System parameters:

var System\_language = 'English'; // English, Spanish

var In\_theme = 'default'; //default, wood, metal

var In\_ornament = 'default'; //default, xmas, easter

var Out\_theme = 'default'; //default, wood, metal

var Out\_ornament = 'default'; //default, xmas, easter

var Date\_format = 1; //1 or 2

var Time\_format = 1; //1 or 2

var Units\_format = 'imperial'; //imperial, metric

var Current\_user = null;

Users (assume user 1 and 2):

var User1 = {

name : ‘Adam’,

language : 'English',

in\_theme : 'wood',

out\_theme : 'wood',

in\_ornament : 'default',

out\_ornament : 'default',

date\_format : 1,

time\_format : 1,

units\_format : 'Imperial'

};

Functions:

canvas.on('object:selected', function(e) //Any image (ex. Icon)

function ShowDateTime()

function ShowHome()

function HideHome()

function UnlockDoorIn()

function LockDoorIn()

function UnlockDeadbolt()

function LockDeadbolt()

Function triggered by Radio buttons (to implement)

function User1FromInside()

function User2FromInside()

function MultiUsersFromInside()

function NewUserFromInside()

function NoUserFromInside() //No signal

function TallHeight()

function MediumHeight()

function ShortHeight()

function User1FromOutside()

function NewUserFromOutside()

function NoUserFromOutside()

function FaceRecognized()

function FingerRecognized()

function FailedVerification()