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**SIMPLIFY
ACCESS &
CONTROL**
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Intelli-Site 4.1

Security Management Software User's Guide

*Including the Installation Guide
and Quick Start Guide*

Intelli-Site 4.1 User's Guide

Intelli-Site 4.1

Security Management Software

User's Guide

Including
Installation and Quick Start Guides

For Windows 8.1 Pro and Enterprise,
Windows 10 Pro and Enterprise,
Server 2012 R2, and
Server 2016

Intelli-Site 4.1 User's Guide

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When calling, please be at the computer prepared to provide the following information:


- Product version number, found by selecting the  **About** button from the Intelli-Site Application Menu.
- The type of computer being used including, operating system, processor type, speed, amount of memory, type of display, etc.
- Exact wording of any messages that appear on the screen.
- What was occurring when the problem was detected?
- What steps have been taken to reproduce the problem?
- It is highly recommended that the user generate a support package for transmission to Intelli-Site technical support staff. To generate the package, run the Intelli-Site Configuration Utility. *Create Support Package...* is the last option in the **Tools** menu.





Table of Contents

Copyright	3
Trademarks	3
EULA	4
Technical Support Assistance	9
Table of Contents	10
Introduction	20
Key Features	21
Optional Features.....	23
System Requirements.....	25
Display Settings.....	25
Symbols and Conventions	25
Notes, Tips, and Cautions	25
Fonts	26
Display Buttons	26
Software Controls	26
Using the Mouse	26
Data Fields.....	27
Drop-down lists	27
Checkboxes	27
Simple List.....	27
Installation Guide	29
Software Components	29








Intelli-Site 4.1 User's Guide

Operating System Prerequisites	29
Internet Information Services (IIS) Components	30
Microsoft .NET Framework 4.5.2	36
Installing Intelli-Site Software	36
Intelli-Site Installer	36
Intelli-Site Setup Module	43
Project Creation and Web Service Installation.....	45
Licensing Intelli-Site	49
Generate a License Request File	49
Load the License File	51
Quick Start Guide	53
The Intelli-Site Services	53
The Desktop Client.....	54
Project Programming	54
Logon.....	56
Setup Backup.....	57
Hardware Management.....	58
Access Management.....	70
Download the Project Programming	85
Intelli-Site Software Components.....	89
The Intelli-Site Engine.....	89
The Intelli-Site Driver Service	89
The Intelli-Site Database	90





Intelli-Site 4.1 User's Guide

The Intelli-Site Web Service.....	90
The Intelli-Site Client	90
The Desktop Client.....	91
The Web Client.....	93
The Intelli-Site Client Manager Service.....	94
The Configuration Utility	95
The Menu Bar.....	96
File.....	96
Folders.....	96
Tools.....	96
The Setup Group.....	97
Create or Setup Project	97
Setup Services	101
The Service Control Group	105
The Import and Export Group.....	106
The Application Menu	108
The Views.....	110
 Accutech View.....	110
Enabling  Accutech View.....	110
Using  Accutech View	111
Toolbar.....	113
 Access Management View	120
Personnel & Cards Tab	120

Intelli-Site 4.1 User's Guide

Holidays & Time Zones Tab	133
Access Sets Tab.....	138
 Activity View	142
 Design View	144
Toolbar.....	145
Screen Objects	149
Automatically Created Screen Objects	196
Preview of Images and Sounds.....	258
 Documentation View	259
 Hardware Management View	260
Site and Area Filters.....	262
The Add Driver Button and Adding Panels	263
Operations Area	266
 Live View.....	271
 Reports View.....	272
Reports Tree	273
Report Toolbar	285
 RFID Management View	287
Tags Tab	287
Distribution Lists & System Time Periods Tab	297
Tag Groups & Zones Tab	298
Information Manager.....	302

Intelli-Site 4.1 User's Guide

 Scheduled Events View.....	306
Event Type Manager	307
Scheduled Events Table.....	312
 Video View.....	314
Enabling  Video View	315
Using  Video View.....	317
The Information Manager.....	319
Queue Control	319
Queue Control Buttons	321
Acknowledge/Clear Dialog.....	321
Shunt/Force Queue Control	322
Information Manager Layouts	322
Information Manager Layout Properties	323
User Properties: Information Manager Options Group	323
The Project Node Tree.....	325
I/O Points and Their Functionality	326
Properties, Data Types, and Structures.....	326
Data Field Context Menus	327
Numeric Field	329
Text Field	329
Text List Field.....	329
Drag and Drop Field	329
Drag and Drop List Field	330

Intelli-Site 4.1 User's Guide

Checkbox.....	330
Drop-down list.....	330
Action Grid.....	331
Evaluation Grid.....	331
Edit Simple List	335
The Properties Dialog	335
The Main Tab	336
Operation Tab	337
Alarm Queue Tab.....	343
Actions Tab.....	345
The Project Node Tree Context Menu.....	348
Delete	348
Replace All...	349
Find.....	351
Create Popup Tree View.....	355
Export to DB	356
Export.....	356
Import...	356
Add Node.....	358
Add Node and Edit	358
Add Multiple.....	358
Rename From File...	360
Alarm Queue Settings	360

Intelli-Site 4.1 User's Guide

Replicate	361
Reprogram...	364
Properties	366
Copy a Node in the Project Node Tree.....	366
Move a Node in the Project Node Tree	367
Setup	368
Setup Properties Dialog	368
Computer Setup	373
Databases	386
Distribution Lists.....	389
Documentation	391
Event Formatters	393
Images.....	401
Messages.....	403
Popup Queues	404
Priorities.....	407
Reports	410
Sounds.....	412
User Programs	414
User Setup.....	415
Constructs	9
Action Groups	9
Alarm Zones	9

Intelli-Site 4.1 User's Guide

APB Zones	23
Call Stations	26
Custom Scripts	32
Doors.....	37
Guard Tours.....	48
Interlock Groups.....	51
Scheduled Events	55
System Schedules	57
System Time Periods.....	60
System Layout	64
Site.....	64
Area.....	65
Add Panel dialog.....	67
System Tools	67
Cardholder Control.....	79
Access Groups.....	80
Badges	80
Card Data Screens.....	82
Cardholder Groups.....	84
Time Zones.....	85
Holiday Groups.....	85
Screen Control.....	86
Popup Screens	86

Intelli-Site 4.1 User's Guide

Screen Lists	89
Screens	91
Shared Screen Objects	94
Hover Texts	96
RFID Control	107
Tag Groups	107
Tag Data Screens	107
RFID Zones.....	109
Appendix I – Glossary	110
Appendix II - Actions	116
Alarm Zone	117
Call Station	117
Computer.....	118
Conditional.....	119
Database	120
Door Control.....	122
Event	123
General	124
Group Control.....	124
I/O Control.....	125
Panel.....	126
Reports.....	128
Screen Control.....	128

Intelli-Site 4.1 User's Guide

Training 129

Video..... 130

Table of Figures 131

Revision History 152

Intelli-Site 4.1 User's Guide

Introduction

The Intelli-Site software is a scalable, PC-based, system designed to integrate, control, and manage electronic security components and subsystems. Intelli-Site integrates electronic security products and subsystems from multiple manufacturers into a single functionally enhanced, centrally controlled security system.

Intelli-Site allows for integration of the following types of subsystems:

- Access control systems and field panels
- Closed circuit television matrix switchers
- Digital video multiplexers
- IP DVRs with action controls
- Fire alarm systems and panels
- Proximity Sensors
- Intercom systems (microprocessor based)
- Radio paging systems
- Burglar alarm digital receivers
- Programmable logic controllers (PLCs)

Intelli-Site incorporates a user-defined point and click windows graphical user interface (GUI) that can be configured to meet the unique needs and skill level of each user. In addition, Intelli-Site has a web browser interface that can be enabled or disabled.

Intelli-Site utilizes a Tree window display that supports full graphical drag-and-drop configuration and setup. The system administrator, via password-controlled user profiles, assigns system features.

The Intelli-Site GUI allows the user to add site, building and floor plan map graphics or control diagram graphics to support alarm annunciation, device control and device monitoring that is uniquely suited to the user's requirements. Intelli-Site supports Screen Objects (smart Icons) that graphically show the status of each device utilizing an infinite number of states. These user-defined Screen Objects allow the operator to control and monitor devices using a mouse or optional touch screen.

Many common functions of the Intelli-Site GUI have been combined into Views that greatly simplify programming, maintenance, and daily use.



Intelli-Site 4.1 User's Guide

Key Features

Integration support for existing and future equipment – Intelli-Site is a true “open architecture” software package that can incorporate previously installed and future electronic security equipment from different manufacturers into a single, fully integrated, multi-user security management system.

Two Client Interfaces – The Intelli-Site system has two client interfaces. There is the traditional desktop client and a web interface. The Intelli-Site Web Service allows the User to access the Intelli-Site system via standard web browsers on computers and handheld devices.

Multiple Client Platforms – The Intelli-Site Web Service allows the User to access the Intelli-Site system via standard web browsers on computers and handheld devices such as tablets and smart phones.

Views – Formerly known as Modes, the Views combine common functionality into simple, graphical, intuitive interfaces. There are Views for Access Management, Hardware Management, Reports, Documentation, Scheduled Events, Activity, Video as well as the  **Design View** and  **Live View** from previous versions of Intelli-Site. There is also a view to manage and monitor Accutech systems.

User-defined functionality – Intelli-Site allows the user to pre-define the actions to be executed upon the occurrence of each system event. Previously defined actions can be changed at any time - as often as necessary - using “point and click” menus and selections. Multiple events are processed simultaneously in a multi-tasking, multi-threaded environment.

User-defined alarm and event processing – Intelli-Site allows the user to customize messages, priorities, colors, audio sounds (.wav files), video events, functionality, and Screen Objects associated with alarm and event conditions.

Intelli-Site 4.1 User's Guide

User-defined graphical user interface (GUI) – Intelli-Site provides a user-defined GUI that can be designed and configured to meet the unique needs and skill level of each user. The GUI is comprised of standard windows tool bars, Node Trees, Dialog Boxes, and graphic images. User defined graphic images are designed and produced utilizing industry-standard graphics software packages that support a broad-range of image formats.

Text-to-Speech (TTS) – Intelli-Site's TTS software feature allows activation of a computer-synthesized voice that speaks to the user. It can announce cardholder names, system events and actions, as well as provide command verification and special instructions. The user hears the name and the action taken by cardholders, as well as confirmation of the user's actions, and system instructions. In order to utilize the TTS software module, a Windows Server Class- or Windows XP Professional-compatible sound card and speakers are required

User controlled access – Intelli-Site uses its own user database to restrict and manage access to modules and functions (internal passwords) or can make use of Windows Users and User Groups security services. All access to the Intelli-Site system is controlled by password as defined by the system administrator.

Operating System – Intelli-Site runs under the Microsoft Windows Server Class and several versions of Windows. See [Minimum System Requirements](#) for a complete list. Following good security practice, we recommend you keep current with ongoing Microsoft released OS security updates. Such updates should not interfere with Intelli-Site operations.

Database – Intelli-Site utilizes PostgreSQL.

Reports – Intelli-Site includes a built-in report generator to provide quick, pre-defined reports that include data specific to system operations.

Multi-Lingual User Interface – Not Yet Implemented Intelli-Site employs a built-in language string translation table to provide the end user with the ability to translate the operator interface pages into a virtually unlimited number of languages. The language presented to an operator will be automatically selected based upon the operator's Windows logon credentials and localization settings.

Intelli-Site 4.1 User's Guide

Network – Intelli-Site uses TCP/IP to provide an integrated, networked system. Intelli-Site integrates into existing networks, reducing overall installation and maintenance costs. The Intelli-Site Administrator can add new Workstations to enhance overall system control and monitoring.

Optional Features

Access Management (AM) – The AM feature allows the system to support card access control operations. The Card Management System module allows the user to add, modify, and delete cardholder data, time zones, access levels and access groups utilizing a user-defined point-and-click GUI. Intelli-Site allows the system administrator to add and delete database fields and graphically design individual on-screen data entry forms to meet the unique needs of each facility.

Video Badging (VB) – The VB feature allows the user to capture and store a digital picture image, graphically create and produce multiple badge designs to meet user-specific requirements as well as print photo ID badges for use with card access operations.

Live Video (LV) – The LV feature allows a user to program a live video picture from a camera to automatically display upon detection of a user-defined event within the Intelli-Site system, such as an alarm condition or card access event.

Video Recording (VR) – **Not Yet Implemented** The VR feature allows Intelli-Site to record video from a camera on demand or in response to an alarm. Both post-alarm & pre-alarm video recording are available.

Engine Redundancy (ER) – The ER feature allows multiple Intelli-Site Engines to be configured as a hot-standby Engines to an existing Intelli-Site Engine to minimize downtime due to any computer/network failure (e.g. hard drive failure on the primary computer). The secondary Engines will wait offline ready to replace the primary Engine in the case of a failover event, whether planned (e.g. Engine maintenance) or not. These redundant Engines must of course reside on a separate host computer.

SQL Server Database (SQL) –The SQL feature allows an MS-SQL Server to be used for Intelli-Site's database.

Intelli-Site 4.1 User's Guide


Oracle Database (ORL) – Not Yet Implemented The ORL feature allows an Oracle database to be used for Intelli-Site's card holder database.

Door Construct (DC) – The DC feature allows a central configuration point for doors. From here, you can drag and drop panel I/O Points into a door to simplify programming. Included in this feature is the ability to build Interlock Groups. Doors are configured to be members of an interlock group so that access attempts to doors within the interlock group will be denied should any door belonging to the interlock group be open.

Alarm Zone (AZ) - The AZ feature allows a central configuration point for alarm zones. From here, you can drag and drop panel I/O Points into an alarm zone to simplify programming. Included in this feature is the ability to build multiple-sensor alarm zones that have the capability of combining different types of sensor signals and determining alarm response to direction, multiplicity of sensor alarms, types, etc. The Alarm Zone Construct also allows for assignment of video assessment systems (cameras) on a zone-by-zone basis.

Anti-Passback (AP) – The AP feature provides a means to strengthen access control. By defining Anti-Passback zones & doors, access to other zones is restricted by both access permissions and cardholder presence. Depending on the Anti-Passback zone setting (hard or soft), you can deny access or just log violations. Mustering is included with this feature. This feature requires the Door Construct.

Multi-Queue (MQ) – The MQ feature provides a means to send alarms to a user created Queue. As such, the master alarm queue of the Information Manager can be hidden, but certain alarms and I/O Point states can still be seen and managed. These queues can be configured to popup automatically whenever there is a new alarm or I/O Point state change.

Database (DB) – Not Yet Implemented The DB feature provides additional database functionality beyond that which is included by default. With this feature, you can add database tables and create screens to manage those tables in  **Live View**.

Intelli-Site 4.1 User's Guide

System Requirements

Operating System:	Windows 10 (Pro or Enterprise), Windows Server 2012 R2 Windows Server 2016
CPU (Processor):	Minimum: Intel I3 2.0 GHz Recommended: Intel I7 Quad Core 2.8 GHz
RAM (Memory):	Minimum: 8GB DDR2 800 MHz Recommended: 16GB DDR4 SDRAM
HDD (Disk Space):	Minimum: 200GB Recommended: 1TB
VGA (Video):	Minimum: 128MB VRAM @ 1024x768, (32-bit color) Recommended: 4GB VRAM DDR3 @ 700MHz
Display:	17" VGA (Touch screen optional)
Input Devices:	Mouse, keyboard, and 8X DVD-ROM drive
Network & Protocols:	10/100/1000 network adapter with Windows TCP/IP

Required with Video Integration

CPU (Processor):	Intel I7 Quad Core 2.8 GHz
RAM (Memory):	Minimum: 16GB DDR4 SDRAM Recommended: 32 GB DDR4 SDRAM
VGA (Video):	Minimum: 1GB VRAM DDR3 @ 700MHz Recommended: 4GB VRAM DDR3 @ 700MHz

A Windows compatible sound device or card is recommended on the Client systems so that alerts and other sounds may be heard.

Display Settings

The minimum supported display setting is 1024x768 with small icons in the taskbar. All Views and screens have been designed for this display setting with a mind to be compatible with most handheld devices.

Symbols and Conventions

Notes, Tips, and Cautions

Special comments, or areas that demand extra-close attention, are flagged throughout this manual with separating lines and a boldface keyword, as shown below.


Intelli-Site 4.1 User's Guide

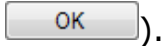
Note: *When scanning a set of instructions, pay attention to information separated by lines, as shown here. It may save some time or help avoid common mistakes.*

Fonts

Words or phrases that appear as display buttons, keyboard keys, or Nodes appear in **bold**. Words or phrases that appear in drop-down or context menus appear in *italics*.

Display Buttons

In general, when the manual refers to a graphic screen button, the button name and its graphic will be displayed. For example: the  **Design View** button located in the Application Menu. The text buttons will be displayed as they appear in the software (e.g.



Software Controls

Some of the procedures contained in this manual specifically mention using the mouse or keyboard to perform actions. As Intelli-Site systems can be configured to use touch-screen monitors in addition to a mouse and keyboard, when this manual refers to "click" or "select", substitute the action "touch."

Using the Mouse

When a mouse is connected to the computer, it will operate the software with minimal use of the keyboard. This manual assumes that a standard two-button mouse will be used for all actions required by the Intelli-Site software. In many cases, there are keyboard shortcut keys that allow the operation of the software without using the mouse.

Intelli-Site 4.1 User's Guide

Data Fields

Intelli-Site Properties dialogs display data fields that permit the addition or modification of data. There are two ways data can be added or modified. Some fields are editable allowing the user to type in them, and others are the targets of drag-and-drop. The drag-and-drop fields are orange. Clicking in a drag-and-drop field may also open a **Select Tree Item** dialog with the possible choices for the target field. The editable data fields display white when enabled, allowing the user to type in the field.

Drop-down lists

Drop-down lists are used with some data fields. The menus are enabled by clicking on a small down arrow at the far right of the field. Click the down arrow to display the menu selections. Click the desired menu selection to display it in the data field.

Checkboxes

Checkboxes are commonly used on Properties dialogs. They identify when a specific item has been turned on or off, enabled or disabled. Several checkboxes can be selected at one time. Click on the checkbox to select or deselect it.

Simple List

A Simple List is a data control to allow the user to define a list. There are two kinds of list boxes: a Drop List and an Edit List.

A Drop List is orange and allows the user to drop Tree nodes onto the control to add it to the list. Clicking on the control will also open a **Select Tree Item** dialog.

The Edit Simple List control allows the user to enter items that are not Tree nodes. It contains the list, and the controls to add, edit and delete items of the list.

Intelli-Site 4.1 User's Guide

List:

To add an item, click . The edit field will become enabled for the user to enter text. The button becomes . When the text is entered, click and the item is added to the list.

List:

To edit an item in the list, click on it. The edit field is populated with the list item. When the value is modified the button becomes .

Installation Guide

Installing Intelli-Site is a simple process but one that requires planning. Because the software is an object-oriented collection of linked software components it is important to understand what each component is before installing. Once you understand the components and have planned where to install each, then installation can begin.

Software Components

Intelli-Site is an object-oriented collection of linked software components that communicate using an industry standard, socket interface.

Intelli-Site has five main software components:

- [Intelli-Site Engine](#)
- [Intelli-Site Driver Service](#)
- [Intelli-Site Database](#)
- [Intelli-Site Web Service](#)
- [Intelli-Site Client](#)
- [Intelli-Site Client Manager Service](#) (optional)

The socket interface allows each software component to reside on the same computer or on several different computers. This gives Intelli-Site extensibility and flexibility.

Operating System Prerequisites

There are a couple prerequisites to installing the Intelli-Site software.

- Internet Information Services (IIS) Components (if the Web Service is to be installed)
- Microsoft .NET Framework 4.5.2 (4.6.x for Windows 10)

Note: For Windows 7 and Windows Server 2008 R2, it is best to enable the IIS components before installing .NET Framework 4.5.2. If .NET Framework was installed first, ASP.Net for that .NET version will have to be registered for IIS manually.

Intelli-Site 4.1 User's Guide

Internet Information Services (IIS) Components

If the Web Service is going to be installed, the required Internet Information Services (IIS) components must be enabled before Intelli-Site is installed. The following sections are broken out by Windows version.

If .NET Framework 4.5.2 was installed before the components were enabled, Microsoft provides a program to run that will register ASP.NET for IIS.

Windows Server 2008 R2 and Later

To manage the IIS components, use the **Server Manager**. In Windows Server 2008 R2 use the "Add Role Services" function for the Web Server (IIS) role. In Windows Server 2012 R2, use "Add Roles and Features" under the "Manage" menu option. The examples, steps, and images provided are written for Windows Server 2008 R2. But the list of components is the same for each with a few additions noted for 2012 R2.

Run the **Server Manager**. One of the easiest ways to do so is to click the Start button on the task bar, type "Server Manager" in the field, and press the Enter key or click on the "Server Manager" icon.

Intelli-Site 4.1 User's Guide

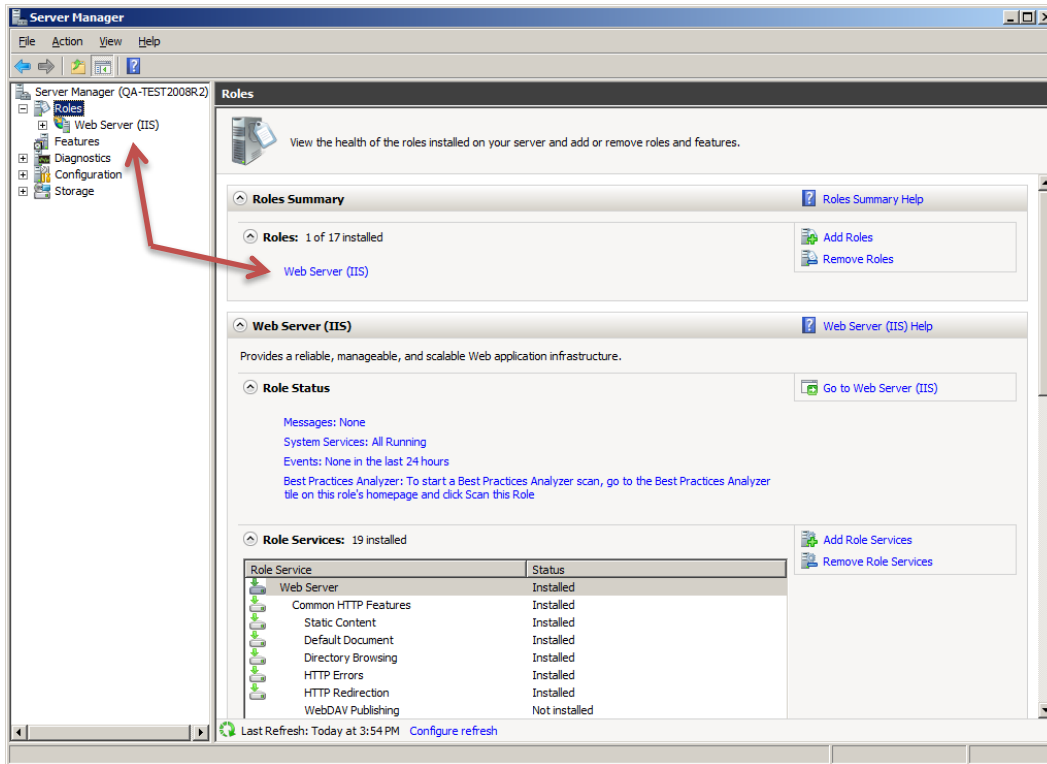


Figure 1 - Windows Server 2008 R2 Server Manager Roles

In the **Server Manager**, select the **Roles** node. Verify that Web Server (IIS) is one of the roles installed. It will be listed under the **Roles Summary** and listed under the **Roles** node once it is expanded. If it isn't, then add it.

Note: Roles and features are added in one dialog in Windows Server 2012 R2. Locate the Manage menu at the top of the window and choose the "Add Roles and Features" option.

Once the Web Server (IIS) role is added, you can then add the Role Services either by clicking on "Add Roll Services" under the Web Server (IIS) summary or by right-clicking on the **Web Server (IIS)** node and selecting "Add Roll Services".

Intelli-Site 4.1 User's Guide

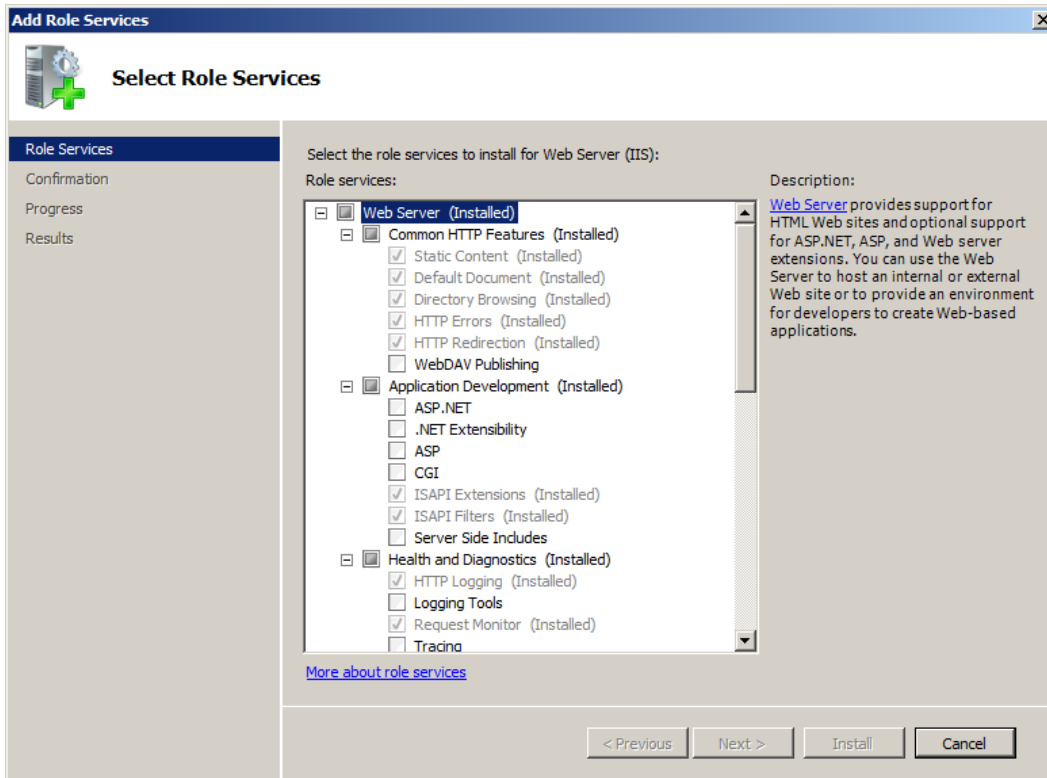


Figure 2 – Windows Server 2008 R2 Server Manager Add Role Services

The following are the role services (features on 2012 R2) that must be enabled for the Web Service to function properly. If even one of them is missing, the Web Service will not work as expected if at all.

Note: If other role services are currently enabled, DO NOT disable them. Other software on your system may need them.

- ✓ Web Server
 - ✓ Common HTTP Features
 - ✓ Static Content
 - ✓ Default Document
 - ✓ Directory Browsing
 - ✓ HTTP Errors
 - ✓ HTTP Redirection
 - ✓ Application Development
 - ✓ .NET Extensibility 4.0 or 4.5 (8.1 and 2012 R2)
 - ✓ ASP.Net 4.0 or 4.5 (8.1 and 2012 R2)
 - ✓ ISAPI Extensions
 - ✓ ISAPI Filters
 - ✓ Application Initialization (8.1 and 2012 R2)
 - ✓ Web Socket Protocol (8.1 and 2012 R2)

Intelli-Site 4.1 User's Guide

- ✓ Health and Diagnostics
 - ✓ HTTP Logging
- ✓ Security
 - ✓ Request Filtering
- ✓ Performance
 - ✓ Static Content Compression
 - ✓ Dynamic Content Compression
- ✓ Management Tools
 - ✓ IIS Management Console
 - ✓ IIS Management Scripts and Tools

Windows 7 and Other Desktop Versions

Since Windows 7 is not a Server, the IIS features must be managed through the **Programs and Features** control panel. Since the IIS features are Windows features, use "Turn Windows features on or off" which is found in the ribbon on the left-hand side of the dialog.

Note: Desktop versions of IIS have a limit of 10 concurrent connections.

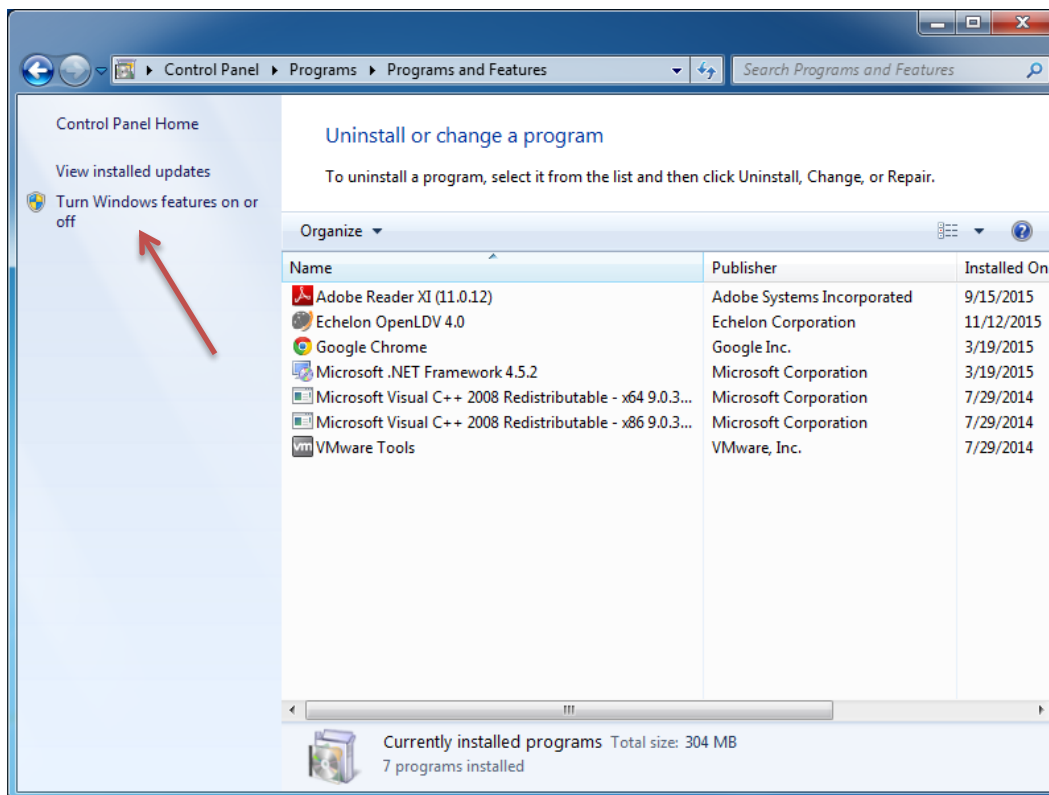


Figure 3 - Windows 7 Programs and Features Control Panel

Intelli-Site 4.1 User's Guide

The following are the features that must be enabled for the Web Service to function properly. If even one of them is missing, the Web Service will not work as expected if at all.

Note: If other features are currently enabled, DO NOT disable them. Other software on your system may need them.

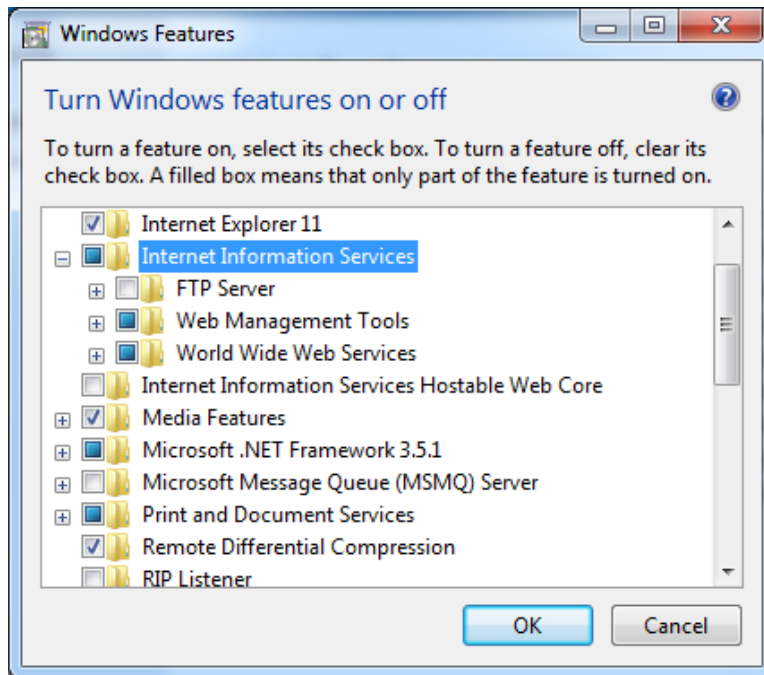


Figure 4 - Windows 7 Windows Features dialog

All the required features are found under the **Internet Information Services** node. Be sure to check this node as well.

- ✓ Web Management Tools
 - ✓ IIS Management Console
 - ✓ IIS Management Scripts and Tools
- ✓ World Wide Web Services
 - ✓ Application Development Features
 - ✓ .NET Extensibility 4.0 or 4.5 (8.1) or 4.6 (10)
 - ✓ ASP.Net 4.0 or 4.5 (8.1) or 4.6 (10)
 - ✓ ISAPI Extensions
 - ✓ ISAPI Filters
 - ✓ Application Initialization (8.1 & 10)
 - ✓ Web Socket Protocol (8.1 & 10)
 - ✓ Common HTTP Features
 - ✓ Default Document

Intelli-Site 4.1 User's Guide

- ✓ Directory Browsing
- ✓ HTTP Errors
- ✓ HTTP Redirection
- ✓ Static Content
- ✓ Health and Diagnostics
 - ✓ HTTP Logging
 - ✓ Request Monitor
- ✓ Performance Features
 - ✓ Dynamic Content Compression
 - ✓ Static Content Compression
- ✓ Security
 - ✓ Request Filtering

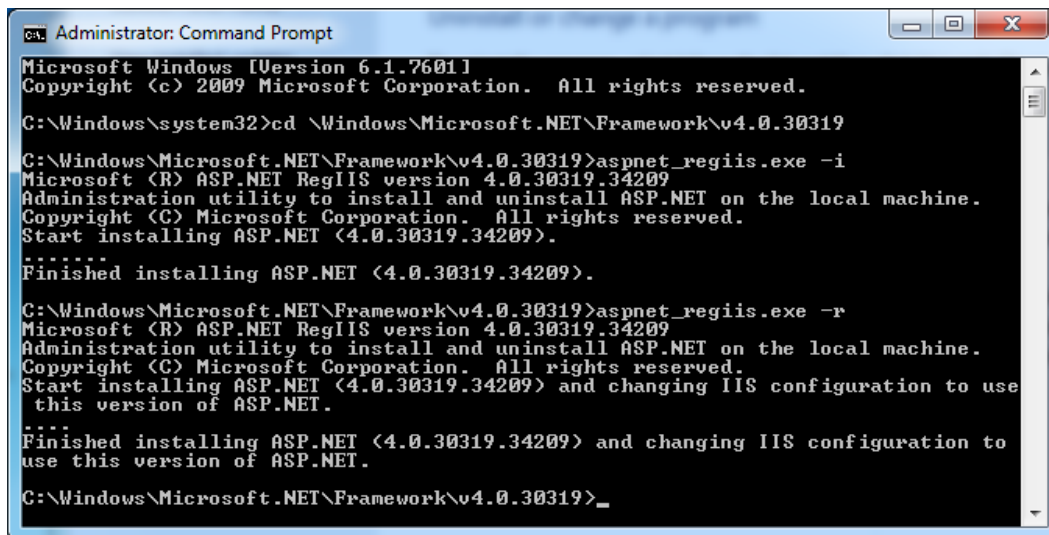
Registering ASP.NET with IIS

If .NET Framework 4.5.2 was installed before the components were enabled, Microsoft provides a program that will register ASP.NET for IIS. The program is **aspnet_regiis.exe** and can be found in the following directory:

C:\Windows\Microsoft.NET\Framework\v4.0.30319

Run it twice, once with the `-i` option. The second time with `-r`.

Note: Administrator privileges are needed to run the program `aspnet_regiis.exe`.



```
Administrator: Command Prompt
Microsoft Windows [Version 6.1.7601]
Copyright (c) 2009 Microsoft Corporation. All rights reserved.

C:\Windows\system32>cd \Windows\Microsoft.NET\Framework\v4.0.30319

C:\Windows\Microsoft.NET\Framework\v4.0.30319>aspnet_regiis.exe -i
Microsoft (R) ASP.NET RegIIS version 4.0.30319.34209
Administration utility to install and uninstall ASP.NET on the local machine.
Copyright (C) Microsoft Corporation. All rights reserved.
Start installing ASP.NET (4.0.30319.34209).
.....
Finished installing ASP.NET (4.0.30319.34209).

C:\Windows\Microsoft.NET\Framework\v4.0.30319>aspnet_regiis.exe -r
Microsoft (R) ASP.NET RegIIS version 4.0.30319.34209
Administration utility to install and uninstall ASP.NET on the local machine.
Copyright (C) Microsoft Corporation. All rights reserved.
Start installing ASP.NET (4.0.30319.34209) and changing IIS configuration to use
this version of ASP.NET.
.....
Finished installing ASP.NET (4.0.30319.34209) and changing IIS configuration to
use this version of ASP.NET.

C:\Windows\Microsoft.NET\Framework\v4.0.30319>_
```

Figure 5 - Command Prompt window after running `aspnet_regiis.exe`

Intelli-Site 4.1 User's Guide

Microsoft .NET Framework 4.5.2

Ensure that Microsoft .NET Framework 4.5.2 is installed (4.6.x on Windows 10). This software may be downloaded via "Windows Update" or directly from the [Microsoft Download Center](#). If it is not installed, the Intelli-Site installer will detect its absence and halt the installation with an explanation.

Installing Intelli-Site Software

The following walks through the standard installation process for Intelli-Site. Most facilities will install all software components on the same host computer. See section [Installing On Multiple Computers](#) for those instructions.

Verify that your hardware meets minimum system requirements as described in [Minimum System Requirements](#).

There are three major parts of the installation process:

- The Intelli-Site Installer which installs the Intelli-Site software
- PostgreSQL Database installation using the Intelli-Site Configuration Utility
- Project Creation and Web Service installation using the Intelli-Site Configuration Utility

The Intelli-Site installer will set the Configuration Utility automatically run on restart which will perform Intelli-Site setup and create the Project.

Intelli-Site Installer

To begin installing Intelli-Site, run the Intelli-Site installer. The Windows **User Account Control** dialog appears asking if you want to allow this app to make changes to your device. Click **Yes**. The **Preparing to Install...** screen will appear.

Intelli-Site 4.1 User's Guide

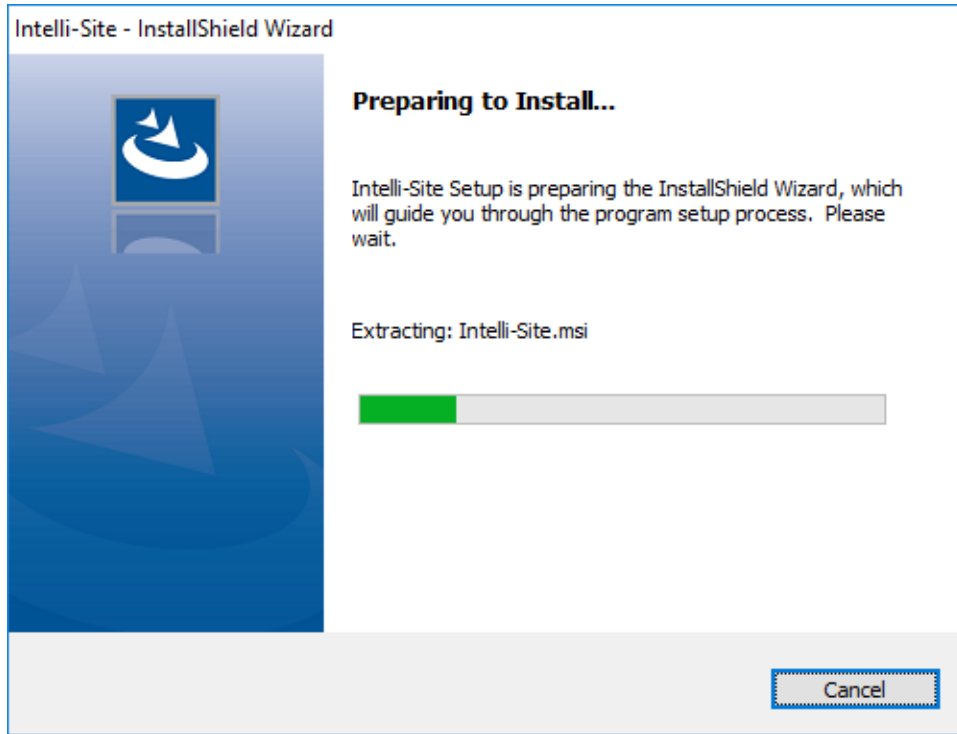


Figure 6 - InstallShield Preparing to Install... screen

This displays while the installation MSI is being extracted then runs it. The next screen is the **Welcome** screen.

Intelli-Site 4.1 User's Guide

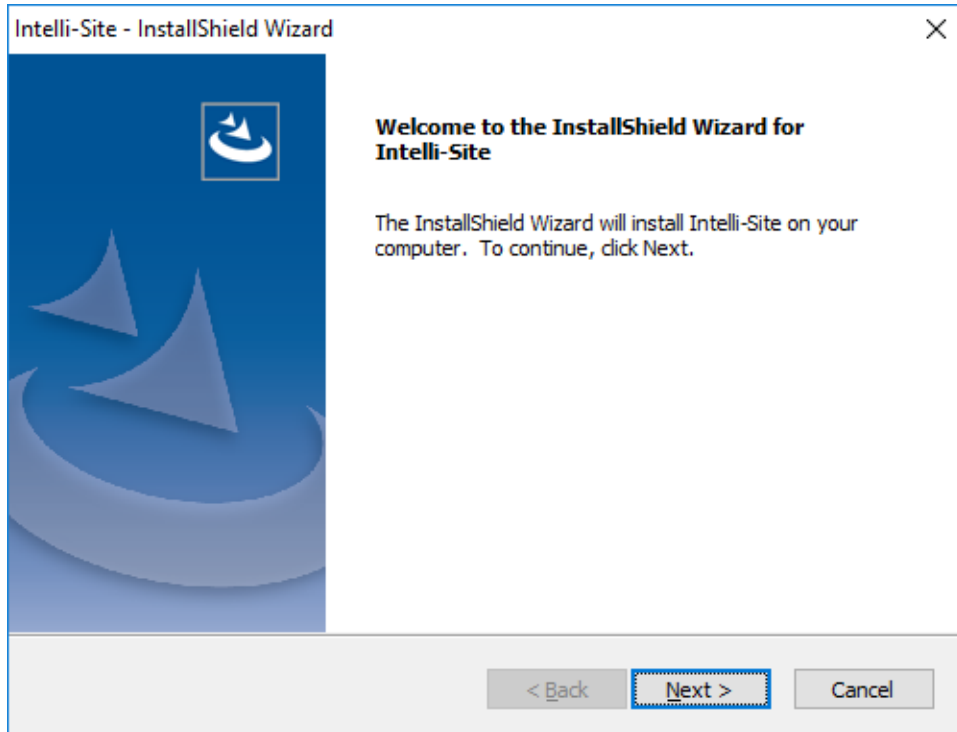


Figure 7 – InstallShield Welcome window

Click the **Next >** button. Next is the **License Agreement**.

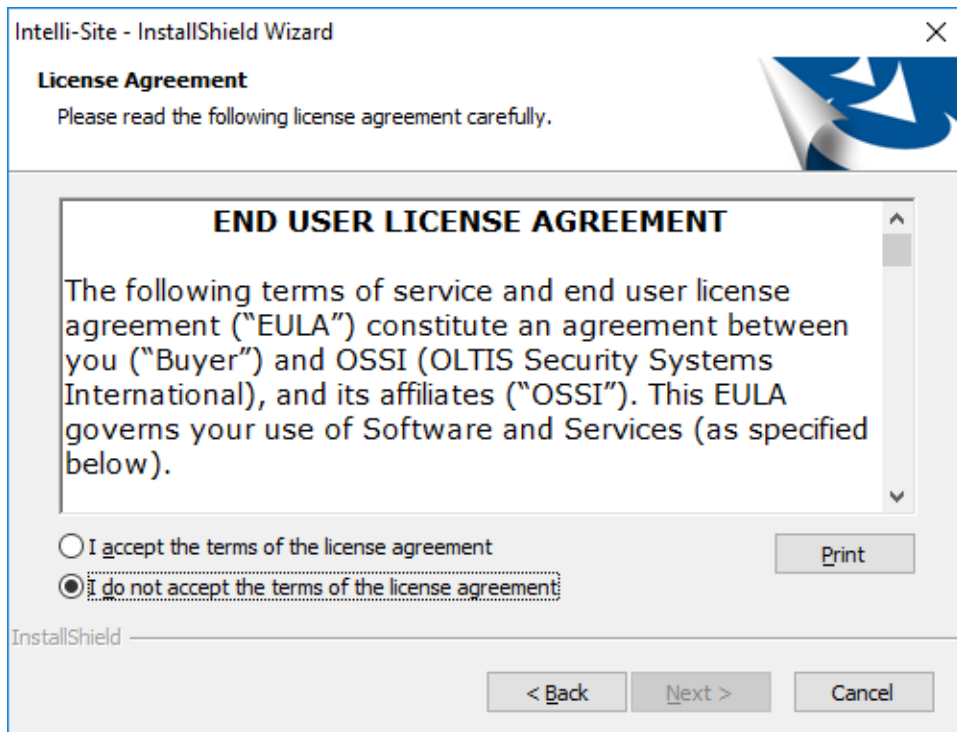

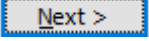


Figure 8 – License Agreement screen

Intelli-Site 4.1 User's Guide

The installation will not continue until the “**I accept the terms in the license agreement**” checkbox is checked. Please read the End-User License Agreement (EULA) carefully. You may choose to print the EULA. You will be able to read the EULA in the future within the Desktop Client using the  **About** option.

Once the checkbox is checked, the  button is enabled. Click it to continue.

The next window is the **Setup Type** window.

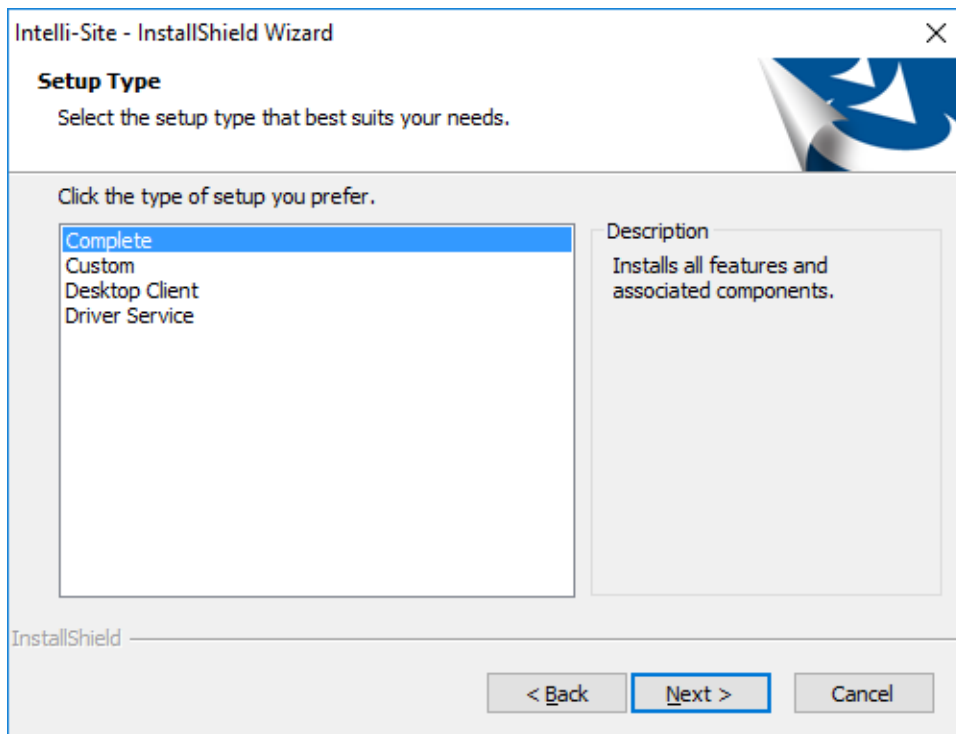


Figure 9 - Setup Type screen

There are four (4) options.

Complete – Installs all features and associated components

Custom – Allows you to specify which features to install; recommended for advanced users only

Desktop Client – Installs the Desktop Client application only

Driver Service – Installs the Driver Service and associated components

Intelli-Site 4.1 User's Guide

Highlight the desired setup type and click **Next >**. If **Custom** was highlighted, the **Select Features** screen appears allowing the user to specify the desired components. After this and for all other setup types, the **Select Drivers** screen displays.

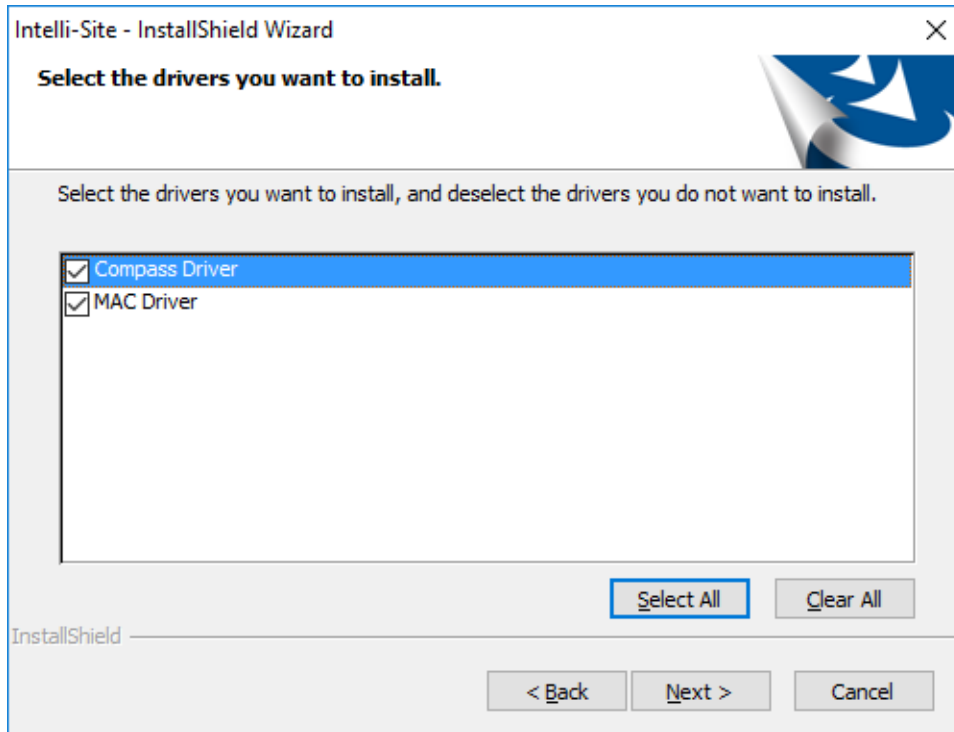


Figure 10 – Select Drivers screen

Note: The drivers are listed in alphabetical order. You may need to scroll to find the desired driver.

Check the necessary driver(s) then click **Next >**. The **Ready to Install the Program** screen displays.

Note: Intelli-Site Lite only allows Compass and MAC drivers. Intelli-Site has a comprehensive list of all possible drivers.

Note: For the Desktop Client only option, it is necessary to install all the drivers that were installed for the Engine installation, usually a “Complete” install. As a general rule, **Select All** is your friend for “Desktop Client” only installations.

Intelli-Site 4.1 User's Guide

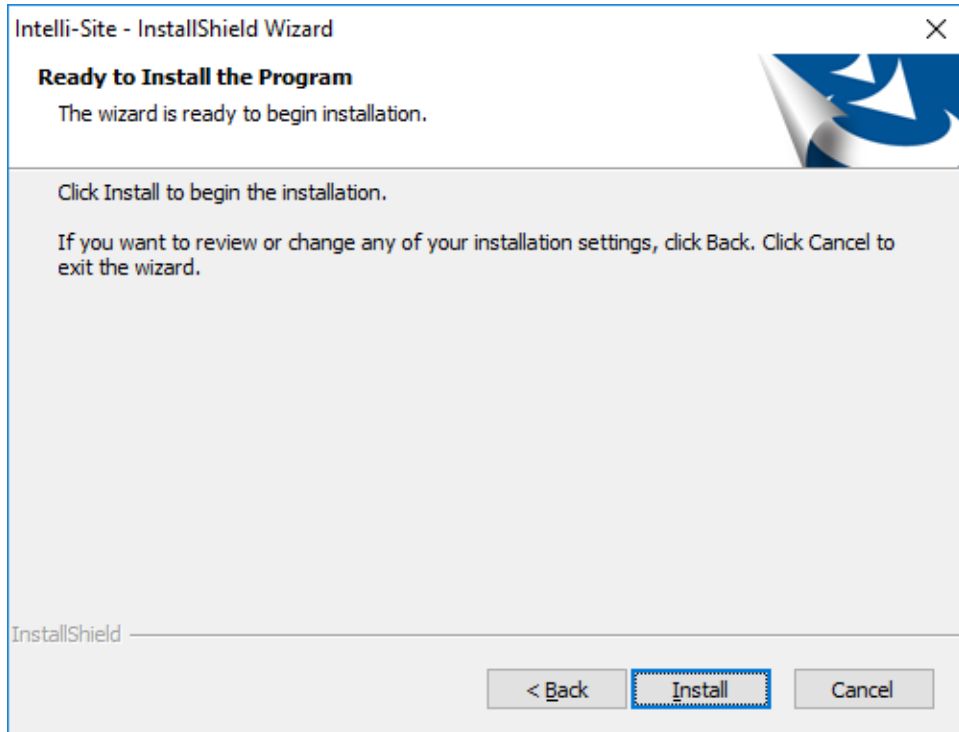


Figure 11 - Ready to install Intelli-Site Screen

This screen gives you the opportunity to go back and change the installation option. Click **Install** to begin the installation.

Intelli-Site 4.1 User's Guide

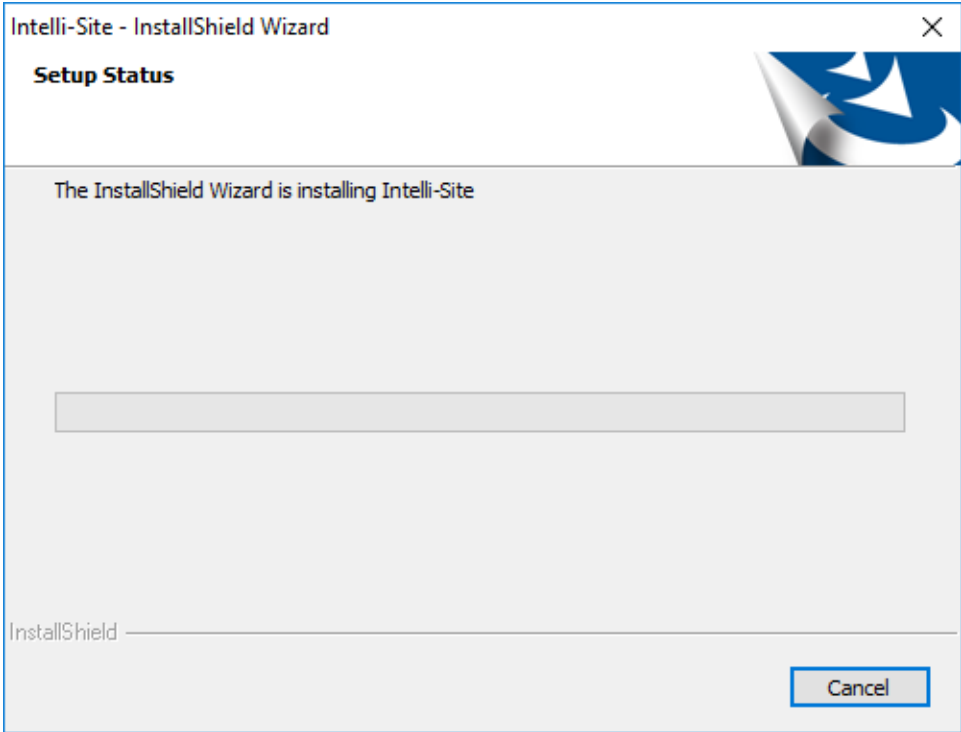


Figure 12 - Installing Intelli-Site screen

The last InstallShield screen displays when the installation is complete.

Intelli-Site 4.1 User's Guide

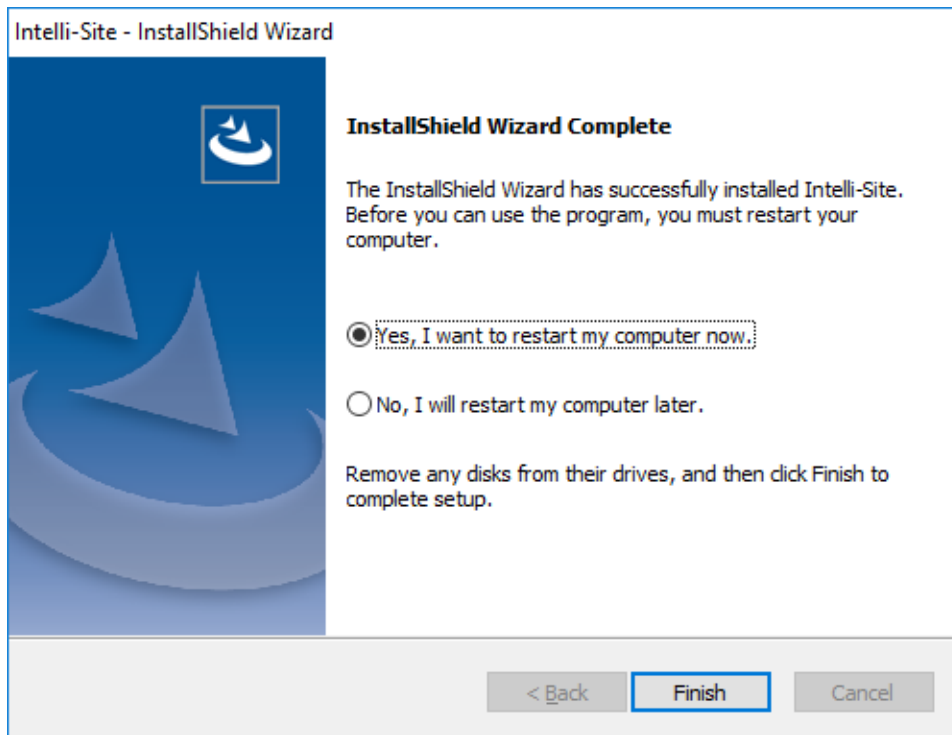



Figure 13 - InstallShield Complete screen

The computer must be restarted. After the computer is restarted, the Configuration Utility will launch which will perform Intelli-Site Setup and create the Project. Click .

Intelli-Site Setup Module

After the computer restarts, the Intelli-Site Configuration Utility runs. The installer set it to run on startup and install the database as well as create the first project.

Note: *There are startup dependencies for Intelli-Site. Because of this, it may take as long as 2 minutes before the Setup Module appears. It rarely takes this long, but depending on the system it could.*

Intelli-Site 4.1 User's Guide

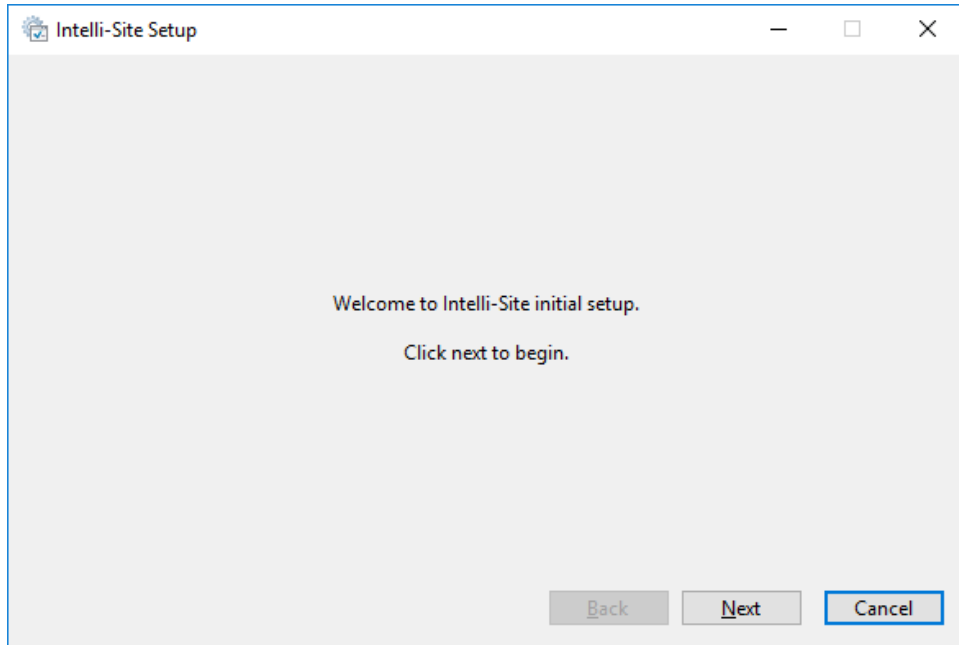


Figure 14 - Intelli-Site Initial Setup Welcome screen

Click **Next >**. The Intelli-Site Setup module installs, and configures the PostgreSQL, the default database. During the PostgreSQL installation, Microsoft Visual C++ 2013 Redistributables are installed as well.

Once the installation is complete the following screen displays.

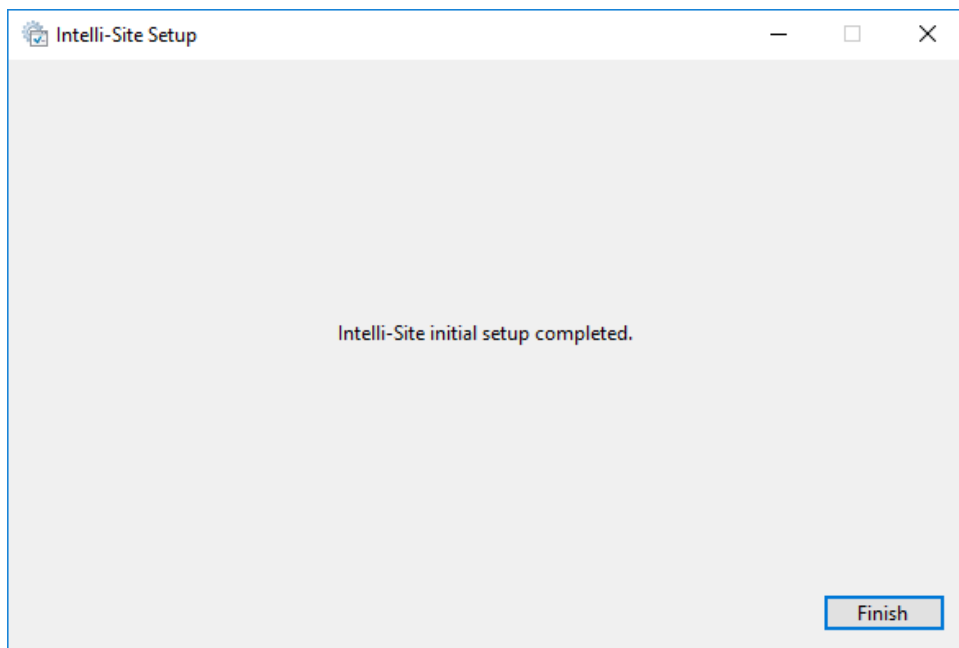


Figure 15 - Final Intelli-Site Initial Setup screen

Intelli-Site 4.1 User's Guide

Click the **Finish** button. The Intelli-Site Configuration Utility main window displays. Because there is no Project, it opens the **Project Setup** dialog. Without a Project, the Engine cannot start.

Project Creation and Web Service Installation

When the Configuration Utility detects no project, it automatically opens the **Project Setup** dialog.

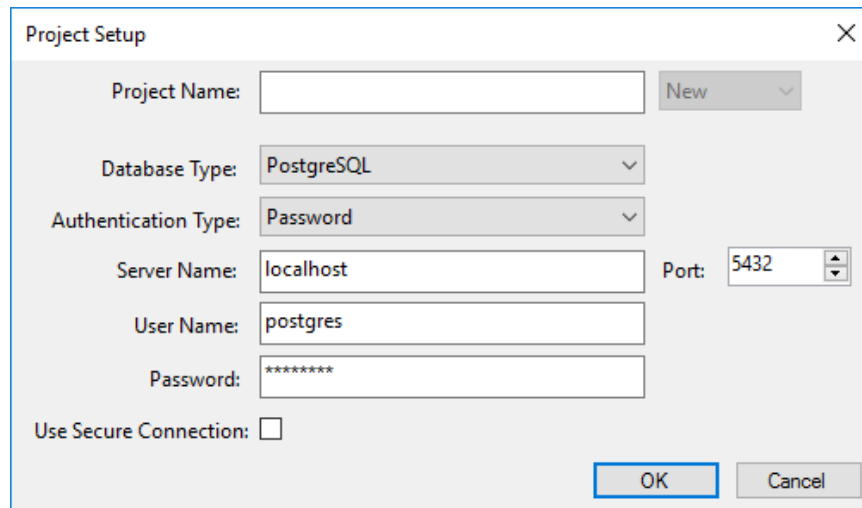


Figure 16 - Project Setup dialog

Enter the name of the Intelli-Site Project. Please make it descriptive of the Site at which the project will be used, for example: Software Giants, LLC. Click **OK** to create the project.

Note: The User Name and Password are filled in with the default username and password used when PostgreSQL was installed. If for some reason, PostgreSQL was previously installed or if the default username or password has been changed, you will need to enter the correct information.

Intelli-Site 4.1 User's Guide

Notice that the Web Service is not installed by default.

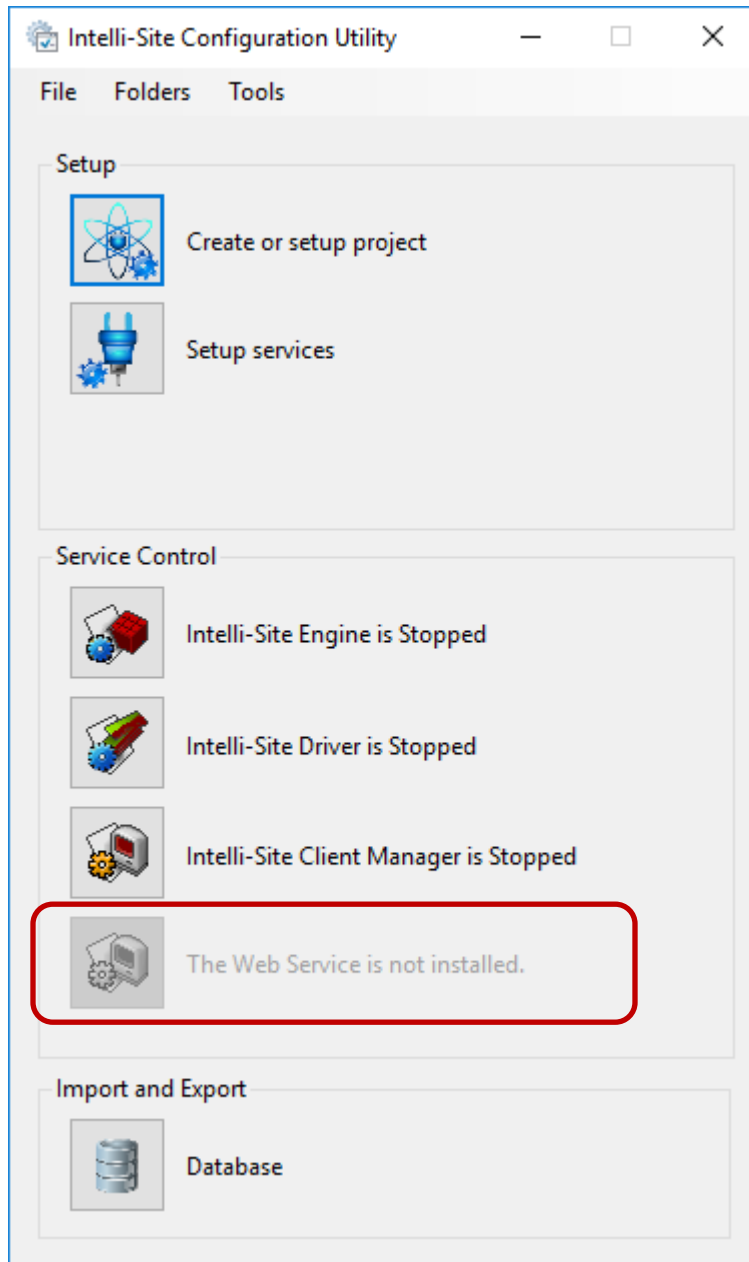



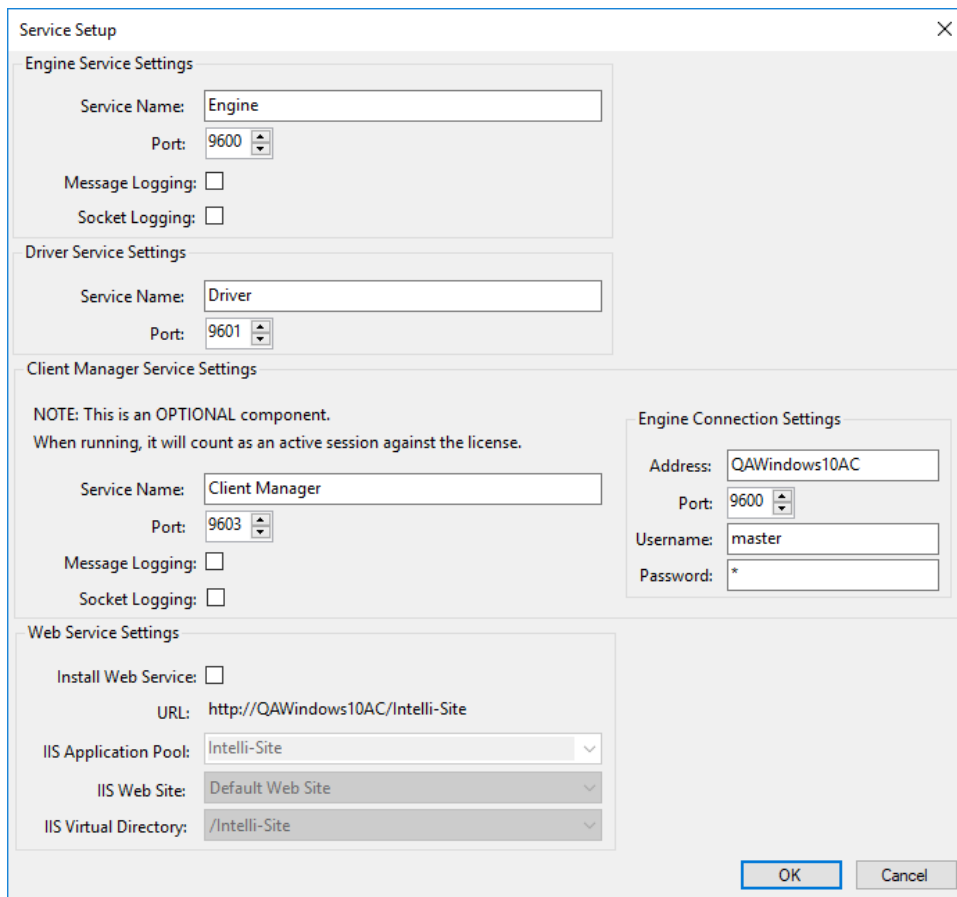
Figure 17 – Configuration Utility after Project creation

If the Web Service component was selected during installation, now would be the time to finish the process.

Note: *Ensure the Internet Information Services (IIS) Components have been enabled. See section [Internet Information Services \(IIS\) Components](#).*

Intelli-Site 4.1 User's Guide

Click  **Setup services** to bring up the **Service Setup** dialog.



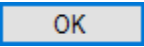
The Service Setup dialog box is divided into several sections:

- Engine Service Settings:** Service Name: Engine, Port: 9600, Message Logging: , Socket Logging:
- Driver Service Settings:** Service Name: Driver, Port: 9601
- Client Manager Service Settings:** NOTE: This is an OPTIONAL component. When running, it will count as an active session against the license. Service Name: Client Manager, Port: 9603, Message Logging: , Socket Logging:
- Engine Connection Settings:** Address: QAWindows10AC, Port: 9600, Username: master, Password: *
- Web Service Settings:** Install Web Service: , URL: http://QAWindows10AC/Intelli-Site, IIS Application Pool: Intelli-Site, IIS Web Site: Default Web Site, IIS Virtual Directory: /Intelli-Site

Buttons: OK, Cancel

Figure 18 - Service Setup dialog

Notice that there are settings for the Engine Service, Driver Service, Client Manager Service, and Web Service. Very seldom will any of these settings need to be changed. If they do need to be modified, it will be at the request of Technical Support. See section [Setup Services](#) for more information about these settings.

The Web Service Settings group shows the IIS settings that will be used when the Web Service is installed. This information is important if the host computer has any other web sites. Feel free to share this information with your IT department. It also shows you what the URL for the Web Service will be once it has been installed. To install the Web Service, check **Install Web Service** then click .

Intelli-Site 4.1 User's Guide

The Configuration Utility will install the Web Service and start it.

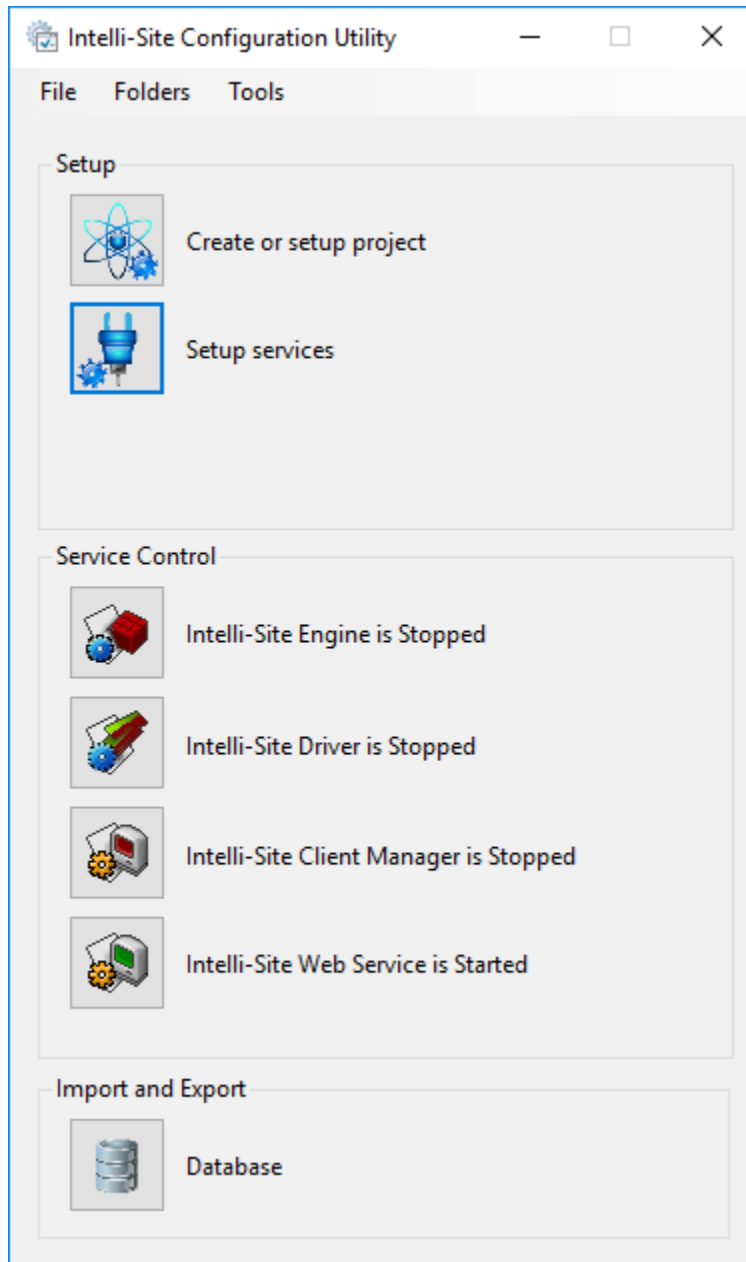



Figure 19 - Configuration Utility after installing the Web Service

Congratulations! Intelli-Site is installed.

Intelli-Site 4.1 User's Guide

Licensing Intelli-Site

Immediately after installation, Intelli-Site has a simple demonstration license which will allow you to perform basic programming and evaluation of the software. The exact details of the demonstration license are listed on the **License** tab of the  **About** dialog.


When the software was purchased, specific quantities, modules, driver classes, and a software maintenance agreement were included in the order. The license will activate the purchased elements.

There are two steps to licensing Intelli-Site:




- Generate a license request file and send it to licensing@ossi-usa.com
- Load the license file and send the license receipt back to licensing@ossi-usa.com

Generate a License Request File


First, run the Intelli-Site Configuration Utility.

If the Intelli-Site Engine is stopped, start it by clicking on the  Intelli-Site Engine tile. The first time the Engine is started takes a little longer than any other time as there are setup tasks that it does that it won't have to do ever again.

Once the Engine status shows "Intelli-Site Engine is Running", launch the Intelli-Site Desktop Client and logon. The default username is **master**. The default password is **m**.

Click on the  button in the lower left-hand corner to open the application menu. Select  to open the  **About** dialog.

Intelli-Site 4.1 User's Guide

The details of the license can be found on the **License** tab of the  **About** dialog.

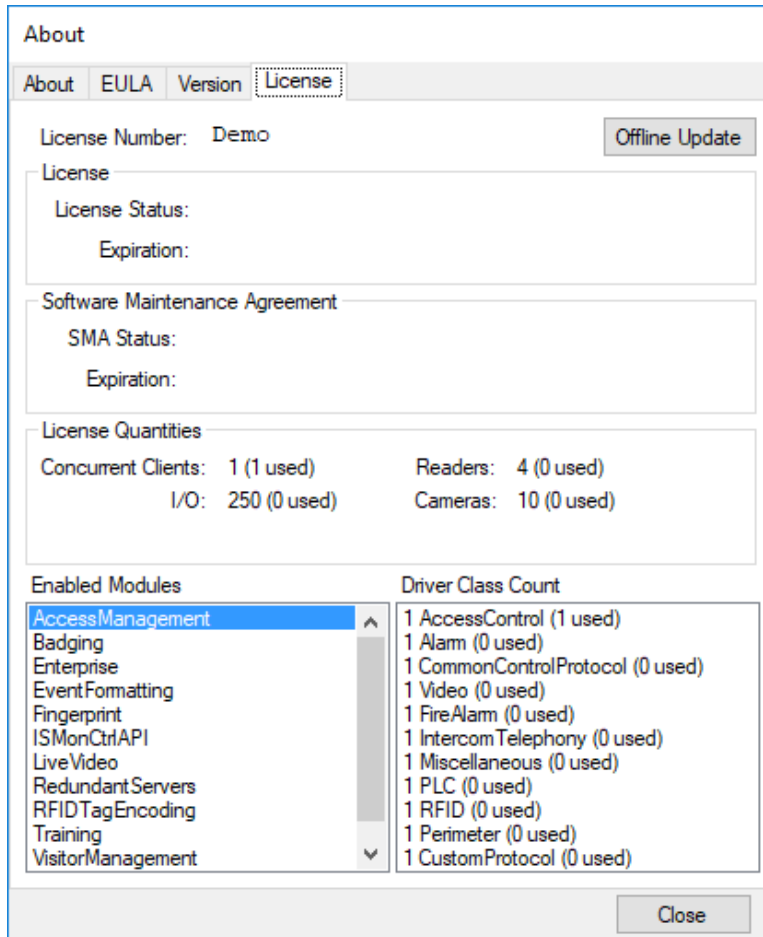
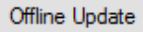


Figure 20 - Default Demo License for Intelli-Site

This is also where you will generate the license request and then activate the license. To generate the license request, click the  button. The **Offline License Update** dialog appears.

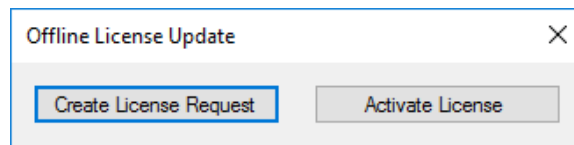


Figure 21 - Offline License Update dialog

Click . An **Update File Created** dialog appears informing you of the name and location of the request file.

Intelli-Site 4.1 User's Guide

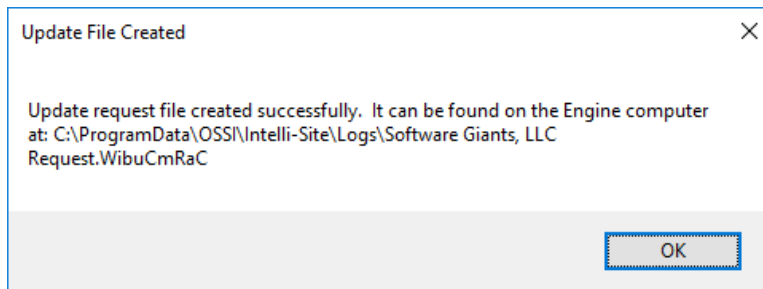


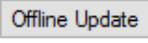
Figure 22 - Update File Created dialog

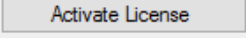
Email this file to licensing@ossi-usa.com along with the PO number of your order. OSSI-USA will send back a WibuCmRaU file.

Note: *The Configuration Utility provides a quick way to open the Logs folder using the Folders menu.*

Load the License File

When OSSI sends the WibuCmRaU file to you, copy this file to the computer running the Intelli-Site Engine.

Launch the Desktop Client, logon, and return to the **License** tab of the  **About** dialog. Click on  button again.

In the **Offline License Update** dialog, click . The **Windows Open** dialog displays. Locate the WibuCmRaU file and click the **Open** button. License activation begins. The **License Activated** dialog appears indicating the location and name of the license receipt file.

Email this file back to licensing@ossi-usa.com. This is our confirmation that you received and activated your license.

Congratulations! You are now the proud owner of a fully licensed version of Intelli-Site. The **License** tab now displays the license details that were purchased and activated. In addition, the status bar at the bottom of the Desktop Client window displays the license state and date including the SMA.

Intelli-Site 4.1 User's Guide

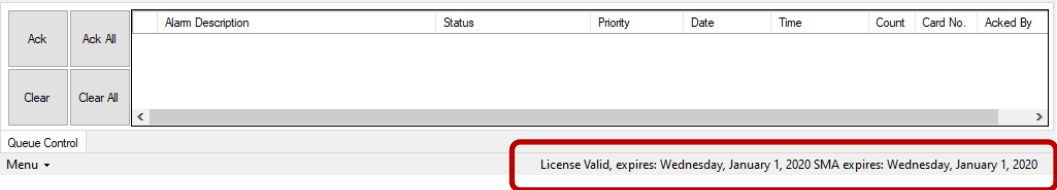


Figure 23 - License Status

Quick Start Guide

This section helps get you up and running quickly. It covers:


- Ensure the Intelli-Site Services
- Project Programming including:
 - Adding Hardware (Panels)
 - Defining Access Sets
 - Adding Personnel and Tokens (Cards)
 - Assigning Access Sets
 - Downloading the Project to field devices

The Intelli-Site Services

The components of Intelli-Site are Windows Services. Those components are the Intelli-Site Engine, the Intelli-Site Driver, and the Intelli-Site Web Service. There is a fourth optional component, the Client Manager Service. See [Software Components](#) for an in-depth discussion of each component.

Each of the services can be installed on different computers. In fact, in larger installations, there may be multiple Driver Services though there can be only one Engine.

Note: If you have purchased the Redundancy option, you may have multiple Engines. Only one Engine will be the master at any one time. The slave Engines monitor the master and receive updates from the master to ensure they are ready to take over if the master Engine goes down.

To verify the services are running, open the Intelli-Site Configuration Utility on the host computer for each service. It can be found at  Start -> All Programs -> Intelli-Site -> Intelli-Site Configuration Utility or a shortcut may have been placed on the Desktop.

Because the Configuration Utility starts and stops services, it requires administrator-level permission. A **User Account Control** dialog will appear to allow the Configuration Utility to make changes to this computer. Select **Yes**.

Intelli-Site 4.1 User's Guide

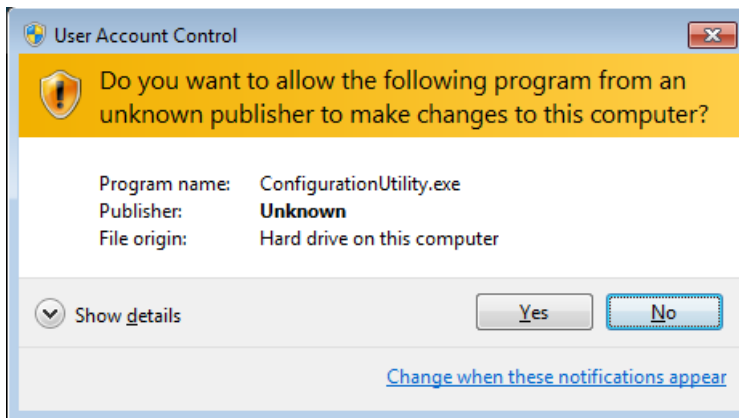






Figure 24 - UAC Dialog for the Configuration Utility

The Configuration Utility will display its main window. Verify the desired components are running. The text in the Services group will inform you which services are running, and which are not. Normally, the installation process will set the installed services to start automatically. But if a desired service is not running, click the button to start it.

See section, [The Service Control Group](#), for more information.

The Desktop Client

The Desktop Client is a traditional, software client. It is installed by default on the computer that hosts the Engine when the Engine is installed. It provides a variety of Views that aggregate functionality to make it easier for the User to complete his objectives. Need to manage a hardware such as panels or cameras? Go to  **Hardware Management View!** Need to manage personnel, grant or modify access rights? Go to  **Access Management View!** Need to generate a report? That's right, there's a View for reports as well.

As we program the project in this Quick Start Guide, we will use the  **Hardware Management View** and the  **Access Management View**.

Project Programming

After Intelli-Site has been installed, you can begin programming the Intelli-Site project.

Intelli-Site 4.1 User's Guide

Before you begin, it is strongly suggested you gather a list all the hardware in your facility and their addresses. List the personnel that will have access to the facility and the card numbers they've been assigned. Acquire a copy of the company holidays. Also, put some thought into the access rights the personnel will have. Do you have first, second, and third shifts? Does anyone require 24/7 access? What about nights and weekends? Holidays? Will some doors or access points be used only by some of the personnel and not others? Putting thought into how the system will be used ahead of time will make project programming much simpler.


The example installation used in this Quick Start Guide contains the following:

- 1 Compass IRM Panel (Legacy)
 - 2 Doors each with an exterior card reader and an interior REX (Request for Exit)
- Personnel
 - 1 Owner
 - 1 Personal Assistant
 - 2 Programmers
 - 1 QA
 - 2 Tech Support
 - 1 Receptionist
 - A Janitorial Service
- Standard Holidays
 - Memorial Day
 - Independence Day
 - Labor Day
 - Thanksgiving
 - Winter Shutdown
- Access
 - Owner has 24/7 access
 - Janitorial Service only has access on Saturday mornings from 8:00am to noon
 - Standard access is Monday thru Friday, 8:00am to 6:00pm
 - Overtime access is Monday thru Friday 6:00pm to midnight and Saturday 8:00am to midnight including all Holidays

We are ready to begin.

Intelli-Site 4.1 User's Guide

Logon

On the host computer for the Engine, launch the Desktop Client. It can be found at  Start -> All Programs -> Intelli-Site -> Intelli-Site Desktop Client.

The main screen will display along with the Logon dialog.

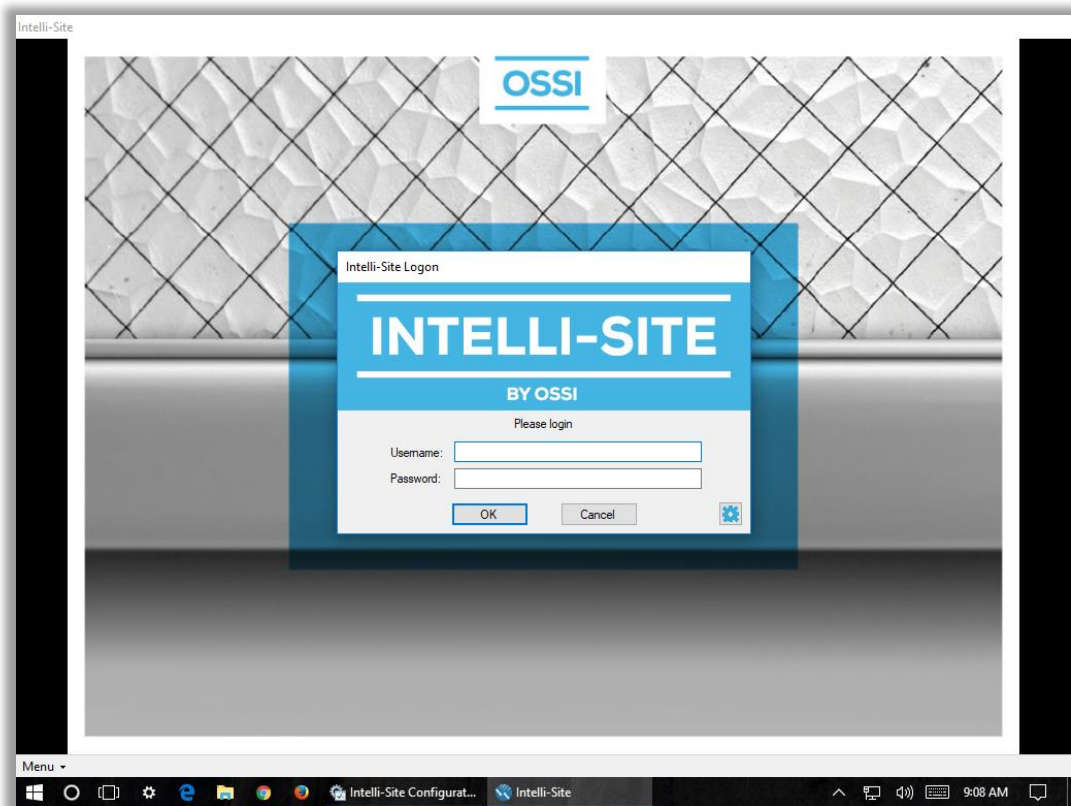



Figure 25 - The Desktop Client with Logon Dialog

Enter "master" in the **Username** field. Enter "m" in the **Password** field. This is the default User Intelli-Site ships with.

Note: *The password is case-sensitive. For security reasons, the password for the user "master" should be changed immediately. See section [Users](#).*

The default View is the View used for day to day activity and not necessarily the View used to program the project. The first View we need to go to is  **Hardware Management View**. This is the View in which Drivers and Panels are added and managed. But the first thing Intelli-Site asks you to do is setup backups.

Intelli-Site 4.1 User's Guide

Setup Backup

Backups are important for any software. They are doubly important for an integrated security and management system. Intelli-Site will pop up a dialog on each logon until regular backup have been configured.

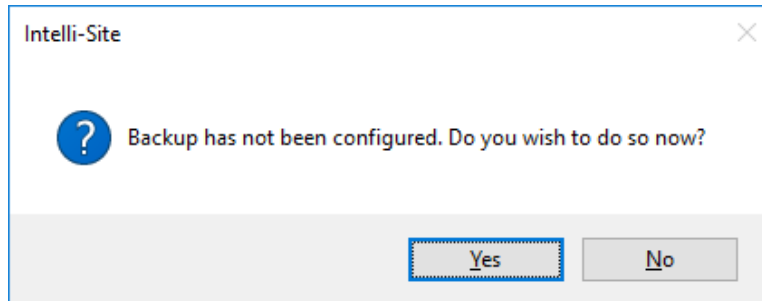
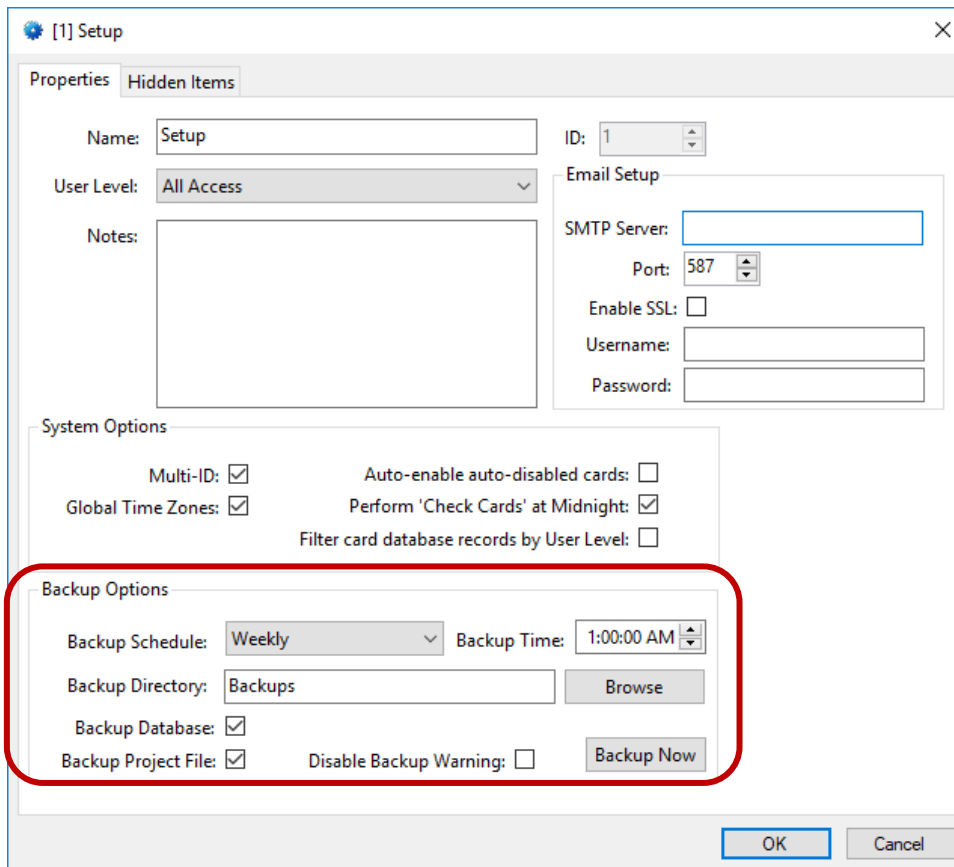


Figure 26 - "Backup has not been configured." Dialog

Clicking opens the properties dialog for the **Setup** node so that backup can be configured. For more information about the **Setup** node, see [Setup](#).

Intelli-Site 4.1 User's Guide



The screenshot shows the [1] Setup dialog box with the following fields and options:

- Name: Setup
- User Level: All Access
- Notes: (empty text area)
- ID: 1
- Email Setup:
 - SMTP Server: (empty text box)
 - Port: 587
 - Enable SSL:
 - Username: (empty text box)
 - Password: (empty text box)
- System Options:
 - Multi-ID:
 - Global Time Zones:
 - Auto-enable auto-disabled cards:
 - Perform 'Check Cards' at Midnight:
 - Filter card database records by User Level:
- Backup Options (highlighted with a red box):
 - Backup Schedule: Weekly
 - Backup Time: 1:00:00 AM
 - Backup Directory: Backups
 - Backup Database:
 - Backup Project File:
 - Disable Backup Warning:

Buttons: OK, Cancel

Figure 27 - Setup Properties dialog

Changing any of the fields in the **Backup Options** group satisfies Intelli-Site's backup configuration requirements. Click the **OK** button to save the changes.

Note: *It is strongly recommended that the Backup Directory be located on an external system or at the very least an external drive or device. One of the major reasons to perform backups is disaster recover in case the local hard drive crashes. Backing up to the local machine will not allow you to recover from this most basic disaster.*

Hardware Management

This section explains basic hardware management including:

- Sites
- Areas
- Adding Drivers
- Adding Panels

Intelli-Site 4.1 User's Guide

Hardware is managed in the  **Hardware Management View**. If for some reason you are not in  **Hardware Management View**, click on  and select .

Note: *The default View for Intelli-Site Lite is  Hardware Management View. The default View for Intelli-Site is  Live View.*

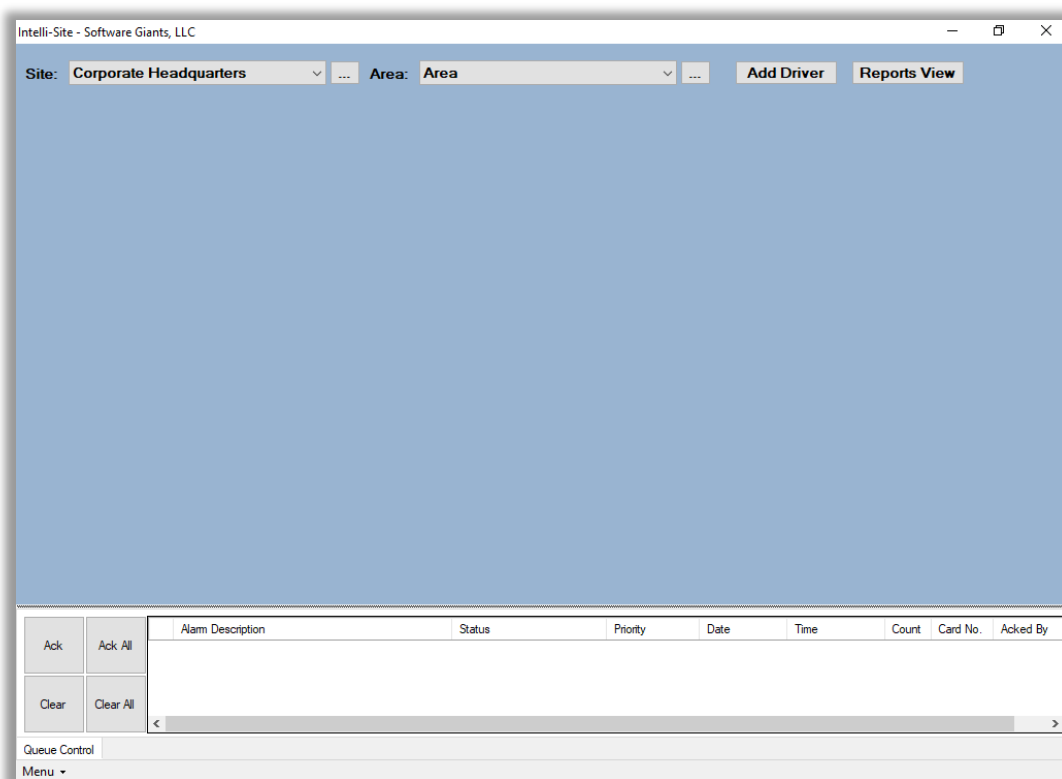


Figure 28 -  Hardware Management View


The hardware for any installation is organized by Site and Area in Intelli-Site. How your facility maps into sites and areas depends on you. A multi-occupant building such as a strip mall may have one site and multiple areas. A hospital complex has multiple sites and multiple areas in each site.

The initial Intelli-Site project comes preloaded with one site and one area. They are imaginatively named "Corporate Headquarters" and "Area".

Intelli-Site 4.1 User's Guide

In the example project, there is only one site and one area in that site. They are "Software Giants, LLC" and "The Office". The first step is to change the names of the site and area in the project to reflect the facility.

Site

To change the name of the site, click the  ellipsis button to the right of the Site combo box. This opens the Site Ellipsis menu.

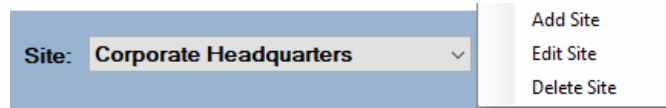


Figure 29 - Site Ellipsis Menu

The menu options are *Add Site*, *Edit Site*, and *Delete Site*. To change the name of the site displayed in the combo box, select *Edit Site*. The **Properties** dialog for the selected site displays.

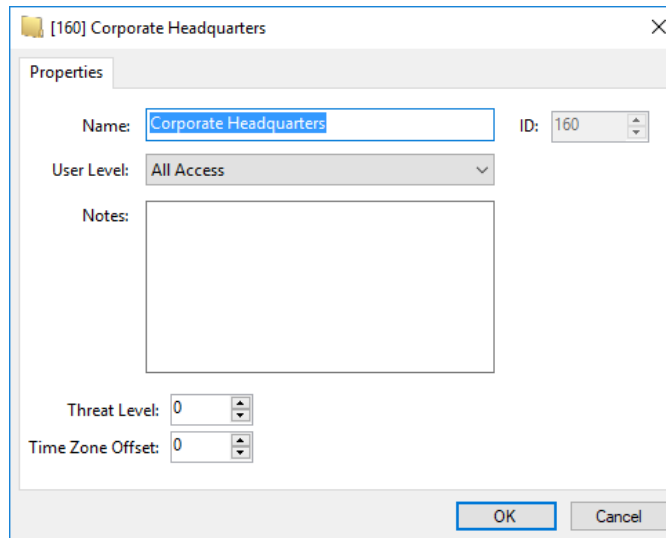
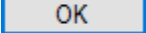


Figure 30 - Site "Corporate Headquarters" Properties dialog

Enter the desired name in the **Name** field. Then click . The new name is saved, and the combo box is updated.

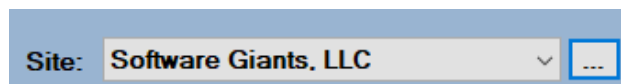


Figure 31 - Site "Software Giants, LLC"

Intelli-Site 4.1 User's Guide

If your project has multiple sites, add each site using the *Add Site* option. When a site is added, the properties dialog for that site is displayed so you can modify the name.

The new site is added to the end of the list. To see the site list, click on the arrow to the right of the drop-down list. The list will drop down.

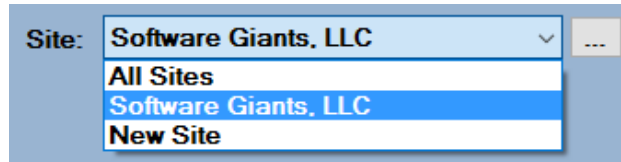


Figure 32 - Example Site dropdown list

In the above figure, there are three entries in the list. We added a second site, ***New Site*** in addition to the site we renamed.

Note: *The first item in the list is All Sites. The  Hardware Management View is used to manage and monitor all hardware in the Intelli-Site system. Therefore, to quickly see all sites, select All Sites from the list. All drivers and panels in the system will display.*

We'll use the *Delete Site* option to delete the ***New Site*** since that really isn't part of our project.

