Sr No	Topics to be Covered	Remarks
D . 4	Harris HMS to Brook allows Code or	
Day 1	Honeywell Vista Burglar Alarm System	
1	Introduction to Burglar Alarm System	
2	Honeywell Models and Comparision for Residential and Commercial Solutions	
3	Introduction to Honeywell ADEMCO VISTA	
4	System Overview	
5	A partitioned System	
6	Zones	
7	Fire Protection	
8	Carbon Monoxide Protection	
9	Alarms	
10	Burglar Protection	
11	Memory of Alarm	
12	Speed Key	
13	Using Schedules	
14	Device Timers	
15	To Access another Partition (GOTO Command)	
Day2	·	
16	About the Key Pads	
17	General, The Alpha Keypad	
18	Functions of the Keypad Entry/Exit Delays	
19	General Information	
20	Security Codes and Authority Levels	
21	Duress Code	
22	Quick Arming	
23	Authority Levels	
24	General Rules of Authority Levels and Changes	
25	TO Exit User Edit Mode	
26	TO Add a User	
27	To Change a user's code	
28	To Delete a User	
29	Accessing other Partitions	
30	TO access another Partitiion	
Day 3	Global Arming	
31	Master Keypad operation	
32	Common Lobby Operations	
33	How user codes affect the common Lobby	

34	Checking for Open Zones
35	Using Ready Key
36	Displaying All Zone Descriptors
37	Bypassing Protection Zones
38	Using Bypass key
Day 4	Quick Bypass
39	Displaying Bypassed Zones
40	Group Bypass
41	Arming Perimeter only
42	Auto Stay Arming
43	Arming Perimeter only
44	Arming All Protection
45	Quick Exit
46	Disarming And Silencing Alarm
47	Using the Keyswitch Arming and Disarming
48	Chime Mode
49	Viewing Alarm Company Messages
50	Panic keys
51	Relay Control
52	Relay Menu Mode
53	Using Schedules
54	Programming Device Timers
55	Using #77 Instant activation Mode
56	Event Log Procedures
57	Testing the System (To be Conducted Weekly)
58	Fire Alarm System
Day 5	Trouble conditions
59	Emergency Evacuation
60	Maintaining Your System
61	Quick Guide to Fire System Function
62	Quick Guide to Burglar System
63	Summary of Audible Notification
64	System Design Considerations in terms of
65	System Sizing
66	Capacity
67	Zone Expander
68	Calculation and BOM
69	Summary