Verbs for Blocking :

block unit: Block a unit from being activated

 block unit   string   -- Unit name

example :   block unit "Outside Siren"

This verb allows a script to prevent any other script from issuing a command to either
a single unit/address, or a group of units.   Thus, scripts can be written for sensors which
always turn on lights or sound alarms regardless of other conditions.   You then write scripts which block or unblock units or groups according to time of day, daylight, password entry, etc.

Please note that there is an option in the unit setup dialog which allows you to make any unit to be 'Receive only'.   This a semi-permanent way of preventing any script from changing some unit.   The 'block unit' and 'unblock unit' verbs provide a way of dynamically guarding a unit or group of units.

Note that the 'force ..' verbs are specifically provided to override the blocking function.

unblock unit: Remove block from a unit

 unblock unit   string   -- Unit name

example :   unblock unit "Outside Siren"

This verb provides the reverse of the 'block unit' command.   It can be used to unblock a unit or group.

remove all blocks: Remove blocks from all database units

 remove all blocks -- no arguments

This verb will unconditionally remove all blocks on all database units.
It is included for failsafe and logical completeness of the verb set.