Now we are ready to add Areas.

Area

The process to add, modify, or edit areas is identical to the process for sites.


To change the name of the area that is part of the initial project, click the  ellipsis button to the right of the Area combo box. This opens the Area Ellipsis menu.



Figure 33 - Area Ellipsis Menu

The menu options are *Add Area*, *Edit Area*, and *Delete Area*.

Intelli-Site 4.1 User's Guide

Note: When Site is set to *All Sites* the *Area Ellipsis* menu options are disabled.

To change the name of the area displayed in the combo box, select *Edit Area*. The **Properties** dialog for the selected area displays.

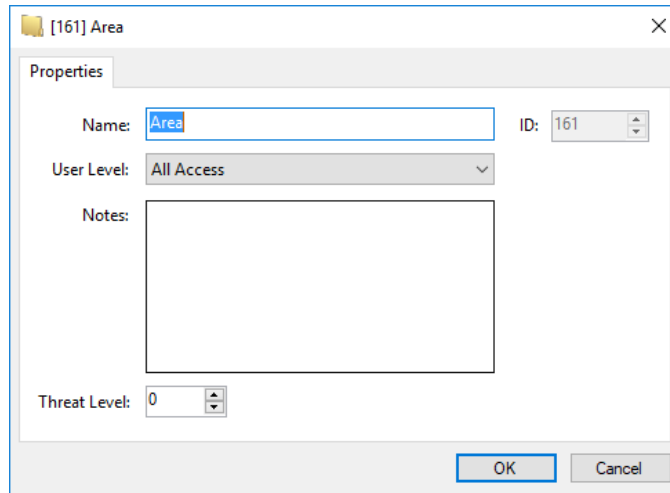


Figure 34 - Area "Area" Properties dialog

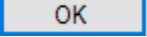
Enter the desired name in the **Name** field. Then click . The new name is saved and the combo box is updated.



Figure 35 - Area "The Office"

If your project has multiple areas, add each area using the *Add Area* option. When an area is added, the properties dialog for that area is displayed so you can modify the name. The areas are added to the site selected in the **Site** combo box. If your project has multiple sites, please make sure you add the areas appropriately.

The new area is added to the end of the list. To see the area list selected site, click on the arrow to the right of the drop-down list. The list will drop down.

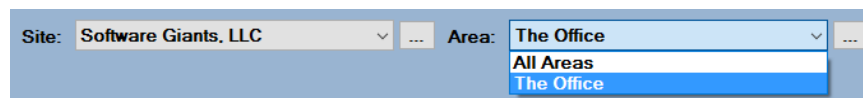


Figure 36 - Example Area dropdown list

Intelli-Site 4.1 User's Guide

In the above figure, there are two entries in the list. **All Areas** is **The Office** used to display all hardware in all areas for the selected site. is the area for the example project.

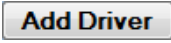
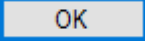
Note: *The first item in the list is All Areas. The  Hardware Management View is used to manage and monitor all hardware in the Intelli-Site system. Therefore, to quickly see all areas for a specific site, select All Areas from the list. All drivers and panels in the specified site will display.*


Now we are ready to add Drivers and Panels.

Add Drivers

For Intelli-Site to communicate to a field device, a software driver must be added to the project. Generally speaking, there must be at least one software driver for each field device in the project with which Intelli-Site will communicate directly.

Some field devices can be chained together in some form or fashion, physically or logically. If your hardware system has field devices chained together, add those field devices to the same driver just as they appear in the chain. Consult the Panel Guide for more information if this is the case.

To add a driver, click the  button. If more than one driver type was selected during the Intelli-Site installation, a dialog appears allowing you to select the specific driver type to add. Only the installed driver types are listed. Select the desired driver type and click . If there is only one driver type installed, Intelli-Site assumes you want that type and skips this step.

A new driver icon is added to the  **Hardware Management View** screen and the properties dialog for the new driver is displayed. The example project has one driver, a Compass driver.

Intelli-Site 4.1 User's Guide

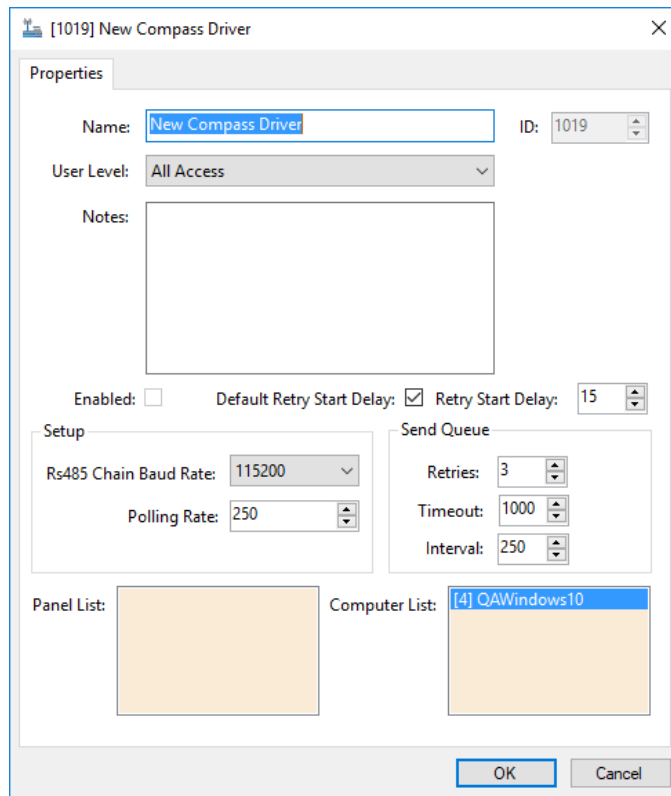
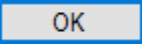


Figure 37 - Driver Properties dialog

For most installations, the default values for the driver will be correct. See the specific Panel Guide for information on the settings.

Notice the **Enabled** checkbox is not checked. For now, leave it so. When we are ready to bring the project online, we will enable the drivers. While we are designing, it is usually better to leave the drivers disabled.

Change the name of the driver to one that makes intuitive sense and click . The driver icon updates to reflect the name change.

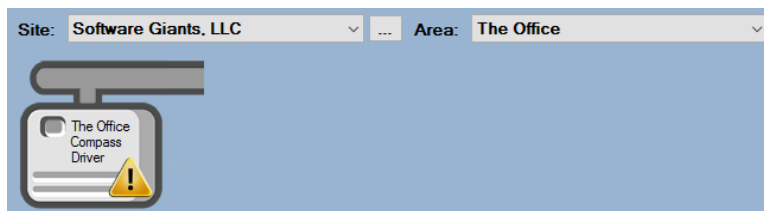



Figure 38 - The Office Driver

Intelli-Site 4.1 User's Guide

Depending on the driver, a communication method may need to be configured. The  alert icon indicates the panel must have a communication method. A Compass panel can communicate using TCP/IP or Rs232. Right-click on the driver to open its context menu. Mouse over *Comm Methods* to open the side menu.

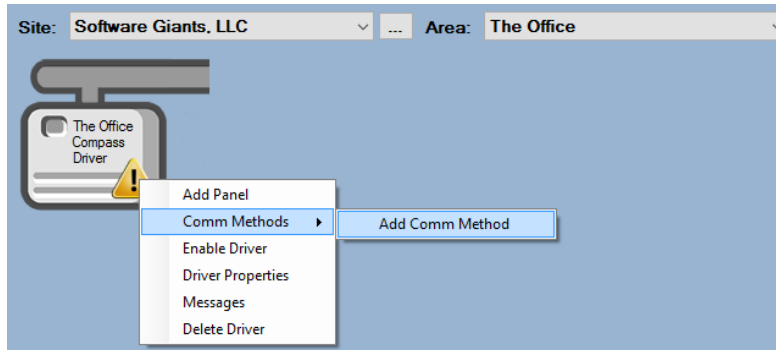


Figure 39 - Driver Context Menu Side Menu

Select *Add Comm Method*. The **Choose Communication Method Type** dialog appears.

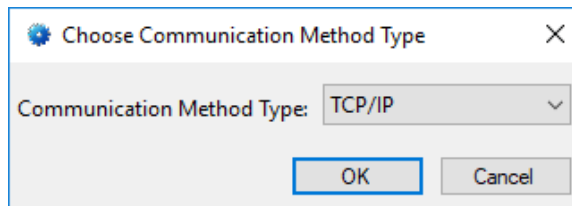
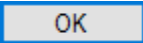


Figure 40 - Choose Communication Method Type dialog

In the **Communication Method Type** combo box, select the method this driver will use to communicate with the attached panels then click . The properties dialog for that method pops up. The example panel uses TCP/IP.

Intelli-Site 4.1 User's Guide

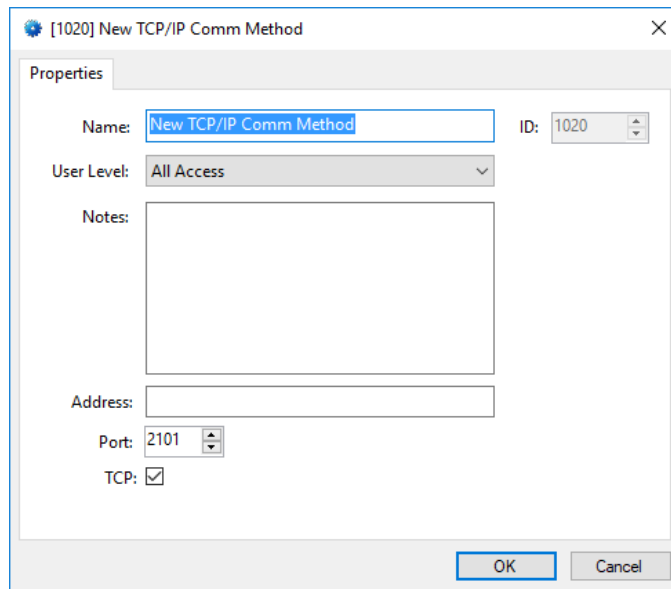


Figure 41 - TCP/IP Comm Method properties dialog

Supply the correct settings for this driver and field device pair. Most of the time an address or unique identifier is needed. Refer to the Panel Guide for detailed information on the different settings. Fill in the fields, including the name, and click **OK**.

Note: *A driver is not specific to an area, panels are. A driver will appear in all areas until a panel has been added to it. From that point on, the driver will only display in the area to which its panels belong.*

The next step is to add a field device or, in Intelli-Site jargon, a panel.

Add Panels

A panel is any field device or software object that can be communicated with by Intelli-Site. All field devices and hardware are panels but not all panels are field devices. These are advanced programming topics and will not be covered here. Here we will walk you through adding field device panels.

As stated in the last section, hardware is added to specific areas. Therefore, a site and area must be selected before any panels can be added.

Intelli-Site 4.1 User's Guide

A panel is attached to a specific driver because it's the driver that handles the communication to and from the physical panel. To add a panel to a driver, right-click on the driver to open its context menu.

Select *Add Panel*. An **Add Panel** dialog displays.

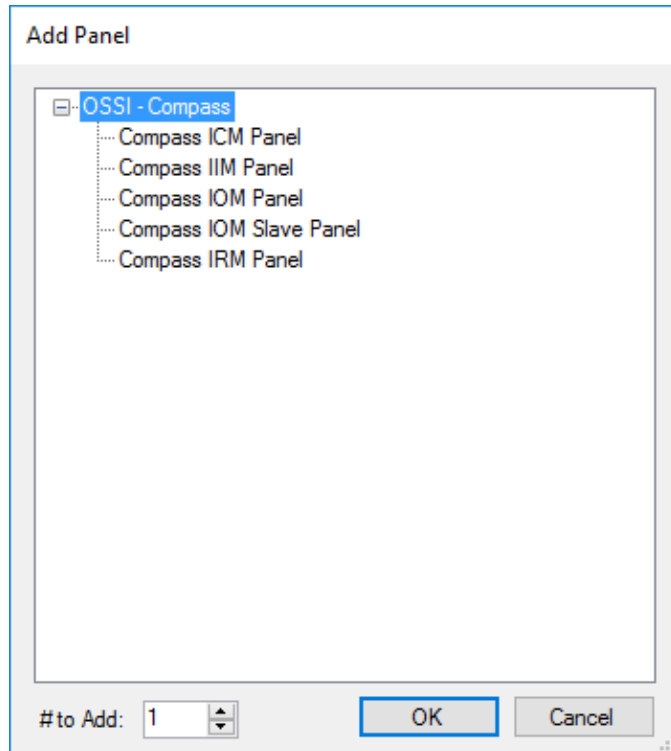



Figure 42 - Add Panel dialog

This dialog displays all the panel types that are valid for the target driver type.

Highlight the desired panel type. The example project needs a Compass IRM Panel. Then click . An icon is added to the  **Hardware Management View** screen attached to the targeted driver.

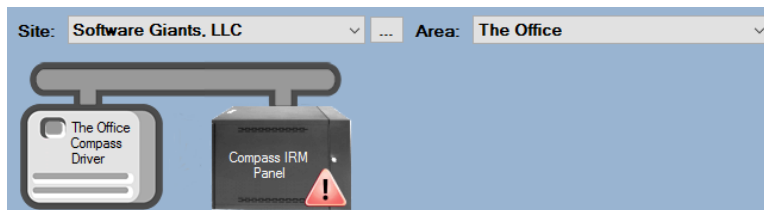


Figure 43 - Driver with a new panel added

Intelli-Site 4.1 User's Guide

Note: When the  Alert icon appears, it indicates a download of some kind is required by the panel. It may be present when the panel is added or when its properties are modified. This will be explained in [Download to the Panel](#).

Of course, there are configuration requirements; at the very least the new panel needs an appropriate name!

Just like the driver, all panels have a context menu that is opened by right-clicking on the icon. **Quick Config** is the first option in this menu.

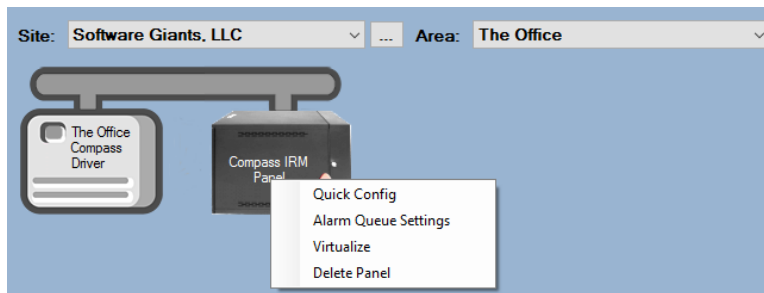


Figure 44 - Panel Context Menu

Select *Quick Config*. This opens the panel quick configuration dialog commonly called the **Quick Config** dialog. It combines all the configurable properties of the panel into one dialog. Consult the Panel Guide for detailed information about each of the properties, their purpose and their settings.

Intelli-Site 4.1 User's Guide

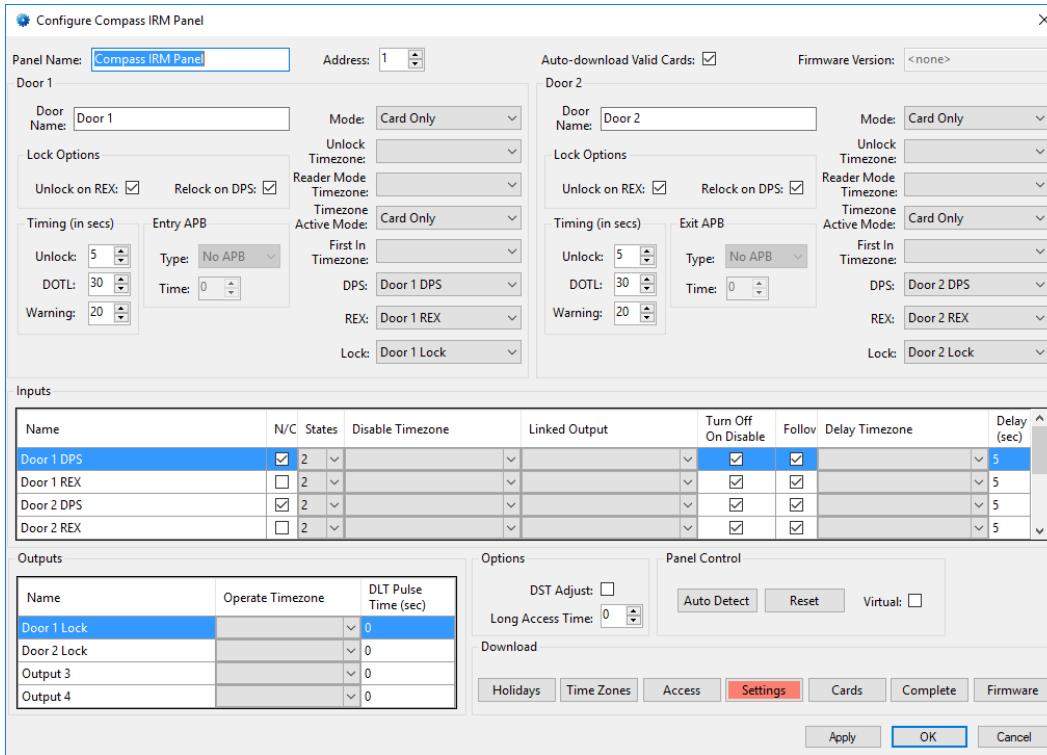
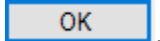


Figure 45 - Panel Quick Configuration dialog

At the very least, it is important to change the name of the panel and the doors and their associated inputs and outputs. The names should be descriptive enough to stand on their own as they will be used elsewhere in this process, specifically defining access sets.

Once the modifications have been made, save them by clicking



Intelli-Site 4.1 User's Guide

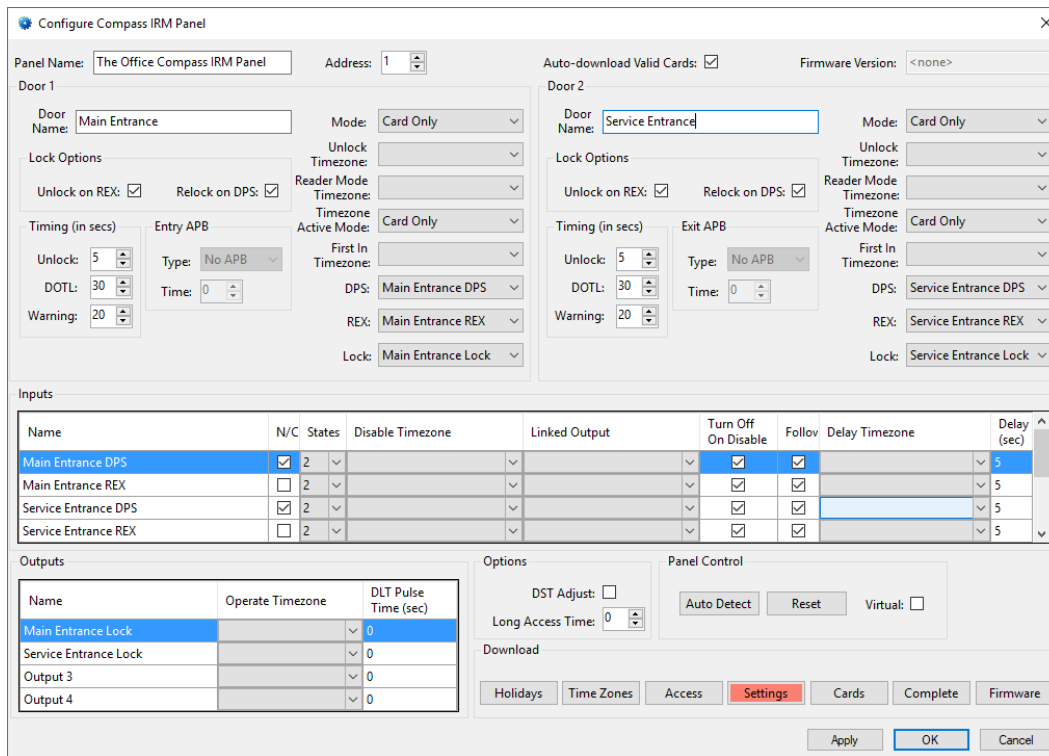


Figure 46 - Panel Configuration Completed





Note: The values in the combo boxes will update appropriately when the changes are saved.

When all panels have been added and configured, we can move on to Access Management.

Access Management

This section covers basic access management which is:

- Defining Access Sets
- Adding Personnel and Tokens
- Assigning Access Sets

Personnel, Tokens, and Access are all managed in  **Access Management View**. To open  **Access Management View**, click on  **Menu** and select .

Intelli-Site 4.1 User's Guide

Note: "Personnel" is a generic term referring to persons who will be managed via Intelli-Site. Card Holders are personnel.

"Token" is a generic term referring to any and all access credentials that can be assigned to a person.

Not every facility at which Intelli-Site is installed is an access control facility.

Last Name	First Name
-----------	------------

Card Number	Site Code
-------------	-----------

Ack	Ack All	Clear	Clear All	Alarm Description	Status	Priority	Date	Time	Count	Card No.	Acked By
-----	---------	-------	-----------	-------------------	--------	----------	------	------	-------	----------	----------

Figure 54 – Access Management View

Once the View is open, you are ready to begin.

Define Access Sets

There are several steps that must be fulfilled when defining an access set. The first was to add the access control panels which we did in section [Hardware Management](#). Next will be:

- Define company Holidays
- Define Time Zones
- Define Access Entries
- Define Access Sets

Intelli-Site 4.1 User's Guide

Holidays and Time Zones are configured on the **Holidays & Time Zones** tab. Access Entries and Access Sets are configured on the **Access Sets** tab.

Define Company Holidays

How a facility is accessed on holidays is usually quite different than the normal day-to-day activity. Intelli-Site is smart enough to understand that. Not all companies have the same holidays; therefore, the holidays for any facility must be entered.

Click on the **Holidays & Time Zones** tab to switch to it.

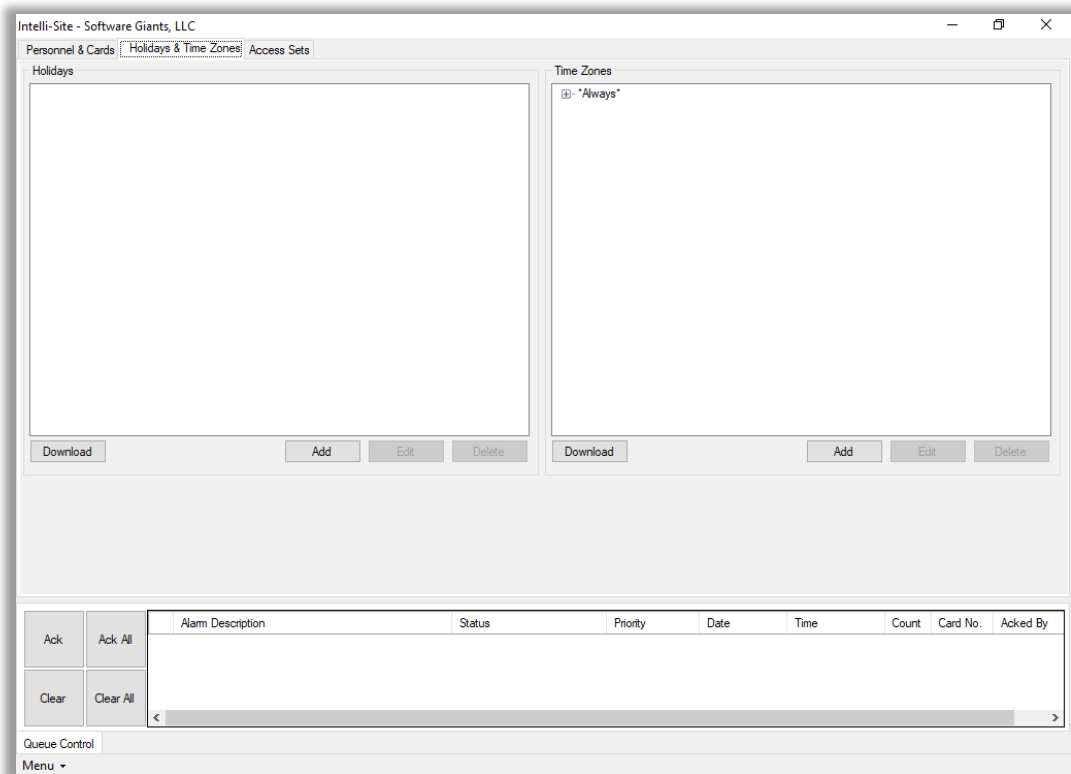


Figure 55 -  Access Management View, Holidays & Time Zones tab

On the left is the **Holidays** list box. Underneath this list box are the buttons to manage holidays. By default, there are no holidays defined.

To add a holiday, click the  button. A new holiday is added to the list and the properties dialog for this holiday is opened.

Intelli-Site 4.1 User's Guide

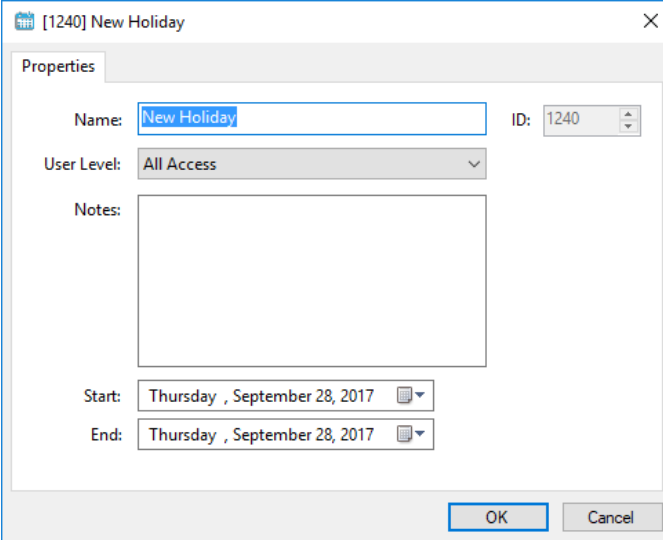


Figure 56 - New Holiday properties dialog

Name the holiday and set the start and end date. Save the data by clicking . Repeat for every holiday for your project.

Note: Holidays are specific calendar days. They must be updated every year.

Note: Compass panels do not include the year in the holiday definitions. See the Panel Guide for more information.

Once all the holidays are defined, the tab will look something like the following.

Intelli-Site 4.1 User's Guide

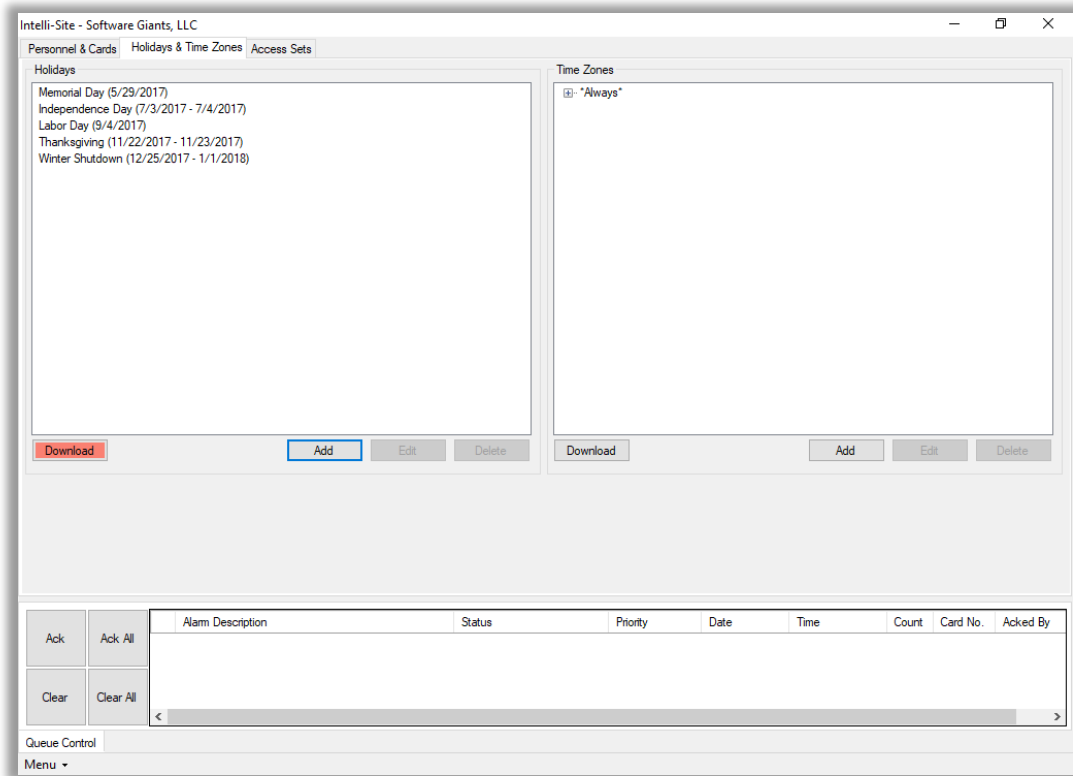


Figure 57 - Holidays & Time Zones tab with Holidays

Did you notice that **Download** changed? It became **Download** because holidays must be downloaded to the access control panels that are part of the project. It will stay **Download** until the holidays have been successfully downloaded to all panels that require it.

There are several steps along the way that will require download. We will finish all the access management steps and then perform one download at the end.

The next step is to define Time Zones.

Define Time Zones

A Time Zone is when personnel will access the facility such as the salaried work week, or first, second, and third shift.

Intelli-Site 4.1 User's Guide


The example project has:

- Access
 - Owner has 24/7 access
 - Janitorial Service only has access on Saturday mornings from 8:00am to noon, not including holidays
 - Standard access is Monday thru Friday, 8:00am to 6:00pm, not including holidays
 - Overtime access is Monday thru Friday 6:00pm to midnight and Saturday 8:00am to midnight including all Holidays

Therefore, we need Time Zones for 24/7, Saturday mornings, standard, and overtime.

Time zones are defined on the **Holidays & Time Zones** tab. The **Time Zones** list box can be found to the right of the **Holidays** list box.

Note: Intelli-Site ships with the special time zone **Always. This time zone must exist. Do not edit or delete it.**

To add a time zone, click the  button underneath the **Time Zones** list box. A new time zone is added to the list and the properties dialog for the new time zone is opened.

Intelli-Site 4.1 User's Guide

Start Time	End Time	Sun	Mon	Tue	Wed	Thu	Fri	Sat	Holiday Group
------------	----------	-----	-----	-----	-----	-----	-----	-----	---------------

Figure 58 - New Time Zone Properties dialog

Change the name to describe the time zone being created. In this case, the name is "24/7". Then add a **Time Line** by clicking the button. Set the **Start Time**, **End Time**, days of the week, and **Holiday Group** for this time zone.

Click to save the modifications and dismiss the dialog.

Did you notice that changed? It became because, like holidays, time zones must be downloaded to the access control panels too. It will stay until the time zones have been successfully downloaded to all panels.

Expand the time zone in the list to see the details.

Intelli-Site 4.1 User's Guide

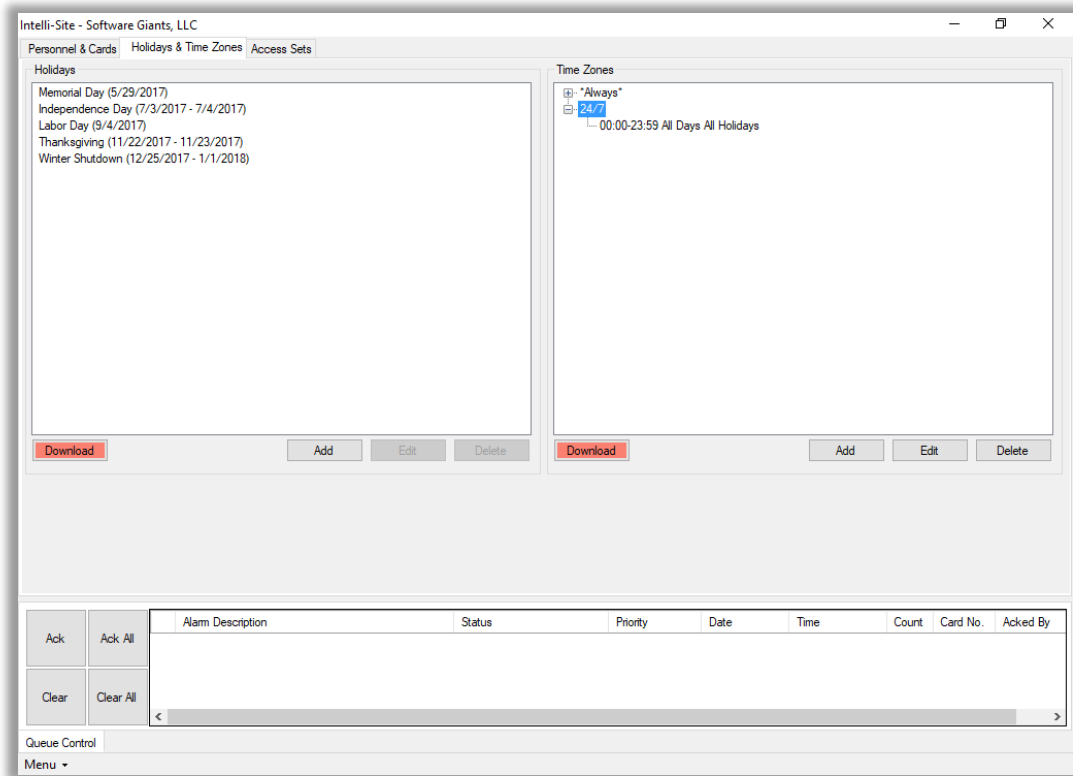


Figure 61 – Holidays & Time Zones tab with a programmed time zone

There can be more than one time line in a time zone. In fact the Overtime time zone in the example project has two. When editing the time zone, use the button to add any additional time lines needed.

Add all the time zones required by your project. Below is a screenshot of all the time zones in the example project.

Intelli-Site 4.1 User's Guide

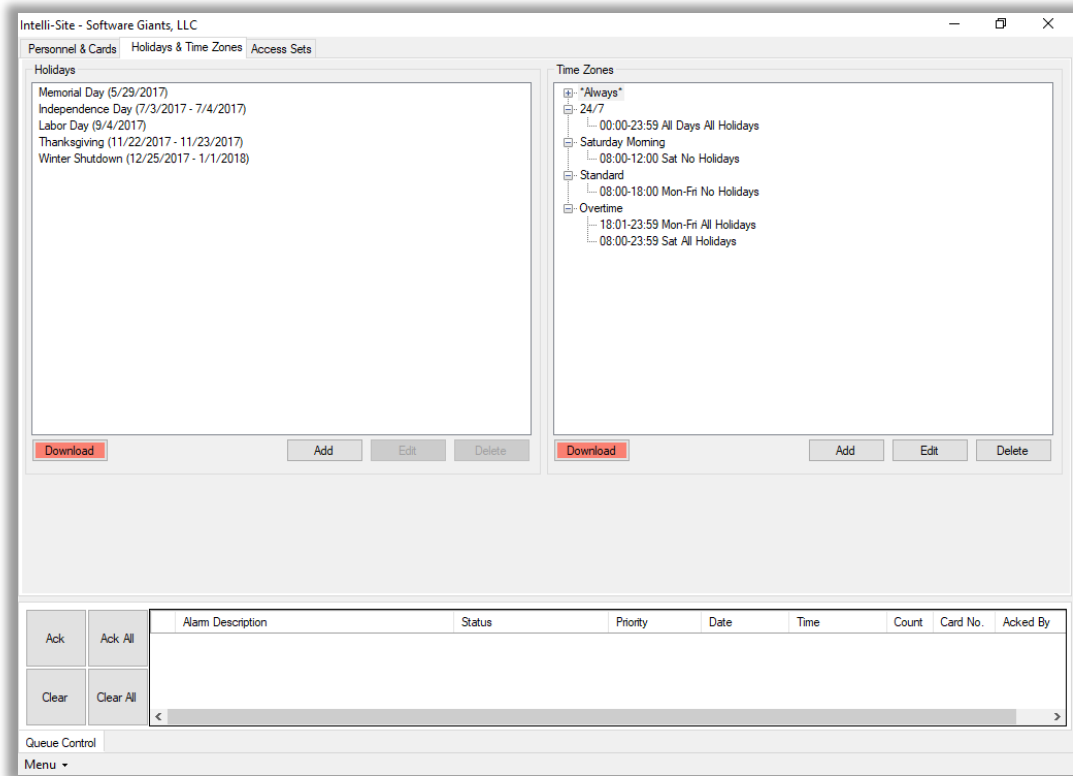







Figure 62 - All the Holidays and Time Zones for the Sample Project

The next step is to define access entries.

Define Access Entries

Access Entries are access definitions for an access control panel, the doors and locations controlled by that panel, during a particular time zone. Make the access entries as specific as possible. Make sure to define an access entry for each time zone that is applicable to the panel. Access entries are grouped in access sets. The access sets are granted to personnel. So the more granular you make the access entries, the more flexibility you will have when defining access sets.

Access Entries are created on the **Access Sets** tab of the  **Access Management View**. To open the  **Access Management View**, open the application bar menu by clicking . Select . In the  **Access Management View**, click the **Access Sets** tab.

Intelli-Site 4.1 User's Guide

In the **Access Entries** list box, there is a list of every access control Panel in the project. The example project only has one, The Office Compass IRM Panel.

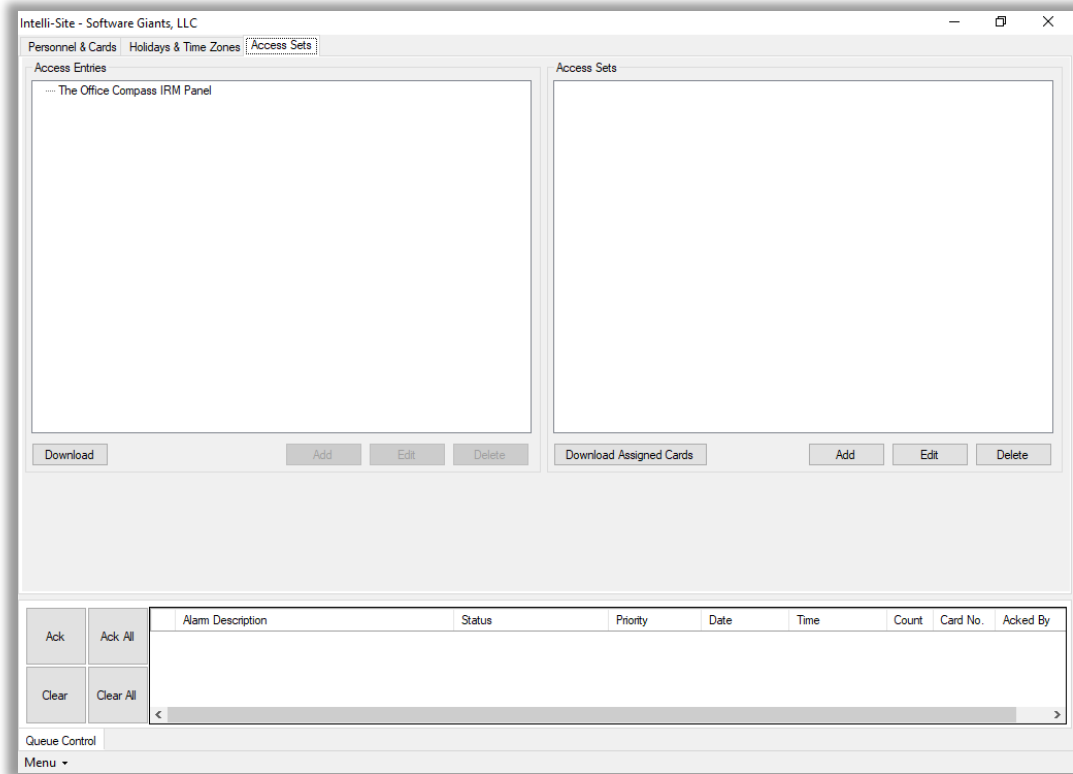


Figure 63 - Access Sets tab

Highlight an access panel and click the **Add** button below the Access Entries list box. An access entries definition dialog displays.

Intelli-Site 4.1 User's Guide

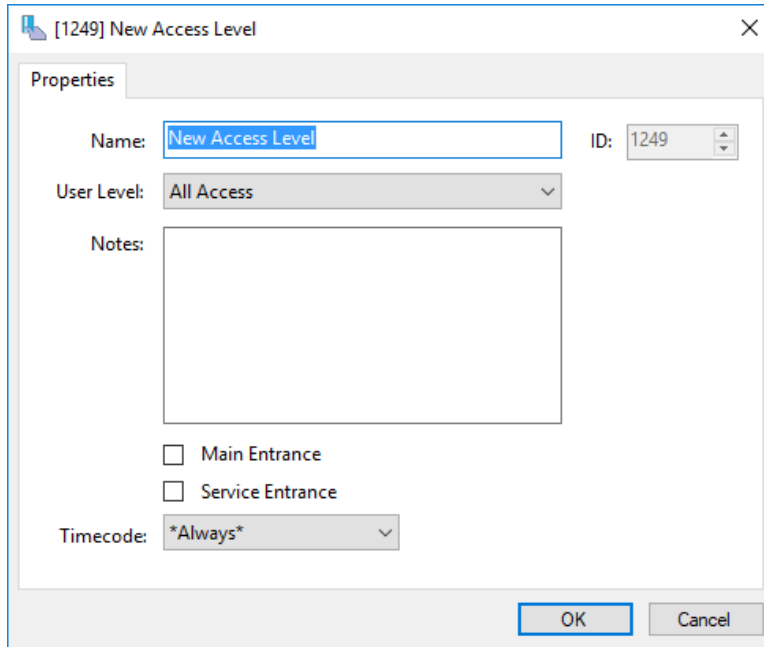


Figure 64 - New Access Entry dialog for a Compass IRM Panel

Note: Compass access entries are called “Access Levels”. Time Zones are “Timecodes”.

Name the new access entry; select the doors/readers and the corresponding time zone; click **OK** to save the changes.

Do this for each access entry in your project. Below are the access entries for the example project.

Intelli-Site 4.1 User's Guide

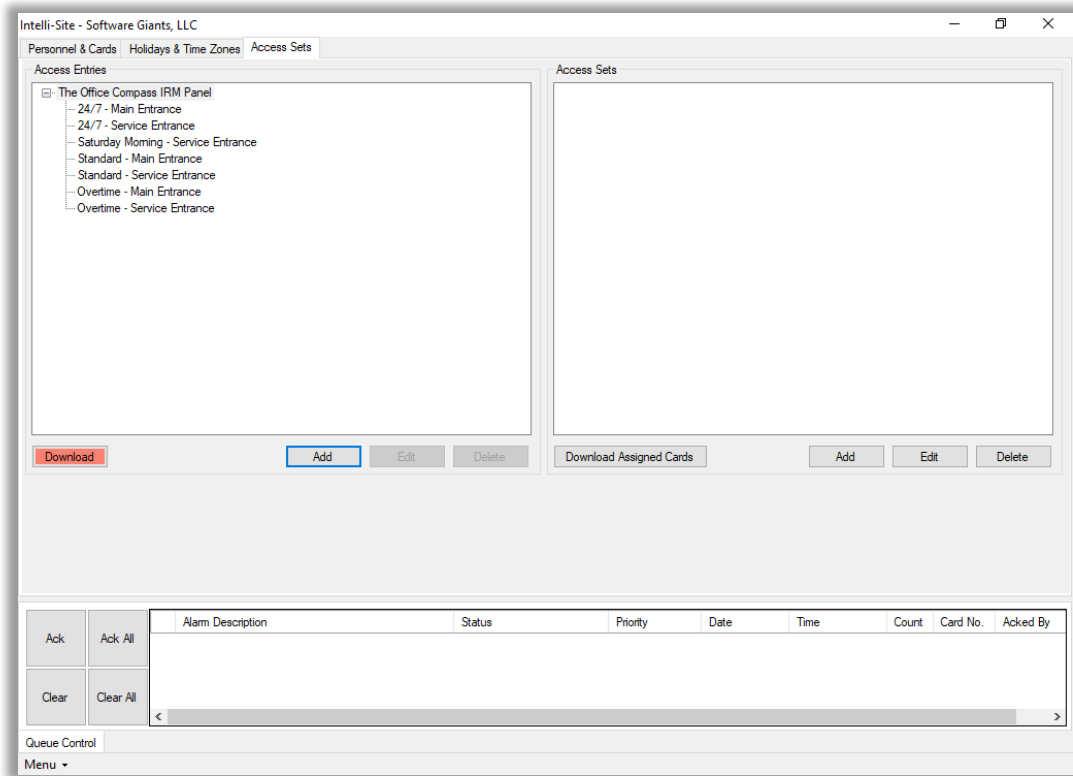


Figure 65 - Access Entries for the Example Project

Again, notice has changed to . Access entries must be downloaded to the access panels to take effect. It is almost time to download the settings, but not quite yet.

Now it is time to group the access entries into access sets.

Define Access Sets

Access Sets are groups of access entries. It is access sets that are assigned to personnel. Before creating any access sets, consider how your facility will be accessed. Some groups of personnel will have access via more than one door but at different times.

To create an access set, click the button under the Access Sets list box. An **Access Set Data** dialog displays.

Intelli-Site 4.1 User's Guide

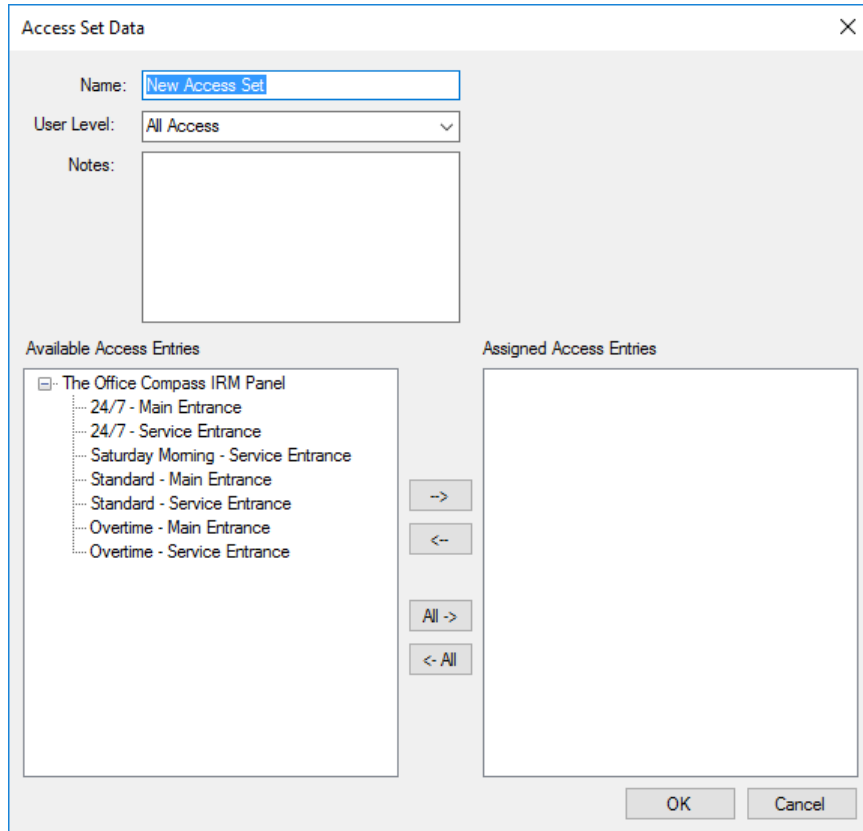


Figure 66 - Access Set Data dialog

Name the access set. Then move the access entries for this set from the **Available Access Entries** list to the **Assigned Access Entries** list by highlighting the desired entries and clicking the arrow button. You can also double-click on an entry to move it. Click when the set is complete.

The access set appears in the **Access Sets** list box. Expand the set to see the details.

Intelli-Site 4.1 User's Guide

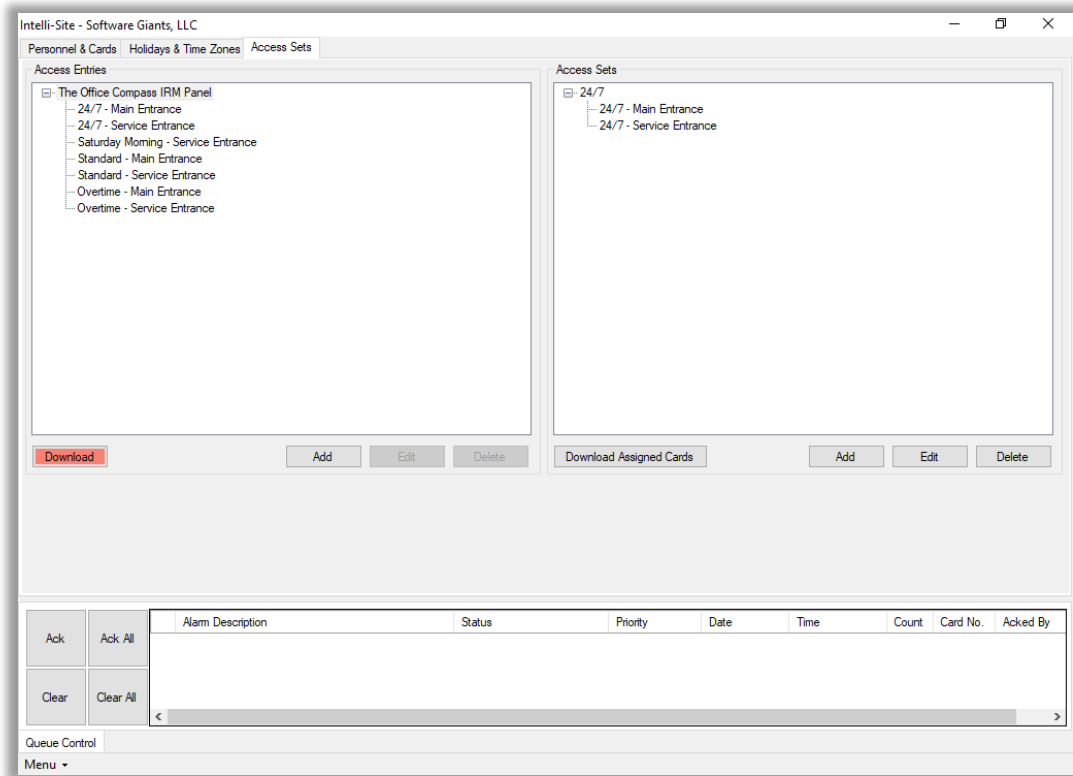







Figure 67 - Expanded Access Set Showing the Included Access Entries

Add all the access sets for your facility.

Add Personnel and Assign Access Sets

Personnel and cards are managed on the **Personnel & Cards** tab of  **Access Management View**. This is also where access sets are assigned to cards.

To open the  **Access Management View**, click  in the lower left-hand corner of the Intelli-Site Lite Client window. The Application Menu opens; select . The  **Access Management View** displays. If necessary, click the **Personnel & Cards** tab.

Intelli-Site 4.1 User's Guide

Figure 68 -  Access Management View - Personnel & Cards tab

Information related to the cardholder and the card is entered on the **Card Data** tab. Access sets are assigned to a card on the **Access** tab.

To add a cardholder and his/her card, click the **Add** button under the **Card Data** tab. All the fields for **Cardholder Data**, **Card Data**, and **Activation** become active.

Fill in the cardholder information, the card data information, and set the activation and expiration dates. It is acceptable to add a cardholder without adding a card. If this is the case, ensure the Card Number field is empty.

Note: *The Card Number, Site Code, and Card Format must be provided for each card. The combination of these three fields uniquely identifies the card. Therefore, one (Card Number, Site Code, Card Format) combination can be assigned to only one card holder. A card cannot be shared.*

Intelli-Site 4.1 User's Guide

Switch to the **Access** tab and assign the correct access to the card. You can double click on an access set to move it to the other Set list or highlight the access set and use the appropriate arrow button.

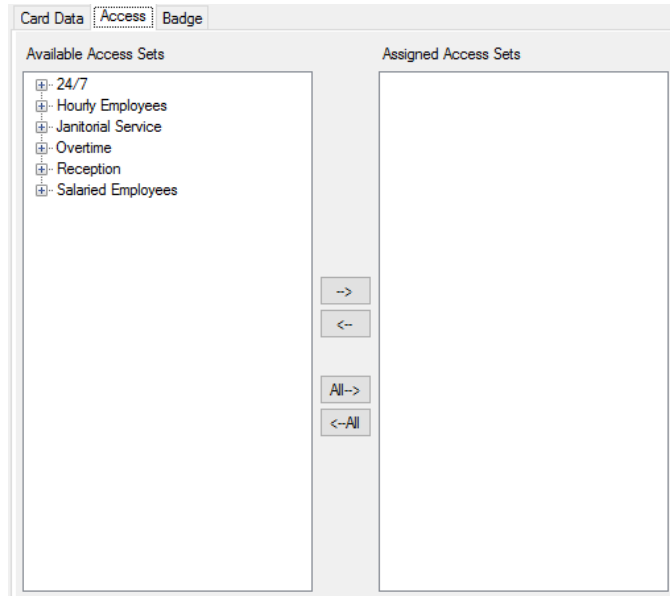


Figure 69 - Personnel & Cards: Access tab

When the cardholder data, card data, and access sets have been set, click **Save**. The information is saved, the person's last name and first name are displayed in the personnel table and the card number and site code are displayed in the card table. And the Download button changes too! This way you know which cards have not been downloaded.

Repeat for all personnel. Once all the personnel and cards have been added and access sets assigned, it's time to download the data to the panels.

Download the Project Programming

Now that the project has been programmed, it is time to send the programming down to the panels. The process of downloading is:

- Enable the drivers
- Download to each panel

Return to  **Hardware Management View** by clicking on **Menu**  and selecting .

Intelli-Site 4.1 User's Guide

Enable the Drivers

Because the drivers were not enabled when they were added to the project, they must be enabled one at a time. Once they are enabled, they will stay enabled until specifically disabled. If for some reason the Engine is stopped or the host computer reboots, the driver will be enabled when the Engine restarts.

Enabling a driver is simple. Use the *Enable Driver* option in the driver context menu. Right-click on the driver to open the context menu and select *Enable Driver*.

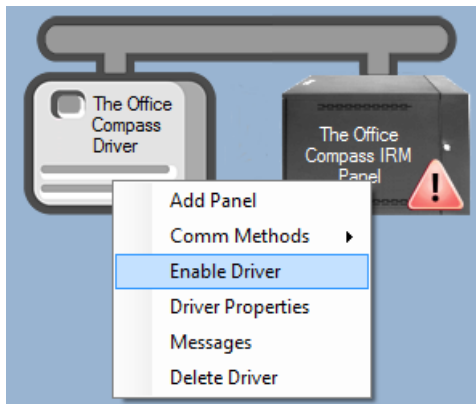


Figure 70 - Driver Context Menu: Enable Driver

When the driver is enabled and the panel is online, the link between them changes to green. If it does not, please refer to the proper Panel Guide for troubleshooting instructions.



Figure 71 - Driver Enabled and Panel Online

Repeat this for each driver.

Intelli-Site 4.1 User's Guide

Download to the Panel

There is more than one way to download the programming to the field devices. This guide will use the download button found on the **Quick Config** dialog for each panel. This ensures that everything is downloaded without having to do it one thing at a time.

Right-click on the target panel to open the context menu. *Quick Config* is the first option in the menu; select it. The **Quick Config** dialog opens.

Locate the **Download** group box. Each panel type has its own **Quick Config** dialog. The **Download** group box may be located in a slightly different location. The figure below shows the location of the group box for a Compass IRM Panel.

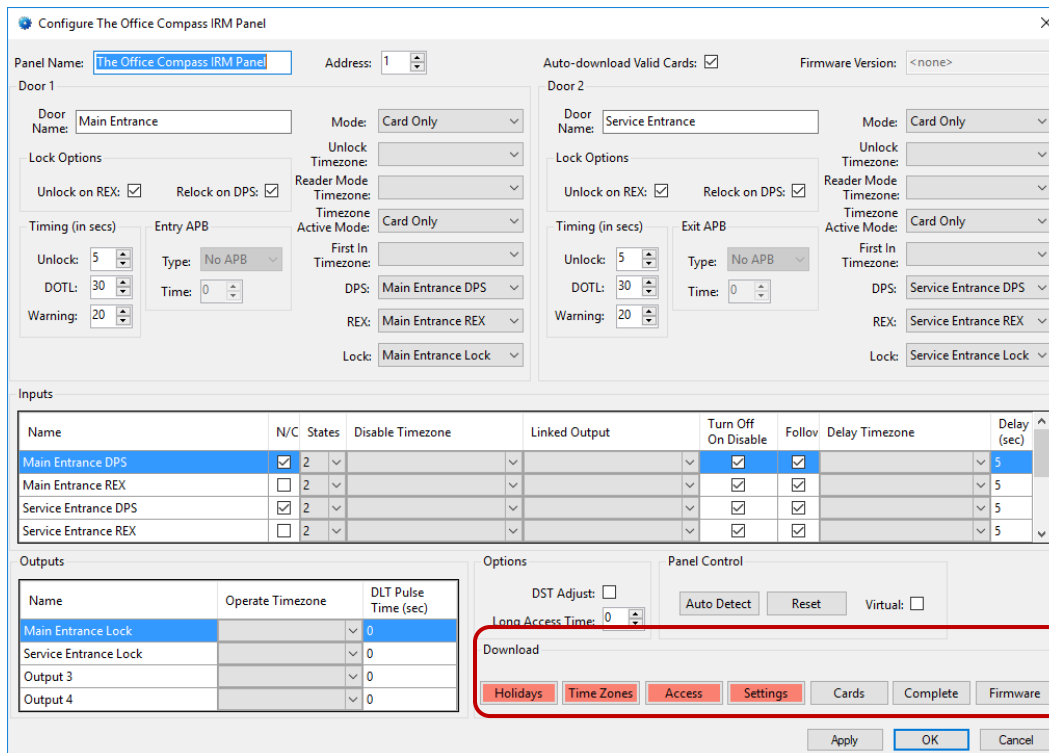
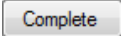

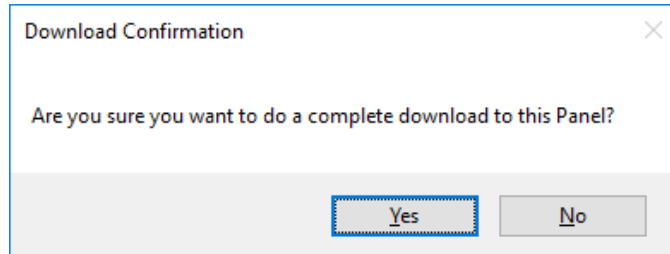


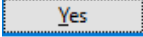
Figure 72 - The Download Button(s)

Note: Because the panel in the example project is a Compass panel, it is necessary to auto-detect to establish communication before downloading. Consult the Panel Guide for your access control panels to determine if there are any other initialization steps.

Intelli-Site 4.1 User's Guide

Notice that there are several different download buttons. Each will download different data. The  button will download all the required data. Click the  button. A **Download Confirmation** dialog displays to ensure you want to do a complete download.



Click . Each of the individual download types in the **Download** group will be sent to the panel. The download buttons will return to the neutral color.

Repeat this section for each panel.

Congratulations! You have just programmed your Intelli-Site project.

Intelli-Site Software Components

Intelli-Site is an object-oriented collection of linked software components that communicate using an industry standard, socket interface.

Intelli-Site has six main software components:

- Intelli-Site Engine
- Intelli-Site Driver Service
- Intelli-Site Database
- Intelli-Site Web Service (optional)
- Intelli-Site Client
- Intelli-Site Client Manager Service (optional)

The socket interface allows each software component to reside on the same computer or on several different computers. This gives Intelli-Site extensibility and flexibility.

The Intelli-Site Engine

The Intelli-Site Engine is a Windows Service that is the central hub of the Intelli-Site system. It manages the project information, controls user sessions, and manages the states of the various drivers and system constructs based on data received from sessions and field devices.

There is only one controlling Engine for each Intelli-Site system. If the Intelli-Site system has purchased and licensed the redundancy option, there will be one master Engine. All other Engines will be slaves that monitor and shadow the master. If the master Engine goes offline for any reason, then a slave Engine will take over, becoming the master.

Configuration and maintenance of the Engine is performed via the Configuration Utility. See section [The Setup Group](#) for more information.

The Intelli-Site Driver Service

The Intelli-Site Driver Service is a Windows Service that manages communication between the Engine and several panel Drivers. A panel Driver manages communication with specific physical devices. There is a different driver for each device type.

Intelli-Site 4.1 User's Guide

Since the various components communicate using a socket interface, neither the Driver Service nor the Drivers need to run on the same computer as the Engine. For that matter, the Drivers don't need to be on the same computer as the Driver Service. In addition, there can be multiple Driver Services in the Intelli-Site system and multiple versions of each panel Driver. This allows Intelli-Site maximum flexibility and extensibility.

Configuration and maintenance of the Driver Service is performed via the Configuration Utility. See section [The Setup Group](#) for more information.

The Intelli-Site Database

Intelli-Site installs and uses PostGreSQL as its database of choice.

Configuration and maintenance of the database is performed via the Configuration Utility. See section [The Setup Group](#) for more information.

The Intelli-Site Web Service

Intelli-Site has a web interface with limited capabilities. This interface is provided by the Web Service. The Web Service must be installed and started for this interface to work. The Web Service is managed using the [Configuration Utility](#).

Note: The Web Service log file is in the installation directory in the Web Service folder. To find this folder, click on the Folders menu in the Configuration Utility and select the Open Install Folder option.

For more information on connecting to Intelli-Site via the web interface, see section [The Web Client](#).

The Intelli-Site Client

The Intelli-Site system has two client interfaces. There is the traditional desktop client and a web interface. The Intelli-Site Web Service allows the User to access the Intelli-Site system via standard web browsers on computers and handheld devices.

Intelli-Site 4.1 User's Guide

The Desktop Client

The Desktop Client provides a graphical user interface that is customizable depending on the skills and knowledge of the end user. The main features of the Client are:

Menu ▾ **Application Menu** - The navigation tool for the Client; see The Application Menu for detailed information

Views - Application windows that combine similar and related aspects and usages of the Intelli-Site system; these Views make using Intelli-Site more intuitive and simple than ever. The Views are accessed via the Application Menu. For more information on each of the Views, please see the section The Views.

Information Manager - Allows the user to monitor system activity and alarm conditions in real-time no matter the current View; see Information Manager for more details.

Installing the Desktop Client Only

The Desktop Client can be installed on a 64-bit or 32-bit OS. It can be on the same computer as the Engine or on an entirely different one.

To install only the Desktop Client, run the Intelli-Site installer. On the **Setup Type** screen, select the *Desktop Client* option.

Configuring the Remote Desktop Client


Immediately upon launching the Desktop Client, the user is presented with the Intelli-Site **Logon** dialog.

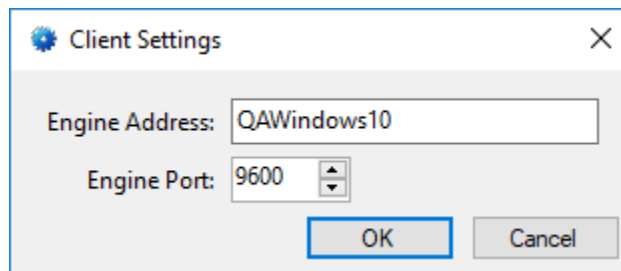
Intelli-Site 4.1 User's Guide



The dialog box is titled "Intelli-Site Logon". It features a blue header with the text "INTELLI-SITE" in large white letters and "BY OSSI" below it. Underneath the header, it says "Please login". There are two input fields: "Username:" and "Password:". At the bottom, there are three buttons: "OK", "Cancel", and a gear icon representing settings.

Figure 73 - Intelli-Site Logon dialog

The assumption is made that the Engine Service resides on the local computer. When the user supplies a Username and Password and clicks the **OK** button, the Client attempts to connect to the Engine Service on the local computer. To change the default client settings, click the  button. The **Client Settings** dialog appears.



The dialog box is titled "Client Settings" with a gear icon in the top left corner. It contains two fields: "Engine Address:" with the text "QAWindows10" and "Engine Port:" with a spinner box set to "9600". At the bottom, there are "OK" and "Cancel" buttons.

Figure 74 - Client Settings dialog

Engine Address – The IP address or name of the computer hosting the Engine Service

Engine Port- The port number for the Engine Service specified in the Engine Service Settings, see [Setup Services](#). 9600 is the default number and will rarely be anything else.

Note: *If the Client Manager Service is being used the Engine Address and Engine Port should be set to the Client Manager Service Address and Port.*

Intelli-Site 4.1 User's Guide

It is not enough to supply the correct Engine Address and Port. The Intelli-Site system only accepts connections from known sources. Therefore, there must be a Computer node in the Project Node Tree whose **Name** field matches the name of the Remote Client computer. For more information on the Computer node, see [Computers](#).

Note: *If you attempt to connect from a remote computer or device that is not in the Intelli-Site project, the error message will give the name of the remote computer or device.*

The Web Client

Intelli-Site has a web interface with limited capabilities. This interface is provided by the Web Service. The Web Service must be installed and started for this interface to work. The Web Service is managed using the [Configuration Utility](#).

Once the Web Service is started, you may access the web interface using the latest versions of the following web browsers:

- Chrome
- Internet Explorer (11 or higher)
- Firefox





No other web browsers are supported.

The website URL is documented in the [Setup Services](#) of the Configuration Utility. Basically, the website URL is "<host computer>/Intelli-Site" where <host computer> is the IP address or DNS name of the computer on which the Intelli-Site Web Service is installed.

Note: *The first time any web browser connects to the Web Service takes a significant amount of time because there is a lot of initialization that must take place that can only happen when the first connection occurs. Subsequent connections occur in a timely manner until and unless the Web Service is restarted.*

Upon successful login, the user is presented with the default View as designated in the user's properties. See [Users](#). After logging in, the user will modify the URL to reach the different web-accessible Views:

Intelli-Site 4.1 User's Guide

-  **Access Management View** -
<host computer>/Intelli-Site/Client/AccessManagement
-  **Activity View** -
<host computer>/Intelli-Site/Client/Activity
-  **Live View** -
<host computer>/Intelli-Site/Client/Live
-  **Scheduled Events View** -
<host computer>/Intelli-Site/Client/ScheduledEvents

The Intelli-Site Client Manager Service

The Intelli-Site Client Manager Service is an optional service. It allows the management of multiple clients by one service, offloading this management from the Engine. It is most useful in a redundant system. Each client will simply connect to the Client Manager Service. The Client Manager Service will keep track of which Engine is the master.

Note: This is an OPTIONAL component. When running, it will count as an active session against the license.

The Configuration Utility

The Configuration Utility manages the Intelli-Site Services and the database installed on the host computer. At a glance, the user can discover which components have been installed and which services are running or stopped.

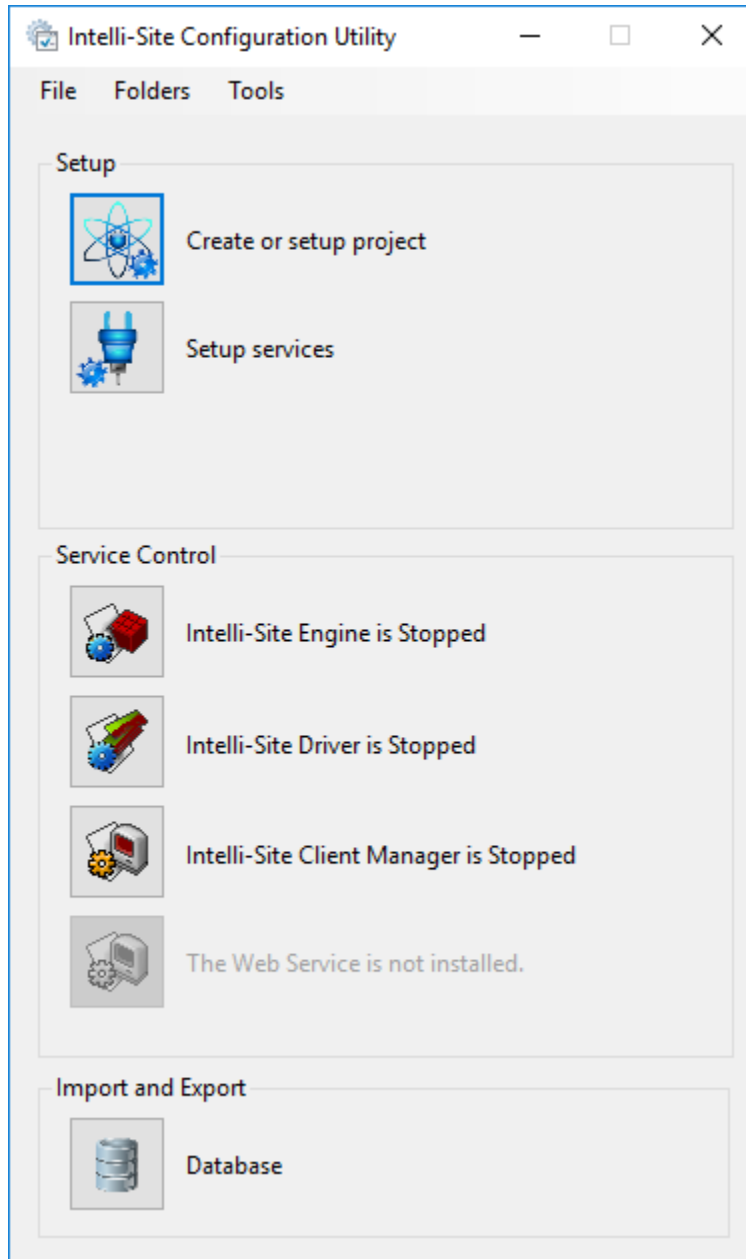


Figure 75 - The Configuration Utility

Intelli-Site 4.1 User's Guide

In the figure above, the Web Service icon is grey which indicates that it is not installed. The Intelli-Site Driver service is stopped and the Intelli-Site Engine is running.

The Menu Bar

The Configuration Utility menu bar contains three menus:

- File
- Folders
- Tools

File

The File menu is a standard menu for most Windows programs. In the Configuration Utility, the only File menu option is *Exit*.

Folders

The Folders menu provides a quick way to open the folders used by the Intelli-Site system. The folders are:

- *Install folder*
- *Data folder*
- *Projects folder*
- *Logs folder*

Note: The user will only need to open these folders at the request of Tech Support.

Tools

The Tools menu options include:

- *Project Setup...* - opens the **Setup Project** dialog
- *Services Setup...* - opens the **Setup Services** dialog
- *Database Backup and Restore...* - opens the **Backup/Restore Database** dialog
- *Create Support Package...* - creates a support package for technical support

Note: The user will only need to use the Create Support Package... option at the request of Tech Support.

Intelli-Site 4.1 User's Guide

The Setup Group

The Setup Group contains those activities related to the setup and configuration of the Intelli-Site system as a whole. Here you create or setup the project, and setup the various system services.

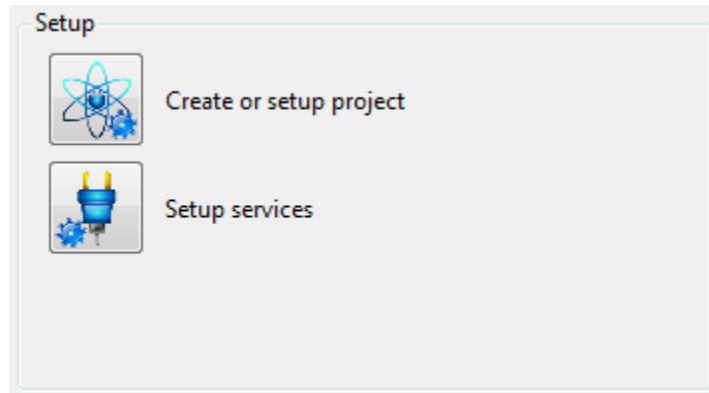



Figure 76 - The Configuration Utility Setup Group

Create or setup project – Used to create multiple projects or modify the current project

Setup services – Used to set the parameters for the Engine, Driver, and Web services

Note: *Both of these options are disabled if the Engine or Driver Service is running. Both Services must be stopped to create or setup a project or to setup the services.*

Create or Setup Project

The  **Create or setup project** tile allows an integrator to create different Intelli-Site projects on the same computer and/or modify the current project. This is not an option that end-users will use unless directed by Tech Support to do so.

Intelli-Site 4.1 User's Guide

Creating or Modifying a Project

Clicking on the  **Create or setup project** tile opens the **Project Setup** dialog.

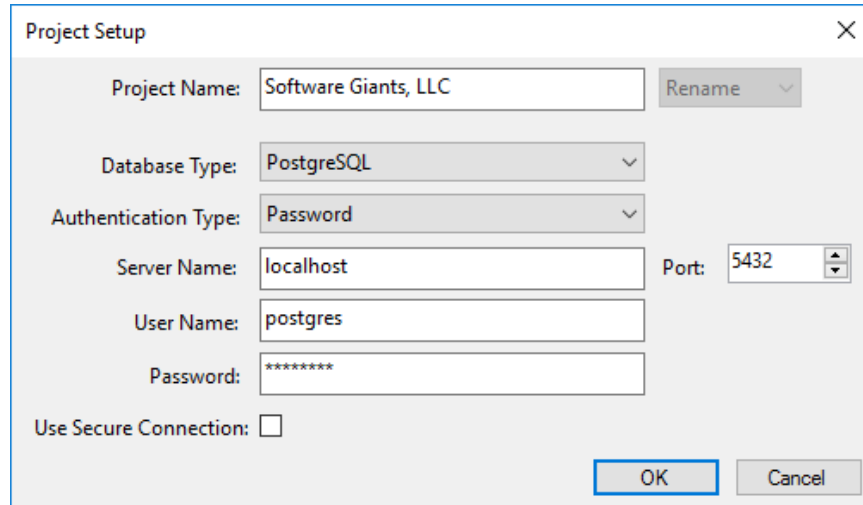
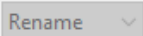


Figure 77 - Project Setup dialog

Project Name – An editable text field where the name of the project is entered

 - Drop-down list with two options, *Rename* and *New*, that becomes active when the **Project Name** field is modified; select the desired action to take

Database Type – Drop-down list containing the installed, supported database types; PostgreSQL is the default database installed with Intelli-Site

Authentication Type – Drop-down list of the possible authentication types; Password is the default value

Server Name – The name of the computer on which the database resides; the default is the localhost

User Name – The user name to use during authentication with the database if an authentication type is specified

Password – The password to use during authentication with the database if an authentication type is specified

Intelli-Site 4.1 User's Guide

Note: *The Project Name and Rename/New are the two fields that will be changed on a regular basis. The default values for the other fields are correct for most installations.*

OK

- Save the changes and create or rename the project

Cancel

- Abandon the changes, do not create or rename the project

Intelli-Site 4.1 User's Guide

Selecting the Current Project

When there are two or more projects detected by the system, the current project is displayed on the main window.

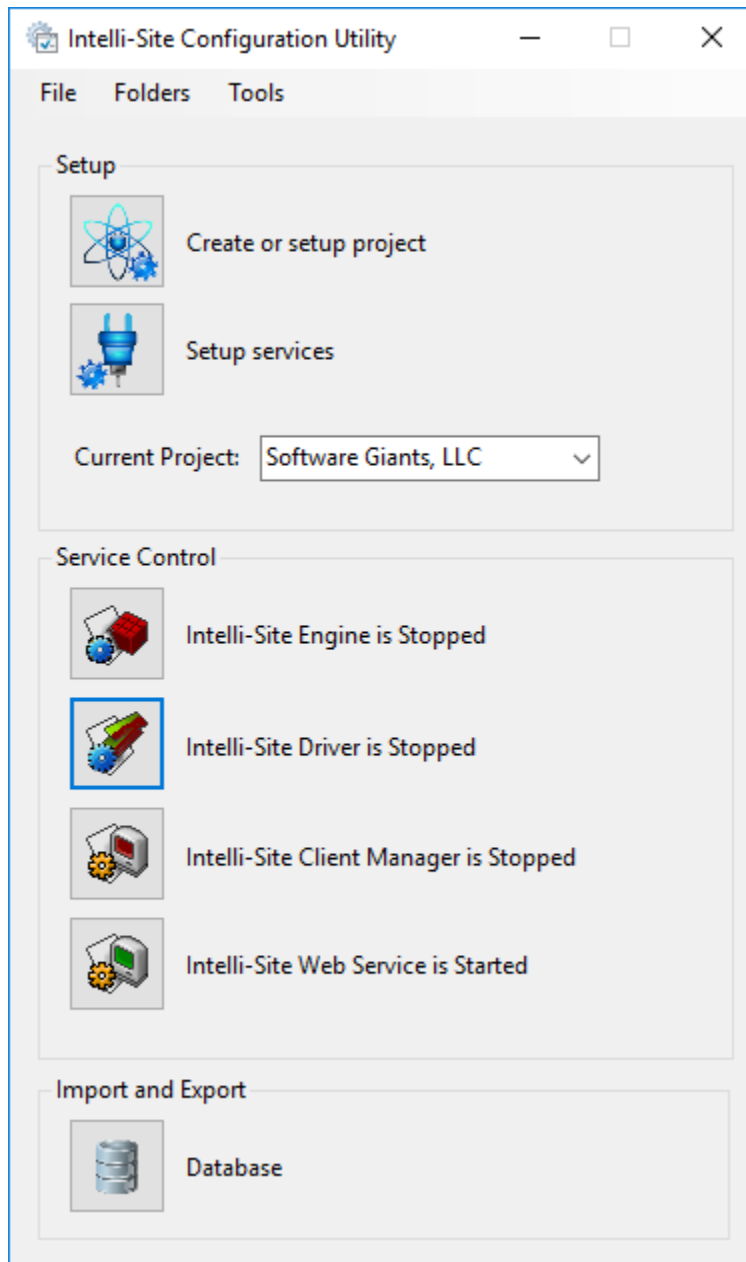


Figure 78 - Configuration Utility main window with multiple projects

When the Intelli-Site Engine Service is stopped as in the above figure, the Current Project field is a drop-down list containing the list of the possible projects. The current project is the selected project.

Intelli-Site 4.1 User's Guide

When the Engine Service is running, the Current Project field is disabled but still displays the project that the Intelli-Site software is using.

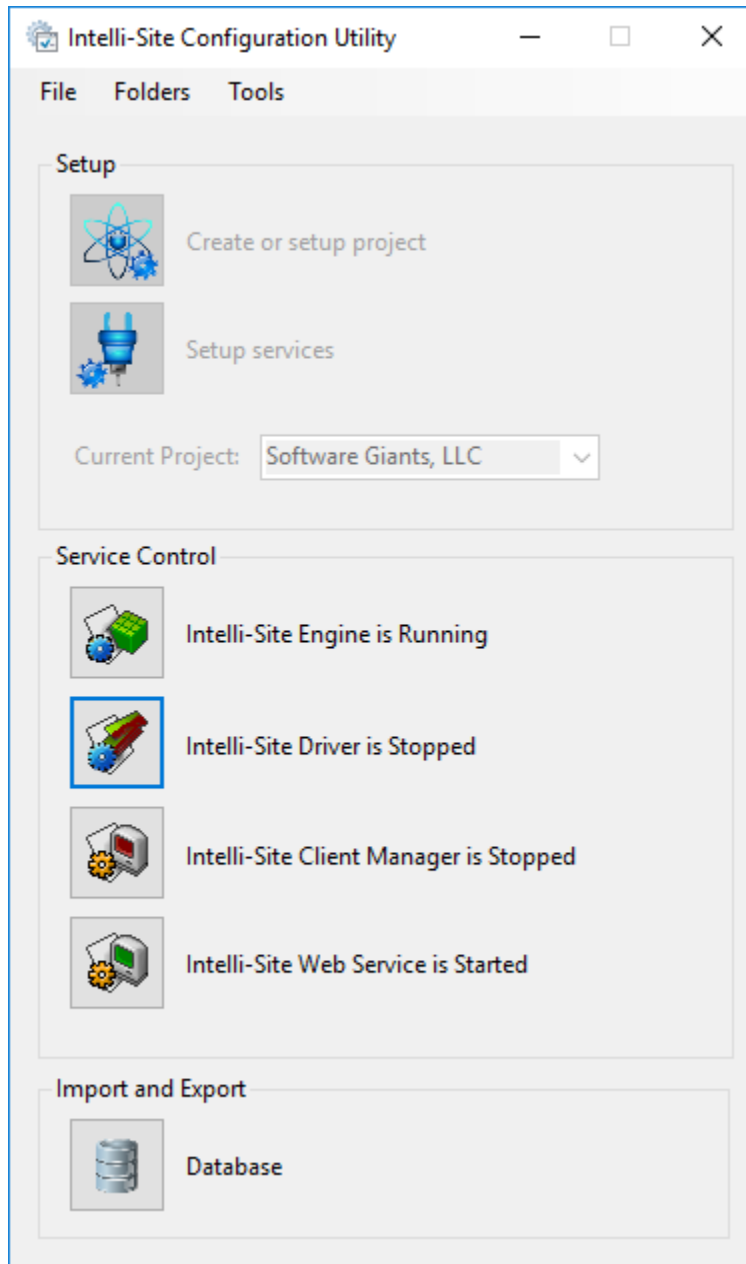



Figure 79 - Current Project when the Engine Service is running

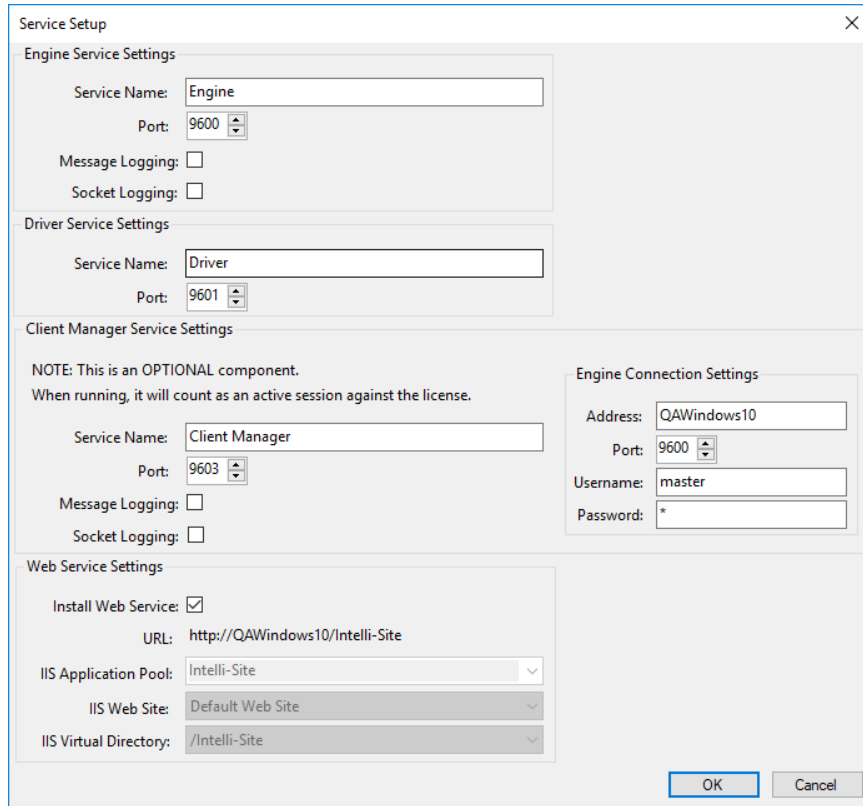
Setup Services

The Engine Service, the Driver Service, and the Client Manager Service each have tune-able parameters. These parameters can be modified using the  **Setup services** tile.

Intelli-Site 4.1 User's Guide

Note: The  **Setup services** tile is disabled until the **Engine, Driver, and Client Manager Services** are stopped.

Clicking on the  **Setup services** tile opens the **Service Setup** dialog.



The Service Setup dialog box is titled "Service Setup" and contains several sections for configuring services:

- Engine Service Settings:** Service Name: Engine, Port: 9600, Message Logging: , Socket Logging:
- Driver Service Settings:** Service Name: Driver, Port: 9601, Message Logging: , Socket Logging:
- Client Manager Service Settings:** NOTE: This is an OPTIONAL component. When running, it will count as an active session against the license. Service Name: Client Manager, Port: 9603, Message Logging: , Socket Logging:
- Engine Connection Settings:** Address: QAWindows10, Port: 9600, Username: master, Password: *
- Web Service Settings:** Install Web Service: , URL: http://QAWindows10/Intelli-Site, IIS Application Pool: Intelli-Site, IIS Web Site: Default Web Site, IIS Virtual Directory: /Intelli-Site

Buttons for OK and Cancel are located at the bottom right.

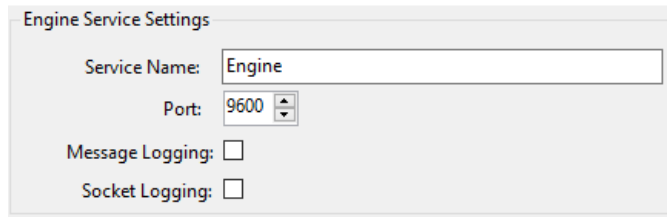
Figure 80 - Service Setup dialog

Note: The default settings will satisfy the requirements of nearly every installation. On rare occasion they may need to be modified. Do so with great caution.

Engine Service Settings Group

The **Engine Service Settings** group contains the parameters that can be adjusted for the Engine Service.

Intelli-Site 4.1 User's Guide



The screenshot shows a dialog box titled "Engine Service Settings". It contains the following fields and controls:

- Service Name:** A text input field containing the text "Engine".
- Port:** A spin box containing the value "9600".
- Message Logging:** A checkbox that is currently unchecked.
- Socket Logging:** A checkbox that is currently unchecked.

Service Name – The name for the Engine Service

Port – The TCP port number that the Engine Service listens to for connections from the Client Manager; the Client Manager handles the communication between the Engine and the Desktop Client and the communication between the Engine and the Web Service

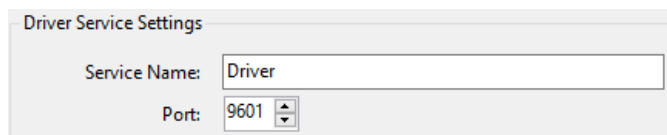
Message Logging – Troubleshooting tool; when this checkbox is selected, all messages are written to the EngineServiceMsg.log file in the Logs folder

Socket Logging – Troubleshooting tool; when this checkbox is selected, all socket traffic is written to the EngineServiceMsg.log file in the Logs folder

Note: *Only select the logging options at the request of Tech Support. Doing so will affect the performance of the Intelli-Site system.*

Driver Service Settings Group

The **Driver Service Settings** group contains the parameters that can be adjusted for the Driver Service.



The screenshot shows a dialog box titled "Driver Service Settings". It contains the following fields and controls:

- Service Name:** A text input field containing the text "Driver".
- Port:** A spin box containing the value "9601".

Service Name – The name for the Driver Service

Port – The TCP port number that the Driver Service listens to for connections from the Engine; every Driver Service in the Intelli-Site system must use the same port number

Intelli-Site 4.1 User's Guide

Client Manager Service Settings Group

The **Client Manager Service Settings** group contains the parameter for the Client Manager Service to connect to the Engine and those parameters that govern where the Desktop Client will connect to the Client Manager Service.

Service Name – The name for the Client Manger Service

Port – The TCP port number that the Client Manager Service listens to for connections from the Desktop Client; the Client Manager handles the communication between the Engine and the Desktop Client and the communication between the Engine and the Web Service

Message Logging – Troubleshooting tool; when this checkbox is selected, all messages are written to the EngineServiceMsg.log file in the Logs folder

Socket Logging – Troubleshooting tool; when this checkbox is selected, all socket traffic is written to the EngineServiceMsg.log file in the Logs folder

Note: Only select the logging options at the request of Tech Support. Doing so will affect the performance of the Intelli-Site system.

Engine Connection Settings group

Address – The computer name or IP address of the host computer for the Engine service

Port – The TCP port number on which the Engine is listening for connections

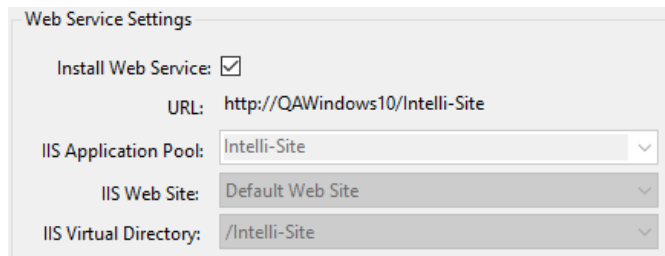
Username – The username the Client Manager Service will use to logon to the Engine

Intelli-Site 4.1 User's Guide

Password – The password used to authenticate the username when the Client Manager Service logs in to the Engine

Web Service Settings Group

The **Web Service Settings** group contains the parameters governing the Web Service.



Web Service Settings

Install Web Service:

URL: http://QAWindows10/Intelli-Site

IIS Application Pool: Intelli-Site

IIS Web Site: Default Web Site

IIS Virtual Directory: /Intelli-Site

Install Web Service – Checkbox that indicates the installation status of the Web Service

URL – The URL for the Intelli-Site Web Service

IIS Application Pool - A grouping of URLs that is routed to one or more worker processes; application pools significantly increase both the reliability and manageability of a Web infrastructure

IIS Web Site - A unique collection of Web pages and Web applications that is hosted on an IIS Web server; web sites have bindings that consist of a port number, an IP address, and an optional host name or names

IIS Virtual Directory – The directory name (also referred to as path) that specified in Internet Information Services (IIS) and map to a physical directory on a local or remote server; the virtual directory name becomes part of the application's URL

Note: The Web Service Settings are presented as information only. Any other IIS settings are not supported.

The Service Control Group

The Service Control Group is used to start and stop the components of Intelli-Site that are system services. It also allows the User to tell at a glance if a system service is running or if the system service is installed.

Intelli-Site 4.1 User's Guide

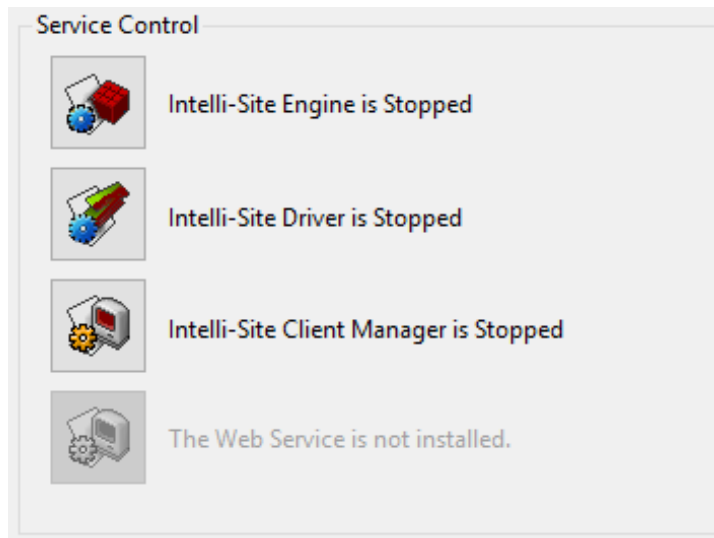


Figure 81 - The Configuration Utility Service Control Group

In the figure above, notice that the Web Service is not installed. If any of the services is not installed on the local computer, that component will be gray and inactive.

The text next to the button indicates the state of the service. The state is Stopped, StartPending, or Running. The StartPending state is a temporary state that occurs while the service is starting or stopping.

To start a stopped service or stop a running service, click the appropriate tile. The top tile is the Engine; below it is the Driver Service, then the Client Manager Service. The bottom tile is the Web Service which allows Users to connect using standard web clients.

The Import and Export Group

The Import and Export Group allows the user to backup and restore the Intelli-Site database.

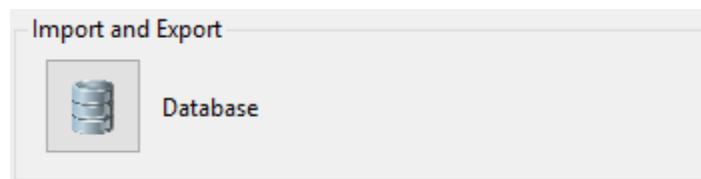



Figure 82 - The Configuration Utility Import and Export Group

Intelli-Site 4.1 User's Guide

When the  Database button is clicked, the **Backup/Restore Database** dialog opens.

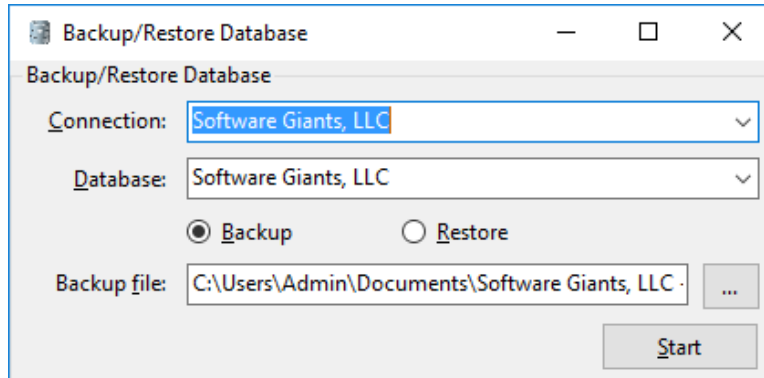


Figure 83 - Backup/Restore Database dialog


Connection – Which pool to use; connection pooling optimizes the connecting to the database by allowing physical connections to be reused if available


Database – Which of the databases to backup or restore

Backup – Radio button to select the action

Restore – Radio button to select the action



Backup file – The name for the backup file

 - Opens the Save dialog to specify the location and name of the database backup file


 - Initiate the backup/restore


Note: *If the Engine is running when backup is initiated, you will be given you the option of stopping the Engine and continuing or canceling. After the process is completed, the Engine is restarted. If the Engine was manually stopped, then it is still stopped.*


The Application Menu


The  Application Menu is the main navigation tool for the Intelli-Site Client. Through this menu you may logon to or off of the Intelli-Site system, exit the client, open the  **About** dialog, or open any of the Views.

Note: *A View is a window dedicated to particular aspects and usages of the Intelli-Site system. For more information and detailed usage of the Views, see the section [The Views](#).*


To open the Application Menu, click on the  button in the lower left-hand corner of the Client screen. Application Menu options are (in menu order from top to bottom):

 **[Live View](#)** – The window that displays the user-defined graphical interface to manage and monitor the Intelli-Site System


 **[Accutech View](#)** – The window dedicated to managing Accutech systems


 **[Access Management View](#)** – The window where all aspects of access management are controlled:


- Holidays & Time Zones
- Access Sets
- Personnel & Tokens (aka Cards)

 **[RFID Management View](#)** – The window where all aspects of RFID management are controlled:

- Tags
- Distribution Lists & System Time Periods
- Tag Groups & Zones



 **[Hardware Management View](#)** – This window combines the configuration and monitoring of the drivers and panels.


 **[Activity View](#)** - The user can monitor the activity of the system in real-time.


 **[Scheduled Events View](#)** – This window manages the events and the calendar by which these events are set and cleared.


Intelli-Site 4.1 User's Guide



 **Design View** – This window provides complete access to the Project Tree. The screens for  **Live View** are created and managed here.

 **Documentation View** - The Intelli-Site manual and panel guides are accessible through the  **Documentation View**. The integrator is encouraged to create a usage guide for the specific installation. The usage guide can be added to the Project, and the end user can access it through this View as well.

 **Reports View** – The window in which the Intelli-Site reports are generated and viewed

 **Video View** – The window dedicated to video management and display

 **Logon/Logoff** – Logon/Logoff Intelli-Site system

 **About** – Display the  **About** dialog; contains the EULA, Intelli-Site version information, and the license information

 **Exit** – Shutdown the Client, logoff if necessary


Note: *If the logged in user does not have access to a View, that View will not be listed in the Application Menu. For example, the default user, master, does not have access to the Video View. Video View is not listed in the Application Menu. The Views are enabled or disabled via the User View Options property. See [User View Options](#).*

The Views



A View is a window dedicated to related aspects and usages of the Intelli-Site system. There are nine (9) Views in all. A View is opened using the **Menu** Application Menu found in the lower right-hand corner of the Client.


This section explains each View in detail.


Accutech View

Installations that use Accutech hardware have specific needs and requirements when managing tags and monitoring facility activity. The  **Accutech View** implements these specific needs and requirements so that the user doesn't have to.

Enabling **Accutech View**

If  **Accutech View** is not listed in the menu options, it must be enabled. To enable  **Accutech View**, the properties of the user must be modified.

Note: *Changes made to a user's properties take effect the next time that user logs in. Therefore, if this was the currently logged in user's properties, logoff and log back in to access the  **Accutech View**.*

In  **Design View**, open the properties dialog of the target user. User nodes are found by expanding **Setup->User Setup ->Users**. If you need to add a new user, see [Users](#). If the user is an existing one, right-click on the user node and select *Properties*.

Intelli-Site 4.1 User's Guide

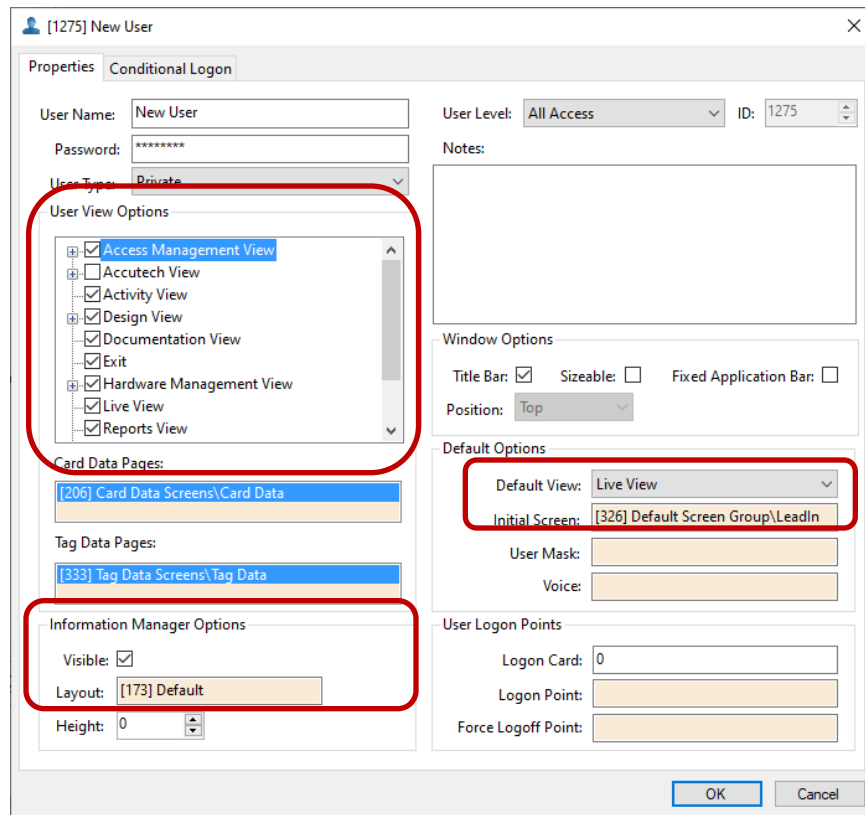
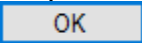



Figure 84 - User Properties dialog

Locate the **User View Options**. They are highlighted by a red rectangle in the figure above. In these options, locate the **Accutech View** checkbox. Click in it to check it. It may also be desired to check the child options **Hide Photo** and **Hide Tag List**. Clear the Visible checkbox in the **Information Manager Options** which is highlighted above. It may also be important to set the **Default View** to *Accutech View*. Then click  to save the changes.

Using Accutech View

 **Accutech View** is used to manage and monitor Accutech systems.

Intelli-Site 4.1 User's Guide

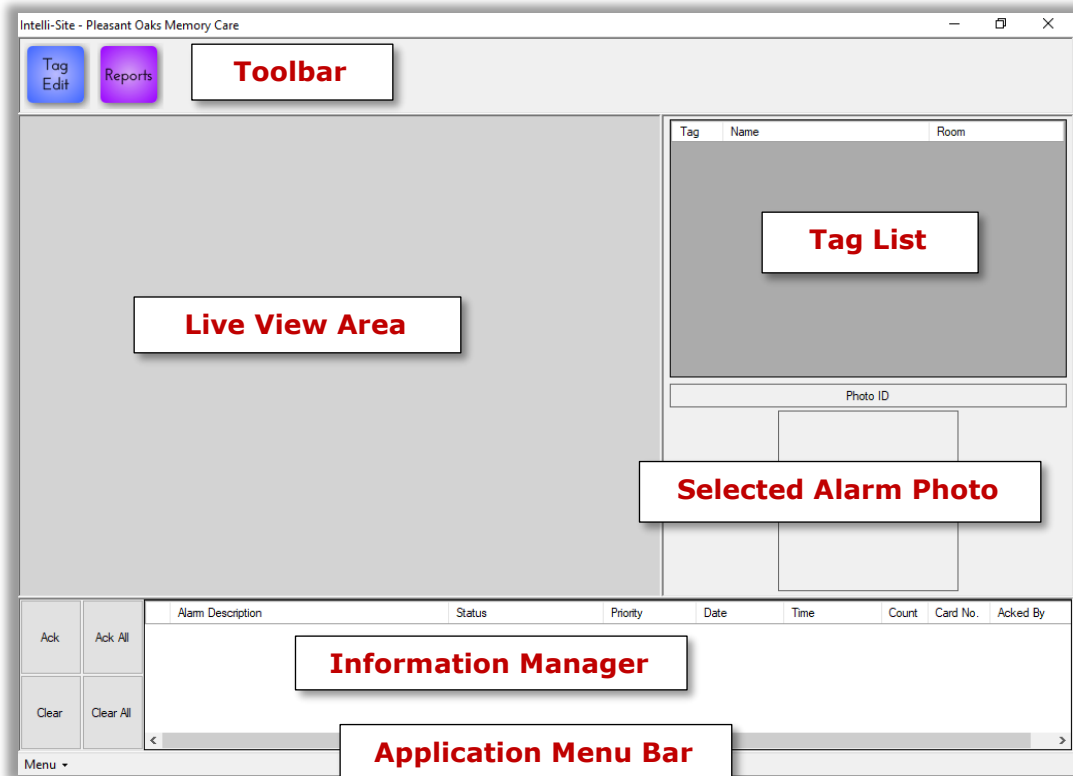


Figure 85 - Accutech View

Toolbar – Tools to open the **Tag Edit** and **Reports** window

Live View Area – Displays the screen specified in the user property **Initial Screen** when the user opens this View. This area functions just like **Live View**. It is expected that at least one screen will be programmed to monitor the Accutech hardware.

Tag List – Lists all the tags that have been added; can be hidden in the user properties; see **Hide Tag List** in [User View Options](#)

Selected Alarm Photo – Display the photo for the tag associated with the selected alarm in the Information Manager if one exists; can be hidden in the user properties; see **Hide Photo** in [User View Options](#)

Information Manager – Displays operational information for alarm display and management; not technically part of any View but visible in any View; see [The Information Manager](#)


Application Menu Bar – Contains the Application Menu; see [The Application Menu](#)

Intelli-Site 4.1 User's Guide

Toolbar

The toolbar contains the  **Tag Edit** and  **Reports** buttons.

