0.6
port07off: cjne A,#50H,checkreset
clr P0.7

checkreset: cjne A,#51h,lockall
mov P0,#00h
mov P1,#00h
mov P2,#00h

lockall: cjne A,#53h,unlockall

```

        mov    P0,#0ffh
        mov    P1,#0ffh
        mov    P2,#0ffh

unlockall:  cjne  A,#54h,shutdown
            mov    P0,#00h
            mov    P1,#00h
            mov    P2,#00h

shutdown:   cjne  A,#55h,endport
            mov    P0,#00h
            mov    P1,#00h
            mov    P2,#00h

endport:
        nop
        RETI

START:MOV   SP, #30H
        MOV   SCON, #50H

        MOV   TMOD, #20H
        MOV   TL1, #0FDH
        MOV   TH1, #0FDH
        MOV   PCON, #00H
        SETB  ES
        SETB  EA

        mov   P0,#00H
        mov   P1,#00H
        mov   P2,#00H
        SJMP  $

END

```

LAMPIRAN B

FOTO ALAT



