

Transution Table

	Away Button	Stay Button	Cancel Button	Zones Ready	Zone Unready	Movement	Password	Timer Runs Out	Timer Ticks
<b>Ready</b>	Arming (Away)	Arming (Stay)	~	~	Unarmed	~	~	~	~
<b>Arming (Away)</b>	~	~	~	~	Unarmed	~	~	Armed (Away)	~
<b>Arming (Stay)</b>	~	~	~	~	Unarmed	~	~	Armed (Stay)	~
<b>Armed (Away)</b>	~	~	Disarm (Away)	~	Warning	Warning	~	~	~
<b>Armed (Stay)</b>	~	~	Disarm (Stay)	~	Breached	~	~	~	~
<b>Disarm (Away)</b>	~	~	~	~	~	~	Unarmed	Armed (Away)	~
<b>Disarm (Stay)</b>	~	~	~	~	~	~	Unarmed	Armed (Stay)	~
<b>Warning</b>	~	~	~	~	~	~	Unarmed	Breached	~
<b>Breached</b>	~	~	~	~	~	~	Unarmed	~	~
<b>Unarmed</b>	~	~	~	Ready	~	~	~	~	~