Tag Edit

Clicking on the  button opens the **Tag Edit** dialog. In this window, the Accutech tags are added, patients are admitted and assigned a room and a tag, discharged, tags are reassigned, and low battery alarms are reset. If there are Accutech LS panels in the system, tags can be downloaded as well.

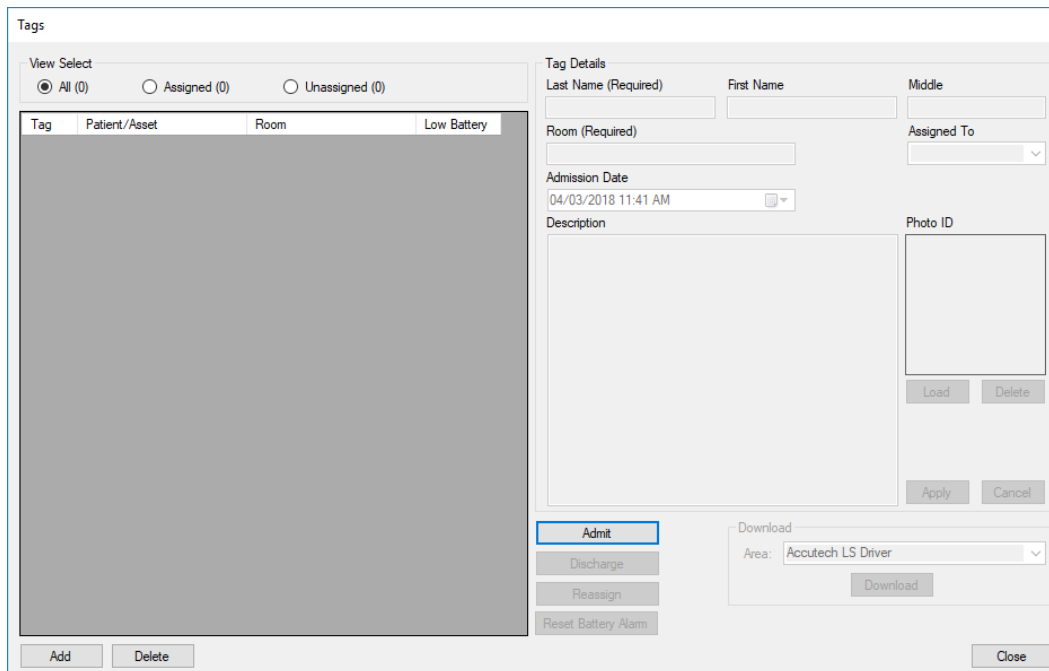


Figure 86 -  **Tag Edit dialog**

This dialog can be divided in half. The left half is the tags table and the right half is the tags details for the selected tag.

Tags Table

The tags table is where the Accutech tags are added or deleted.

Intelli-Site 4.1 User's Guide

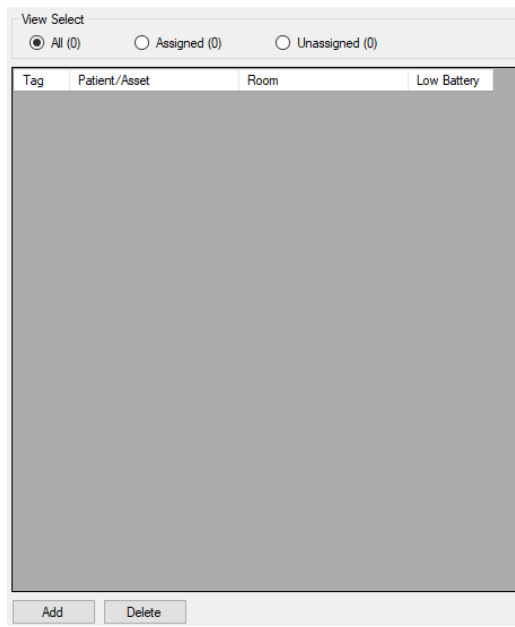


Figure 87 - Tags Table

View Select – radio buttons; controls what is displayed in the table; the number in parentheses is the number of tags that match the criterion

All - Display all tags

Assigned – Display only assigned tags

Unassigned – Display only unassigned tags

Tags Table – table; displays the tags as defined by the chosen **View Select** radio button; clicking on a column header will sort the table by that column

Tag – tag number

Patient/Asset – *Unassigned* until the tag is assigned; **Last Name, First Name** of the patient or asset once this tag has been assigned

Room – the room to which this tag is assigned

Low Battery – checkbox; Intelli-Site checks this when it receives a Low Battery alarm for this tag; a user must reset the battery alarm using the Rest Battery Alarm button when the battery is replaced

Intelli-Site 4.1 User's Guide

Add - button; add tag(s) to the table; when clicked, an **Add Tag(s)** dialog displays

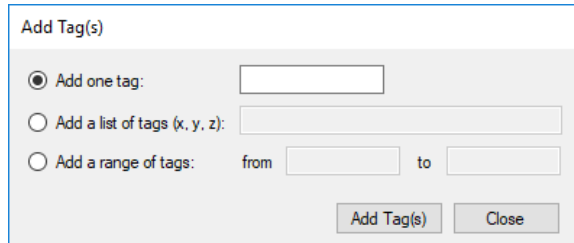


Figure 88 - Add Tag(s) dialog

Add one tag – add the tag specified in the field

Add a list of tags (x, y, z) – add the specified tags; tag numbers must be separated by a comma

Add a range of tags – add all the tags, including the tags specified in the **from** and **to** fields

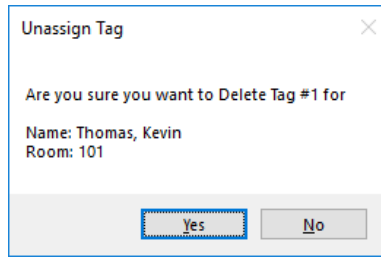
Add Tag(s) - close the dialog and add the specified tag(s); an information dialog appears indicating that the tag(s) was/were successfully added

Close - close the dialog without adding any tags

Note: If a tag already exists, a generic database error message will display, and no tags will be added. For example, tag '32' exists. The user attempts to add a range of tags from 30 to 35. No tags will be added because '32' is in the range specified.

Intelli-Site 4.1 User's Guide

- button; when clicked, an **Unassign Tag** dialog appears to confirm that the user truly wants to delete the selected tag



Tag Details

The Tag Details side displays the information for the selected tag, handles admitting patients and assets, discharging, reassigning tags, and resetting battery alarms. If there is at least one Accutech LS panel in the system, the tags can be downloaded from this View as well.

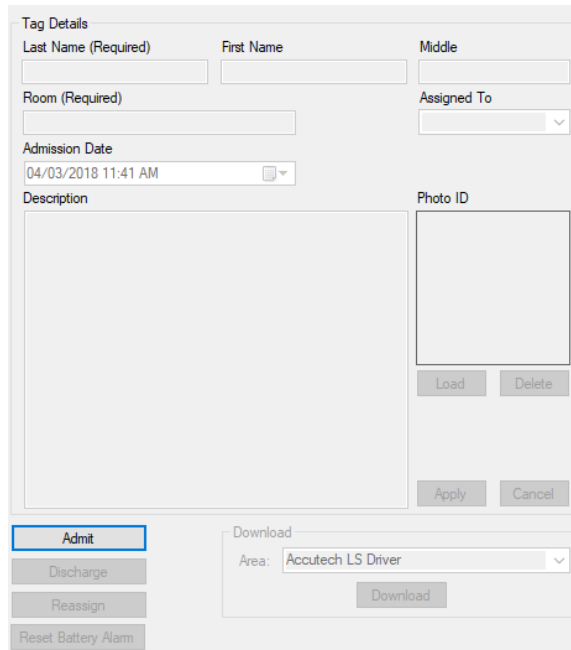
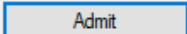




A screenshot of the "Tag Details" form. It contains several input fields: "Last Name (Required)", "First Name", "Middle", "Room (Required)", "Admission Date" (with a calendar icon), "Assigned To" (dropdown), "Description" (large text area), and "Photo ID" (image area). Below the "Photo ID" area are "Load" and "Delete" buttons. At the bottom of the form are "Apply" and "Cancel" buttons. Below the main form is a "Download" section with an "Area:" dropdown menu set to "Accutech LS Driver" and a "Download" button. To the left of the "Download" section are buttons for "Admit", "Discharge", "Reassign", and "Reset Battery Alarm".

Figure 89 - Tag Details

Note: Before a patient or asset can be admitted, a tag must be added to the Tag Table. Standard practice calls for adding a range of tags.

Intelli-Site 4.1 User's Guide

 - button; disabled when the selected tag is assigned; when clicked the fields **Last Name**, **First Name**, **Middle**, **Room**, **Assigned To**, **Admission Date**, and **Description** as well as the buttons , , , and  are enabled

Last Name – text; required; the last name of the patient or the name of the asset to which the tag is being assigned

First Name – text; first name of the patient if applicable

Middle – text; middle name of the patient if applicable


Room – text; required; the room to which the patient/asset is assigned


Assigned To – drop-down menu; value *Asset*, *Baby* (default), *Personnel*, *Patient*, and *Resident*; the type of subject to which the tag is assigned

Admission Date – date-time; the date and time the patient/asset was admitted

Description – multi-line text; a description of the patient/asset

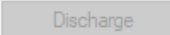
Photo ID – image; picture of the patient/asset

 - button; load an image for the **Photo ID** of the selected tag


 - button; delete the image in the **Photo ID** for the selected tag

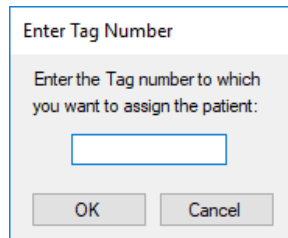
 - button; save the changes

 - button; abandon the changes


 - button; enabled when the selected tag is assigned; when clicked an **Unassign Tag** dialog appears to confirm discharging the selected tag

Intelli-Site 4.1 User's Guide

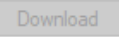
 - button; enabled when the selected tag is assigned; when clicked, an **Enter Tag Number** dialog appears allowing the user to specify a new tag number

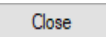


The dialog box is titled "Enter Tag Number". It contains the instruction "Enter the Tag number to which you want to assign the patient:" followed by a text input field. At the bottom, there are two buttons: "OK" and "Cancel".



 - button; enabled with the selected tag has the **Low Battery** field checked; when clicked, the **Low Battery** checkbox is cleared; only do so after the battery has been replaced in the tag

Area – drop-down list; all the Accutech LS drivers; choose the desired area to download the selected tag

 - button; enabled when the selected tag is assigned; when clicked the tag is downloaded to the selected area

 - button; closes the **Tags** dialog

Reports

Accutech reports can be accessed without leaving the  **Accutech View**. Clicking on the  button opens the **Select Report** dialog.

Intelli-Site 4.1 User's Guide



Figure 90 - Select Report dialog

Click on the desired report. If appropriate, a **Report Parameters** dialog displays allowing the user to enter the necessary parameters for the report.

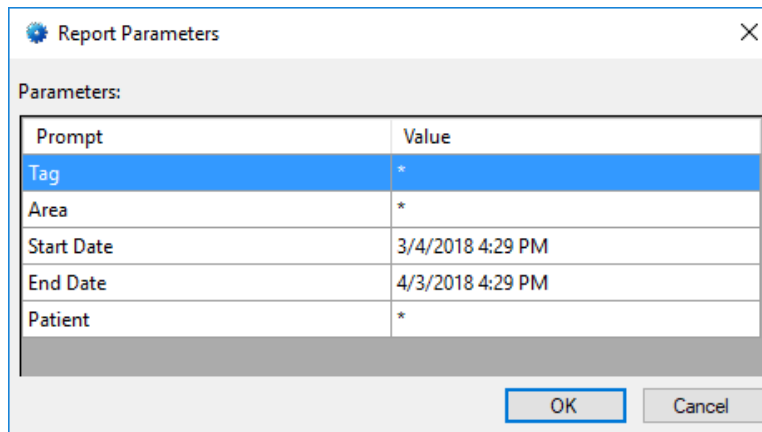


Figure 91 - Report Parameters dialog

After entering the report parameters, click . The report is generated and then displayed in a new report window.

Intelli-Site 4.1 User's Guide

Access Management View

 **Access Management View** is the window in which all access management activities are managed. Personnel, Tokens, and Access are all managed in **Access Management View**. The


 **Access Management View** window has three (3) tabs.

- **Personnel & Cards**
- **Holidays & Time Zones**
- **Access Sets**

This section discusses these three tabs in detail. It also explains managing personnel, tokens and access.

Note: *What a user can see and do in this View is configurable in the **User View Options** field on the user's properties dialog. See [User View Options](#).*

Personnel & Cards Tab

Personnel and tokens are managed on the **Personnel & Cards** tab of  **Access Management View**. A token is a credential that can be assigned to a specific person. Cards and RFID tags are two (2) examples of tokens. Token and card are used interchangeably in this document.

Access sets are assigned to cards here. Badges are specified and printed for personnel here as well.

Intelli-Site 4.1 User's Guide

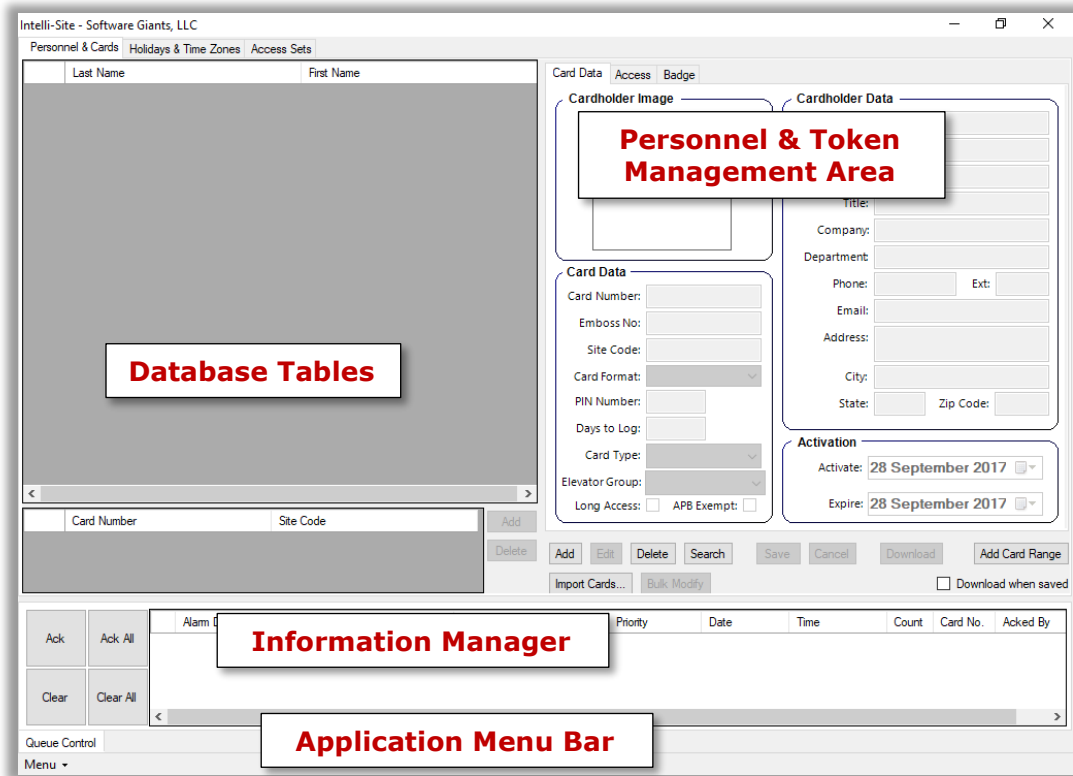


Figure 92 -  Access Management View: Personnel & Cards tab

Database Tables – Two (2) lists containing the records in the database

Personnel Table – List of personnel in the database

Token Table – List of tokens associated with the personnel record highlighted in the Personnel Table; tokens are stored in the database

Note: *The Token Table is only present in Multi-ID mode. In multi-ID mode, a person may have more than one token assigned to him/her. In single ID mode, a person may have only one token assigned. This token is listed in the Personnel Table. See the [System Options](#) group of the Setup node in the Project Node Tree.*

Personnel & Token Management Area – Displays the data for the selected personnel and token; area where personnel and token data is added, edited, and deleted

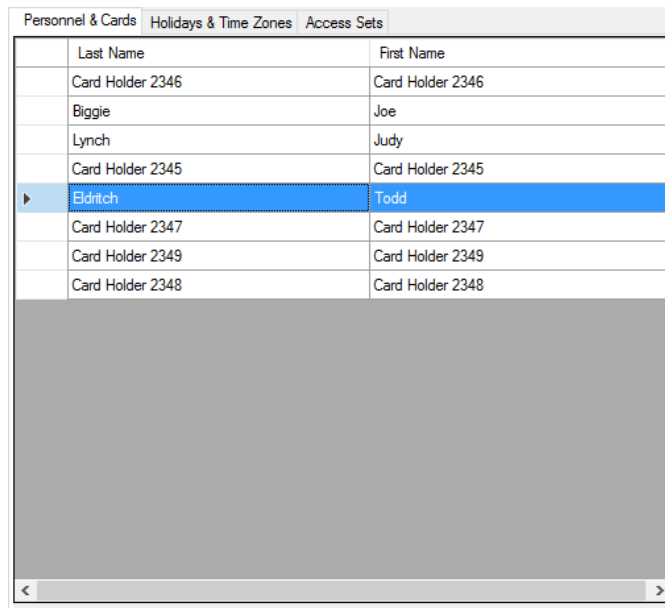
Intelli-Site 4.1 User's Guide

Information Manager – Displays operational information for alarm display and management; not technically part of any View but visible in all Views; see [The Information Manager](#)

Application Menu Bar – Contains the Application Menu; see [The Application Menu](#)

Personnel Table

The Personnel Table is a list of all personnel in the database. The columns are Last Name and First Name. If Intelli-Site is in Single ID Mode, a third column for Card Number is added.



	Last Name	First Name
	Card Holder 2346	Card Holder 2346
	Biggie	Joe
	Lynch	Judy
	Card Holder 2345	Card Holder 2345
▶	Eldritch	Todd
	Card Holder 2347	Card Holder 2347
	Card Holder 2349	Card Holder 2349
	Card Holder 2348	Card Holder 2348

Figure 93 - Personnel Table

The table is not sorted when this View is opened. To change the sorting key, click on the column header. The table sorts in ascending order by the column header clicked. Clicking on the same column header again will reverse the sort order. An arrow in the column header indicates the sort order.

The highlighted row in the Personnel Table displays in the Personnel & Token Management Area to the right of the table. A row is highlighted by clicking on it or using the up and down arrow buttons. It is possible to select multiple rows using the standard shift+click and ctrl+click methods.

Intelli-Site 4.1 User's Guide

Use the buttons in the Personnel & Token Management Area to manage the personnel in the Personnel Table.

There is also a context menu for this table.

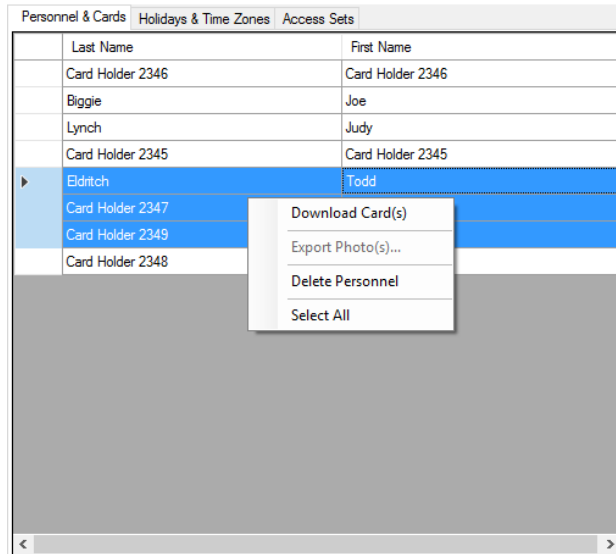


Figure 94 - Personnel Table Context Menu

Download Card(s) – Download the tokens held by the selected personnel records

Export Photo(s) – **Not Yet Implemented** Export the photos of the selected personnel; enabled if the user has the **Photo Maintenance** [User View option](#) enabled

Delete Personnel – Delete the selected personnel record(s) including tokens

Select All – Select every personnel record

Token Table

The Token Table lists the tokens associated with the person highlighted in the Personnel Table. The columns are Card Number and Site Code. The table is sorted by Card Number. To change the sorting key, click on the column header. The table sorts in ascending order by the column header clicked. Clicking on the same column header again will reverse the sort order. An arrow in the column header indicates the sort order.

Intelli-Site 4.1 User's Guide

A token cannot exist in the system unless it is associated with a person. When a person is added and saved, the first token for that person is added as well. To add additional tokens or delete an existing token, use the buttons to the right of the Token Table.



Figure 95 - Token Table Buttons

There is a context menu for this table as well.

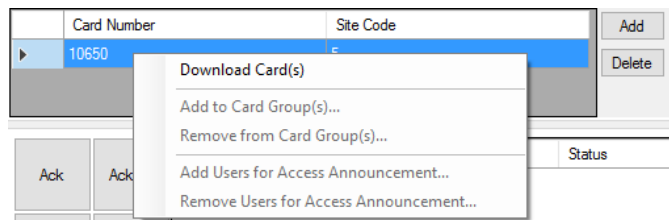


Figure 96 - Token Table Context Menu

Download Card(s) – Download the selected card(s)

Add to Card Group(s) – **Not Yet Implemented** Brings up a dialog to allow the user to specify card group or groups to add the selected card(s)

Remove from Card Group(s) – **Not Yet Implemented** Opens a dialog to allow the user to remove the selected card from a card group or groups

Add Users for Access Announcement... - **Not Yet Implemented** Opens a dialog to add to the list of users that will hear an announcement when the selected card is used; the user must be logged in to the Intelli-Site system to actually hear the announcement. Intelli-Site is powerful, but not that powerful.

Remove Users for Access Announcement... - **Not Yet Implemented** Opens a dialog to remove users from the list that will hear an announcement when the selected card is used

Intelli-Site 4.1 User's Guide

Personnel & Token Management Area

The Personnel & Token Management Area displays the data for the selected personnel and token. There are several different data tabs that are used to manage the data. Which tabs are visible can be enabled on a user by user basis using the [User View Options](#) of the user's properties dialog.

- **Card Data** – Information pertaining to the personnel and the card
- **Access** – Access Sets assigned to the card
- **Badge** – Manages the personnel's badge
- **Activity** – Displays, in real-time, the readers at which this card has been read
- **Vehicle** – Manages the vehicles associated with this card
- **Card Groups** – Card groups to which this card belongs

Additional user-defined tabs may be added. See [Cardholder Control](#).

The Personnel & Token Management Buttons

The band of buttons below the tabs in the Personnel & Token Management Area governs the actions that can be performed. These buttons apply to all tabs in the Personnel & Token Management Area.

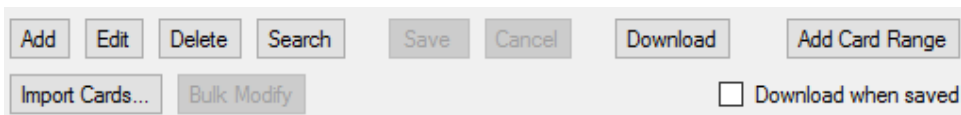


Figure 97 - Personnel & Token Management Buttons

The buttons will be disabled or enabled depending on the conditions surrounding the activity.

Add - Add a personnel record; enabled when the current personnel record or token is not being modified; when pressed, the fields on the tabs are cleared and activated

Edit - Edit the selected personnel record and token; enabled when a single personnel is selected and no other action is taking place; when pressed, the fields on the tabs are activated and contain the data for the selected personnel record

Intelli-Site 4.1 User's Guide

Delete - Delete the selected personnel record and all associated tokens; enabled when a single personnel record is selected, and no other action is taking place

Search - Search the personnel and token database for the specified information; enabled when no other action is taking place. Once clicked, the **Save** button becomes the **Query** button. Enter the search criteria then click this button. A new **Clear Query** button appears which, when clicked, clears the query and exits search mode.

Save - Save the modifications; enabled when a record is being added or edited

Cancel - Cancel the current action; enabled when a record is being added, edited, or during a search

Download - Download the selected personnel's token and access set assignments; only the displayed token is downloaded even if the selected personnel has more than one associated token

Download when saved - Checkbox; when checked, the token will be downloaded automatically when it is saved

Add Card Range - Add personnel and token records for all cards in a specified range

Import Cards... - Import personnel and token data from a properly formatted, tab-delimited file

Bulk Modify - Modify the cardholder data for all selected personnel records; disabled until more than one personnel record is selected

Card Data Tab

The **Card Data** tab contains the information specific to the personnel and the token associated with said personnel.

Intelli-Site 4.1 User's Guide

Card Data Access Badge

Cardholder Image

Cardholder Data

First Name:

Middle:

Last Name:

Title:

Company:

Department:

Phone: Ext:

Email:

Address:

City:

State: Zip Code:

Card Data

Card Number:

Emboss No:

Site Code:

Card Format:

PIN Number:

Days to Log:

Card Type:

Elevator Group:

Long Access: APB Exempt:

Activation

Activate: 12 October 2016

Expire: 12 October 2016

Figure 98 - Card Data tab

Cardholder Image – The image associated with the selected personnel; not a required field

Cardholder Data Group –The personnel data; stored in the Personnel database

First Name – The personnel's first name

Middle Name – The personnel's middle name

Last Name – The personnel's last name

Title – The personnel's title

Company – The name of the company

Department – The name of the department

Phone – The phone number for the personnel

Ext – The phone extension for the personnel

Intelli-Site 4.1 User's Guide

Email – The email address for the personnel

Address – The address of the personnel; multiple lines are allowed

City – The city of the address

State – The state in which the city exists

Zip Code – The Zip Code (seriously, you're reading this?)

Note: None of the Cardholder Data Group fields are required.

Card Data Group – The information specific to a card

Card Number – **Required;** numeric; the card number

Emboss No – numeric; the Emboss number

Site Code – **Required;** numeric; the card's Site Code

Card Format – **Required;** drop-down list; the possible Card Formats

PIN Number – numeric; the personal identification number for the card

Days to Log – numeric; the number of days to keep in the history log for this card

Card Type – drop-down list; the possible Card Types; the initial values are *Normal*, *Visitor*, *Guard*, and *Supervisor*. This list can be edited on the Card Data screen.

Elevator Group – drop-down list; the possible Elevator Groups; this list can be edited on the Card Data screen

Long Access – checkbox; when checked, this card allows the holder more time to go through a door

APB Exempt – checkbox; when checked, this card is exempt in Anti-Passback

Activation Group – date/time; the activation and deactivation dates for the selected card

Intelli-Site 4.1 User's Guide

Access Tab

The **Access** tab allows the user to assign Access Sets to a token. The access sets listed in the Assigned Access Sets list box are the access sets assigned to the selected token.

Note: Access Sets are assigned to tokens not personnel. Therefore, make sure the correct token is selected in the Token Table when assigning access sets.

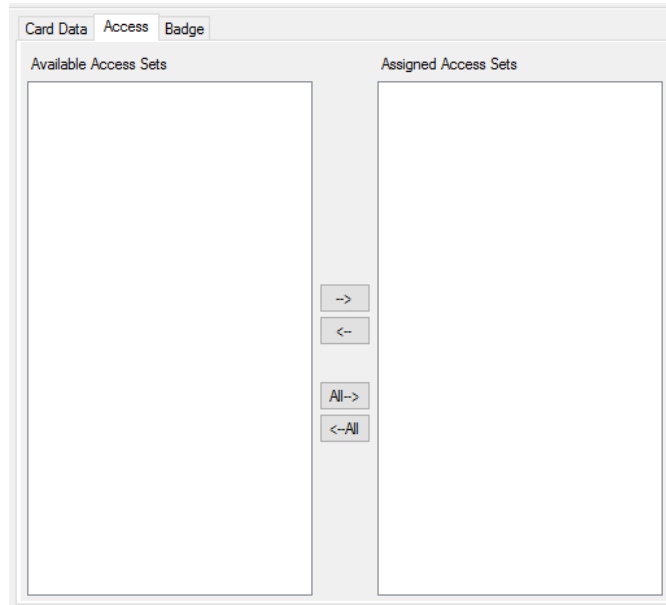





Figure 99 - Access tab

Available Access Sets – List box containing the access sets that have not been assigned to the selected token


Assigned Access Sets – List box containing the access sets assigned to the selected token

 - Move the selected access set(s) in the Available Access Sets list box to the Assigned Access Sets list box

 - Move the selected access set(s) in the Assigned Access Sets list box to the Available Access Sets list box

 - Move all access sets in the Available Access Sets list box to the Assigned Access Sets list box

Intelli-Site 4.1 User's Guide

 - Move all access sets in the Assigned Access Sets list box to the Available Access Sets list box

Badge Tab

Intelli-Site allows badging features to enhance a card access security system. Photo identification (ID) permits verifying the identification of a card holder and recognition of unauthorized personnel.

The **Badge** tab allows the user to create a badge for the selected personnel.

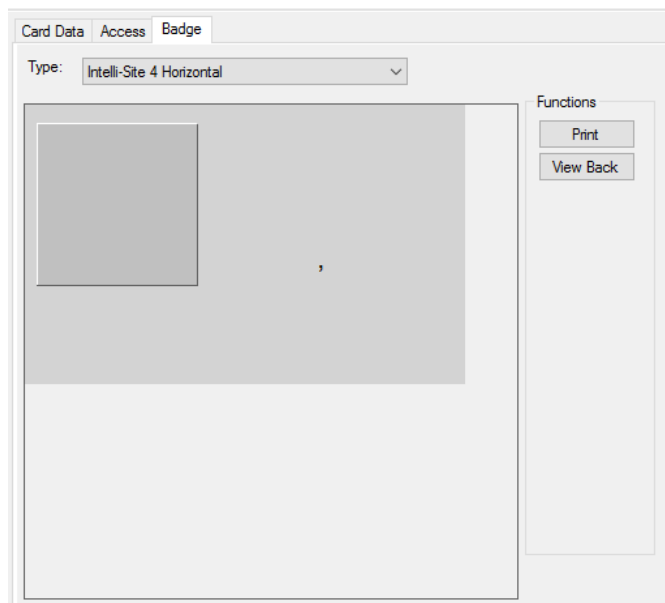

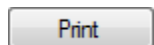


Figure 100 - Badge tab

Type – drop-down list; the available badge types; the available badge types can be found in the Project Node Tree under Cardholder Control->Badges in  **Design View**; additional user-defined badge types can be added.

Functions Group Box – The functions that can be performed on a badge

 - button; opens the standard Windows Print dialog so that a badge can be printed; assumes there is a badge printer attached to the local computer

Intelli-Site 4.1 User's Guide

or - button; displays the back/front of the badge; the button changes depending on which side of the badge is currently displayed

Search the Personnel and Token Databases

The user can search the personnel and token databases for a specific personnel record or token or all personnel and tokens that match a set of search criteria. Pressing the button initiates the process.

When the button is clicked, the fields on the **Card Data** tab are enabled allowing the user to enter the search criteria. In addition, buttons are modified or added.

The button replaces the button. When the button is pressed, the database is searched using the supplied data. When a record is found that matches the supplied data, that personnel record, and associated token record if appropriate, is put in the database tables. All records that match the search criteria are shown in the database tables.

Each field in which data has been entered is used in the query; the fields are matched as "begins with" the supplied data. For example, entering "1" in the **Card Number** field will match all card numbers that begin with the number 1.

The Personnel Table and Token Table are populated with the records that match the search criteria.


The button, , appears after the button has been pressed. When is pressed, the search criteria are erased and the personnel and token tables display the full database.


Import Cards

Personnel and tokens can be imported into Intelli-Site from a properly configured, tab-delimited file. A properly configured, tab-delimited file consists of:

- **Tab-delimited:** Each column in a row is separated by a tab character; most spreadsheets and database can generate tab delimited files

Intelli-Site 4.1 User's Guide

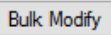
- **Header Row:** The first row is the header row which defines the mapping between the columns of the file and the database fields. Use the field name as it appears in on the screen in  **Access Management View**. This corresponds to the **Name** field in the properties of each field in the database. The actual database field name can be used instead of the **Name**.

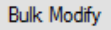


The possible database fields can be found in the Project Note Tree in  **Design View**. Expand **Setup->Database**. There is only one node here. It is named for the Intelli-Site project. Expand it to reveal the **Tables** node. Expand the **Tables** node to reveal the tables. Importing is limited to the **Card** and **Personnel** tables. Expand these nodes to see the possible fields. Not all the fields can be imported. If the user attempts to import into an invalid field, an error will occur, and the import will be aborted.

- **Data Rows:** The second and subsequent rows contain the data to import. The data is delimited by tabs and matches the header row.

Note: *If a column maps to an image in the database, provide a fully qualified filename for said image (e.g. C:\Users\Public\Pictures\Sample Pictures\Koala.jpg). Intelli-Site will import the image using the supplied filename.*

Bulk Modify Selected Records

Modifying the same field on several records is tedious and time consuming. Intelli-Site allows the user to modify **Cardholder Data** fields of multiple records simultaneously using the  button.

When more than one personnel record is selected, the  button is enabled. Clicking this button activates the Cardholder Data fields. The user can then enter the data to assign to all the selected records. Clicking  causes the data from the modified fields to overwrite the same fields in each of the selected records.  abandons the modifications.

Intelli-Site 4.1 User's Guide

Add Card Range

Intelli-Site allows the user to add many token records automatically. It also adds a personnel record for each token record since a token record cannot exist without a personnel record. The personnel records can be created using another personnel record as a template.

If desired, select a personnel record to serve as the template. Click the  button. The **Add Card Range** dialog appears.

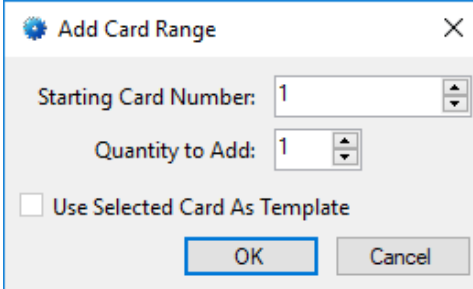
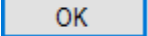


Figure 101 - Add Card Range dialog

Starting Card Number – numeric; the number for the first card to add

Quantity to Add – numeric; total number of new cards to add

Use Selected Card As Template – checkbox; when checked, the data of the selected card will be used for the new personnel and token records

When  is clicked, the new personnel and token records are added to the database. The **Card Number** field contains the appropriate card number. The **First Name** and **Last Name** fields contain *Card Holder <card number>*. If a template was not specified, the **Activate** and **Expire** fields are set to the current day. If a template was selected, all other Card Data fields are set to the data of the template record.

Holidays & Time Zones Tab

Holidays and Time Zones are managed on the **Holidays & Time Zones** tab. Holidays and time zones are important since the way a facility is accessed is different based on holidays, the day of the week, and the time of day.

Intelli-Site 4.1 User's Guide

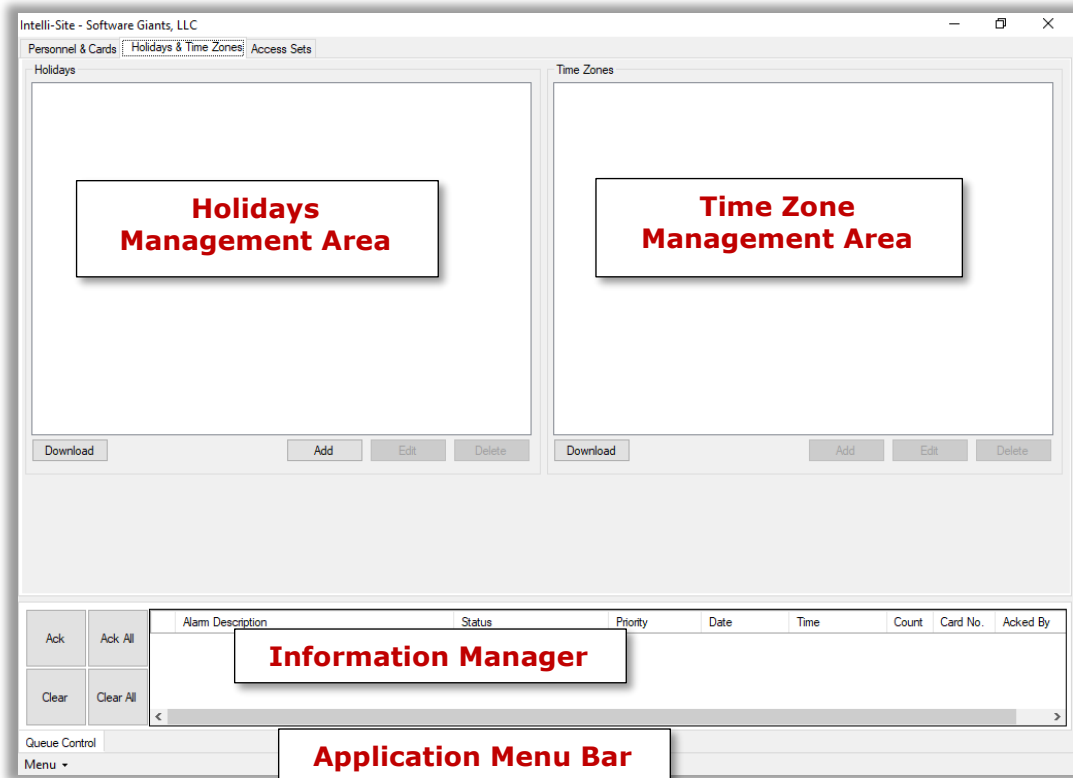


Figure 102 - Holidays & Time Zones tab

Holidays Management Area – Holidays are listed, added/edited/deleted, and downloaded to field devices here

Time Zone Management Area – Time zones are listed, added/edited/deleted, and downloaded to field devices here

Information Manager – Displays operational information for alarm display and management; not technically part of any View but visible in all Views; see [The Information Manager](#)

Application Menu Bar – Contains the Application Menu; see [The Application Menu](#)

Holidays

How a facility is accessed on holidays is usually quite different than the normal day-to-day activity. Intelli-Site is smart enough to understand that. Not all companies have the same holidays; therefore, the holidays must be entered.

The Holiday Management Area contains:

Intelli-Site 4.1 User's Guide

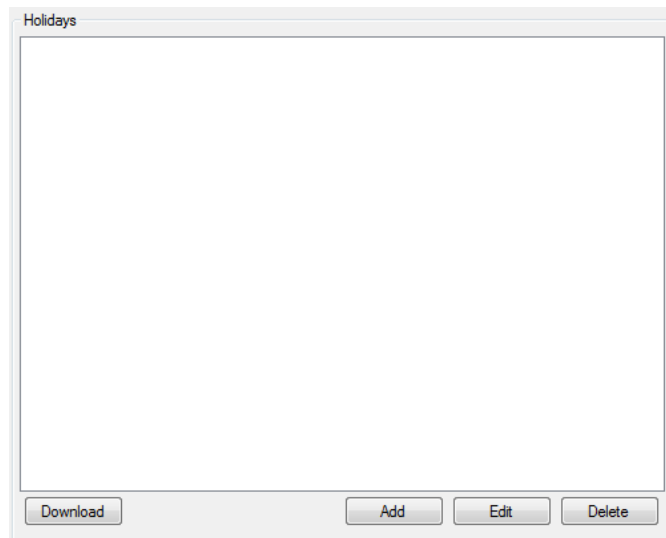
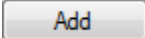
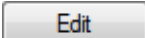



Figure 103 - Holidays Management Area


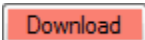
Holidays – List box of holidays defined in the Project; each holiday listed shows the Name and Start Date – End Date; if Start Date equals End Date, only Start Date is displayed

Note: *Some access control panels do not include the year with the date for holidays. In this case, holidays cannot span year boundaries. Refer to the Panel Guide for information on how your access control panels handle holidays.*

 - Add a holiday to the Project; opens the properties dialog for the new holiday

 - Edit the selected holiday; opens the properties dialog for the selected holiday

 - Delete the selected holiday; opens a **Confirm Delete** dialog

 - Download the holiday list to the field devices; becomes  when changes to the holiday list need to be downloaded to at least one field device; will remain this way until the changes have successfully downloaded to all existing field devices

Intelli-Site 4.1 User's Guide

The screenshot shows a dialog box titled "[1019] New Holiday". It has a "Properties" tab. The "Name" field contains "New Holiday". The "ID" field is a dropdown menu showing "1019". The "User Level" field is a dropdown menu showing "All Access". There is a large empty text area for "Notes". The "Start" and "End" fields are date pickers, both showing "Thursday, October 5, 2017". At the bottom right are "OK" and "Cancel" buttons.

Figure 104 - Holiday Properties dialog

Time Zones

Time Zones are managed using the Time Zones Management Area. As soon as one access control panel is added, the default time zone, *Always*, is added to the time zone tree. This is a special time zone. Please do not edit or delete it. Ever.

A time zone contains at least one time line that defines the days of the week, and the start and end times that this time line covers. Each time line also may or may not apply to holidays. For details on defining time zone and time lines, see the specific Panel Guide.

Intelli-Site 4.1 User's Guide

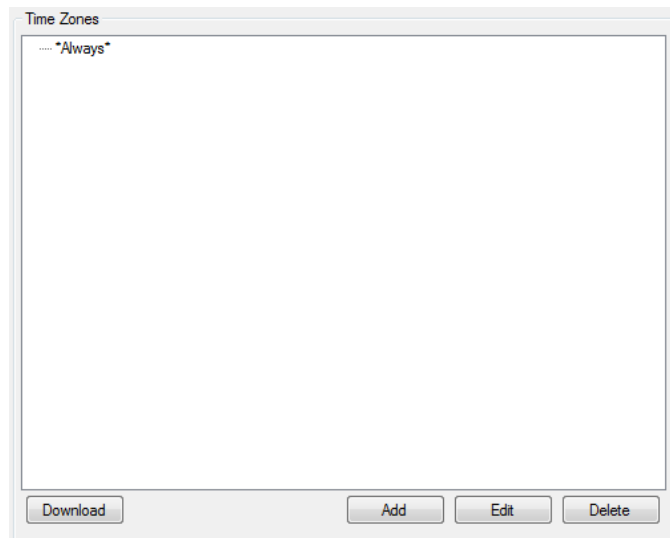
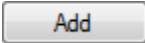
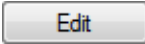



Figure 105 - Time Zone Management Area


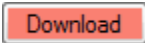
Time Zones – List box displaying the time zones tree; each time zone can be expanded to reveal the time lines of the specific time zone

 - Add a time zone to the Project; opens the properties dialog for the new time zone

Note: *The properties dialog for the time zone is different for each access control panel. See the appropriate Panel Guide for exact details.*

 - Edit the selected time zone; opens the properties dialog for the selected time zone

 - Delete the selected time zone; opens a **Confirm Delete** dialog

 - Download the time zones to the field devices; becomes  when changes to the time zones need to be downloaded to at least one field device; will remain this way until the changes have successfully downloaded to all existing field devices

Intelli-Site 4.1 User's Guide

Access Sets Tab

Access entries and access sets are created and managed on the **Access Sets** tab. Access entries are specific to an access control panel. Each access control panel should have at least one access entry defined for it. These access entries are grouped together to create access sets. It is access sets that are assigned to tokens or cards.

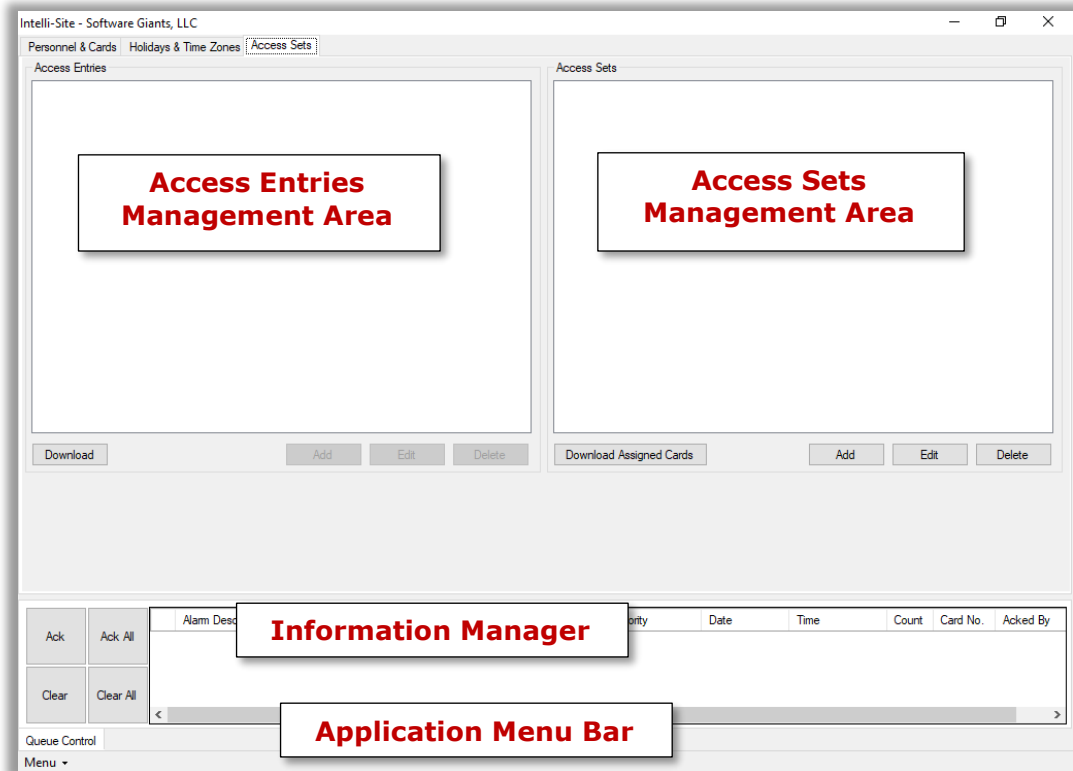


Figure 106 - Access Sets tab

Access Entries Management Area – Access Entries are listed, added/edited/deleted, and downloaded to field devices here

Access Sets Management Area – Access Sets are listed and added/edited/deleted here

Information Manager – Displays operational information for alarm display and management; not technically part of any View but visible in all Views; see [The Information Manager](#)

Application Menu Bar – Contains the Application Menu; see [The Application Menu](#)

Intelli-Site 4.1 User's Guide

Access Entries

Access entries are the definitions of operation of the access control panel. They are access definitions for the doors or locations controlled by that panel during a time zone. They define when an access panel will or will not allow access. When a token that has been granted an access entry and the conditions of that access entry are met, the token will be allowed through the panel.

Note: *“Access Entry” is a generic term used by Intelli-Site to encompass all access control panels’ access definitions. There is no industry standard naming convention. Each panel will call an access entry by a different name. For example, an access entry is “Access Level” to Compass panels. Refer to the appropriate Panel Guide for the specific nomenclature.*

Access entries are created and managed in the Access Entries Management Area of the **Access Sets** tab.

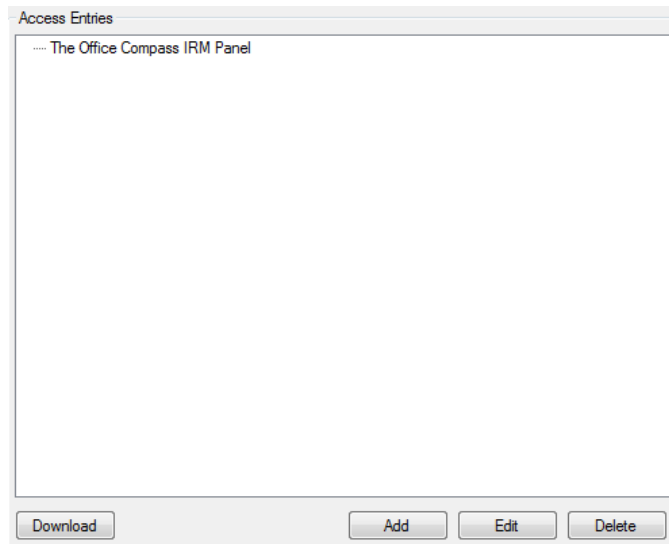
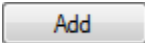


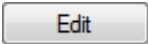
Figure 107 - Access Entries Management Area


Access Entries – List box displaying the access entries tree; depending on the type of access control panel, each access control panel in the Project is listed, or each group is listed and can be expanded to reveal the defined access entries



 - Add an access entry to the selected *access control panel*; opens the properties dialog for the new access entry

Intelli-Site 4.1 User's Guide

Note: *The properties dialog for the access entry is different for each access control panel. See the appropriate Panel Guide for exact details.*

 - Edit the selected access entry; opens the properties dialog for the selected access entry

 - Delete the selected access entry; opens a **Confirm Delete** dialog

 - Download the access entries to the field devices; becomes  when changes to the access entries need to be downloaded to at least one field device; will remain this way until the changes have successfully downloaded to all existing field devices

Access Sets

Access Sets are groups of access entries. It is access sets that are assigned to personnel.

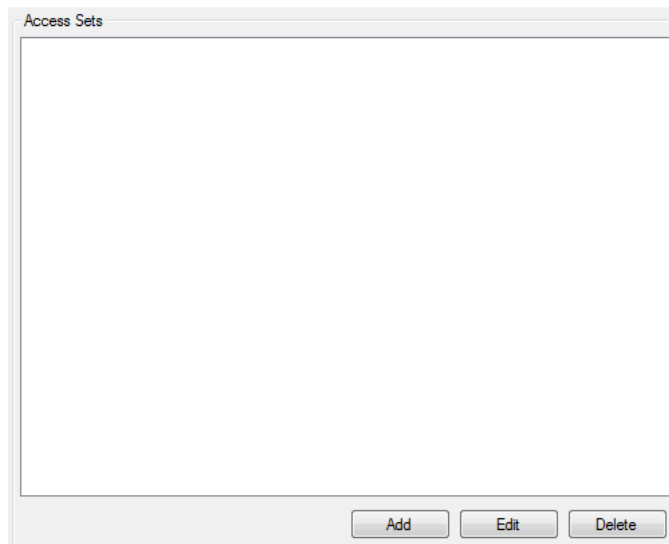
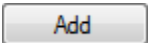




Figure 108 - Access Sets Management Area

Access Sets – List box displaying the access sets tree

 - Add an access set; opens the properties dialog for the new access set

Intelli-Site 4.1 User's Guide

 - Edit the selected access set; opens the properties dialog for the selected holiday

 - Delete the selected access entry; opens a **Confirm Delete** dialog

Access Set Data Dialog

The **Access Set Data** dialog is opened when an Access Set is added or edited.

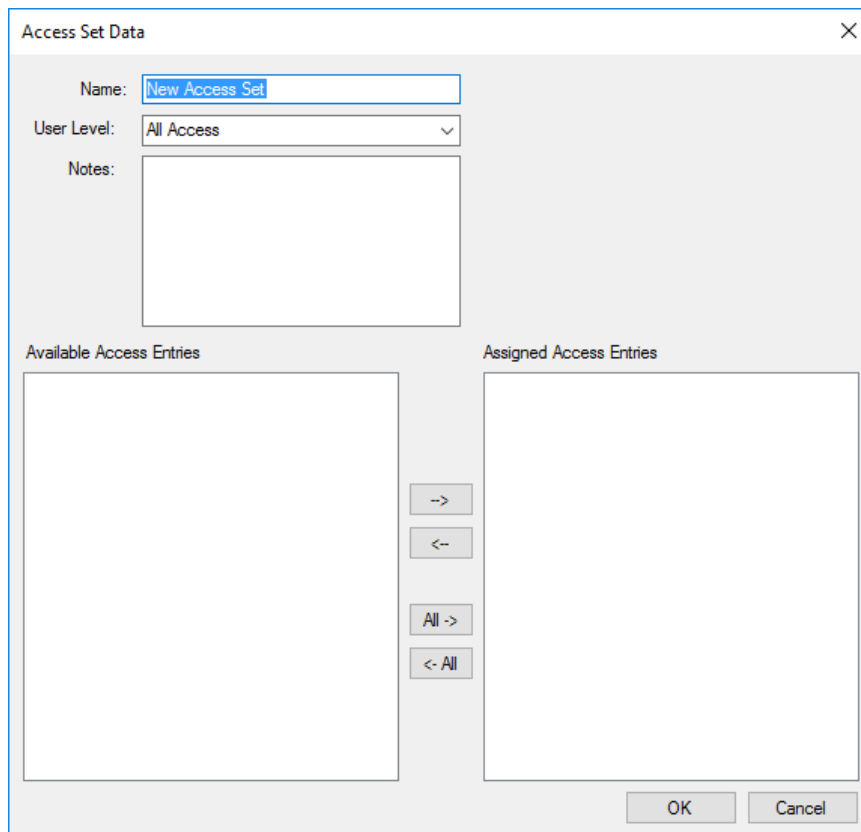


Figure 109 - Access Set Data dialog

Name – The name of the access set

User Level – The user level required to see this access set

Notes – Any notes about this access set


Available Access Entries – The access entries that have been defined but not included in this access set

Intelli-Site 4.1 User's Guide

Assigned Access Entries – The access entries that are included in this access set; when this access set is assigned to a card, that cardholder will be granted each of these access entries

Access entries are moved between the **Available Access Entries** list to the **Assigned Access Entries** list using the buttons between them.

Activity View

The  **Activity View** allows the user to monitor system activity, specifically:

- Valid Card Reads
- Invalid Card Reads
- I/O Activity
- Virtual Panels

This is the  **Activity View** window.

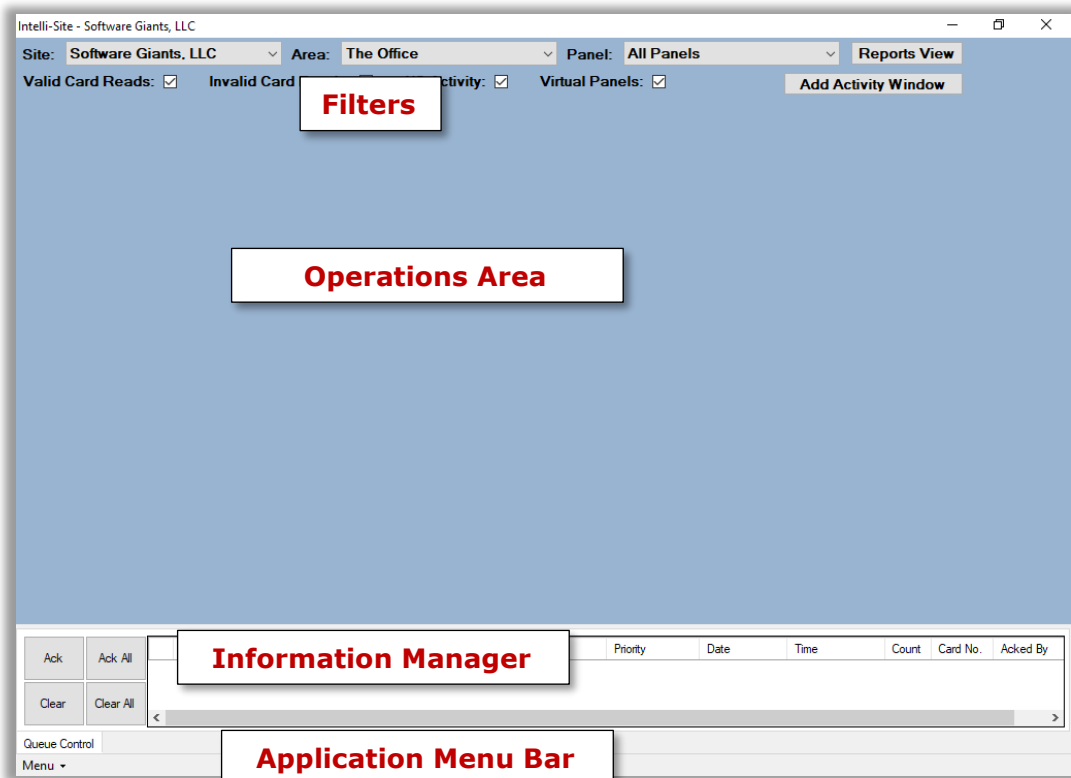



Figure 110 - The  Activity View

Intelli-Site 4.1 User's Guide

Filters – Drop-down lists and checkboxes used to filter the activity data that will appear in the Activity Window when it is added

Add Activity Window – button; Add an Activity Window to the Operations Area displaying the activity data specified by the filters; the header for the activity window displays the filters used to create it

Reports View – button; Switch directly to the  **Reports View**

Operations Area – Displays Activity Windows; An Activity Window's size adjusts to fit as windows are added

Information Manager – Displays operational information for alarm display and management; not technically part of any View but visible in any View; see [The Information Manager](#).

Application Menu Bar – Contains the Application Menu; see [The Application Menu](#)

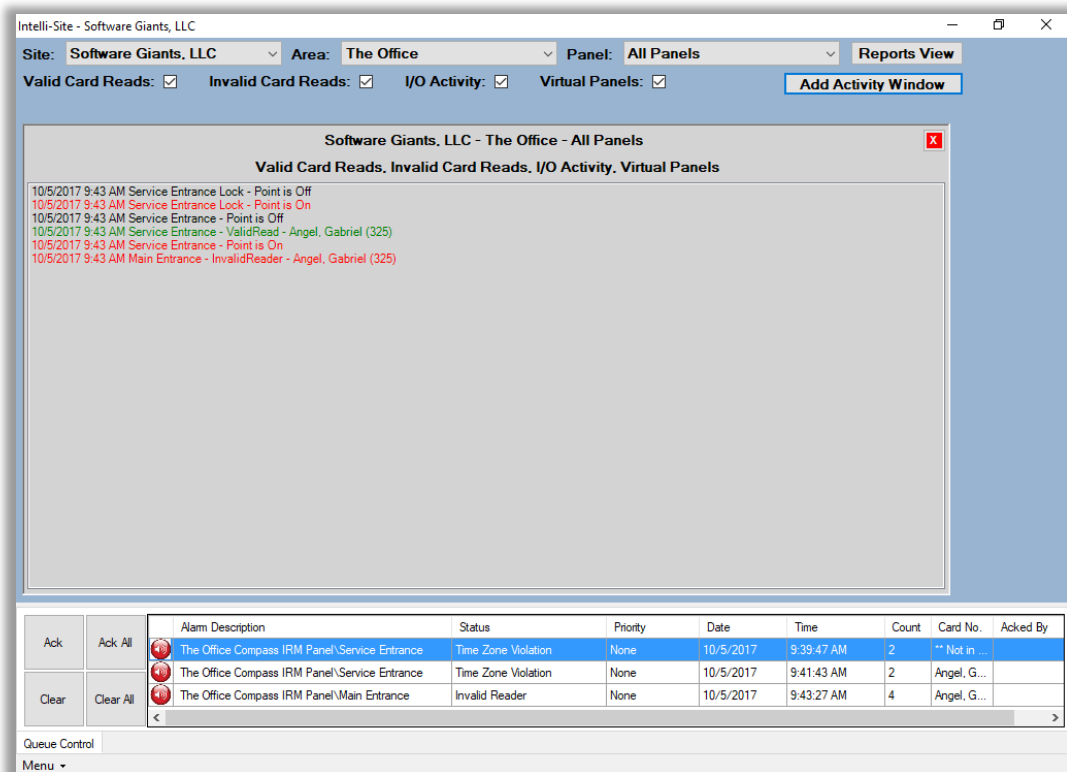




Figure 111 - Sample Activity Window

Design View

 **Design View** is the most powerful View in the system. Here is where all the screens for  **Live View** are created and managed. The badges and Card Data Screens are designed here. Here resides all the programming that the Engine requires to monitor and control the integrated system. This is the home of the **Project Node Tree**. In fact, the purpose of many of the other Views is to provide a simple interface for specific programming processes for the **Project Node Tree**.

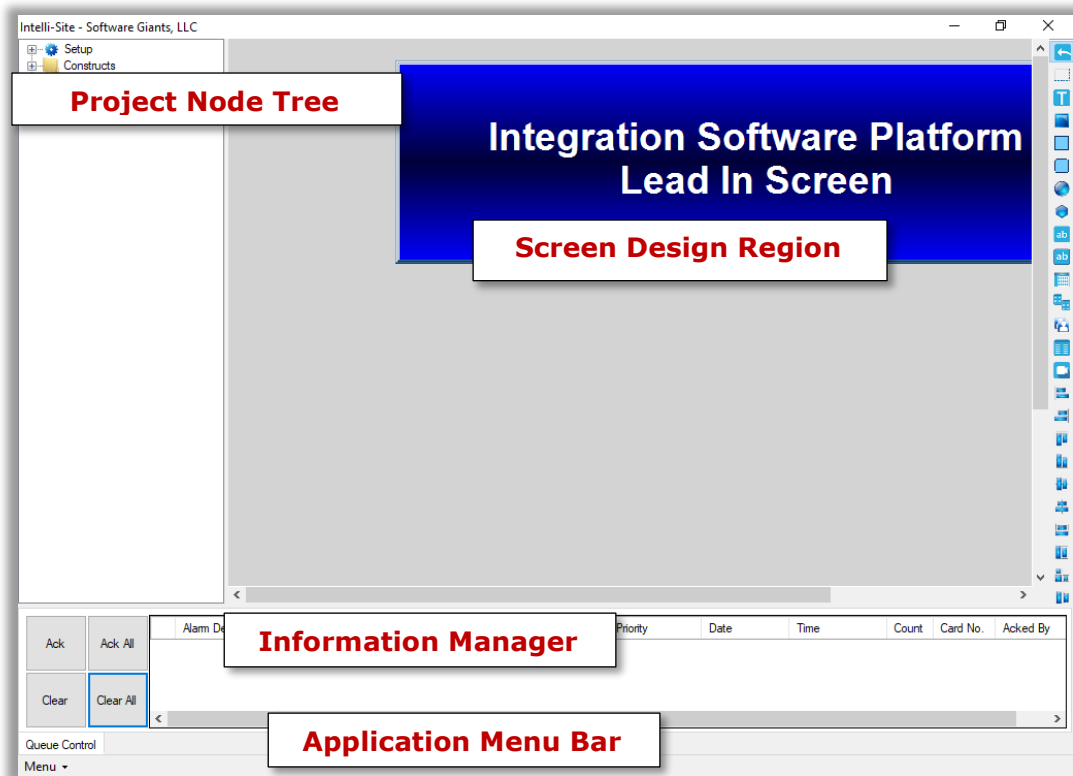


Figure 112 -  **Design View**

Project Node Tree –The heart of the Intelli-Site system; for details see section [The Project Node Tree](#)

Screen Design Region – Region in which screens are created and modified; see [Screen Control](#)

Information Manager – Displays operational information for alarm display and management; not technically part of any View but visible in any View; see [The Information Manager](#).

Intelli-Site 4.1 User's Guide

Application Menu Bar – Contains the Application Menu; see [The Application Menu](#)

Toolbar

The Design View Toolbar is located to the extreme right of the Screen Design Region. It contains a variety of tools to create screen objects, align selected objects, and manage the fonts and effects of selected objects.

A short description of each tool displays as the mouse hovers over it.

Selection Tools

The two selection tools allow the user to select screen objects.



Select – default; puts the user in select mode; click on an object to select it; ctrl+click to select additional objects



Select Multiple – click and drag a rectangle in the Screen Design Region; all objects fully contained in the rectangle are selected

Screen Object Tools

The screen object tools allow the user to create screen objects by:

1. Select the tool.
2. Move the mouse to the desired location.
3. Hold down the left mouse button and drag the mouse. A rectangle follows the mouse to give a general idea of size and location.
4. Release the mouse button. A screen object of the selected kind appears on the screen.

Note: *A polygon object is drawn differently. See [Drawing a Polygon](#).*



Create Label – create a label object













Create Button – create a button object




Create Rectangle – create a rectangle object

Intelli-Site 4.1 User's Guide

-  **Create Rounded Rectangle** – create a rectangle object with rounded corners
-  **Create Ellipse** – create an ellipse object
-  **Create Polygon** – create a polygon object; can also be a poly-line object
-  **Create Database Field Control** – create a database field control object; used to display and edit a single database field
-  **Create Database Field Display** – create a database field display object; used to display a single database field
- Create Database Grid Control**– create a database grid control object; used to display and edit multiple database fields in a grid
-  **Create Database Side by Side Control** – create a database side-by-side control object; used to manage lists in the database in  **Live View**
-  **Create Card Activity Control** – create a card activity control object; used to display card swipes
-  **Create Screen List Control** – create a screen list control; used to create a screen tour within the control
-  **Create Video Display** – create a video display object; used to display video

Alignment and Attribute Tools

These tools allow the user to control the alignment, sizing, spacing, and effects of objects. Each tool requires two or more objects to be selected. The action of the tool will use the first selected object as the anchor for the action. So if the user selects three objects and then clicks  **Align Left**, the second and third objects will move to line up with the first selected object.

Intelli-Site 4.1 User's Guide

Note: If the  **Select Multiple** tool is used, the basis for the action is their order in the Tree. The first object in the Tree is considered the first selected object.

Consider the following image.

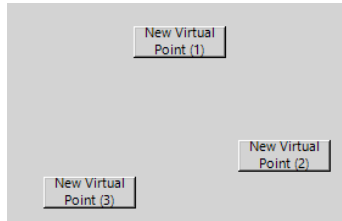


















Figure 113 - Example Screen Objects

If the user manually selects **New Virtual Point (3)**, **New Virtual Point (1)**, and **New Virtual Point (2)** in that order then selects an alignment tool, **New Virtual Point (2)** and **New Virtual Point (1)** will shift to align with **New Virtual Point (3)**.

If the user selected the objects with the  **Select Multiple** tool, **New Virtual Point (1)** is the anchor because it is first one in the Tree.

-  **Align Lefts** – align the left edges of the selected objects
-  **Align Rights** – align the right edges of the selected objects
-  **Align Tops** – align the top edges of the selected objects
-  **Align Bottoms** – align the bottom edges of the selected objects
-  **Align V-Centers** – align the vertical (top and bottom) centers of the selected objects
-  **Align H-Centers** – align the horizontal (left and right) centers of the selected objects
-  **Make Same Width** – set the width of all selected objects the same as the first object

Intelli-Site 4.1 User's Guide

-  **Make Same Height** – set the height of all selected objects the same as the first object
-  **Make Same Size** – set both the width and height of all selected objects the same as the first object
-  **Make Horizontal Spacing Equal** – Space the selected objects evenly across the range made by the left most edge of all objects and the right most edge of all objects; *if the left most edge and the right most edge belong to the **same** object, nothing will happen.*
-  **Make Vertical Spacing Equal** – Space the selected objects evenly across the range made by the top most edge of all objects and the bottom most edge of all objects; *if the top most edge and the bottom most edge belong to the **same** object, nothing will happen.*
-  **Center Horizontally** – center each selected object horizontally on its parent object; the parent object can be a screen or another screen object
-  **Center Vertically** – center each selected object vertically on its parent object; the parent object can be a screen or another screen object
- 
 **Make Same Font** – each object will have the same font and font effects including shadow as the first selected object
- Make Same Effects** – each object will have the same effects including image as the first selected object

Note:  *Make Same Font* and  *Make Same Effects* popup a *Choose State* dialog because screen objects can have more than one state. Intelli-Site needs to know which state to modify, all states or a specific state.

Intelli-Site 4.1 User's Guide

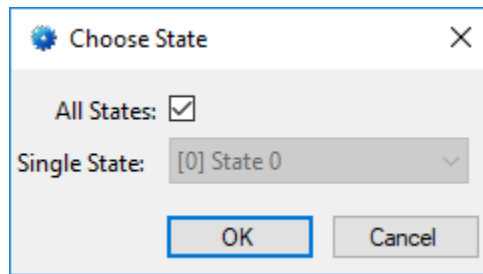


Figure 114- Choose State dialog

- 👁 **Show Hidden Controls** – show hidden controls that have been marked as **Invisible** in the effects or have a **Frame Style** of *None* and no **Fill**; the hidden objects are outline in **fushia**

Screen Objects

🎨 **Design View** provides tools for creating and programming graphic images for use with Intelli-Site. These graphics typically include floor plans, buttons, popup screens, etc. Each of these various things is part of screen objects or appears because of actions run by screen objects.

In the previous section, we discussed the toolbar. The first half of the toolbar is used to create screen objects. The second half of the toolbar manipulates those screen objects. But what are screen objects?

Screen objects are the basic building block of designing screens. Anything on a screen is a screen object. Screen objects can be children of other screen objects allowing them to be dragged around the screen as a unit.

Screen objects come in two flavors: basic and custom. The basic screen object type can execute a variety of actions, display different states, and can display a number of different ways depending on its use. They are multitaskers, multipurpose and powerful. Custom screen objects have specialized and specific purposes. They do one thing and do it well. Custom screen objects cannot have child nodes. But they can be a child node of a basic screen object.

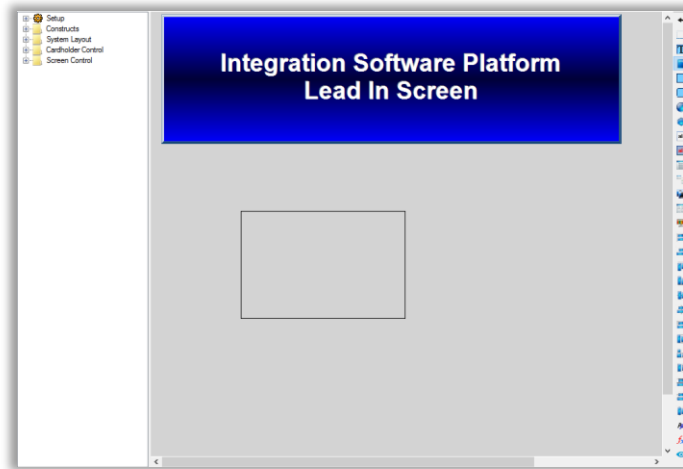
Intelli-Site 4.1 User's Guide

Drawing a Screen Object

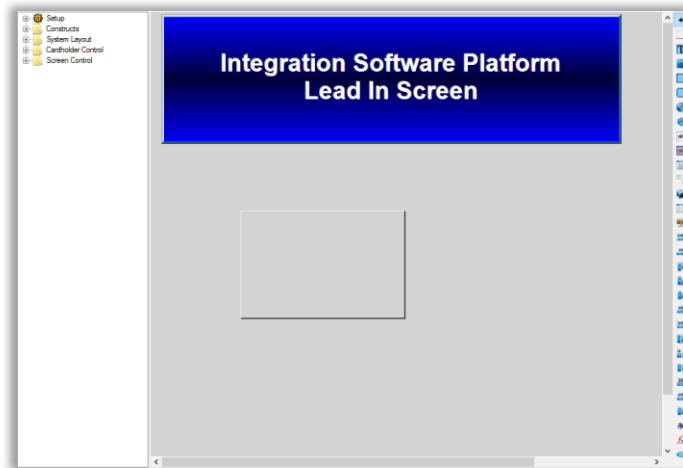
Drawing most screen object is simple. Polygons are different because not only can they have any number of sides, the sides can be irregular. To draw a polygon, see [Drawing a Polygon](#). For all other screen objects, use the following steps.

1. Select the tool.
2. Move the mouse to the desired location.
3. Hold down the left mouse button and drag the mouse. A rectangle follows the mouse to give a general idea of size and location.

Intelli-Site 4.1 User's Guide



4. Release the mouse button. A screen object of the selected kind appears on the screen.



Click on the object to select it. Handles appear on the corners and sides of the object to resize it.

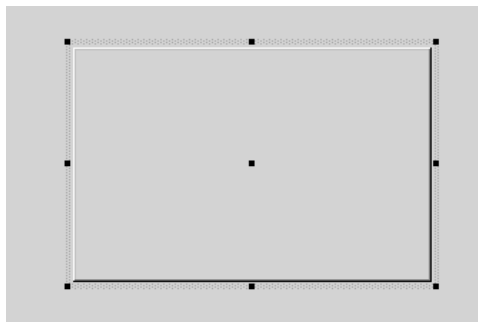


Figure 115 - A Selected Screen Object

Intelli-Site 4.1 User's Guide

Once selected, you can also drag the object around the screen.

Right-click on the screen object to open the properties of the screen object.

Screen Objects Control and the Project Node Tree

Screens and screen objects are stored under the **Screen Control** node in the Project Node Tree. Screen objects are child nodes of the screen object on which they are drawn.

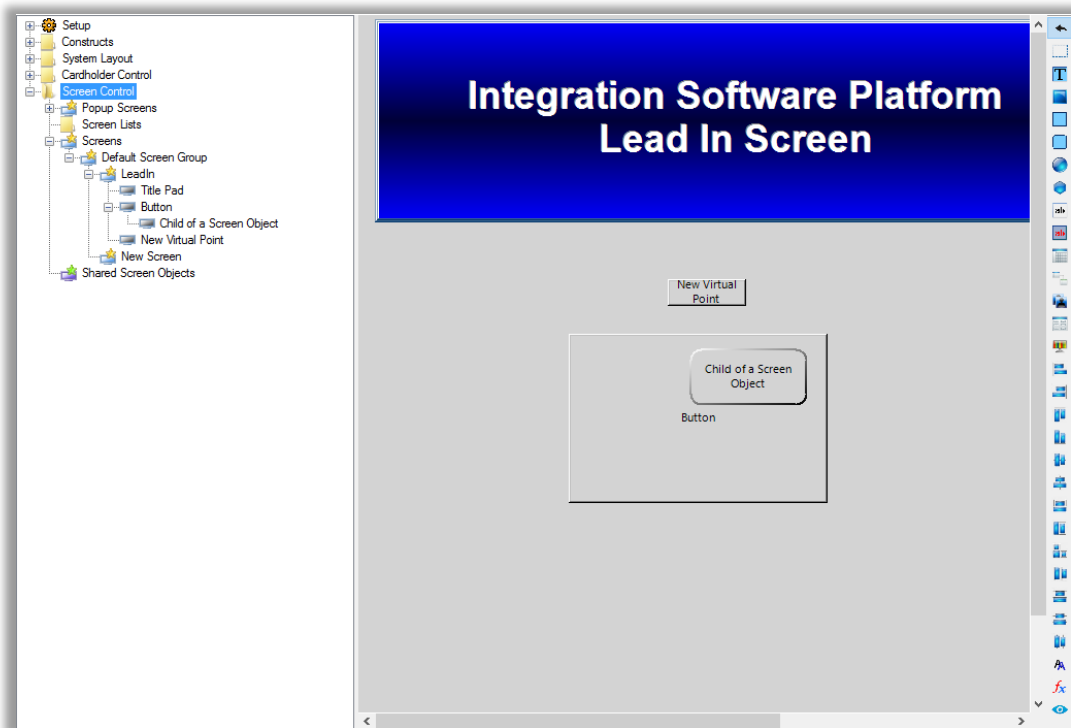


Figure 116 - Expanded Screen Control->Screens showing child screen objects

In addition, a screen object can be a child of another screen object. This allows screen objects to be grouped and manipulated as a unit in the Tree and on the screen in the Screen Design Region. In the figure above, notice that the node Child of a Screen Object is a child node of the Button screen object.

A screen object becomes a child node in one of two ways.

- **At creation** - If the object is drawn on top of a basic screen object and fits completely within the object, it is added to the Tree as a child of that screen object.

Intelli-Site 4.1 User's Guide

- **By moving it in the Tree** - If the object wasn't created as a child object, moving the screen object node in the Tree on top of the node will make it a child node. See [Move a Node in the Tree](#).

Basic Screen Object

The **Create Label**, **Create Button**, **Create Rectangle**, **Create Rounded Rectangle**, and **Create Ellipse** tools in the toolbar each create a basic screen object. In fact, they are exactly the same except for their **Frame Style**.

Note: *Polygon and PolyLine screen objects are basic screen objects with a few more properties. See [Polygon and PolyLine](#).*

The screenshot shows the 'Edit Screen Object' dialog box with the following fields and controls:

- Properties** tab selected.
- Name:** Text box containing 'New'.
- ID:** Spin box containing '1303'.
- User Level:** Dropdown menu set to 'All Access'.
- Log When Selected:** Checked checkbox.
- Display Setup:** A preview window showing a 'Label' object.
- Attributes:** 'Freeze Edit' checkbox (unchecked).
- Location:** Spin boxes for X Position (156), Y Position (385), Width (73), and Height (39).
- Frame Style:** Dropdown menu set to 'None'.
- Hover Object:** Color selection box (orange).
- Hover Text:** Text box (empty).
- Notes:** Large text area (empty).
- Buttons:** 'OK' and 'Cancel' buttons at the bottom right.

Figure 117 - Basic Screen Object properties dialog

Intelli-Site 4.1 User's Guide

There are two tabs: **Properties** and **States**.


Properties Tab

The **Properties** tab contains the fields that affect the overall appearance of the screen object. It has the four basic fields that are part of every node: **Name**, **ID**, **User Level**, and **Notes**. For more information on these fields, see [The Main Tab](#).


The screenshot shows the 'Edit Screen Object' dialog box with the 'Properties' tab selected. The dialog contains the following fields and controls:

- Name:** Text input field containing 'New'.
- ID:** Spin box containing '1303'.
- User Level:** Dropdown menu set to 'All Access'.
- Log When Selected:** Checked checkbox.
- Display Setup:** A large rectangular area labeled 'Label'.
- Attributes:** A section containing a 'Freeze Edit' checkbox, which is unchecked.
- Location:** Four spin boxes for 'X Position' (156), 'Y Position' (385), 'Width' (73), and 'Height' (39).
- Frame Style:** Dropdown menu set to 'None'.
- Hover Object:** A small rectangular area with an orange background.
- Hover Text:** An empty text input field.
- Notes:** A large empty text area.
- Buttons:** 'OK' and 'Cancel' buttons at the bottom right.

Figure 118 - Basic Screen Object properties dialog - **Properties** tab

Log When Selected – checkbox; when checked a log entry is made to the database when this screen object is clicked on in  **Live View**; run an I/O Activity report to see this information

Intelli-Site 4.1 User's Guide

Display Setup group box - contains those properties associated with the look and feel of the screen object as it displays in  **Live View**.

Thumbnail – under the words **Display Setup** is a box that displays a thumbnail image of the screen object as it will appear in  **Live View**

Freeze Edit – checkbox; when checked, this screen object cannot be dragged around the screen or resized using the handles; it does not disable the **Location** fields

X Position and **Y Position** – numeric field; the location of the screen object on the screen where (0, 0) is the upper left-hand corner of the screen

Height – numeric field; how tall the screen object is

Width – numeric field; how wide the screen object is

Frame Style – drop-down list; the shape of the screen object; any basic screen object can use any of the listed frame styles:

- None – used by the **Create Label** tool
- Frame – used by the **Create Button** tool
- Rectangle – used by the **Create Rectangle** tool
- Rounded Rectangle – used by the **Create Rounded Rectangle** tool
- Ellipse – used by the **Create Ellipse** tool
- Triangle
- Diamond
- Pentagon
- Hexagon
- Octagon
- Arrow
- 4-pointed Star
- 5-pointed Star
- Cube
- Cylinder
- Circle-slash

Hover Object – drop box; the source object for information to display in hover text

Intelli-Site 4.1 User's Guide

Hover Text – drop box; enabled when a **Hover Object** is supplied; specifies what the hover text is and how to display it

States Tab

The **States** tab defines the behavior of the screen object. It can be programmed to execute actions and change its display effects.

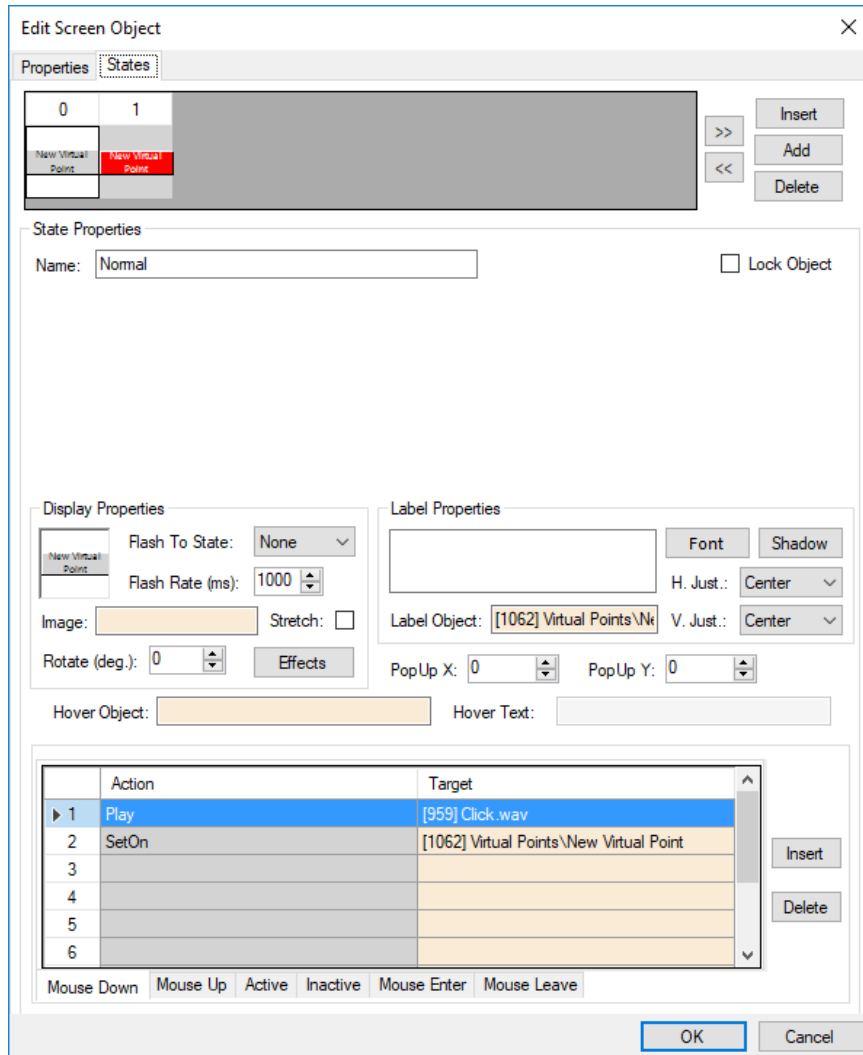


Figure 119 - Basic Screen Object properties dialog - States tab

The **States** tab allows the user to define all the states for a screen object. The tab shows all the associated data and graphical effects for the selected state.


Intelli-Site 4.1 User's Guide


A state is defined as a programmed condition. An I/O Point has two states, on or off. Screen objects can have any number of states. Which state is active depends on the programming. The default state, State 0, of a screen object is the state that is active when none of the conditions for other states evaluate to true. There is always a State 0.

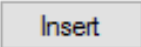


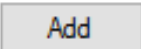
Figure 120 - State Selector on the States tab

State Selector – horizontal list; list of the states of the screen object; displays a thumbnail of each state; states are evaluated in order listed

 - button; move the selector right one slot

 - button; move the selector state left one slot

 -button; add a new state to the left of the selected state; the user is asked if the new state will be a copy of the selected state

 - button; add a new state to the end of the list of states; the user is asked if the new state will be a copy of the selected state

 - button; delete the selected state

The first state in the list is always State 0. If a new state is inserted in front of it, the new state becomes the new State 0. If State 0 is deleted, then State 1 becomes the new State 0. If there is only one state in the list, it cannot be deleted. There is always a State 0.

State 0 is selected by default when the properties are displayed. Clicking on the state selects it or you may use the selector buttons. The properties of the selected state are displayed in the **State Properties** group below.

Intelli-Site 4.1 User's Guide

Figure 121 - State Properties

Name – text box; the name for the selected state

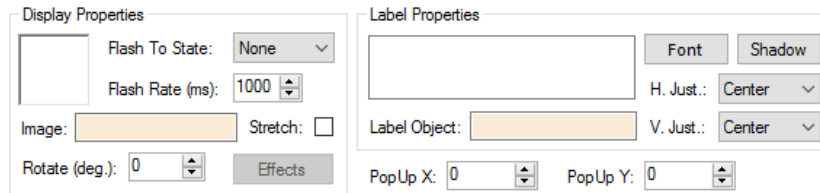
Lock Object – checkbox; when this state is active the object becomes a lock, all other screen objects that are not locks are not selectable in **Live View** until this and all lock objects are no longer in a lock state **Not Yet Implemented**

The State Evaluation Grid – evaluation grid; for a state to be active, this grid must evaluate to true; see [Evaluation Grid](#).

Note: *State evaluation grids are evaluated in numeric order, highest to lowest. The first state to evaluate as true is the active state. If no state evaluates as true, then State 0 is the active state.*

Intelli-Site 4.1 User's Guide

The next set of properties defines the look and feel of the screen object.



PopUp X and **PopUp Y** – Override the **X Position** and **Y Position** on a popup screen or popup queue

The **Display Properties** group box

Thumbnail – displays a thumbnail image of the screen object when this state is active

Flash To State – drop-down list; when set to any state other than *None* the screen object flashes between the current state and the **Flash To State**

Flash Rate (ms) – integer; how long each state is displayed before switching

Image – drop box; this image is displayed on the screen object

Stretch – checkbox; when checked, the image supplied in **Image** is stretched to fit the screen object, it's centered otherwise

Rotate (deg.) – integer; the angle at which the screen object is rotate; the object is rotated clockwise

Effects - button; disabled if the **Frame Style** is *None*; opens the **State Effects** dialog

Intelli-Site 4.1 User's Guide

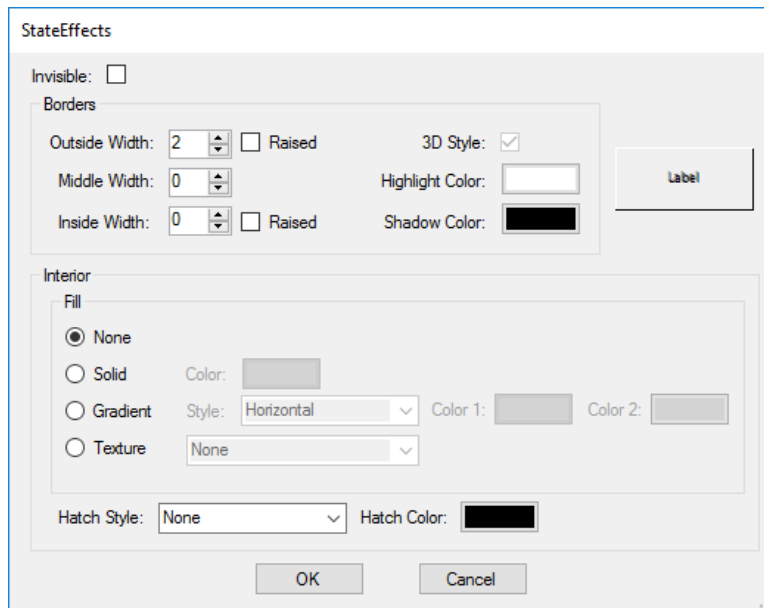


Figure 122 - State Effects dialog

Invisible – checkbox; when checked and the screen object is in this state, the screen object is invisible

Note: If the Frame Style is None, Fill set to None and no label supplied, the object is considered invisible as well.

The rest of the fields are self-explanatory or easy to figure out through experimentation. Knock yourself out.

The **Label Properties** group box

Label Text – text box; the text string to use as the label of the object

Label Object – drop box; the object to use as the label; if present, overrides the text in the label text box

H. Just – drop-down list (default *Center*); horizontal justification of the label; values are *Left, Center, Right*

V. Just – drop-down list (default *Center*); vertical justification of the label; values are *Top, Center, Bottom*

Font - button; opens the Windows **Font** dialog allowing the user to set the font, font style, size, color, and effects (strikethrough or underline)

Intelli-Site 4.1 User's Guide

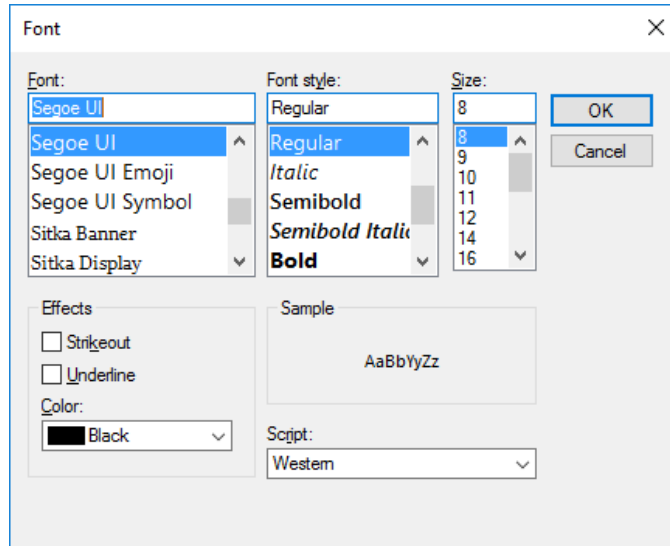


Figure 123 - Windows Font dialog

Shadow - button; opens the **Drop Shadow** dialog allowing the user to set the shadow color, direction, and size in pixels

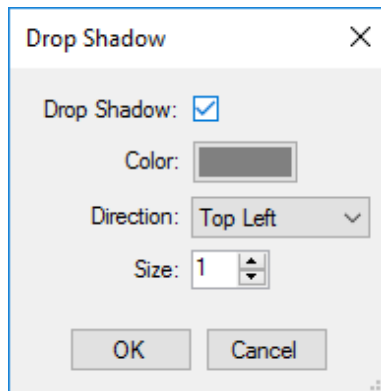


Figure 124 - Drop Shadow dialog

Hover Object – drop box; the source node for hover text information; overrides the default hover object from the **Properties** tab

Hover Text – drop box; the node specifying what hover text to display and how to display it in **Live View**; overrides the default hover text from the **Properties** tab

Intelli-Site 4.1 User's Guide

Polygon and PolyLine

Consider a car sales lot. Very few are simple rectangles. How do you define the perimeter? You need to a tool that lets you trace the perimeter to define the shape. Hey, guess what? Yup, **Polygon** screen objects will let you do that.

The **Polygon** screen object is a basic screen object with a few buffs.

Note: *A PolyLine is a polygon screen object with a Frame style set to PolyLine.*

Drawing a Polygon

Because it is an irregularly shaped object, a polygon screen object is drawn differently than other screen objects. There is no drag a rectangle and let go. You have to click each of the vertices and Intelli-Site will draw straight lines between them.



Figure 125 - A polygon screen object while being drawn

When last vertex is clicked, press the Esc key to close the object.

Intelli-Site 4.1 User's Guide

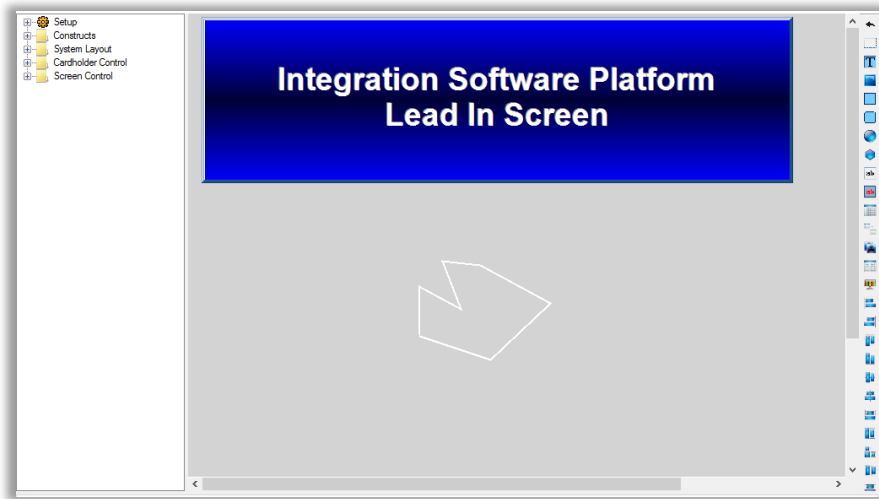


Figure 126 - A polygon screen object

A polygon screen object can be moved and reshaped. Click on the object and each of the vertices becomes a handle.

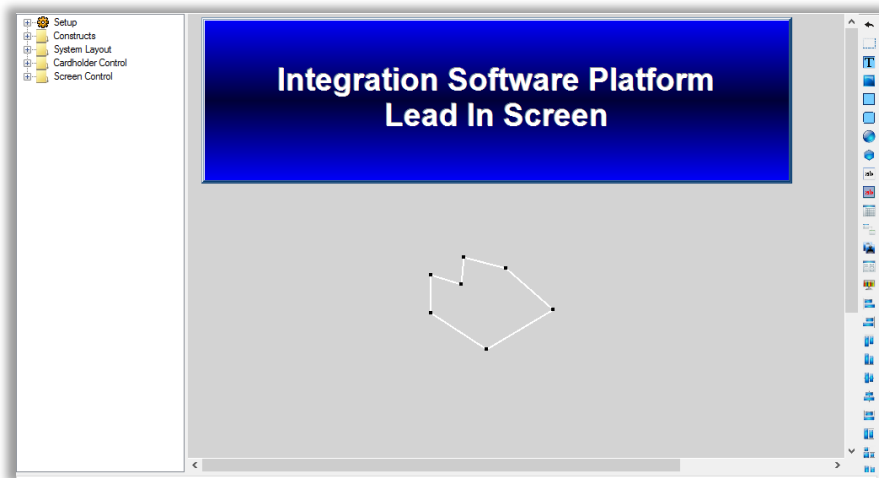


Figure 127 - A selected polygon screen object

Use the mouse to grab one of the handles and drag it to the new location.

Intelli-Site 4.1 User's Guide

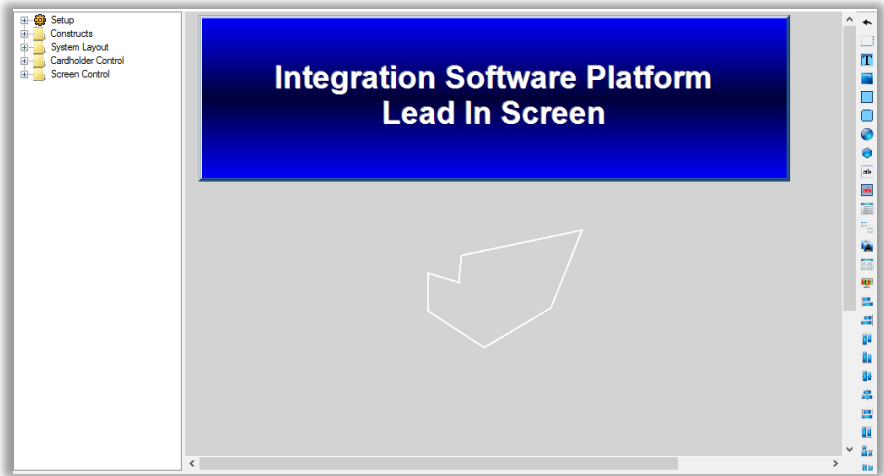


Figure 128 - A polygon that has been reshaped

Intelli-Site 4.1 User's Guide

Properties Tab

Right-clicking on the polygon screen object opens its properties dialog.

The screenshot shows the 'Edit Screen Object' dialog box with the 'Properties' tab selected. The dialog contains the following elements:

- Name:** New Poly Object
- ID:** 1306
- User Level:** All Access
- Log When Selected:**
- Display Setup:** A preview window showing a gray polygon.
- Attributes:** Freeze Edit:
- Location:**
 - X Position: 327
 - Y Position: 373
 - X Offset:** 103 (highlighted)
 - Y Offset: 47
 - 12
 - 72
 - 83
 - 56
 - 72
 - 62
- Frame Style:** Polygon
- Line Style:** Solid
- Hover Object:** (empty field)
- Hover Text:** (empty field)
- Notes:** (empty text area)

Buttons for 'Add' and 'Delete' are located below the X Offset and Y Offset fields. 'OK' and 'Cancel' buttons are at the bottom right.

Figure 129 - Polygon Screen Object properties dialog

It looks very much like a basic screen object's **Properties** tab with three differences.

X Offset and **Y Offset** – the location of the vertices in relation to the **X Position** and **Y Position**

Line Style – drop-down list (default *Solid*); the type of line used to join the vertices of the polygon; values *Solid*, *Dash*, *Dot*, *DashDot*, *DashDotDot*

Intelli-Site 4.1 User's Guide

Frame Style – drop-down list; this list contains two values: *Polygon* and *PolyLine*; a polygon is the whole object, a polyline is just the line; new fields appear when *PolyLine* is selected

Hover Object – drop box; the source object for information to display in hover text

Hover Text – drop box; enabled when a **Hover Object** is supplied; specifies what the hover text is and how to display it

Figure 130 is a screenshot of the "Edit Screen Object" dialog box, specifically for a PolyLine object. The dialog is titled "Edit Screen Object" and has a close button (X) in the top right corner. It features two tabs: "Properties" (selected) and "States".

The "Properties" tab contains the following fields and controls:

- Name:** "New Poly Object" (text input)
- ID:** "1306" (spin box)
- User Level:** "All Access" (dropdown menu)
- Log When Selected:** (checkbox)
- Display Setup:**
 - A large empty rectangular preview window.
 - Attributes:** "Freeze Edit: (checkbox)
 - Location:**
 - X Position: "327" (spin box)
 - Y Position: "373" (spin box)
 - A table of offsets:

X Offset	Y Offset
103	47
-12	72
-83	56
-72	-62
 - "Add" and "Delete" buttons below the offset table.
- Frame Style:** "PolyLine" (dropdown menu)
- Line Style:** "Solid" (dropdown menu)

Below the "Display Setup" section are:

- Hover Object:** (empty dropdown menu)
- Hover Text:** (empty text input)
- Notes:** (large empty text area)

At the bottom of the dialog is the "Alarm Locations" section:

- Alarm Zone:** (empty dropdown menu)
- Starting Location:** "0" (spin box)
- Ending Location:** "0" (spin box)
- Active Image:** (empty text input)
- Inactive Image:** (empty text input)

The dialog concludes with "OK" and "Cancel" buttons at the bottom right.

Figure 130 - PolyLine properties dialog

Since the polyline is most often used to define an alarm zones, there are fields for a polyline that link it to an alarm zone if it supports alarm locations.

Intelli-Site 4.1 User's Guide

Alarm Zone – drop box; the alarm zone node that is associated with this polyline screen object

Note: *Not all alarm zones support alarms at locations. Intelli-Site will only allow those alarm zones that support alarm locations to be dropped here.*


Starting Location – integer; the beginning measurement of the first vertex

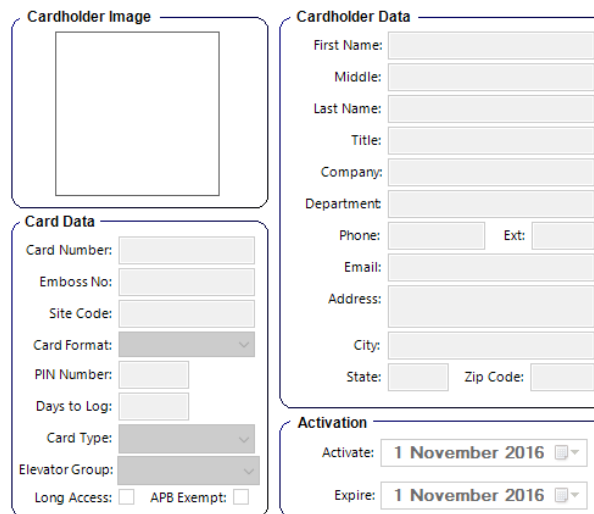
Ending Location – integer; the ending measurement of the last vertex

Active Image – drop box; the image to display at the alarm location where the alarm zone is active

Inactive Image – drop box; the image to display at the alarm location where the alarm zone is inactive

Database Field Control

The **Database Field Control** screen object is used to display and edit a single database field. All the data entry fields on the **Card Data** tab in  **Access Management View** are database field control objects.



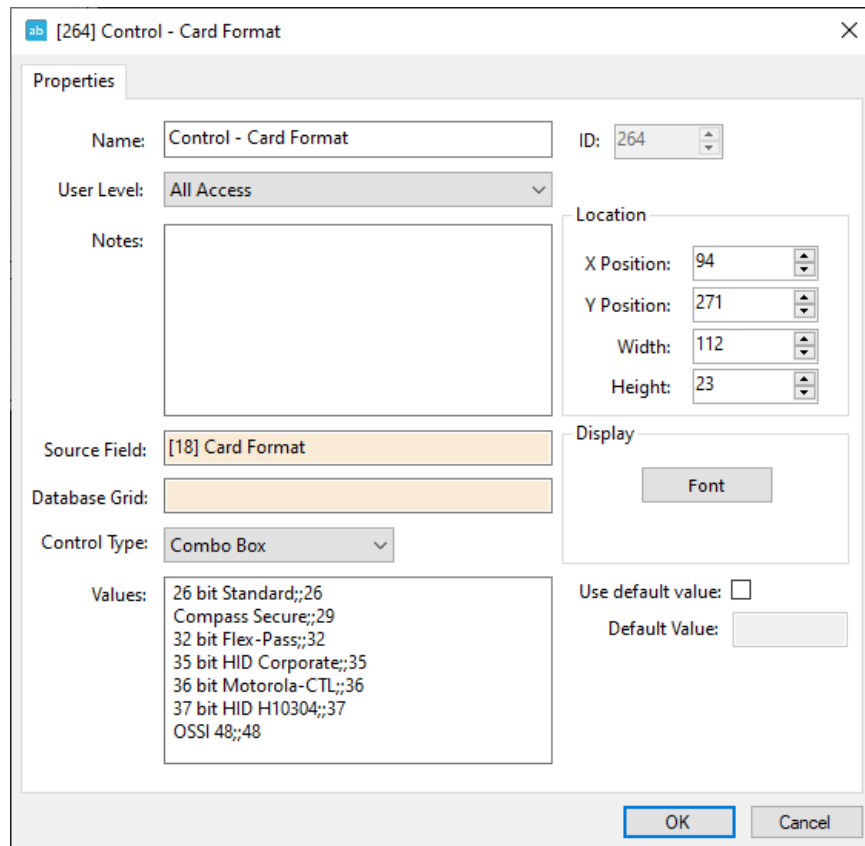
The screenshot displays the 'Card Data' screen with four main sections:

- Cardholder Image:** A large empty rectangular box for an image.
- Cardholder Data:** A form with fields for First Name, Middle, Last Name, Title, Company, Department, Phone (with an Ext. field), Email, Address, City, State, and Zip Code.
- Card Data:** A form with fields for Card Number, Emboss No., Site Code, Card Format (dropdown), PIN Number, Days to Log, Card Type (dropdown), Elevator Group (dropdown), and checkboxes for Long Access and APB Exempt.
- Activation:** A form with 'Activate' and 'Expire' fields, both set to '1 November 2016' with calendar icons.

Figure 131 - Card Data screen illustrating different Database Field Control Screen Objects

Intelli-Site 4.1 User's Guide

Below is the properties dialog for the Card Format control on the **Card Data** screen used in  **Access Management View**.



The screenshot shows a dialog box titled "[264] Control - Card Format". It has a "Properties" tab. The fields are as follows:

- Name: Control - Card Format
- ID: 264
- User Level: All Access
- Notes: (empty text area)
- Location: X Position: 94, Y Position: 271, Width: 112, Height: 23
- Source Field: [18] Card Format
- Database Grid: (empty)
- Control Type: Combo Box
- Values: 26 bit Standard;;26, Compass Secure;;29, 32 bit Flex-Pass;;32, 35 bit HID Corporate;;35, 36 bit Motorola-CTL;;36, 37 bit HID H10304;;37, OSSI 48;;48
- Display: Font button
- Use default value:
- Default Value: (empty text field)

Buttons: OK, Cancel

Figure 132 - Database Field Control Screen Object properties dialog

The four basic properties found on every node in the Tree are present: **Name**, **ID**, **User Level**, and **Notes**. The rest of the fields are:

Location group box

X Position and **Y Position** – numeric field; the location of the screen object on the screen where (0, 0) is the upper left-hand corner of the screen

Height – numeric field; how tall the screen object is, ensure this setting allows the whole text to display in the selected font style

Width – numeric field; how wide the screen object is, ensure this setting allows the whole text to display in the selected font style

Intelli-Site 4.1 User's Guide

Display group box

Font - button; opens the Windows **Font** dialog allowing the user to set the font, font style, and size

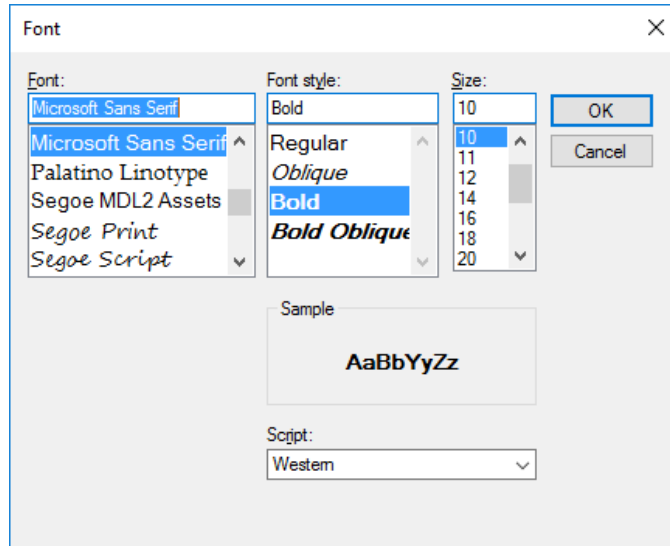


Figure 133 - Windows Font dialog

Source Field – drop box; the database field for this control; clicking in this field opens a **Select Tree Item** dialog that contains all the possible nodes

Database Grid – drop box; accepts only database grid control nodes; clicking in this field opens a **Select Tree Item** dialog that contains all the possible nodes

Control Type – drop-down list; values are *Edit Text* (default), *Multiline Text*, *Combo Box*, *Date/Time*, and *CheckBox*; allows the user to define how data is entered for this control;

Values – edit list; enabled when **Control Type** is set to *Combo Box*; the user enters the values for the drop-down list of the combo box. There are different three (3) formats for the values of the drop-down list.

Basic Format – “<display>;<store>”; each <store> must be unique integer in the list; <display> is the string shown in the drop-down list. The properties dialog of the **Card Format** is an example for how this is used.

Intelli-Site 4.1 User's Guide

The screenshot shows a 'Properties' dialog box for a control named 'Control - Card Format'. The dialog is titled '[264] Control - Card Format'. It has several sections:

- Name:** Control - Card Format
- ID:** 264
- User Level:** All Access
- Notes:** (Empty text area)
- Location:**
 - X Position: 94
 - Y Position: 271
 - Width: 112
 - Height: 23
- Source Field:** [18] Card Format
- Database Grid:** (Empty)
- Control Type:** Combo Box
- Values:** 26 bit Standard;;26, Compass Secure;;29, 32 bit Flex -Pass;;32, 35 bit HID Corporate;;35, 36 bit Motorola-CTL;;36, 37 bit HID H10304;;37, OSSI 48;;48
- Display:** Font
- Use default value:**
- Default Value:** (Empty text field)

At the bottom of the dialog are 'OK' and 'Cancel' buttons.

Figure 134 – Basic Format example

Tree Node Format - “#ChildIndex#[<idnumber>]” or “#ChildIDNum#[<idnumber>]”; the children of the Tree node with ID <idnumber> are filled into the drop-down list; **the Source Field must be a database object with Field Type Int32**. Below is an example to for a drop-down list of possible years. Node 1182 is a counter node whose child nodes are specific years (2000, 2001...2020).

Intelli-Site 4.1 User's Guide

The screenshot shows a 'Properties' dialog box for a control named 'Control - Year'. The dialog is titled '[315] Control - Year' and has a close button (X) in the top right corner. The 'Properties' section is divided into several groups:

- Name:** Control - Year
- ID:** 315
- User Level:** All Access
- Notes:** (Empty text area)
- Location:**
 - X Position: 110
 - Y Position: 185
 - Width: 45
 - Height: 23
- Source Field:** [115] Year
- Database Grid:** (Empty text area)
- Control Type:** Combo Box
- Values:** #childIndex#[1182]
- Display:** Font
- Use default value:**
- Default Value:** (Empty text area)

At the bottom right, there are 'OK' and 'Cancel' buttons. The 'OK' button is highlighted with a blue border.

Figure 135 - Example Tree Node format

Database Format - “#Database#[<displayID>][<storeID>]” (<storeID> is optional); if the nodes specified are database nodes with the same parent node, then the drop-down list contains the values from the database for field <displayID>. If the <storeID> is provided, the corresponding value is what is stored in the **Source Field**; otherwise, the value of the selected <displayID> is stored. **The Source Field database node must have the same type as the node that will be stored in it.**

Intelli-Site 4.1 User's Guide

The screenshot shows a 'Properties' dialog box for a control named 'Control - Owner ID'. The dialog is titled '[356] Control - Owner ID'. It contains several sections:

- Name:** Control - Owner ID
- ID:** 356
- User Level:** All Access
- Notes:** (Empty text area)
- Location:**
 - X Position: 180
 - Y Position: 363
 - Width: 195
 - Height: 24
- Source Field:** [122] Owner ID
- Database Grid:** (Empty text area)
- Control Type:** Combo Box
- Values:** None;;00000000-0000-0000-0000-0000-000000000000
#Database# [120][118]
- Display:** Font
- Use default value:**
- Default Value:** (Empty text box)


Buttons for 'OK' and 'Cancel' are located at the bottom right of the dialog.

Figure 136 - Database Format example

Use default value – checkbox; enables the **Default Value** field; when checked the specified **Default Value** is the initial value for the control until another value is specified.

Default Value – edit box; the initial value for the control

Database Field Display

The **Database Field Display** screen object is used to display a single database field. All the database fields for a badge on the **Badge** tab in  **Access Management View** are database field display objects.

Intelli-Site 4.1 User's Guide

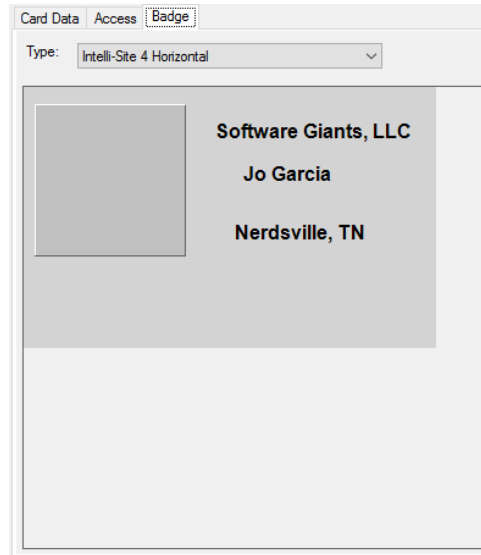


Figure 137 - Badge tab with data illustrating the Database Field Display Screen Object in action

Below is the properties dialog for the name control on the front of the Intelli-Site *Horizontal* badge.

Intelli-Site 4.1 User's Guide

Database Field	Separator
[57] First Name	
[56] Last Name	

Figure 138 - Database Field Display Screen Object properties dialog

The four basic properties found on every node in the Tree are present: **Name**, **ID**, **User Level**, and **Notes**. The rest of the fields are:

Location group box

X Position and **Y Position** – numeric field; the location of the screen object on the screen where (0, 0) is the upper left-hand corner of the screen

Height – numeric field; how tall the screen object is, ensure this setting allows the whole text to display in the selected font style

Intelli-Site 4.1 User's Guide

Width – numeric field; how wide the screen object is, ensure this setting allows the whole text to display in the selected font style

Source Fields – table; the database fields that are to be displayed by this control

Database Grid – drop box; accepts only database grid control nodes; clicking in this field opens a **Select Tree Item** dialog that contains all the possible nodes

Display group box - the formatting fields for the displaying the screen object and the database values

Frame Style – drop-down list; values *No Frame*, *Frame*, *Rectangle* (default), *RoundedRec*, and *Ellipse*; defines the shape of the display object

Border Widths group box - the fields associated with the border; disabled if the **Frame Style** is *No Frame*

Outside – Width of the outside edge of the border in pixels

Raised – checkbox; enabled by the *Frame Frame Style*; raised outside 3d effect

Middle – Width of the middle of the border in pixels

Inside – Width of the inside edge of the border in pixels

Raised – checkbox; enabled by the *Frame Frame Style*; raised inside 3d effect

Color group box - the color properties of the screen object

Interior – button; opens the Windows **Color** dialog allowing the user to set the interior color

Highlight – button; opens the Windows **Color** dialog allowing the user to set the highlight color

Intelli-Site 4.1 User's Guide

Shadow – button; opens the Windows **Color** dialog allowing the user to set the shadow color

Text Format group box - the formatting fields for displaying the database values on the screen control

Font - button; opens the Windows **Font** dialog allowing the user to set the font, font style, and size

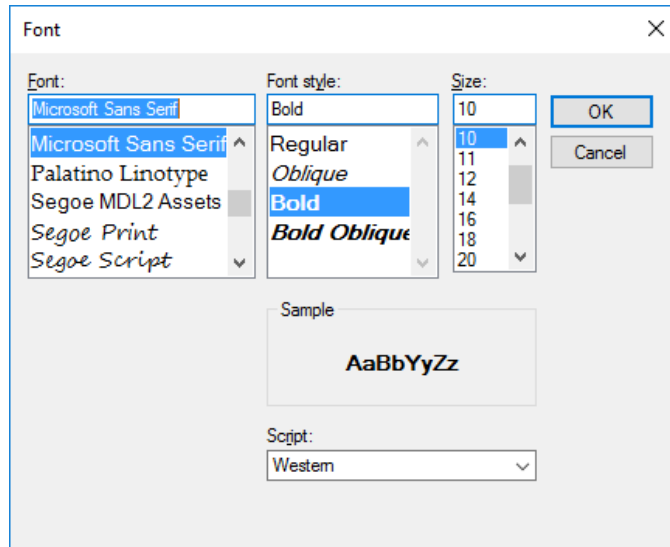


Figure 139 - Windows Font dialog

Color - button; opens the Windows **Color** dialog allowing the user to set the font color

H-Just – drop-down list; values are *Left*, *Center* (default), and *Right*; horizontal justification of the label;

V-Just – drop-down list; values are *Top*, *Center* (default), and *Bottom*; vertical justification of the label

Database Grid Control

A database grid control object is used to display and edit multiple database fields in a grid.

Intelli-Site 4.1 User's Guide

[1261] New Database Grid

Properties

Name: New Database Grid ID: 1261

User Level: All Access

Notes:

Location

X Position: 151

Y Position: 245

Width: 428

Height: 165

Database Fields

Field	Width	Visible?	Display Field (optional)
-------	-------	----------	--------------------------

Add Delete

OK Cancel

Figure 140 - Database Grid Control screen object properties dialog

It has the basic properties of **Name**, **ID**, **User Level**, and **Notes**. Plus:

Location group box

X Position and **Y Position** – numeric field; the location of the screen object on the screen where (0, 0) is the upper left-hand corner of the screen

Height – numeric field; how tall the screen object is

Width – numeric field; how wide the screen object is

Database Fields – table; defines the columns of the database grid; the first row in the table is the second column, the second row is the third column, etc.; the first column in the grid is the row number

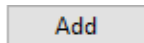
Intelli-Site 4.1 User's Guide

Field – drop field; the database field for this row
Note: Each **Field** value must come from the same database table.

Width – numeric; the width of the field in pixels

Visible – checkbox; when checked, this column is visible

Display Field – drop field; optional; the field to display based on the **Field** value. The **Field** value is used as an index into the **Display Field's** table. Therefore, **Field** must exist in both tables. Furthermore, it is best if **Field** is a unique identifier in **Display Field's** table.



- button; add a row to the table



- button; delete the selected row from the table

Database Side-By-Side Control

Not Yet Implemented

A database side-by-side control screen object is used to manage lists in the database in  **Live View**.

Intelli-Site 4.1 User's Guide

The screenshot shows a dialog box titled "[1006] New DB Side By Side Control". It has a "Properties" tab. The fields are as follows:

- Name: New DB Side By Side Control
- ID: 1006
- User Level: All Access
- Notes: (empty text area)
- Location:
 - X Position: 448
 - Y Position: 236
 - Width: 287
 - Height: 269
- Table: (empty drop-down)
- Drop Down List (Target Table):
 - Value Field: (empty text box)
 - Display Field: (empty text box)
 - Description: (empty text box)
- Side by Side Lists:
 - Value Field: (empty text box)
 - Display Field: (empty text box)
 - Description: (empty text box)

Buttons: OK, Cancel

Figure 141 - Database Side By Side Control screen object properties dialog

It has the basic properties of **Name**, **ID**, **User Level**, and **Notes**. Plus:

Location group box

X Position and **Y Position** – numeric field; the location of the screen object on the screen where (0, 0) is the upper left-hand corner of the screen

Height – numeric field; how tall the screen object is

Width – numeric field; how wide the screen object is

Table – drop box; the database table that the database fields are in

Intelli-Site 4.1 User's Guide

Drop-Down List (Target Table) group

Value Field – drop box; the database field that will be assigned the list of values

Display Field – drop box; the database field to display based on the **Value Field**; the **Value Field** may not mean anything to humans, but the **Display Field** may interpret the **Value Field**. For example, the **Value Field** may be 1, but it maps to an Event Type

Card Activity Control

A card activity control screen object is used to display card activity at a specific reader in real-time. The control displays this activity on a screen created by the user for this specific purpose.

Before creating a card activity control, you should create a screen for it to display. See [Screens](#). Use the database field display control to display database fields.



Figure 142 - A Simple Card Activity Screen Example

The figure above is a simple example of a card activity screen. It has two controls on it:

- A database field display object for the **Photo** database field
- A database field display object to display the **First Name** and **Last Name** database fields concatenated together separated by a space

A card activity control screen object has the four (4) basic properties: **Name**, **ID**, **User Level**, and **Notes**. The rest of the fields are specific to a card activity control screen object.

Intelli-Site 4.1 User's Guide

The screenshot shows a dialog box titled "[1309] New Card Activity Control". It has a "Properties" tab. The fields are: Name: "New Card Activity Control", ID: "1309", User Level: "All Access", Notes: (empty text area), Location: X Position: "506", Y Position: "369", Width: "60", Height: "69", Reader: (empty text box), Screen: (empty text box), Invalid Read Background: (red color selection button), # of Cells: "1". There are "OK" and "Cancel" buttons at the bottom right.

Figure 143 - The Card Activity Control Screen Object properties dialog

Location group box

X Position and **Y Position** – numeric field; the location of the screen object on the screen where (0, 0) is the upper left-hand corner of the screen

Height – numeric field; disabled; how tall the screen object is; this is informational only; it is set based on the height of the screen

Width – numeric field; how wide the screen object is, this is informational only, it is set based on the width of the screen and **# of Cells**

Reader – drop box; the access control reader that is the source of card activity to display

Screen – drop box; the screen on which the card activity will display

of Cells – numeric; the number of card data screens to show

Invalid Read Background – button; opens the Windows **Color** dialog allowing the user to set the background color of the screen when an invalid read is encountered on the **Reader**

Intelli-Site 4.1 User's Guide

Screen List Control

Not Yet Implemented

The screen list control allows the user to create a table to easily and quickly switch between screens. Click on a cell in the table and that screen becomes the current screen.

Before creating a screen list control screen object, create a screen list. See [Screen List](#).

The screenshot shows a dialog box titled "[1130] New ScreenList Control". It has a "Properties" section with the following fields: "Name" (New ScreenList Control), "ID" (1130), "User Level" (All Access), and "Notes" (empty text area). To the right is a "Location" section with "X Position" (293), "Y Position" (255), "Width" (179), and "Height" (167). Below these are "Screen List" (empty text box), "# of Rows" (0), "# of Columns" (0), "Click Sound" (empty text box), and a "Font" button. At the bottom are "OK" and "Cancel" buttons.

Figure 144 - Screen List Control Screen Object properties dialog

Of course, there are the four (4) basic properties: **Name**, **ID**, **User Level**, and **Notes**. There are additional fields specific to the screen list control screen object.

Location group box

X Position and **Y Position** – numeric field; the location of the screen object on the screen where (0, 0) is the upper left-hand corner of the screen

Height – numeric field; how tall the screen object is, ensure this setting allows the whole text to display in the selected font style

Intelli-Site 4.1 User's Guide

Width – numeric field; how wide the screen object is, ensure this setting allows the whole text to display in the selected font style

Screen List – drop box; accepts only screen list nodes; the list of screens to display in the control

of Rows – numeric; number of rows for the screen list display

of Columns – numeric; number of columns for the screen list display

Click Sound – drop box; allows only sounds; the sound to play when the user clicks on a screen in the screen list control

Font - button; opens the Windows **Font** dialog allowing the user to set the font, font style, and size for the screen names as they are written on each cell of the screen list control

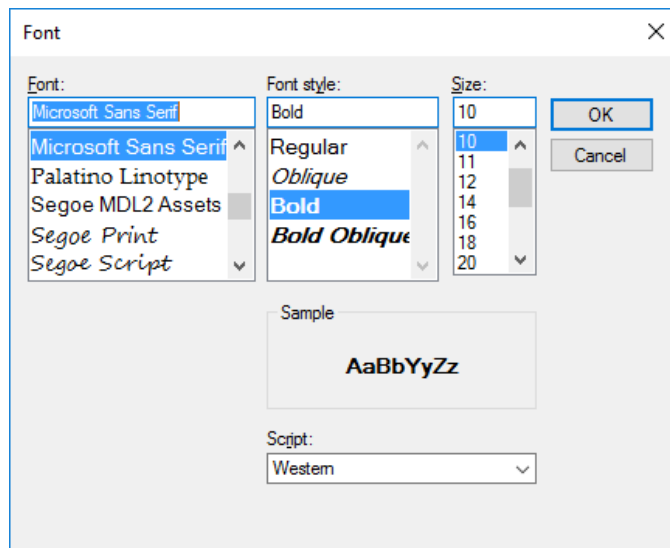


Figure 145 - Windows Font dialog

Video Display

A video display screen object is used to display video from one or more cameras.

A video display screen can stream video from up to four (4) cameras at a time. The display has a popup toolbar that allows the user to do a variety of things depending on the capabilities of the camera to which it is connected.

Intelli-Site 4.1 User's Guide

Switching between cameras on a single video display is controlled by counters and counter values. The video display is programmed with the counter and counter values as well as which cameras are associated with which counter value. To switch cameras, simply program a button screen object with **ResetCounter** *counterval* in the **Mouse Down** action grid. Clicking on this button in **Live View** will cause the video display to switch to the configuration associated with that counter value.

Note: *When a counter value is dragged and dropped on to the screen, a button is automatically created to set the counter to the counter value.*

Video Display Screen Object Properties

A video display screen object has the four (4) basic properties: **Name, ID, User Level, and Notes.**

Counter Value	Camera 1	Camera 2	Camera 3	Camera 4
---------------	----------	----------	----------	----------

Figure 146 - Video Display Screen Object properties dialog

Select Cameras - button; automatically program the **Configuration** table; only enabled when **# of Cameras** is *One*

Location group box

X Position and **Y Position** – numeric field; the location of the screen object on the screen where (0, 0) is the upper left-hand corner of the screen

Intelli-Site 4.1 User's Guide

Height – numeric field; how tall the screen object is

Width – numeric field; how wide the screen object is

Options group box

of Cameras – drop-down list (default *One*); how many video windows to display; values are *One*, *Two*, and *Four*

Note: *When # of Cameras is Two, Intelli-Site uses the Height and Width to determine if the video windows are side-by-side or stacked. If the width is greater than the height, the video windows are side-by-side. If height is greater than width, they are stacked one above the other.*

Toolbar Enabled – checkbox; enables the video display toolbar

Camera Change Allowed – checkbox; enable the camera switching function of the toolbar; this field is enabled when **Toolbar Enabled** is checked

PTZ Allowed – checkbox; display the PTZ pad on the toolbar when the camera is PTZ enabled; this field is enabled only when **Toolbar Enabled** is checked

Configurations – table; each line defines the relationship between a counter value and the video streams to display on which window in the video display

Counter Value – drop box; the counter value that identifies the row in the table

Camera 1 – drop box; camera to display in window 1

Camera 2 – drop box; camera to display in window 2

Camera 3 – drop box; camera to display in window 3

Camera 4 – drop box; camera to display in window 4

Intelli-Site 4.1 User's Guide

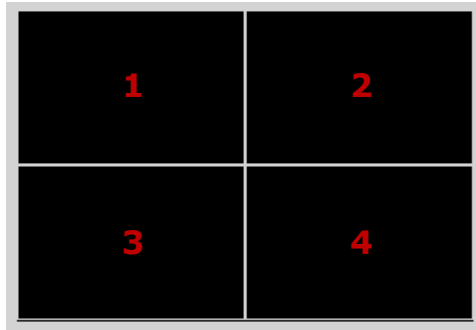


Figure 147 - Video Window Numbering of a Video Display

Note: It is strongly encouraged that at least one configuration has no cameras. This will disconnect all video on the video display.

When **# of Cameras** is *One*, only the **Camera 1** column is used, ignoring the other three.

When **# of Cameras** is *Two*, only the **Camera 1** and **Camera 2** columns are used, ignoring the other two.

The following is an example of a programmed video display object. Notice that the first line in the **Configuration** table has no cameras. This is so the display can be disconnected from all cameras.

Counter Value	Camera 1	Camera 2	Camera 3	Camera 4
[1298] Kindergarten Counter\Dis...				
[1299] Kindergarten Counter\IPd...	[1308] DW Spectrum NVR\IPdome			
[1323] Kindergarten Counter\VS8...	[1310] DW Spectrum NVR\VS810...			
[1324] Kindergarten Counter\Ulis...	[1312] DW Spectrum NVR\Ulis...			
[1325] Kindergarten Counter\Pel...	[1319] DW Spectrum NVR\Pelco			
[1326] Kindergarten Counter\RTS...	[1321] DW Spectrum NVR\RTSP ...			

Figure 148 - Example Video Display screen object

Intelli-Site 4.1 User's Guide

Programming the Video Display Screen Object

A video display screen object can be programmed to display many camera configurations. A counter is used to determine which configuration to display. When the video display will only stream from one camera at a time, the **Select Cameras** function makes programming much simpler.

Whether the video display screen object is programmed using the **Select Cameras** function or by hand, a counter must be added to the project. Right-click on the area node to which the counter will be added and select *Add Node*. The **Add Panel** dialog displays.

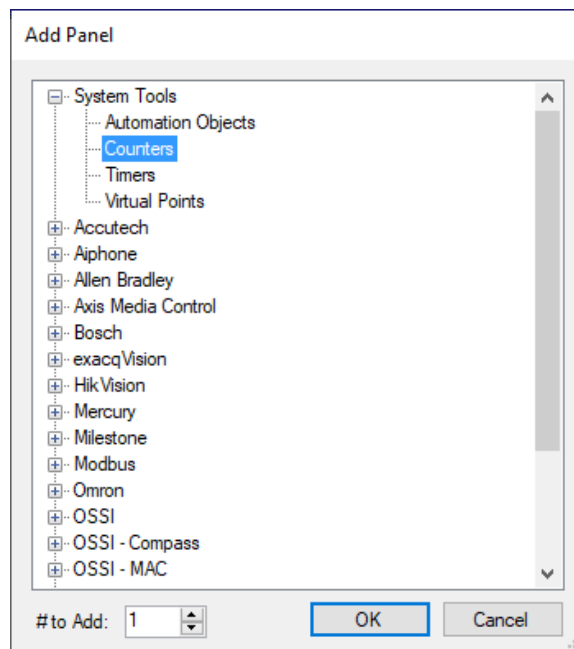


Figure 149 - Add Panel dialog

Counters is located under the System Tools. Select it and click **OK**. A **Counters** panel is added to the area.

Expand the **Counters** panel until the newly added counter is exposed.

Intelli-Site 4.1 User's Guide

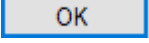


If multiple users are logged in to Intelli-Site simultaneously, each user may want to use the video display at the same time but for different streams. And wouldn't it be upsetting to be viewing a video stream only to have it changed while one was watching! To ensure that each Client can control the video display regardless of any other Client logged in, the counter must be set to **Client Based**, a property on the counter. Open the properties dialog for this counter.

The screenshot shows the 'Counter properties dialog' for a counter named 'New Counter'. The dialog has tabs for 'Properties', 'Operation', 'Alarm Queue', and 'Actions'. The 'Properties' tab is active. It shows fields for Name, ID, User Level, and Notes. Below these are 'Settings' and 'Options' sections. The 'Client Based' checkbox in the 'Options' section is highlighted with a red arrow.

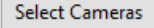
Field	Value
Name	New Counter
ID	1359
User Level	All Access
Notes	
Threshold Value	4294967295
Threshold Counter	
Change Amount	1
Maximum Value	4294967295
Minimum Value	0
Current Value	0
Use Node Name for Label	<input type="checkbox"/>
Use Value Node Name for Label	<input type="checkbox"/>
Is High Above Threshold	<input checked="" type="checkbox"/>
Ignore Overflow	<input checked="" type="checkbox"/>
Fixed Threshold	<input checked="" type="checkbox"/>
Client Based	<input type="checkbox"/>

Figure 150 - Counter properties dialog with Client Based field callout

Check **Client Based**, change the **Name** then click .

Intelli-Site 4.1 User's Guide

Programming using 

For the  button to be enabled, **# of Cameras** must be "1". Click it and the **Select Cameras** dialog displays.

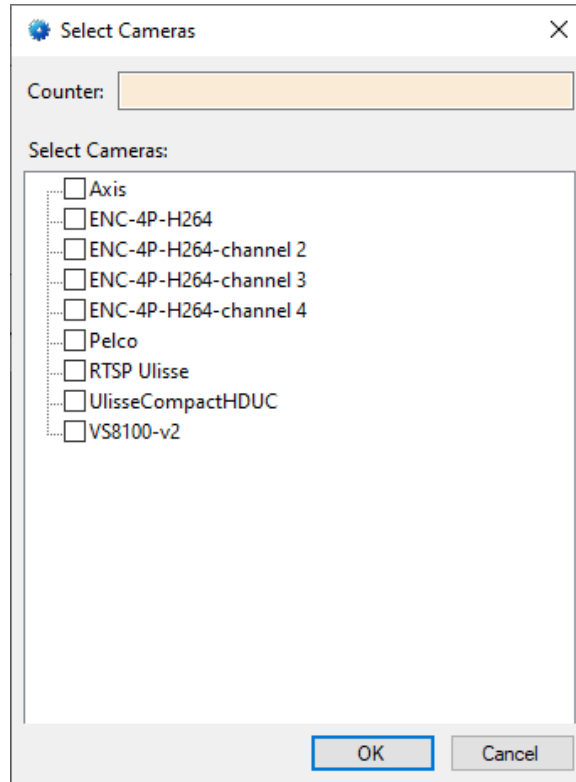
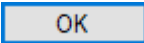


Figure 151 - Select Cameras dialog

The dialog lists all available cameras. Click the checkbox next to each of the cameras from which video will be streamed to this video display screen object.

Click in the **Counters** drop box to open a **Select Tree Item** dialog. This dialog lists all the available counters. Choose the desired counter then click the  button.

Intelli-Site 4.1 User's Guide

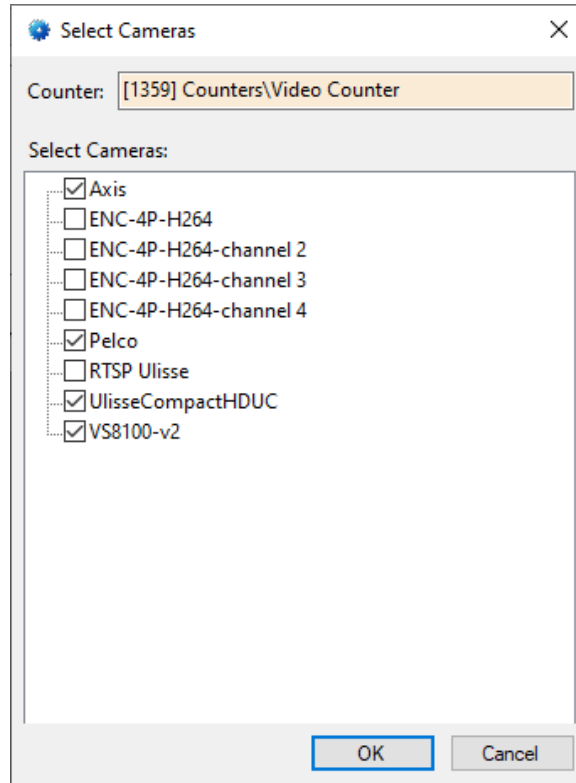
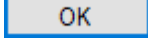


Figure 152 - Example Select Cameras dialog

Click  on the **Select Cameras** dialog. The **Configurations** table is filled in using the chosen counter and cameras.

Intelli-Site 4.1 User's Guide

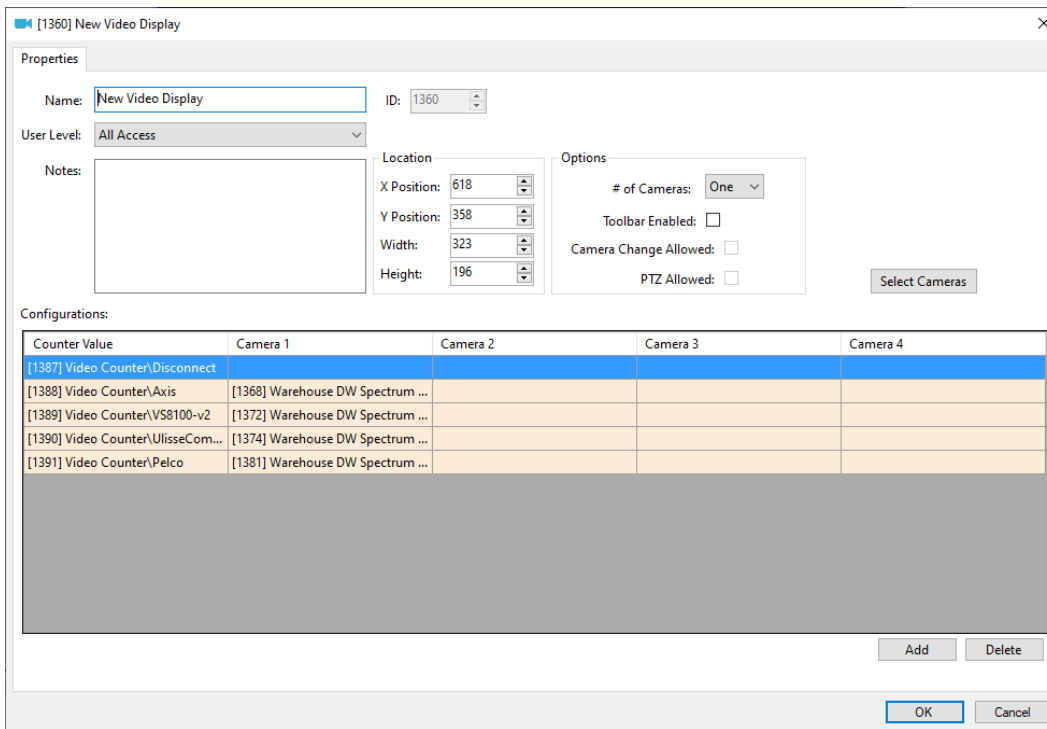
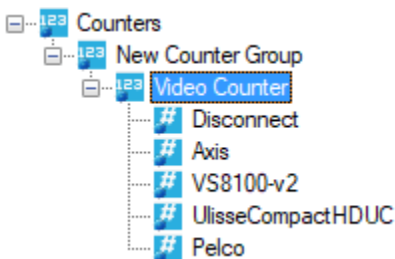


Figure 153 - Configured video display screen object

Notice the **Counter Value** column of the **Configurations** table. added a counter value node for each chosen camera and an additional counter value for disconnect. Click to save and close the video display properties dialog.



When created the counter values, it checked the **Use Node Name for Label** field. Now when one of these counter values is dragged and dropped onto a screen, the automatically created button will display the node's name and not the node's value.

Intelli-Site 4.1 User's Guide

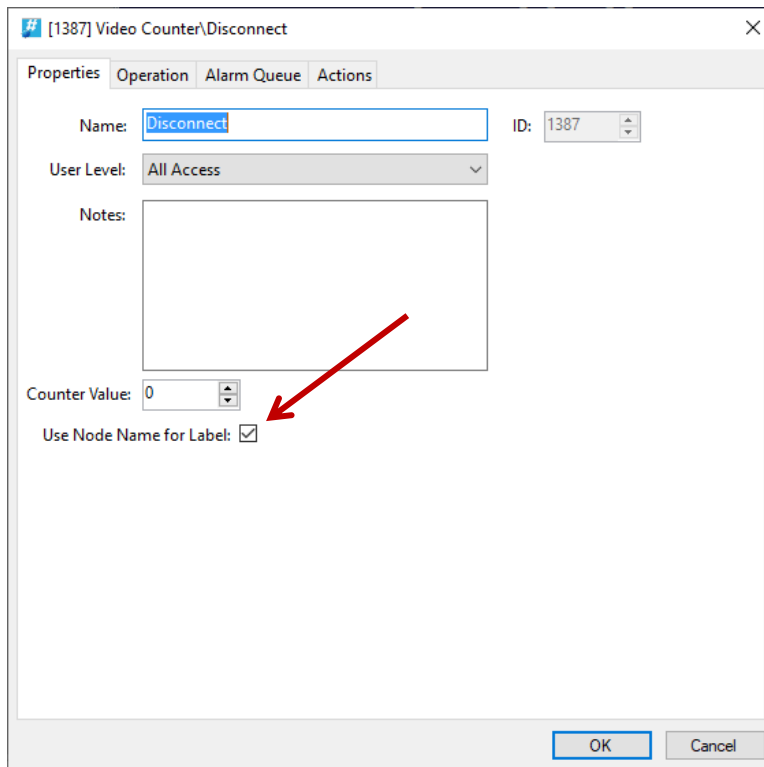


Figure 154 - Counter value properties dialog created by Select Cameras

Programming by Hand

If the video display screen object will display streams from multiple cameras simultaneously, it must be programmed by hand. One could make a case for a combined approach. That will be left as an exercise for the user. This section will walk the user through every grueling step.

Before starting one must carefully work out which cameras will be streaming at the same time and in which video display. For each camera combination, there will be a line in the **Configurations** table of the video display screen object. Let's begin.

Add a counter value to the video counter for each camera combination plus one for "Disconnect All". Name each of the counter values appropriately. It is suggested that counter value '0' be named "Disconnect All". If the automatically created screen object for the counter value is going to be used to switch configurations, check **Use Node Name for Label**.

Intelli-Site 4.1 User's Guide

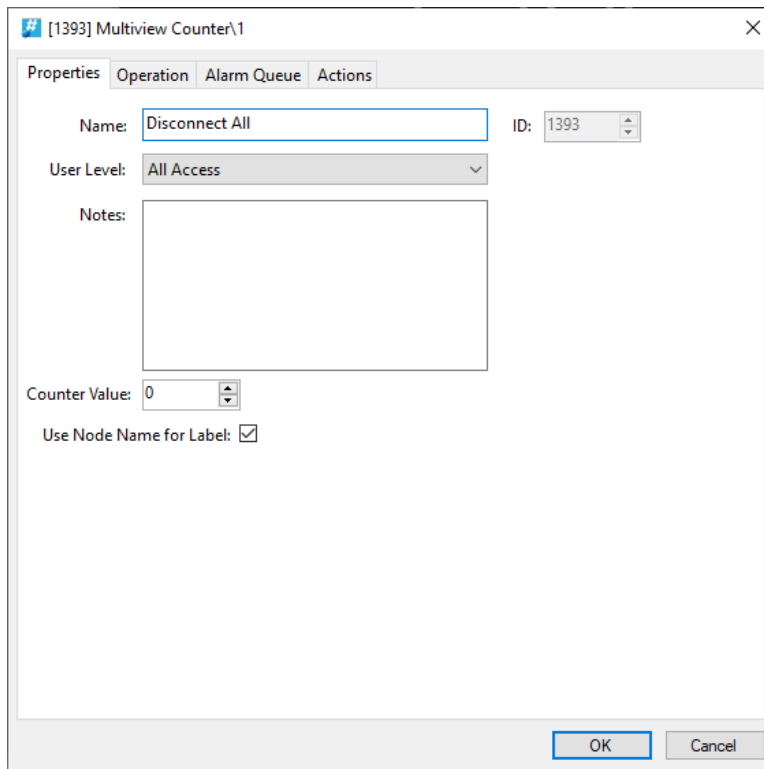


Figure 155 - Counter Value properties dialog

Add a video display screen object to the screen then open the properties for it. Set the **# of Cameras** to the desired number of displays.

Add the first line to the **Configurations** table. This will be the disconnect all configuration. Drag and drop the "Disconnect All" counter value into the **Counter Value** column. Leave all the other columns empty.

Add another line to the **Configurations** table. Drag and drop the next counter value into the **Counter Value** column. Drag and drop n camera nodes, one for each of the **Camera** columns, where n equals the value of **# of Cameras**.

Intelli-Site 4.1 User's Guide

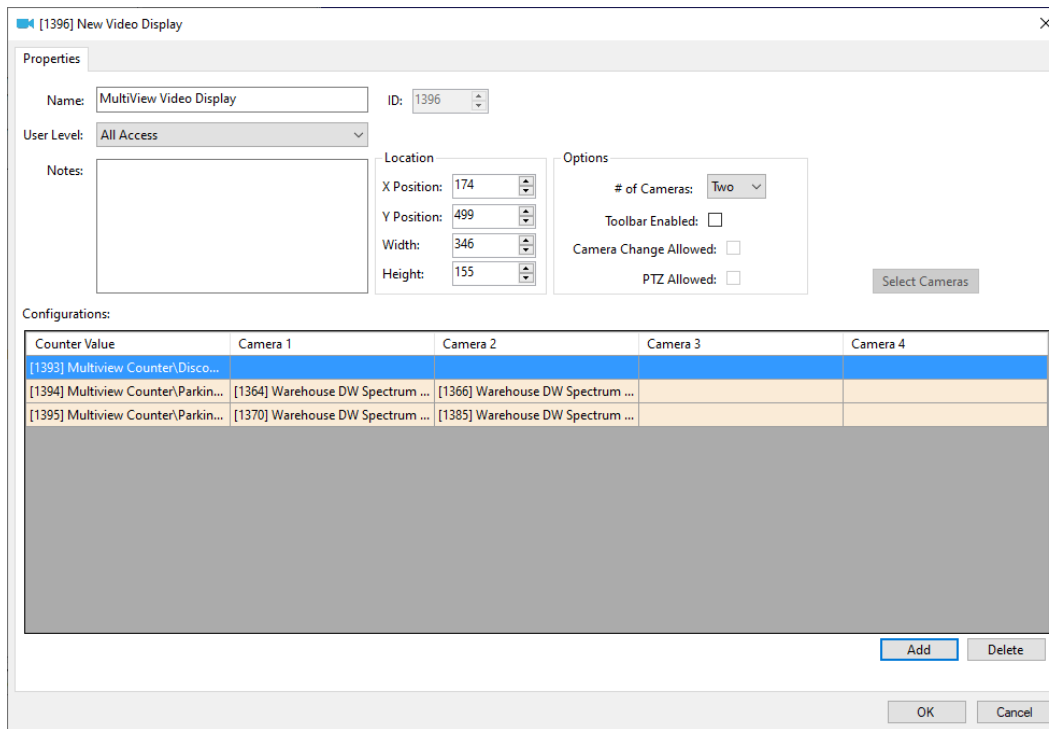


Figure 156 - Example Quick Config with # of Cameras = 2

Click **OK** to save and close the **Quick Config** dialog.

Video Display Toolbar

A video display toolbar appears when the mouse hovers over the video display when the toolbar is enabled. In addition, as the mouse hovers over the various tools, hover text appears providing the name of the tool.

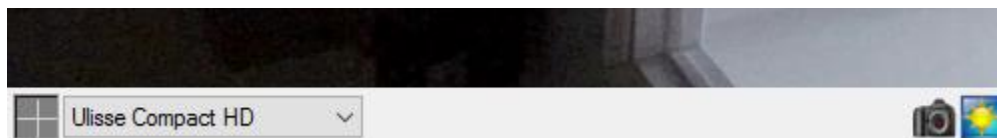




Figure 157 - Video Display Toolbar

Ulisse Compact HD **Select Camera** – drop-down list; presents the list of configurations in the **Configurations** table of the video screen object properties

Intelli-Site 4.1 User's Guide

 **Snapshot** – button; takes a snapshot of the current video stream and saves it in My Pictures as a jpg file. The filename is the <camera name>-<date>.jpg (e.g. Ulisse Compact HD-11-18-2016 12-45-45.jpg).

 **PTZ** – button; opens the PTZ pad for this camera; it takes a small amount of time to initialize the pad

Shared Screen Object

Shared screen objects are special screen objects that can be included on any number of screens. Changes made on one to a shared screen object will be reflected on all screens because the shared screen object is the same object on all screens.

A shared screen object node and opens its properties dialog which has the basic properties of **Name**, **ID**, **User Level**, and **Nodes** as well as properties specific to a shared screen object.

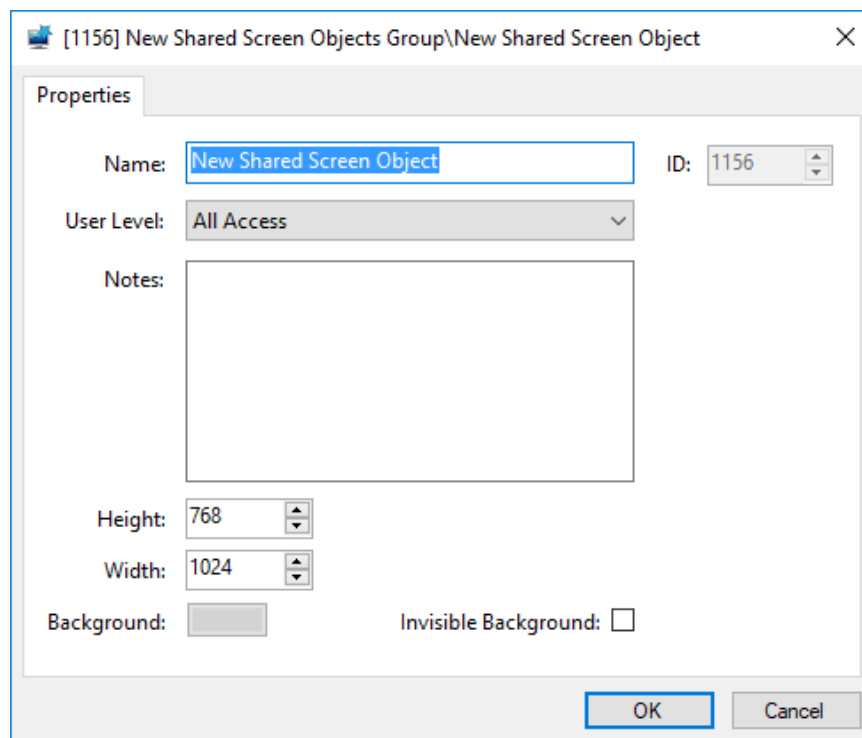


Figure 158 - Shared Screen Object properties dialog

Height – numeric field; how tall the shared screen object is

Width – numeric field; how wide the shared screen object is

Intelli-Site 4.1 User's Guide

Background – color picker; the color of the background for the shared screen object

Invisible Background – checkbox; when checked, the background is invisible

Automatically Created Screen Objects

Many Project Tree nodes will create screen objects when they are dragged and dropped onto the screen. This makes programming faster and easier.

Automation Objects

The automatically created screen object for an automation object is a button.

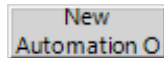


Figure 159 - An Automation Object button

No actions are performed when it is clicked. Its purpose is to illustrate the current state of the automation object. Remember an automation object is an I/O Point whose state is determined by a collection of I/O Points. Therefore, the screen object is programmed to display the current state of the automation object.



Figure 160 - An Automation Object button when the automation object point is true/alarm

Intelli-Site 4.1 User's Guide

State 0 is the base state; it displays when the automation object evaluates to off or normal.

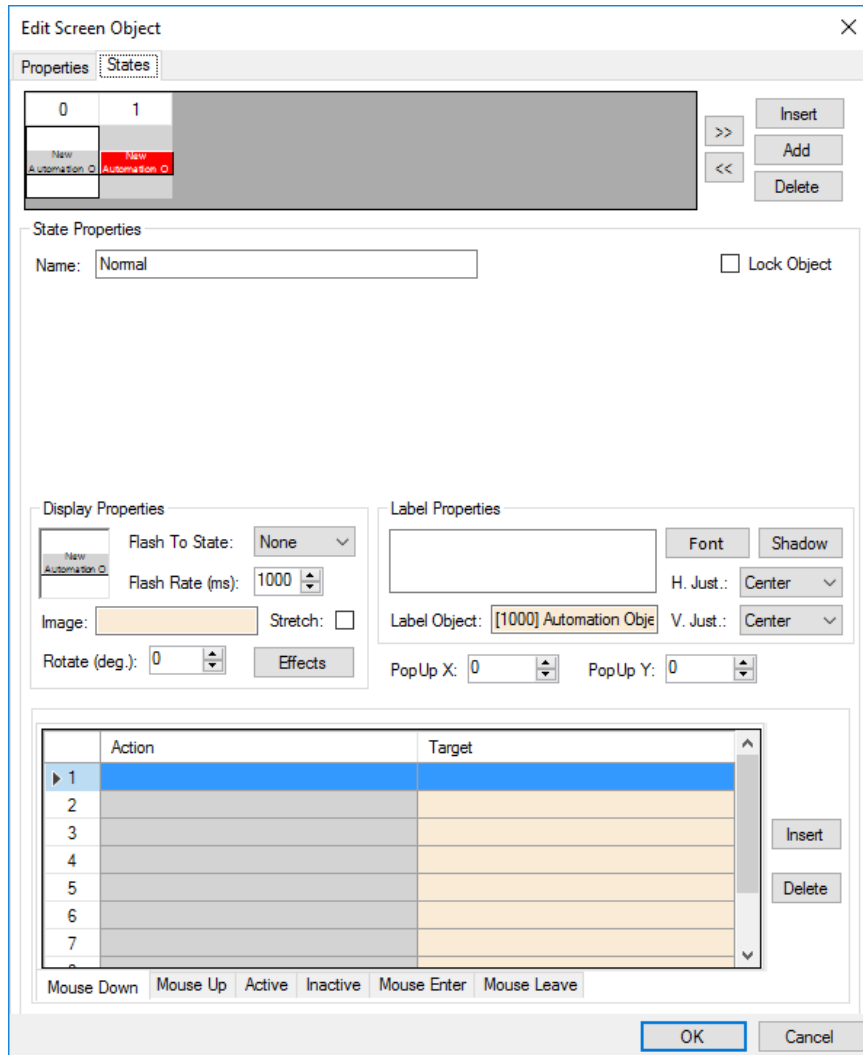


Figure 161 – Automation Object button State 0 properties dialog

Intelli-Site 4.1 User's Guide

State 1 displays when the automation object evaluates to true or alarm. Notice the evaluation grid. See that it contains the automation object point and *State* is the **Selection** value?

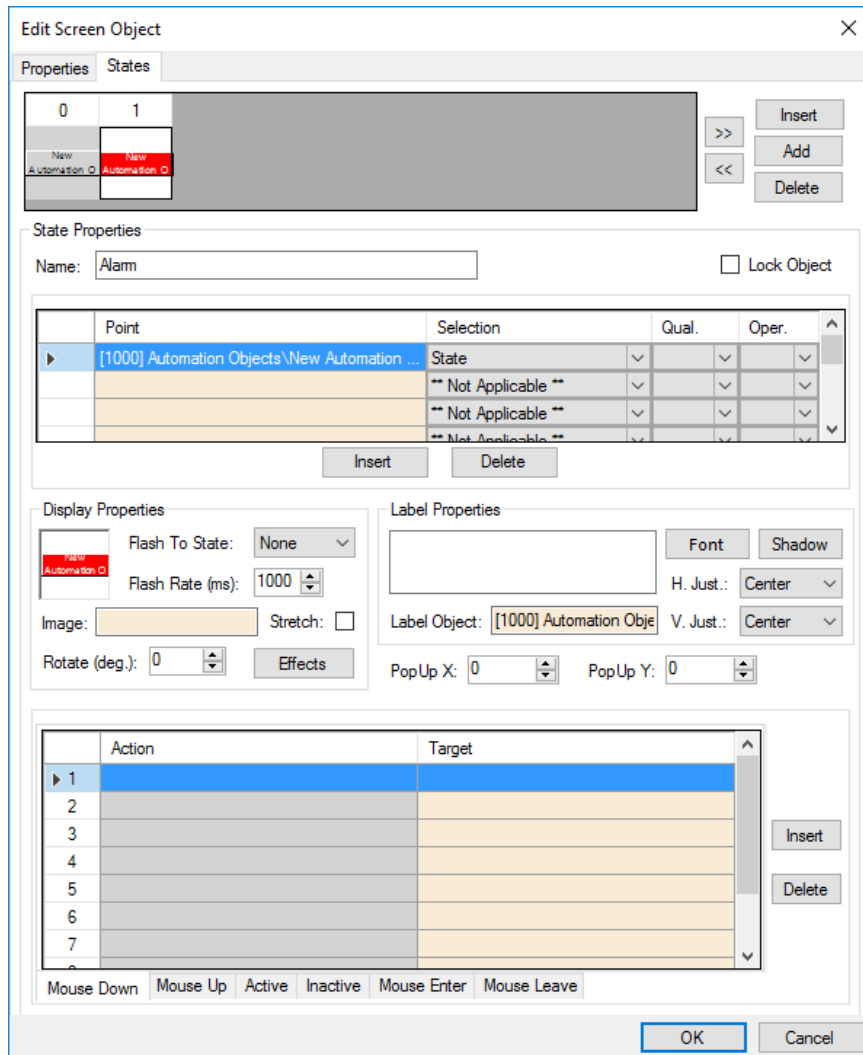


Figure 162 - Automation Object button State 1 properties dialog

Call Stations

A call station has many states and alerts that can be used in a screen object evaluation grid. There are nine (9) possible values for *Selection* when a call station is the *Point* in the evaluation grid. Programming screen objects to manage call stations is pretty involved though it is pretty standardized which is why Intelli-Site automatically creates a call station screen object when a call station construct node is dragged and dropped onto a screen.

Intelli-Site 4.1 User's Guide



Figure 163 – A Call Station screen object

This screen object has states for the most commonly reported or managed states of the call station. Instead of taking 30 minutes to create a call station screen object from scratch, just drag and drop the construct onto the screen and position it where it belongs.

The call station screen object has twelve (12) states:

- State 0 - Normal
- State 1 - Selected
- State 2 - Disabled
- State 3 - Disabled & Selected
- State 4 - Call-In
- State 5 - Call-In & Selected
- State 6 - Call-In Acked
- State 7 - Call-In Acked & Selected
- State 8 - Call-In Acked & Disabled
- State 9 - Call-In Acked, Disabled & Selected
- State 10 - Tamper
- State 11 - Tamper & Selected

Additional states can be added for any of the other possible **Selections** or combination thereof. Remember that the order of precedence is dictated by the state number. If two or more state evaluation grids evaluate as true, the one on the higher numbered state is the one that is active.

Note: *These states are programmed with the understanding that acknowledging and processing the call station will be done using a separate screen object. You are welcome to modify the programming to include AckCallIn and ProcessCallIn. If you do, the [Reprogram...](#) context menu option will be immensely helpful.*

Intelli-Site 4.1 User's Guide

State 0 – Normal

State 0, the Normal state, displays if everything is normal. When the screen object is clicked, the call station is selected.

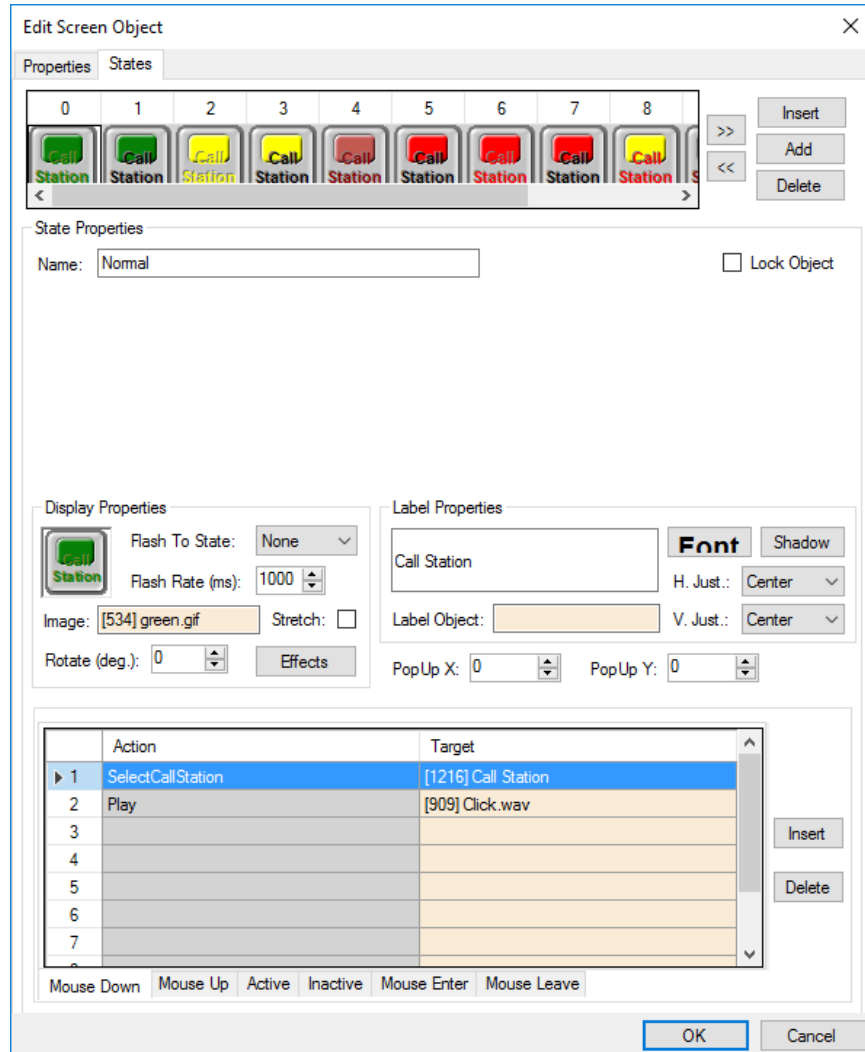


Figure 164 - Call Station screen object State 0 properties dialog

Name – the name of the State; *Normal*

Image – the image displayed when this state is active

Label Properties – the label and how it displays

Mouse Down – action grid; the actions executed when the mouse down event is triggered for this screen object on this state; there are two actions:

Intelli-Site 4.1 User's Guide

- 1 *SelectCallStation* **Call Station** node
- 2 *Play* Click.wav

Note: Notice that the label is not using the node as the Label Object but a string. This is about formatting on the button itself. While this is inconvenient if the call station is renamed which happens rarely, it makes the screen object prettier. This design was developed for a specific customer site.

State 1 – Selected

This state displays when the call station is selected. Notice the evaluation grid. It contains the call station as the *Point*. *Selection* is **Selected**. When the screen object is clicked, a *DeselectCallStation* action on the call station is executed.

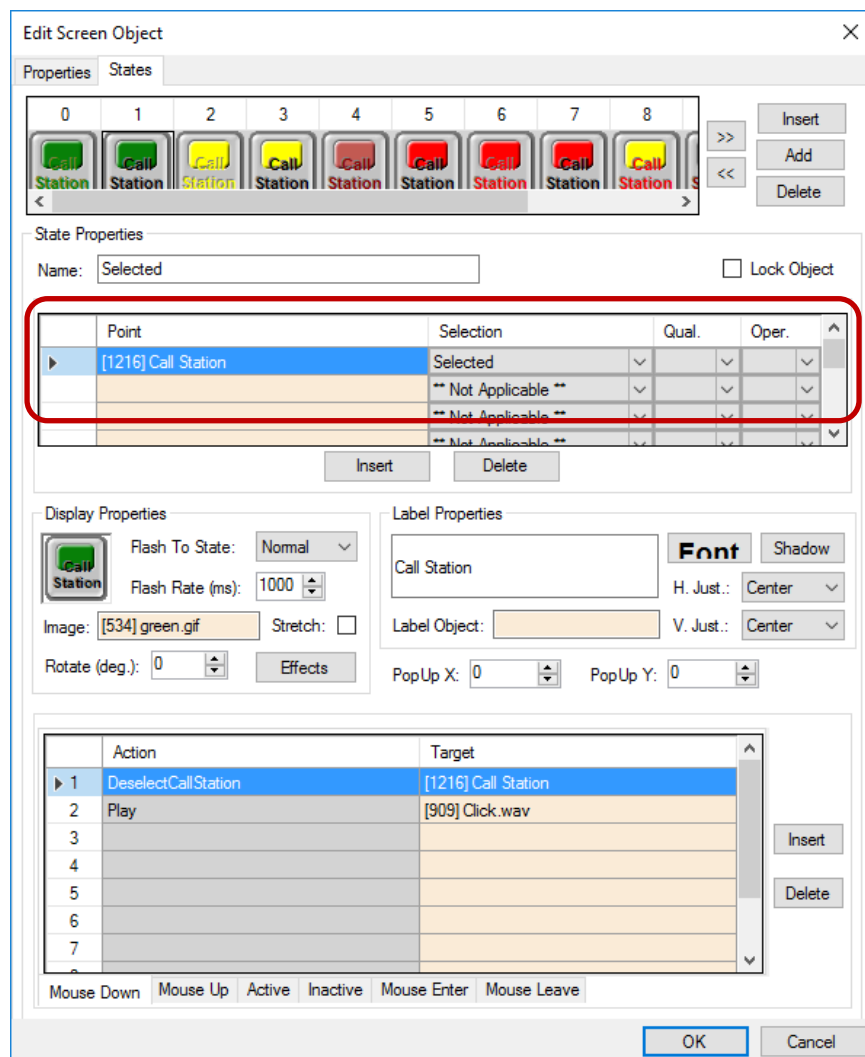


Figure 165 - Call Station screen object State 1 properties dialog

Intelli-Site 4.1 User's Guide

Name – the name of the State; *Selected*

Image – the image displayed when this state is active

Label Properties – the label and how it displays

Mouse Down – action grid; the actions executed when the mouse down event is triggered for this screen object on this state; there are two actions

- | | | |
|---|---------------------|--------------------------|
| 1 | DeselectCallStation | Call Station node |
| 2 | <i>Play</i> | Click.wav |

Intelli-Site 4.1 User's Guide

State 2 - Disabled

This state displays when the call station is disabled. Notice the evaluation grid. It contains the call station as the *Point*. *Selection* is **Disabled**. When the screen object is clicked, a *DeselectCallStation* action on the call station is executed.

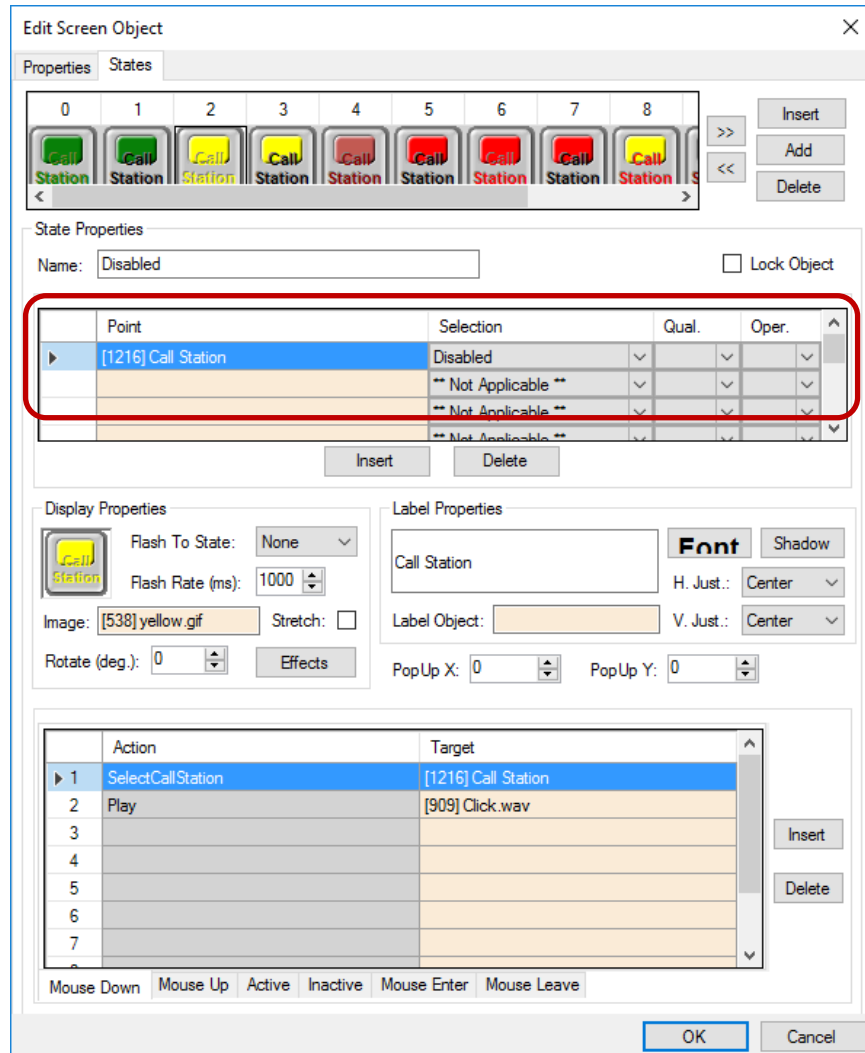


Figure 166 - Call Station screen object State 2 properties dialog

Name – the name of the State; *Disabled*

Image – the image displayed when this state is active

Label Properties – the label and how it displays

Intelli-Site 4.1 User's Guide

Mouse Down – action grid; the actions executed when the mouse down event is triggered for this screen object on this state; there are two actions

- | | | |
|---|--------------------------|--------------------------|
| 1 | <i>SelectCallStation</i> | Call Station node |
| 2 | <i>Play</i> | Click.wav |

Intelli-Site 4.1 User's Guide

State 3 – Disabled & Selected

This state displays when the call station is both disabled and selected. Notice the evaluation grid has two lines. The first line is for the call station being in the **Selected** state. The second line is the call station being in the **Disabled** state. The *Operator* for the first line is **And** which means both of these lines must evaluate to true for this state to display. When the screen object is clicked, a *DeselectCallStation* action on the call station is executed.

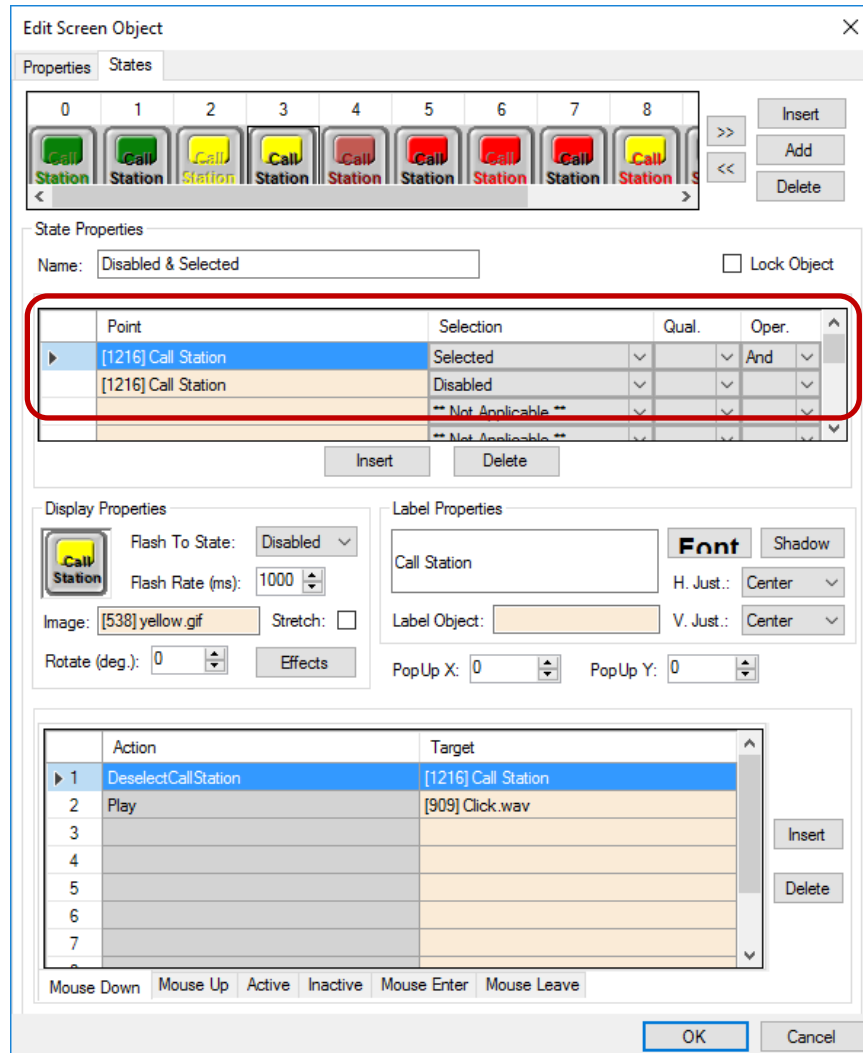


Figure 167- Call Station screen object State 3 properties dialog

Name – the name of the State; *Disabled & Selected*

Flash To State – drop-down list; the screen object will flash between the current state and the designated state, *Disabled*, using the value supplied in **Flash Rate**

Intelli-Site 4.1 User's Guide

Image – the image displayed when this state is active

Label Properties – the label and how it displays

Mouse Down – action grid; the actions executed when the mouse down event is triggered for this screen object on this state; there are two actions

- | | | |
|---|---------------------|-------------------|
| 1 | DeselectCallStation | Call Station node |
| 2 | Play | Click.wav |

Intelli-Site 4.1 User's Guide

State 4 - Call-In

This state displays when the call station is in the *CallIn* state. Notice the evaluation grid. It contains the call station as the *Point*. *Selection* is **CallIn**. When the screen object is clicked, a *SelectCallStation* action on the call station is executed.

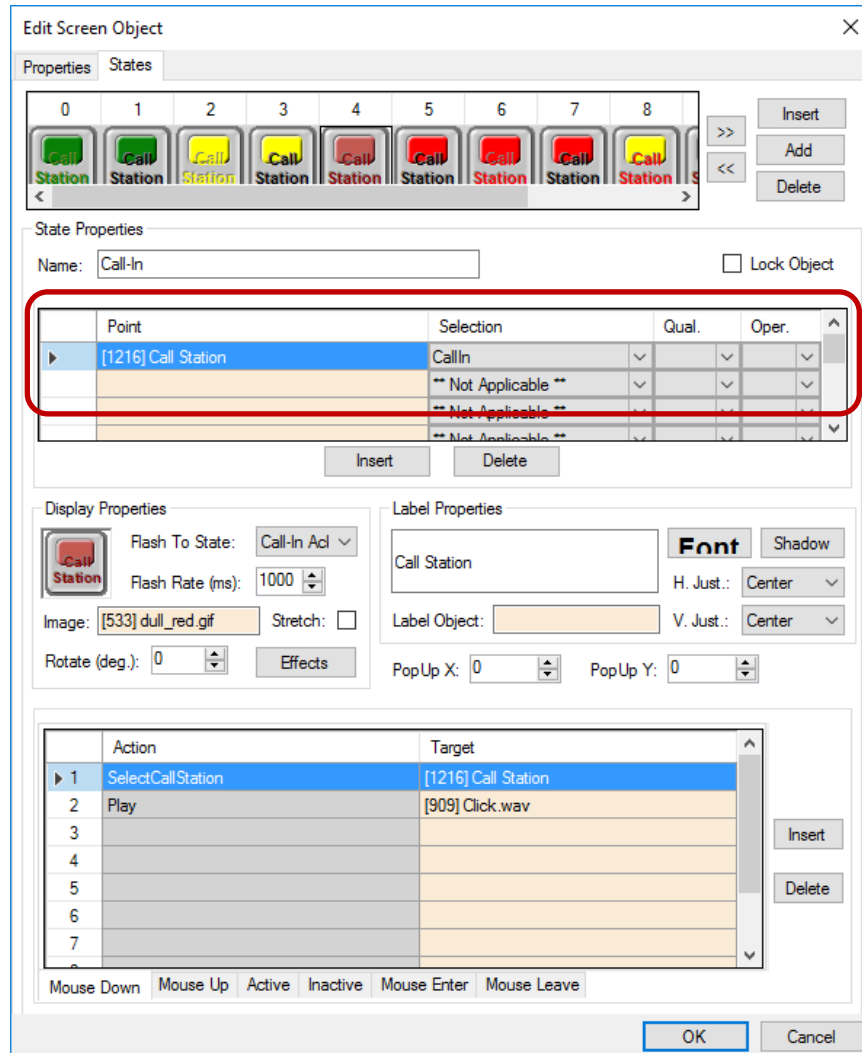


Figure 168 - Call Station screen object State 4 properties dialog

Name – the name of the State; *Call-In*

Flash To State – drop-down list; the screen object will flash between the current state and the designated state, *Call-In Acl*, using the value supplied in **Flash Rate**

Image – the image displayed when this state is active

Intelli-Site 4.1 User's Guide

Label Properties – the label and how it displays

Mouse Down – action grid; the actions executed when the mouse down event is triggered for this screen object on this state; there are two actions

- | | | |
|---|--------------------------|--------------------------|
| 1 | <i>SelectCallStation</i> | Call Station node |
| 2 | <i>Play</i> | Click.wav |

Intelli-Site 4.1 User's Guide

State 5 - Call-In & Selected

This state displays when the call station is both in the *CallIn* state and selected. Notice the evaluation grid has two lines. The first line is for the call station being in the **Selected** state. The second line is the call station being in the **CallIN** state. The *Operator* for the first line is **And** which means both of these lines must evaluate to true for this state to display. When the screen object is clicked, a *DeselectCallStation* action on the call station is executed.

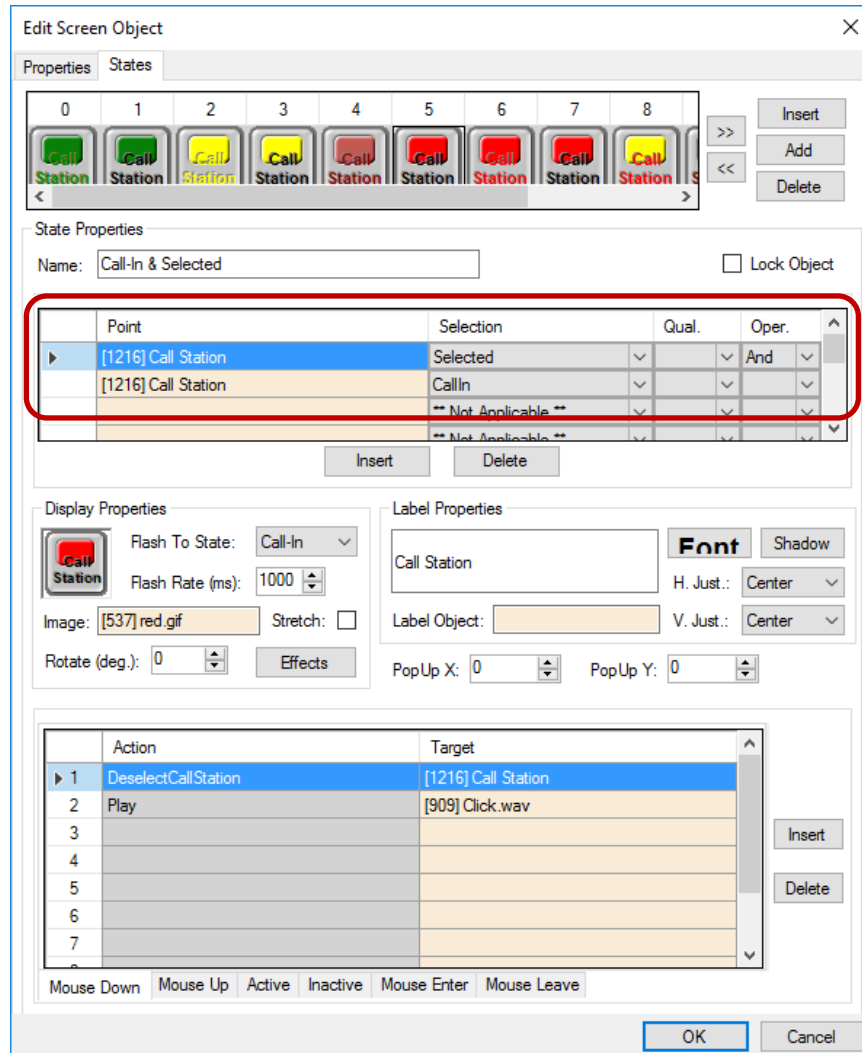


Figure 169 - Call Station screen object State 5 properties dialog

Name – the name of the State; *Call-In & Selected*

Flash To State – drop-down list; the screen object will flash between the current state and the designated state, *Call-In*, using the value supplied in **Flash Rate**

Intelli-Site 4.1 User's Guide

Image – the image displayed when this state is active

Label Properties – the label and how it displays

Mouse Down – action grid; the actions executed when the mouse down event is triggered for this screen object on this state; there are two actions

- | | | |
|---|----------------------------|--------------------------|
| 1 | <i>DeselectCallStation</i> | Call Station node |
| 2 | <i>Play</i> | Click.wav |

Intelli-Site 4.1 User's Guide

State 6 - Call-In Acked

This state displays when the call station is both *CallIn Acked* and *CallIn*. Notice the evaluation grid has two lines. The first line is for the call station being in the **CallIn** state with the *Qualifier ACK*. The second line is the call station being in the **CallIn** state. The *Operator* for the first line is **And** which means both of these lines must evaluate to true for this state to display. When the screen object is clicked, a *SelectCallStation* action on the call station is executed.

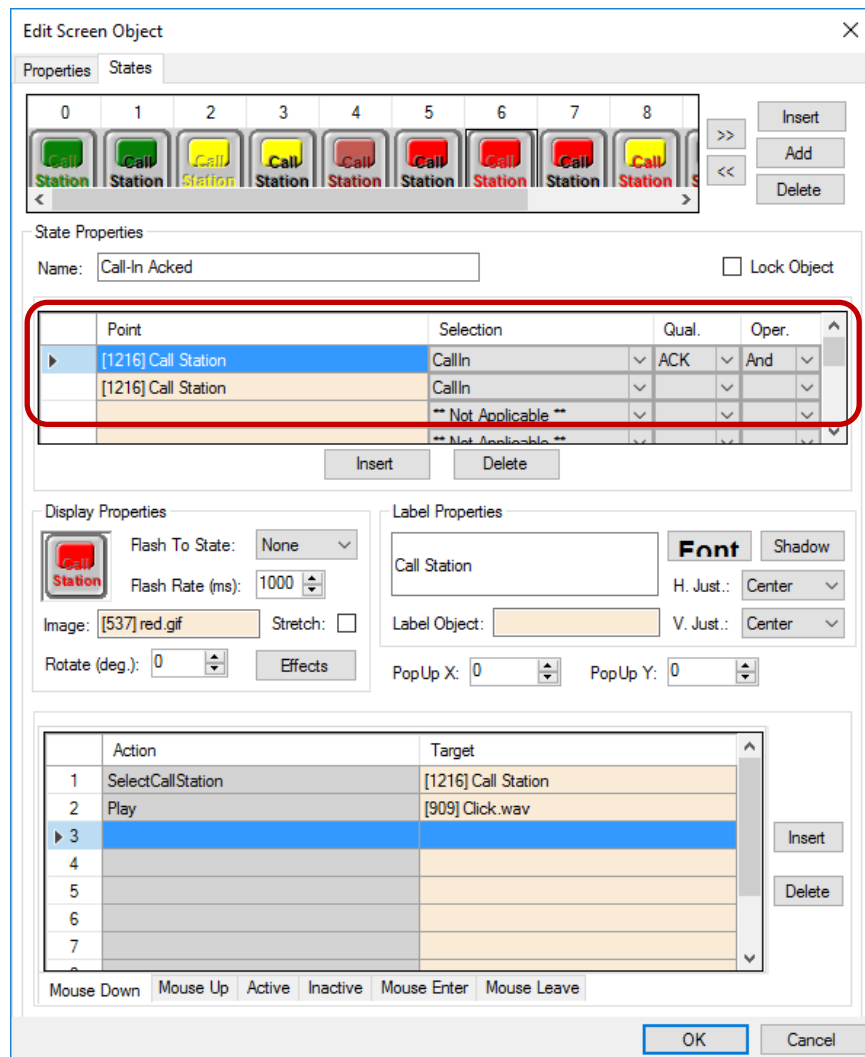


Figure 170 - Call Station screen object State 6 properties dialog

Name – the name of the State; *Call-In Acked*

Image – the image displayed when this state is active

Intelli-Site 4.1 User's Guide

Label Properties – the label and how it displays

Mouse Down – action grid; the actions executed when the mouse down event is triggered for this screen object on this state; there are two actions

- | | | |
|---|--------------------------|--------------------------|
| 1 | <i>SelectCallStation</i> | Call Station node |
| 2 | <i>Play</i> | Click.wav |

Intelli-Site 4.1 User's Guide

State 7 - Call-In Acked & Selected

This state displays when the call station is in *Call-In Acked*, *Call-In*, and selected. Notice the evaluation grid has three lines. The first line is for the call station being in the **CallIn** state with the *Qualifier Ack*. The second line is the call station being in the **CallIn** state. The third line is the call station is **Selected**. The *Operator* for the first line is **And** as well as the *Operator* on the second line which means all three of these lines must evaluate to true for this state to display. When the screen object is clicked, a *DeselectCallStation* action on the call station is executed.

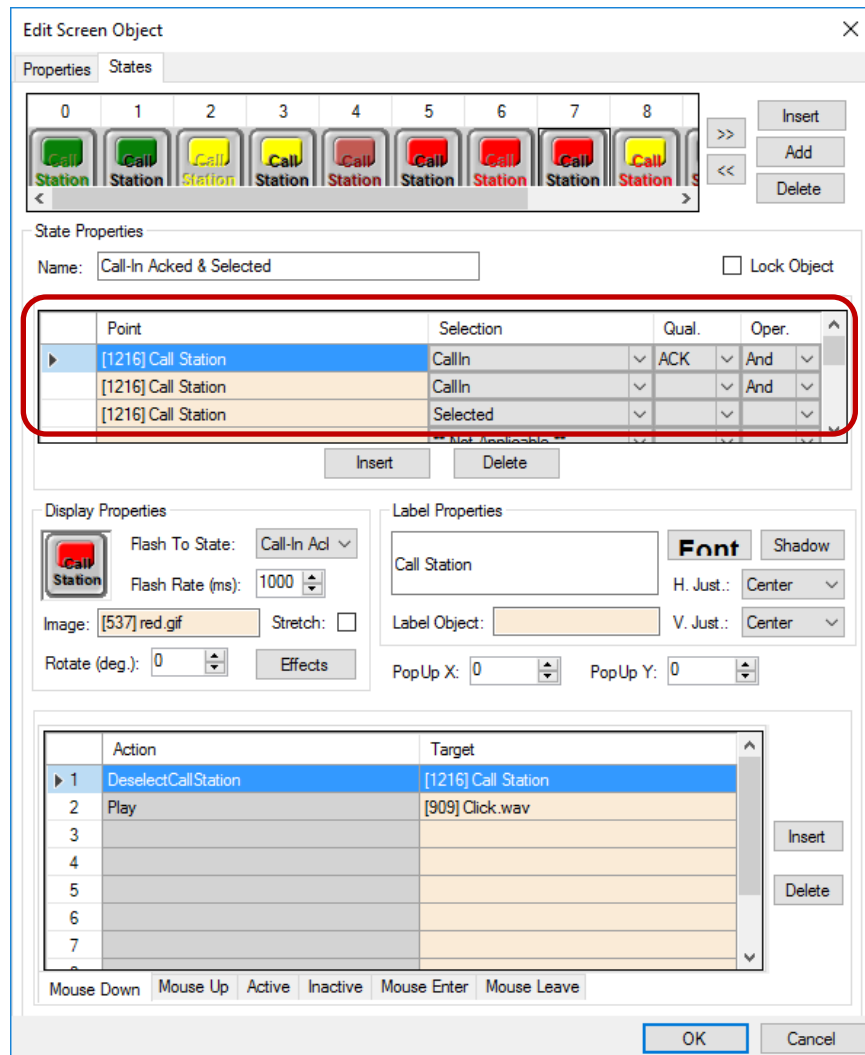


Figure 171 - Call Station screen object State 7 properties dialog

Name – the name of the State; *Call-In Acked & Selected*

Intelli-Site 4.1 User's Guide

Flash To State – drop-down list; the screen object will flash between the current state and the designated state, *Call-In Acked*, using the value supplied in **Flash Rate**

Image – the image displayed when this state is active

Label Properties – the label and how it displays

Mouse Down – action grid; the actions executed when the mouse down event is triggered for this screen object on this state; there are two actions

- | | | |
|---|----------------------------|--------------------------|
| 1 | <i>DeselectCallStation</i> | Call Station node |
| 2 | <i>Play</i> | Click.wav |

Intelli-Site 4.1 User's Guide

State 8 - Call-In Acked & Disabled

This state displays when the call station is in *Call-In Acked*, *Call-In*, and disabled. Notice the evaluation grid has three lines. The first line is for the call station being in the **CallIn** state with the *Qualifier* **Ack**. The second line is the call station being in the **CallIn** state. The third line is the call station is **Disabled**. The *Operator* for the first line is **And** as well as the *Operator* on the second line which means all three of these lines must evaluate to true for this state to display. When the screen object is clicked, a *SelectCallStation* action on the call station is executed.

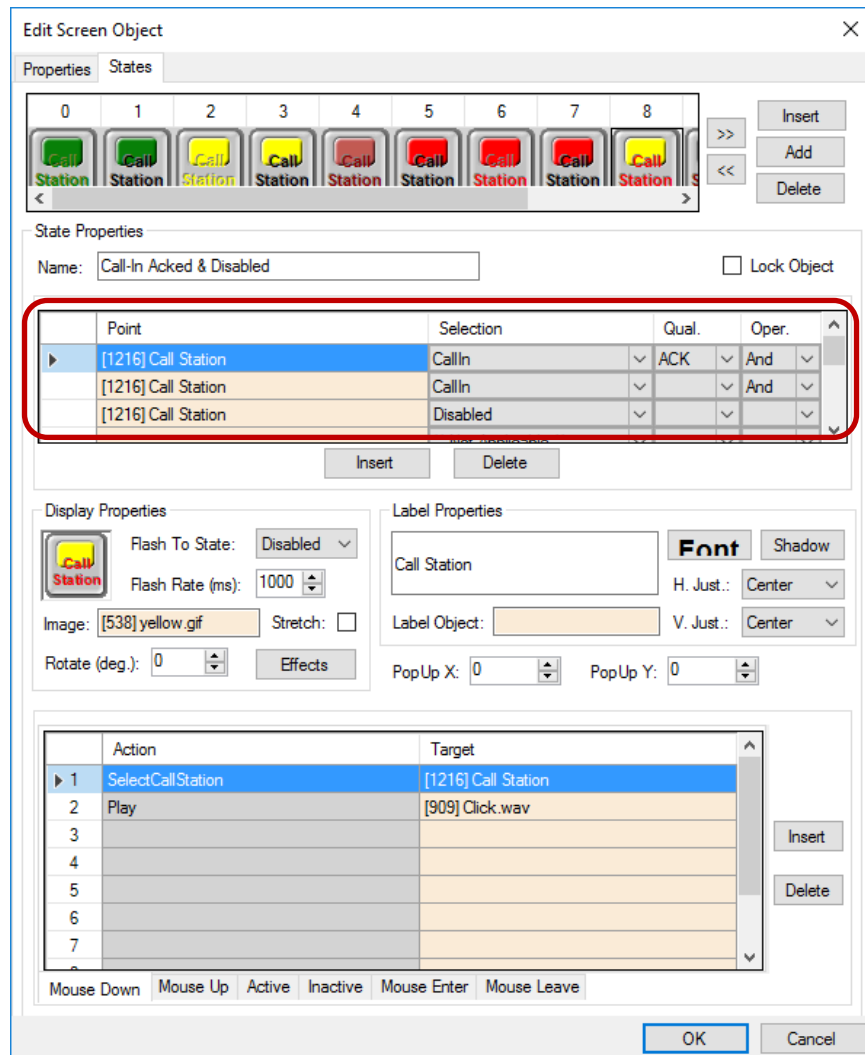


Figure 172 - Call Station screen object State 8 properties dialog

Name – the name of the State; *Call-In Acked & Disabled*

Intelli-Site 4.1 User's Guide

Flash To State – drop-down list; the screen object will flash between the current state and the designated state, *Disabled*, using the value supplied in **Flash Rate**

Image – the image displayed when this state is active

Label Properties – the label and how it displays

Mouse Down – action grid; the actions executed when the mouse down event is triggered for this screen object on this state; there are two actions

- | | | |
|---|--------------------------|--------------------------|
| 1 | <i>SelectCallStation</i> | Call Station node |
| 2 | <i>Play</i> | Click.wav |

Intelli-Site 4.1 User's Guide

State 9 - Call-In Acked, Disabled & Selected

This state displays when the call station is in *Call-In Acked*, *Call-In*, disabled, and selected. Notice the evaluation grid has four lines. The first line is for the call station being in the **CallIn** state with the *Qualifier Ack*. The second line is the call station being in the **CallIn** state. The third line is the call station is **Disabled**. The fourth line is the class station is Selected. The *Operator* for each line is **And** which means all four of these lines must evaluate to true for this state to display. When the screen object is clicked, a *DeselectCallStation* action on the call station is executed.

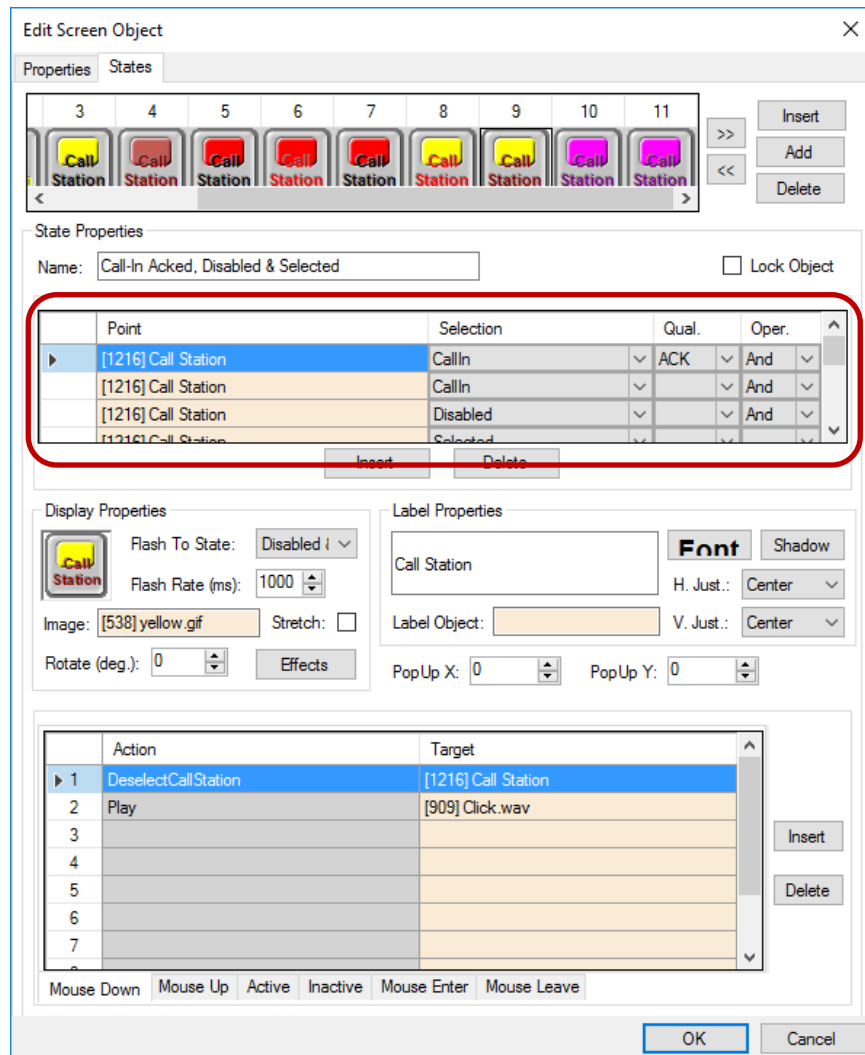


Figure 173 - Call Station screen object State 9 properties dialog

Name – the name of the State; Call-In Acked, Disabled & Selected

Intelli-Site 4.1 User's Guide

Flash To State – drop-down list; the screen object will flash between the current state and the designated state, Disabled & Selected, using the value supplied in **Flash Rate**

Image – the image displayed when this state is active

Label Properties – the label and how it displays

Mouse Down – action grid; the actions executed when the mouse down event is triggered for this screen object on this state; there are two actions

- | | | |
|---|----------------------------|--------------------------|
| 1 | <i>DeselectCallStation</i> | Call Station node |
| 2 | <i>Play</i> | Click.wav |

Intelli-Site 4.1 User's Guide

State 10 – Tamper

This state displays when the call station is being tampered with. Notice the evaluation grid. It contains the call station as the *Point*. *Selection* is **Tamper**. When the screen object is clicked, a *SelectCallStation* action on the call station is executed.

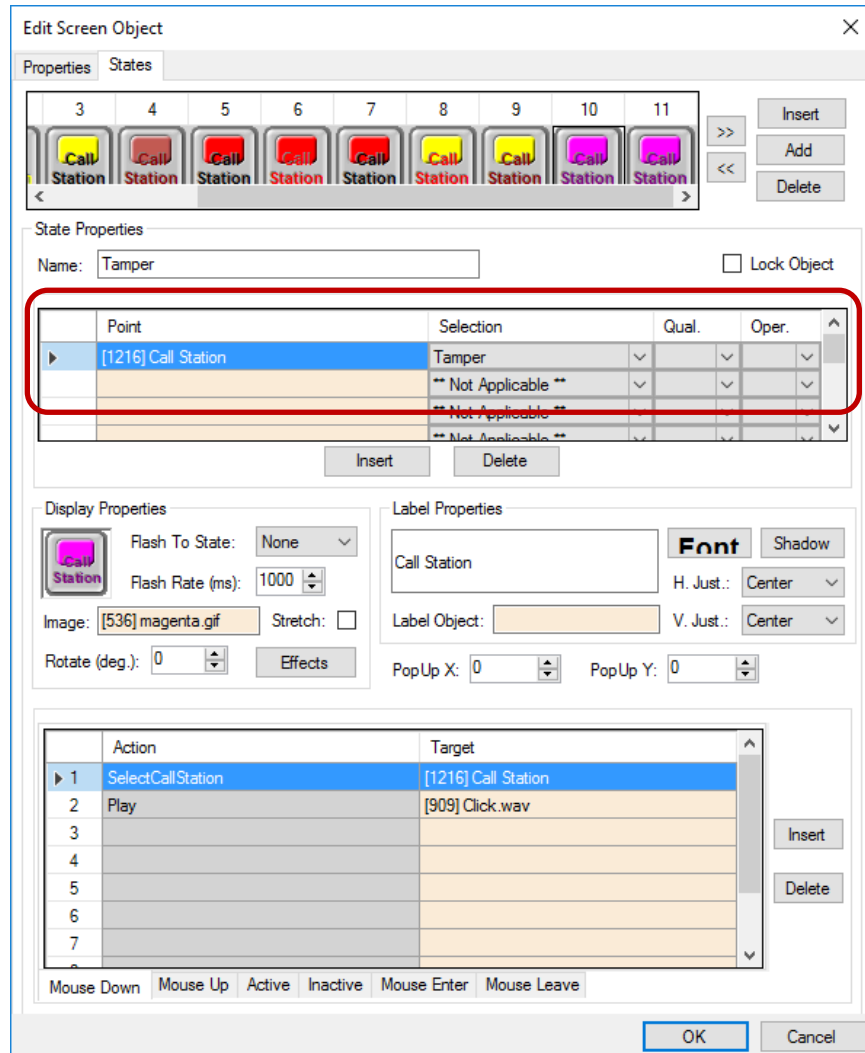


Figure 174 - Call Station screen object State 10 properties dialog

Name – the name of the State; *Tamper*

Image – the image displayed when this state is active

Label Properties – the label and how it displays

Intelli-Site 4.1 User's Guide

Mouse Down – action grid; the actions executed when the mouse down event is triggered for this screen object on this state; there are two actions

- | | | |
|---|--------------------------|--------------------------|
| 1 | <i>SelectCallStation</i> | Call Station node |
| 2 | <i>Play</i> | Click.wav |

Intelli-Site 4.1 User's Guide

State 11 - Tamper & Selected

This state displays when the call station is both tampered and selected. Notice the evaluation grid has two lines. The first line is for the call station being in the **Selected** state. The second line is the call station being in the **Tamper** state. The *Operator* for the first line is **And** which means both of these lines must evaluate to true for this state to display. When the screen object is clicked, a *DeselectCallStation* action on the call station is executed.

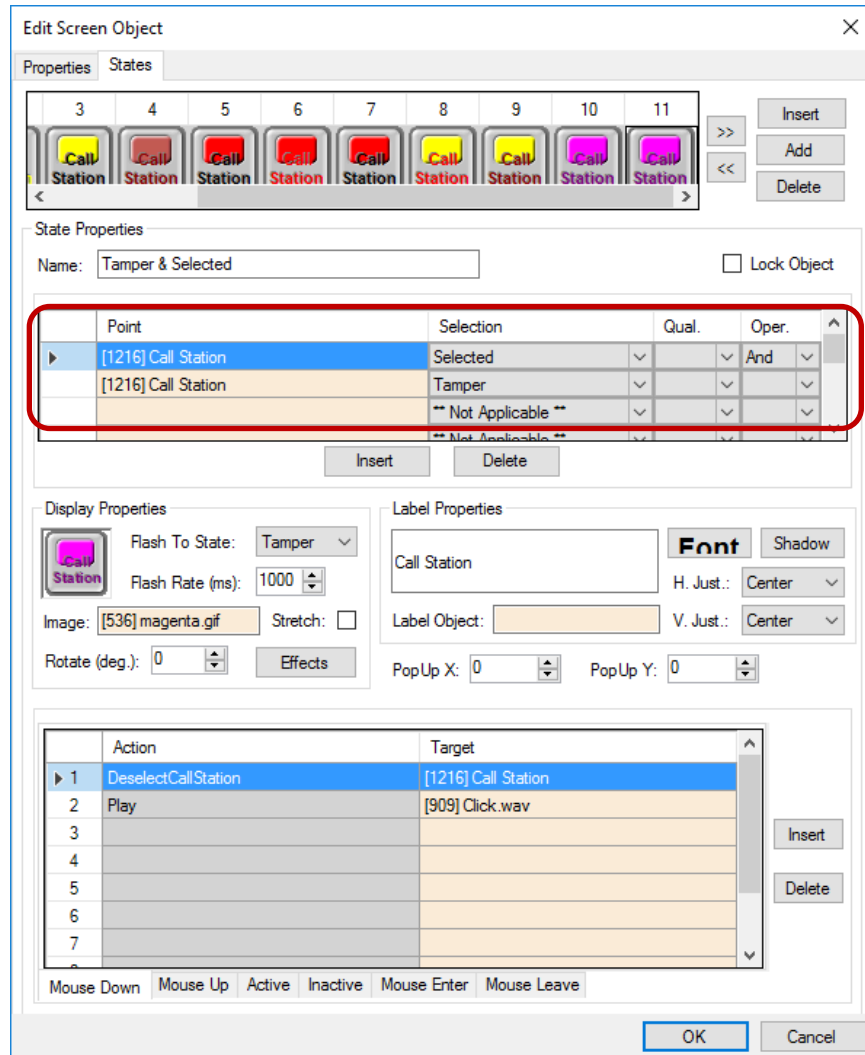


Figure 175 - Call Station screen object State 11 properties dialog

Name – the name of the State; *Tamper & Selected*

Flash To State – drop-down list; the screen object will flash between the current state and the designated state, *Tamper*, using the value supplied in **Flash Rate**

Intelli-Site 4.1 User's Guide

Image – the image displayed when this state is active

Label Properties – the label and how it displays

Mouse Down – action grid; the actions executed when the mouse down event is triggered for this screen object on this state; there are two actions

- | | | |
|---|----------------------------|--------------------------|
| 1 | <i>DeselectCallStation</i> | Call Station node |
| 2 | <i>Play</i> | Click.wav |

Counters

The automatic screen object created when a counter is dropped onto a screen is one of the most complex objects created.

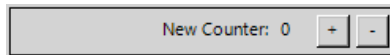


Figure 176 - A Counter screen object

Expanding the screen reveals a group of screen objects for the counter object.

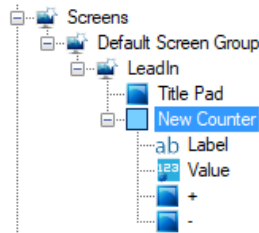


Figure 177 - The Project Node Tree showing the Counter screen object nodes

The parent node for the group uses the name of the counter object that was dropped onto the screen. It is a basic screen object with **Frame Style Rectangle**. The child nodes are a label, a value, and two buttons used to increment or decrement the counter.

Intelli-Site 4.1 User's Guide

Label

The **Label** node is a label object with only State 0. It has no actions to execute. The name of the counter is written in the label text box to ensure the label really is the name of the counter. The counter itself can be set to display either its name or its value. So if the counter was dropped in the **Label Object** field, it may or may not display the name of the counter.

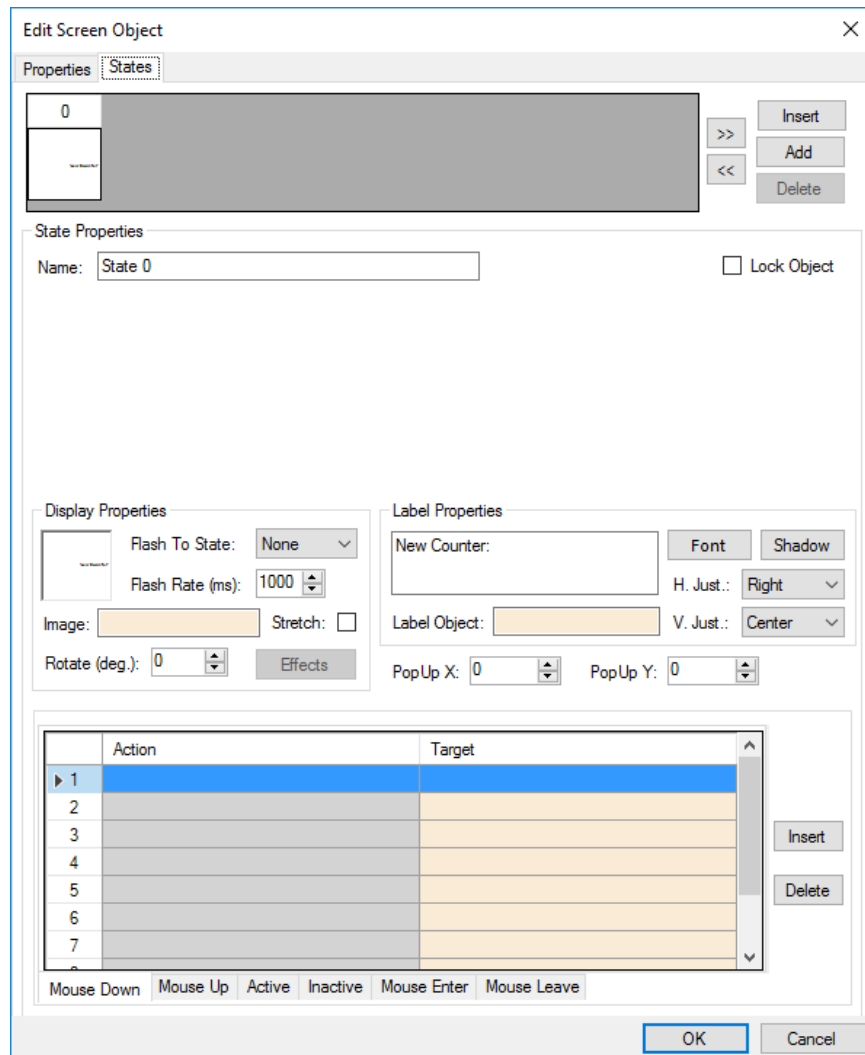


Figure 178 - The Label screen object properties dialog

Intelli-Site 4.1 User's Guide

Value

The **Value** node is a rectangle screen object that displays the value of the counter however the counter chooses to display its value. Intelli-Site assumes it is displaying a number and the number is less than 10. The user is invited to adjust the sizes of the screen objects to display everything neatly.

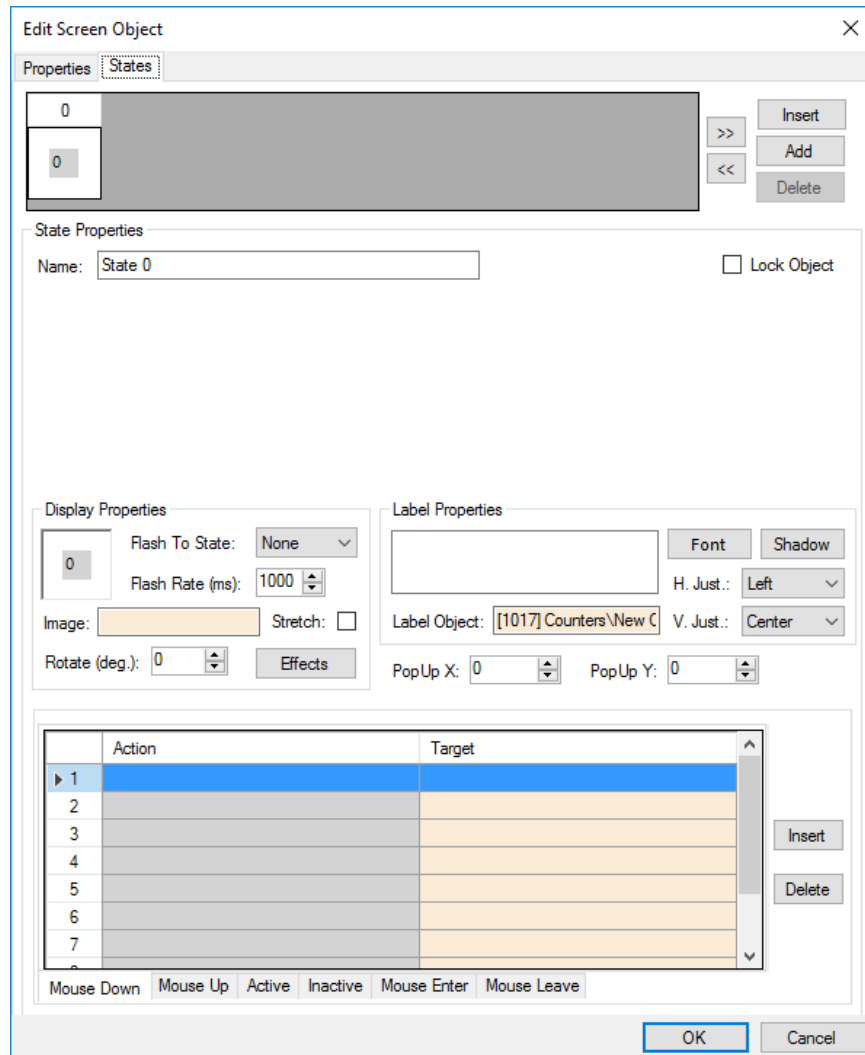




Figure 179 - The Value screen object properties dialog

Notice that the **Label Object** field contains the actual counter. See [Counters](#) and [Counter Values](#) to learn about changing the way **Value** screen object displays.

Intelli-Site 4.1 User's Guide

 Increment and  Decrement buttons

To the right of the **Value** screen object are the  increment and  decrement buttons. These buttons are programmed to increment and decrement the counter respectively.

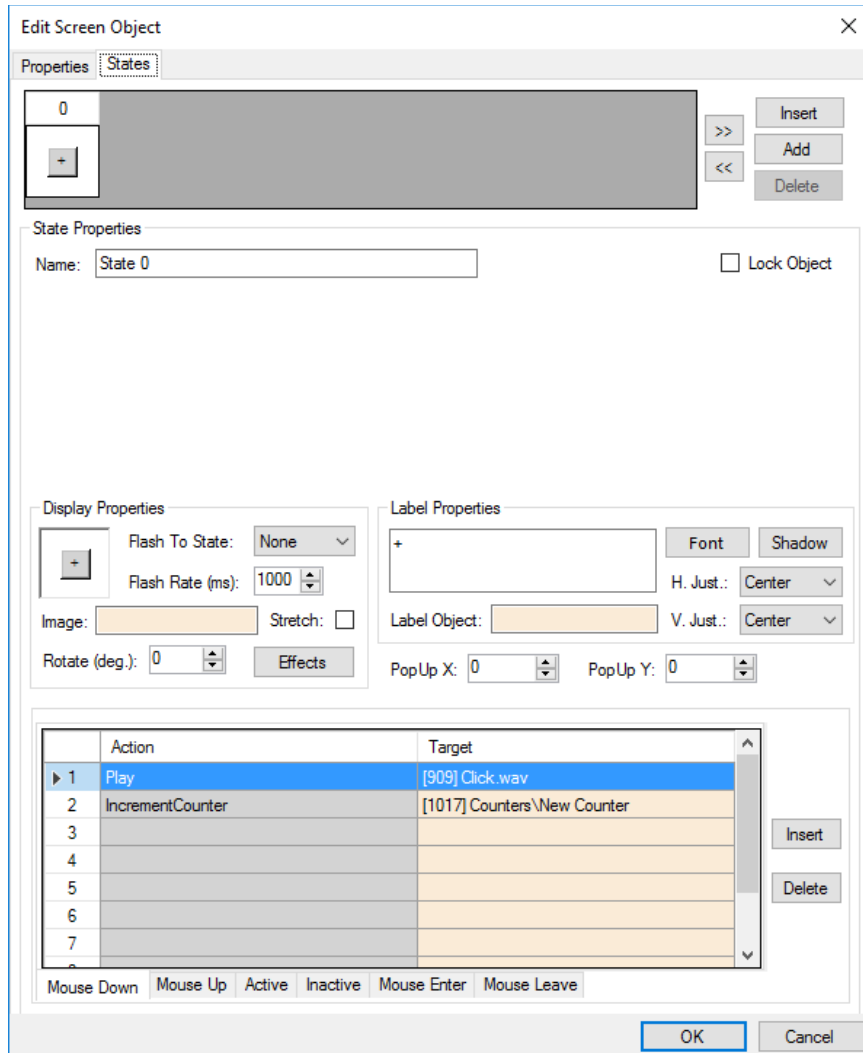


Figure 180 -  screen object State 0 properties dialog

Intelli-Site 4.1 User's Guide

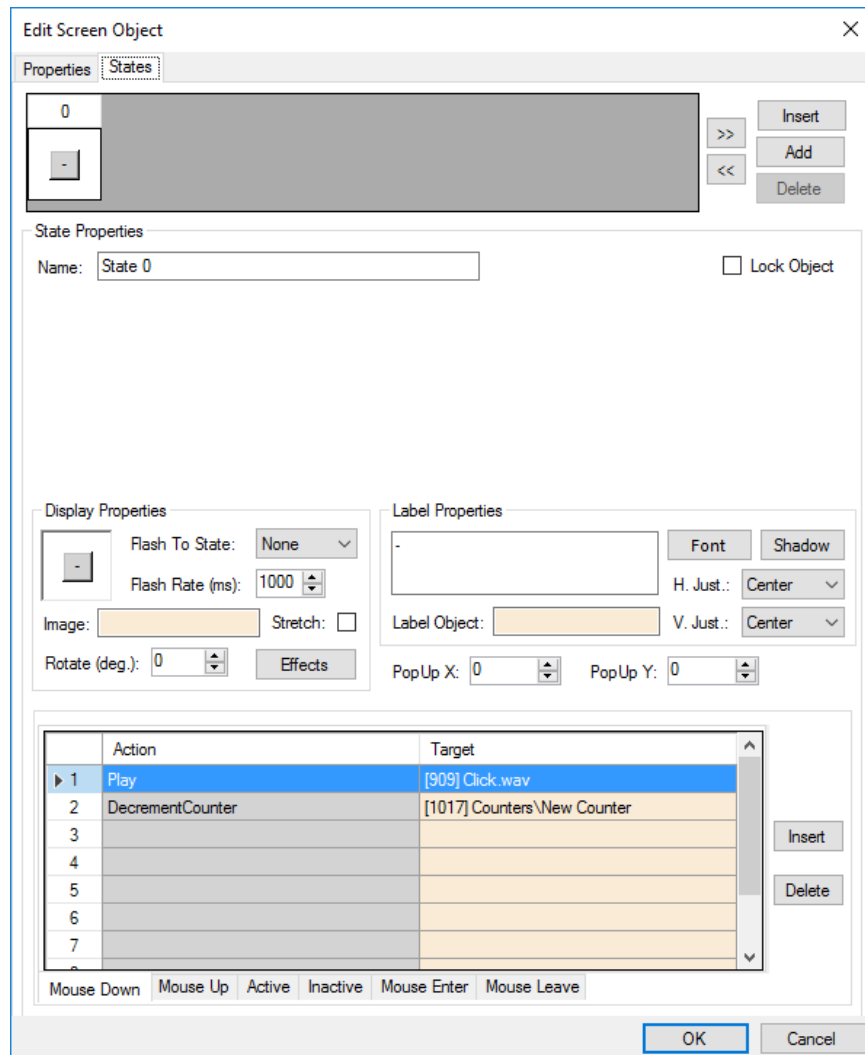


Figure 181 -  screen object State 0 properties dialog

Counter Values

A counter value creates a button screen object that resets the counter to the counter value.



Figure 182 - Counter Value screen object

Intelli-Site assumes the counter value is set to display a number less than 10 when it sets the size of the button. The user is invited to change the size, font, color, or whatever. This screen object gives the user a quick jumping off point.

Intelli-Site 4.1 User's Guide

A counter value, like a counter object can be set to display either the value or name which would definitely require the user modify the size of the button. See [Counter Values](#).

The counter value button has two states. State 0 is programmed to reset the counter to this counter value.

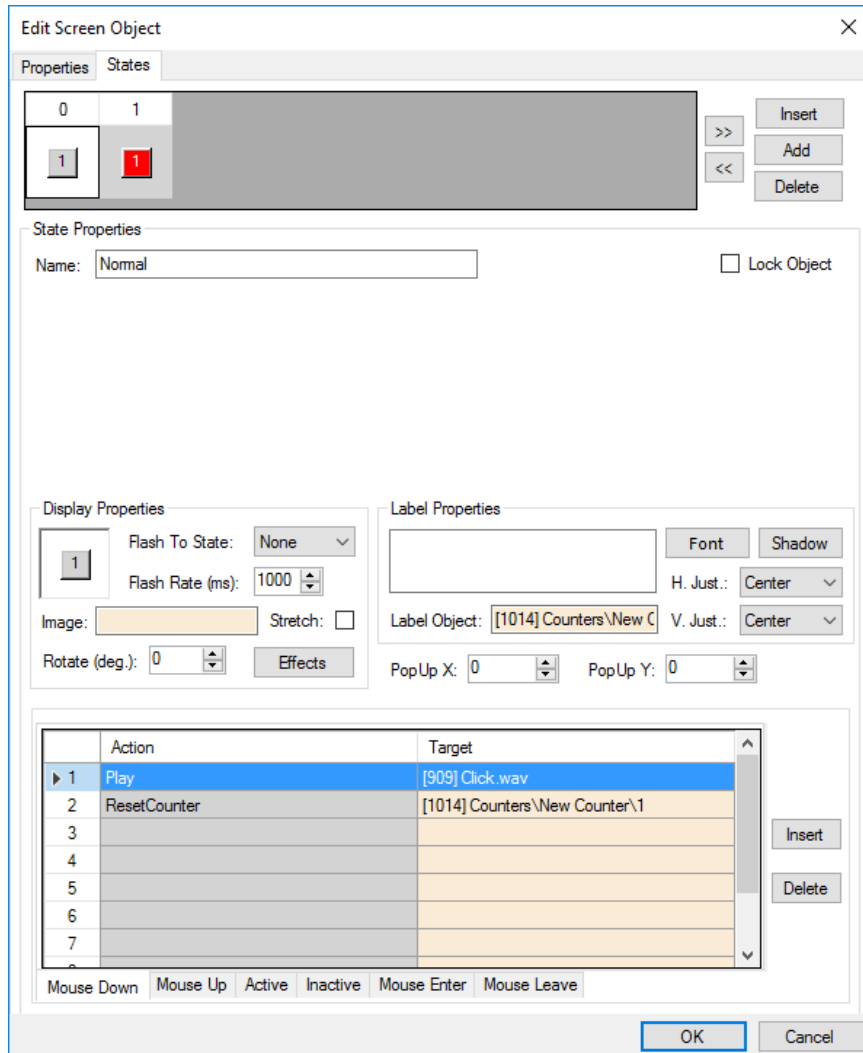


Figure 183 - Counter Value screen object State 0 properties dialog

State 1 displays when the counter value is high. A counter value is high when the counter equals this counter value. It is low otherwise.

Intelli-Site 4.1 User's Guide

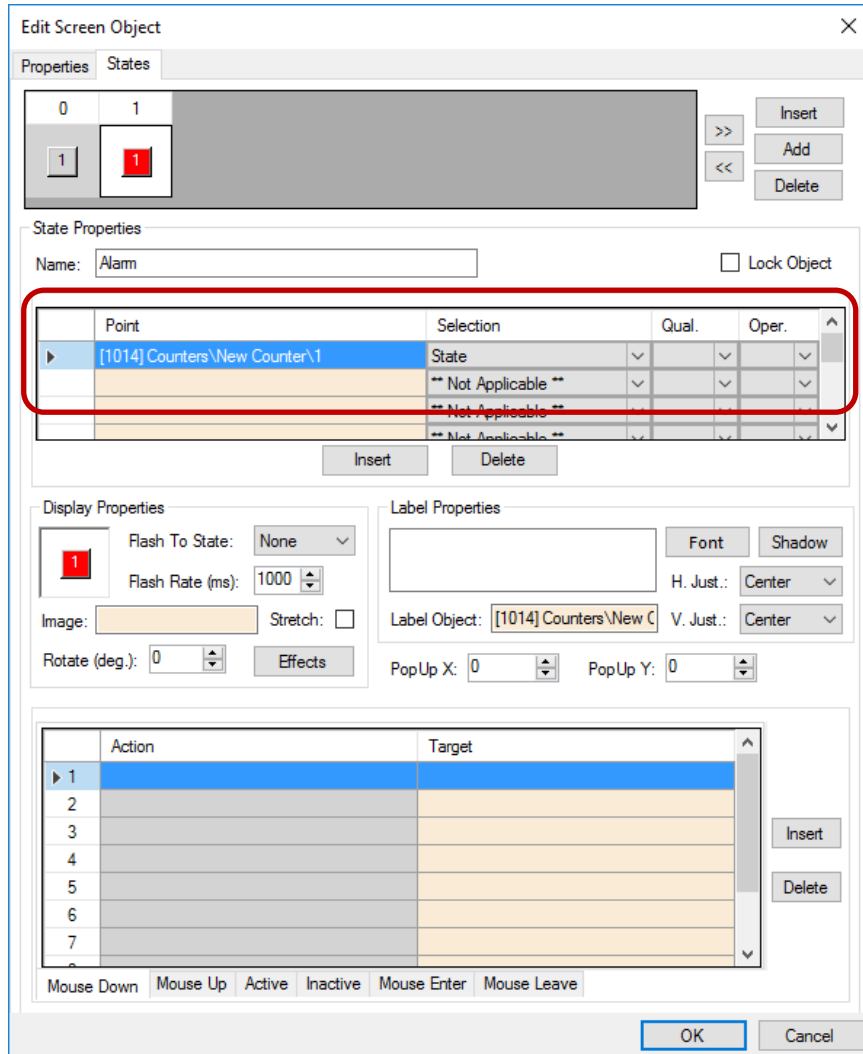


Figure 184 - Counter Value screen object State 1 properties dialog

Clicking on this button when it is in State 1 does nothing because there are no programmed actions in the action grid.

Custom Scripts

The automatically created screen object for a custom script is a button.

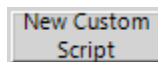


Figure 185 – A Custom Script button

Intelli-Site 4.1 User's Guide

The button has two states that correspond to the state of the custom script point. State 0 is visible when the custom script is not running (a.k.a. off). When the script is running (on), State 1 is visible.

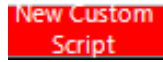


Figure 186 – A Custom Script button when the custom script is active

The button is programmed to **StartScript** or **StopScript** depending on its current state. And of course, it plays a sound to give the user feedback when the button is clicked.

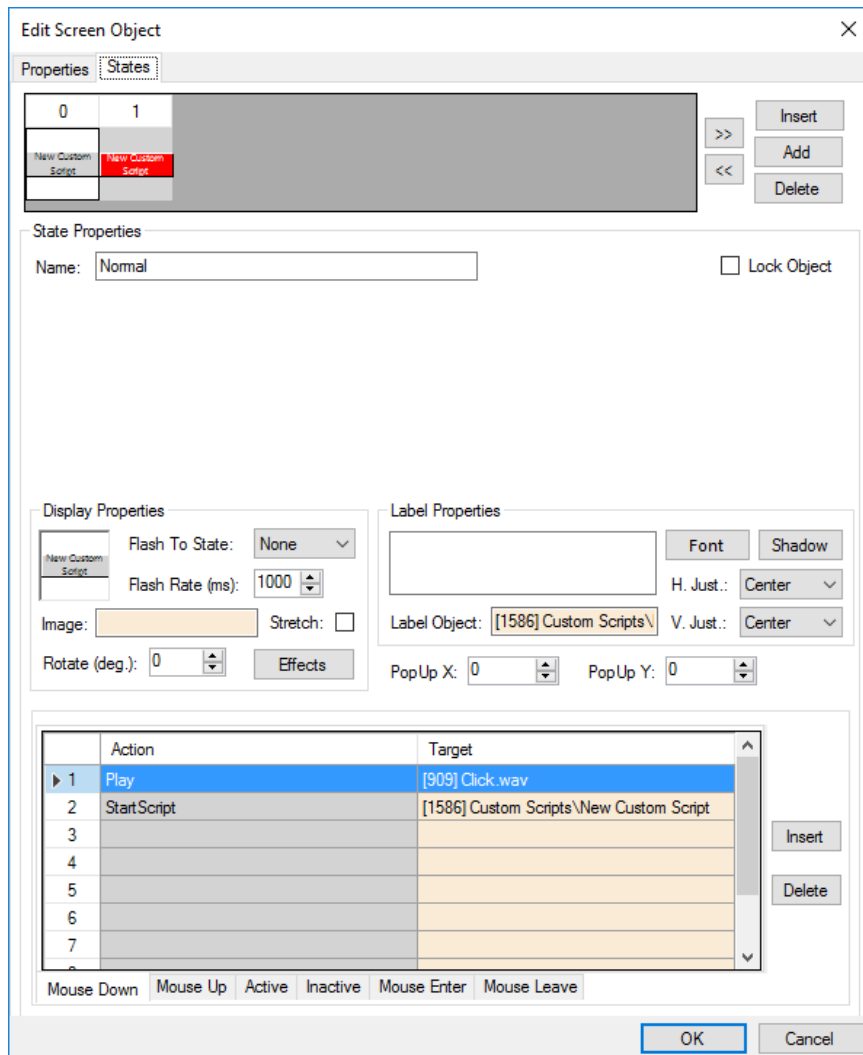


Figure 187 – Custom Script button State 0 properties dialog

Intelli-Site 4.1 User's Guide

The following figure is State 1 for the automatically created button. Notice that the **State Properties** is programmed to change to State 1 when the custom script is on.

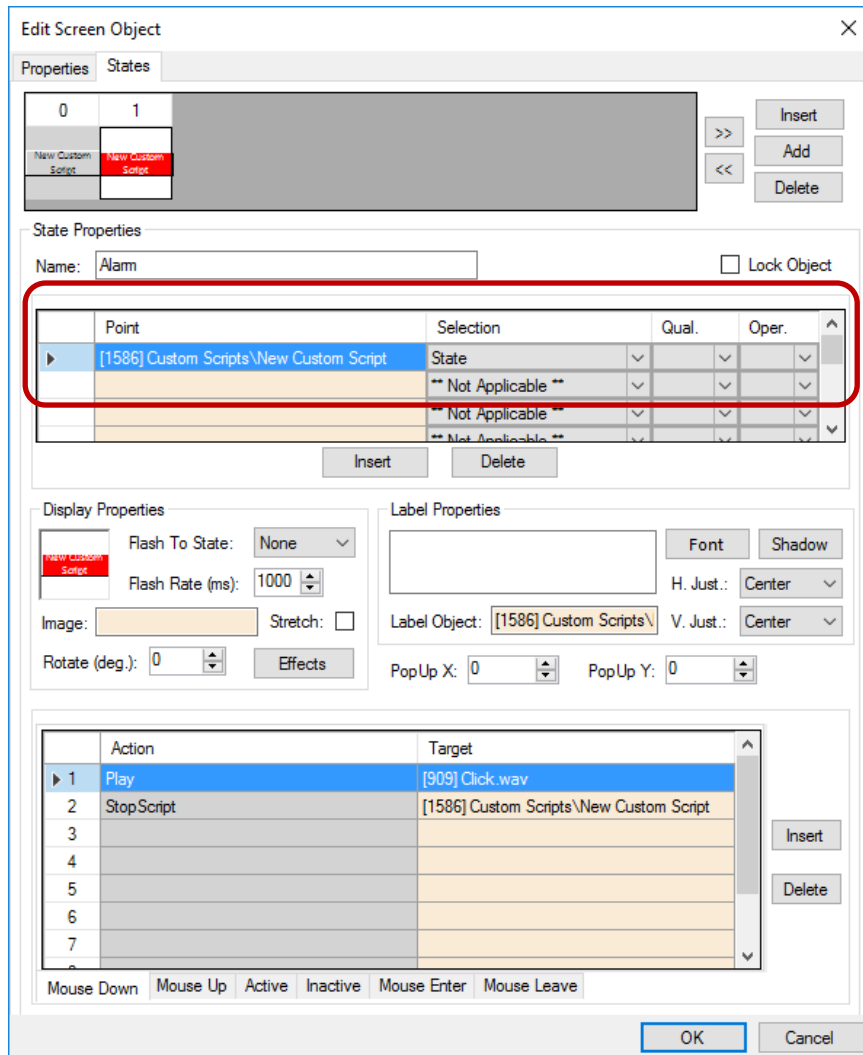


Figure 188 - Custom Script button State 1 properties dialog

Database Fields

When a database field is dragged and dropped onto a screen, it creates a group of screen objects containing a label screen object and a database field control screen object. The label object is the name of the database field.



Figure 189 - A Database Field screen object

Intelli-Site 4.1 User's Guide

To see that the screen object is really three objects, expand the screen in the Tree to locate the object named for the database field.

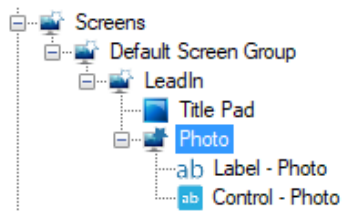


Figure 190 - The Project Node Tree showing the Database Field screen object nodes

The names of the nodes created use the name of the database field. The example above uses the **photo** field from the **Personnel** table. Therefore, the nodes are name **Photo**, **Label - Photo**, and **Control - Photo**. The rest of this section will refer directly to the example nodes for ease of discussion.

The **Photo** node is a frameless, single state basic screen object whose purpose is to group the label and the control objects. This allows the child nodes to be moved around as a group.

Intelli-Site 4.1 User's Guide

Label

The **Label – Photo** node is a label screen object. It too has a **Frame Style** of *None*.

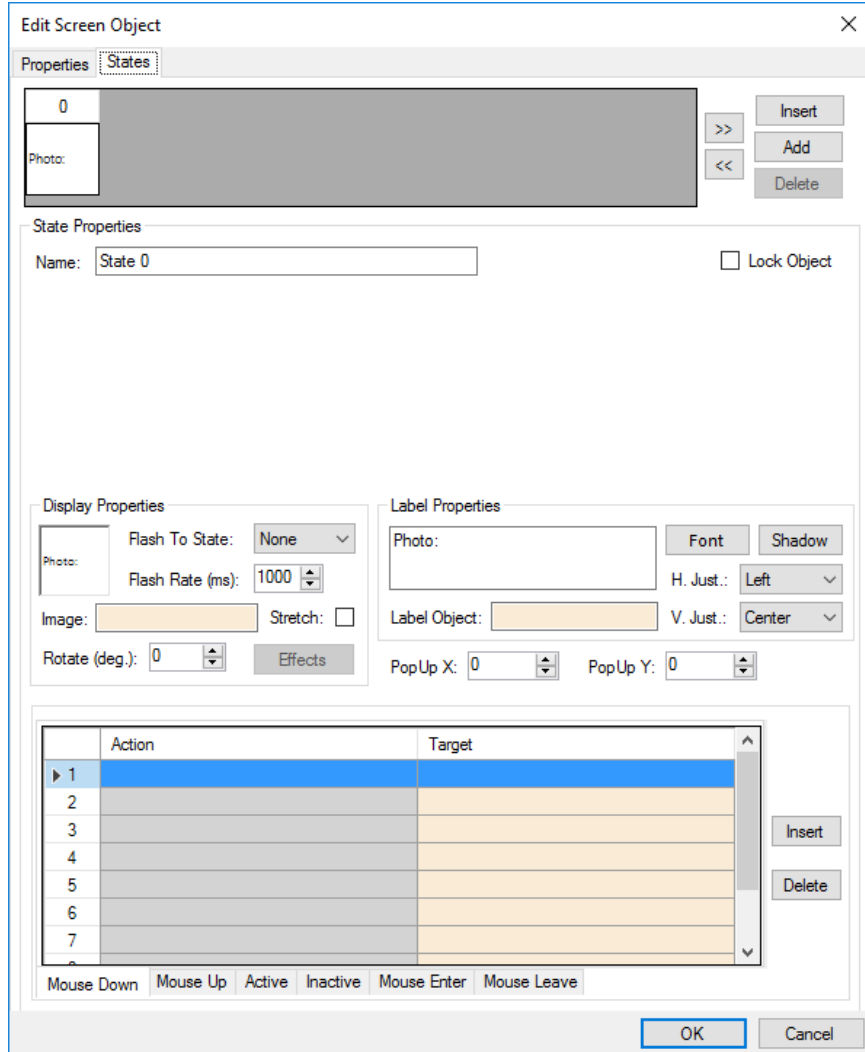


Figure 191 - Database Label object State 0 properties dialog

Intelli-Site 4.1 User's Guide

Control

The **Control – Photo** node is a database field control screen object programmed with the database field as the **Source Field**.

The screenshot shows a dialog box titled "[1158] Control - Photo". It has a "Properties" tab. The fields are as follows:

- Name: Control - Photo
- User Level: All Access
- Notes: (empty text area)
- Source Field: [76] Photo
- Database Grid: (empty)
- Control Type: Edit Text
- Values: (empty text area)
- ID: 1158
- Location: X Position: 273, Y Position: 251, Width: 175, Height: 23
- Display: Font button

Buttons: OK, Cancel

Figure 192 - Database Control object properties dialog

Doors

A door has many states and alerts that can be used in a screen object evaluation grid. When a reader is the point, the **Selection** drop-down list displays the possible selections for a reader. There are sixteen (16) selections for a single door. Needless, to say, programming a screen object to report and manage a door is tedious and time consuming. And in most installations, there are dozens of doors. When a door construct node is dragged and dropped onto a screen a door screen object is created.



Figure 193 - A Door screen object

Intelli-Site 4.1 User's Guide

This screen object has states for the most commonly reported or managed states of the door. Instead of taking 30 minutes to create a door screen object from scratch, just drag and drop the construct onto the screen and position it where it belongs.

The basic door screen object has six (6) states:

- State 0 - Normal
- State 1 - Flash To
- State 2 - Unlocked
- State 3 - Open
- State 4 - DOTL
- State 5 - Forced

Additional states can be added for any of the other possible **Selections** or combination thereof. Remember that the order of precedence is dictated by the state number. If two or more state evaluation grids evaluate as true, the one on the higher numbered state is the one that is active.

Note: If the door construct includes an Intercom Station, an additional six (6) states are added to the door screen object. It is assumed that after reading about these basic states, the reader will understand the programming of any state on the door screen object.

Intelli-Site 4.1 User's Guide

State 0 – Normal

State 0, the Normal state, displays if everything is normal. When the screen object is clicked, the door is pulsed.

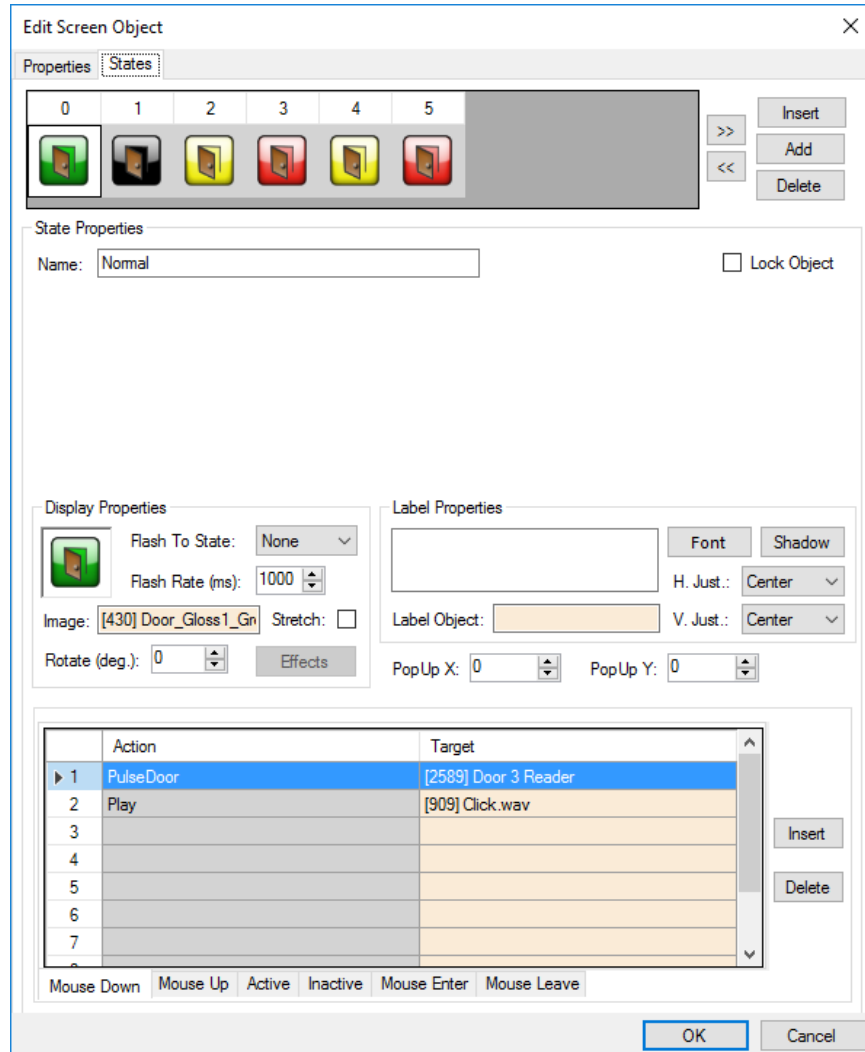


Figure 194 - Door screen object State 0 properties dialog

Name – the name of the State; *Normal*

Image – the image displayed when this state is active

Mouse Down – action grid; the actions executed when the mouse down event is triggered for this screen object on this state; there are two actions

- 1 *PulseDoor*
- 2 *Play*

Access Point of the Door Construct
Click.wav

Intelli-Site 4.1 User's Guide

State 1 – Flash To

There is no programmatic way for this state to display. It is the target state for the **Flash To State** field on the DOTL and Forced states.

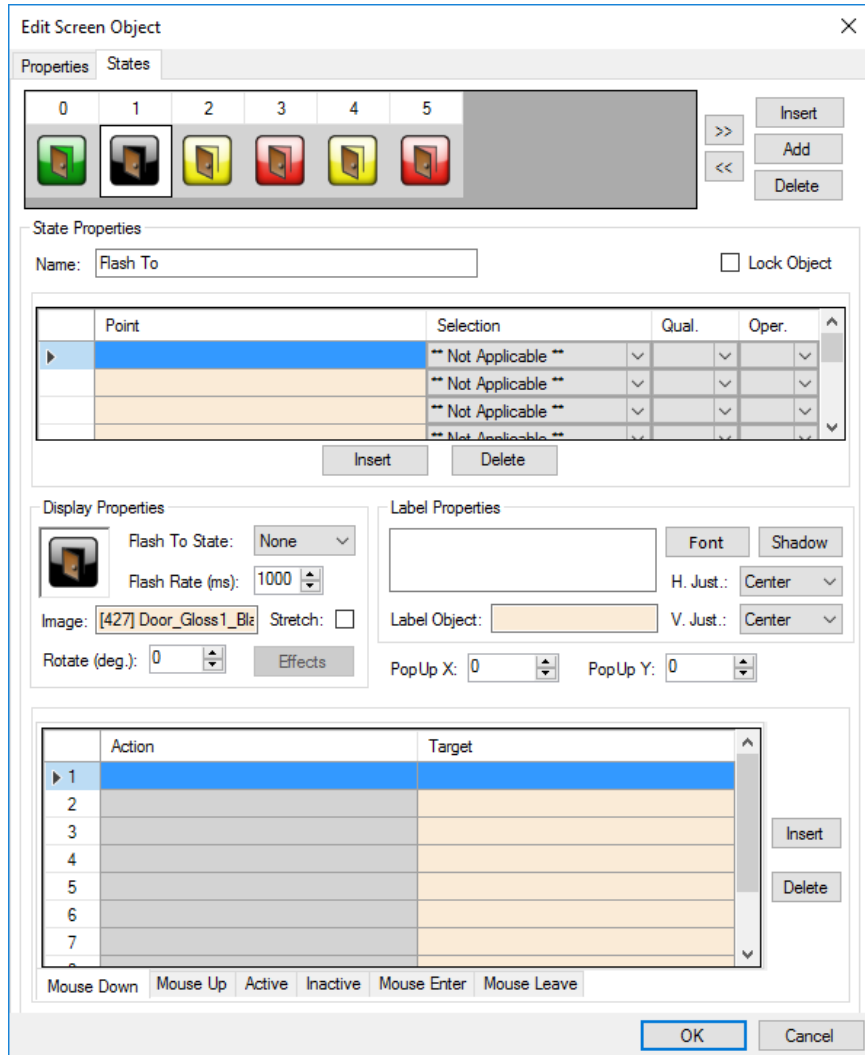


Figure 195 - Door screen object State 1 properties dialog

Name – the name of the State; *Flash To*

Image – the image displayed when this state is active or flashed

Intelli-Site 4.1 User's Guide

State 2 – Unlocked

This state displays when the door is unlocked. Notice the evaluation grid. It contains the Door 3 Reader which is the **Access Point** for the door construct used to create this door screen object. *State* is **Unlocked**. When the screen object is clicked, a *LockDoor* action on the **Access Point** is executed.

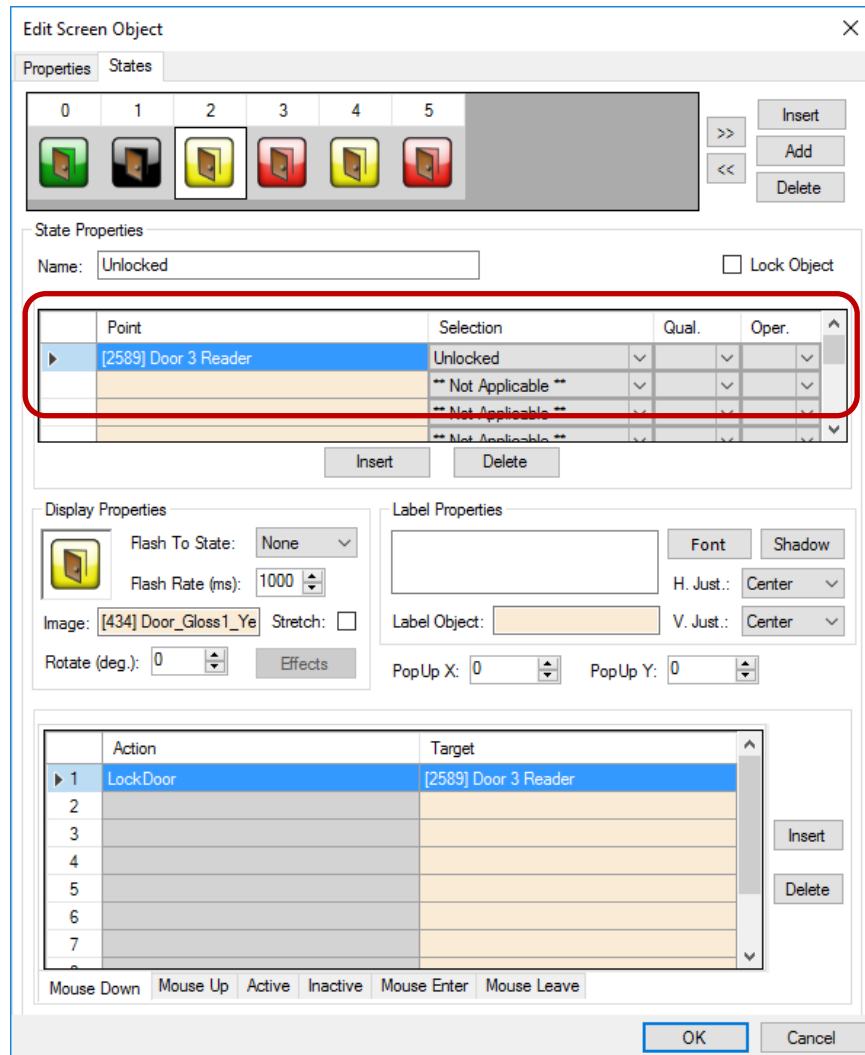


Figure 196 - Door screen object State 2 properties dialog

Name – the name of the State; *Unlocked*

Image – the image displayed when this state is active

Mouse Down – action grid; the actions executed when the mouse down event is triggered for this screen object on this state; there are two actions

Intelli-Site 4.1 User's Guide

1 LockDoor

Access Point of the Door Construct

State 3 – Open

This state displays when the door is opened. The evaluation grid is programmed with the **Access Point** of the door construct in the *Point* field and the **Selection** is *Open*. Being open is not an alarm condition, but it is something to notice; therefore, the image is red.

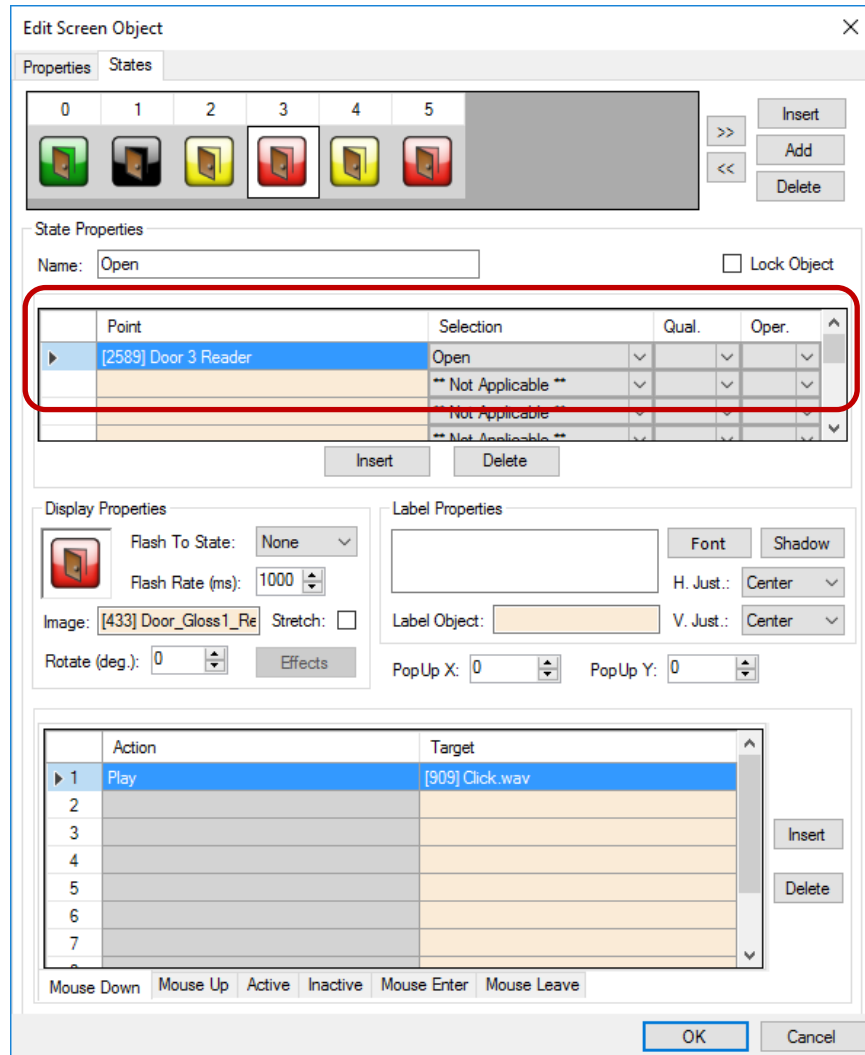


Figure 197 - Door screen object State 3 properties dialog

Name – the name of the State; *Open*

Image – the image displayed when this state is active

Intelli-Site 4.1 User's Guide

Mouse Down – action grid; the actions executed when the mouse down event is triggered for this screen object on this state; there are two actions

1 *Play*

Click.wav

State 4 – DOTL

This state displays when the door has been open too long. The action grid contains the **Access Point** for the door construct and the **Selection DOTL**. There are no actions executed when the screen object is in this state.

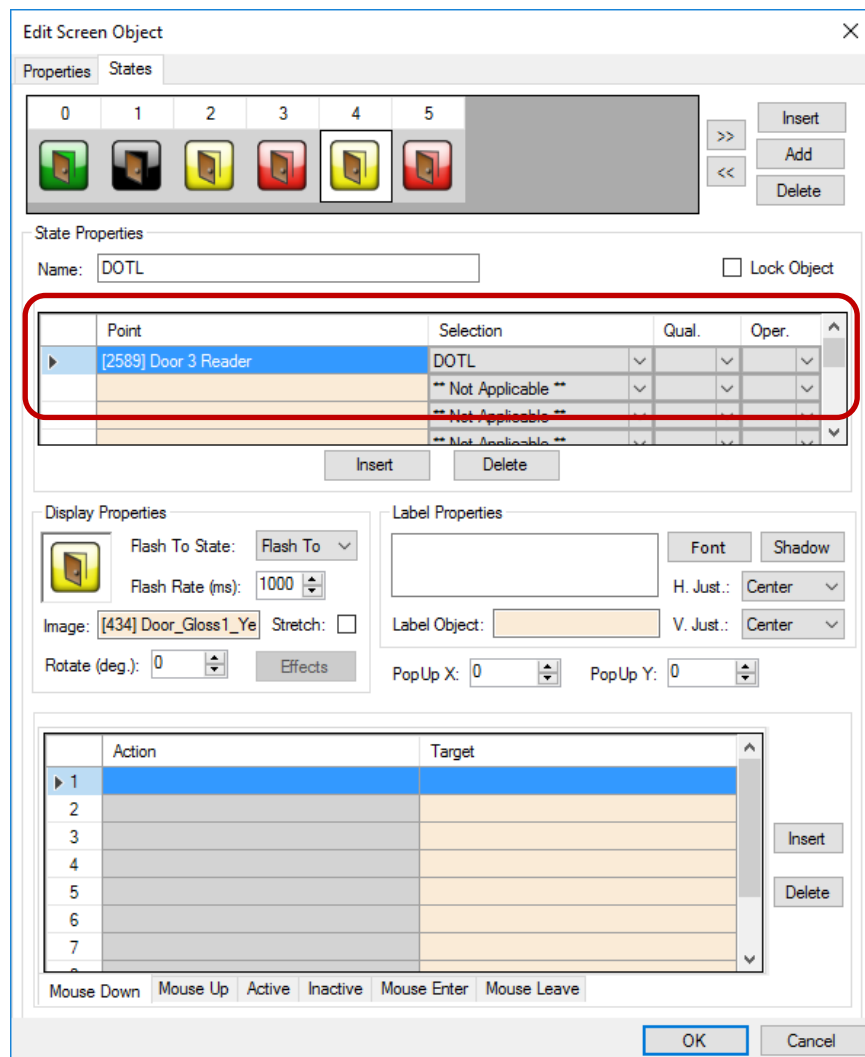


Figure 198 - Door screen object State 4 properties dialog

Name – the name of the State; *DOTL*

Intelli-Site 4.1 User's Guide

Flash To State – drop-down list; the screen object flashes between the current state and the selected state in this case **Flash To** which is State 1

Image – the image displayed when this state is active

State 5 – Forced

This state displays when the door has been forced. The action grid contains the **Access Point** for the door construct and the **Selection Forced**. There are no actions executed when the screen object is in this state.

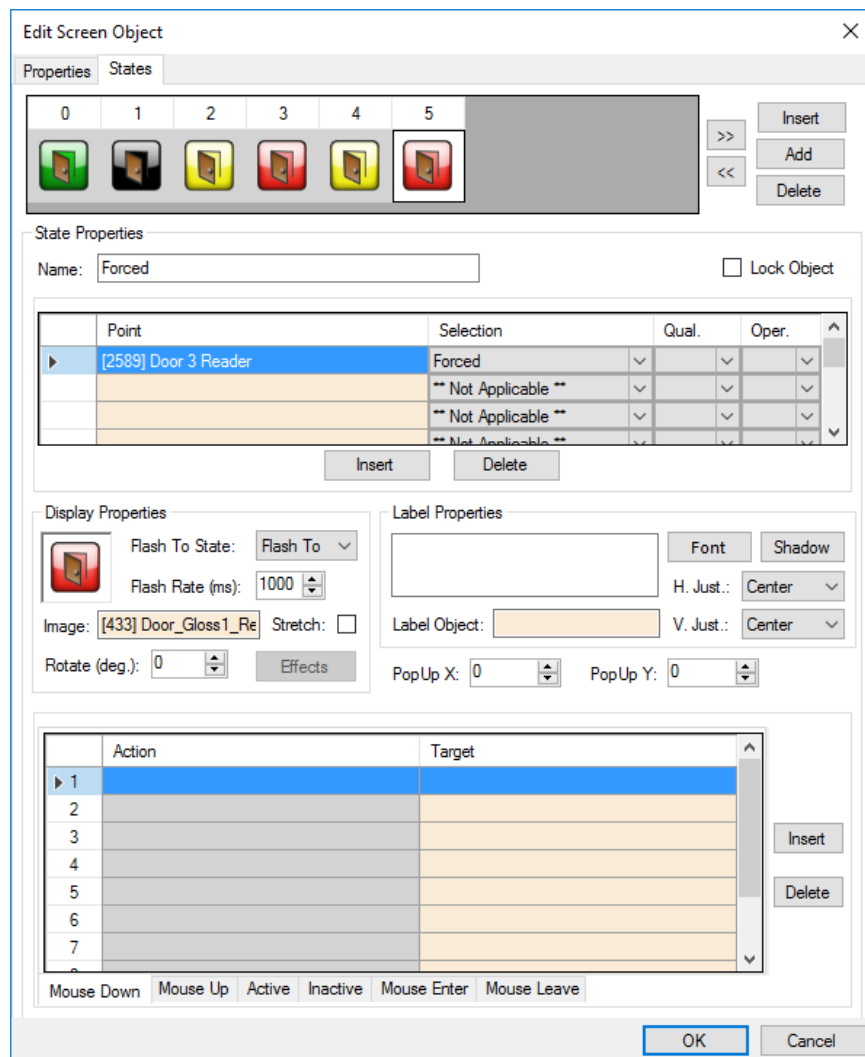


Figure 199 - Door screen object State 5 properties dialog

Name – the name of the State; *Forced*

Intelli-Site 4.1 User's Guide

Flash To State – drop-down list; the screen object flashes between the current state and the selected state in this case **Flash To** which is State 1

Image – the image displayed when this state is active

Images

When an image is dragged and dropped onto a screen a basic screen object with a **Frame Style** of *None* is created.

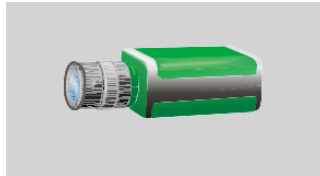


Figure 200 - An Image screen object

This screen object is essentially a label screen object. The screen object is transparent allowing the image to display exactly as expected.

Intelli-Site 4.1 User's Guide

There is only one state with no actions.

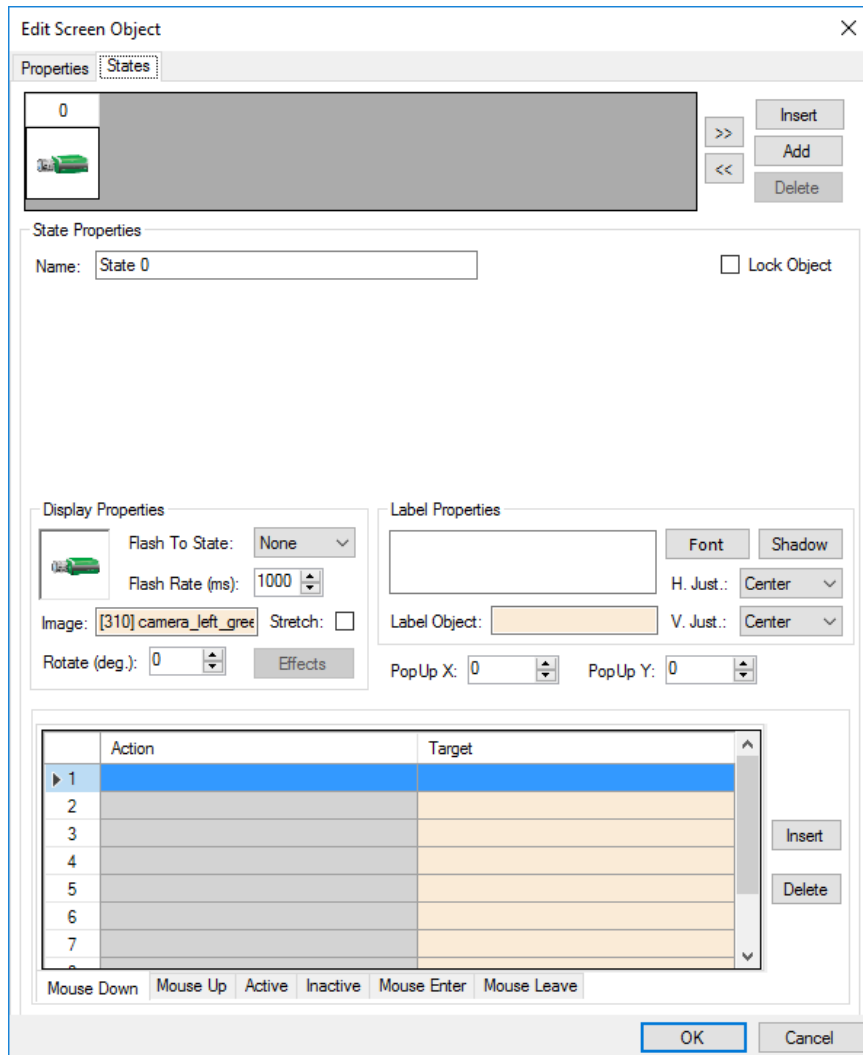


Figure 201 – Image screen object State 0 properties dialog

Popup Queues

The automatically created screen object for a popup queue is a button.

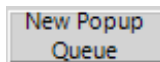


Figure 202 - A Popup Queue button

When the button is clicked, it pops up the popup queue.

There is only one state on the button programmed to **PopUpQueue** the popup queue.

Intelli-Site 4.1 User's Guide

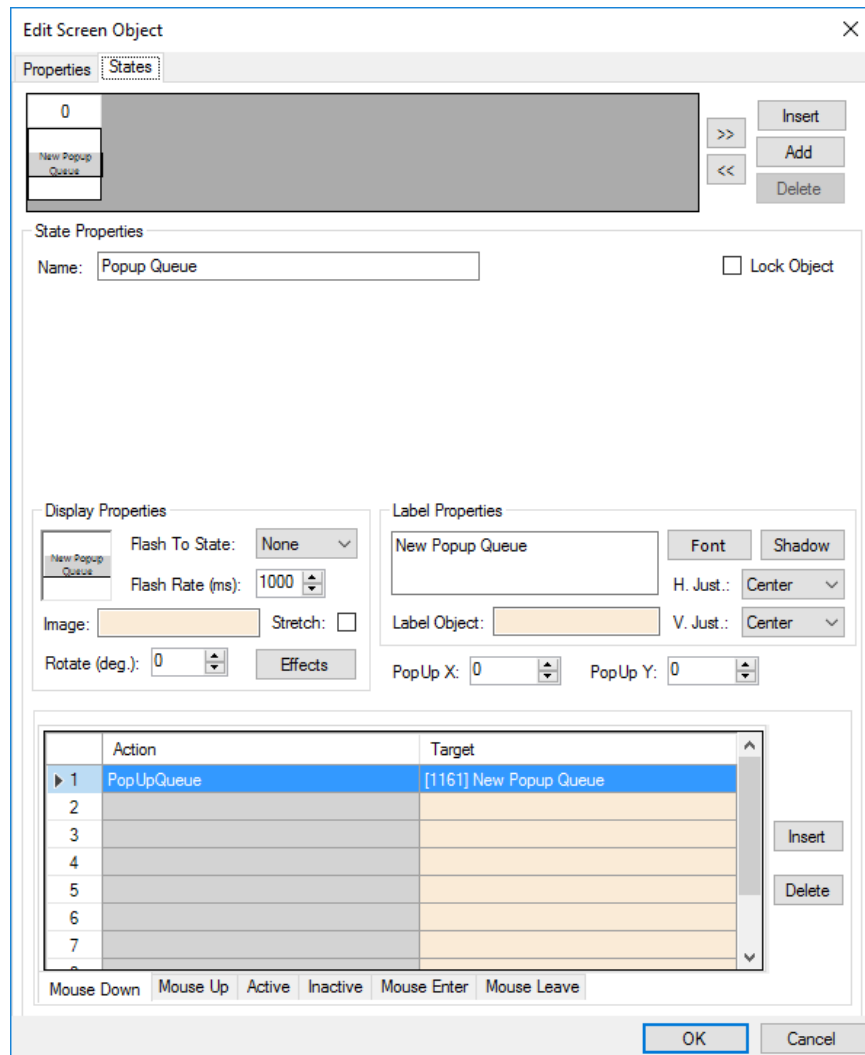


Figure 203 - Popup Queue button State 0 properties dialog

Popup Screen

A popup screen node will create a button screen object when it is dragged and dropped onto a screen.

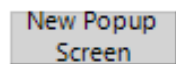


Figure 204 - A Popup Screen button

There is only one state for a popup screen button screen object. The button is programmed to **PopUp** the popup screen. If you want the screen to be a dialog when it pops up, replace **PopUp** with **PopUpDialog**.

Intelli-Site 4.1 User's Guide

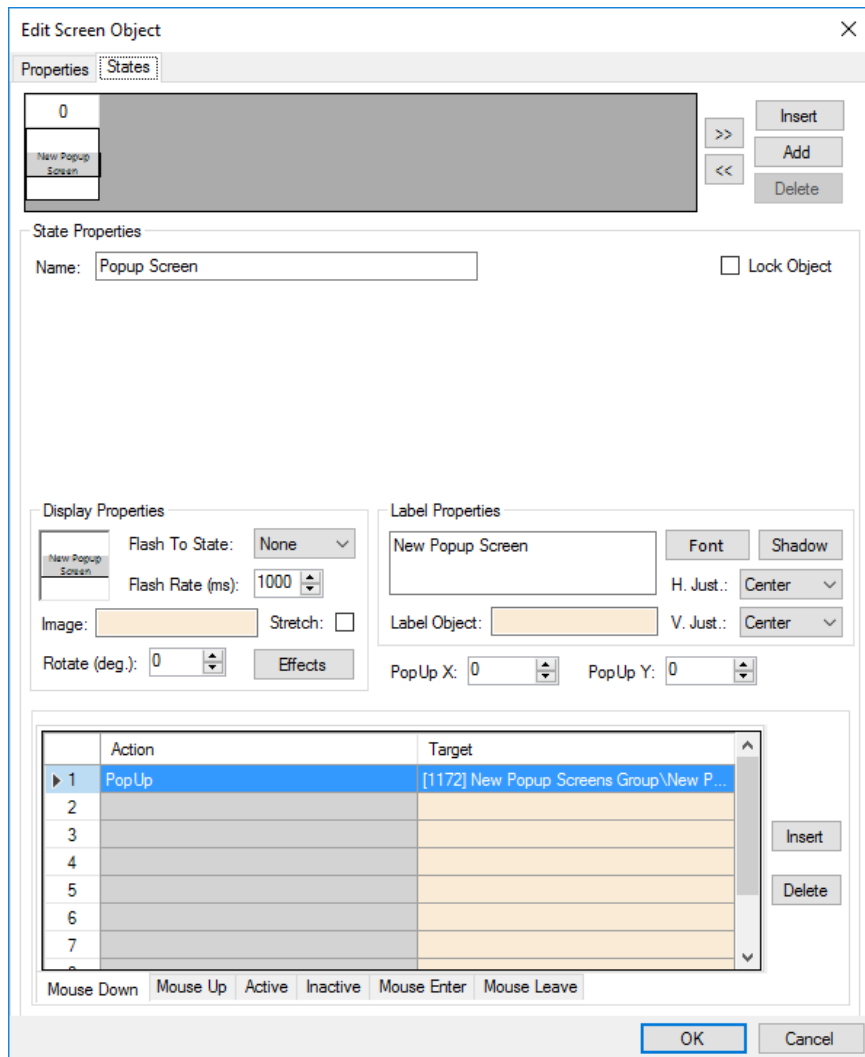


Figure 205 - Popup Screen button State 0 properties dialog

Scheduled Events

The automatically created screen object for a scheduled event is a button.

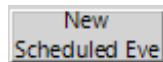


Figure 206 – A Scheduled Event button

Intelli-Site 4.1 User's Guide

No actions are performed when it is clicked. Its purpose is to illustrate the current state of the scheduled event.

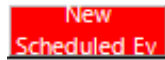


Figure 207 – A Scheduled Event button when the scheduled event is active

State 0 is the base state; it displays when the scheduled event is not active.

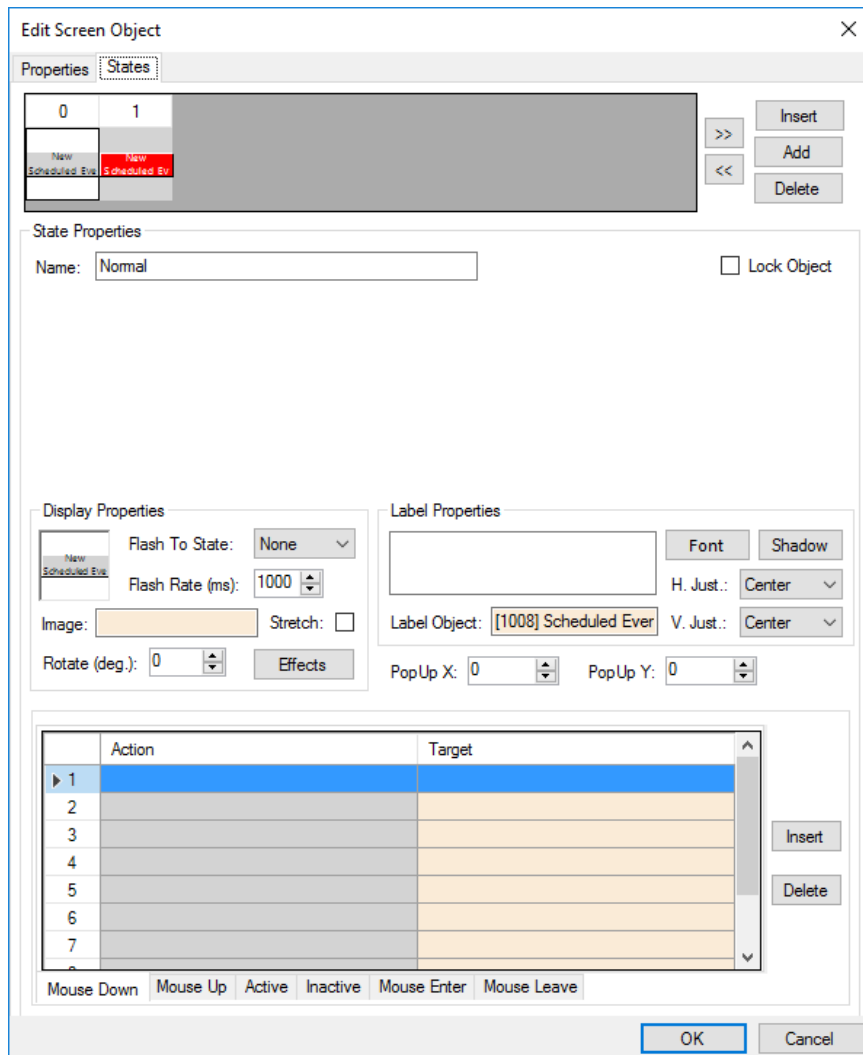


Figure 208 – Scheduled Event button State 0 properties dialog

Intelli-Site 4.1 User's Guide

State 1 displays when the scheduled event is active. Notice the evaluation grid. See that it contains the scheduled event point and *State* is the **Selection** value?

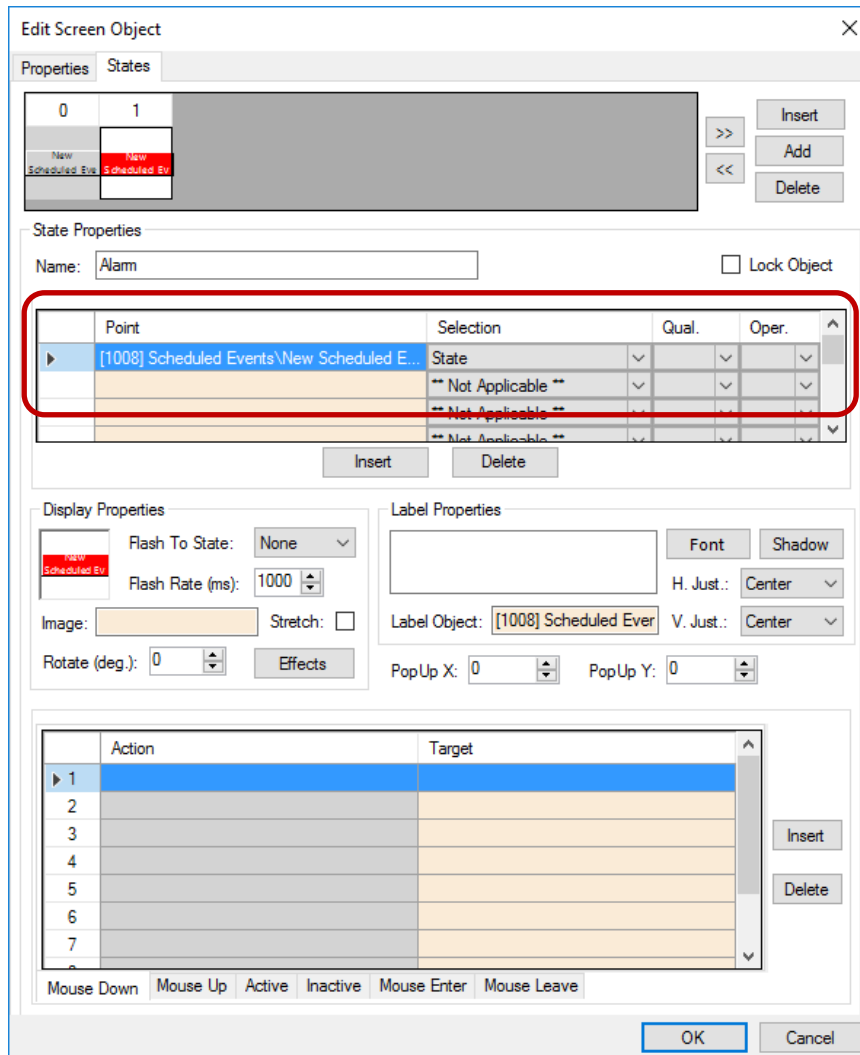


Figure 209 – Scheduled Event button State 1 properties dialog

Screen

When a screen node is dragged and dropped onto a screen, a button screen object is created that will display the screen when clicked.

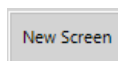


Figure 210 – A Screen button

Intelli-Site 4.1 User's Guide

There is only one state for a screen button screen object. The button is programmed to **Display** the screen.

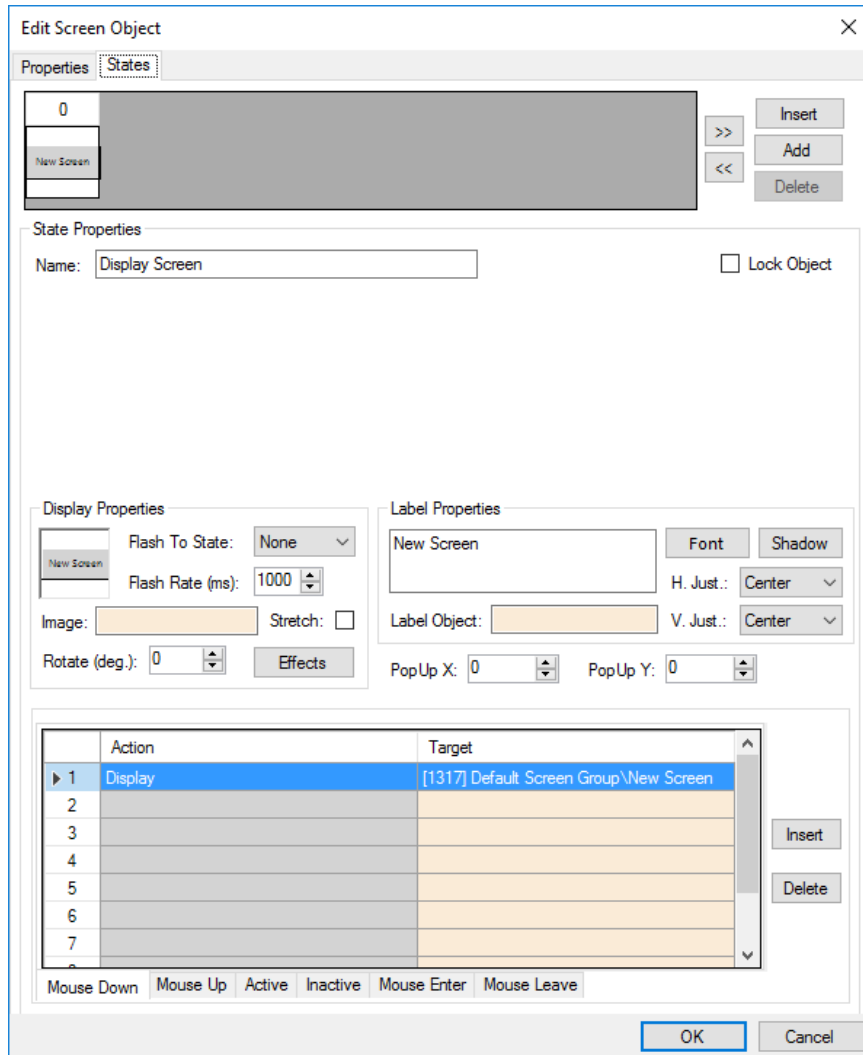


Figure 211 - Screen button State 0 properties dialog

Screen Tour

Not Yet Implemented

Dragging a screen list node to the screen will create a screen tour button.

Shared Screen Object (Link)

Once a shared screen object has been created, it can be dragged onto any screen to create a shared screen object (link) object. It looks exactly like the shared screen object on the screen, but its properties are unique.

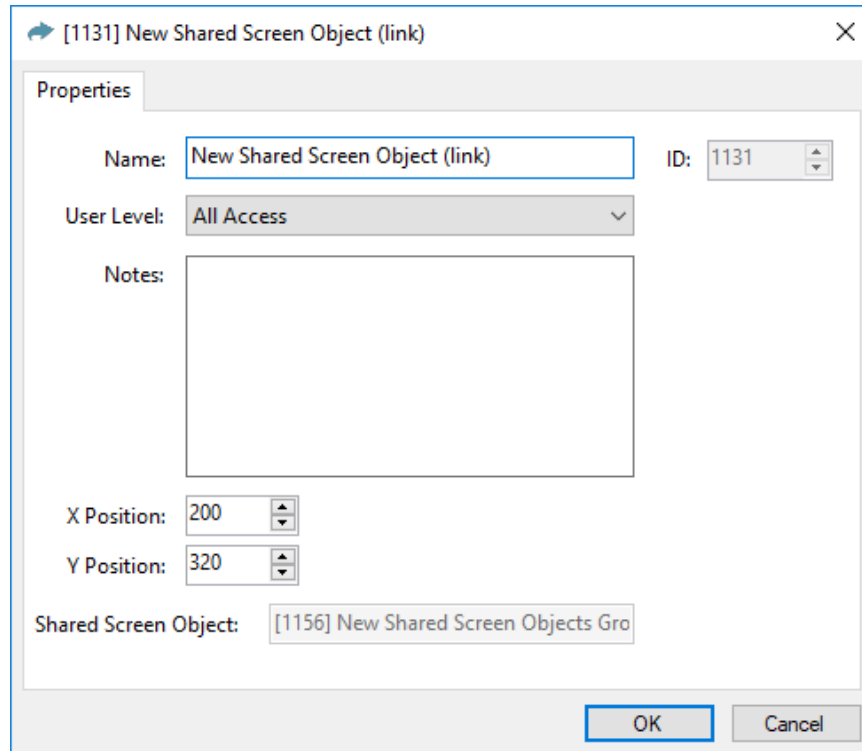


Figure 212 - Shared Screen Object (link) properties dialog

The basic properties of **Name**, **ID**, **User Level**, and **Name** are present.

X Position and **Y Position** – numeric field; the location of this object on the screen where (0, 0) is the upper left-hand corner of the screen

Shared Screen Object – disabled drop box; the shared screen object to which this object is linked; the shared screen object that was used to create this link object

Note: Remember that a shared screen object (link) object only displays the shared screen object. To modify anything other than its position on the screen you must edit the actual shared screen object.

Intelli-Site 4.1 User's Guide

Sounds

When a sound node is dragged and dropped onto a screen a button is created that will play the sound when it is clicked.

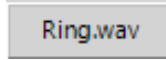


Figure 213 – A Sound button

There is only one state for this button. It is programmed to play the sound on mouse down.

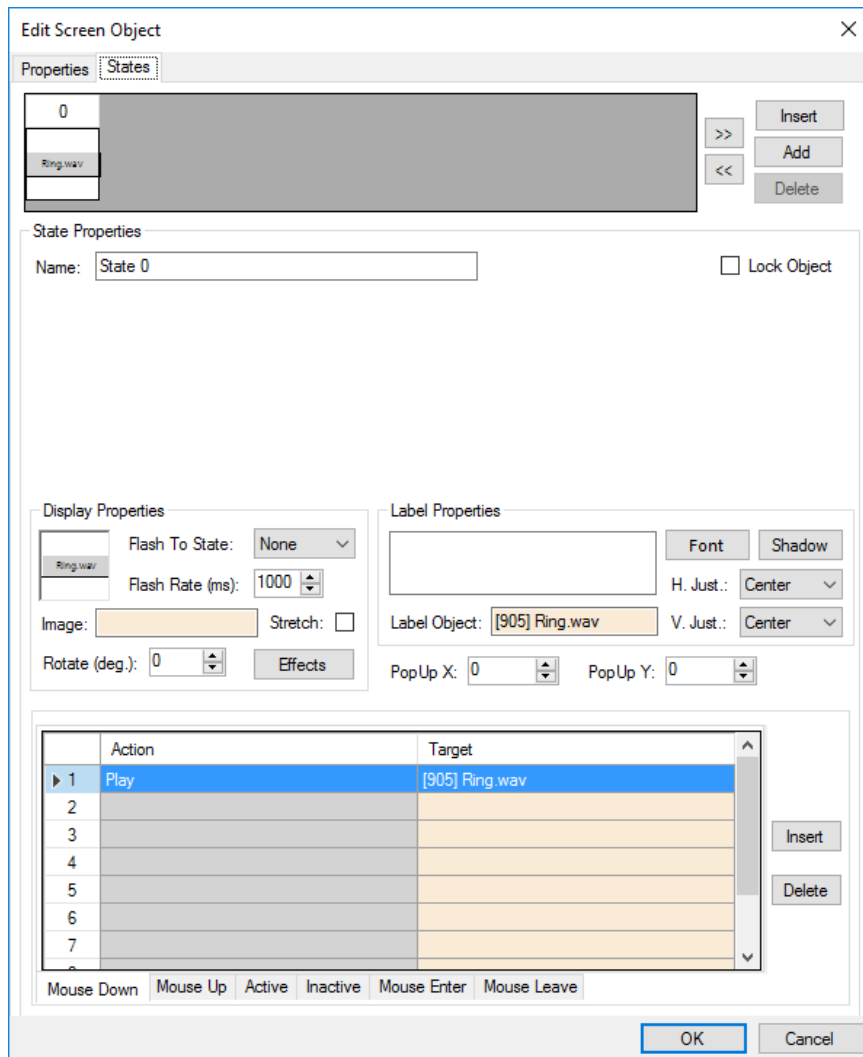


Figure 214 – Sound screen object State 0 properties dialog

Intelli-Site 4.1 User's Guide

System Schedules

The automatically created screen object for a system schedule is a button.

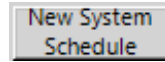


Figure 215 – A System Schedule button

No actions are performed when it is clicked. Its purpose is to illustrate the current state of the system schedule.

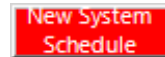


Figure 216 – A System Schedule button when the system schedule is active

Intelli-Site 4.1 User's Guide

State 0 is the base state; it displays when the system schedule is not active.

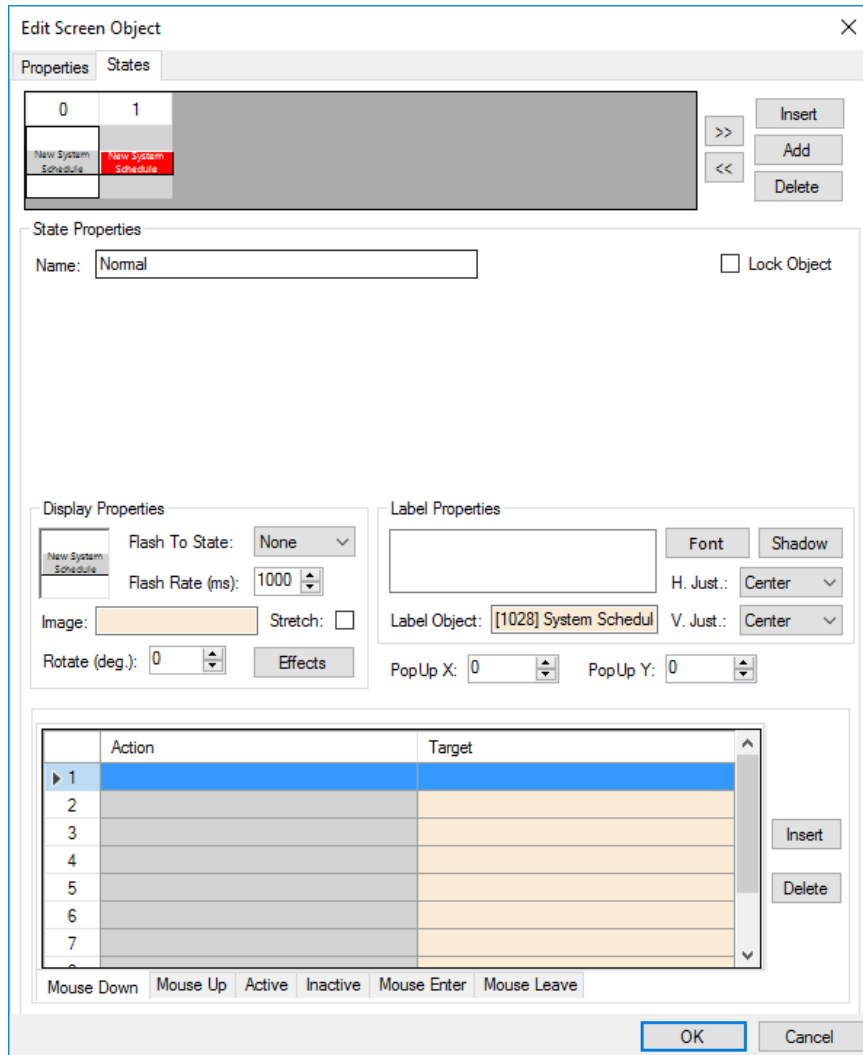


Figure 217 – System Schedule button State 0 properties dialog

Intelli-Site 4.1 User's Guide

State 1 displays when the system schedule is active. Notice the evaluation grid. See that it contains the system schedule point and *State* is the **Selection** value?

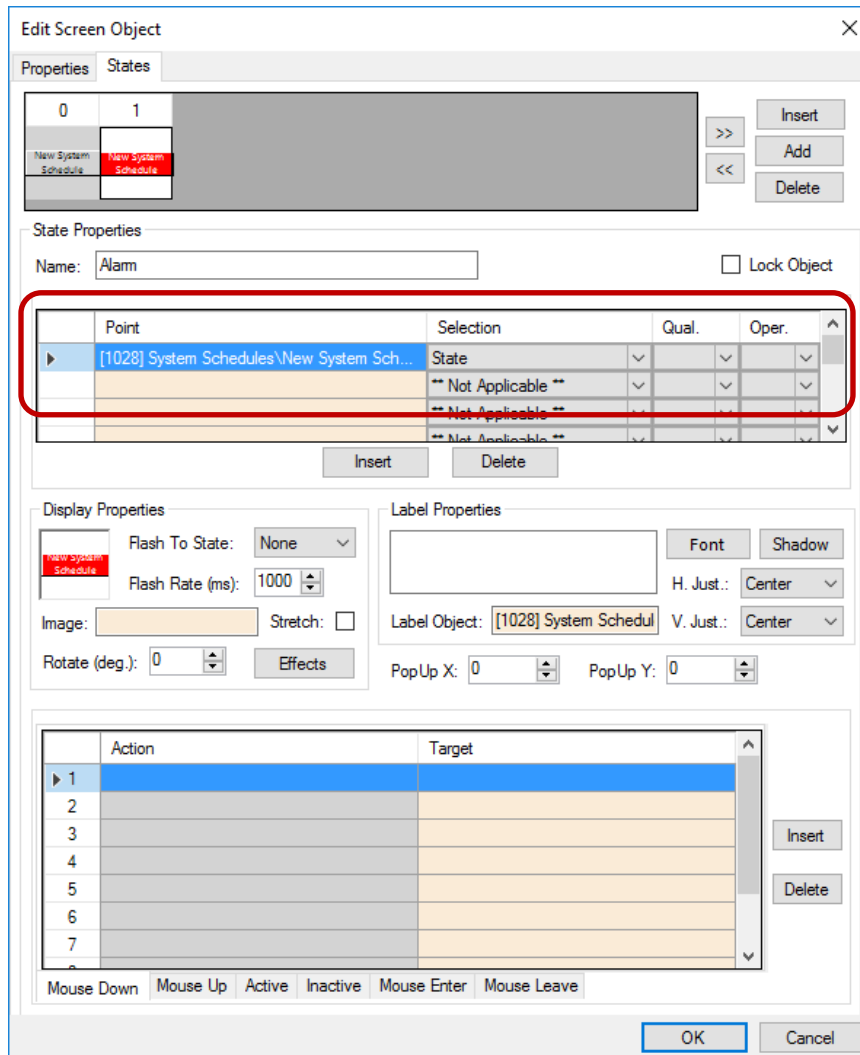


Figure 218 – System Schedule button State 1 properties dialog

System Time Periods

The automatically created screen object for a system schedule is a button.

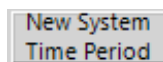


Figure 219 – A System Time Period button

Intelli-Site 4.1 User's Guide

No actions are performed when it is clicked. Its purpose is to illustrate the current state of the system time period.

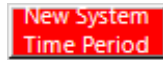


Figure 220 – A System Time Period button when the system time period is active

State 0 is the base state; it displays when the system time period is not active.

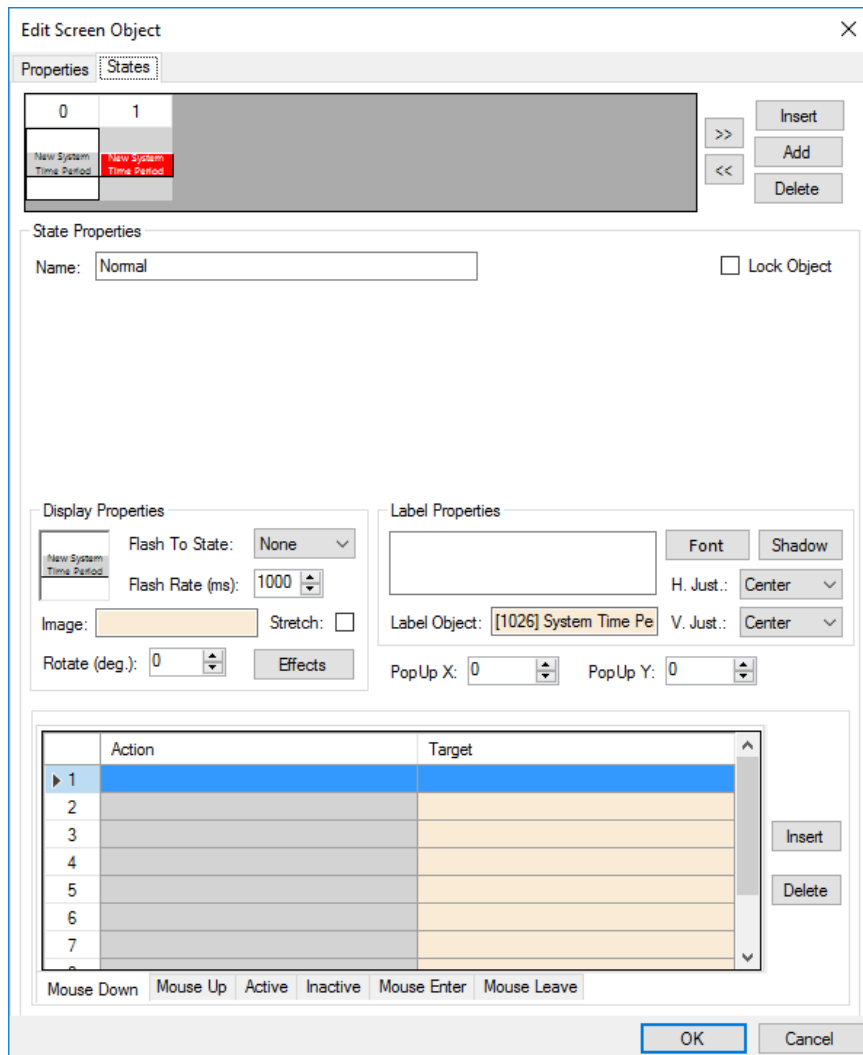


Figure 221 – System Time Period button State 0 properties dialog

Intelli-Site 4.1 User's Guide

State 1 displays when the system schedule is active. Notice the evaluation grid. See that it contains the system time period point and *State* is the **Selection** value?

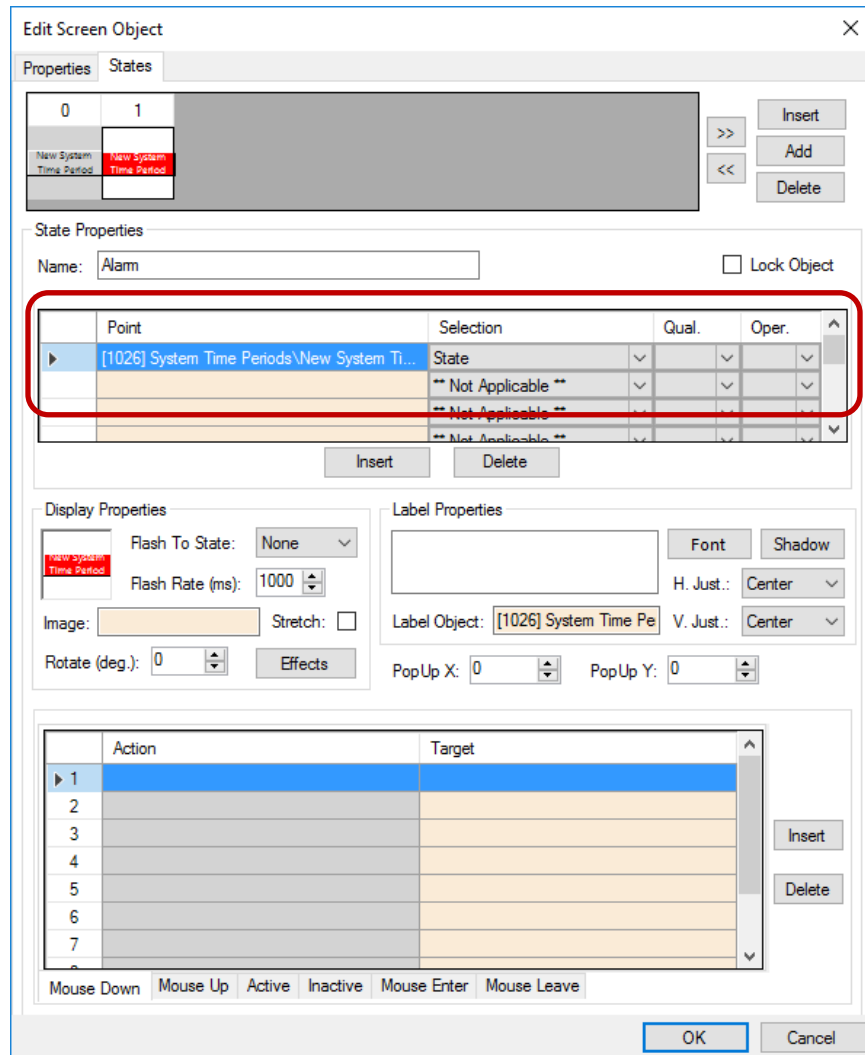


Figure 222 – System Time Period button State 1 properties dialog

Timers

A timer is a special I/O Point that is high when it is started and remains high until the end of its duration or until it is the target of a **ForceTimer** or **KillTimer** action. See [Timers](#) for more details.

Because it is an I/O Point, dragging one to the screen will automatically create a button screen object.

Intelli-Site 4.1 User's Guide

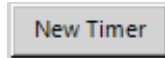


Figure 223 - A Timer button

The button has two states that correspond to the state of the timer. State 0 is visible when the timer is off.

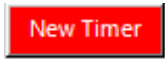


Figure 224 - A Timer button when the timer is running

State 0 executes **StartTimer** when clicked.

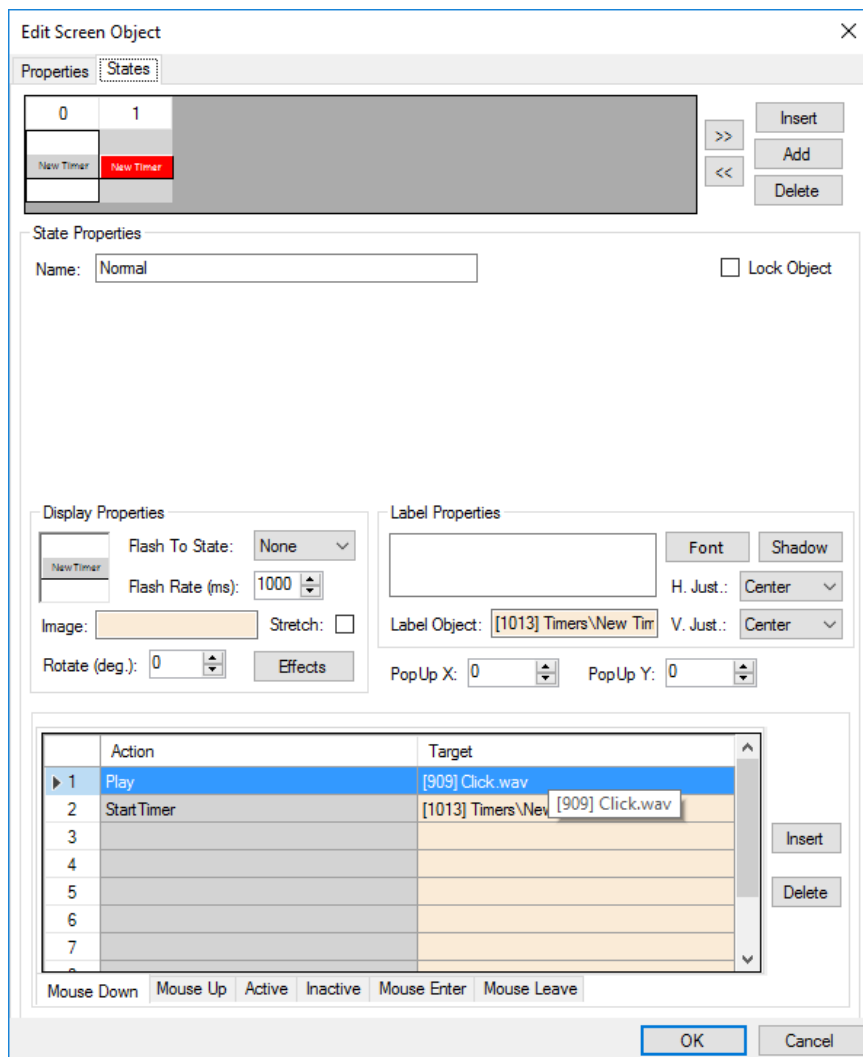


Figure 225 - Timer button State 0 properties dialog

Intelli-Site 4.1 User's Guide

When the timer is on, running, State 1 is visible. State 1 executes **ForceTimer** when clicked. Notice that the State Properties is programmed to change to State 1 when the timer is on.

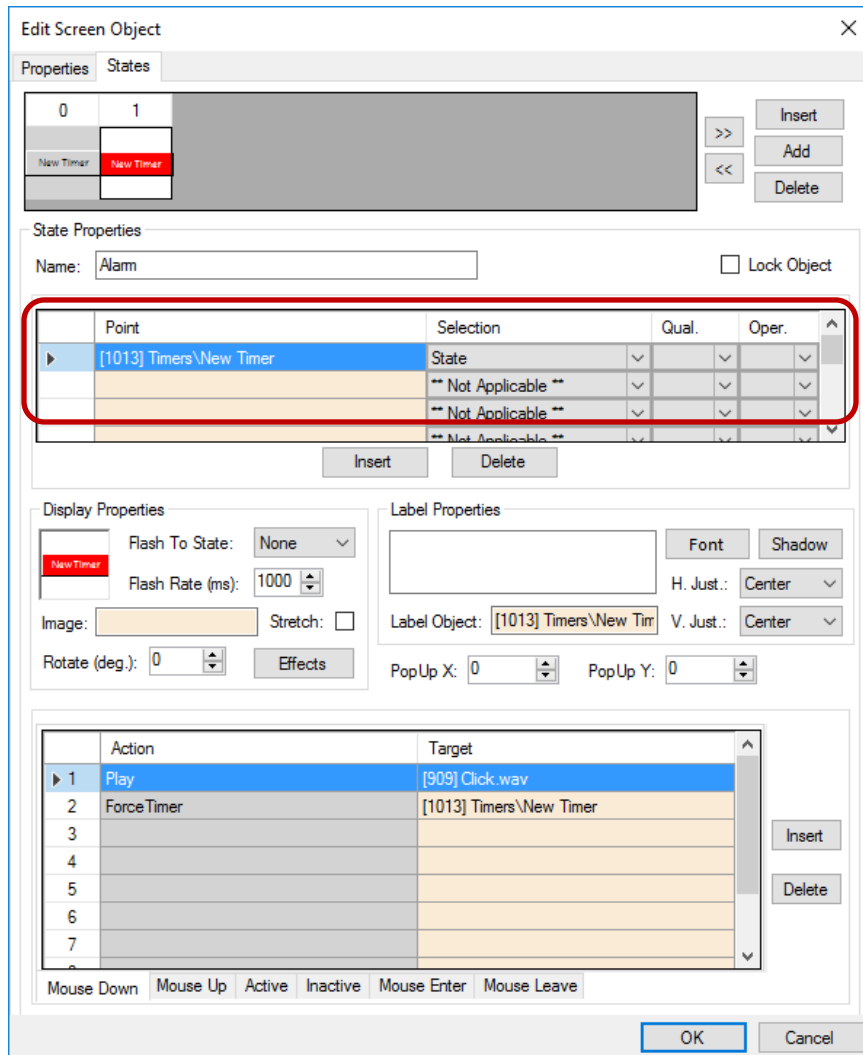


Figure 226 - A Timer button State 0 properties dialog

Virtual Points and All I/O Points

Any I/O Point will create a button screen object. This includes virtual points, panel I/O Points, and panel alarm points.

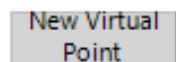


Figure 227 - An I/O Point button

Intelli-Site 4.1 User's Guide

Each button has two states that correspond to the state of the I/O Point. State 0 is visible when the I/O Point is off. When the I/O Point is on, State 1 is visible.

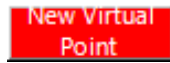


Figure 228 – An I/O Point button when the point is On

The button is programmed to **SetOff** or **SetOn** the point depending on its current state. And of course, it plays a sound to give the user feedback when the button is clicked.

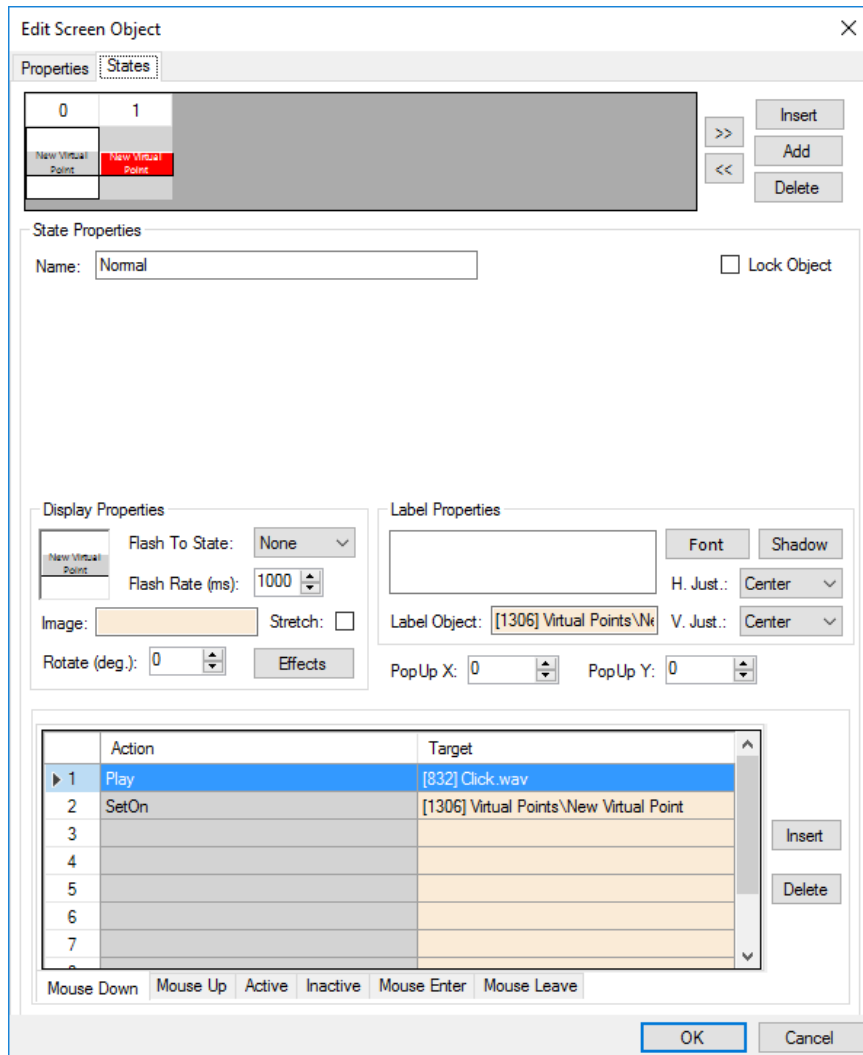


Figure 229 - I/O Point button State 0 properties dialog

Intelli-Site 4.1 User's Guide

The following figure is State 1 for the automatically created button. Notice that the **State Properties** is programmed to change to State 1 when the virtual point is on.

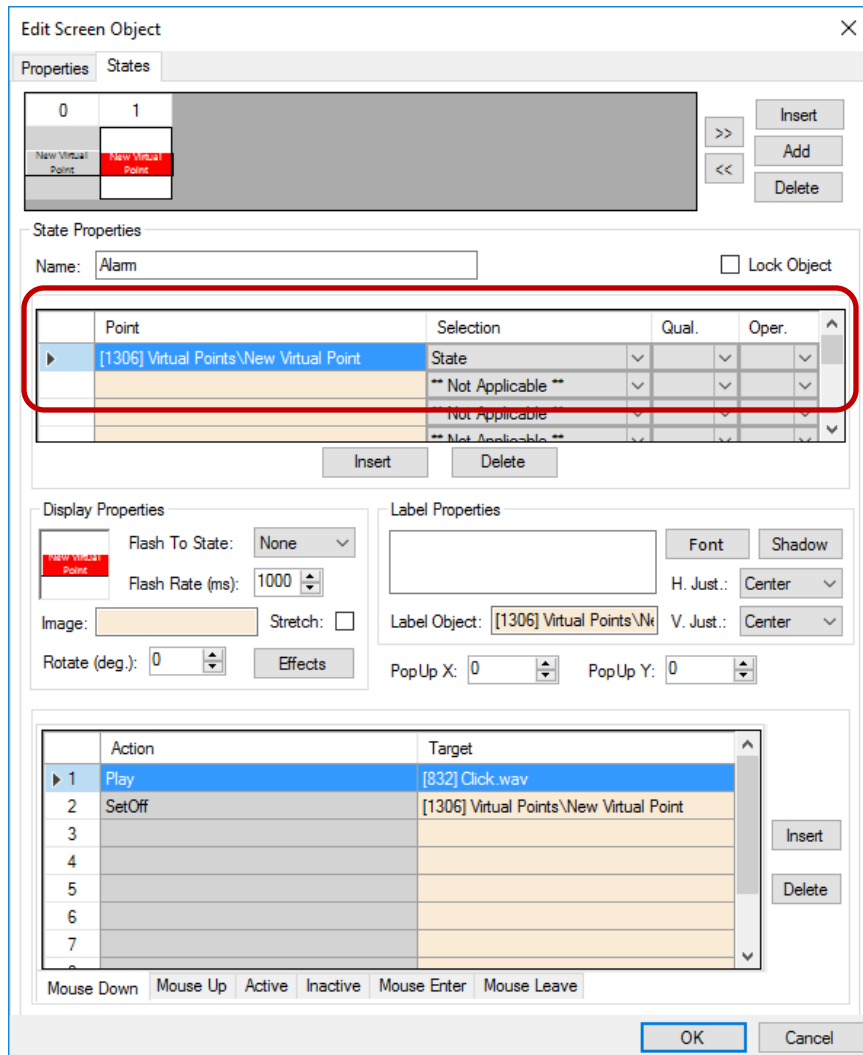


Figure 230 - I/O Point button State 1 properties dialog

Preview of Images and Sounds


Deciding on which image or sound to use can be tricky. Intelli-Site gives you a quick way to preview images and sounds.

Locate the image or sound in the Project Node Tree. Place the mouse cursor over the node. Hold down the mouse button. A preview image will show for an image node. The sound will play for a sound node.

Try it! It's fun.

Intelli-Site 4.1 User's Guide

Documentation View

The Intelli-Site manuals, including Panel Guides, can be read within Intelli-Site using the  **Documentation View**. In addition, documents provided by the integrator can be read in this View. To learn how to add documents, see section [Documentation](#)

This is the  **Documentation View** window.

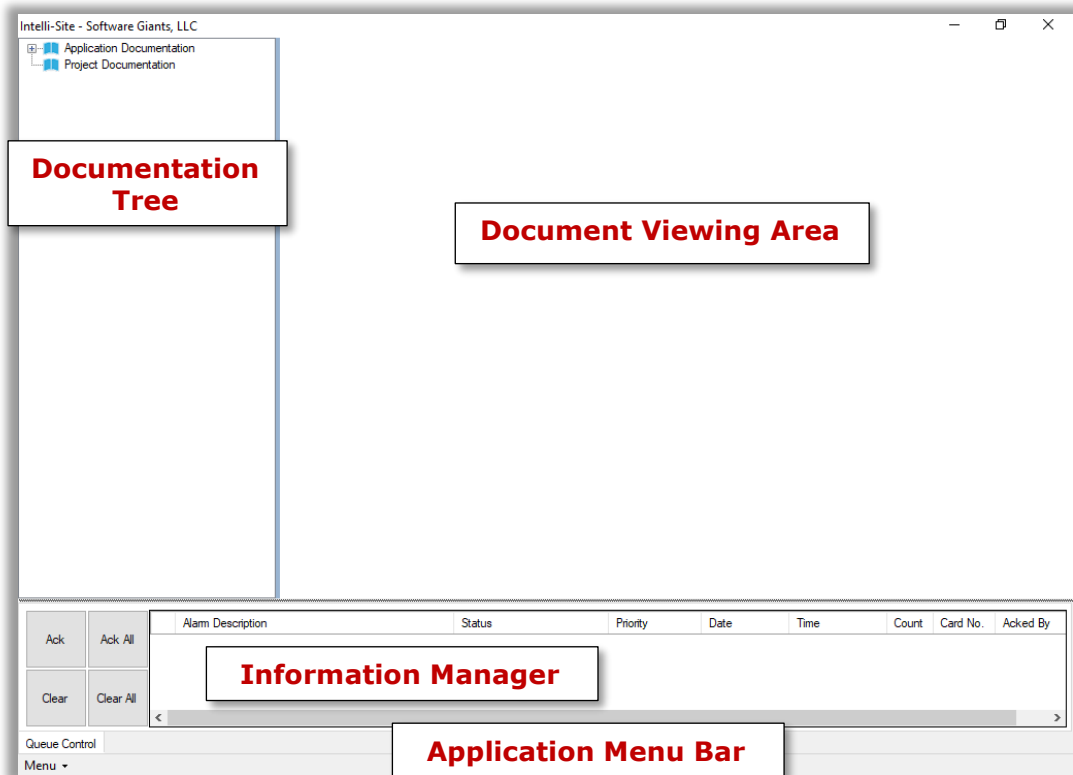


Figure 231 - The  **Documentation View**

Documentation Tree – Used to navigate to the desired document or manual; divided into two folders:

Application Documentation – The documents pertaining to Intelli-Site; includes the Intelli-Site User's Guide and the Panel Guides for the installed drivers

Project Documentation – The documents specific to the project created by the integrator; the integrator is strongly encouraged to provide a user's manual for the project.

Intelli-Site 4.1 User's Guide


Document Viewing Area – Displays the selected document

Note: *All Intelli-Site manuals are PDF files. Therefore, a PDF reader must be installed on the computer on which the manuals are to be viewed. If there is not a PDF reader on the computer, an “error loading webpage” message displays in the Document Viewing Area.*

Information Manager – Displays operational information for alarm display and management; not technically part of any View but visible in any View; see [The Information Manager](#)

Application Menu Bar – Contains the Application Menu; see [The Application Menu](#)

Hardware Management View

Hardware is managed and monitored in the  **Hardware Management View**. This section explains managing and monitoring:

- Hardware Organization (Sites and Areas)
- Drivers
- Panels

Intelli-Site 4.1 User's Guide

This is the  **Hardware Management View** window.

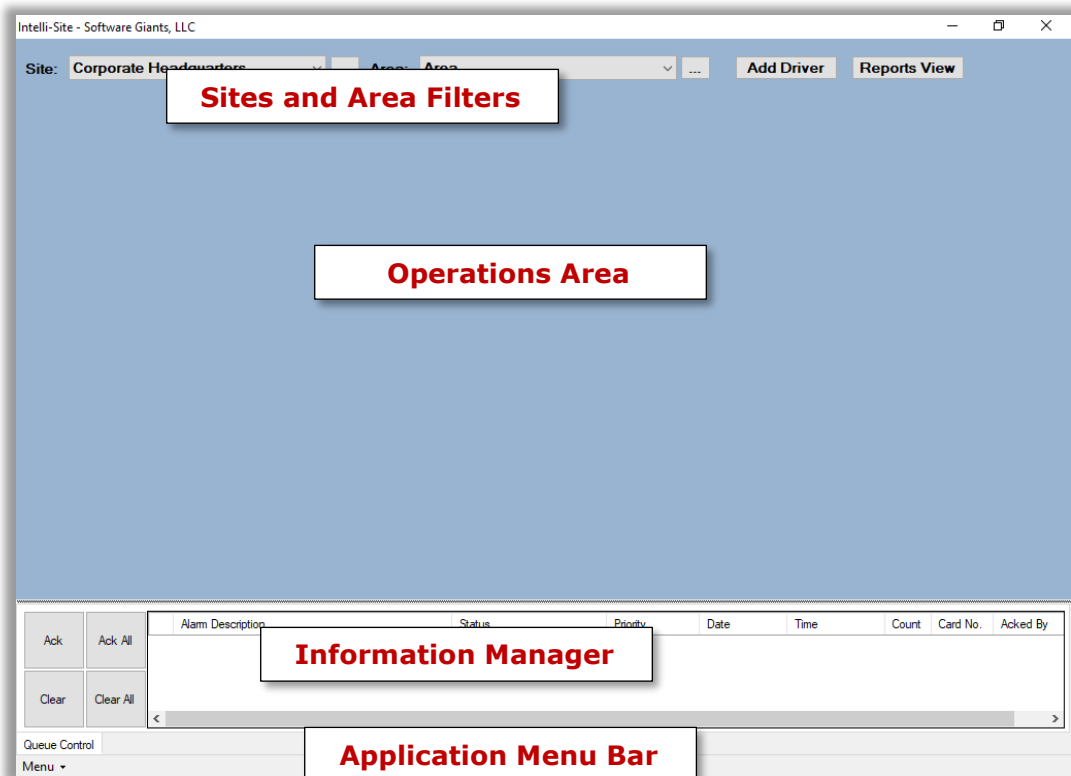



Figure 232 - The  **Hardware Management View**

Site and Area Filters – Drop-down lists used to filter the Operations Area

Add Driver – button; Add a Driver to the Project; it will display in the Operations area. A panel cannot be added until a corresponding Driver has been added.

Reports View – button; Switch directly to the  **Reports View**




Operations Area – Displays the Drivers and panels filtered by the selected Site and Area; Drivers that have no panels in their **Panel List** will appear in all Sites and Areas

Information Manager – Displays operational information for alarm display and management; not technically part of any View but visible in any View; see [The Information Manager](#)

Application Menu Bar – Contains the Application Menu; see [The Application Menu](#)


Intelli-Site 4.1 User's Guide

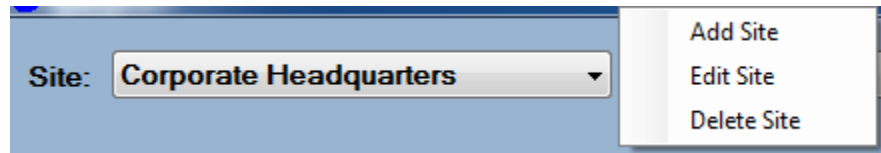
Site and Area Filters

The Site and Area filters consist of a **Site** drop-down list and its  button and an **Area** drop-down list and its  button. The  button is used to manage the drop-down list to its immediate left.

Note: *Sites and Areas are nodes under the System Layout node in the Project Node Tree. See [System Layout](#)*

Site - Drop-down list containing the list of available sites including the **All Sites** option

Site  **button** – Opens the menu to manage the Sites in the project




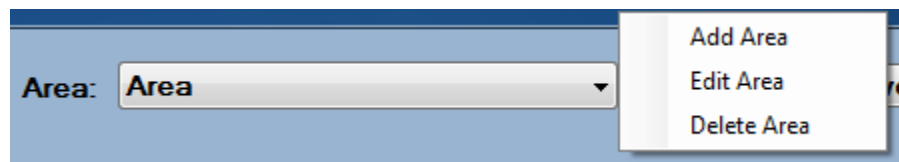
Add Site – Add a Site to the Project and open the new site's properties dialog; see [Site](#)

Edit Site – Open the properties dialog for the selected site, the site displayed in the **Site** menu

Delete Site – Delete the selected site, the site displayed in the **Site** menu

Area - Drop-down list containing the list of available areas in the selected Site including the **All Areas** option

Area  **button** – Opens the menu to manage the Areas in the project; the menu contains:



Add Area – Add an Area to the selected site and open the new area's properties dialog; see [Site](#)

Intelli-Site 4.1 User's Guide

Edit Area – Open the properties dialog for the selected area, the area displayed in the **Area** menu

Delete Area – Delete the selected area, the area displayed in the **Site** menu

The Add Driver Button and Adding Panels

The **Add Driver** button is used to add a driver to the Project. If only one driver type was selected during the Intelli-Site installation process, clicking this button will immediately add a driver for this driver. If more than one driver type was selected during installation, a **Choose Driver Type** dialog is opened.

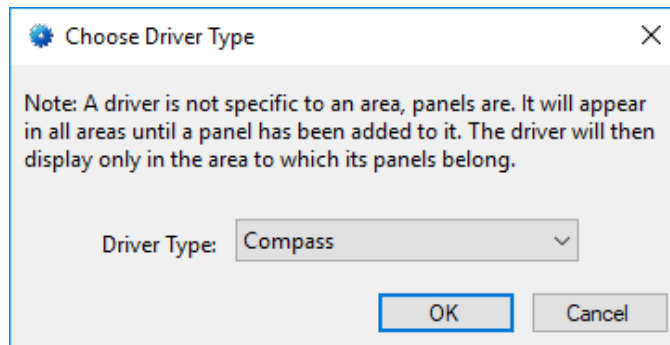


Figure 233 - Choose Driver Type dialog

A new driver icon is added to the Operations Area and the properties dialog for the driver is opened.

Note: An  alert icon appears on a new driver until a communication method has been defined for it.

Once a driver is added, a panel can be added to it. A Site and Area must be specified because a panel is a child node of an Area in the Project Node Tree. A panel is added using the Driver Context Menu.

The Driver Context Menu

The Driver Context Menu is opened by right-clicking on the driver icon.

Intelli-Site 4.1 User's Guide

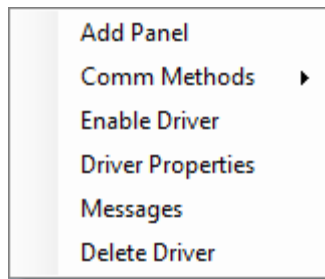


Figure 234 - Driver panel Context Menu

Add Panel – Opens the **Add Panel** dialog, select the desired panel and enter the number to add. This **Add Panel** dialog only displays the possible panels for the target driver.

Comm Methods – A side menu to add and manage communication methods for this driver; communication methods are child nodes of the driver node in the Project Node Tree

Note: *Not all drivers require a communication method. An  icon appears on a new driver that requires a communication method until one has been defined for it. See the respective panel guide for details.*

Enable Driver – Enable/Disable this driver; if the driver is enabled, the menu option is **Disable Driver**

Driver Properties – Open the properties dialog for this driver; the properties dialog is specific to each type of driver, see the appropriate Panel Guide for details

Messages – Open the **Messages** window

Delete Driver – Permanently remove this driver from the Project

The Panel Context Menu

The Panel Context Menu is opened by right-clicking on the panel icon.

Intelli-Site 4.1 User's Guide

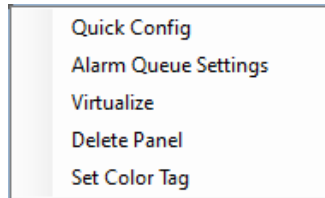



Figure 235 - Panel Context Menu

Quick Config – Open the **Quick Config** dialog for this panel. The **Quick Config** dialog provides a centralized method to program and configure a panel's properties. These properties may exist on multiple nodes in the Project Node Tree. This dialog is different for each panel type; consult the Panel Guide for more information.

Note: An  icon appears on a panel whenever the Engine detects a download is needed for said panel. The **Quick Config** dialog contains buttons to download any and all settings, holidays, time zones, etc. that may be required by a panel. The button for the required download will be salmon-colored instead of grey. But of course, the driver and panel must be online for a download to complete.

Alarm Queue Settings – Open the **Alarm Queue Settings** dialog for this panel. Alarm Queue Settings determine which points on this panel can generate events for the Alarm Queue, when the events are generated and how the events are to be handled. The points can exist on multiple nodes in the Project Node Tree. The **Alarm Queue Settings** dialog provides a centralized location for setting these properties. See [Replace All... I/O Point Settings](#).

Virtualize – Put this panel in Virtual mode; when a panel is “virtualized”, the Engine will not attempt to communicate with actual panel but will pretend the panel is there. It will appear to be online and some basic functionality may appear to work. This allows the integrator to program the project and perform basic programming without actually having the hardware in place. When the panel is in Virtual mode, this option becomes **Unvirtualize**.

Delete Panel – Permanently remove this node and all references to it from the Project

Intelli-Site 4.1 User's Guide

Set Color Tag – Allows the user to set the color of a small light on the panel icon. Selecting this option opens the **Color** dialog. This allows the user to color-code each panel as fits their requirements.



Figure 236 - Color Tag on Panel Icon

Operations Area

The Operations Area is used to monitor the state of drivers and panels in the Project. The drivers and panels that are displayed is filtered by the **Site** and **Area** drop-down lists.

Right-clicking on the Operations Area opens the Operations Area Context Menu which allows you to adjust the size of the icons.

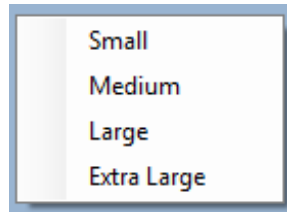



Figure 237 - Operations Area Context Menu

Monitoring Drivers

Once a driver has been properly configured,  **Hardware Management View** allows the user to manage and monitor its state. The user may also monitor the communication between the driver, the Engine, and the field device.

Driver States

Using the driver's context menu, a driver can be enabled or disabled. The icon for the driver will change color to indicate the current state of the driver.

A driver has three states:

Intelli-Site 4.1 User's Guide



Disabled – The driver is disabled



Offline – The driver is enabled but offline



Online – The driver is enabled and online

Note: An  icon appears on a new driver until a communication method has been defined for it.

Driver Messages Window

The **Driver Messages** window allows the user to see the communication messages between the driver, the Engine, and the field device in real time. The Driver Messages window for a driver is opened using the *Messages* option of the context menu for the target driver.

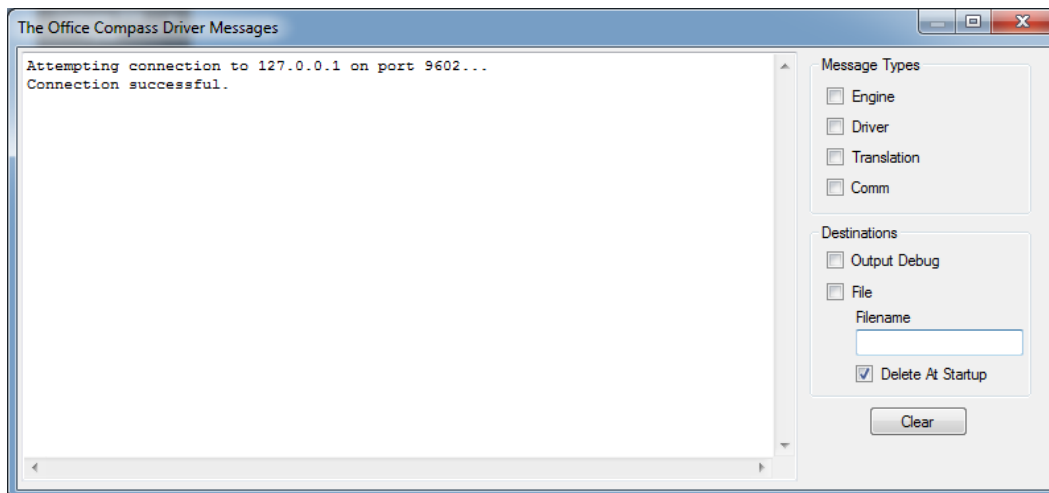


Figure 238 - Messages Window

Intelli-Site 4.1 User's Guide

The **Message Types** group of checkboxes controls which messages that are displayed and how they are displayed.

Engine – Display all messages to and from the Engine

Driver – Display all messages to and from the Driver

Translation – Display the messages in human readable format

Comm – Display the messages in their native format (hex)

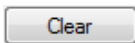
The **Destinations** group allows the user to send the messages to another destination when the Driver Messages window is open.

Output Debug – Send the messages to output debug

File – Send the messages to the file specified in


Filename – The destination file

Delete At Startup – When checked, the file will be deleted; when clear, the file will be appended to



- Clear the messages window (does not clear the file)

Monitoring and Managing Panels

Once a panel has been properly configured and its driver enabled,  **Hardware Management View** allows the user to manage and monitor its state. The user may also monitor and manage the panel using its panel control screen.

Panel States

When a driver is online, the panel has three states:



Offline – The driver is enabled, but the panel is offline


Intelli-Site 4.1 User's Guide



Online – The driver is enabled, and the panel is online



Virtual – If the driver is enabled, the panel is *Virtual*; if the driver is disabled, the state of the panel is indeterminate.

Note: An  icon appears on a panel whenever the Engine detects a download is needed for said panel. The Configure Panel dialog contains buttons to download any and all settings, holidays, time zones, etc. that may be required by a panel. But of course, the driver and panel must be online for a download to complete.

Panel Control Screen

The Panel Control Screen allows the user to monitor and manage the panel. It is opened by clicking on the panel icon. The Panel Control Screen is specific to the type of panel. For information on the specific Panel Control Screen, consult the specific Panel Guide.

Intelli-Site 4.1 User's Guide

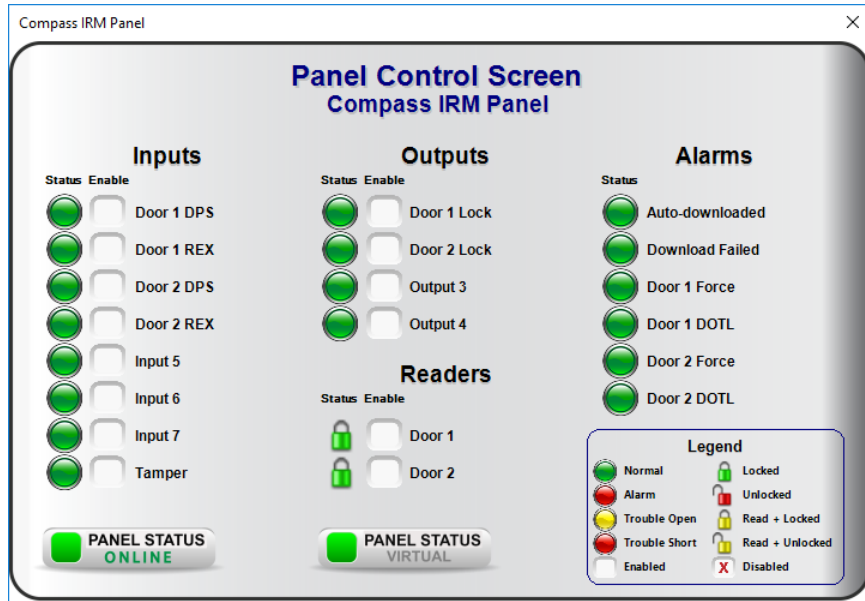





Figure 239 - Compass IRM Panel Control Screen

Intelli-Site 4.1 User's Guide

▶ **Live View**

▶ **Live View** is the main working view for Project monitoring and control. Project programming and screen design used in this View is handled in  **Design View**. See [Screen Control](#).

This is the default  **Live View** window. Of course, the final look and feel of this View depends on the screens created in  **Design View**.

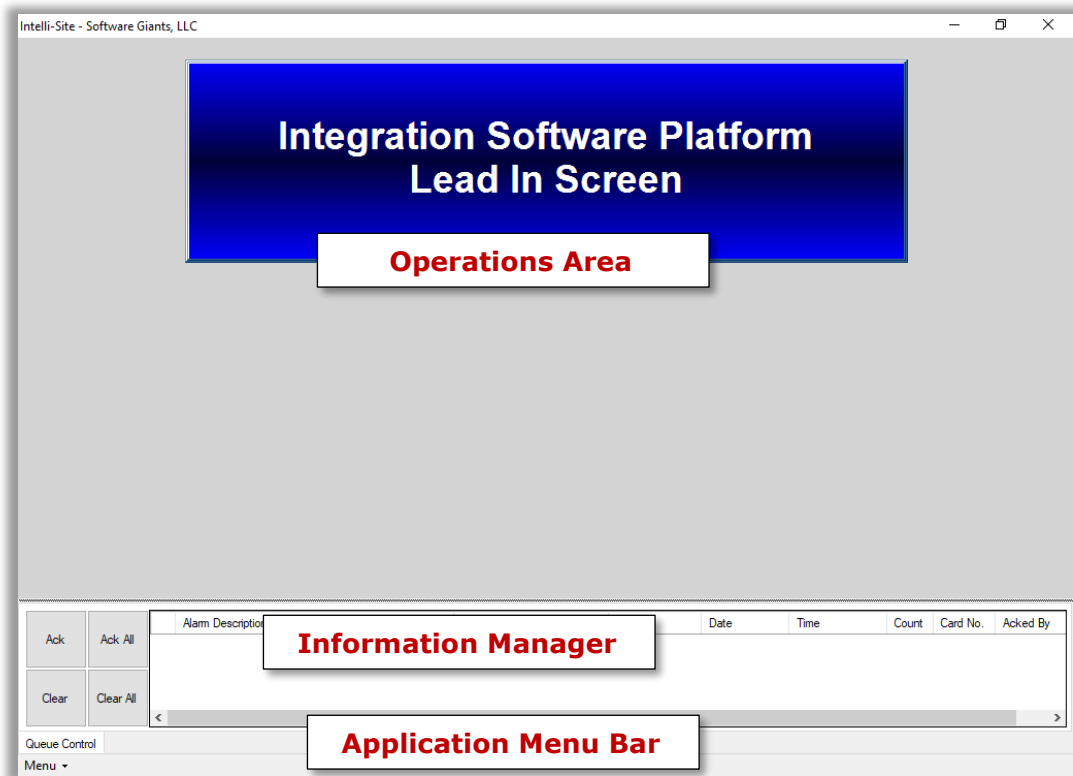



Figure 240 - The  **Live View**


Operations Area – Displays the screen the user selected; screens are created and managed in  [Design View](#)

Information Manager – Displays operational information for alarm display and management; not technically part of any View but visible in all Views; see [The Information Manager](#)

Application Menu Bar – Contains the Application Menu; see [The Application Menu](#)

Intelli-Site 4.1 User's Guide

Reports View

The Intelli-Site provides several reports on card activity and system information in  **Reports View**. Intelli-Site uses the Microsoft® SQL Server® 2012 Report Viewer to display reports. The [Microsoft® SQL Server® 2012 Report Builder](#) is required to create the RDL files that are used by Report Viewer. The integrator and user can create their own custom reports. For information on creating and including custom reports, see [Reports](#)

Generating a report is simple. Navigate to the report in the Reports Tree and double-click. Some reports require the user to enter parameters, others don't. A **Reports Parameters** dialog appears allowing the user to specify them if necessary. Values may be entered explicitly, or "wildcard" search parameters may be used. All reports are displayed to the screen and can be printed or exported.

This is the  **Reports View** window.

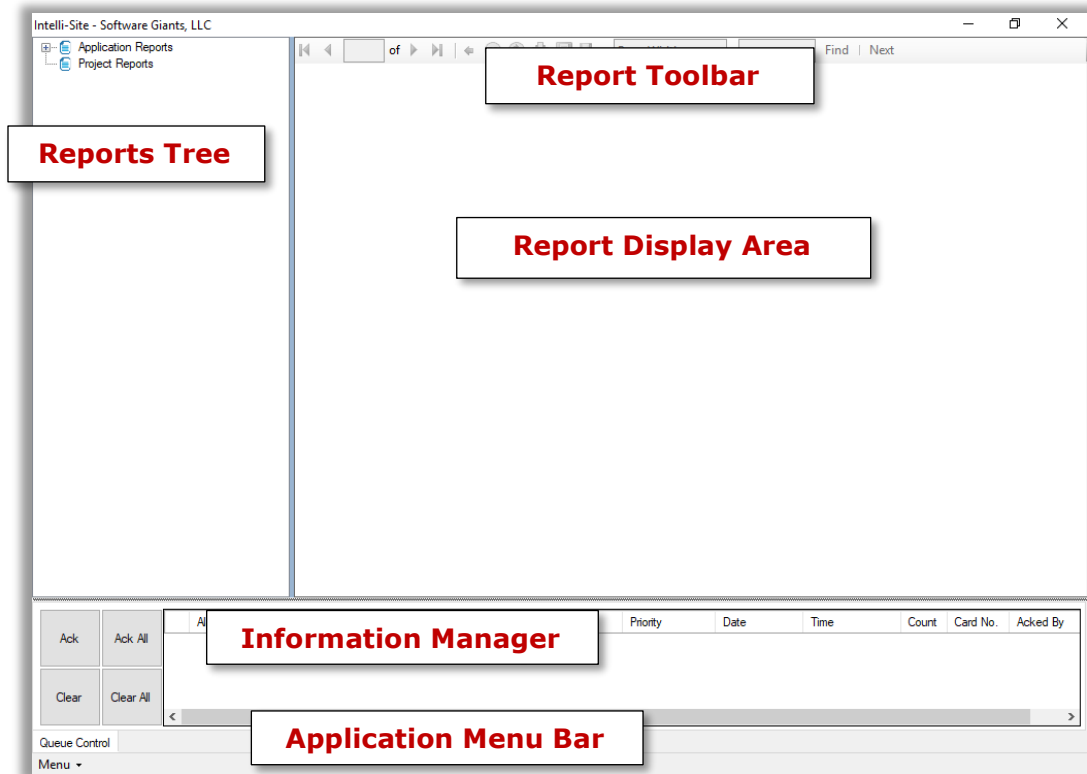


Figure 241 - The  **Reports View**

Intelli-Site 4.1 User's Guide

Reports Tree – Used to navigate to the desired report; divided into two folders:

- **System Reports** – The reports supplied by Intelli-Site, divided into two folders
 - **Cards** – Card management
 - **System** – Providing information on event history, statistics, and detailed system information
- **Project Reports** – The reports specific to the project created by the integrator or the user using Microsoft's **SQL Server Reporting Services (SSRS)**

Report Display Area – Displays the generated report

Report Toolbar – Contains the tools to manipulate the generated report

Information Manager – Displays operational information for alarm display and management; not technically part of any View but visible in any View; see [The Information Manager](#)

Application Menu Bar – Contains the Application Menu; see [The Application Menu](#)

Note: *For the reports, the search criteria use “contains” and not “begins with”. This means that if ‘1’ is specified as the search criterion for a Card Number, every card that has a ‘1’ in it will be included in the report. 100032, 54123, and 432451 would all be included in the report because each card number contains the number 1.*

Reports Tree

The Reports Tree contains two root nodes: System Reports and Project Reports. The System Reports are the default reports that are installed with Intelli-Site. The Project Reports are those reports the integrator or user creates. Custom reports can be created using Microsoft's **SQL Server Reporting Services (SSRS)**, a third-party reporting product. See [Reports](#).

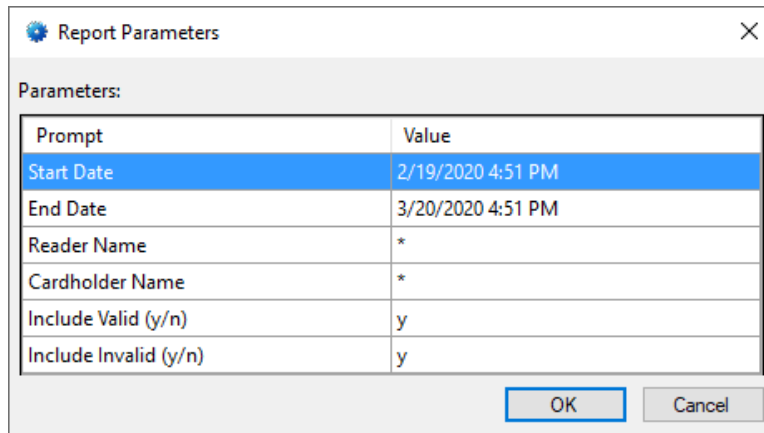
The **Cards** node and the **System** node are revealed when the **System Reports** node is expanded. Cards reports are useful for Card Management, and System reports are useful for providing information on event history, statistics, and detailed system information.

Intelli-Site 4.1 User's Guide

Listed under the **Cards** node are sixteen (16) predefined reports. Listed under the **System** node are, at a minimum, the Master History Report, Project Notes Report and the System Information Report. Under the Master History Report node are the Asset Event Report and Asset Setup Report.

Report Parameters Dialog

Many of the reports have parameters or filtering options that the user may specify. If the report being generated has any parameters, the **Report Parameters** dialog will display.



Prompt	Value
Start Date	2/19/2020 4:51 PM
End Date	3/20/2020 4:51 PM
Reader Name	*
Cardholder Name	*
Include Valid (y/n)	y
Include Invalid (y/n)	y

Figure 242 - Report Parameters Dialog

The Prompt column contains the prompts for each of the filters for the report.


The Value column is where the user enters the corresponding data. By entering '*', everything will be reported. For any other data typed into the field, the report generator will match values that begin with the specified string. For example, if the card number is the parameter, and the user enters '121', then the report will include all cards whose numbers begin with '121'.

There are special keywords values for the Start Date prompt. If the user supplies one of these keywords, the End Date prompt is ignored.

- **Today** – All records since midnight this morning
- **Daily** – The previous full day
- **Weekly** – Sunday through Saturday of the last full week
- **Monthly** – The previous month

Intelli-Site 4.1 User's Guide

Accutech Reports

These reports are explained in  **Accutech View Reports**.

Cards Reports

The following sections describe the purpose and use of each of the cards reports.

Access Assignment Log Report

The Zone Assignment Log, **Zone Assignment Log.rdl**, lists the changes in zone assignments which receivers are included in which zone. When the report is double-clicked, the user is presented with the **Reports Parameter** dialog. The parameters for this report are:

- Start Date
- End Date
- Operator Name
- Computer Name
- Change Type (Assigned, Removed, *)
- Name
- Card Number

Every access set assignment modification matching the supplied information will be included in the report. The report is sorted by date and time.

Access Entry by Access Set Report

The Access Entry by Access Set Report, **Access Entry by Access Set.rdl**, lists which access entries are in which access set. When the report is double-clicked, the user is presented with the **Reports Parameter** dialog. The user may specify a specific access set name, part of an access set name, or '*' for all access sets.

The report columns are Access Set and Access Entry; it is sorted by Access Set.

Intelli-Site 4.1 User's Guide

Access Entry by Cardholder Report

The Access Entry by Cardholder Report, **Access Entry by Cardholder.rdl**, lists the access entries a cardholder has been assigned. When the report is double-clicked, the user is presented with the **Reports Parameter** dialog. The user may specify a full card number, part of a card number, part or all of the last name of a card holder, or '*' for all cardholders. All cards matching the supplied information will be included in the report.

The report columns are Name, Card #, Site Code, Card Format, Activate Date, Expire Date, and Access Entry. The Name contains the first name and last name of the cardholder. The report is sorted by card number.

Access Entry by Reader Report

The Access Entry by Reader Report, **Access Entry by Reader.rdl**, lists the access entries that include the specified reader. When the report is double-clicked, the user is presented with the **Reports Parameter** dialog. The user may specify a full or part of a reader name, the beginning of a reader name, or '*' for all readers. All readers matching the supplied information will be included in the report.

The report columns are Reader Name and Access Entry. The report is sorted by Reader Name.

Access Set by Access Entry Report

The Access Set by Access Entry Report, **Access Set by Access Entry.rdl**, lists which access entries are included in which access set. When the report is double-clicked, the user is presented with the **Reports Parameter** dialog. The user may specify a specific part or all an access entry name or '*' for all access entries.

The report columns are Access Entry and Access Set; it is sorted by Access Entry.

Intelli-Site 4.1 User's Guide

Access Set by Cardholder Report

The Access Set by Cardholder Report, **Access Set by Cardholder.rdl**, lists the access sets a cardholder has been assigned. When the report is double-clicked, the user is presented with the **Reports Parameter** dialog. The user may specify a full card number, part of a card number, all or part of a last name, or '*' for all cardholders. All cards matching the supplied information will be included in the report.

The report columns are Name, Card #, Site Code, Card Format, Activate Date, Expire Date, and Access Set. The Name contains the first name and last name of the cardholder. The report is sorted by card number.

Access Set by Reader Report

The Access Set by Reader Report, **Access Set by Reader.rdl**, lists the access sets that include the specified reader. When the report is double-clicked, the user is presented with the **Reports Parameter** dialog. The user may specify all or part of a reader name, or '*' for all readers. All readers matching the supplied information will be included in the report.

The report columns are Reader Name and Access Set. The report is sorted by Reader Name.

Cardholder by Access Entry Report

The Cardholder by Access Entry Report, **Cardholder by Access Entry.rdl**, lists which cardholders have been assigned which access entries. When the report is double-clicked, the user is presented with the **Reports Parameter** dialog. The user may specify an access entry, part of an access entry, or '*' for all access entries. All access entries matching the supplied information will be included in the report.

The report columns are Access Entry, Name, Card #, Site Code, Card Format, Activate Date, and Expire Date. The Name contains the first name and last name of the cardholder. The report is sorted by Access Entry.

Intelli-Site 4.1 User's Guide

Cardholder by Access Set Report

The Cardholder by Access Set Report, **Cardholder by Access Set.rdl**, lists which cardholders have been assigned which access sets. When the report is double-clicked, the user is presented with the **Reports Parameter** dialog. The user may specify an access set name, part of an access set name, or '*' for all access sets. All access sets matching the supplied information will be included in the report.

The report columns are Access Set, Name, Card #, Site Code, Card Format, Activate Date, and Expire Date. The Name contains the first name and last name of the cardholder. The report is sorted by Access Set.

Cardholder by Reader Report

The Cardholder by Reader Report, **Cardholder by Reader.rdl**, lists which cardholders have been assigned access to which readers. When the report is double-clicked, the user is presented with the **Reports Parameter** dialog. The user may specify all or part of a reader name or '*' for all readers. All readers matching the supplied information will be included in the report.

The report columns are Reader, Name, Card #, Site Code, Card Format, Activate Date, and Expire Date. The Cardholder Name contains the first name and last name of the cardholder. The report is sorted by Reader.

Cardholder by Zone Report

The Cardholder by Zone Report, **Cardholder by Zone.rdl**, lists which cardholders are in which Anti-passback (APB) Zone. When the report is double-clicked, the user is presented with the **Reports Parameter** dialog. The user may specify all or part of an APB Zone name or '*' for all APB Zones. All zones matching the supplied information will be included in the report.

The report columns are Zone and Name where Name is Last Name, First Name.

Intelli-Site 4.1 User's Guide

Company Card Report

The Company Card Report, **Company Card Report.rdl**, lists cardholders and their cards grouped by the **Company** field on the **Card Data** tab. There are no parameters for this report.

The report columns are Company, Name, Card #, Site Code, Card Format, Activate Date, and Expire Date. The Cardholder Name contains the first name and last name of the cardholder. The report is sorted by Company.

Department Card Report

The Department Card Report, **Department Card Report.rdl**, lists cardholders and their cards grouped by the **Department** field on the **Card Data** tab. There are no parameters for this report.

The report columns are Department, Name, Card #, Site Code, Card Format, Activate Date, and Expire Date. The Cardholder Name contains the first name and last name of the cardholder. The report is sorted by Department.

Master Card Report

The Master Card Report, **Master Card Report.rdl**, lists cardholders and their cards grouped by the **Company** field on the **Card Data** tab. There are no parameters for this report.

Each entry of the report takes three (3) lines. Line one contains Name, Card #, Site Code, Card Format, Activate Date, and Expire Date. The Name contains the first name and last name of the cardholder. Line two contains Date Created, Created by, Date Last Modified, and Modified by. Line three contains Last Read (date and time) and Last Reader. Name is last name, first name. The report is sorted by Name.

Muster Report

The Muster Report, **Muster.rdl**, is a snapshot of the cardholders' presence during a Mustering Event. It will list all cardholders that are not in a Muster Zone but are in a Zone somewhere.

The report columns are Zone and Name where Name is Last Name, First Name.

Intelli-Site 4.1 User's Guide

Personnel Detail Report

The Personnel Detail Report, **Personnel Detail Report.rdl**, lists the personnel that meet the report parameters supplied.

The report parameters are:

- Department
- Last Name
- Company

Each entry of the report gives all the available personnel data including the photo if present.

Reader by Access Entry Report

The Reader by Access Entry Report, **Reader by Access Entry.rdl**, lists which readers are included in which access entry. When the report is double-clicked, the user is presented with the **Reports Parameter** dialog. The user may specify all or part of an access entry name or '*' for all access entries. All access entries matching the supplied information will be included in the report.

The report columns are Access Entry and Reader. It is sorted by Access Entry.

Reader by Access Set Report

The Reader by Access Set Report, **Reader by Access Set.rdl**, lists which readers are included in which access set. When the report is double-clicked, the user is presented with the **Reports Parameter** dialog. The user may specify all or part of an access set name or '*' for all access set. All access sets matching the supplied information will be included in the report.

The report columns are Access Set and Reader. It is sorted by Access Set.

Intelli-Site 4.1 User's Guide

Reader by Cardholder Report

The Reader by Cardholder Report, **Reader by Cardholder.rdl**, lists which cardholders have access to which readers. When the report is double-clicked, the user is presented with the **Reports Parameter** dialog. The user may specify all or part of a card number, all or part of a last name, or '*' for all card numbers. All cardholders matching the supplied information will be included in the report.

The report columns are Name, Card #, Site Code, Card Format, Activate Date, Expire Date, and Reader. Name is last name, first name. The report is sorted by Name.

RFID Reports

The following sections describe the purpose and use of each of the RFID reports.

Master Tag Report

The Master Tag Report, **Master Tag Report.rdl**, lists tags and their current status. There are no parameters for this report.

Each entry of the report takes 7 (7) lines. Line one contains Tag Name, Tag #, Owner and Notes. Line two contains Tag Type and Owner Tag #. Line three is Date Created, Created by, Date Last Modified, and Modified by. Line four contains Last Read (date and time) and Last Receiver. Line five is the Status header/separator. Line six is the names of the different RFID statuses: Missing, Moving, Over Time Limit, Unescorted, Escorted, Invalid Zone Low Battery, and Lost. Line seven will have 'X' under the status header if the tag is in said RFID state.

The report is sorted by Tag Number.

Receiver by Zone Report

The Receiver by Zone Report, **Receiver by Zone.rdl**, lists which receivers are included in which zone. When the report is double-clicked, the user is presented with the **Reports Parameter** dialog. The user may specify all or part of a zone name or '*' for all zones. Every zone matching the supplied information will be included in the report.

Intelli-Site 4.1 User's Guide

The report columns are Zone and Receiver. It is sorted by Zone.

Zone Assignment Log

The Zone Assignment Log, **Zone Assignment Log.rdl**, lists the changes in zone assignments which receivers are included in which zone. When the report is double-clicked, the user is presented with the **Reports Parameter** dialog. The parameters for this report are:

- Start Date
- End Date
- Operator Name
- Computer Name
- Change Type (Assigned, Removed, *)
- Tag Name
- Tag Number

Every zone assignment modification matching the supplied information will be included in the report. The report is sorted by date and time.

Zone by Receiver Report

The Zone by Receiver Report, **Zone by Receiver.rdl**, lists which zones are contain in which receivers. When the report is double-clicked, the user is presented with the **Reports Parameter** dialog. The user may specify all or part of a receiver name or '*' for all receivers. Every receiver matching the supplied information will be included in the report.

The report columns are Receiver and Zone. It is sorted by Receiver.

System Reports

The Intelli-Site software logs activity or events within the system as well as Project changes in the database. The events it logs are:

- Card activity,
- I/O activity,
- Exceptions,
- Downloads,
- Client activity, and
- Alarms.

Intelli-Site 4.1 User's Guide

The Project changes logged are

- Node additions, modifications, and deletions
- Card additions, modifications, and deletions
- Personnel additions, modifications, and deletions
- Access Set additions, modifications, and deletions

There are seven (7) system reports on the above information. The last system report is the System Information report that provides needed information for tech support if you should ever have an issue with Intelli-Site.

The following explains each report.

All History Report

The All History Report, **All History.rdl**, lists every event that has been logged. When this report is double-clicked, the **Report Parameters** dialog appears. The parameters are the Start Date, and Stop Date.

There are two (2) rows in the report header describing the information supplied. If an entry does not have any of the information for row two, that row is not written. The first row rt columns are Date/Time, Point, Operator, Status/Event, and Computer. The second row, if applicable, is Cardholder, Card Number, and Comments. The report is sorted by Date/Time.

Cardholder Activity Report

The Cardholder Activity Report, **Cardholder Activity.rdl**, lists the readers at which a card has been seen. When this report is double-clicked, the **Report Parameters** dialog appears. The parameters are the Start Date, Stop Date, Reader Name, Cardholder Name, Include Valid (reads), and Include Invalid (reads).

The report columns are Date/Time, Reader, Cardholder, Card Number, Site Code, and Status. Cardholder is last name, first name. The report is sorted by Date/Time.

Download Report

The Download Report, **Download.rdl**, lists each card download. When this report is double-clicked, the **Report Parameters** dialog appears. The parameters are the Start Date, and Stop Date.

Intelli-Site 4.1 User's Guide

The report header is two (2) rows. The columns of the first row are Date/Time, Panel, Type, and Computer. The columns of the second row are Cardholder Name, Card Number. Cardholder Name is last name, first name. Card Number is in Cxxx Sxx Fxx format. The report is sorted by Date/Time.

Exceptions Report

The Exceptions Report, **Exceptions.rdl**, lists the exceptions. When this report is double-clicked, the **Report Parameters** dialog appears. The parameters are the Start Date, and Stop Date.

The report columns are Date/Time, Status, Component, and Computer. The report is sorted by Date/Time.

I/O Activity Report

The I/O Activity Report, **IO Activity.rdl**, lists I/O Point activity. When this report is double-clicked, the **Report Parameters** dialog appears. The parameters are the Start Date, Stop Date, Point Name, Include Active, Include Normal, and Include Acked/Cleared.

The report columns are Date/Time, Point, Status, User and Comments. The report is sorted by Date/Time.

Operator Report

The Operator Report, **Operator.rdl**, lists the operator (a.k.a. user) activity such as logon/logoff. When this report is double-clicked, the **Report Parameters** dialog appears. The parameters are the Start Date, and Stop Date.

The report header has two (2) rows. The columns of the first row are Date/Time, Operator, and Computer. The columns for the second row are State\action, and Event. The report is sorted by Date/Time.

Project Change Report

The Project Change Report, **Project Change.rdl**, lists the changes made to the Project. When this report is double-clicked, the **Report Parameters** dialog appears. The parameters are the Start Date, Stop Date, Operator Name, Computer, Change Type, and Key Word.

Intelli-Site 4.1 User's Guide

Change types are:

- Node Add
- Node Modify
- Node Delete
- Card Add
- Card Modify
- Card Delete
- Personnel Add
- Personnel Modify
- Personnel Delete
- Access Set Add
- Access Set Modify
- Access Set Delete

The report columns are Date/Time, Operator, Computer, Change Type, and Data. Key word is used to filter the Data column. The report is sorted by Date/Time.

System Information Report

The System Information Report, **System Information.rdl**, provides a detailed list of the installed Intelli-Site license, the Intelli-Site components that have been installed as well as their versions; in addition it may include other system information. It is a tool for technical support if you ever need to contact them. It may take a few moments to generate this report.

Technical Support is trained to ask for this report for all incidences. If they fail to ask for it, the development team will riot. It's not a pretty sight. So please, generate this report and send it to tech support with your question.

Report Toolbar

Any report generated will appear in the Report Display Area. At the top of the area is the Report toolbar.



Displays the first page of the report



Displays the previous page of the report

Intelli-Site 4.1 User's Guide

3 of 4

Indicates which page of the report is showing (e.g., page 2 is displayed and the report has 2 pages)



Displays the next page of the report



Displays the last page of the report



Back to Parent Report is **not available** because generating sub-reports requires the full SQL Server Reporting Services



Stop rendering; only active when the report is being generated



Refresh the report using the same parameters



Opens the standard Windows Print dialog to print the report



Print Layout toggles between showing the report in print layout or not



Opens the standard Page Setup dialog



Open the Export Options menu to export the report; the options are Excel, PDF, or Word

Page Width ▾

Allows selection of the screen magnification options to size the report display

Find | Next

Enter the text to search for in the report; not available in Print Layout view

Intelli-Site 4.1 User's Guide

RFID Management View


 **RFID Management View** is the window in which all RFID management activities are managed. Tags, Tag Groups, Zones, and Zone Access are all managed in  **RFID Management View**. The  **RFID Management View** window has three (3) tabs.

- **Tags**
- **Distribution Lists & System Time Periods**
- **Tag Groups & Zones**

This section discusses these tabs in detail. In addition, we will discuss the Information Manager and the modifications necessary for RFID Management.

Note: *This View must be specifically enabled for each user. In addition, what a user can see and do in this View is configurable in the User View Options field on the user's properties dialog. See [User View Options](#).*

Tags Tab

RFID tags are managed on the **Tags** tab of  **RFID Management View**. Tags are defined here, granted access, and added to tag groups. Their current status is displayed here too.

Intelli-Site 4.1 User's Guide

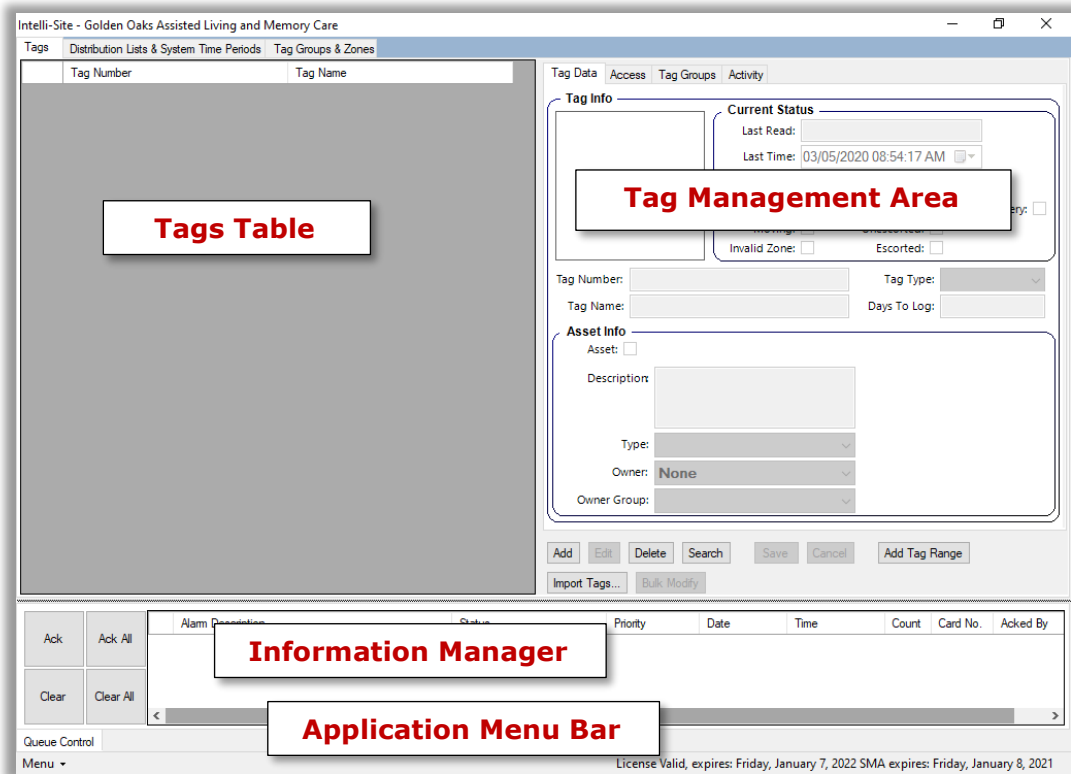


Figure 243 -  RFID Management View: Tags tab

Tags Table – List of tags in the database

Tag Management Area – Displays the data for the selected tag; area where tag data is added, edited, and deleted

Information Manager – Displays operational information for alarm display and management; not technically part of any View but visible in all Views; see [The Information Manager](#)

Note: When RFID Management events are written to the Alarm Queue, the Tag Number is written in the Card Number column. The Zone in which the event occurred is written in the Zone column. If the Receiver is not assigned to a Zone, then the Receiver is written in the Zone column. The Zone column is not included in the Information Manager Layout. You must edit the Default layout or create new ones.

Application Menu Bar – Contains the Application Menu; see [The Application Menu](#)

Intelli-Site 4.1 User's Guide

Tag Management Area

The Tag Management Area displays the data for the selected tag. There are several different data tabs that are used to manage the data. Which tabs are visible can be enabled on a user by user basis using the [User View Options](#) of the user's properties dialog.

- **Tag Data** – Information pertaining to the tag
- **Access** – The Zone(s) assigned to the tag
- **Tag Groups** – The Tag Group(s) to which this tag belongs
- **Activity** – Displays the receivers/zones in which this tag has been read

Additional user-defined tabs may be added. See [RFID Control](#).

The Tag Management Buttons

The band of buttons below the tabs in the Tag Management Area governs the actions that can be performed. These buttons apply to all tabs in the Tag Management Area.

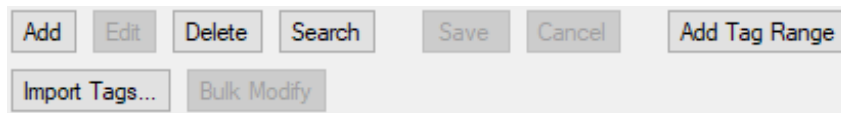


Figure 244 - Tag Management Buttons

The buttons will be disabled or enabled depending on the conditions surrounding the activity.

Add - Add a tag record; enabled when the current tag record or is not being modified; when pressed, the fields on the tabs are cleared and activated

Edit - Edit the selected tag record; enabled when a single tag is selected and no other action is taking place; when pressed, the fields on the tabs are activated and contain the data for the selected tag record

Delete - Delete the tag personnel record; enabled when a single tag record is selected, and no other action is taking place

Intelli-Site 4.1 User's Guide

Search - Search the tag database for the specified information; enabled when no other action is taking place. Once clicked, the **Save** button becomes the **Query** button. Enter the search criteria then click this button. A new **Clear Query** button appears which, when clicked, clears the query and exits search mode.

Save - Save the modifications; enabled when a record is being added or edited

Cancel - Cancel the current action; enabled when a record is being added, edited, or during a search

Add Tag Range - Add tag records for all tags in a specified range

Import Tags... - Import tag data from a properly formatted, tab-delimited file (**Note:** Tags can be imported directly from some RFID panels. See the respective panel guide.)

Bulk Modify - Modify the tag data for all selected tag records; disabled until more than one tag record is selected in the Tag Table

Intelli-Site 4.1 User's Guide

Tag Data Tab

The **Tag Data** tab contains the information specific to the tag.

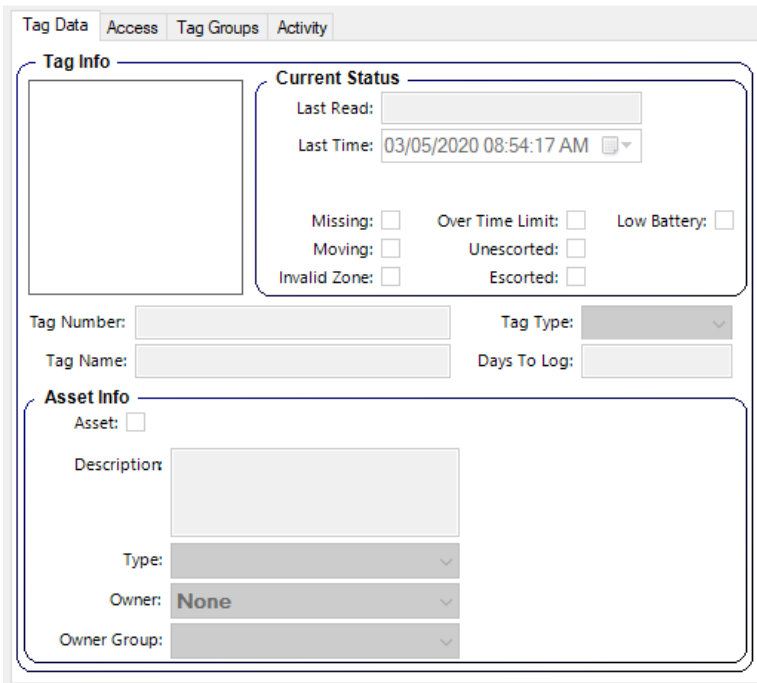


Figure 245 - Tag Data tab



– The image associated with the selected tag; not a required field

Tag Number – **Required**; edit box; the identification number of the tag

Tag Name – edit box; the name of the person or asset to which this tag is assigned

Tag Type – drop-down list; (values: *None* (default), *Actall HD Tag*, *Actall Tag*) the type of tag; most panels do not have a tag type

Days To Log – numeric; the number of days to display in the **Activity** tab

Intelli-Site 4.1 User's Guide

Current Status – group; the current status of the tag; these fields are informational and updated by the software which is why they are disabled

Last Read – the reader the tag was last detected by

Last Time – the date and time the tag was last read

Missing – checkbox; when checked the tag is not detected by any reader

Moving – checkbox; when checked, the tag is in motion

Invalid Zone – checkbox; when checked the tag is in zone to which it is not assigned

Over Time Limit – checkbox; when checked, the tag has been in a zone longer than allowed

Unescorted – checkbox; when checked, the tag is unescorted when it is supposed to have an escort

Escorted – checkbox; when checked, the tag is escorted

Low Battery – checkbox; when checked, the tag's battery is low and should be replaced

Asset Info – group; those fields that define the asset information if the tag is for an asset

Asset – checkbox; when checked, this tag is for an asset

Description – multi-line edit box; the information about the asset

Type – drop-down list; the type of asset; the types must be defined per Project, see [Database Field Control](#)

Owner – drop-down list; automatically populated with all the tags as they are added; the tag that is the owner of this asset

Owner Group – drop-down list; automatically populated with the tag groups; this tag is owned by any tag that is assigned to the selected tag group

Intelli-Site 4.1 User's Guide

Days to Log – numeric; the number of days to keep in the history log for this card

Access Tab

The **Access** tab allows the user to assign zones to a tag. The zones listed in the Assigned Zones list box are the zones assigned to the selected tag.

Note: Zones are defined on the [Tag Groups & Zones](#) tab

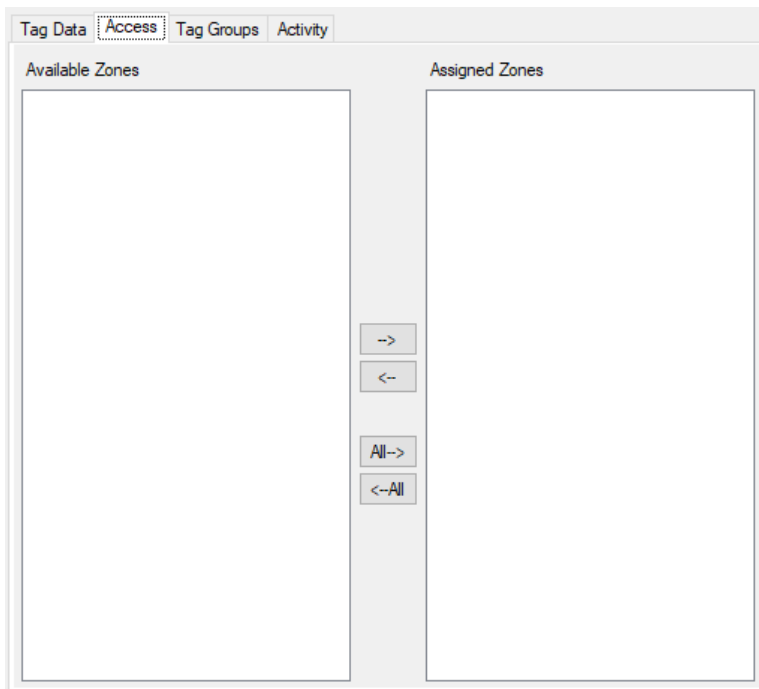




Figure 246 - Access tab


Available Zones – List box containing the zones that have **not** been assigned to the selected tag


Assigned Zones – List box containing the zones assigned to the selected tag

 - Move the selected zone(s) in the Available Zones list box to the Assigned Zones list box

 - Move the selected zone(s) in Assigned Zones to Available Zones

Intelli-Site 4.1 User's Guide

 - Move all zones in the Available Zones list box to the Assigned Zones list box

 - Move all zones in the Assigned Zones list box to the Available Zones list box

Tag Groups Tab

The **Tag Groups** tab allows the user to assign tag groups to a tag. The tag groups listed in the Assigned Tag Groups list box are the groups assigned to the selected tag.

Note: *Tag Groups are defined on the [Tag Groups & Zones tab](#)*

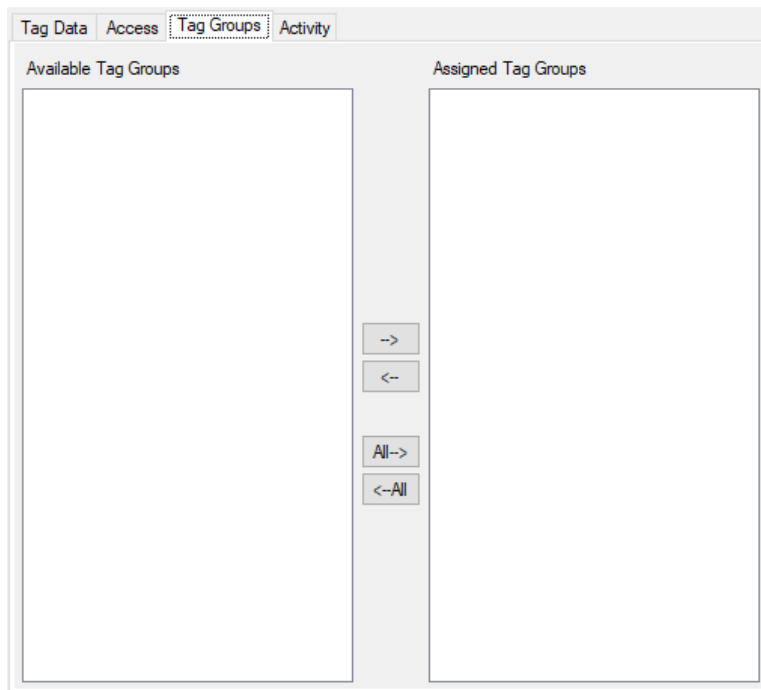



Figure 247 - Access tab


Available Tag Groups – List box containing the tag groups that have **not** been assigned to the selected tag


Assigned Tag Groups – List box containing the tag groups assigned to the selected tag

 - Move the selected tag group(s) in the Available Tag Groups list box to the Assigned Tag Groups list box

Intelli-Site 4.1 User's Guide

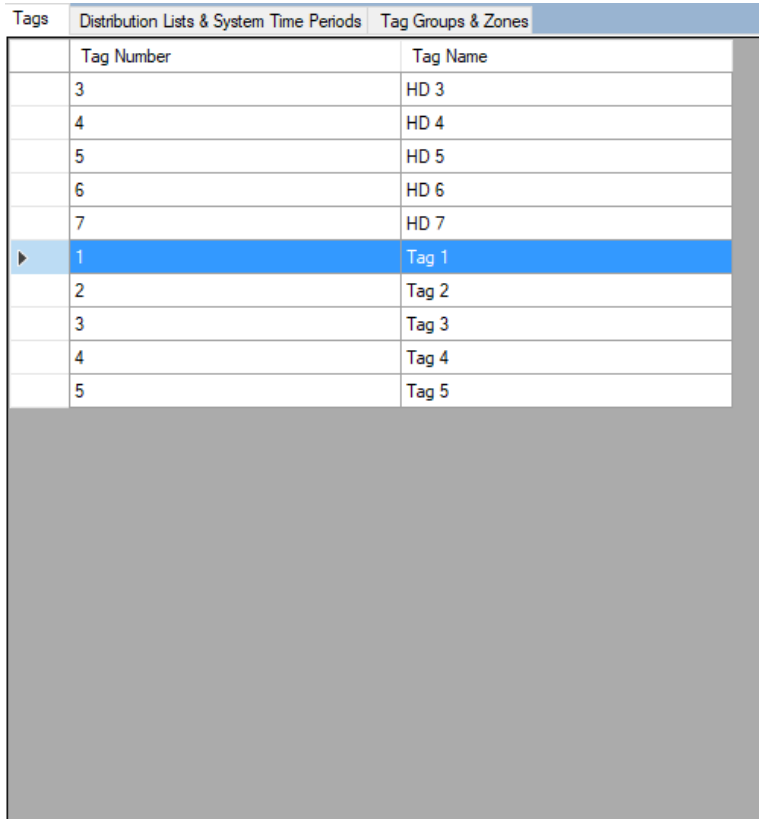
 - Move the selected tag group(s) in Assigned Tag Groups to Available Tag Groups

 - Move all tag groups in the Available Tag Groups list box to the Assigned Tag Groups list box

 - Move all tag groups in the Assigned Tag Groups list box to the Available Tag Groups list box

Tags Table

The Tags Table is a list of all tags in the database. The columns are Tag Number and Tag Name.



Tag Number	Tag Name
3	HD 3
4	HD 4
5	HD 5
6	HD 6
7	HD 7
1	Tag 1
2	Tag 2
3	Tag 3
4	Tag 4
5	Tag 5

Figure 248 - Tags Table

The table is not sorted when this View is opened. To change the sorting key, click on the column header. The table sorts in ascending order by the column header clicked. Clicking on the same column header again will reverse the sort order. An arrow in the column header indicates the sort order.

Intelli-Site 4.1 User's Guide

The highlighted row in the Tags Table displays in the Tag Management Area to the right of the table. A row is highlighted by clicking on it or using the up and down arrow buttons. It is possible to select multiple rows using the standard shift+click and ctrl+click methods.

Use the buttons in the Tag Management Area to manage the tags in the Tags Table.

There is also a context menu for this table.

Tag Number	Tag Name
3	HD 3
4	HD 4
5	HD 5
6	HD 6
7	HD 7
1	Tag 1
2	
3	
4	
5	

Figure 249 - Personnel Table Context Menu


Export Photo(s) – **Not Yet Implemented** Export the photos of the selected personnel; enabled if the user has the **Photo Maintenance** [User View option](#) enabled

Delete Tags – Delete the selected tag record(s)

Select All – Select every tag record

Intelli-Site 4.1 User's Guide

Distribution Lists & System Time Periods Tab

Distribution lists and system time periods are managed on the ***Distribution Lists & System Time Periods*** tab of  **RFID Management View**.

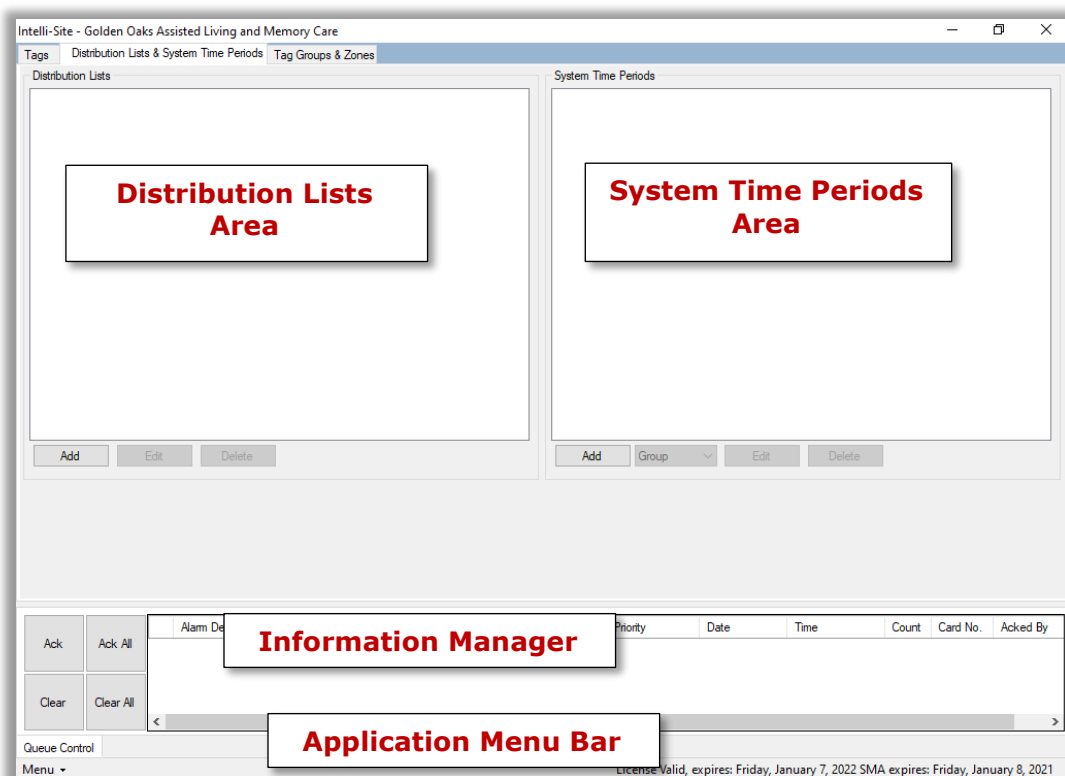


Figure 250 -  RFID Management View: Distribution Lists & System Time Periods tab

Distribution Lists Area – Distribution lists are listed and added/edited/deleted here; see [Distribution Lists](#)


System Time Periods Area – System time periods are listed and added/edited/deleted here; see [System Time Periods](#)

Information Manager – Displays operational information for alarm display and management; not technically part of any View but visible in all Views; see [The Information Manager](#)

Application Menu Bar – Contains the Application Menu; see [The Application Menu](#)

Intelli-Site 4.1 User's Guide

Tag Groups & Zones Tab

Distribution lists and system time periods are managed on the ***Distribution Lists & System Time Periods*** tab of  **RFID Management View**.

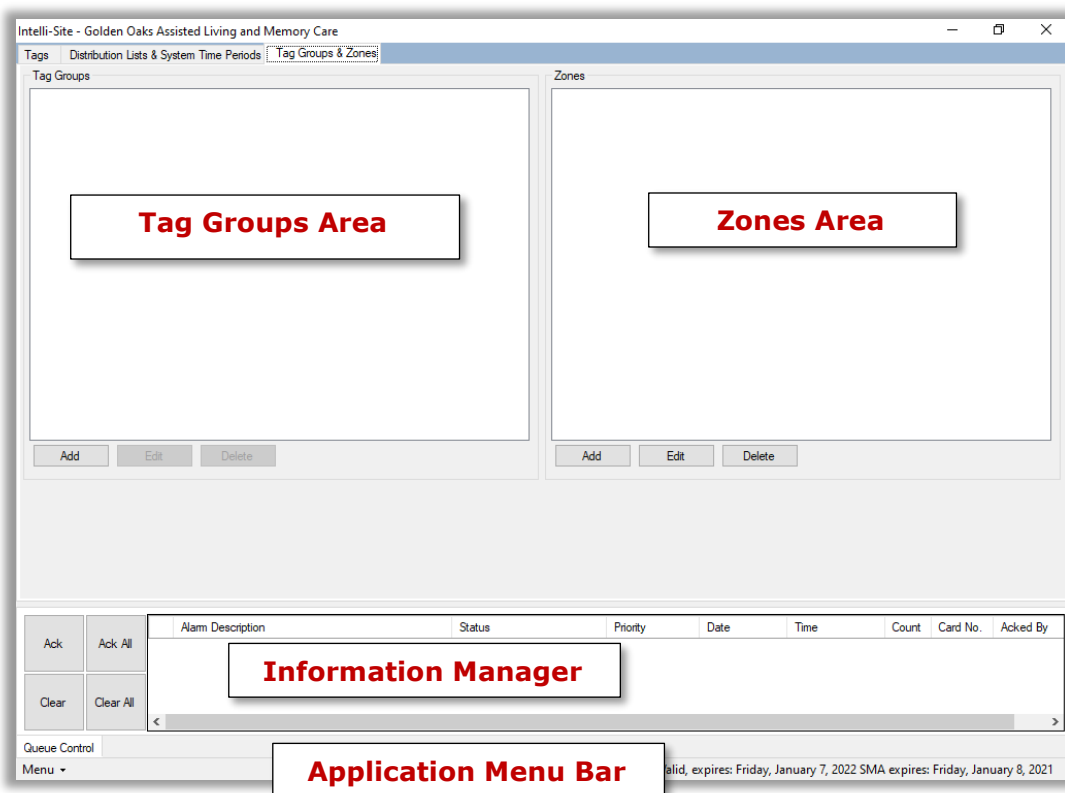


Figure 251 -  RFID Management View:
Tag Groups & Zones tab

Tag Groups Area – Tag groups are added, edited, and deleted here

Zones Area – Zones are added, edited, and deleted here

Information Manager – Displays operational information for alarm display and management; not technically part of any View but visible in all Views; see [The Information Manager](#)

Application Menu Bar – Contains the Application Menu; see [The Application Menu](#)

Intelli-Site 4.1 User's Guide

Tag Groups

A tag group defines who will be notified when an RFID Manager event occurs during a specific system time zone.

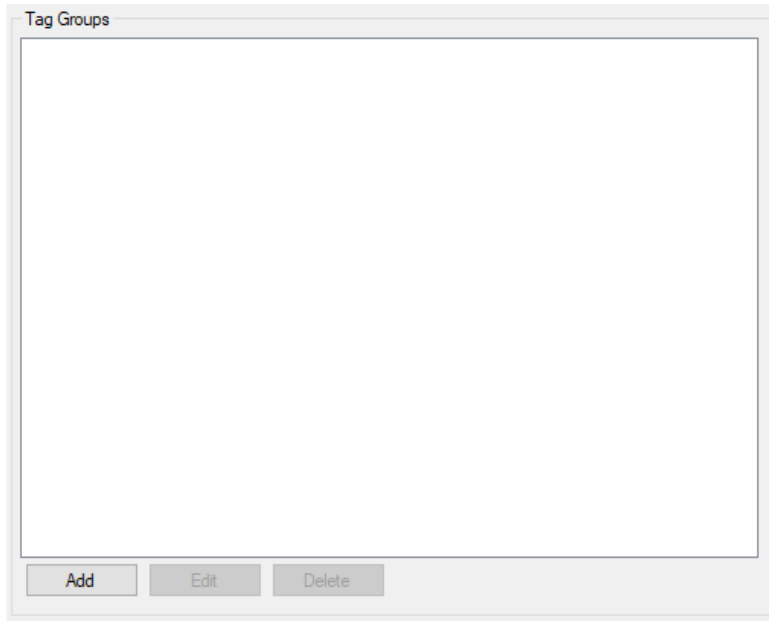
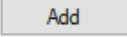


Figure 252 - Tag Groups

Clicking the  button adds a new tag group and opens its properties dialog.

The standard node fields of **Name**, **ID**, **User Level**, and **Notes** are present. The important fields are the **Time Zone** and **Distribution List** for each RFID Manager event. The RFID Manager events are:

- Missing Tag Alarm
- Invalid Tag Location Alarm
- Moving Tag Alarm
- Over Time Limit Alarm
- Unescorted Tag Alarm
- Escorted Tag Alarm

Intelli-Site 4.1 User's Guide

The screenshot shows a dialog box titled "[1276] New Tag Group" with a close button (X) in the top right corner. The dialog has a "Properties" tab. The main area contains the following fields:

- Name:
- ID:
- User Level:
- Notes:

Below the main fields are six alarm configuration sections, each with a "Time Zone" dropdown and a "Distribution List" dropdown:

- Missing Tag Alarm
- Over Time Limit Alarm
- Invalid Tag Location Alarm
- Unescorted Tag Alarm
- Moving Tag Alarm
- Escorted Tag Alarm

At the bottom of the dialog are "OK" and "Cancel" buttons.

Figure 253 - Tag Group node Properties dialog

When the RFID Manager determines that a tag is in one of these alarm states, the Manager will check the [tag groups assigned](#) to this tag. If appropriate, it will send email for the event. Email must be set up. See [Email Notification](#).

Zones

A zone is a set of RFID receivers that are to be treated as a single unit.

Intelli-Site 4.1 User's Guide

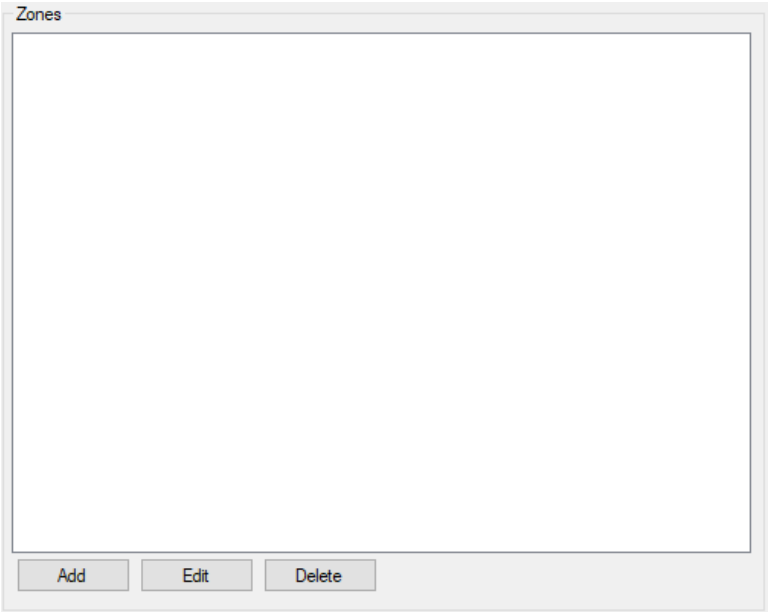
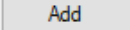


Figure 254 - Zones

Clicking the  button adds a new zone and opens its properties dialog.

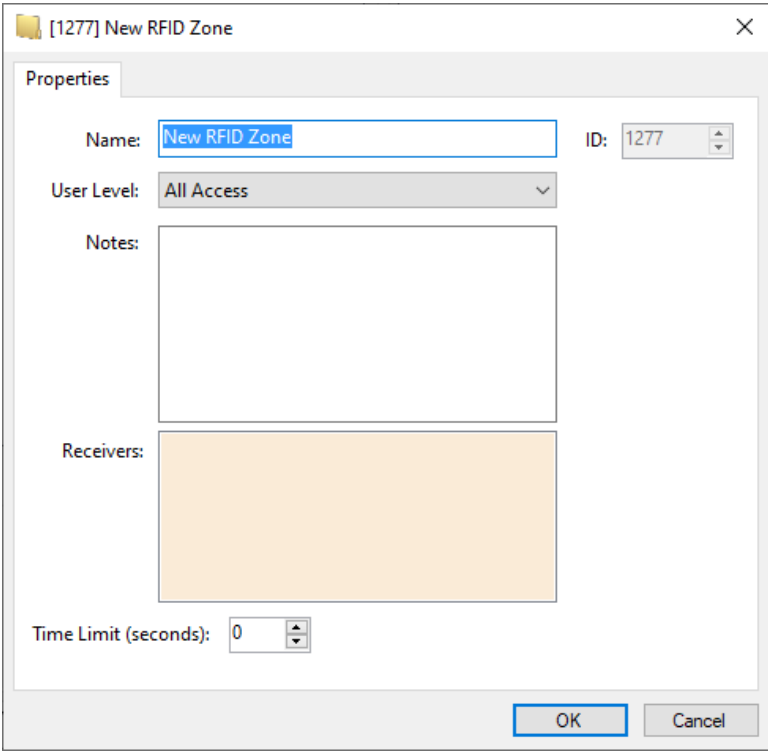


Figure 255 - Tag Group node Properties dialog

Intelli-Site 4.1 User's Guide

Of course, the standard fields are present. **Name**, **ID**, **User Level**, and **Notes** are on every node. The fields specific to a zone are **Receivers** and **Time Limit**.



Receivers – drop list; the list of RFID receivers that are part of this zone

Time Limit (seconds) – numeric; the maximum number of seconds that a tag may remain in this zone without generating an event; 0 = unlimited

Information Manager

The Information Manager contains the **Alarm Queue** and the **Shunt/Force Queue (Not Yet Implemented)**. The “look and feel” of the Information Manager is governed by an Information Manager Layout. Section [The Information Manager](#) fully explains the Information Manager. This section addresses the modifications to the default Information Layout for RFID management.


When an alarm happens, it is written to the **Alarm Queue**. The **Card No.** column contains the tag name, tag number and tag type.

		Alarm Description	Status	Priority	Date	Time	Count	Card No.	Acked By
Ack	Ack All	 Crisis Controller\New Tag	Point is On	None	2/24/2020	2:22:55 PM	1	Tag 3 (3 ...	
		 Crisis Controller\New Tag	Point is On	None	2/24/2020	2:22:55 PM	1	** Not in ...	
Clear	Clear All								

Queue Control

Figure 256 - Default Alarm Queue

It is possible to also display the location of the tag by adding the **Zone** data field in the **Information Manager Layout**. If the receiver is part of a zone, the name of the zone is displayed. If it is not part of a zone, then the name of the receiver is written to the Zone column.

The **Information Manager Layout** nodes are modified in  **Design View**. They are found by expanding **Setup -> User Setup -> Information Manager Layouts**.

Intelli-Site 4.1 User's Guide

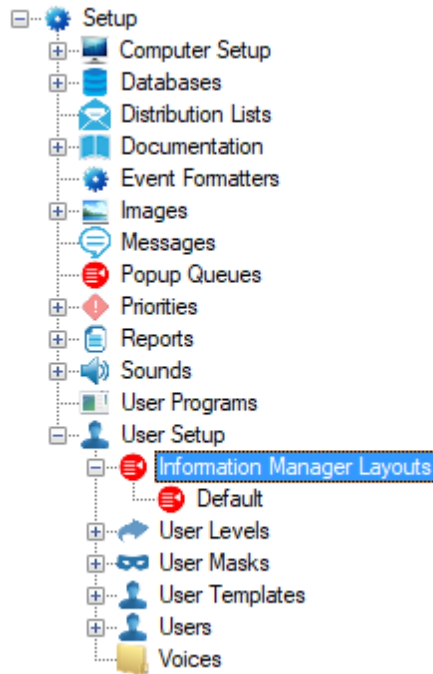


Figure 257 - Information Manager Layouts node

Right-click on the **Default** node and select *Properties...*. The column definitions are found on the **Alarm Status Queue** tab.

Intelli-Site 4.1 User's Guide

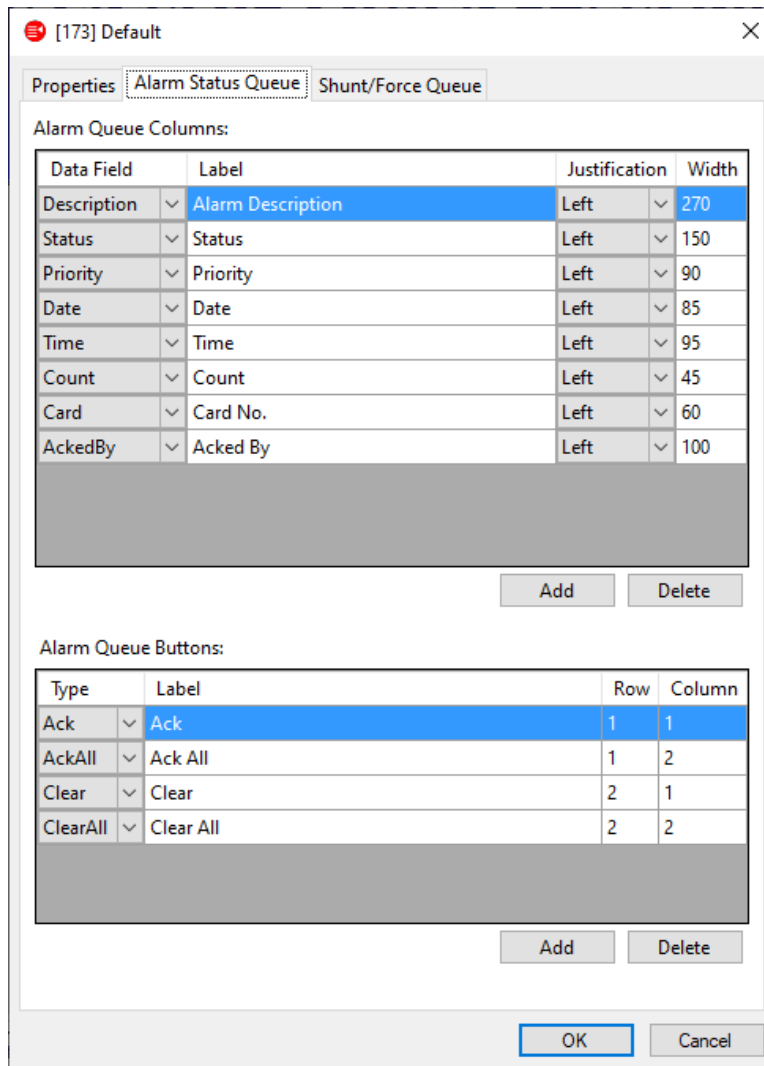
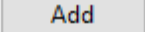
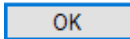


Figure 258 - Information Manager Layout Properties dialog: Alarm Status Queue tab

Under the **Alarm Queue Columns** table, click the  button. A new row is added to the table. In **Data Field** cell, select *Zone*. In the **Label** cell, give the label for this column. Select the **Justification** for the column and define how wide the column needs to be.

Note: *The order of the rows in this table is the order of the columns in the Alarm Queue. A row cannot be inserted directly, but one can easily modify the rows to define the order of the columns that best fit the facility's needs.*

When the column definitions are satisfactory, click the  button to save them.

Intelli-Site 4.1 User's Guide

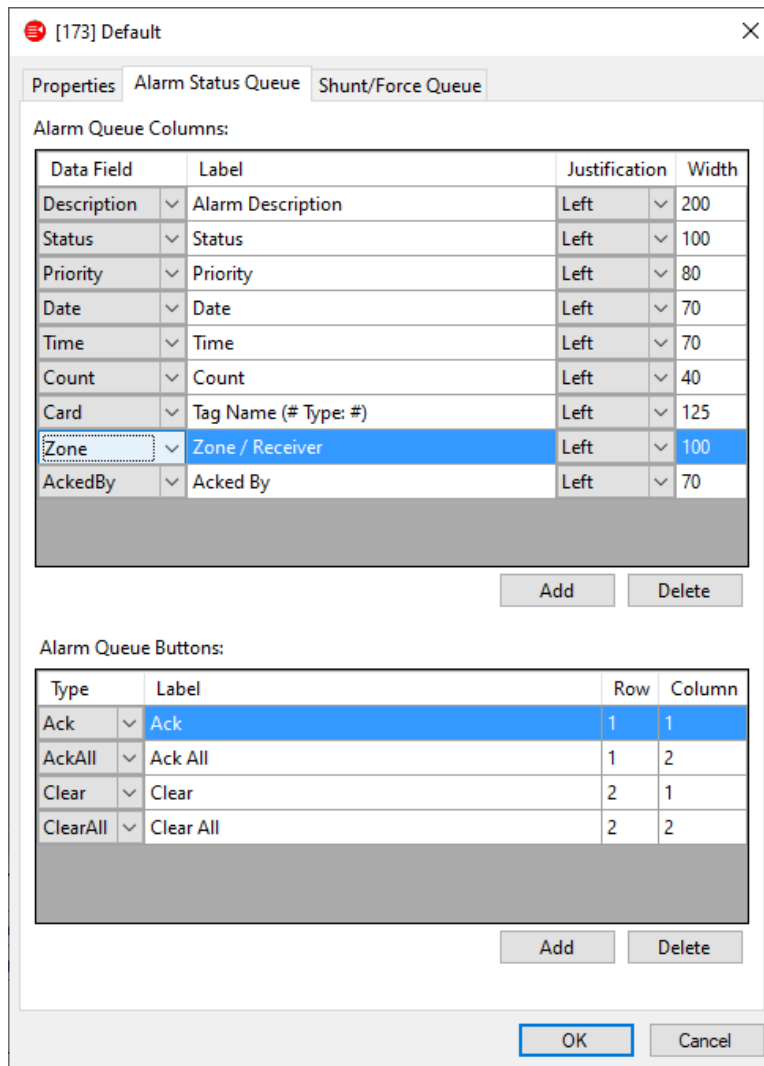


Figure 259 - Information Manager Layout Properties dialog: Alarm Status Queue tab w/ Zone column

Every alarm queue that uses this **Information Manager Layout** is updated to reflect the changes.


Ack	Ack All	Alarm Description	Status	Priority	Date	Time	Count	Tag Name (# Type: #)	Zone / Receiver	Acked By
		Crisis Controller\Unauthorized Tag	Point is On	None	3/3/2020	4:23:03 PM	1	Tag 4 (4 Type: 2)	PT Zone	
		Crisis Controller\Missing Tag	Point is On	None	3/3/2020	4:27:03 PM	1	Tag 4 (4 Type: 2)	PT Zone	
Clear	Clear All									

Queue Control

Figure 260 - Updated Default Alarm Queue

Intelli-Site 4.1 User's Guide

Scheduled Events View

 **Scheduled Events View** manages the scheduled events. A scheduled event is types of virtual point that can be programmed to set points based on time and date parameters and then clear those points when the time expires. For example, Software Giants, LLC is hosting an open house on Saturday, May 23, 2020 from 7:00am to 7:00pm. The user would create an event to unlock the Main Entrance. Then schedule that event to begin May 23, 2020 at 7:00am and end May 23, 2020 at 7:00pm.

This is the  **Scheduled Events View** window.

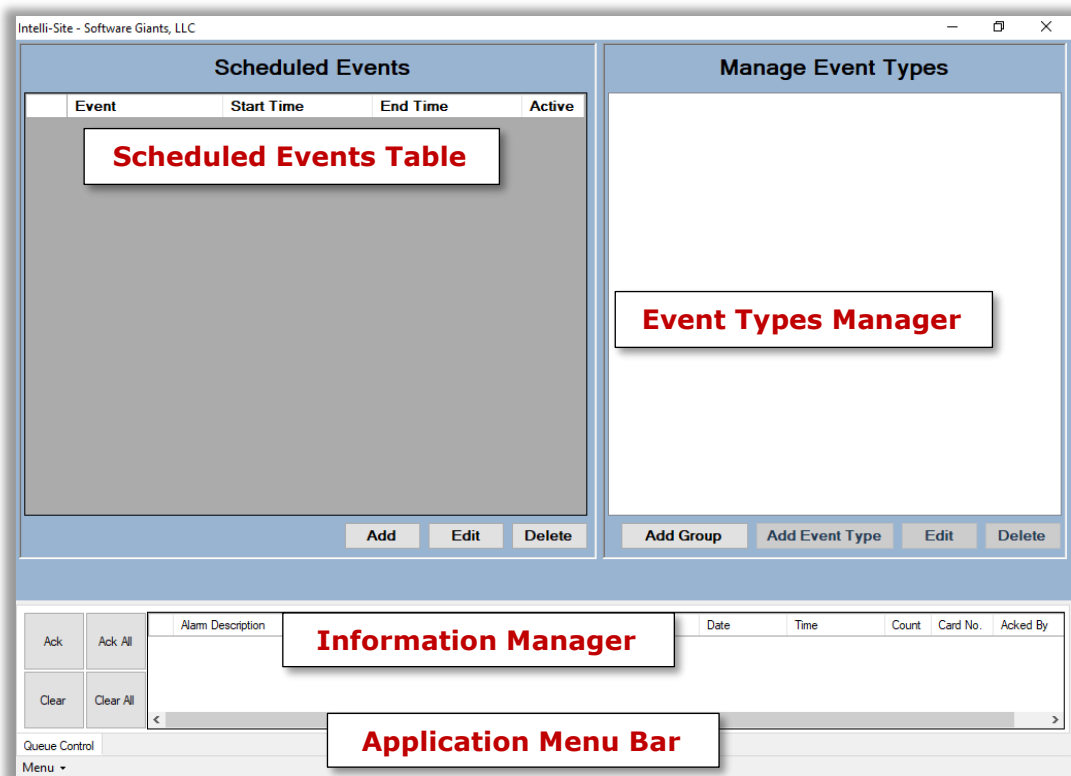


Figure 261 -  Scheduled Events View

Event Type Manager – Add, edit, and delete event groups and event types

Scheduled Events Table – Contains the specific events and their activation and deactivation dates and times

Intelli-Site 4.1 User's Guide

Information Manager – Displays operational information for alarm display and management; not technically part of any View but visible in any View; see [The Information Manager](#)

Application Menu Bar – Contains the Application Menu; see [The Application Menu](#)

Event Type Manager

The Event Type Manager is used to add, edit, and delete scheduled event groups and scheduled event types.

Scheduled Event Group – The means by which event types are organized

Scheduled Event Type - Contains all the points that will be set with the schedule begins and cleared when the schedule ends

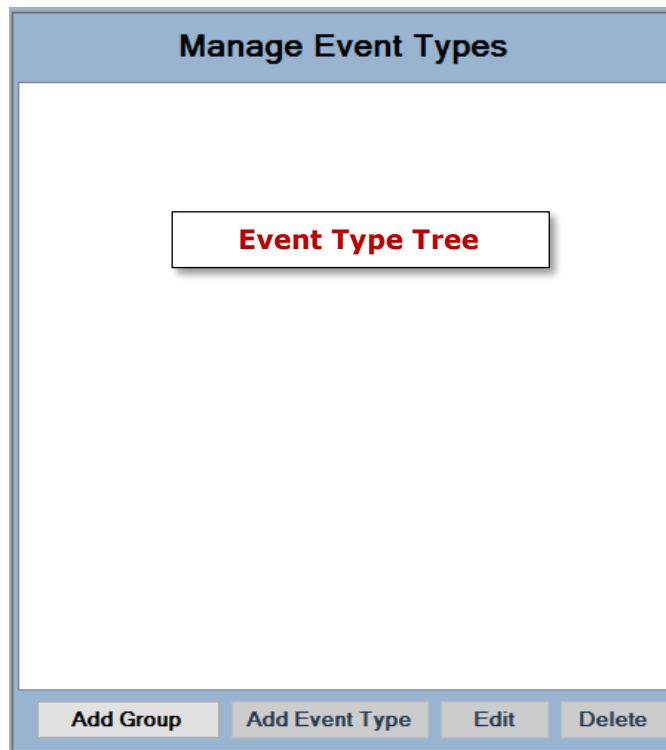



Figure 262 - Event Types Manager

 - Tree of Scheduled Event Groups, Scheduled Event Types, and the points assigned to each event




Intelli-Site 4.1 User's Guide

Add Group – Add a new Scheduled Event Group

Add Event Type - Add a new Scheduled Event Type to the selected Scheduled Event Group; disabled until an Event Group is selected

Edit - Opens the properties of the selected Scheduled Event Type or Scheduled Event Group; disabled until one is selected

Delete - Delete the selected Scheduled Event Group or Scheduled Event Type; disabled until an Event Group or Event Type is selected

Note: The Scheduled Event Groups and Scheduled Event Types created in  Scheduled Events View can be found in the Project Node Tree under the Constructs -> Scheduled Events node in  Design View. Advanced programming of the event type must be done in  Design View.

Scheduled Event Group

Scheduled event groups organize scheduled event types. There must be at least one scheduled event group. When the **Add Group** button is clicked, a new scheduled event group node is added to the Tree and the properties dialog opened.

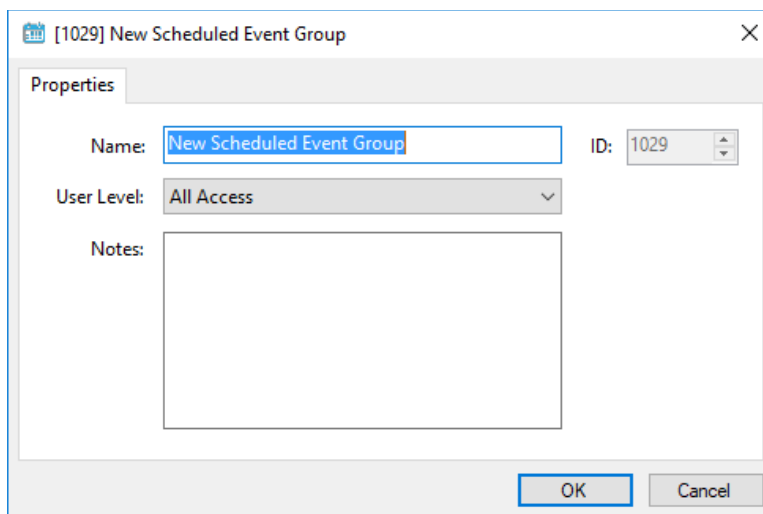


Figure 263 - Scheduled Event Group properties dialog

Intelli-Site 4.1 User's Guide

Rename the scheduled event group then click to save the changes. The Event Type Tree displays the new scheduled event group.

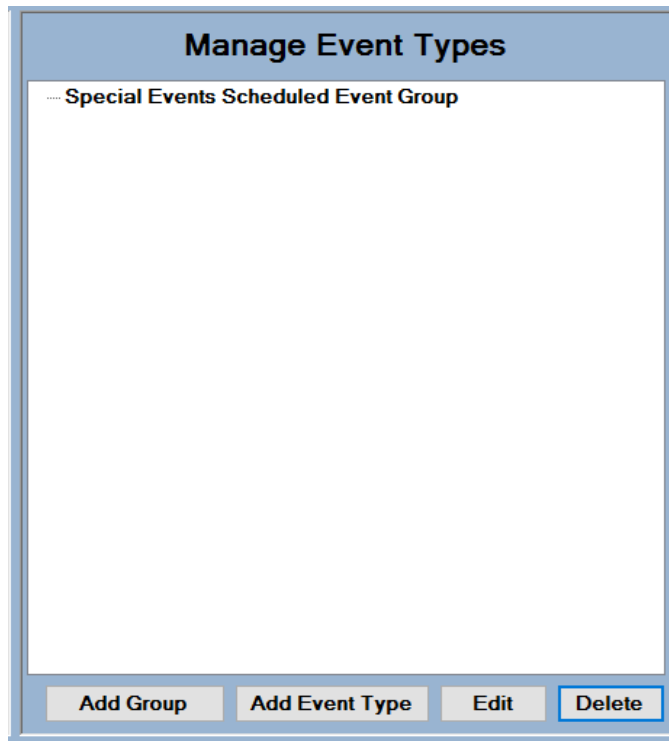


Figure 264 - Event Type Tree with a Scheduled Event Group

Scheduled Event Type

A scheduled event type defines the points that will be set on at the beginning of the scheduled event date and time and set off at the end.

Note: *While an event schedule is active, all the points included in the event will be held in the set on state. If another operation or event would set off the point, the point will not be set off until all events that include the point are no longer active.*

All scheduled event types must be part of a scheduled event group. The button is disabled until a scheduled event group is selected. Select the appropriate scheduled event group then click . A new scheduled event type is added to the selected group and its **Quick Config** dialog is opened.

Intelli-Site 4.1 User's Guide

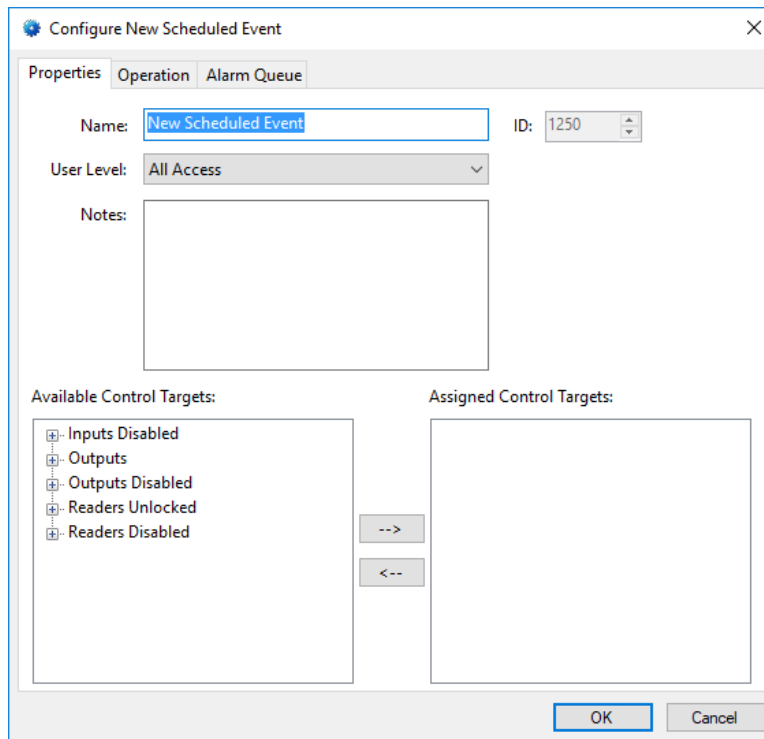


Figure 265 - Scheduled Event Type Quick Config dialog

There are three tabs on this dialog. For information about the **Operation** and **Alarm Queue** tabs, see [Operation Tab](#) and [Alarm Queue Tab](#). The points are assigned to this scheduled event type on the **Properties** tab.

Name - The name for the node; the name doesn't have to be unique



ID - The unique identifier of this node; generated by Intelli-Site

User Level - The User Level a user must possess to open the properties for this node, see [User Levels](#)

Notes - Any notes the user may have for the node

Available Control Targets – Tree of available points that can be set on by the scheduled event type

Assigned Control Targets – Tree of all points this scheduled event type will set on while the schedule is active

Points are moved between the two Trees by , , or double-clicking.

Intelli-Site 4.1 User's Guide

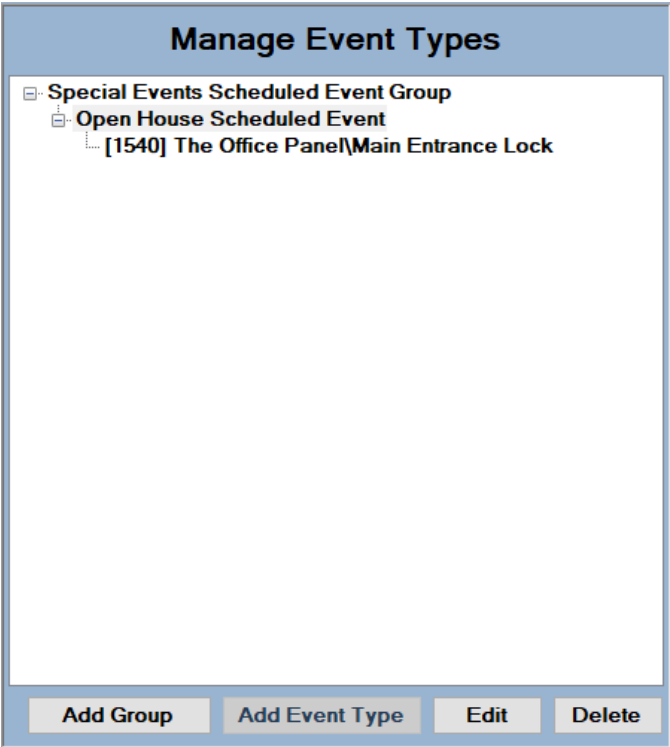
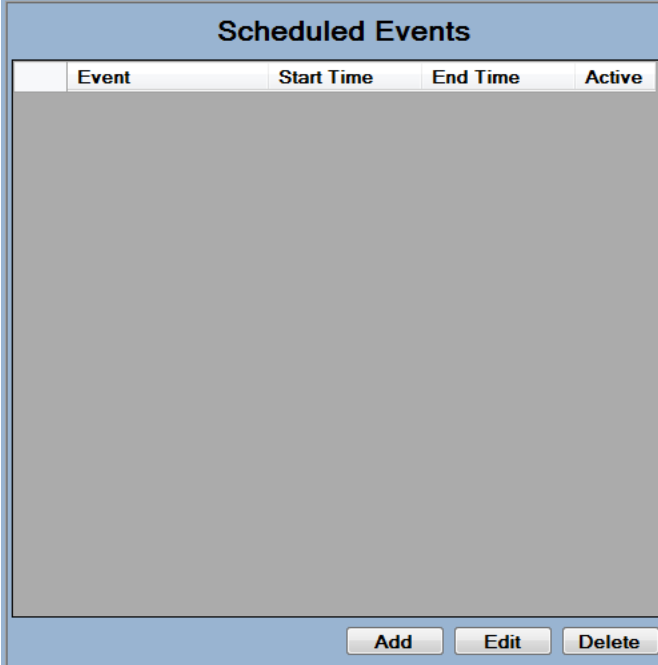


Figure 266 - Event Type Manager for the example

Intelli-Site 4.1 User's Guide

Scheduled Events Table

The Scheduled Events Table contains the timetable of scheduled events. Scheduled events are added, edited, and deleted here.



Event	Start Time	End Time	Active
-------	------------	----------	--------

Figure 267 - Scheduled Events Table

Event – The event that will be activated at the designated start time and deactivated at the end time; the points on the event, if any, are set as well

Start Time – The date and time when this event will begin

End Time – The date and time when this event will end

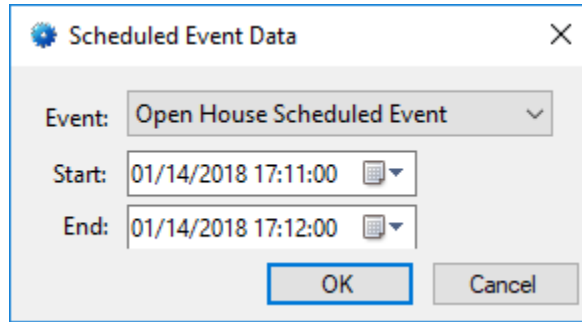
Active – Checkbox that is checked when the event is active and clear when it is not

Note: *While an event schedule is active, all the points included in the event will be held in the Set On state. If another operation or event would Set Off the point, the point will not be set off until all events that include the point are no longer active.*

Add a Scheduled Event

To add a scheduled event, click . The **Scheduled Event Data** dialog displays.

Intelli-Site 4.1 User's Guide



Scheduled Event Data

Event: Open House Scheduled Event

Start: 01/14/2018 17:11:00

End: 01/14/2018 17:12:00

OK Cancel

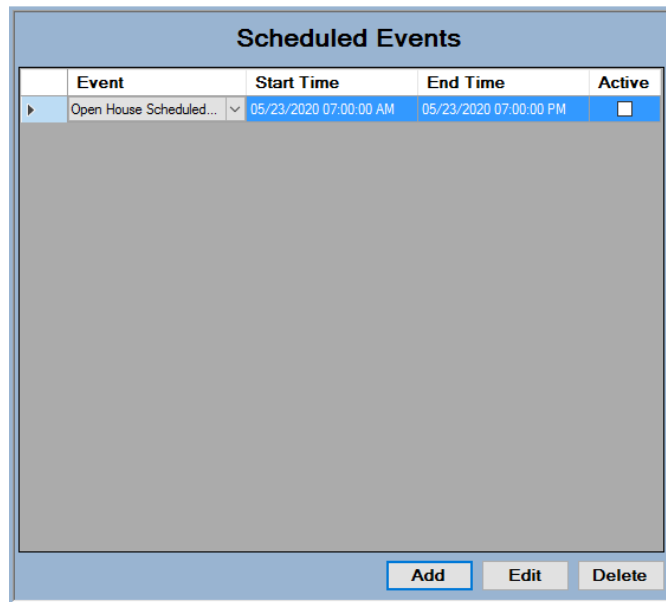
Figure 268 - Scheduled Event Data dialog

Event – Drop-down list of available Event Types

Start – The date and time the scheduled event will begin

End – The date and time the scheduled event will end

Select the desired event, set the Start date and time and the End date and time. Click **OK**. The new scheduled event is added to the Scheduled Events Table. All new events are added to the end of the table.



	Event	Start Time	End Time	Active
▶	Open House Scheduled...	05/23/2020 07:00:00 AM	05/23/2020 07:00:00 PM	<input type="checkbox"/>

Add Edit Delete

Figure 269 - Example Scheduled Events Table

Intelli-Site 4.1 User's Guide

Edit a Scheduled Event

To edit an existing scheduled event, highlight the desired event by clicking on it. The whole row will be blue when it is highlighted. Then click the **Edit** button. The **Scheduled Event Data** dialog for the highlighted event displays.

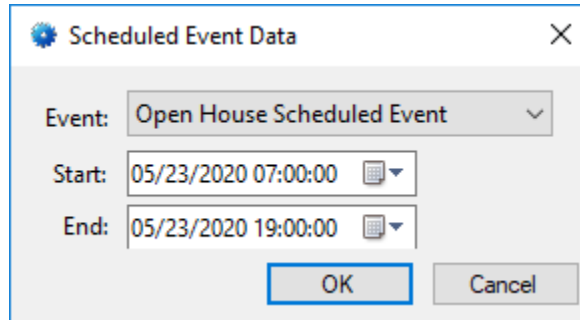



Figure 270 - Example Scheduled Event Data dialog

Make the desired modifications. Click **OK** to save or **Cancel** to abandon the changes.

Delete a Scheduled Event

To delete an existing scheduled event, highlight the desired event by clicking on it. The whole row will be blue when it is highlighted. Then click the **Delete** button. A **Confirm Delete** dialog displays. Click Yes to delete the event, No to keep the event.

Video View





 **Video View** manages displaying video. It provides similar functionality to most DVR/NVR interfaces allowing you to stream video from multiple cameras at once as well as provide access to various functions offered by the DVR/NVR and cameras, specifically:


- PTZ
- Screen capture
- Multiple windows
- Saving camera configurations


It is not visible by default for any user.

Note: *The cameras, DVRs, and/or NVRs must be configured in  Hardware Management View before any video can be displayed. See the appropriate panel guide for instructions.*

Enabling Video View

 **Video View** is only visible to a user once it has been enabled. Not even the default user, **master**, includes the  **Video View**. To enable   **Video View**, the properties of the user must be modified.

Note: *Changes made to a user's properties take effect the next time that user logs in. Therefore, if this was the currently logged in user's properties, logoff and log back in to access the  Video View.*

In  **Design View**, open the properties dialog of the target user. User nodes are found by expanding **Setup->User Setup ->Users**. If you need to add a new user, see [Users](#). If the user is an existing one, right-click on the user node and select *Properties*.

Intelli-Site 4.1 User's Guide

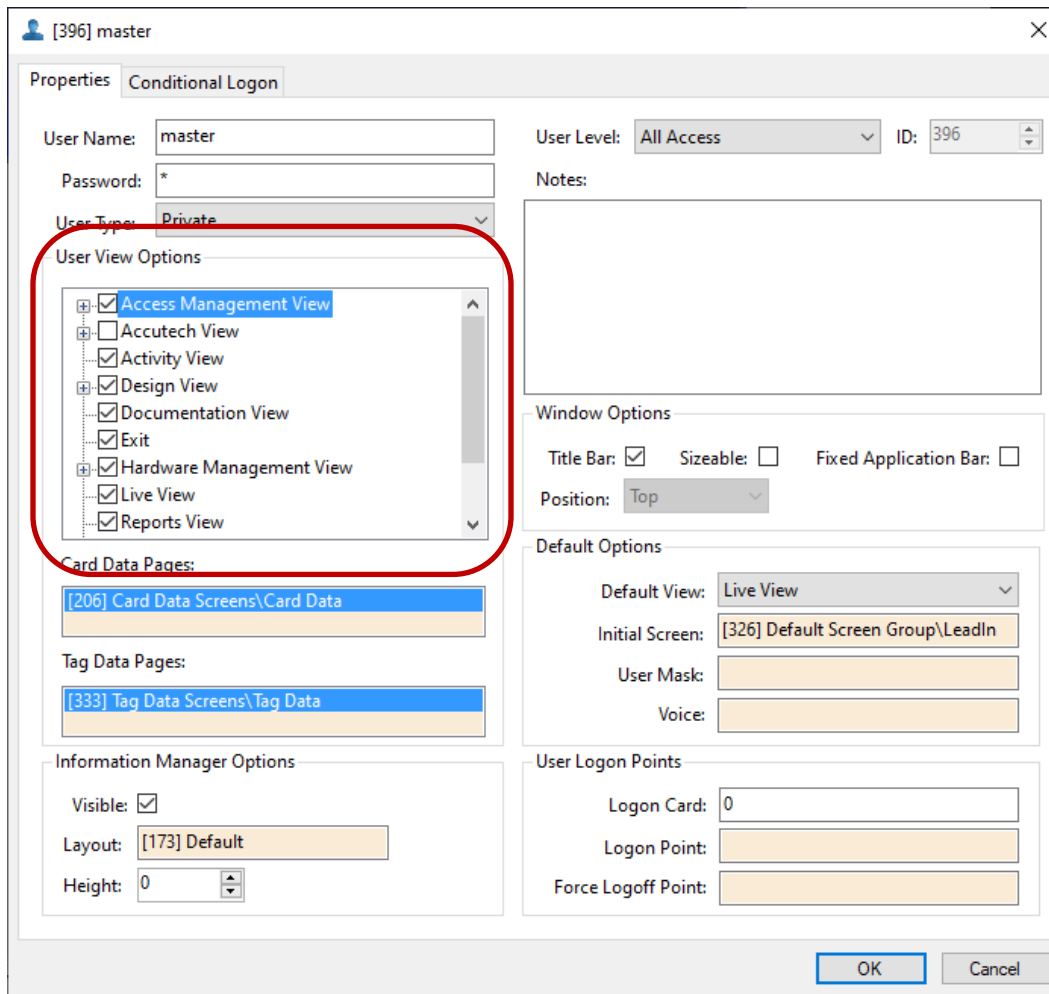



Figure 271 - User Properties dialog

Locate the **User View Options**. They are highlighted by a red rectangle in the figure above. In these options, locate the **Video View** checkbox. Click in it to check it. Then click OK to save the changes.

Intelli-Site 4.1 User's Guide

Using Video View

When  **Video View** is opened the first time it looks like the following figure.

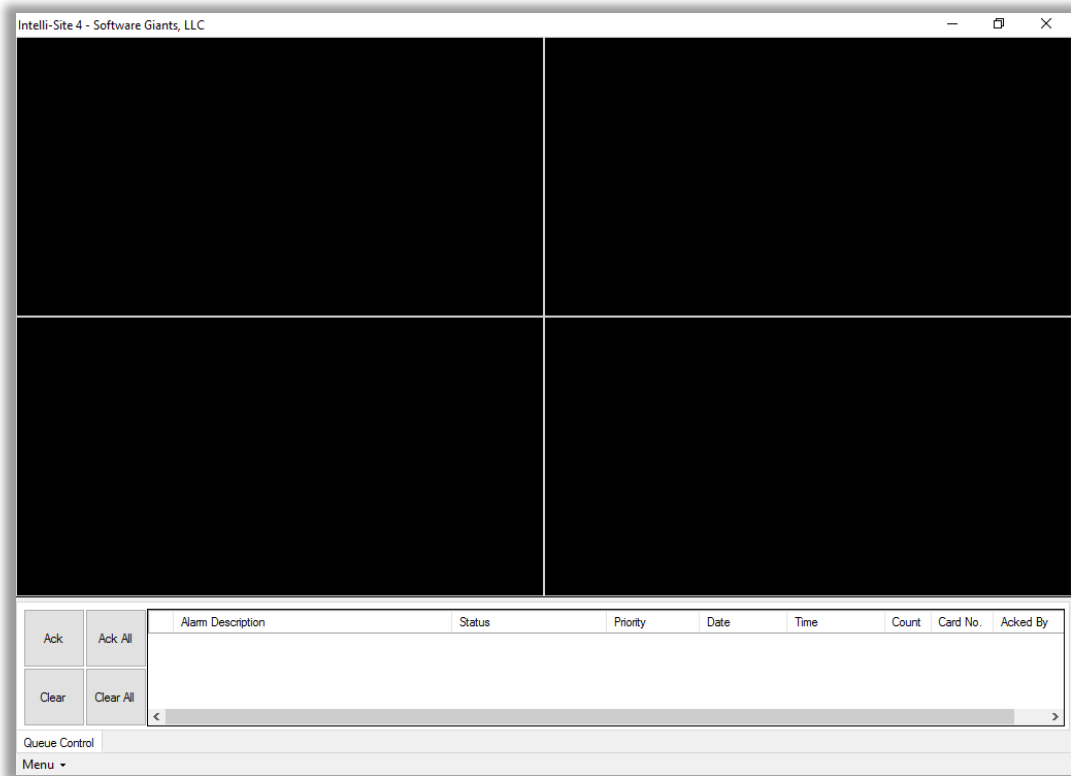




Figure 272 -  Video View

The default display is four (4) video display screen objects. They are the exact same screen objects that can be programmed in  **Design View** for use in  **Live View**. Intelli-Site had done all the programming for you.


When the mouse hovers over a video display, the video display toolbar appears. The toolbar displays only those tools appropriate for the camera that is currently streaming. This means that when no camera is connected, the toolbar is the basic toolbar. Hover text displays the name of each tool.

Intelli-Site 4.1 User's Guide

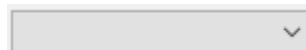


Figure 273 - Video Display: Basic Toolbar


Once a video display is connected to a camera, other tools appear on the toolbar depending on the abilities of the camera.


 **Settings** – Allows the user to change the number of displays, save the current configuration, switch to a saved configuration, or expand to full screen

Note: Hit the *Esc* key to exit full screen mode.

 **Select Camera** – drop-down list; a list of the cameras in the project; selecting a camera will connect this video display with that camera; the option *Disconnect* allows the user to disconnect this video display or all video displays in

 **Live View**

 **Snapshot** – button; takes a snapshot of the current video stream and saves it in My Pictures as a jpg file. The filename is the <camera name>-<date>.jpg (e.g., Ulisse Compact HD-11-18-2016 12-45-45.jpg).

 **PTZ** – button; opens the PTZ pad for this camera; it takes a small amount of time to initialize the pad the first time

The Information Manager

Intelli-Site allows the user to monitor system activity and alarm conditions in real-time through the **Information Manager** (IM).

When the IM displays, it is visible in all Views, allowing alarms to be monitored while using other system features. The IM displays in the bottom portion of the screen.

Ack	Ack All	Alarm Description	Status	Priority	Date	Time	Count	Card No.	Acked By
		The Office Compass IRM Panel\Panel Status	Offline	None	10/17/2016	1:31:34 PM	2		
		The Office Compass IRM Panel\Service Entrance	Card Not In Panel Database...	None	10/17/2016	1:31:47 PM	1	** Not in ...	

Queue Control

Figure 274 - Information Manager

Whether the IM displays or not is determined by the logged in user's properties. In addition, the layout of the IM as well as the actions allowed is configurable on a per user basis. The following sections will explain the **Queue Control** tab and configuring the IM Layout.

Queue Control

The **Queue Control** (Alarm Status) tab of the Information Manager is the default tab. It displays all the alarms that have been triggered. Conditions may also be displayed that are not alarm conditions but are events that have been set to be written to the queue.

Note: *The properties Panel Will Transmit along with Add To Queue On High or Add To Queue On Low determine if an event is written to the Alarm Queue. These properties are found on the Operations tab.*

Ack	Ack All	Alarm Description	Status	Priority	Date	Time	Count	Card No.	Acked By
		The Office Compass IRM Panel\Panel Status	Offline	None	10/17/2016	1:31:34 PM	2		
		The Office Compass IRM Panel\Service Entrance	Card Not In Panel Database...	None	10/17/2016	1:31:47 PM	1	** Not in ...	

Queue Control

Figure 275 - Queue Control tab

Alarm Description - Displays the text description of the alarm

Intelli-Site 4.1 User's Guide

Status - Displays the status of the condition: for example, "Point is On"

Priority - Displays the priority assigned to the event (alarm); priorities are set in the properties of a node on the **Alarm Queue** tab.

Date - Displays the date of the occurrence



Time - Displays the time of day of the occurrence

Count - Displays the number of times the event/alarm has been occurred


Card No. - Displays the card number that triggered this event if applicable

Acked By - Displays the logon name of the user and the name of the computer from which the event was acknowledged if applicable

The data columns can be resized to suit individual users. Select the border between column headings to make the columns wider or narrower. Scroll bars automatically display when necessary to allow for scrolling up and down through the list or left and right if column data extends past the display boundaries.

A **Red Speaker**  icon displays at the beginning of the alarm in the Queue Control list. The red speaker represents an event that **must** be acknowledged by an operator. When an event is acknowledged, the red speaker becomes a **Green Speaker**  icon. The event can then be cleared from the queue.

Note: *To ensure an event must be acknowledged, check the **Acknowledge Required** checkbox on the **Operation** tab in the properties of the event.*

Not every event written to the queue must be acknowledged. Those that do not require acknowledgement appear in the queue with a **Green Speaker**  icon instead of the red speaker.

An event can be acknowledged and cleared by using the Queue Control buttons or via the **Acknowledge/Clear** dialog.

Intelli-Site 4.1 User's Guide

Queue Control Buttons

After selecting an event from the queue display, the Control buttons are used to perform the designated action. Alarm conditions will continuously sound (loop) an audible alarm (if configured) until acknowledged.



The **Ack Event** button acknowledges the event and silences the audible alert (if configured to sound alert), but does not display a dialog.



The **Ack All Events** button acknowledges all events in the queue and silences the audible alerts (if any have been configured to sound one), but does not display a dialog.



The **Clear Event** button clears the selected event in the Queue Control window and silences any associated audible alerts.



The **Clear All Event** button clears all the events in the Queue Control window and silences any and all associated audible alerts.

Note: *These are not the only available buttons. These are the buttons in the default Information Manager Layout. See [Information Manager Layout](#) for all the layout options.*

Acknowledge/Clear Dialog

An **Acknowledge/Clear** dialog can be displayed by clicking the right mouse button on the alarm text in the queue. This dialog performs the same function as the control buttons, but provides an area to input instructions or comments (for example, as to condition resolutions).

Intelli-Site 4.1 User's Guide

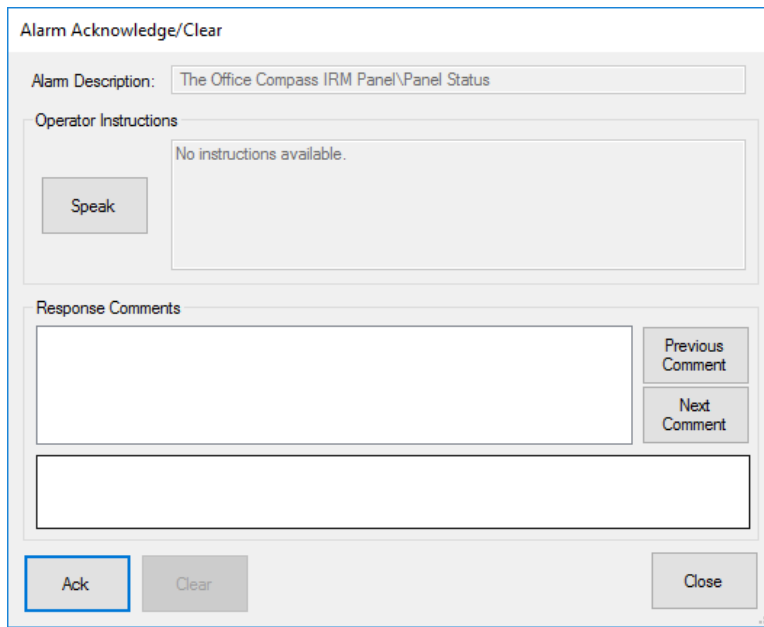


Figure 276 - Alarm Acknowledge/Clear dialog


The dialog will show the **Alarm Description**, **Operator Instructions**, **Response Comments** along with the **Ack Alarm**, **Clear** and **Close** buttons. If an event must be acknowledged before it can be cleared, the **Ack** button will be enabled and the **Clear** button disabled.

Shunt/Force Queue Control

This function is **not yet implemented** in Intelli-Site. This is just to let you know it's coming.

Information Manager Layouts

The layout of the Information Manager can be customized. Multiple different layouts can be configured and assigned to individual users.

Modifications to the IM Layout and user properties can only be done in  **Design View**.

Intelli-Site 4.1 User's Guide

Information Manager Layout Properties

To add a new Information Manager Layout, right-click on the Information Manager Layouts node and select *Add Node and Edit*. The new node is added to the Tree and its properties are opened. It is the hope of this author and the designers of the Intelli-Site software, that the properties are self-evident. But in case they are not, see [Information Manager Layouts](#) for a detailed explanation of them.

Once a layout has been defined, it has to be assigned to a user.

User Properties: Information Manager Options Group

The Information Manager uses the Information Manager Layout specified in the Information Manager Options group of the properties of the logged in user.

Intelli-Site 4.1 User's Guide

[396] master

Properties Conditional Logon

User Name: master User Level: All Access ID: 396

Password: * Notes:

User Type: Private

User View Options

- Access Management View
- Accutech View
- Activity View
- Design View
- Documentation View
- Exit
- Hardware Management View
- Live View
- Reports View

Card Data Pages:

[206] Card Data Screens\Card Data

Tag Data Pages:

[333] Tag Data Screens\Tag Data

Information Manager Options

Visible:

Layout: [173] Default

Height: 0

Window Options

Title Bar: Sizeable: Fixed Application Bar:

Position: Top

Default Options

Default View: Live View

Initial Screen: [326] Default Screen Group\LeadIn

User Mask:

Voice:

User Logon Points

Logon Card: 0

Logon Point:

Force Logoff Point:

OK Cancel

Figure 277 - master User Properties dialog

There are three fields in the Information Manager Options group.

Visible – checkbox; when checked the IM displays

Layout – drop box; the desired IM Layout for this user

Height – the height for the IM when it is initially drawn; the user can adjust the height as desired; 0 means to use the default height

The Project Node Tree

The Project Node Tree, or the Tree for short, contains all the building blocks of the Project.

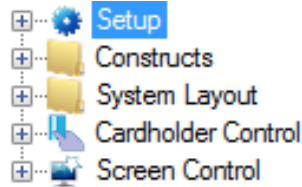



Figure 278 - The Project Node Tree


The Tree combines similar and related nodes into five folders.

Setup – Setup and maintenance of the Intelli-Site system

Constructs – The special functions provided by Intelli-Site to simplify programming

System Layout – The Sites, Areas, and panels for the Project

Cardholder Control – The building blocks for cardholder management and access control; the  **Access Management View** is the interface for most of these nodes

Screen Control – The various screens including popup screens that are used in the Views especially  **Live View**

Note: Not all nodes are visible in all versions of Intelli-Site. What is visible is controlled by licensing, version, and even user properties.

The Tree is managed using a context menu. Each node in the Tree is managed through its properties. These properties allow the user to program the behaviors and settings for the node. These properties are accessed through the Project Node Tree context menu.

This section will discuss:

- I/O Points and their functionality
- Properties, data types, and structures
- The Properties dialog and what is common to all

Intelli-Site 4.1 User's Guide

- The Project Node Tree Context Menu
- Copying and Moving Tree Nodes
- Each node in the Tree


I/O Points and Their Functionality

The basic building block of Intelli-Site is the I/O Point. It is a point that has two values: 1 or 0. These values, also known as states, can be considered high or low, on or off, active or inactive, etc. They can be linked to physical devices by Drivers, or they can be linked to nothing at all. They can be used to trigger actions, show the current state of an object, or just about anything you can think of.

The following nodes are the types of I/O Points:

- Panel I/O Points
- Virtual Points
- Counters
- Timers
- Automation Objects
- System Time Zones
- System Schedules
- System Notification Points
- System Monitors

All I/O Points share common functionality:

- Actions can be performed when the state of the point changes.
- I/O Points may be assigned as Control Points so that a given set of actions are only performed when Control Point is set on.
- I/O Points can be used as Display Control Points to show the visual state of a point when in  **Live View**.

Properties, Data Types, and Structures

A property is a data field for a node. Each node has a number of properties that define what the node is, describe the behavior of the node, and define what Intelli-Site will do depending on the state of the node. This section describes the different data types and structures of these properties.

Intelli-Site 4.1 User's Guide

Data Field Context Menus

There are two different context menus for data fields. Which context menu appears depends on the data field type. Not every field type has a context menu. Only data entry type fields and drag and drop type fields have context menus.

Data Entry Type Field Context Menu

Data entry type fields are numeric fields, text fields, and text list fields. The context menu is the standard Windows text box context menu.

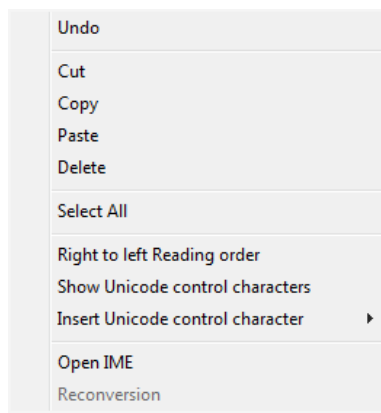


Figure 279 - Data Entry Type Field Context Menu

Undo – Undo the previous cut/copy/paste/delete; enabled when there is something to undo

Cut – Cut the selected text; only enabled when text is selected

Copy – Copy the selected text; only enabled when text is selected

Paste – Paste the content of the clipboard into the field; only enabled when there is something on the clipboard

Delete – Delete the selected text; only enabled when text is selected

Select All – Select all the text in the field

Right to left Reading order – Changes the reading order and justification

Intelli-Site 4.1 User's Guide


Show Unicode Control Characters – Display/hide Unicode control characters

Insert Unicode Control Character – Opens a side menu of the possible Unicode control characters that can be inserted

Open/Close IME – Open the Input Method Editor (IME) if it was installed. The IME is a Windows component.

Reconversion – Another IME option supplied by Windows. If you need it, you understand it. If you don't, it's too much to explain here, and you don't need it so why try?

Drag and Drop Type Field Context Menu

Drag and drop type fields have their own context menu. You can distinguish a drag and drop type field by their distinctive coloring. They are  Antiquewhite RGB (250, 235, 215).

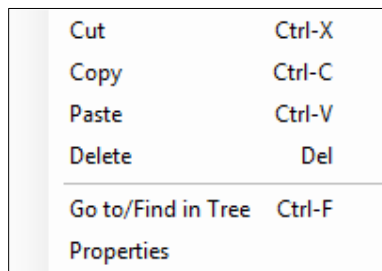


Figure 280 - Drag and Drop Type Field Context Menu

Cut – Copy the selected content to the clipboard and delete it from the target field

Copy – Copy the selected content to the clipboard

Paste – Insert the content of the clipboard into the target field

Delete – Delete the selected content from the field

Go to/Find in Tree – Locate the node in the Project Node Tree; expand the Tree to expose the node and highlight it

Properties – Open the properties dialog of the selected content

Intelli-Site 4.1 User's Guide

Numeric Field



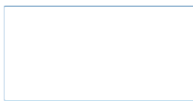
Numeric fields only allow integer data. The value can be modified using the keyboard or the up-down arrow control of the field. The **ID** field is a numeric field.

Text Field



Text fields allow the user to enter text data using the keyboard. The **Name** field is an example of a text field.

Text List Field



Text list fields allow the user to enter multiple lines of text data. The **Notes** field is an example of a text list field. Yeah, the picture doesn't really help.

Drag and Drop Field



Drag and Drop fields allow the user to drag and drop a node into them. Alternately, the user may click on the field to open a **Select Tree Item** dialog containing all the available nodes for the target field. This dialog only displays valid targets for the drop field.

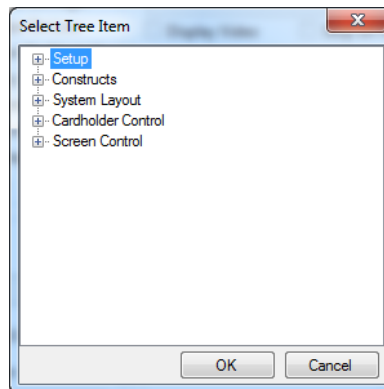



Figure 281 - Select Tree Item dialog

Dropping another node onto the field replaces the current value. The same holds true for a selection from the **Select Tree Item** dialog.

The color of a drag and drop field is  Antiquewhite RGB (250, 235, 215).

Intelli-Site 4.1 User's Guide

Drag and Drop List Field



A drag and drop list field allows the user to drag and drop multiple nodes into it. Alternately, the user may click on the field to open a **Select Tree Item** dialog containing all the available nodes for the target field. This dialog only displays valid targets for the drop field.

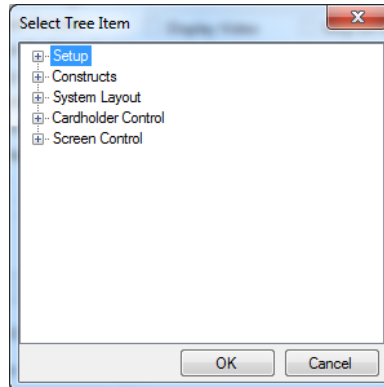



Figure 282 - Select Tree Item dialog

Dropping another node onto the field adds it to the current value. The same holds true for a selection from the **Select Tree Item** dialog.

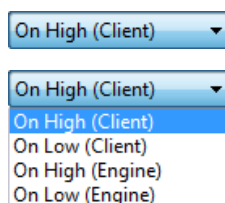
The color of a drag and drop list field is  Antiquewhite RGB (250, 235, 215).

Checkbox

Freeze Edit:

Checkboxes are commonly used on Properties dialogs. They identify when a specific item has been turned on or off, enabled or disabled. Several checkboxes can be selected at one time. Click on the checkbox to select or deselect it.

Drop-down list



Drop-down lists are used with some data fields. The menus are enabled by clicking on a small down arrow at the far right of the field. Click the down arrow to display the menu selections. Click the desired menu item to select it. The new selection will display in the data field.

Intelli-Site 4.1 User's Guide

Drop-down lists are also called combo boxes.

Action Grid

An action grid contains a user-defined set of instructions that are executed when specific conditions are met. The conditions are usually defined by the tab on which the action grid resides, or a nearby drop-down list.

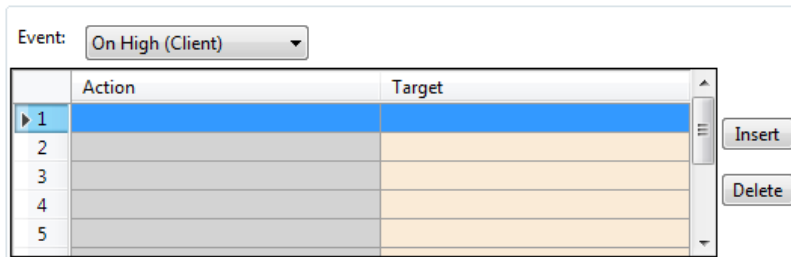


Figure 283 - An example Action Grid

Each grid contains the following fields:

Action: The action to be performed; click here to popup the **Actions** dialog. For definitions of available Actions, see [Appendix II - Actions](#).

Target: The target of the action, if applicable

Inserts one or more rows equal to the number of rows selected in the table

Deletes the selected row(s)

Evaluation Grid

An evaluation grid is a table of up to 65,535 lines of points, their selections (if applicable), qualifiers and Boolean operators to be applied.

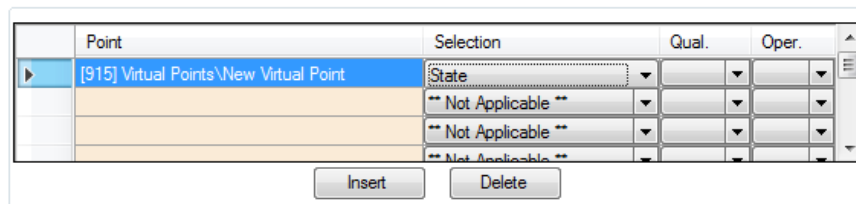


Figure 284 - An Example Evaluation Grid

Intelli-Site 4.1 User's Guide

Each grid contains the following fields:

Point: The point that is the target of this evaluation. The point can be one of the following:

- I/O Point such as a virtual point or a panel point
- Counter
- Timer
- Construct
 - Door
 - Alarm Zone
 - Custom Script
 - Scheduled Event
 - System Schedule
 - System Time Period

Select: As in Selection, the state or value to which to compare the point. The possible selections are dictated by the point supplied. For the majority of the points, the selections are **State** or **Shunted**. The following have their own selections.

- Door Constructs
 - **Open** – evaluates True if the Door Position Switch (DPS) is active
 - **Closed** – evaluates True if the DPS is not active
 - **Locked** – evaluates True only if the Door Lock is active
 - **Unlocked** – evaluates True if the Door Lock is not active
 - **Forced** – evaluates True only if the Door Forced point is active
 - **DOTL** – evaluates True only if the DOTL (Door Open Too Long) point is active
 - **DUTL** – evaluates True only if the DUTL (Door Unlocked Too Long) point is active
 - **CommFailure** – evaluates True if the door is in communication failure
 - **EntryAlarm** – evaluates True only if the Entry Alarm condition is active
 - **EntryICCallIn** – evaluates True only if the Entry Intercom is active
 - **EntryICBusy** – evaluates True if the Entry Intercom is busy
 - **EntryICConn** – evaluates True if the Entry Intercom is connected

Intelli-Site 4.1 User's Guide

- **ExitAlarm** – evaluates True only if the Exit Alarm condition is active
- **ExitICCallIn** – evaluates True only if the Exit Intercom is active
- **ExitICBusy** – evaluates True if the Exit Intercom is busy
- **ExitICConn** – evaluates True if the Exit Intercom is connected
- Call Station Construct
 - **N/A** – Not applicable, evaluates True if any of the following selection states are true
 - **CallIn** – evaluates True only if the Call-In condition is active
 - **Active** – evaluates True only if the Active condition is active
 - **AckTimeout** – evaluates True only if the Ack Timeout condition is active
 - **ProcessTimeout** – evaluates True only if the Process Timeout condition is active
 - **Disabled** – evaluates True only if the Call Station has been disabled
 - **Selected** – evaluates True only if the Call Station has been selected
 - **Tamper** – evaluates True only if the Tamper condition is active
 - **SecondaryCallIn** – evaluates True only if the Secondary Call-In condition is active
- Alarm Zone Construct
 - **N/A** – not applicable, evaluates True if any of the following selections states are true
 - **Selected** – evaluates True only if the Alarm Zone is selected
 - **Accessed** – evaluates True only if the Alarm Zone is accessed
 - **Alarm** – evaluates True only if the Alarm Zone is in Alarm
 - **MultipleAlarm** – evaluates True only if the Multiple Alarm condition is active
 - **Tamper** – evaluates this point as True only if the Tamper condition is active.
 - **Failure** – evaluates True only if the Failure condition is active
 - **AckTimeout** – evaluates True only if the Ack Timeout condition is active

Intelli-Site 4.1 User's Guide

- **ProcessTimeout** – evaluates True only if the Process Timeout condition is active
- **Sensor1Alarm** – evaluates True only if the Sensor 1 Alarm condition is active
- **Sensor1Fail** – evaluates True only if the Sensor 1 Fail condition is active
- **Sensor1Disabled** – evaluates True only if the Sensor 1 Disable condition is active
- **Sensor2Alarm** – evaluates True only if the Sensor 2 Alarm condition is active
- **Sensor2Fail** – evaluates True only if the Sensor 2 Fail condition is active
- **Sensor2Disabled** – evaluates True only if the Sensor 2 Disable condition is active
- **Sensor3Alarm** – evaluates True only if the Sensor 3 Alarm condition is active
- **Sensor3Fail** – evaluates True only if the Sensor 3 Fail condition is active
- **Sensor3Disabled** – evaluates True only if the Sensor 3 Disable condition is active
- **Sensor4Alarm** – evaluates True only if the Sensor 4 Alarm condition is active
- **Sensor4Fail** – evaluates True only if the Sensor 4 Fail condition is active
- **Sensor4Disabled** – evaluates True only if the Sensor 4 Disable condition is active

Qual.: Modifier of the Point and Selection (if applicable) modified as follows:

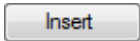
- **None** - No modification
- **Ack** – Evaluates True if the point is acknowledged
- **Shunt** – Evaluates True if the point is shunted
- **Not** – Evaluates True if the point is not in this state (inversion)


Oper.: Boolean operator to apply to the point. Operators are evaluated in the order. Possible values are:

- **None**
- **And** – Indicates that the additional point must be active to initiate this state (It could represent multiple points.)
- **Or** – Indicates that one of the control points must be active to initiate this state
- **Not** – Indicates that the control point cannot be active to initiate this state

Intelli-Site 4.1 User's Guide

- **Xor** – Indicates that either control point, but not all can be active to initiate this state

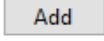
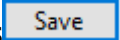
 Inserts one or more rows equal to the number of rows selected in the table


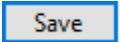
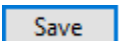
 Deletes the selected row(s)


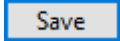
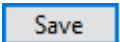
Edit Simple List

An edit simple list is a simple list to which items are added, edited and deleted one at a time. There is a list box, an edit box, and buttons to add, edit, and delete entries in the list box.



When an item is being added or modified, the  button becomes .

To add an item to the list - Click , the add button becomes . Type the item in the edit box next to the button. Click . The item is added to the list box above.

To edit an item in the list – Select the item in the list. The item appears in the edit box next to the buttons. Place the cursor in the edit box and change the text. The  button becomes . When the item text is correct, click .

To delete an item from the list – Select the item in the list box then click .

The Properties Dialog

The properties dialog displays all the individual properties for any given node in the Project Node Tree. To examine the properties of a node, place the mouse on the node and click the right mouse button. In the resultant context menu, select *Properties*.

Intelli-Site 4.1 User's Guide

Each properties dialog may have several tabs. The following are common tabs found on many nodes.

- **Main** tab (found on **all** nodes)
- **Operation** tab (found on all **I/O Point** nodes)
- **Alarm Queue** tab (found on all **I/O Point** nodes)
- **Actions** tab (found on all **I/O Point** nodes)

The Main Tab

Tree objects (nodes) are user-configured via their main tab. The name of the tab is different depending on the node, reflecting the kinds of settings required. Just what *can* be configured on a node varies; however, there are four common items that appear on every node's main tab:

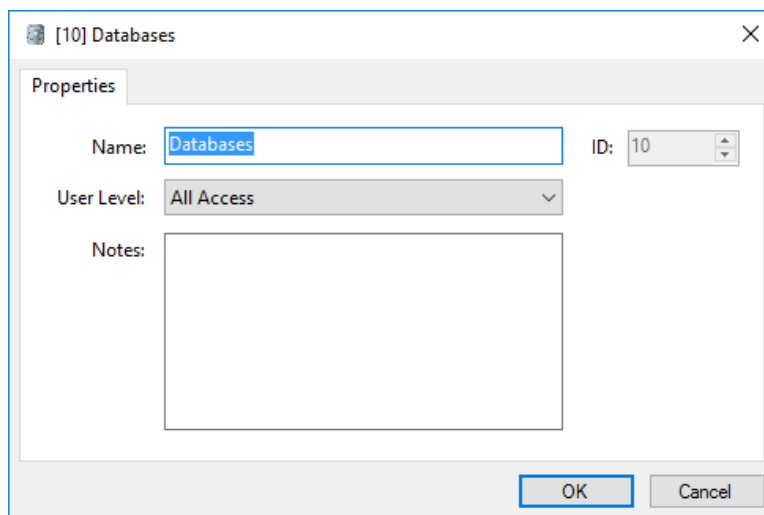


Figure 285 – The main tab of a properties dialog

Name - The name for the node; the name doesn't have to be unique

ID - The unique identifier of this node; generated by Intelli-Site

User Level - The User Level a user must possess to open the properties for this node, see [User Levels](#)

Notes - Any notes the user may have for the node

Intelli-Site 4.1 User's Guide

Operation Tab

All I/O Points have an **Operation** tab.

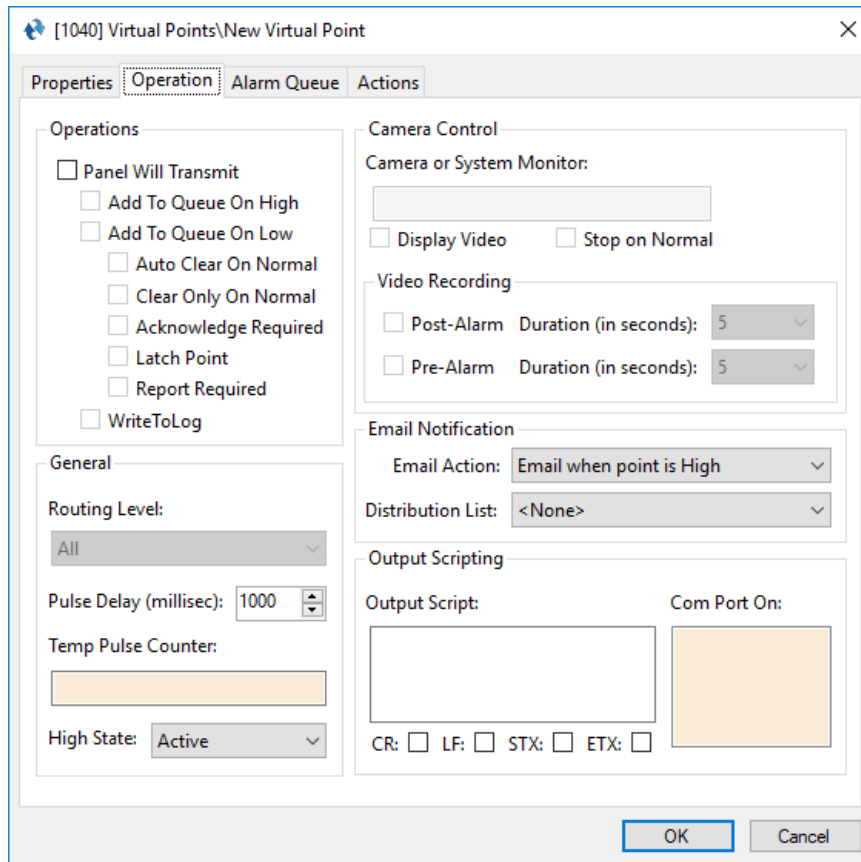


Figure 286 - The Operation tab of a Virtual Point

Operations

The fields in the Operations group allows the user to specify when the state of the I/O Point is reported in the Event Queue and/or Event Log and how the event report is cleared from the queue

Intelli-Site 4.1 User's Guide

Operations

- Panel Will Transmit
 - Add To Queue On High
 - Add To Queue On Low
 - Auto Clear On Normal
 - Clear Only On Normal
 - Acknowledge Required
 - Latch Point
 - Report Required
- WriteToLog

Panel Will Transmit - If checked, this setting will determine whether the I/O Point's activity is transmitted. This selection also enables the controls below it. If this control is checked, then controls below it are enabled, the control settings below remain valid after the **Panel Will Transmit** box is unchecked. This allows the user to "lock" the other controls for editing once they have been previously set.

Add To Queue On High - Sends an alarm to the Information Manager (IM) Queue whenever the state of this I/O Point goes **High**. If this point already exists within the IM Queue and goes high subsequent times, its counter will increment to show how many times it went high, and the Date/Time will update to show its last transition.

Add To Queue On Low - Sends an alarm to the IM Queue whenever this I/O Point goes **Low**.

Auto Clear On Normal - Automatically clear the alarm from the IM Queue when the I/O Point's state returns to normal

Clear Only On Normal - Requires this I/O Point's state to be normal before it can be cleared from the IM Queue

Acknowledge Required - Requires the alarm in the IM Queue be acknowledged before it can be cleared

Note: *"Acknowledge Required" takes precedence and negates the functionality of "Auto Clear on Normal". When using "Auto Clear on Normal" in conjunction with "Acknowledge Required", the user must manually clear the point from the queue after Acknowledging.*

Intelli-Site 4.1 User's Guide

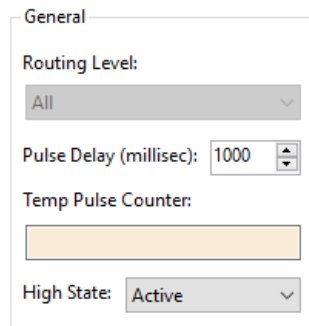
Latch Point - Lock the point's state **high** until the corresponding alarm in the IM Queue is acknowledged

Report Required - The user must enter a written report in the Ack/Clear dialog before the alarm can be cleared from the IM Queue

Write to Log File - Writes I/O Point activity to the Intelli-Site log file. Reports can be run against this log file.

General

The settings that define the behavior and visibility of the I/O Point are found in the General group box.



General

Routing Level: All

Pulse Delay (millisec): 1000

Temp Pulse Counter:

High State: Active

Routing Level - The Routing Level a computer must have to receive this point's activity and alarm updates, see [Routing Levels](#); the default Routing Level is *All*, all computers can see this point's activity and alarm updates

Pulse Delay - The duration the point is set before returning to a normal state. The expected value is in milliseconds, so 1000 = 1 second. **This field exists on all I/O Points except Timers.**

Note: *Timers have the field **Timer Duration** instead of **Pulse Delay**. See.*

Temp Pulse Counter - When a counter is supplied, the value of the counter defines the duration of the pulse delay in minutes. **This field is not available for Timers.**

High State - Defines which state is the high state: **Active** or **Normal** (on or off, 1 or 0).

Intelli-Site 4.1 User's Guide

Camera Control

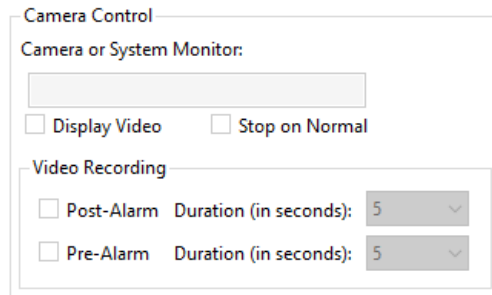
For an event for an I/O Point in the queue, it is possible to display related video. This group box holds the fields that configure and manage video display.

How these fields behave is different depending on the node dropped in the **Camera or System Monitor** field. It can be a video capture device directly connected to the system or one that is attached to a properly configured DVR/NVR. If the video capture device is attached to a DVR/NVR, the DVR/NVR is responsible for recording. It is expected and required that the DVR/NVR is continuously recording. For a device that is not connected to a DVR/NVR, Intelli-Site itself must handle the recording.

The following sections explain what the fields mean and do for each type.

Video Capture Device Operation

The following assumes that an approved video capture device is connected to the system and is properly configured.



The screenshot shows a 'Camera Control' window with the following elements:

- Camera or System Monitor:** A text input field.
- Display Video**
- Stop on Normal**
- Video Recording** (grouped box):
 - Post-Alarm** Duration (in seconds): 5 (dropdown)
 - Pre-Alarm** Duration (in seconds): 5 (dropdown)

Camera or System Monitor – The video device to use when displaying event-related video

Display Video – Selecting an alarm in the IM Queue will display a live video feed from the above Camera or System Monitor. The live video feed window includes control buttons:

- Live – start or resume live video feed
- Freeze – freeze the current view
- Record – start a recording of the live video feed
- Stop – stop the recording
- Exit – dismiss the live video feed window

Intelli-Site 4.1 User's Guide

Stop on Normal – When checked, the video feed will not start if the point in the Queue is in a normal state.

Video Recording sub-group box – Define when video is recorded as an event for this I/O Point is written to the Queue

Post-Alarm – checkbox; enable Post-Alarm recording; when this point goes high, it will begin recording the video feed automatically

Post-Alarm Duration (in seconds) – drop-down list (default 5); defines how long, in seconds, to record a Post-Alarm event; values are 5, 10, 15, 30, 45 or 60 seconds

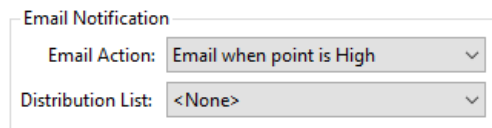
Pre-Alarm – checkbox; enable Pre-Alarm recording; the video feed continuously records to a temporary file. Upon alarm, the video feed writes to a permanent video file.

Pre-Alarm Duration (in seconds) – drop-down list (default 5); defines how long, in seconds, a Pre-Alarm event records; the total length of the recorded video will be Pre-Alarm Duration + Post-Alarm Duration; values are 5, 10, 15, 30, 45 or 60 seconds

Email Notification

When an alarm is written to the alarm queue, an email notification can be sent. The fields in this group box define when and to which distribution list the email is sent.

Note: *For email notification to work, the email settings in the properties of the Setup node must be configured. See [Email Setup](#).*



Email Notification

Email Action: Email when point is High

Distribution List: <None>

Email Action – drop-down list (default *Email when point is High*); email will be sent when the selected state change has occurred for this point; values are *Email when point is High*, *Email on point state change*, or *Email when point is Low*

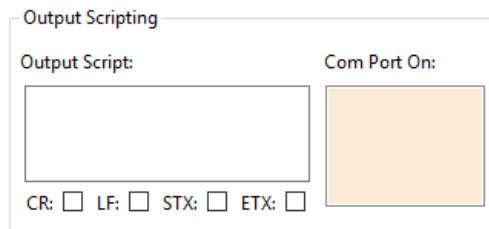
Intelli-Site 4.1 User's Guide

Distribution List – drop-down list containing all the defined distribution lists; see [Distribution Lists](#)

Output Scripting

Output scripting is a means to send a HEX command to a COM port when the I/O Point goes active.

Note: *Use of this advanced feature requires understanding of both HEX scripting and the protocol used by the target device intended to receive COM commands.*



The screenshot shows a configuration panel titled "Output Scripting". It contains two main sections: "Output Script:" and "Com Port On:". The "Output Script:" section has a large empty text box. Below it are four checkboxes labeled "CR:", "LF:", "STX:", and "ETX:". The "Com Port On:" section has a large empty box with a light orange background.

Output Script – The text that will be sent in HEX format

Com Port On – The COM port to which the script will be sent; drag and drop the **Computer** node to which the panel is attached

Formatting

CR – Carriage Return

LF – Line Feed

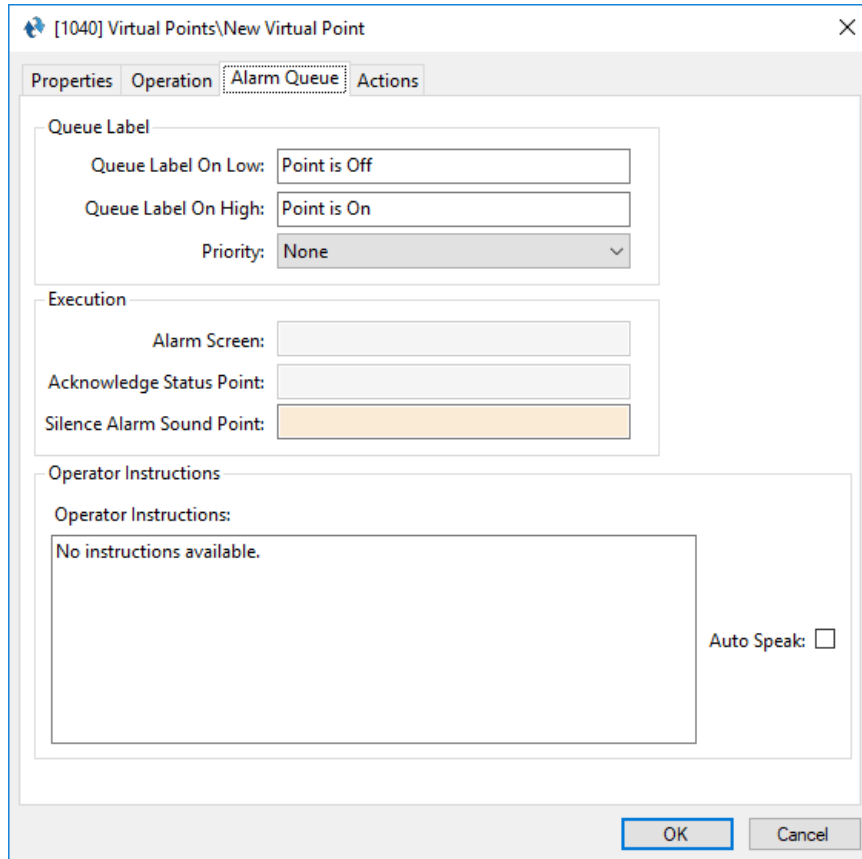
STX – Start of Text

ETX – End of Text

Intelli-Site 4.1 User's Guide

Alarm Queue Tab

All I/O Points have an **Alarm Queue** tab. Here the user defines the labels and actions as they relate to the alarm queue itself.



The screenshot shows a window titled "[1040] Virtual Points\New Virtual Point" with a close button (X) in the top right corner. The window has four tabs: "Properties", "Operation", "Alarm Queue" (which is selected and highlighted), and "Actions". The "Alarm Queue" tab contains three sections:

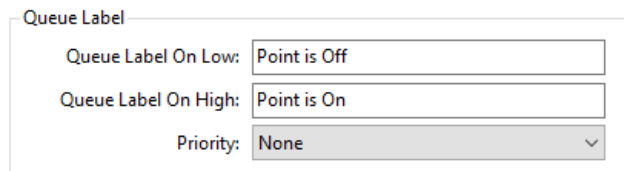
- Queue Label:** This section has three input fields: "Queue Label On Low:" with the text "Point is Off", "Queue Label On High:" with the text "Point is On", and "Priority:" with a dropdown menu showing "None".
- Execution:** This section has three input fields: "Alarm Screen:", "Acknowledge Status Point:", and "Silence Alarm Sound Point:". The "Silence Alarm Sound Point:" field is highlighted with an orange background.
- Operator Instructions:** This section has a text area containing "No instructions available." and a checkbox labeled "Auto Speak:" which is currently unchecked.

At the bottom right of the window are "OK" and "Cancel" buttons.

Figure 287 - The Alarm Queue tab of a Virtual Point

Queue Label

This set of properties allows the user to define the labels used in the IM Queue.



This is a close-up of the "Queue Label" section from the screenshot above. It shows three input fields: "Queue Label On Low:" with the text "Point is Off", "Queue Label On High:" with the text "Point is On", and "Priority:" with a dropdown menu showing "None".

Queue Label On Low - The label to be used in the IM Queue when this point is low.

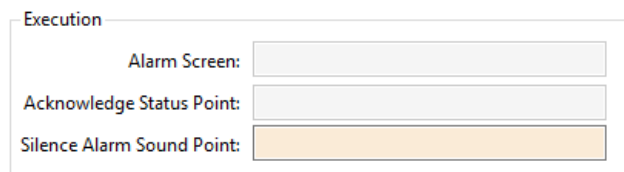
Intelli-Site 4.1 User's Guide

Queue Label On High - The label to be used in the IM Queue when this point is high.

Priority – Defines the priority of this point. The alarms in the queue are displayed according to priority by default. See section [Priorities](#).

Execution

The properties in the **Execution** group box define the behavior when the alarm for this point is acted upon (e.g., selected, acknowledged, etc.)



The screenshot shows a window titled "Execution" with three input fields. The first field is labeled "Alarm Screen:" and is empty. The second field is labeled "Acknowledge Status Point:" and is empty. The third field is labeled "Silence Alarm Sound Point:" and is empty. The third field is highlighted with an orange background.

Alarm Screen – The screen to display when the alarm in the queue is selected

Acknowledge Status Point – The I/O Point that will be set when the alarm is acknowledged

Silence Alarm Sound Point – When the provided I/O Point is high, any sound associated with the alarm will be silenced; does not affect the alarm's Acknowledge or Clear status

Operator Instructions

This group of fields allows a set of instructions to be issued verbally to the user when this I/O Point changes state from low to high.

Intelli-Site 4.1 User's Guide

Operator Instructions

Operator Instructions:

No instructions available.

Auto Speak:

Operator Instructions - The text to be spoken, via Windows Text-to-Speech if **Auto Speak** is checked; spoken only once - upon the point's transition to its active state

Auto Speak - Initiate Text-to-Speech announcement of the text message written in the instructions text box

Actions Tab

All I/O Points have an **Actions** tab. The **Actions** tab is where the automated actions and queue actions are defined. The automated actions are executed when the I/O Point is set (High) or cleared (Low). The queue actions are executed when the event is selected in the alarm queue or when the 'Action' button is clicked. For more information about the 'Action' button, see [Information Manager Layout](#).

Intelli-Site 4.1 User's Guide

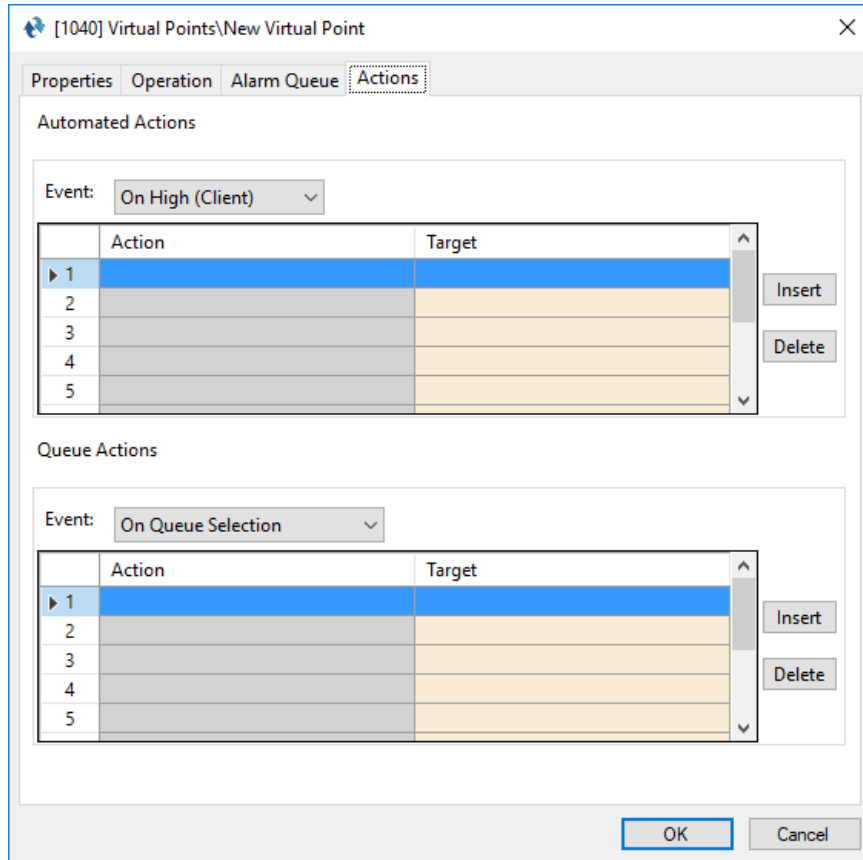


Figure 288 – The Actions tab of a Virtual Point

Automated Actions

Intelli-Site can automatically execute user-specified actions when the state of an I/O Point changes. These actions are defined and stored in action grids. There are four different action grids for the Automated Actions.

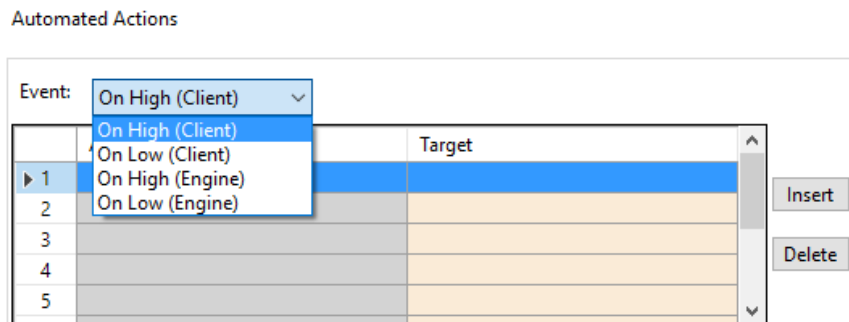


Figure 289 - Automated Actions Grid Types

Intelli-Site 4.1 User's Guide

Clicking on the Automated Actions drop-down list reveals *On High (Client)*, *On Low (Client)*, *On High (Engine)*, and *On Low (Engine)*. Actions on the *(Engine)* grids are executed by the Engine and happen whether a Client is attached or not. The actions in the *On High (Client)* and *On Low (Client)* grids are executed by the Client and will only happen if the Client is attached to the Engine. In addition, they will execute on every Client attached to the Engine when the I/O Point changes to the indicated state. The *On High* action grids are executed when the I/O Point changes to the high state. The *On Low* action grids are executed when the I/O Point returns to the low state.

Note: The (Client) action grids are only run on the Desktop Client when a user is logged in. In fact they are run on every Desktop Client that is logged in. If no Desktop Client is logged in, THE (Client) GRIDS ARE NOT EXECUTED.

Queue Actions

The Queue Actions group box is where actions associated with an alarm for an I/O Point are defined.

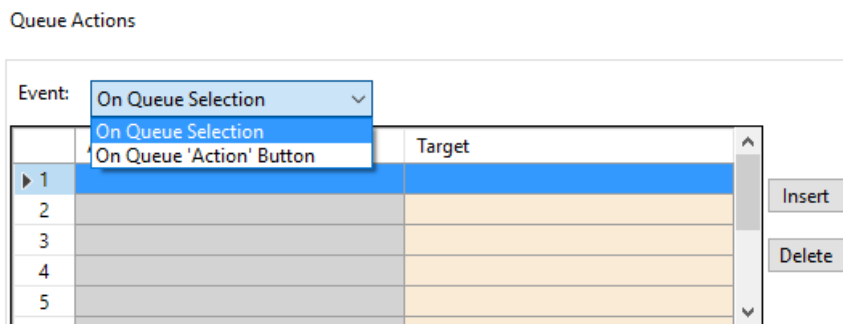


Figure 290 - Queue Actions Grid Types

There are two Queue Actions grids, one for each Event menu option:

On Queue Selection - execute the commands in the grid when the alarm is selected in the Alarm Queue

On Queue 'Action' button - execute the commands in the grid when the **Action** button in the Information Manager is pressed.

Obviously the alarm must be selected first.

Note: *The Action button is not visible by default. For more information about the Information Manager and its buttons, see [Information Manager Layouts](#).*

The Project Node Tree Context Menu

Before diving into the contents of the Project Node Tree, we need to discuss the context menu. This menu is the primary means of managing the Tree. To open the context menu, place the mouse cursor on a node and hit the right-click button. Not all the options in the context menu are applicable to all nodes. And there are some options that only appear under certain conditions.

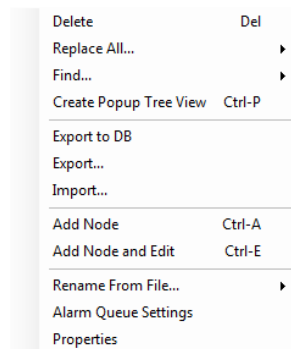


Figure 291 – The Project Node Tree Context Menu

Delete

Selecting *Delete* will permanently delete the target node and all its child nodes. A confirmation dialog will appear to make sure you really want to delete it because deleting a node cannot be undone. Pressing the Delete key (Del) is the same as selecting this option.

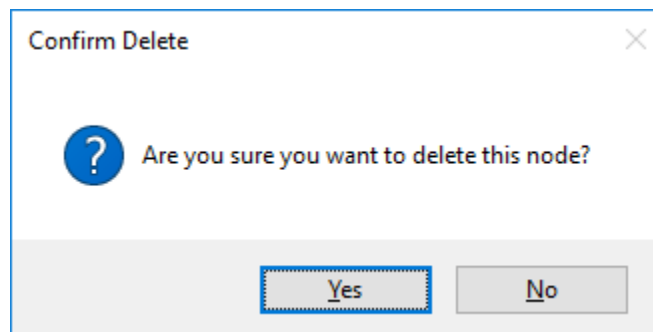
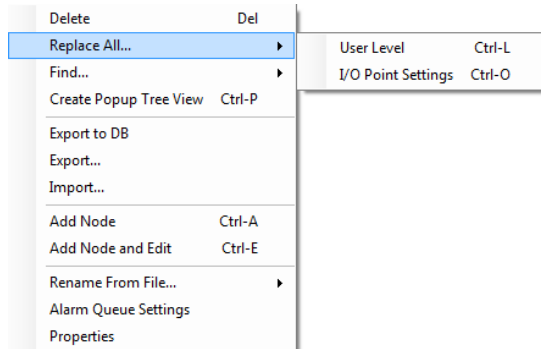


Figure 292 - Confirm Delete dialog

Intelli-Site 4.1 User's Guide

Replace All...

Replace All... opens the *Replace All...* side menu.



Replace All... User Level

The *Replace All...* -> *User Level* option allows the user to set the user level of the target node and all its child nodes. See [User Levels](#)

When it is selected, a **Replace All User Levels** dialog opens. Select the desired user level for this node and all its child nodes.

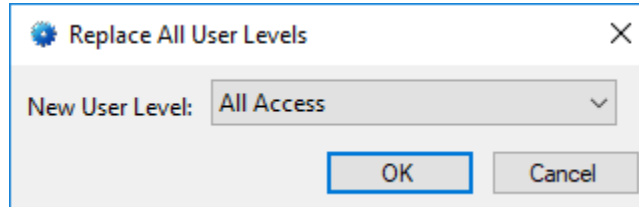


Figure 293 - Replace All User Levels dialog

Replace All... I/O Point Settings

The *Replace All...*->*I/O Point Settings* option opens the **Alarm Queue Settings Summary** dialog which allows the user to set the alarm queue settings of the **Operation** and **Alarm Queue** tabs of all I/O Points of this node and all its children.

Intelli-Site finds all the I/O Points for the target node and its children and presents them in the dialog. Here all the settings can be changed as a whole or individually.

Intelli-Site 4.1 User's Guide

Notice the top row is **Replace All Settings**. Any settings in this row modify the existing settings for every I/O Point in the table. If an I/O Point is modified individually, those individual modifications are applied after the **Replace All Settings** are applied.

Point Name	Panel Will Transmit	Add To Queue On High	Add To Queue On Low	Auto Clear On Normal	Clear Only On Normal	Ack Required	Latch Point	Report Required	Write To Log	Queue Label On Low	Queue Label On High	Priority	Routing Level
Replace All Settings	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Point is Off	Point is On	None	All
Door 1 DPS	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Point is Off	Point is On	None	All
Normal	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Point is Off	Point is On	None	All
Active	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Point is Off	Point is On	None	All
Trouble Open	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Point is Off	Point is On	None	All
Trouble Short	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Point is Off	Point is On	None	All
Door 1 REX	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Point is Off	Point is On	None	All
Normal	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Point is Off	Point is On	None	All
Active	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Point is Off	Point is On	None	All
Trouble Open	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Point is Off	Point is On	None	All
Trouble Short	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Point is Off	Point is On	None	All
Door 2 DPS	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Point is Off	Point is On	None	All
Normal	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Point is Off	Point is On	None	All
Active	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Point is Off	Point is On	None	All
Trouble Open	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Point is Off	Point is On	None	All
Trouble Short	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Point is Off	Point is On	None	All
Door 2 REX	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Point is Off	Point is On	None	All
Normal	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Point is Off	Point is On	None	All
Active	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Point is Off	Point is On	None	All
Trouble Open	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Point is Off	Point is On	None	All
Trouble Short	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Point is Off	Point is On	None	All

Figure 294 - Alarm Queue Settings dialog

Point Name – the name of each I/O Point Intelli-Site located

Panel Will Transmit - If checked, this setting will determine whether the I/O Point's activity is transmitted. This selection also enables the controls below it. If this control is checked, then controls below it are enabled, the control settings below remain valid after the Panel Will Transmit box is unchecked. This allows the user to "lock" the other controls for editing once they have been previously set.

Add To Queue On High - Sends an alarm to the Information Manager (IM) Queue whenever the state of this I/O Point goes High. If this point already exists within the IM Queue and goes high subsequent times, its counter will increment to show how many times it went high, and the Date/Time will update to show its last transition.

Intelli-Site 4.1 User's Guide

Add To Queue On Low - Sends an alarm to the IM Queue whenever this I/O Point goes Low.

Auto Clear On Normal - Automatically clear the alarm from the IM Queue when the I/O Point's state returns to normal

Clear Only On Normal - Requires this I/O Point's state to be normal before it can be cleared from the IM Queue

Acknowledge Required - Requires the alarm in the IM Queue be acknowledged before it can be cleared

Note: *“Acknowledge Required” takes precedence and negates the functionality of “Auto Clear on Normal”. When using “Auto Clear on Normal” in conjunction with “Acknowledge Required”, the user must manually clear the point from the queue after Acknowledging.*

Latch Point - Lock the point's state **high** until the corresponding alarm in the IM Queue is acknowledged

Report Required - The user must enter a written report in the Ack/Clear dialog before the alarm can be cleared from the IM Queue

Write to Log File - Writes I/O Point activity to the Intelli-Site log file. Reports can be run against this log file.

Queue Label On Low - The label to be used in the IM Queue when this point is low.

Queue Label On High - The label to be used in the IM Queue when this point is high.

Priority – Defines the priority of this point. The alarms in the queue are displayed according to priority by default. See section [Priorities](#).

Routing Level – Defines the routing level for this point. Routing levels and routing masks are used to determine which computers will receive state changes for a point. See [Routing Levels](#)

Find...

Find... opens the *Find...* side menu.

Intelli-Site 4.1 User's Guide

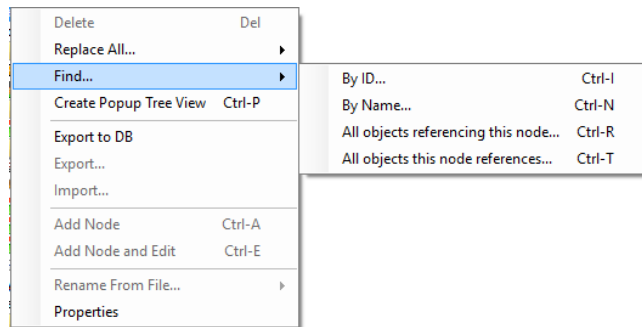


Figure 295 - Find... side menu

The different *Find...* options provided different ways to located nodes.

Find... By ID

Find... -> *By ID...* opens the **Find Node By ID** dialog which allows the user to find a specific node by its ID number. This searches the whole Project Node Tree for the node no matter where the search was started.

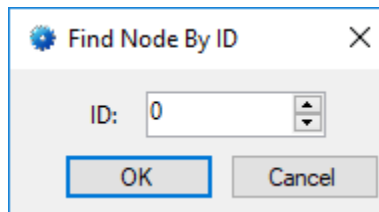


Figure 296 - Find Node By ID dialog

Find... By Name

Find... -> *By Name...* opens the **Find Node by Name** dialog which allows the user to find a node by its **Name** field.

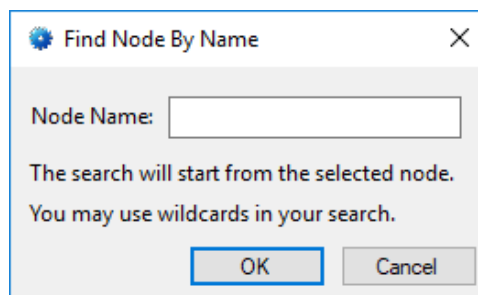


Figure 297 - Find Node By Name dialog

Intelli-Site 4.1 User's Guide

Since node names are not required to be unique, the search starts at the selected node and iterates through its children and not the entire Tree. It finds the first node that matches the specified name. If it searched the whole Tree and there were two nodes with the same name, Intelli-Site would find the same node over and over again. Limiting the search to the branch of the Tree allows the user to control the search process.

Find... All objects referencing this node...

Find... All objects referencing this node... searches the entire Project Tree for other nodes that reference the target node. The user can limit the search to only look for the target node or the target node and its child nodes, descendants.

Selecting *All objects referencing this node...* opens a message dialog asking if the search should include the selected nodes descendants.

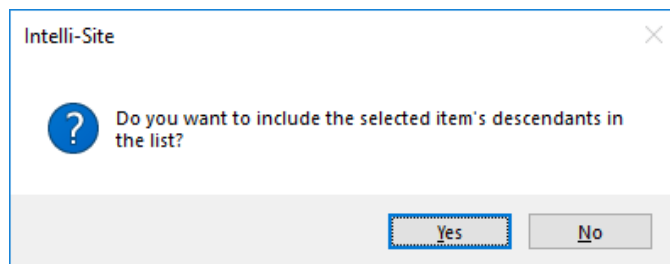


Figure 298 - Include Descendants dialog

Intelli-Site searches the entire Tree for the selected node and its descendants if so desired. It will present an **Objects Referencing This Node** dialog displaying a list of nodes found. If none were found, the list is empty.

Intelli-Site 4.1 User's Guide

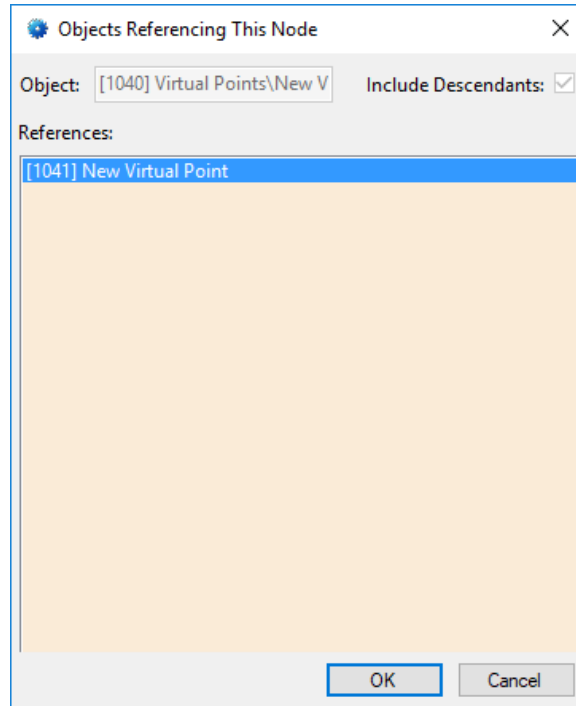


Figure 299 - Objects Referencing This Node dialog

Note: A right-click context menu is available for the nodes listed. This menu allows you to copy, Go to/Find in Tree, and open the Properties of the target node.

Find... All objects this node references...

Find... All objects this node references... searches the properties of this node to find all other nodes it uses. The user can also include the descendants of the selected node in the search.

Selecting *All objects this node references...* opens a message dialog asking if the search should include the selected nodes descendants.

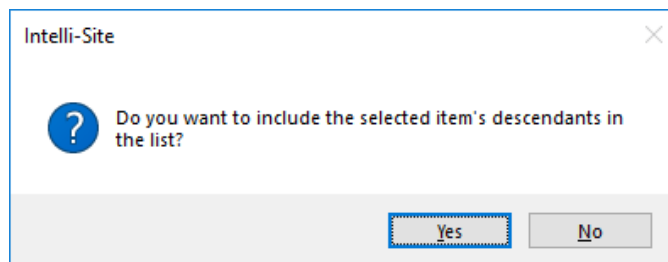


Figure 300 - Include Descendants dialog

Intelli-Site 4.1 User's Guide

Intelli-Site searches the properties of the selected node and its descendants if so desired. It will present an **Objects This Node References** dialog displaying a list of nodes found. If none were found, the list is empty.

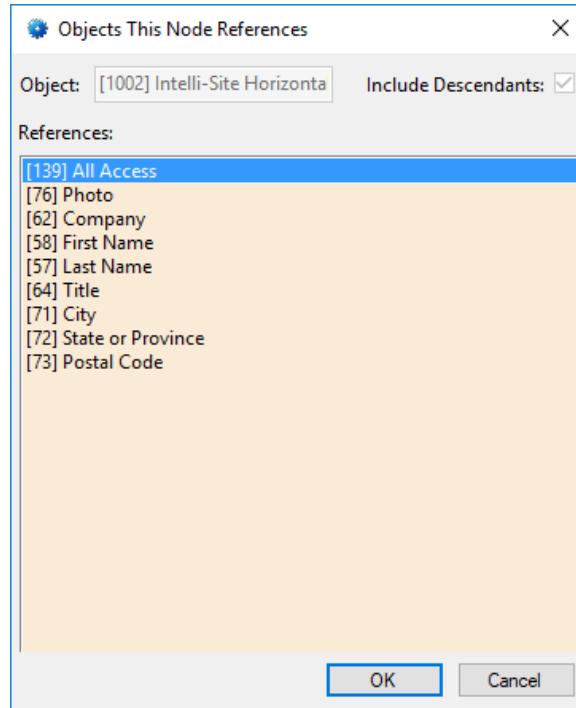


Figure 301 - Objects This Node References dialog

Note: A right-click context menu is available for the nodes listed. This menu allows you to copy, Go to/Find in Tree, and open the Properties of the target node.

Create Popup Tree View

The *Create Popup Tree View* option opens a popup dialog of the Tree branch starting at the selected node.

Intelli-Site 4.1 User's Guide

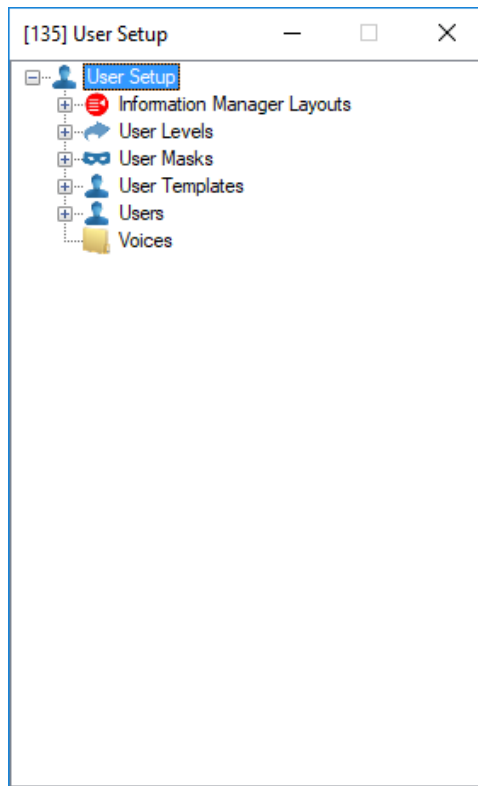


Figure 302 - Popup Tree View dialog

Export to DB

Not Yet Implemented

Export...

Export... option allow the user to export a screen, a screen object, or a panel node. The process of exporting any node will also export the child nodes of the object. When this option is selected, the **Export node as** dialog appears. The default location is the user's Documents folder. The file type is *.ex4.

Import...

Import... option allows the user to import a previously exported screen, screen object, or panel object. When this option is selected, the **Import node from** dialog appears. Only files of type *.ex4 are listed. The default location is the user's Documents folder.

When a valid export file is opened, the **Import** dialog displays.

Intelli-Site 4.1 User's Guide

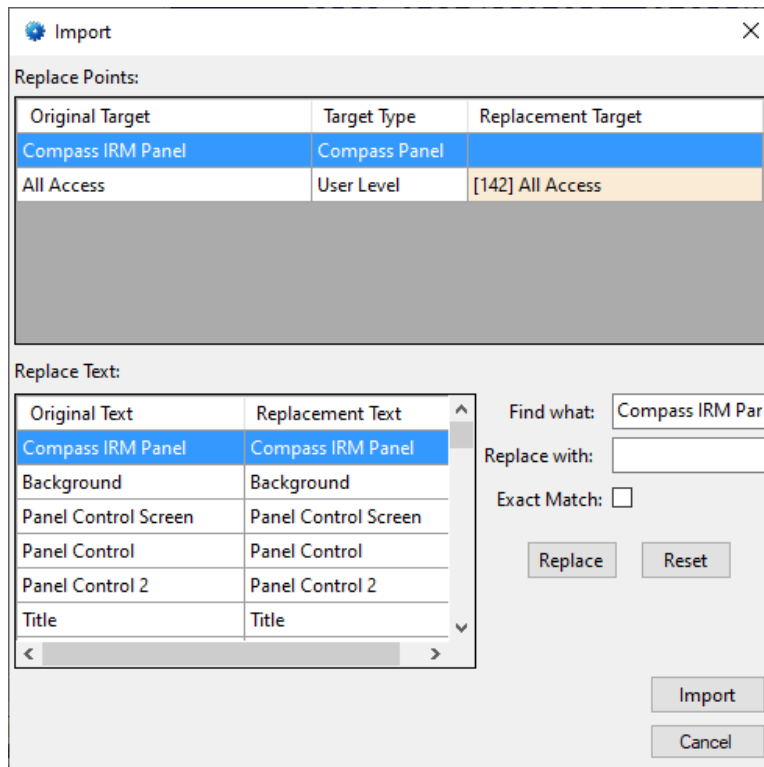


Figure 303 - Import dialog

Replace Points – table; lists all the points that can be replaced on import to fit the current project.

Original Target – the nodes/points in the import file that can or must be replaced for this project

Target Type – the type of point the **Original Target**

Replacement Target – the nodes/points that will replace the **Original Target**; the replacement target must be the same type as the **Target Type**; when the **Original Target** point is part of the Intelli-Site application, the **Replacement Target** is populated with the corresponding point in the current project

Replace Text – table; lists the exported text strings allowing the user to specify different text

Original Text – the text strings in the import file

Replacement Text – the text to replace the original text

Intelli-Site 4.1 User's Guide

Import

- button; when clicked, import will begin

Note: Import of child nodes of panels is based on indexes within the Original Target.

For example, a virtual point is part of the exported screen object. The Export process recorded the panel type, the group index, and the virtual point index. On import, the user must supply the Virtual Point panel of the current project, not the individual virtual point. The Import process will use these indexes in the supplied replacement Virtual Point panel to replace the individual virtual point.

It is possible that the replacement target does not have a node at the indexes of the original exported object. If that is the case, the target object is left blank. No warning is given. It is assumed the user knows what he is doing since this is an advanced operation.

Add Node

Add Node option adds a node to the selected node.

Add Node and Edit

Add Node and Edit option adds a node and opens its properties dialog.

Add Multiple...

Some nodes need a quick way to add many child nodes for example, virtual points. A new option is added to the context menus for those nodes, *Add Multiple...*

Intelli-Site 4.1 User's Guide

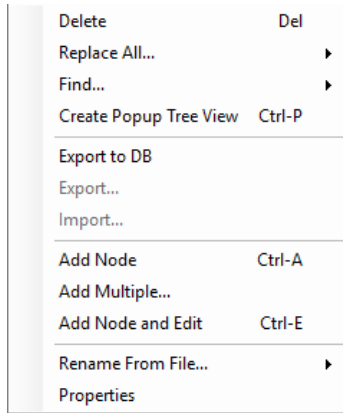


Figure 304 - Project Node Tree Context menu with *Add Multiple...*

Selecting *Add Multiple...* opens a **How many would you like to add?** dialog.

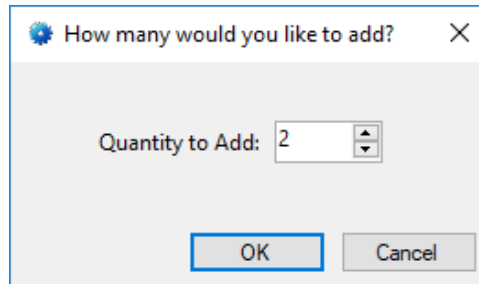
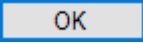


Figure 305 - How many would you like to add? dialog

Quantity to Add – The number of new nodes to add to the selected node

Set **Quantity to Add** then click . The desired child nodes are added to the selected node.

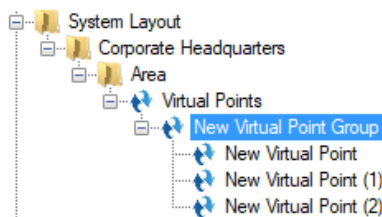


Figure 306 - Virtual Points added using *Add Multiple...*

Intelli-Site 4.1 User's Guide

Rename From File...

Rename From File... allows the user to rename a node's children using a text file. Selecting *Rename From File...* opens the rename side menu.

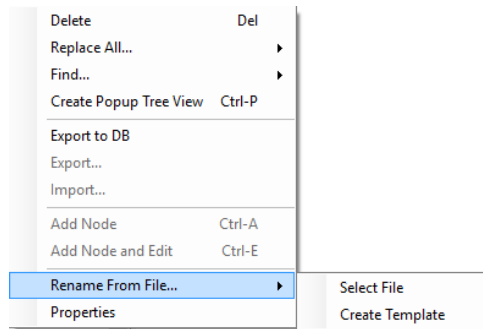


Figure 307 - Rename From File... side menu

The process for *Rename From File...* is:

1. Create the template file using the *Create Template* option
2. Modify the template file as needed in a simple text editor
3. Using the *Select File* option, select the modified template file

Intelli-Site will rename the selected node's child nodes using the file if possible.

Note: *Rename From File...* is enabled for those nodes that are physical panels, software panels, and their parents. So Custom Scripts can be renamed because they are software panels, but not Doors because they are not.

Alarm Queue Settings

Some nodes can manage the alarm queue settings of its child nodes. A new context menu option, *Alarm Queue Settings*, appears for those nodes.

Intelli-Site 4.1 User's Guide

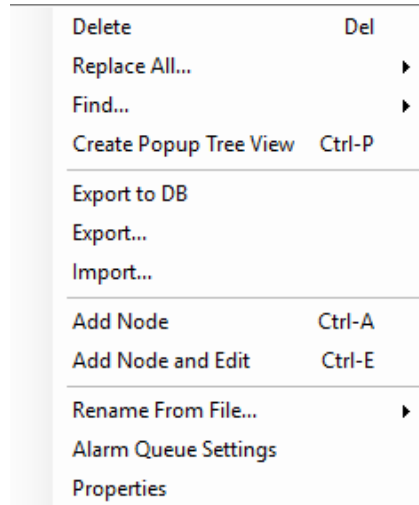


Figure 308 - The Project Node Tree context menu with Alarm Queue Settings

This is duplicate functionality to [Replace All... I/O Point Settings](#) but comes as a special benefit for panel type nodes and their parents.

Replicate

Suppose there are twenty points that will be monitored on the screen. The integrator takes 5 minutes to program the first screen object. The rest of the screen objects will look and behave exactly the same, the only difference is the point itself. Not only that, but the points are all siblings. Doing the math, to create all the screen objects by hand will take about (5 x 20) 100 minutes! Wouldn't it be great if there was a way to duplicate the first screen object, but specify how to customize each copy? Well, you're in luck. *Replicate* does just that.

Screen object nodes have a special context menu option all their own, *Replicate*.

Intelli-Site 4.1 User's Guide

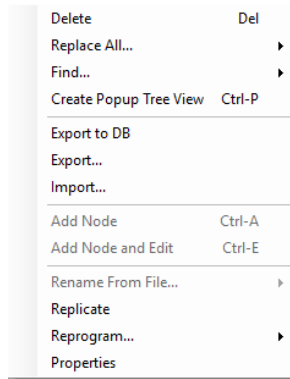


Figure 309 - The Project Node Tree context menu for a screen object

Replicate allows the automatic creation of screen objects using the selected node as the template and the starting point. It lets the user define how each copy differs from the original.

Selecting *Replicate* opens the **Replicate Object** dialog.

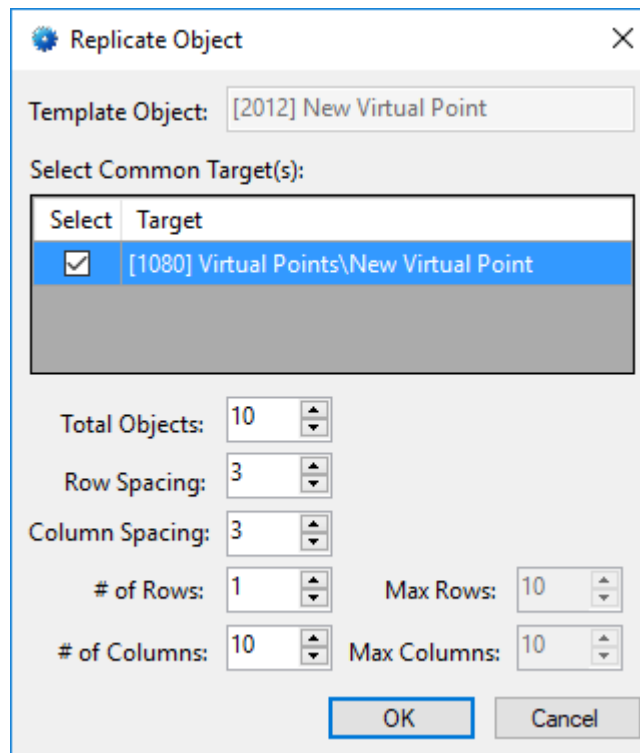


Figure 310 - Replicate Object dialog

Template Object – The selected object that will be used as the template

Intelli-Site 4.1 User's Guide

Select Common Targets – The list of points on the template that can be modified on each copy; the selected target serves as the starting point in the Tree. Intelli-Site uses the next sibling node in the Tree as the replacement point in the copy. The figure shows the virtual point node as the selected common target. The first copy will replace the **New Virtual Point** point with the next one in the Tree which happens to be **New Virtual Point (1)**.

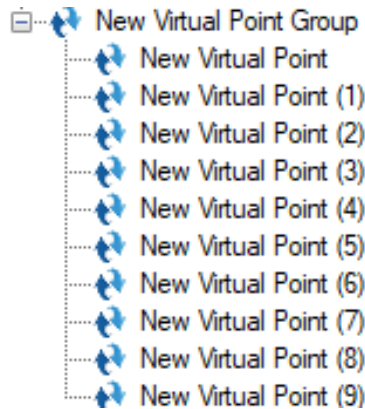


Figure 311 - The virtual point group points

Note: *Sibling nodes that are in the Tree above the selected target are not included in the replication process.*

Total Objects – The number of screen objects that will be created including the original object; the initial value is calculated using the selected common target(s)

Note: *If multiple common targets are selected, the total objects calculated is based on the selected target with the fewest siblings left in the Tree.*

Row Spacing – The number of pixels between screen objects in a row

Column Spacing – The number of pixels between screen objects in a column

of Rows and **# of Columns** – When the screen objects are created they will be added to the screen filling in the columns of the first row, then the second row etc. ending when the total objects are added, the source is exhausted or the limit of rows and columns is reached

Intelli-Site 4.1 User's Guide

Reprogram...

Consider the following. An integrator has programmed a group of screen objects to monitor the status of all the doors and windows on a floor. It took an hour to get all the objects created and aligned just right. She needs to recreate this group of screen objects for another floor. Wouldn't it be great if she could copy the group and then reprogram them from a simple dialog? Wouldn't that save an hour of time? Yup. *Reprogram* is the answer.

A screen or a screen object can be reprogrammed. Even all its children can be reprogrammed if desired.

Reprogram has a side menu.

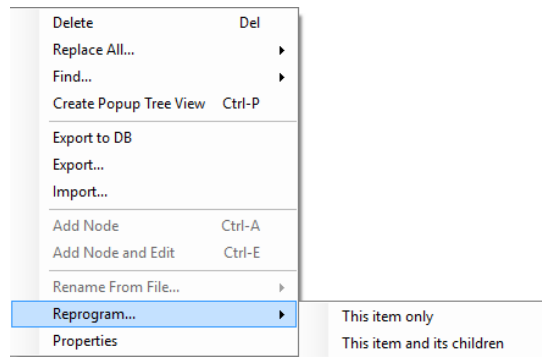


Figure 312 - *Reprogram* side menu

The only difference between the two is the information presented on the next dialog. If *This item only* is selected, only the points and strings for the target node are listed. When *This item and its children* is selected, all the child node's points and strings are listed.

Intelli-Site 4.1 User's Guide

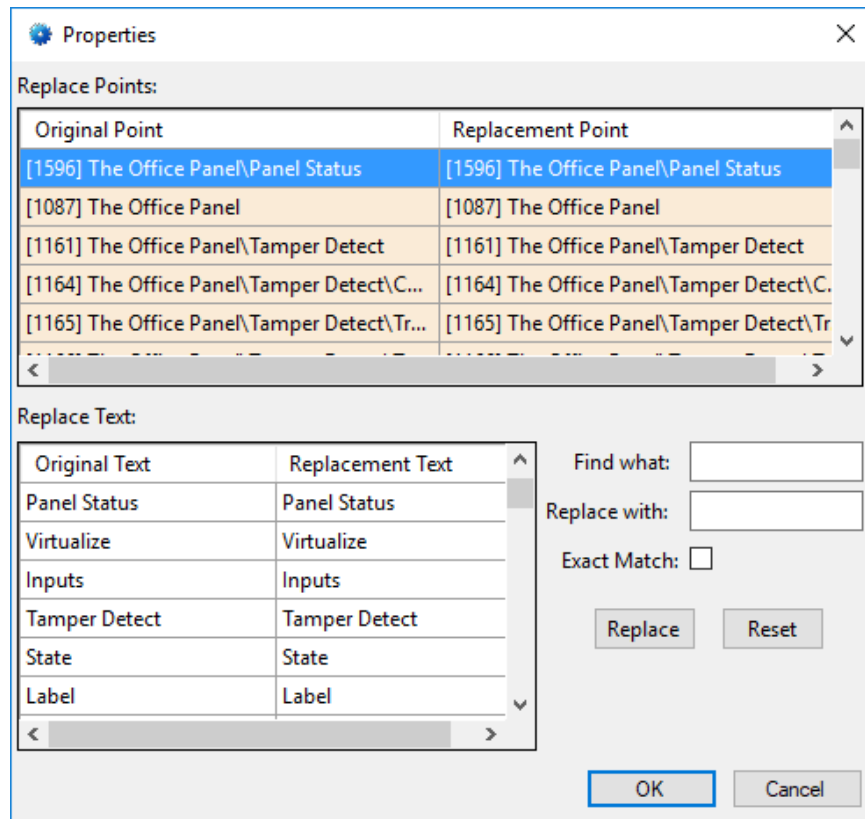


Figure 313 - Reprogram Properties dialog

Replace Points – Table of points found and their replacements; drag and drop the replacement points into the appropriate cell; if a replacement cell is empty, then the corresponding field or fields will be empty in the screen and screen objects themselves

Replace Text – Table of text strings found and what will be written in their place

Find what and **Replace with** – Allow the user to locate a string or part of a string in the table and replace it

Exact Match – checkbox; the search must be an exact match

Replace - Perform the replace with the supplied text

Reset - Return the Replace Text table to its original condition

Intelli-Site 4.1 User's Guide

Properties

The *Properties* option is arguably the most used context menu option. This option opens the properties dialog for the target node allowing the user to edit the settings.

Copy a Node in the Project Node Tree

Most child nodes or panels in the Tree can be copied within their branch of the Tree. A panel can't be copied from an area node to the Users node; that makes no sense. But a panel can be copied from one area node to another even if it is on another site because they have the same types of child nodes.

To copy a node, hold Ctrl+click and drag the node to the target node and drop it. If the copy is not allowed, the mouse cursor is a slashed circle. If it is allowed, a confirmation dialog appears when it is dropped.

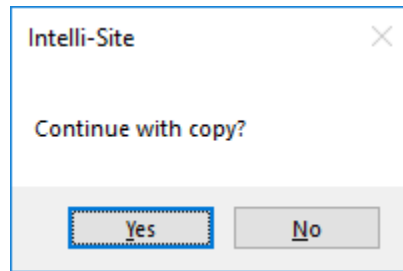
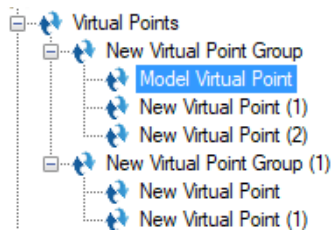


Figure 314 - Copy confirmation dialog

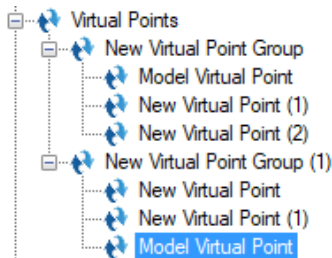
Click to copy the node. A new node is added to the Tree as a child of the node on which it was dropped. The new child is at the end of the list.

In the following figure are two virtual point groups. One has a Model Virtual Point. We want to copy this virtual point from the New Virtual Point Group to the New Virtual Point Group (1).

Intelli-Site 4.1 User's Guide



Ctrl+Click on the node and drag it on top of the New Virtual Point Group (1) node. In the confirmation dialog, click . The node is copied and added to the end of the list.



Move a Node in the Project Node Tree

Most child nodes or panels in the Tree can be moved within their branch of the Tree. A panel can't be moved from an area node to the Users node; that makes no sense. But a panel can be moved from one area node to another even if it is on another site because they have the same types of child nodes.

To move a node, drag the node to the target node and drop it. If the move is not allowed, the mouse cursor is a slashed circle. If it is allowed, a confirmation dialog appears when it is dropped.

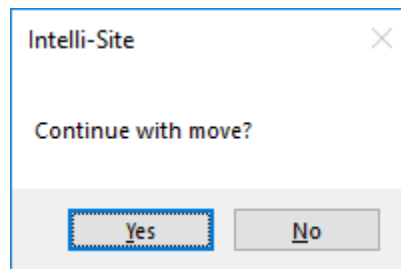
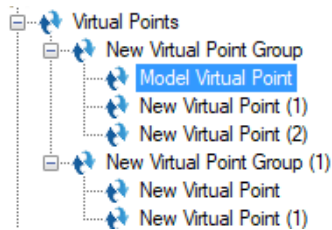


Figure 315 - Move confirmation dialog

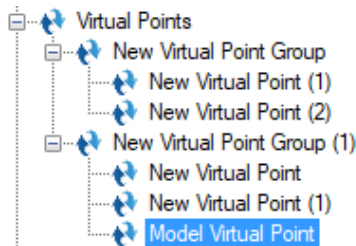
Click to move the node. The node is moved to the Tree as a child of the node on which it was dropped. It is at the end of the list. The node is no longer in the other branch.

Intelli-Site 4.1 User's Guide

In the following figure are two virtual point groups. One has a Model Virtual Point. We want to copy this virtual point from the New Virtual Point Group to the New Virtual Point Group (1).



Click on the node and drag it on top of the New Virtual Point Group (1) node. In the confirmation dialog, click . The node is copied and added to the end of the list.



Moving a node within the same branch will also move the node to the end of the list of child nodes. This allows the user to put them in any order that he or she desires. Trust me, this is important. It will be on the test.

Setup

The Setup node and its child nodes define and configure the environment in which the Intelli-Site project exists.

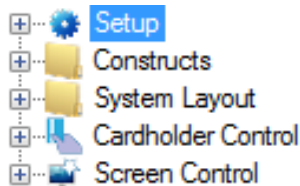


Figure 316 - The Setup node

Setup Properties Dialog

Right-click on the Setup node and select *Properties* to open the properties dialog.

Intelli-Site 4.1 User's Guide

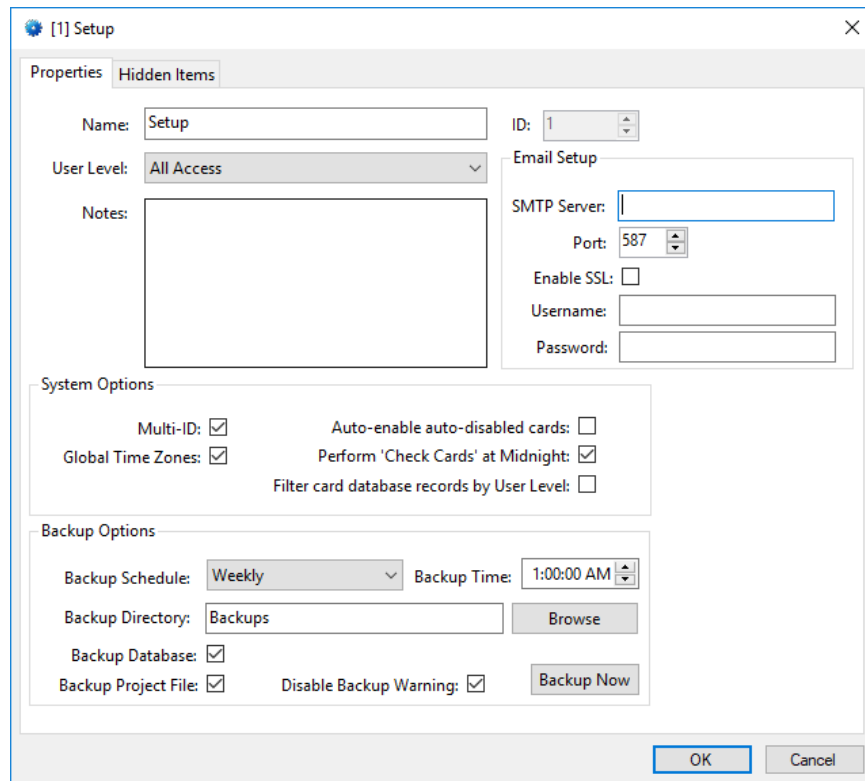


Figure 317 - Setup properties dialog

There are two tabs: the **Properties** tab and the **Hidden Items** tab.

Setup Properties tab

The Setup node contains the basic properties **Name**, **ID**, **User Level**, and **Notes**. The rest of the fields are grouped in boxes based on functionality. The following sections detail the properties specific to the Setup node.

System Options

The **System Options** are those properties that affect the way Intelli-Site goes about doing its business.

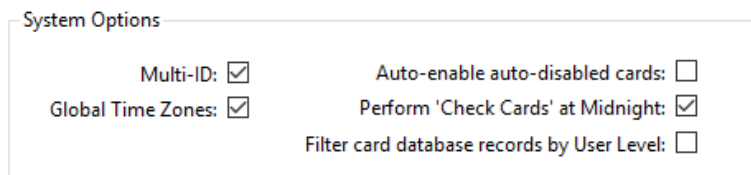



Figure 318 - Setup properties: System Options


Intelli-Site 4.1 User's Guide

Multi-ID – checked by default, controls whether or not a single person may have more than one token assigned. When checked, Intelli-Site is in Multi-ID mode. The number of tokens that can be assigned to a person is unlimited. When cleared, Intelli-Site is in Single ID mode. The personnel to tokens ratio is 1:1. In Single ID mode, the personnel and token tables are combined into a single table in  **Access Management View**.

Global Time Zones – checked by default; controls whether the time zones are global or panel specific. When checked, there is only one set of time zones. When clear, each panel will have its own set of time zones that must be managed individually. One reason a system may need to clear the **Global Time Zones** checkbox is that large systems may exceed a panel's limit of allowed time zones.

Auto-enable auto-disabled cards – clear by default; enables cards at midnight that were automatically disabled the previous day. For example, Software Giants, LLC has a set of cards of type 'Visitor'. When the visitors leave, their visitor badges are scanned at a reader at the checkout counter. These badges are disabled so they cannot be used again that day. But these same badged will be issued the next morning to a whole new set of visitors. With **Auto-enable auto-disabled cards** checked, these Visitor badges will be enabled automatically and ready for use in the morning.

Perform 'Check Cards' at Midnight – checked by default; when checked, the 'Check Cards' function will run at midnight. The 'Check Cards' function causes any card record-related changes (card expirations, activations, etc.) to download to the appropriate panels at midnight.

Filter card database records by User Level – clear by default; allows segregated access to the database records based on the [User Level](#) assigned to the user. When checked, the records displayed in  **Access Management View** will be filtered by User Level. The user will only be able to see and modify records that are included in his/her [User Mask](#). Any records added will be assigned the User Level of the logged in user. For example, Intelli-Site is managing an entire school district. User Levels can be set so that the administrator of Elementary School 234 only sees records for Elementary School 234 even though the database contains records for the entire school district.

Intelli-Site 4.1 User's Guide

Backup Options

Backing up the Intelli-Site database and project files is important. It is so important; Intelli-Site will continue to warn that backups have not been configured until they have been setup or until the warning dialog is disabled. The **Backup Options** control when, where, and how Intelli-Site backups are done.

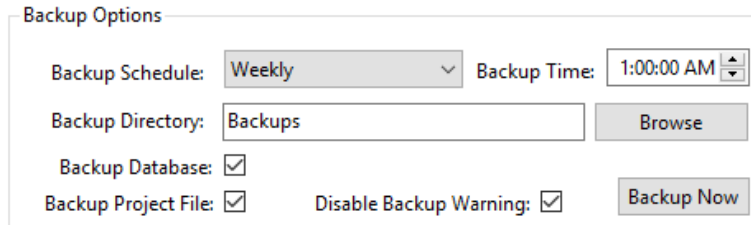


Figure 319 - Setup properties: Backup Options

Backup Schedule – drop-down list (default *Weekly*); controls how often backups are performed; containing *Daily*, *Weekly*, *Monthly*

Backup Time – time (default 1:00:00 AM); the time the backup begins

Backup Directory – text; where the backup files are stored; (default *ProgramData \OSSSI \Intelli-Site \Backups*);

Note: *For maximum safety and security, the backup location should be on a different computer or an external device.*

Browse - button; it opens a **Browse For Folder** dialog which allows the user to set the backup directory

Backup Database – checkbox (default checked); include the database in the backup

Backup Project File – checkbox (default checked); include the project file in the backup

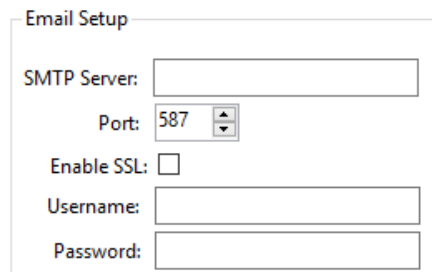
Disable Backup Warning – checkbox; a warning dialog appears every time a user logs in if Intelli-Site detects that backups have not been configured. If every field in the **Backup Options** group is set to the default value, Intelli-Site assumes backup has not been configured. If the default values are the desired values, check this option.

Intelli-Site 4.1 User's Guide

Backup Now - button; initiate a backup when clicked using the saved **Backup Options**; if changes have been made but not saved, the user receives a message dialog requiring a save before the backup can proceed

Email Setup

Email Setup defines the needed information for email notification.



The screenshot shows a window titled "Email Setup" with the following fields:

- SMTP Server: [Text input field]
- Port: [Spin box with value 587]
- Enable SSL: [Unchecked checkbox]
- Username: [Text input field]
- Password: [Text input field]

Figure 320 - Setup properties: Email Setup

SMTP Server – The email server

Port – The port number on which to connect to the email server

Enable SSL – Check this field if the email server requires SSL

Username – The username for the email server

Password – The password that goes with the above user name for the email server

Note: Your IT personnel will know the correct values for these fields.

Setup Hidden Items tab

Not every Intelli-Site project needs every Intelli-Site option. Sometimes it's hard to see the forest through the trees. If an action or a Tree node is not necessary for the project, hiding the action or node may make managing the project easier as well as safer. If there are no cameras in the project, hide the camera actions. Not going to have any Routing Levels or Masks? Hide those nodes.

Intelli-Site 4.1 User's Guide

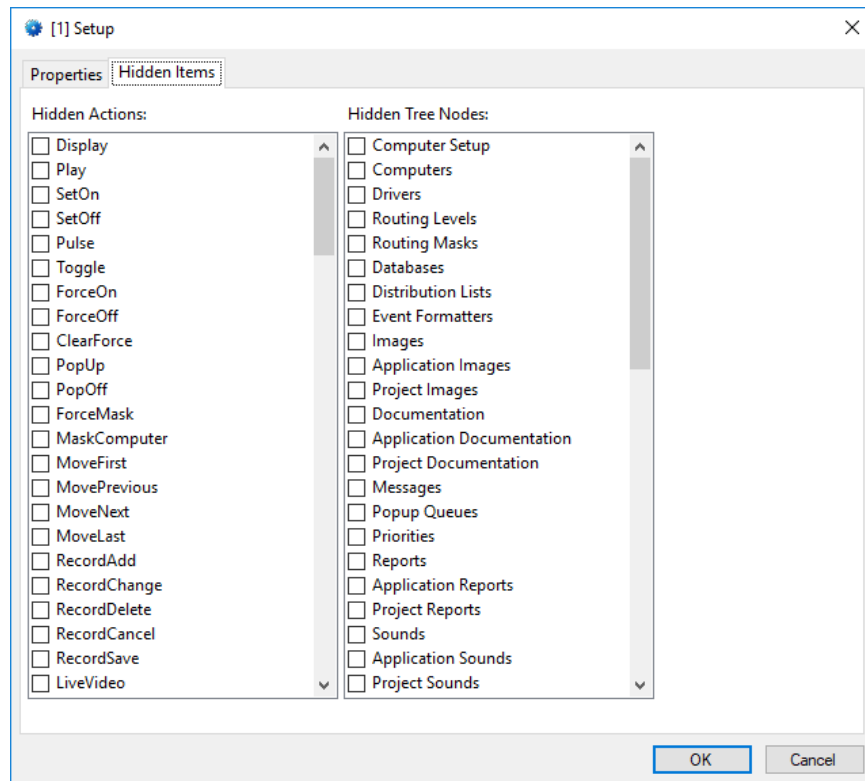


Figure 321 - Setup Properties: Hidden Items tab

Computer Setup

Computer Setup contains child nodes that are specific to the different functions that are assigned to a computer.

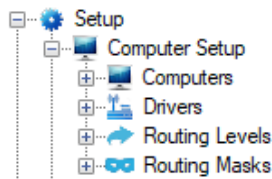


Figure 322 - Computer Setup

Computers

This node holds all the Computer nodes. There must be a Computer node for each computer or device that will communicate with the Engine. This means that for every computer that will have a Driver Service or Desktop Client installed on it there must be a corresponding Computer node in the Project. If a computer or handheld device is going to connect to the Engine via a browser, there must be a Computer node for that device as well.

Intelli-Site 4.1 User's Guide

To add a Computer node, right-click on the Computers node and select *Add Node* or *Add Node and Edit*.

A Computer node has the standard properties of **Name**, **ID**, **User Level**, and **Notes**.

Note: *The Name must match the name of the computer or device. If it doesn't, no connections will be allowed. Name is not case-sensitive. The log files will note the name of the device on a failed connection attempt.*

The screenshot shows a dialog box titled "[1264] New Computer" with a close button (X) in the top right corner. The dialog is divided into several sections:

- Properties:** Name: "New Computer" (text box), User Level: "All Access" (dropdown), Notes: (empty text area).
- General Settings:** Startup Point, Training Point, Routing Mask, and Voice (all text boxes).
- Engine Redundancy:** Redundancy Enabled: , Online/Offline Point, and Is Master Point (all text boxes).
- Alarm Queue:** 'Ack Required Alarm In Queue' Point and 'Higher Priority Alarm In Queue' Point (both text boxes).
- ID:** "1264" (spin box).
- General Options:** Restore Previous Screen: , Use Node Name for Display Label: .
- Engine Shutdown Options:** Shutdown Action: "Logout" (dropdown).
- Live Compare:** Invalid Read: , Valid Read: .
- Associated Hardware:** Sign On Reader, Card Add Reader, Monitor List, Keyboard, and Intercom (all text boxes).
- Deadman Mode:** System Time Period, Timeout (minutes): "30" (spin box), and Deadman Point (text box).

At the bottom right, there are "OK" and "Cancel" buttons.

Figure 323 - Computer Node Properties dialog

General Settings

The General Settings provide general information about this computer.

Intelli-Site 4.1 User's Guide

General Settings

Startup Point:	<input type="text"/>
Training Point:	<input type="text"/>
Routing Mask:	<input type="text"/>
Voice:	<input type="text"/>

Startup Point – This point is set high when a Client logs in from this computer, this point is set low when the last Client logs off or is disconnected

Training Point – When this I/O Point is set high, the Desktop Client on this computer will enter Training Mode. All I'O Points in the system will be given a Training State

- ***Training Queue:*** *The Engine and Client will maintain a new alarm queue, the Training Queue.*
- ****Auto-Exiting Training Mode:**** *If an alarm comes into the real alarm queue for the Client, Training Mode will be automatically exited.*

Routing Mask – This point lists the Routing Levels that the computer receives. For more information, see [Routing Masks](#) and [Routing Levels](#).

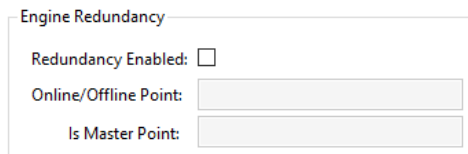
Voice – The voice Intelli-Site will use when it speaks unless the user has one assigned to him

Engine Redundancy

Engine Redundancy allows multiple Engines to be running with one Master Engine and all the others are Slaves. If for some reason the Master Engine fails, one of the Slave Engines will step forward to take on the role of Master. Since everything done by the Master Engine is synched to the Slave Engines, you gain fault tolerance with this optional module.

The Engine Redundancy properties enable redundancy on this computer and provide points to monitor the state of redundancy for the computer.

Intelli-Site 4.1 User's Guide



Engine Redundancy

Redundancy Enabled:

Online/Offline Point:

Is Master Point:

Redundancy Enabled – When checked, this computer is part of the redundancy network, an Engine should be installed here

Online/Offline Point – This point will be set high when the Engine on this computer is online, it will be set low when the Engine is offline

Is Master Point – This point will be set high when the Engine on this computer is the Master Engine, it will be set low when it is not.

Alarm Queue

The Alarm Queue properties are points that will be set under specific conditions associated with the Alarm Queue.



Alarm Queue

'Ack Required Alarm In Queue' Point:

'Higher Priority Alarm In Queue' Point:

'Ack Required Alarm in Queue' Point – This point will be set when there is an Ack Required Alarm in the queue.

Note: *An Ack Required Alarm is an alarm that must be acknowledged. This is determined by the Acknowledge Required property on the point's [Operation tab](#).*

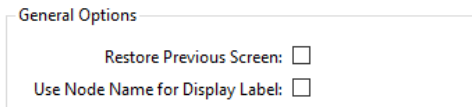
'Higher Priority Alarm In Queue' Point – This point will be set when an Ack Required Alarm comes in with a priority higher than the selected alarm in the queue.

Note: *The first alarm that enters the queue is selected but the actions in the On Selection grid are not executed.*

General Options

The General Options are about handling screens and display labels.

Intelli-Site 4.1 User's Guide



General Options

Restore Previous Screen:

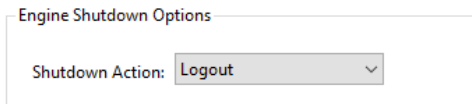
Use Node Name for Display Label:

Restore Previous Screen – When checked, the Client will return to the previous screen after an alarm or event has been processed

Use Node Name for Display Label – When checked, the **Name** of the screen object will display rather than its value

Engine Shutdown Option

If the Engine is stopped or if the Client loses its connection to the Engine, what should the Client do?



Engine Shutdown Options


Shutdown Action: Logout

Shutdown Action – Drop-down list of the available options when the Engine is shut down (stopped) or the Client loses connection to it.

- *Exit* – The user is logged out and the Desktop Client is exited
- *Logout* – The user is logged out but the Desktop Client continues to run
- *AutoRetry* – The Desktop Client attempts to reconnect

Live Compare

Live Compare is a function that performs a comparison with the database to locate a personnel photo that matches the current camera view. The Client user can at that time decide to permit or deny access to that user.



Live Compare

Invalid Read: Valid Read:

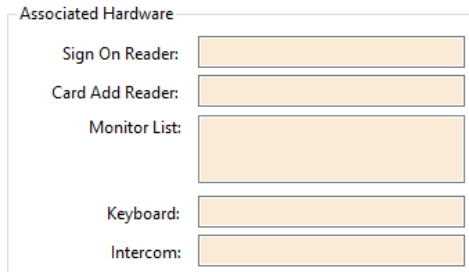
Invalid Read – Prompt the user to perform a Live Compare when an invalid card is read

Valid Read – Prompt the user to perform a Live Compare when a valid card is read

Intelli-Site 4.1 User's Guide

Associated Hardware


This group of properties defines the hardware associated with this Computer node.



The screenshot shows a configuration panel titled "Associated Hardware" with five input fields:

- Sign On Reader: [Text input field]
- Card Add Reader: [Text input field]
- Monitor List: [Large text input field]
- Keyboard: [Text input field]
- Intercom: [Text input field]

Sign On Reader – Allows a card to be presented to this access control reader. The user for which the card is designated as the **Logon Card** is logged in. See the **Logon Card** field in the User node [General Options](#).

Card Add Reader – Allows a card to be present to the specified access control reader and will automatically enter the card into the database if it isn't already in it. If the card does exist in the database, it will locate the record and display it. The user must be in  **Access Management View** at the time the card is read.

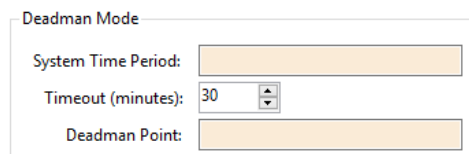
Monitor List – the monitor I/O Points of the computer

Keyboard – the keyboard I/O Point of the computer

Intercom – the Intercom I/O Point of the computer

Deadman Mode

This group of properties is all properties associated with Deadman Mode. Deadman Mode is defined as a Client session on a computer being idle for too long during a specific system time period.



The screenshot shows a configuration panel titled "Deadman Mode" with three input fields:

- System Time Period: [Text input field]
- Timeout (minutes): 30 [Spin box]
- Deadman Point: [Text input field]


System Time Period – The system time period that is the control point for Deadman Mode

Intelli-Site 4.1 User's Guide

Timeout (minutes) – Number of minutes before a logged in Client (computer) enters Deadman Mode

Deadman Point – This point is set when Deadman Mode is entered

Drivers

The Drivers node is the parent node for all the drivers in the Intelli-Site system and their communication methods. The  **Hardware Management View** manages these nodes.

Driver

The Driver node contains the properties needed to identify the driver, define which computer in the Intelli-Site system on which the Driver will run, and which panel nodes will be controlled by this Driver. These properties also define the characteristics and behavior of the driver. The exact properties that are present differ depending on the type of driver it is. For the specific properties and their definitions, see the appropriate Panel Guide.

Intelli-Site 4.1 User's Guide

The screenshot shows a configuration window titled "[1265] New MAC Driver". It is divided into several sections:

- Properties:**
 - Name: New MAC Driver
 - ID: 1265
 - User Level: All Access
 - Notes: (Empty text area)
 - Domain: 40
 - Enabled:
 - Default Retry Start Delay:
 - Retry Start Delay: 15
- Setup:**
 - Host Net: 254
 - Host Node: 1
 - Heartbeat Interval (sec): 30
- Send Queue:**
 - Retries: 3
 - Timeout: 1000
 - Interval: 250
- Panel List:** (Empty list)
- Computer List:** [4] QAWin10

Buttons for "OK" and "Cancel" are located at the bottom right.

Of course, the basic properties, **Name**, **ID**, **User Level**, and **Notes**, are part of the total properties. The following are the properties common to many drivers.

Enabled – When checked, this driver is enabled; this driver will connect to the Driver Service and communication with the panel(s) in the **Panel List** will begin

Default Retry Start Delay - When a driver loses connection with a field device that is normally polled, its default condition is to increment the retry delay (to keep from continuously retrying a lost connection). If this checkbox is selected, the retry delay will not increment, so the reconnection attempts will be continuous at the **Retry Start Delay**.

Intelli-Site 4.1 User's Guide

Retry Start Delay – How long to wait in seconds before attempting to reconnect to a field device

Panel List – The list of panels, also known as field devices, which will be controlled by this driver; though the name of the property may vary, all drivers will have a property that lists the field devices

Computer List – The list of computers on which this driver will be found

Communication Method

Most drivers will need to know specific information on how to communicate with the physical device. What is needed is different depending on the specific driver. It could be as simple as IP address and Port number or it can be a whole host of parameters. See the Panel Guide for specific information on the Communication Method, if any, needed by that panel.

Routing Levels

In section [Options Tab](#) we explained that every IO Point has a **Routing Level** field. This is where those levels are defined.

Note: The Routing Level field is disabled until Panel Will Transmit is checked.

Intelli-Site 4.1 User's Guide

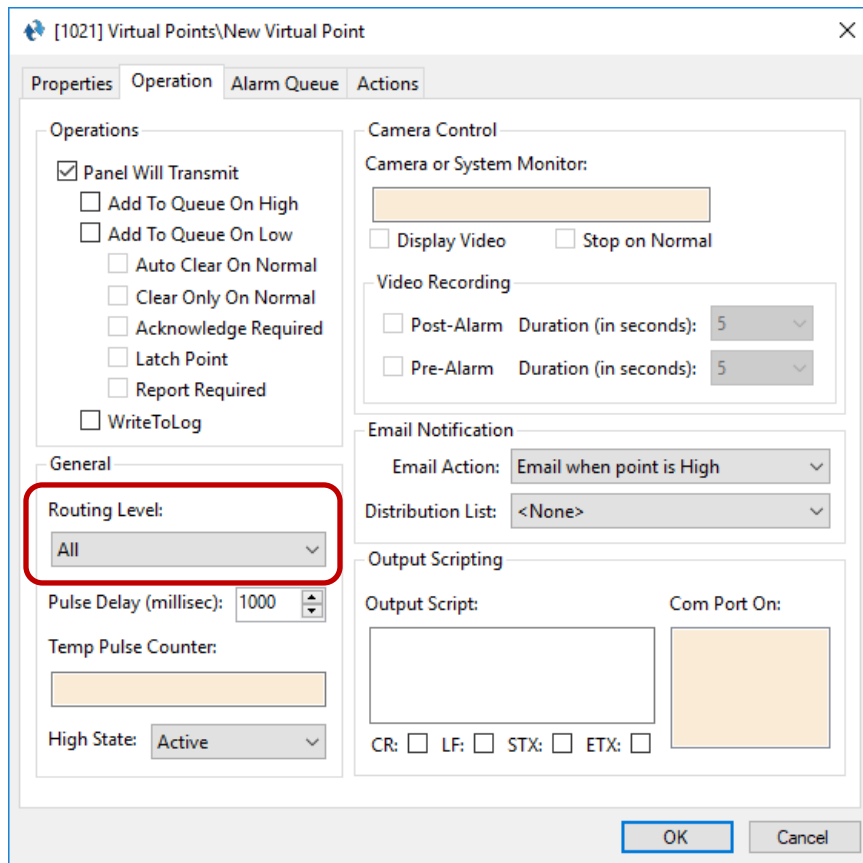


Figure 324 - Routing Level on the Operation tab

A routing level is basically an access entry for a computer. For a computer to receive a point's activity and alarm updates it must have access to that point; it must be assigned the point's routing level.

The possible routing levels in Intelli-Site are defined here. Intelli-Site ships with one Routing Level, **Level 1**. The default value for the **Routing Level** field, *All*, is not an actual routing level node.



Note: *The default value, All, is not a Routing Level node to protect it from being modified or deleted.*

To add a **Routing Level**, right-click on the **Routing Levels** node and select *Add Node* or *Add Node and Edit*. There are only the basic properties on the **Routing Level** node.

Intelli-Site 4.1 User's Guide

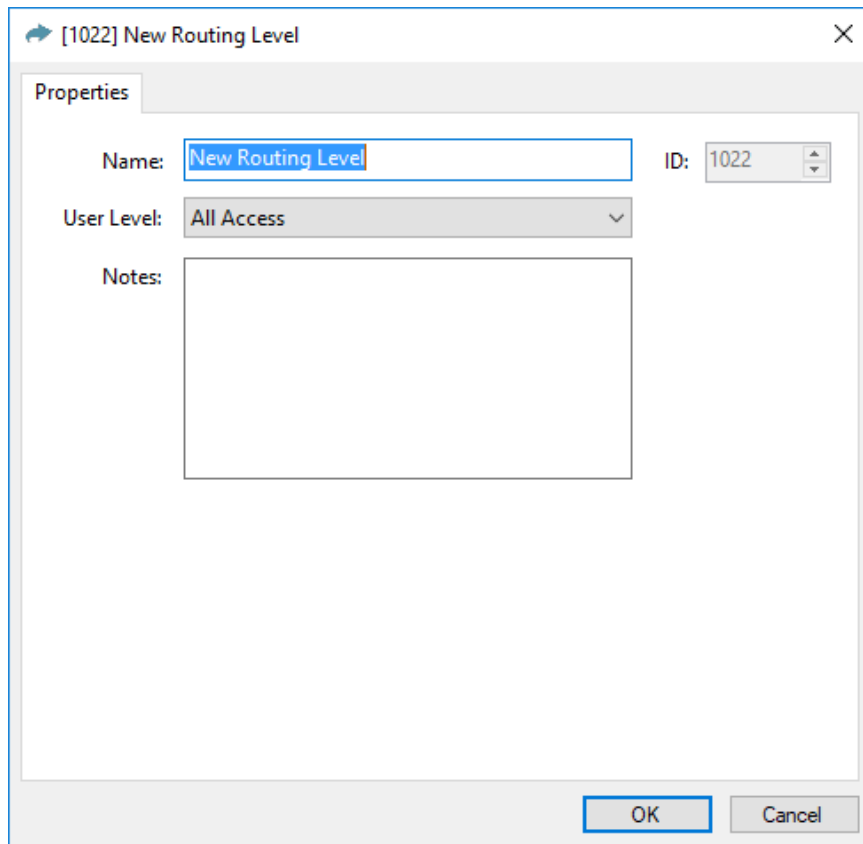


Figure 325 - Routing Level properties dialog

Note: *It is ironically possible to change the routing level and make it impossible for you to see the point's activity or alarms on any computer. Care should be taken when changing Routing Levels and Routing Masks.*

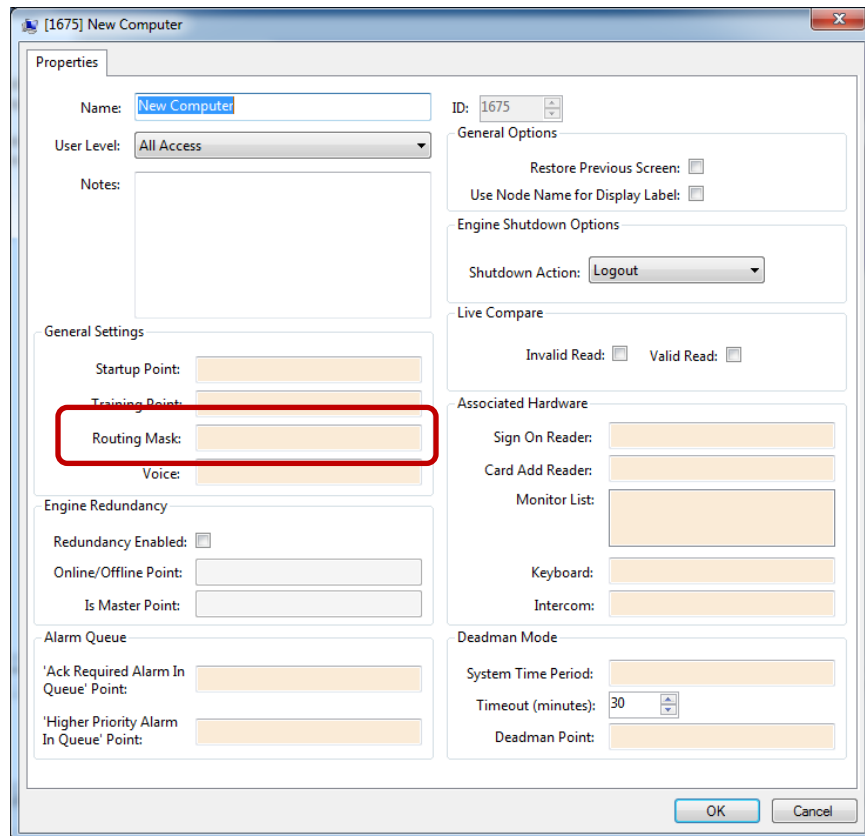
Routing Masks

Routing Masks are access sets for computers. A routing mask contains a list of routing levels that are considered members of the routing mask. If a computer has a routing mask, it will only receive updates for points whose routing level is included in the computer's routing mask.

Intelli-Site 4.1 User's Guide

A routing mask is assigned to a computer if that computer should only receive a subset of the activity controlled by Intelli-Site. For example, Intelli-Site is controlling an office building with many businesses. Each business has its own security personnel that manage their access. They should only receive the activity pertinent to their business. Therefore, routing levels and masks must be added to Intelli-Site to control this. The routing levels are assigned to points and routing masks are assigned to computers.

A routing mask is assigned in the **Routing Mask** field of the computer node properties. See [Computers](#).



The image shows a screenshot of the 'New Computer' properties dialog box. The dialog has a title bar with '[1675] New Computer' and a close button. The main area is divided into several sections:

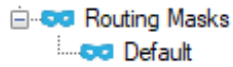
- Properties:** Name: 'New Computer', ID: '1675', User Level: 'All Access', Notes: (empty text area).
- General Options:** Restore Previous Screen: , Use Node Name for Display Label: .
- Engine Shutdown Options:** Shutdown Action: 'Logout'.
- Live Compare:** Invalid Read: , Valid Read: .
- Associated Hardware:** Sign On Reader: (text field), Card Add Reader: (text field), Monitor List: (text area), Keyboard: (text field), Intercom: (text field).
- Deadman Mode:** System Time Period: (text field), Timeout (minutes): '30', Deadman Point: (text field).
- General Settings:** Startup Point: (text field), Training Point: (text field), **Routing Mask: (text field, highlighted with a red rectangle)**, Voice: (text field).
- Engine Redundancy:** Redundancy Enabled: , Online/Offline Point: (text field), Is Master Point: (text field).
- Alarm Queue:** 'Ack Required Alarm In Queue' Point: (text field), 'Higher Priority Alarm In Queue' Point: (text field).

At the bottom right, there are 'OK' and 'Cancel' buttons.

Figure 326 - Routing Mask field of the Computer properties dialog

Intelli-Site ships with a single routing mask called **Default**. It is just a sample routing mask. It isn't the system default. The true default routing mask is blank. When a routing mask is not specifically assigned, the computer will receive all state changes and alarms.

Intelli-Site 4.1 User's Guide



To add a **Routing Mask**, right-click on the **Routing Masks** node and select *Add Node* or *Add Node and Edit*.

The screenshot shows a dialog box titled "[1023] New Routing Mask". It has a "Properties" tab. The "Name" field contains "New Routing Mask" and the "ID" field contains "1023". The "User Level" dropdown is set to "All Access". There is a "Notes" text area. Below that is a "Routing Levels" table with two columns: "Routing Level" and "Allowed Point (Optional)". The table is currently empty. At the bottom right of the table are "Add" and "Delete" buttons. At the bottom of the dialog are "OK" and "Cancel" buttons.

Routing Level	Allowed Point (Optional)
---------------	--------------------------

Figure 327 - Routing Mask properties dialog

In addition to the basic properties on the **Routing Mask** node, there is the **Routing Levels** table.

Routing Levels – table; the routing levels that are assigned to this routing mask

Routing Level – drop-down list of the available routing level nodes; the selected routing level is assigned to this mask

Intelli-Site 4.1 User's Guide

Allowed Point (Optional) – optional, drop box; accepts IO Points; when the IO Point is high, this routing level is included in the routing mask; when the point is low, the routing level is not included; when this field is empty, the routing level is always included in the mask.

Add

- button; add a row to the **Routing Levels** table

Delete

- button; delete the selected row from the **Routing Levels** table

Note: *It is ironically possible to change the routing mask and make it impossible for you to see the point's activity or alarms on any computer. Care should be taken when changing Routing Levels and Routing Masks.*

Databases

The Databases node contains the Database node which provides access to the Project database for project programming.

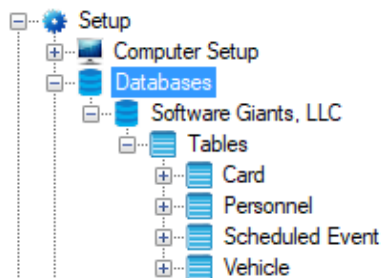


Figure 328 - Databases

To see the properties of the Database node, expand the Databases node and right-click on its child node. The name of this node is the same as the name of the Project. Select *Properties* from the context menu.

Note: *Database node changes should be made using the Configuration Utility and not in the Client.*

Intelli-Site 4.1 User's Guide

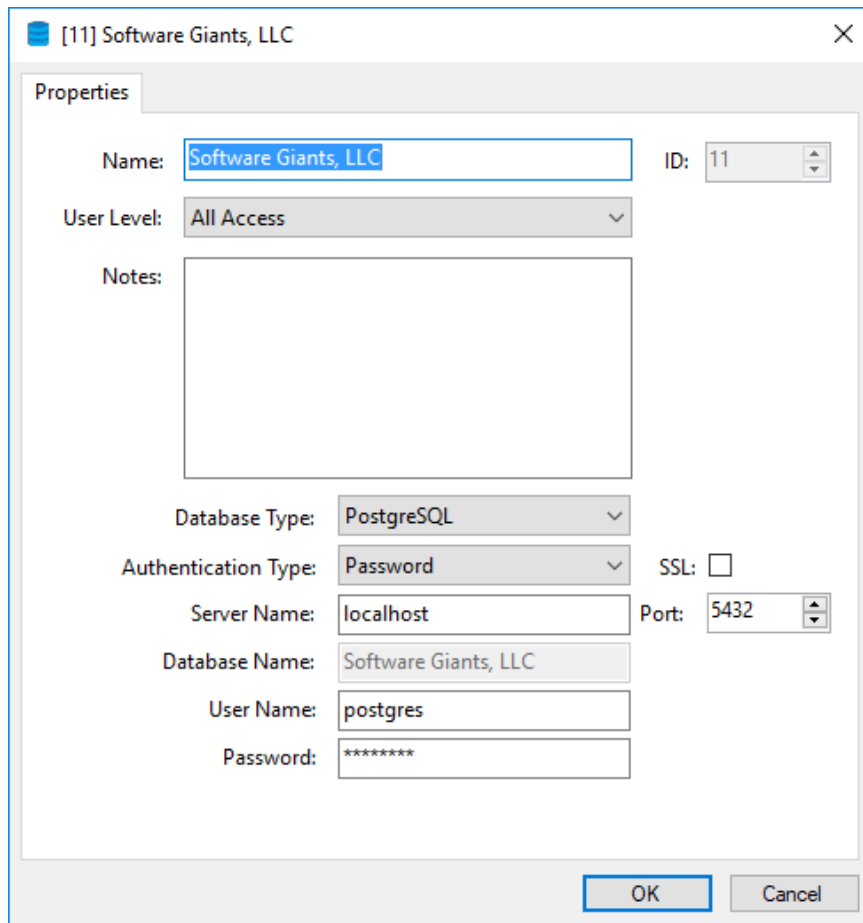


Figure 329 - Database Properties dialog

A Database node has the standard properties of **Name**, **ID**, **User Level**, and **Notes**.

Database Type – The type of database this project uses; currently only PostgreSQL is supported

Authentication Type – The method of authentication the Engine will use to connect to the database

SSL – checkbox; when checked SSL is used when authenticating

Server Name – Then name of the computer on which the database resides

Port – The TCP/IP port number with which to connect to the database

Intelli-Site 4.1 User's Guide

Database Name – The name of the database; this is the name of the project and cannot be changed here. To change the name of the project, use the Configuration Utility.

User Name – The user name credential for database authentication

Password – The password credential for database authentication

Below the database node are the database tables which allows the user to see what fields are available for Project programming.

Database Table

The database contains several database tables. Each table is represented by a database table node.

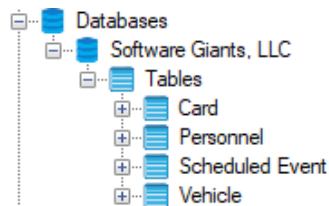


Figure 330 - Database Tables

Card – data associated with specific card

Personnel – data about each personnel

Scheduled Event – scheduled event data

Vehicle – vehicle data

Database Field

Each field in the database appears as a node under a table node. A database field node has the standard properties of **Name**, **ID**, **User Level**, and **Notes**. None of the properties is editable except for **Name** and **Notes**.

Intelli-Site 4.1 User's Guide

The screenshot shows a dialog box titled "# [16] Card Number". It has a "Properties" tab. The fields are: Name: Card Number, ID: 16, User Level: All Access, Notes: (empty text area), Field Type: Int64, Special Field Type: None, Field Name: card_number, Field Size: 8, Field Precision: 0, Internal: , Custom: , Required: . Buttons for OK and Cancel are at the bottom right.

Figure 331 - Database Field properties dialog

Field Type – The data type of the field

Special Field Type – A modifier for the **Field Type**

Field Size – The number of bytes in the field

Internal – checkbox; when checked it is an internal field

It's important to know the **Name** and the **Field Type** for importing cards. The **Field Name** can be used instead of the **Name**.

Distribution Lists

Distribution Lists allow the user to define a set of email addresses to send email alerts to when an event occurs. These distribution lists are the values for the **Distribution List** property on the **Operation** tab of all I/O Points. See [Email Notification](#).

To add a new Distribution List, right-click on the **Distribution Lists** node and select *Add Node and Edit*.

Intelli-Site 4.1 User's Guide

The screenshot shows a dialog box titled "[1347] New Distribution List". It has a "Properties" tab. The "Name" field contains "New Distribution List". The "ID" field is a dropdown menu showing "1347". The "User Level" dropdown menu shows "All Access". There is a "Notes" text area and an "Email List" text area. Below the "Email List" is an empty text input box, followed by "Add" and "Delete" buttons. At the bottom right are "OK" and "Cancel" buttons.

Figure 332 - Distribution List properties dialog

A distribution list node has the standard properties of **Name**, **ID**, **User Level**, and **Notes**.

Email List – simple edit list; Lists the email addresses that are part of this distribution list. Use the **Add** and **Delete** buttons to modify the list. When an email address in the list is being modified or while a new email address is being typed, the **Add** button becomes the **Save** button.


To add an email address - Click , the add button becomes . Type the email address in the edit box next to the button. Click . The email address is added to **Email List**.

To edit an email address – Select the email address in the list. The email appears in the edit box next to the buttons. Place the cursor in the edit box and change the text. The button becomes . When the email address is correct, click .

Intelli-Site 4.1 User's Guide

To delete an email address – Select the email address in the **Email List** list box then click

Documentation

The Documentation node contains the nodes that tell the software the location of the documentation files. The documents are readable in  **Documentation View**.

Note: *All Intelli-Site manuals are PDF files. Therefore, a PDF reader must be installed on the computer on which the manuals are to be viewed. If there is not a PDF reader on the computer, an “error loading webpage” message displays in the Document Viewing Area.*

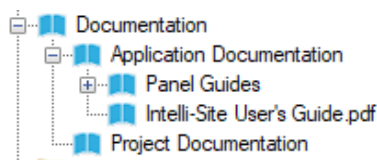


Figure 333 - Documentation

The documentation is separated into two groups.

Application Documentation – The documents pertaining to Intelli-Site; includes the Intelli-Site User's Guide and the Panel Guides for the installed drivers

Project Documentation – The documents specific to the project created by the integrator; the integrator is strongly encouraged to provide a user's manual for the project.

Before a document can be added, a group node must be added to the Project Documentation node.

Project Documentation Group

A document node must be added to a Project Documentation group node.

To add a project documentation group node, right-click on Project Documentation and select either *Add Node* or *Add Node and Edit*. An **Enter Directory Name** dialog appears.

Intelli-Site 4.1 User's Guide

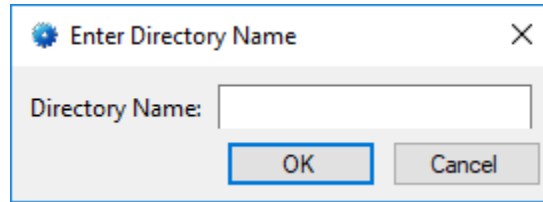


Figure 334 - Enter Directory Name dialog

Intelli-Site will create a directory in the project folder to hold the document. This folder corresponds to the project documentation group node. Enter the name of the folder.

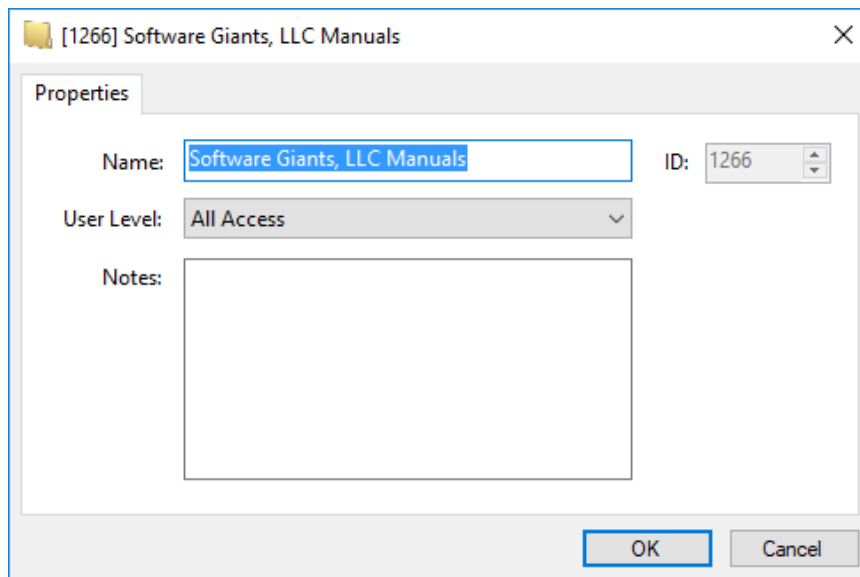


Figure 335 – Project Documentation Group properties dialog

Document

Once the project documentation group node has been added to the Tree, a document can be added.

Right-click on the project documentation group node and select either *Add Node* or *Add Node and Edit*. A Windows **Open** dialog appears allowing you to select the PDF file.

A new document node is added to the Project Tree.

Intelli-Site 4.1 User's Guide

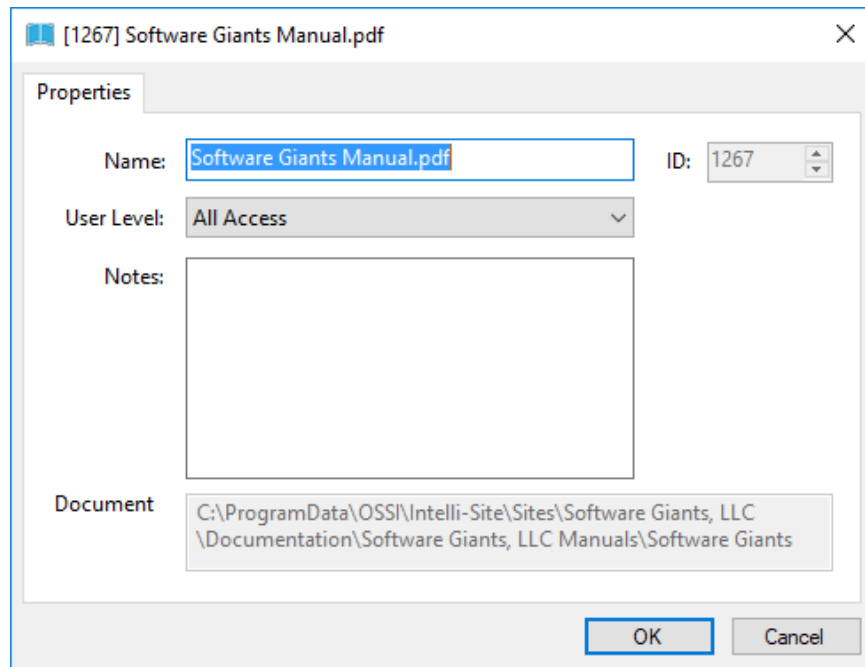


Figure 336 - Document properties dialog

Document – This field displays the actual location of the document on disk. Notice that this project document is in the Documentation\Software Giants, LLC Manuals subfolder of the Project. Software Giants, LLC Manuals is the name of the directory and the node in which the actual document resides. The PDF file is copied into this folder.

Event Formatters

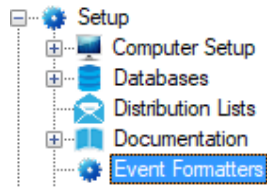
Event Formatters allow the Engine to write events to a file or a TCP/IP address and port. The user specifies the format and the text to write. Many formats can be defined to write to the same destination or different destinations. The user may also specify Point and database filters for an event formatter.

Individual event formatters are added to the **Event Formatters** node.

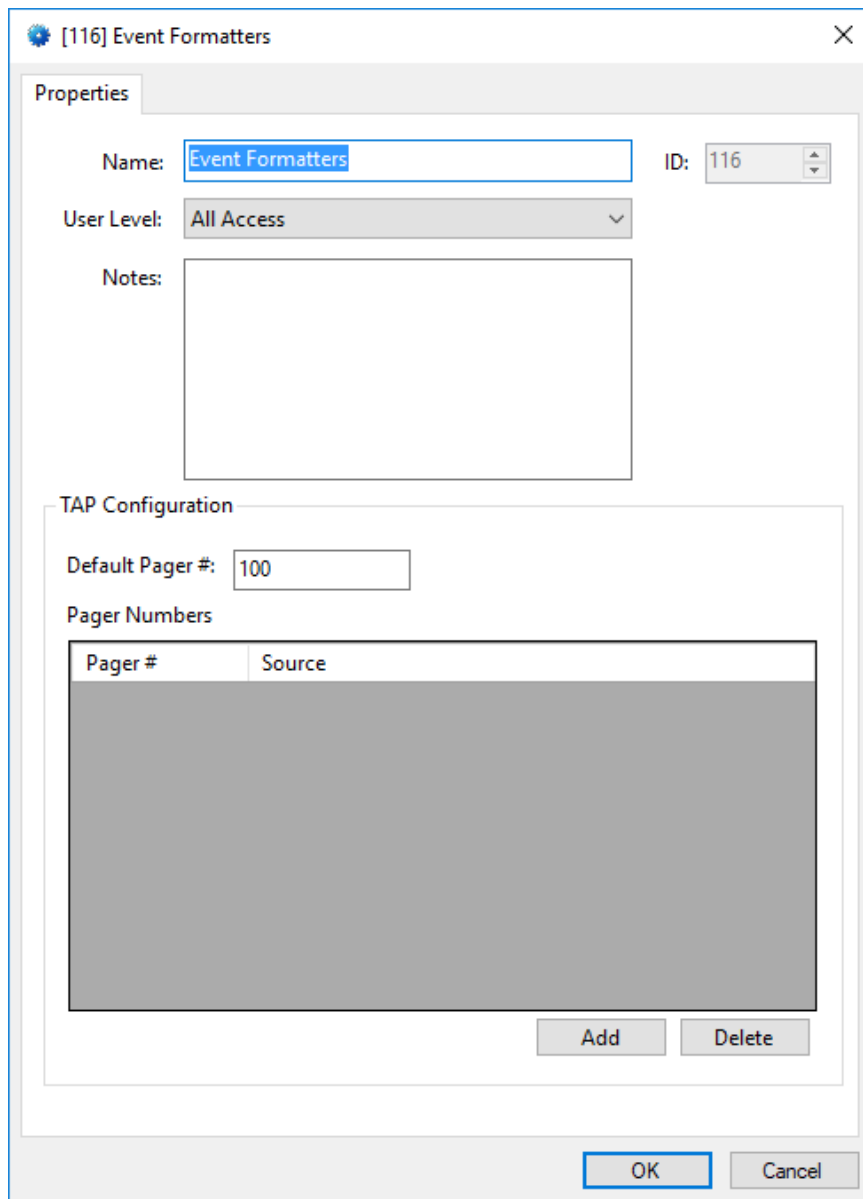
Event Formatters Properties

The **Event Formatters** root node contains the configuration information for the TAP server integration.

Intelli-Site 4.1 User's Guide



Right-click on the **Event Formatters** node and select *Properties* to open the properties dialog.

A screenshot of the "[116] Event Formatters" Properties dialog box. The dialog has a title bar with a close button. It contains several sections:

- Properties**:
 - Name: Event Formatters (text box)
 - ID: 116 (spin box)
 - User Level: All Access (dropdown menu)
 - Notes: (empty text area)
- TAP Configuration**:
 - Default Pager #: 100 (text box)
 - Pager Numbers: A table with two columns: "Pager #" and "Source". The table body is currently empty.
 - Buttons: "Add" and "Delete" (below the table)

At the bottom of the dialog are "OK" and "Cancel" buttons.

Figure 337 - Event Formatters node properties dialog

Of course, the **Event Formatters** node has the standard properties of **Name**, **ID**, **User Level**, and **Notes**.

Intelli-Site 4.1 User's Guide

Default Pager # – text box; the pager number that is used for events whose source node is not specified in the **Pager Numbers** table

Pager Numbers – table; the table associating a pager number to a source node

Pager # - the pager number that is used for events whose source node is the specified node

Source – the node that triggered the event

Event Formatter Properties

To add a new event formatter node, right-click on the **Event Formatters** node and select either *Add Node* or *Add Node and Edit*. A new event formatter node is added to the Project.

The basic properties common to all nodes, **Name**, **ID**, **User Level**, and **Notes** are here. The following explains the rest of the properties.

The screenshot shows the 'New Event Formatter' dialog box with the following sections:

- Properties:**
 - Name: New Event Formatter
 - ID: 1294
 - User Level: All Access
 - Notes: (empty text box)
 - Termination: Carriage Return/Line Feed
- Send Formatted Event To File:**
 - File Path: (empty text box)
 - Failure Point: (empty text box)
- Send Formatted Event To TCP/IP:**
 - Address: (empty text box)
 - Port: 0
 - Timeout (seconds): 0
- Formats:**
 - Valid Card Read: (empty text box)
 - Invalid Card Read: (empty text box)
 - Card Modification: (empty text box)
 - I/O Event: (empty text box)
- Database Filter List:**

Field	Operation	Value
-------	-----------	-------

Add Delete
- Text Replacement:**

Original Text	Replacement Text	Match Whole Word?
---------------	------------------	-------------------

Add Delete
- Point Filter List:** (empty list area)

OK Cancel

Figure 338 - Event Formatter node properties dialog

Intelli-Site 4.1 User's Guide

Termination – drop-down list; *Carriage Return/Line Feed* (default), *Carriage Return*, *Line Feed*, *TAP*, and *None*; what to end the formatted text string with

Send Formatted Event To File – group box; the properties needed to define the file to write the formatted text

File Path – text field; the location, either local or on the network, as the destination file that for the formatted text. If the file doesn't exist, it will be created. This can be a single location, or multiple locations can be defined, using just one simple string of text, as well as multiple files within a single location:

1. Single Local Location:
C:\Logfiles\MyLog.txt
2. Single Network Location:
\\Server1\LogFiles\MyLog.txt
3. Multiple Network Locations:
\\[Department]\LogFiles\MyLog.txt
4. Multiple Files in Single Network Location:
\\Server1\[Department]\LogFiles\MyLog.txt
5. Multiple Files in Single Network Location with Dated File Names:
\\Server1\[Department]\LogFiles\%Y-%m-%d.txt

Note: *The “[Department]” notation is a database field, which must be the value also modified on each card that the operator wants logged via the Event format function. If a card does not have a “Department” specified, then in this case nothing for that card number will be logged.*

Note: *The last example would produce one file for each day, in each department folder, with dated file names, like this:*
\\Server1\Accounting\LogFiles\2019-04-23.txt

Failure Point – drop box; this point will be set if Intelli-Site failed to write the event to the specified file(s)

Send Formatted Event To TCP/IP – group box; the properties needed to define the IP address and port to write the formatted text

Address – text field; the destination IP Address or DNS Address

Intelli-Site 4.1 User's Guide

Port – numeric; the destination TCP port

Timeout (seconds) – numeric; how long to maintain the TCP/IP connection after each event is sent. Establishing a connection takes time. If there are multiple messages to send, it is best to send them over the same connection instead of creating a connection for each new message.

Formats

The **Formats** group box contains the fields that define the format for the text messages that are written to the specified **File Path** and/or sent to the specified **Address** and **Port**. See [Formatting Keywords](#) to view all the possible keywords and their usage.



The screenshot shows a window titled "Formats" with four text input fields. The first field is labeled "Valid Card Read:", the second "Invalid Card Read:", the third "Card Modification:", and the fourth "I/O Event:". Each field is currently empty.

Valid Card Read – text box; the text format for valid card read events

Invalid Card Read – text box; the text format for invalid card read events

Card Modification – text box; the text format when a card or personnel record is added, edited, or deleted

Note: *Card modifications do not trigger events. Therefore, at least one database field must be included in the Card Modification format to inform the Engine which field to use as a trigger for this event.*

I/O Event – text box; the text format for I/O events

Database Filter List

The **Database Filter List** table contains the database fields that will determine if this event formatter is triggered.

Intelli-Site 4.1 User's Guide

Database Filter List:

Field	Operation	Value
[17] Site Code	Equals	5

Field – the database field on which to filter

Operation – determines how the **Field** is evaluated

Value – the value to which the **Field** is compared

- add a row to the table

- delete the selected row in the table

So for the image above, assuming the user has defined a format for **Invalid Card Read**, then only those card reads with a *Site Code* equal to "5" will trigger this formatter.

Formatting Keywords

Below is a list of all the possible formatting keywords. All characters that are not in the list below will show up "as typed." For example, the format string "Today is %A" would be written as "Today is Monday".

Replacements are done in the order shown, so if node 1234 is a counter with a value of 4, @{1234}@ would first replace {1234} with 4, leaving @4@, then @4@ would be replaced with a one byte decimal 4 into the data stream.

Time Formatting Keywords

%a - Abbreviated weekday name

%A - Full weekday name

%b - Abbreviated month name

%B - Full month name

%c - Date and time representation appropriate for locale

Intelli-Site 4.1 User's Guide

%d - Day of month as decimal number (01 – 31)

%H - Hour in 24-hour format (00 – 23)

%I - Hour in 12-hour format (01 – 12)

%j - Day of year as decimal number (001 – 366)

%m - Month as decimal number (01 – 12)

%M - Minute as decimal number (00 – 59)

%p - Current locale's A.M./P.M. indicator for 12-hour clock

%S - Second as decimal number (00 – 59)

%U - Week of year as decimal number, with Sunday as first day of week (00 – 53)

%w - Weekday as decimal number (0 – 6; Sunday is 0)

%W - Week of year as decimal number, with Monday as first day of week (00 – 53)

%x - Date representation for current locale

%X - Time representation for current locale

%y - Year without century, as decimal number (00 – 99)

%Y - Year with century, as decimal number

%% Percent sign

I/O Point & Reader Formatting Keywords:

#a, #A – The name of the access set for card modification events

#n, #N – The name of the Point in the Tree either as in the Tree, or all upper case

#x, #X – The ID of the Point in the Tree, with or without leading zeroes

#I – The index of the Point in the Tree

Intelli-Site 4.1 User's Guide

#s, #S – The name of the sub-state in the Tree as in the Tree, or all upper case

#z, #Z – The ID of the sub-state in the Tree, with or without leading zeroes

#i – The index of the sub-state in the Tree

#r, #R – The name of the panel for the Point in the Tree as is, or all upper case

#u – The state of the Point; 0 for low, 1 for high

#v, #V – The queue label of the state of the Point, configured on the **Alarm Queue** tab of the Point

#q – If this is a card read event, this is the status of the card read; if this is a card modification event, this is "Add", "Delete", or "Modify"

#U, #C – If this is a card modification event, this is the user and computer that made the change

Pound sign

Special Commands:

[*database field name*] – The name of a database field from the Tree; at this time, only fields from the card and personnel tables are supported

{*node id*} – The value of the object from the Tree; the value is the same as shown when used as the Label Object for a Screen Object; most commonly used with counters

\$hex value\$ – Insert a series of bytes converted to hex characters

@decimal value@ – Insert one byte of decimal data

Intelli-Site 4.1 User's Guide

Images

The Images node contains the nodes that tell Intelli-Site where the image files are.

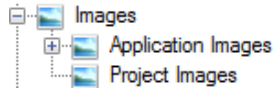


Figure 339 - Images

The images are separated into two groups.

Application Images – The images Intelli-Site provides

Project Images – Some installations may need additional images. This is where they will be added to the project

Before an image file can be added, a group node has to be added to the Project Images node.

Project Images Group

An image node has to be added to a Project Images group node.

To add a project images group node, right-click on Project Images and select either *Add Node* or *Add Node and Edit*. An **Enter Directory Name** dialog appears.

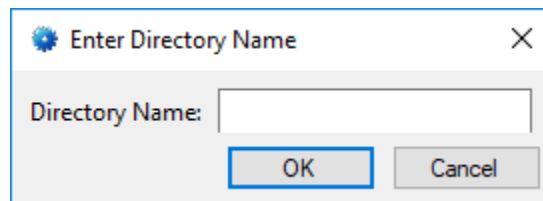


Figure 340 - Enter Directory Name dialog

Intelli-Site will create a directory in the project folder to hold the image file. This folder corresponds to the project images group node. Enter the name of the folder.

Intelli-Site 4.1 User's Guide

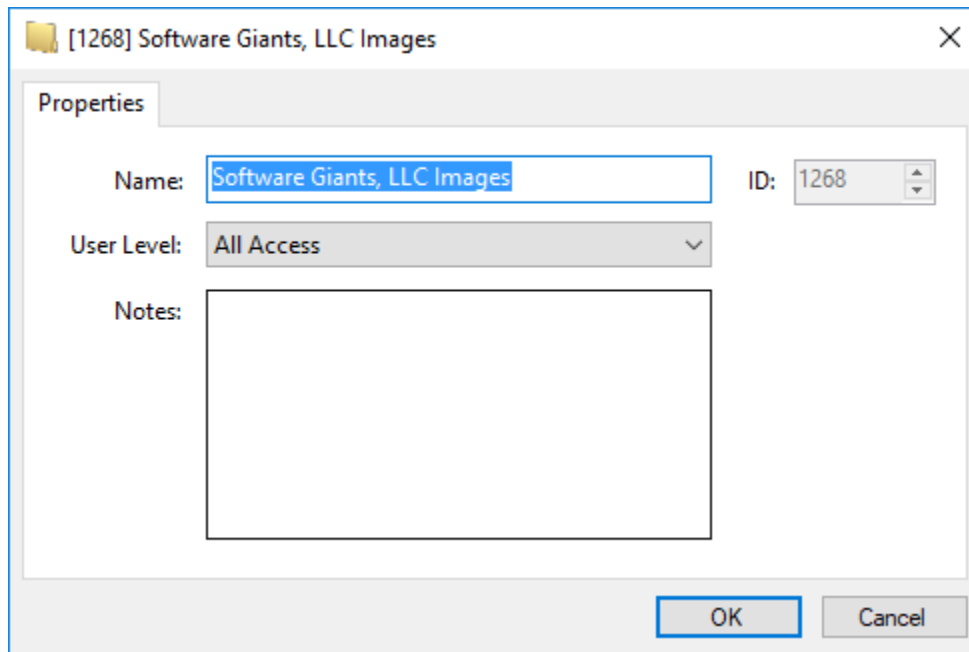


Figure 341 – Project Images Group properties dialog

Image

Once the project images group node has been added to the Tree, an image can be added. Intelli-Site supports the following image types:

- *.png
- *.jpg
- *.gif
- *.tif
- *.tiff
- *.bmp
- *.wmf

Right-click on the project image group node and select either *Add Node* or *Add Node and Edit*. A Windows **Open** dialog appears allowing you to select the Image File file.

A new image node is added to the Project Tree.

Intelli-Site 4.1 User's Guide

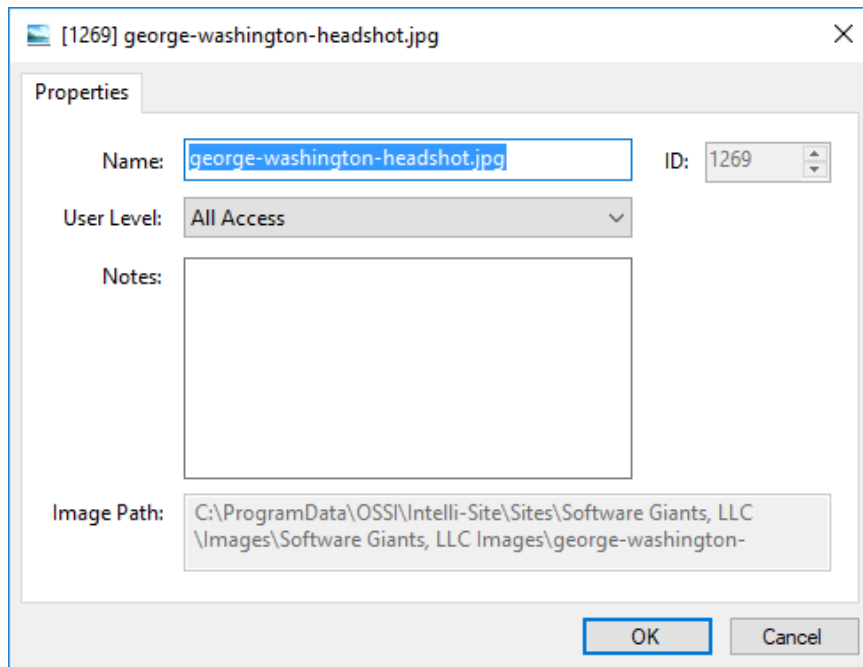


Figure 342 - Image properties dialog

Image Path – This field displays the actual location of the image on disk. Notice that this project image is in the Image\Software Giants, LLC Images subfolder of the Project. Software Giants, LLC Images is the name of the directory and the node in which the actual image file resides. The image file is copied into this folder.

Image Preview

To preview an image in  **Design View**, place the mouse on the image node. Hold the mouse button down until the image preview appears.

Messages

Intelli-Site can talk to the user via the Text-to-Speech (TTS) module. The **Messages** node contains the messages that Intelli-Site can say. These messages can be played in any action grid using the **Play** action.

To add a new message, right-click on the Messages node. Select *Add Node and Edit*. A new message node is added to the Tree and the properties dialog displays.

Intelli-Site 4.1 User's Guide

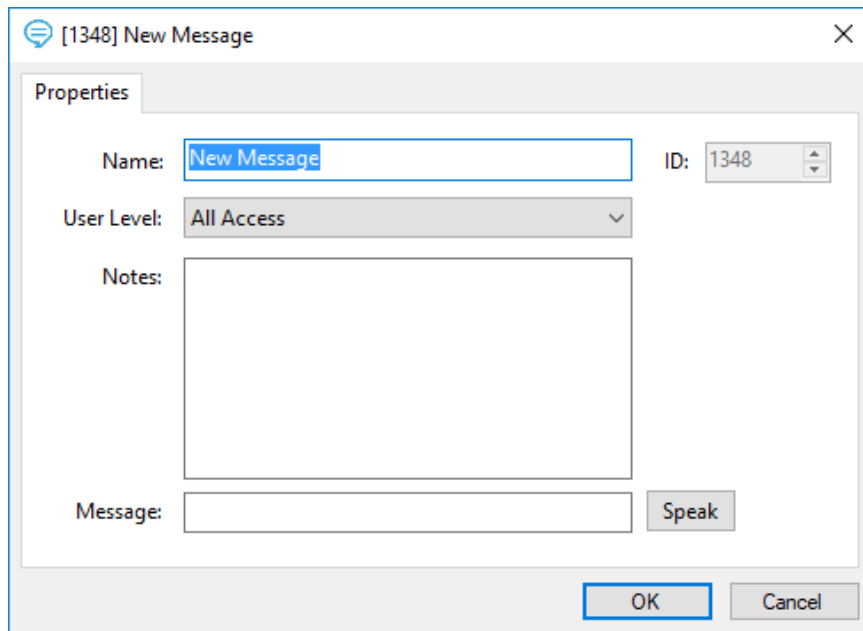


Figure 343 - Message properties dialog

A message node has the standard properties of **Name**, **ID**, **User Level**, and **Notes**.

Message – The text of the message that will be spoken

 - Test the message in the **Message** field

Popup Queues

The **Popup Queues** node contains the available popup queues. Popup queues provide a means to filter the alarm queue for specific alarms. The popup queue can be set to automatically appear when an alarm enters the queue that fits the filter.

Add Node and Edit on the **Popup Queues** node adds a new popup queue node and opens its properties. This node has the standard properties of **Name**, **ID**, **User Level**, and **Notes** as well as additional properties specific to popup queues.

Intelli-Site 4.1 User's Guide

[1349] New Popup Queue

Properties

Name: ID:

User Level:

Notes:

Card Swipes Only: Show Title Bar:

IM Layout:

Auto Popup: Auto Popoff when empty:

X Position: Width:

Y Position: Height:

'Ack Required Alarm In Queue' Point:

'Higher Priority Alarm Available' Point:

Filter List:

OK Cancel

Figure 344 - Popup Queue properties dialog

Card Swipes Only – checkbox; when checked, the popup queue only displays card swipes. Also, when checked, **IM Layout** and **Auto Popoff when empty** are disabled.

Intelli-Site 4.1 User's Guide

Show Title Bar – checkbox; when checked, the popup queue displays as a popup dialog with a title bar and close button. It can be picked up and moved around the screen. When not checked, the popup queue displays at the position specified and cannot be moved or closed. It must be closed using the **PopOffQueue** action. For more information on the **PopOffQueue** action, see [Screen Control Actions](#).

IM Layout – drop box; which Information Manager (IM) Layout to use when displaying the alarm information; see [Information Manager Layouts](#)

Auto Popup – checkbox; when checked the popup queue will automatically appears when an alarm matching the filter criteria occurs

Auto Popoff when empty – checkbox; when checked, the popup queue will disappear when the alarms in the queue have been cleared

X Position and **Y Position** – numeric field; the default location for the popup dialog where (0, 0) is the upper left-hand corner of the screen; if **Show Title Bar** is checked, the popup is a dialog and can be moved as well as closed.

Height – numeric field; how tall the popup screen is

Width – numeric field; how wide the popup screen is

'Ack Required Alarm in Queue' Point – This point will be set when there is an Ack Required Alarm in the queue.

Note: *An Ack Required Alarm is an alarm that must be acknowledged. This is determined by the Acknowledge Required property on the point's [Operation Tab](#).*

'Higher Priority Alarm In Queue' Point – This point will be set when an Ack Required Alarm comes in with a priority higher than the selected alarm in the queue.

Note: *The first alarm that enters the queue is selected but the actions in the On Selection grid are not executed.*

Intelli-Site 4.1 User's Guide

Filter List – drop list; the list of alarms that will appear in this popup queue; when empty, all alarms will be written to this popup queue. If **Card Swipes Only** is checked, drop the panel or the readers of a panel to filter which card swipes are reported.

Note: *Panels, System Tools, Scheduled Events, Custom Scripts, System Schedules, System Time Periods and any of their child nodes can be dropped into the Filter List as well as any I/O Point.*

Priorities

The **Priorities** node contains the priorities associated to the Project. The priorities establish a hierarchy of alarms that are displayed within the Information Manager (IM) **Queue Control**. Alarms of a highest priority are displayed first followed by alarms of lower priority. Colors, messages and sounds can be defined for each priority to expedite the user's awareness of alarms.

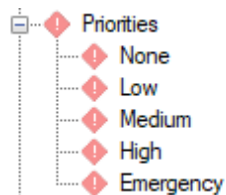


Figure 345 - Priorities

Intelli-Site provides five (5) priorities by default. They are None, Low, Medium, High, and Emergency. You are welcome to modify or delete them or even add your own priorities. Priority is determined by the order of the nodes in the Tree. The priority at the bottom of the list, in this case Emergency, has the highest priority. The priority None has the lowest. Their order can be changed using Ctrl+drag-and-drop. Hold down the Ctrl key, click and hold down the mouse button on a priority node, drag the priority node and drop it on the Priorities node releasing the Ctrl key. The priority node is now the highest priority node.

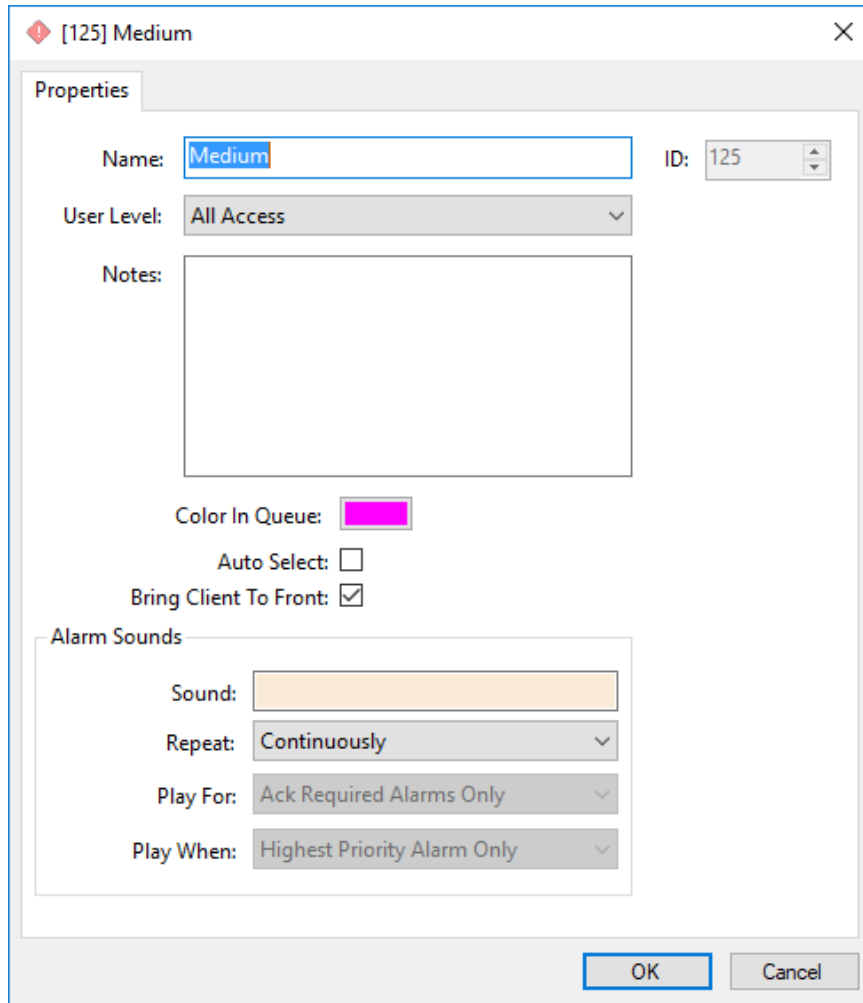
All the priority nodes found under the Priorities node are the values for the **Priority** property on the [Alarm Queue tab](#) of all I/O Points.

Note: *Accutech View and the Accutech panel require these priorities. Do not delete them if the installation uses Accutech panels.*

Intelli-Site 4.1 User's Guide

An existing priority is edited using the *Properties* option of the context menu. A priority node added using *Add Node* or *Add Node and Edit*.

A priority node has the standard properties of **Name**, **ID**, **User Level**, and **Notes**.



The screenshot shows a dialog box titled "[125] Medium" with a close button (X) in the top right corner. The dialog is divided into several sections:

- Properties** (tab):
 - Name:** A text input field containing "Medium".
 - ID:** A numeric input field containing "125".
 - User Level:** A dropdown menu set to "All Access".
 - Notes:** A large empty text area.
 - Color In Queue:** A color selection field showing a magenta color.
 - Auto Select:** An unchecked checkbox.
 - Bring Client To Front:** A checked checkbox.
- Alarm Sounds** (section):
 - Sound:** A text input field with a light orange background.
 - Repeat:** A dropdown menu set to "Continuously".
 - Play For:** A dropdown menu set to "Ack Required Alarms Only".
 - Play When:** A dropdown menu set to "Highest Priority Alarm Only".

At the bottom of the dialog are "OK" and "Cancel" buttons.

Figure 346 - Priority properties dialog

Color in Queue – The color used when the event is written to the queue; clicking on this field opens the **Color** dialog allowing the user to select the desired color for this priority

Auto Select – checkbox; when an event is added to the queue with this priority, it is automatically selected. When it is selected, the actions in the **On Queue Selection** action grid are executed.

Intelli-Site 4.1 User's Guide

Bring Client to Front – checkbox; when an event of this priority is added to the queue, bring the Client to the front of all other applications that may be running on the host computer

Alarm Sounds - group box

Sound – drop box; the sound to play when an alarm of this priority is written to the alarm queue assuming the desired conditions are met

Repeat – drop-down list; *Continuously, Once, Once Each Occurrence*

- *Continuously* - the sound plays every three seconds until the alarm is acknowledged or cleared;
- *Once* - the sound plays once until the alarm is cleared from the queue
- *Once Each Occurrence* – each time the event occurs the sound will play whether the alarm has been acknowledged or not

Play For – (disabled until a sound is specified) drop-down list; *Ack Required Alarms Only, Any Alarm*

- *Ack Required Alarms Only* – the sound plays only if the **Acknowledge Required** checkbox is checked for the point generating the alarm
- *Any Alarm* - the sound plays for any alarm of this priority

Play When – (disabled until a sound is specified) drop-down list; *Highest Priority Alarm Only, Higher Priority Alarms Exist*

- *Highest Priority Alarm Only* – the sound plays if the alarm is the highest priority or equal to the highest priority present in the alarm queue; if all the higher priority alarms are acknowledged and this priority is set to play continuously, this alarm will then play its sound until acknowledged or cleared
- *Higher Priority Alarms Exist* – the sound plays no matter what other alarm priorities exist; therefore, if a higher priority alarm is playing continuously, this new alarm of a lower priority will play too

Intelli-Site 4.1 User's Guide

Reports

The Reports node contains the nodes that tell Intelli-Site where the report templates are. The reports are run in **Report View**. The Tree just stores the location of the report forms that were created using the Microsoft Report Builder 2012.

Note: Intelli-Site uses Microsoft Report Viewer 2012 to display reports. This version of Report Viewer is only compatible with Microsoft Report View 2012.

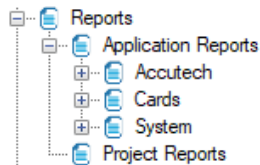


Figure 347 – Reports

The reports are separated into two groups.

Application Reports – These reports that are included with every installation of Intelli-Site. There are card reports and system reports. For more information about the specific reports, see [Reports Tree](#).

Project Reports – It is expected that the integrator, the person that writes the project programming, may need to provide reports specific to the project. Those reports will be added here.

Notice that no RDL file is a direct child of the Application Reports node. The RDL files are under either Cards or System. Before a report can be added, a group node has to be added to the Project Reports node.

Project Reports Group

A report file node must be added to a Project Reports group node.

To add a project reports group node, right-click on Project Reports and select either *Add Node* or *Add Node and Edit*. An **Enter Directory Name** dialog appears.

Intelli-Site 4.1 User's Guide

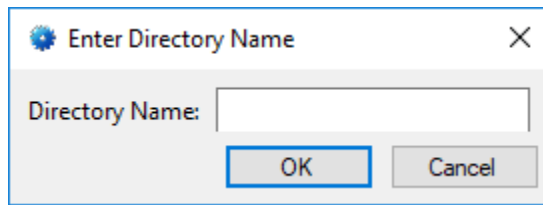


Figure 348 - Enter Directory Name dialog

Intelli-Site will create a directory in the project folder to hold the report. This folder corresponds to the project reports group node. Enter the name of the folder.

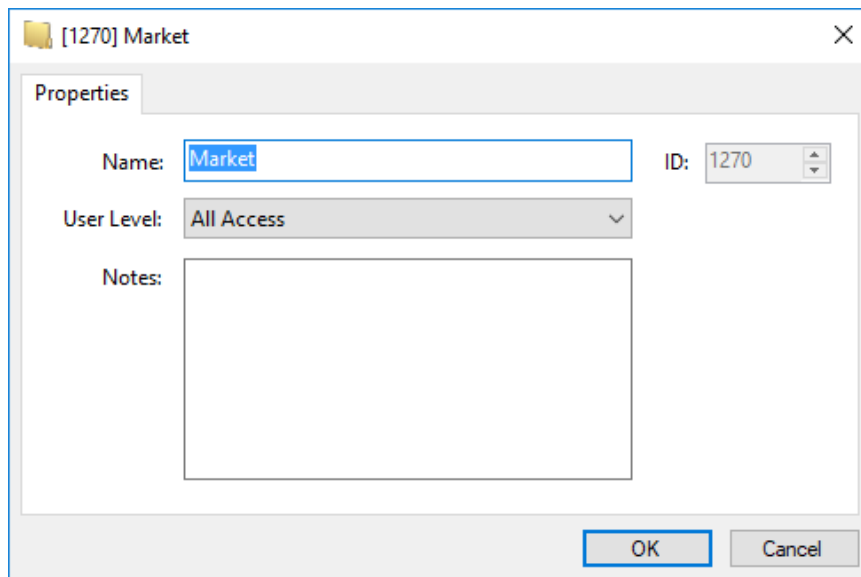


Figure 349 - Report Group properties dialog

Report

Once the project report group node has been added to the Tree, a report RDL file can be added.

Right-click on the project report group node and select either *Add Node* or *Add Node and Edit*. A Windows **Open** dialog appears allowing you to select the report file.

A new report node is added to the Project Tree.

Intelli-Site 4.1 User's Guide

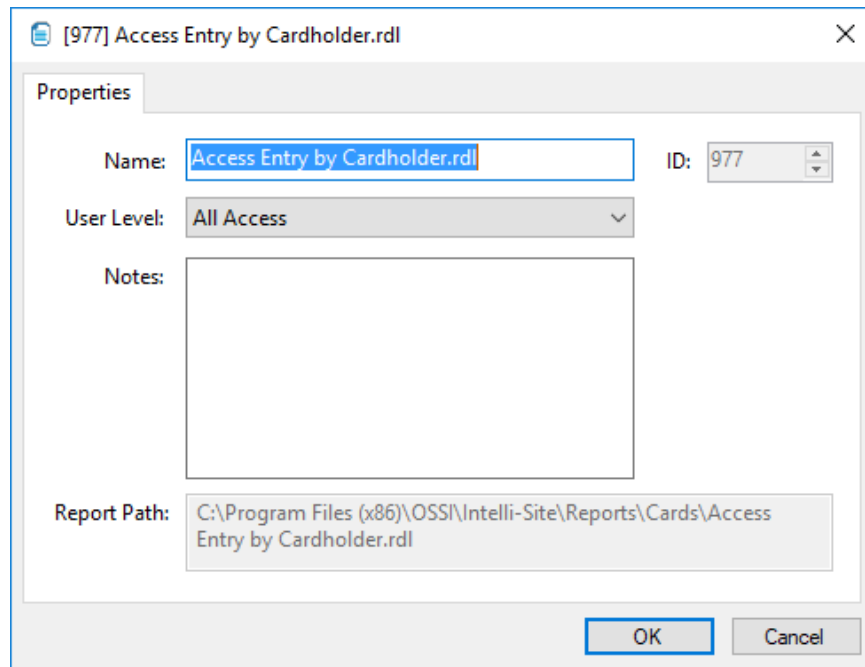


Figure 350 - Report properties dialog

Report Path – This field displays the actual location of the report on disk. Notice that this project report is in the Reports\Market subfolder of the Project. Market is the name of the directory and the node in which the actual report resides. The RDL file is copied into this folder.

Sounds

The Sounds node contains the nodes that tell Intelli-Site where the sound files are.

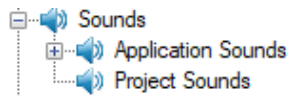


Figure 351 - Sounds

The sounds are separated into two groups.

Application Sounds – The sounds Intelli-Site provides

Project Sounds – Some installations may need additional sounds. This is where they will be added to the project

Before a sound file can be added, a group node must be added to the Project Sounds node.

Intelli-Site 4.1 User's Guide

Project Sounds Group

A sound node must be added to a Project Sounds group node.

To add a project sounds group node, right-click on Project Sounds and select either *Add Node* or *Add Node and Edit*. An **Enter Directory Name** dialog appears.

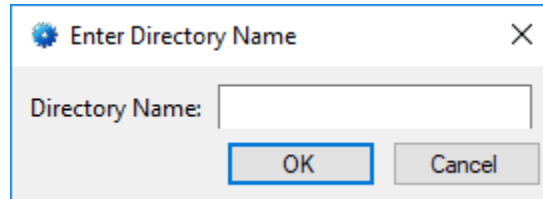


Figure 352 - Enter Directory Name dialog

Intelli-Site will create a directory in the project folder to hold the sound file. This folder corresponds to the project sounds group node. Enter the name of the folder.

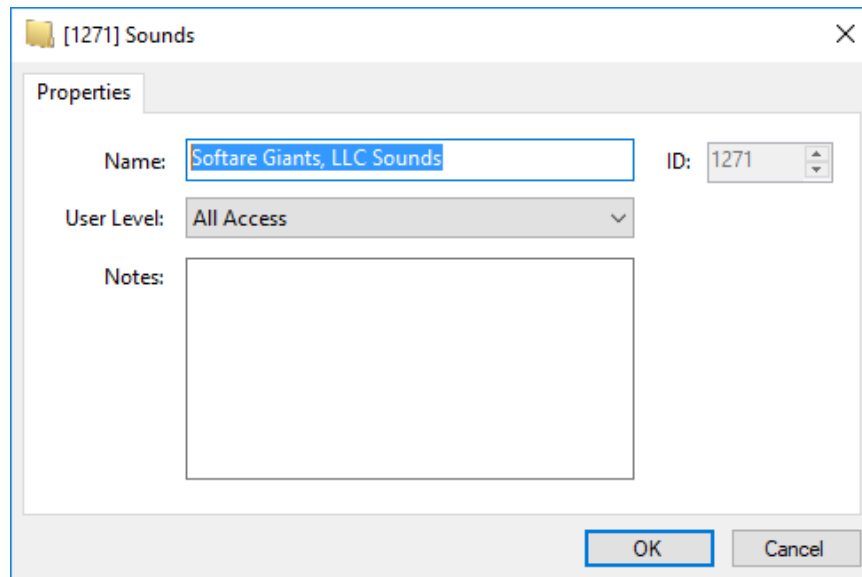


Figure 353 - Project Sounds Group properties dialog

Sound

Once the project sounds group node has been added to the Tree, a sound can be added. Intelli-Site supports the wav file format.

Intelli-Site 4.1 User's Guide

Right-click on the project sounds group node and select either *Add Node* or *Add Node and Edit*. A Windows **Open** dialog appears allowing you to select the sound file.

A new sound node is added to the Project Tree.

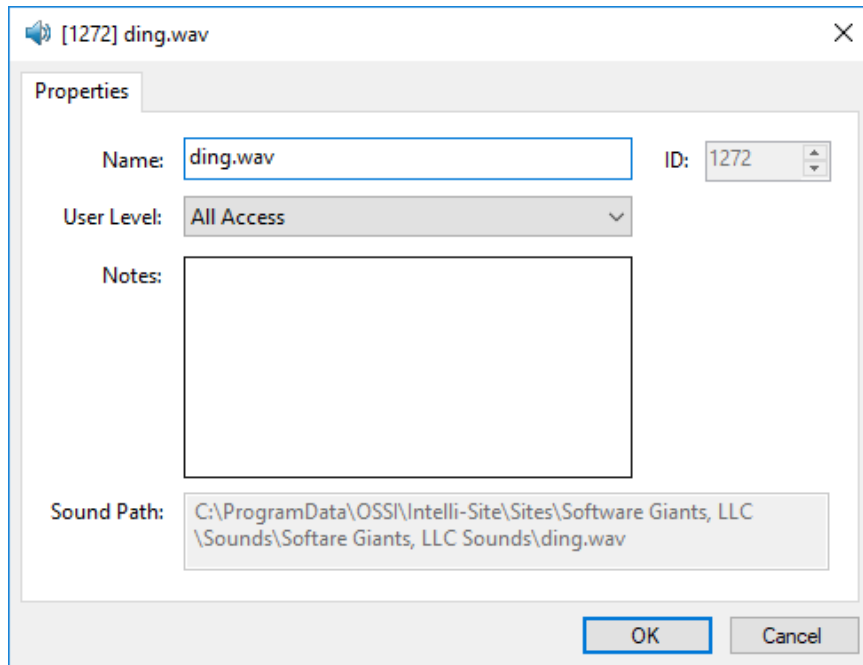


Figure 354 - Sound properties dialog

Sound Path – This field displays the actual location of the sound file on disk. Notice that this project sound file is in the Sounds\Software Giants, LLC Sounds subfolder of the Project. Software Giants, LLC Sounds is the name of the directory and the node in which the actual sound file resides. The sound file is copied into this folder.

Sound Preview

To preview a sound in  **Design View**, place the mouse on the sound node. Hold the mouse button down until the sound is played.

User Programs

Not Yet Implemented

Intelli-Site 4.1 User's Guide

In many installations, the Desktop Client will be the only software that is accessible. It never closes and always runs which makes it difficult to use the calculator when you don't have your phone with you. When implemented, it will allow you to define which external apps the user will be allowed to run on the host computer. And allow the integrator to program buttons to run these apps in a controlled environment.

User Setup

User Setup contains the nodes that define the behavior of Intelli-Site with respect to individual users.

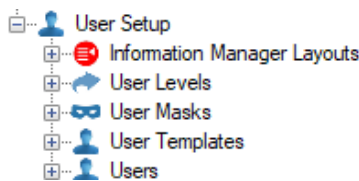


Figure 355 - User Setup

Information Manager Layouts

The layout of the Information Manager can be customized. Multiple different layouts can be configured and assigned to individual users.

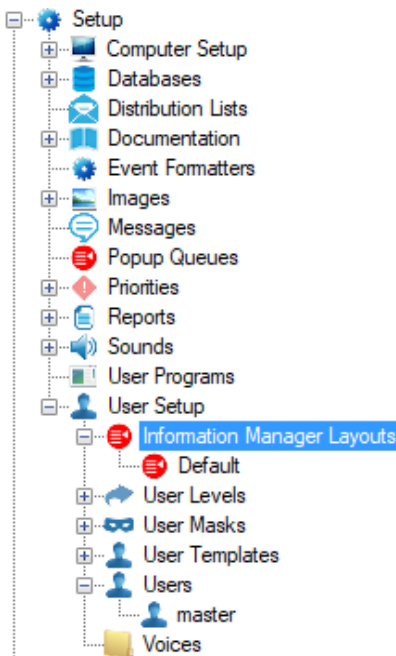


Figure 356 - Information Manager Layouts

Intelli-Site 4.1 User's Guide

To add a new Information Manager Layout, right click on the **Information Manager Layouts** node and select *Add Node and Edit*. This adds the node and opens the properties.

[1273] New Information Manager Layout

Properties Alarm Status Queue Shunt/Force Queue

Name: New Information Manager Layout ID: 1273

User Level: All Access

Notes:

Tab Position: Bottom

Ack/Clear Dialog Settings

Ack Operation: Ack Only Ack Button Text: Ack

Clear Operation: Clear & Close Clear Button Text: Clear

Response Comments:

Add Delete

OK Cancel

Figure 357 - Information Manager Layout properties dialog

There are three tabs:

- **Properties**
- **Alarm Status Queue**
- **Shut/Force Queue**

Intelli-Site 4.1 User's Guide

Properties Tab

The **Properties** tab holds the fields that control the tab position and the Ack/Clear dialog settings.

The screenshot shows a dialog box titled "[1273] New Information Manager Layout" with a close button (X) in the top right corner. The dialog has three tabs: "Properties", "Alarm Status Queue", and "Shunt/Force Queue". The "Properties" tab is active and contains the following fields:

- Name:** A text box containing "New Information Manager Layout".
- ID:** A spinner box containing "1273".
- User Level:** A dropdown menu set to "All Access".
- Notes:** A large empty text area.
- Tab Position:** A dropdown menu set to "Bottom".
- Ack/Clear Dialog Settings:**
 - Ack Operation:** A dropdown menu set to "Ack Only".
 - Ack Button Text:** A text box containing "Ack".
 - Clear Operation:** A dropdown menu set to "Clear & Close".
 - Clear Button Text:** A text box containing "Clear".
- Response Comments:** A large empty text area.
- Below the "Response Comments" area, there is a small text box, an "Add" button, and a "Delete" button.

At the bottom of the dialog, there are "OK" and "Cancel" buttons.

Figure 358 - Information Manager Layout: Properties tab

Name - The name for the node; the name doesn't have to be unique

ID - The unique identifier of this node; generated by Intelli-Site

Intelli-Site 4.1 User's Guide

User Level - The User Level a user must possess to open the properties for this node, see [User Levels](#)

Notes - Any notes the user may have for the node

Tab Position – drop-down list; *Top*, *Bottom* (default), *Left*, and *Right*; location of the tab header

Ack Operation – drop-down list; *None*, *Ack Only* (default), *Ack & Close*, *Ack & Clear*, and *Ack, Clear & Close*; what is done when the **Ack** button is clicked on the Ack/Clear dialog. Ack means acknowledge the alarm; Clear means clear the alarm; Close means close the dialog.

Ack Button Text – The text to display on the Ack button

Clear Operation – drop-down list; *None*, *Clear Only* (default), *Clear & Close*; the action to take when the **Clear** button is clicked on the Ack/Clear dialog. Clear means clear the alarm; Close means close the dialog.

Clear Button Text – Text to display on the Clear button

Response Comments – List of pre-defined response comments that the user can choose; text strings are added and deleted to this list using the **Add** and **Delete** buttons. Enter the string in the text field then click **Add**. The text appears in the list.

Intelli-Site 4.1 User's Guide

Alarm Status Queue Tab

The **Alarm Status Queue** tab controls the display columns and the action buttons that are used on the **Alarm Control** tab of the Information Manager.

[1273] New Information Manager Layout

Properties Alarm Status Queue Shunt/Force Queue

Alarm Queue Columns:

Data Field	Label	Justification	Width
Description	Alarm Description	Left	270
Status	Status	Left	150
Priority	Priority	Left	90
Date	Date	Left	85
Time	Time	Left	95
Count	Count	Left	45
Card	Card No.	Left	60
AckedBy	Acked By	Left	100

Add Delete

Alarm Queue Buttons:

Type	Label	Row	Column
Ack	Ack	1	1
AckAll	Ack All	1	2
Clear	Clear	2	1
ClearAll	Clear All	2	2

Add Delete

OK Cancel

Figure 359 - Information Manager Layout: Alarm Status Queue Tab

Intelli-Site 4.1 User's Guide

Alarm Queue Columns Table

The **Alarm Queue Columns** table defines the columns that are displayed in the Alarm Queue. There is no minimum or maximum number of columns. But if all the rows are deleted, Intelli-Site assumes you want the default set of columns and will populate the table with them when the properties are saved.

Alarm Queue Columns:

Data Field	Label	Justification	Width
Description	Alarm Description	Left	270
Status	Status	Left	150
Priority	Priority	Left	90
Date	Date	Left	85
Time	Time	Left	95
Count	Count	Left	45
Card	Card No.	Left	60
AckedBy	Acked By	Left	100

Data Field – drop-down list of the possible columns

- *Description*
- *Status*
- *Priority*
- *Date*
- *Time*
- *Count*
- *Card*
- *AckedBy*
- *Screen*
- *Zone*
- *ZoneGroup*
- *None*
- *OriginalDate*
- *OriginalTime*

Label – The column label

Justification – drop-down list; *Left*, *Right*, or *Center*

Width – Width of the column in pixels

Intelli-Site 4.1 User's Guide

Alarm Queue Buttons

The **Alarm Queue Buttons** table defines which buttons are displayed and which column and row each occupies. There is no minimum or maximum number of buttons. But if all the buttons are deleted, Intelli-Site assumes you want the default set of buttons and will populate the table with them when the properties are saved.

Alarm Queue Buttons:

Type	Label	Row	Column
Ack	Ack	1	1
AckAll	Ack All	1	2
Clear	Clear	2	1
ClearAll	Clear All	2	2

Type – drop-down list of the available button types;

Select – Select the highlighted alarm

Action – Execute the On Action

Up – Move the highlight up

Down – Move the highlight down

Ack – Acknowledge the selected alarm

AckAll – Acknowledge all acknowledge required alarms if possible

Clear – Remove the selected alarm from the queue

ClearAll – Remove all alarms from the queue if able

NONE – The button has no action

Label – text to display on the button

Row – the button's row

Column – the button's column

Intelli-Site 4.1 User's Guide

There is no limit to the number of rows or columns, but the button area is fixed in size. The button's size is adjusted to fit all them in the button area.

Shut/Force Queue Tab

Shut/Force Queue Control is not yet implemented. When it is implemented, this tab will control the columns and buttons found on it.

[1273] New Information Manager Layout

Properties Alarm Status Queue Shunt/Force Queue

Shunt/Force Queue Columns:

Type	Label	Justification	Width
Panel	Panel Description	Left	270
PointType	Point Type	Left	150
PointName	Point Name	Left	90
AlarmShunted	Alarm Shunted	Left	85
PointShunted	Point Shunted	Left	95
ForcedOn	Forced On	Left	85
ForcedOff	Forced Off	Left	85
ForcedNormal	Forced Normal	Left	85

Add Delete

Shunt/Force Queue Buttons:

Type	Label	Row	Column
Up	Up	1	1
Down	Down	1	2
ClearForce	Clear Force	2	1
ClearAllForces	Clear All Forces	2	2
ClearShunt	Clear Shunt	3	1
ClearAllShunts	Clear All Shunts	3	2

Add Delete

OK Cancel

Figure 360 - Information Manager Layout: Shunt/Force Queue tab

Intelli-Site 4.1 User's Guide

Shunt/Force Queue Columns Table

The **Shunt/Force Queue Columns** table defines the columns that are displayed in the Shunt/Force Queue. There is no minimum or maximum number of columns. But if all the rows are deleted, Intelli-Site assumes you want the default set of columns and will populate the table with them when the properties are saved.

Shunt/Force Queue Columns:

Type	Label	Justification	Width
Panel	Panel Description	Left	270
PointType	Point Type	Left	150
PointName	Point Name	Left	90
AlarmShunted	Alarm Shunted	Left	85
PointShunted	Point Shunted	Left	95
ForcedOn	Forced On	Left	85
ForcedOff	Forced Off	Left	85
ForcedNormal	Forced Normal	Left	85

Add

Delete

Type – drop-down list of the possible columns;

- *Panel*
- *PointType*
- *PointName*
- *AlarmShunted*
- *PointShunted*
- *ForcedOn*
- *ForcedOff*
- *ForcedNormal*
- *NONE*

Label – The column label

Justification – drop-down list; *Left, Right, or Center*

Width – Width of the column in pixels

Intelli-Site 4.1 User's Guide

Shunt/Force Queue Buttons

The **Shunt/Force Queue Buttons** table defines which buttons are displayed and which column and row each occupies. There is no minimum or maximum number of buttons. But if all the buttons are deleted, Intelli-Site assumes you want the default set of buttons and will populate the table with them when the properties are saved.

Shunt/Force Queue Buttons:

Type	Label	Row	Column
Up	Up	1	1
Down	Down	1	2
ClearForce	Clear Force	2	1
ClearAllForces	Clear All Forces	2	2
ClearShunt	Clear Shunt	3	1
ClearAllShunts	Clear All Shunts	3	2

Add

Delete

Type – drop-down list of the available button types;

Up – Move the highlight up

Down – Move the highlight down

ClearForce – Remove the Force

ClearAllForces – Remove all Forces if able

ClearShunt – Remove the Shunt

ClearAllShunts – Remove all Shunts if able

NONE – The button has no action

Label – text to display on the button

Row – the button's row

Column – the button's column

There is no limit to the number of rows or columns, but the button area is fixed in size. The button's size is adjusted to fit all them in the button area.

Intelli-Site 4.1 User's Guide

User Levels

In section [The Main Tab](#) we explained that every property dialog has a **User Level** field. This is where those levels are defined.

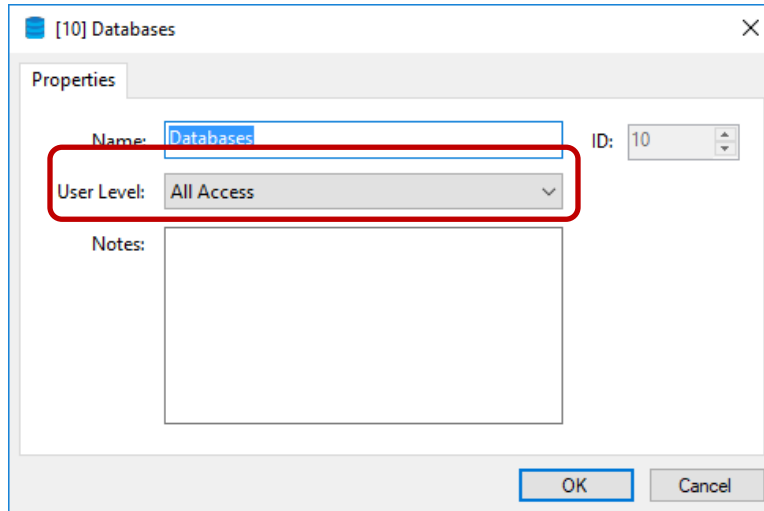
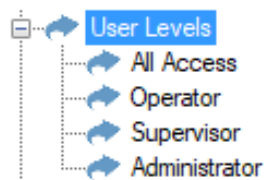


Figure 361 - Example Properties dialog

User Levels are basically access entries for Project Tree nodes. For a user to see or modify any node or information in Intelli-Site, he or she must have access to it. The user mask assigned to that user must contain the user level assigned to the node. Intelli-Site ships with four (4) initial User Levels.



All Access – The default user level for all nodes; nodes with this user level can be seen, accessed, and modified by any user

Operator – Intended to be used in conjunction with the **Operator** user template to limit access to nodes based on the user's template; an operator is expected to only operate the Intelli-Site system and have extremely limited access

Supervisor – Intended to be used in conjunction with the **Supervisor** user template to limit access to nodes based on the user's template; a supervisor is expected to have more rights and privileges than an operator but not as much as an administrator

Intelli-Site 4.1 User's Guide

Administrator – Intended to be used in conjunction with the **Administrator** user template to limit access to nodes based on the user's template; an administrator is expected to have nearly unlimited if not unlimited access to all the functionality of Intelli-Site.

Additional user levels can be added by right-clicking on the **User Levels** node and selecting *Add Node* or *Add Node and Edit*. There are only the basic properties on the **User Level** node.

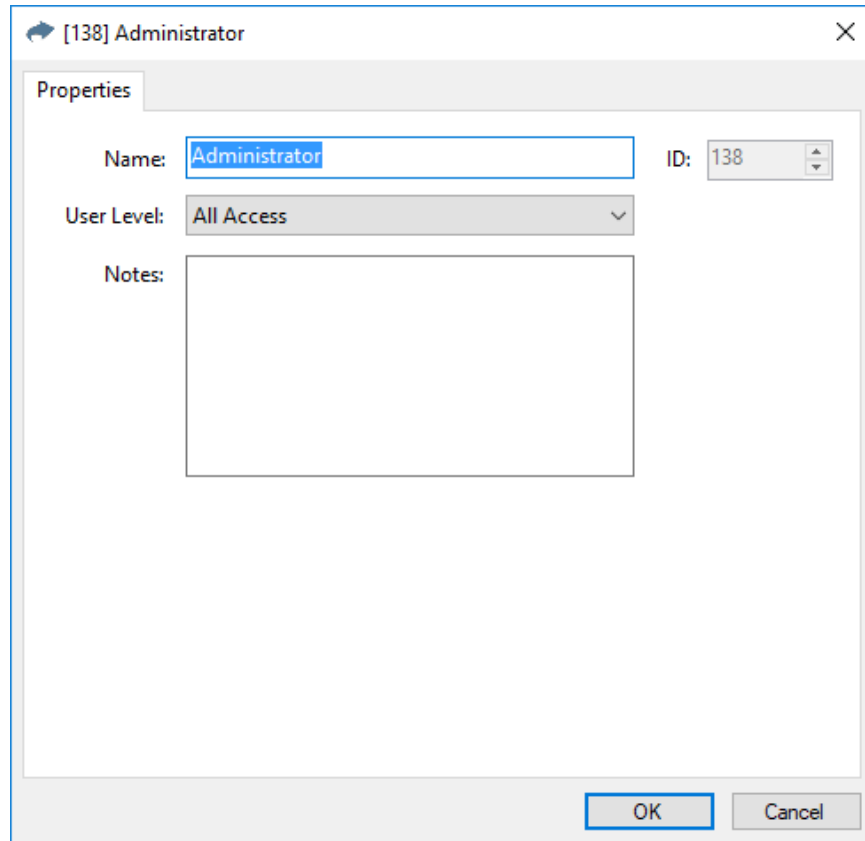


Figure 362 - User Level Properties dialog

Note: *It is ironically possible to change the user level and make it impossible for you to see the node. Care should be taken when changing User Levels and User Masks.*

Users Masks

A user mask corresponds to an access set for a user. A user mask lists all the user levels to which the specific user has been given access. Intelli-Site ships with four (4) user masks.

Intelli-Site 4.1 User's Guide



Default – Contains only the **All Access** user level; this is the default user mask

Operator – Intended to be used in conjunction with the **Operator** user template; contains the **All Access** user level and the **Operator** user level

Supervisor – Intended to be used in conjunction with the **Supervisor** user template; contains **All Access**, **Operator**, and **Supervisor** user levels

Administrator – Intended to be used in conjunction with the **Administrator** user template; contains **All Access**, **Operator**, **Supervisor**, and **Administrator** user levels

Additional user masks can be added by right-clicking on the **User Masks** node and selecting *Add Node* or *Add Node and Edit*.

Intelli-Site 4.1 User's Guide

User Level	Allowed Point (Optional)
All Access	
Operator	

Figure 363 - User Mask Properties dialog

A **User Mask** node has all the basic properties plus the **User Levels** table.


User Levels – table; list of the user levels included in this user mask;

User Level – drop-down list of the user level nodes; the selected user level is assigned to this mask

Allowed Point (Optional) – optional, drop box; accepts IO Points; when the IO Point is high, this user level is included in the user mask; when the point is low, the user level is not included; when this field is empty, the user level is always included in the mask.


 - button; add a row to the **User Levels** table

Intelli-Site 4.1 User's Guide

 - button; delete the selected row from the **User Levels** table

Note: *Just like the user level, it is ironically possible to change the user mask and make it impossible for you to see the node. Please be careful when changing User Levels and User Masks.*

User Templates

Most installations have users of different kinds, but they are distinctive. Operators have extremely limited access to the features of the software. They can logon, access  **Live View**, and maybe add cards to personnel. There is usually a group of user that has more access than an operator. Call them Supervisors. And of course, there must be at least one Administrator of the system. Some installations have even more user types. These user types can be set up as **User Templates** so that every future user added to the Project can be quickly configured with the same settings.

Intelli-Site has three (3) user templates when a Project is first created. Before adding any users, modify these templates to fit the needs of your installation.

Note: *Changes made to a User Template will NOT propagate to any existing users. Therefore, ensure all desired changes are made before users are added.*



Administrator – template for the most privileged users of the Intelli-Site software

Operator – template for the least privileged users of the Intelli-Site software

Supervisor – template for the semi-privileged users of the Intelli-Site software

These user templates can be modified, or you can add your own templates. Whatever user template nodes there are will be the ones you will choose from when a user is added.

Intelli-Site 4.1 User's Guide

Use the right-click context menu of the **User Templates** to add a new user template. To edit the properties of an existing user template, right-click on the target user template node and select *Properties*. This **User Template** properties dialog looks nearly identical to the **User** properties dialog. All it lacks is the **Password** field.

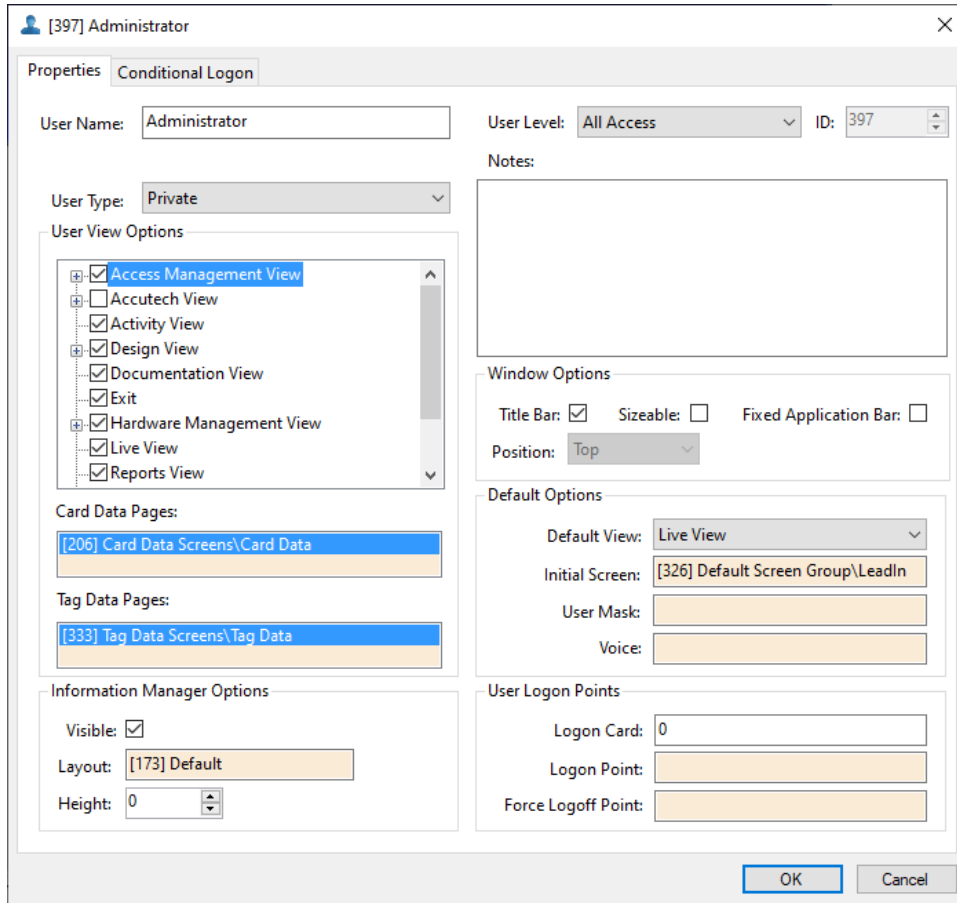


Figure 364 - User Template Properties dialog

There are two tabs: **Properties** and **Conditional Logon**.

Intelli-Site 4.1 User's Guide

User Template Properties tab

The **Properties** tab contains all the fields that govern the user's environment, access, and look and feel.

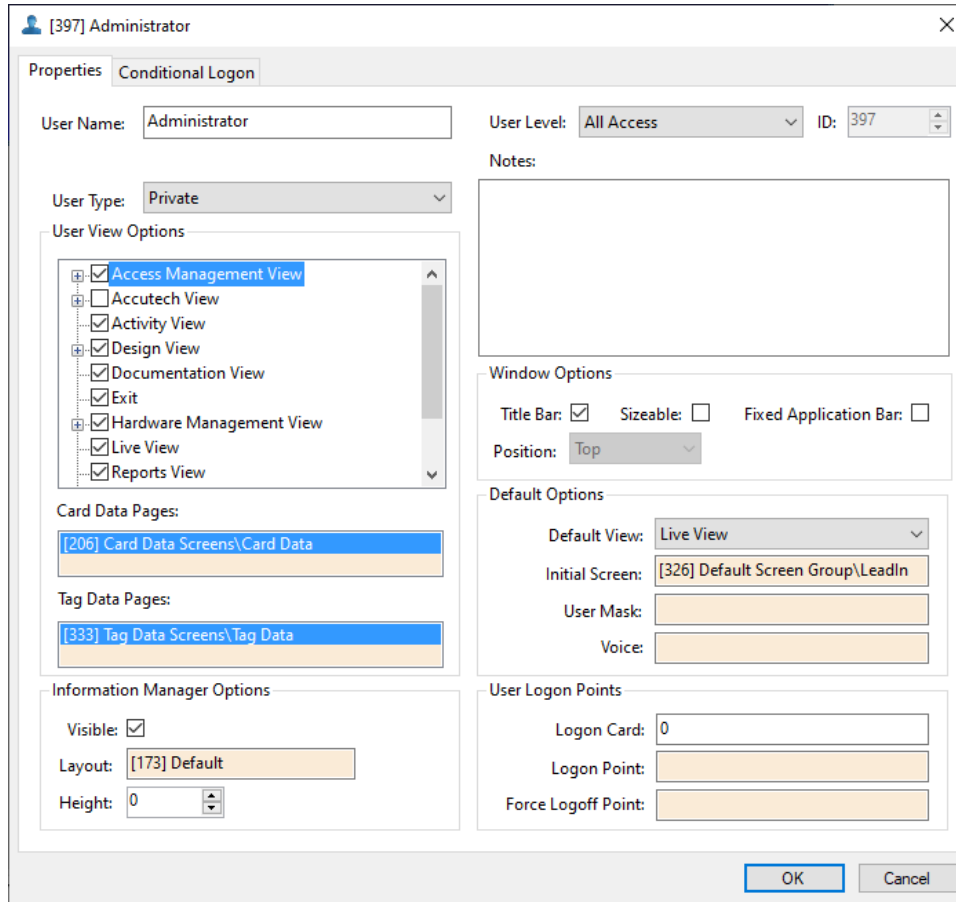


Figure 365 - User Template: Properties tab

Intelli-Site 4.1 User's Guide

User View Options

User View Options are fields related to the Views and what the user can see and do in them.

User View Options

- Access Management View
- Accutech View
- Activity View
- Design View
- Documentation View
- Exit
- Hardware Management View
- Live View
- Reports View

Card Data Pages:

[206] Card Data Screens\Card Data

Tag Data Pages:

[333] Tag Data Screens\Tag Data

User View Options list - checkbox tree of the Views and each View's options if available; when checked, that item is visible to this user

Card Data Page – drop list; the Card Data screens to use as card data pages for this user in  **Access Management View**

Tag Data Pages – drop list; the Tag Data screens to use as tag data pages for this user in  **RFID Management View**

Default Options

The **Default Logon Options** are the fields that define the Intelli-Site environment at logon

Intelli-Site 4.1 User's Guide

Default Options


Default View: Live View

Initial Screen: [286] Default Screen Group\LeadIn

User Mask:

Voice:

Default View – drop-down list; the selected View is the View presented to the user at logon

Initial Screen – drop box; the screen displayed when the user enters  **Live View** the first time

User Mask – drop box; the user mask assigned to the user; when empty, the user can see every node without restriction

Voice – drop box; the voice to use whenever Intelli-Site speaks

Window Options

The **Window Options** fields control the window characteristics.

Window Options

Title Bar: Sizeable: Fixed Application Bar:

Position: Top

Title Bar – checkbox; the title bar is visible

Sizeable – checkbox; the user can resize the window

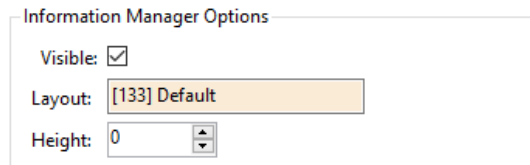
Fixed Application Bar – checkbox; display the Application Bar in a fixed position on the screen; when checked the **Position** drop-down list is enabled

Position – drop-down list; location for the Application Bar: *Left, Right, Top, Bottom* of the screen

Information Manager Options

The **Information Manager Options** fields control if and how the Information Manager displays for this user.

Intelli-Site 4.1 User's Guide



Information Manager Options

Visible:

Layout: [133] Default

Height: 0

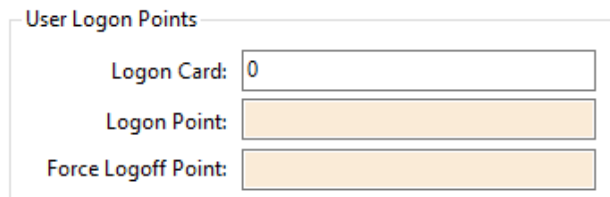
Visible – checkbox; when checked the Information Manager displays for this user

Layout – drop box; the Information Manager Layout to use when displaying the Information Manager

Height – the height in pixels of the Information Manager; zero (0) means use the software default height

User Logon Points

The **User Logon Points** fields are those fields that affect the logged-on user.



User Logon Points

Logon Card: 0

Logon Point:


Force Logoff Point:

Logon Card – edit box; when this card is used at the **Sign On Reader**, this user is logged on. See [Computer node properties: Associated Hardware](#).

Logon Point – drop box; this point is set when the user logs on

Force Logoff Point – drop box; when this point is set, this user will be logged off

User Template Conditional Logon Tab

The **Properties** tab defines the logon and user behavior in general. But there will be some conditions that require a different set of behaviors. Perhaps a user should only logon on one computer in the Intelli-Site system. Or a computer in the library should not allow  **Access Management View**. That's where the **Conditional Logon** tab comes in.

Intelli-Site 4.1 User's Guide

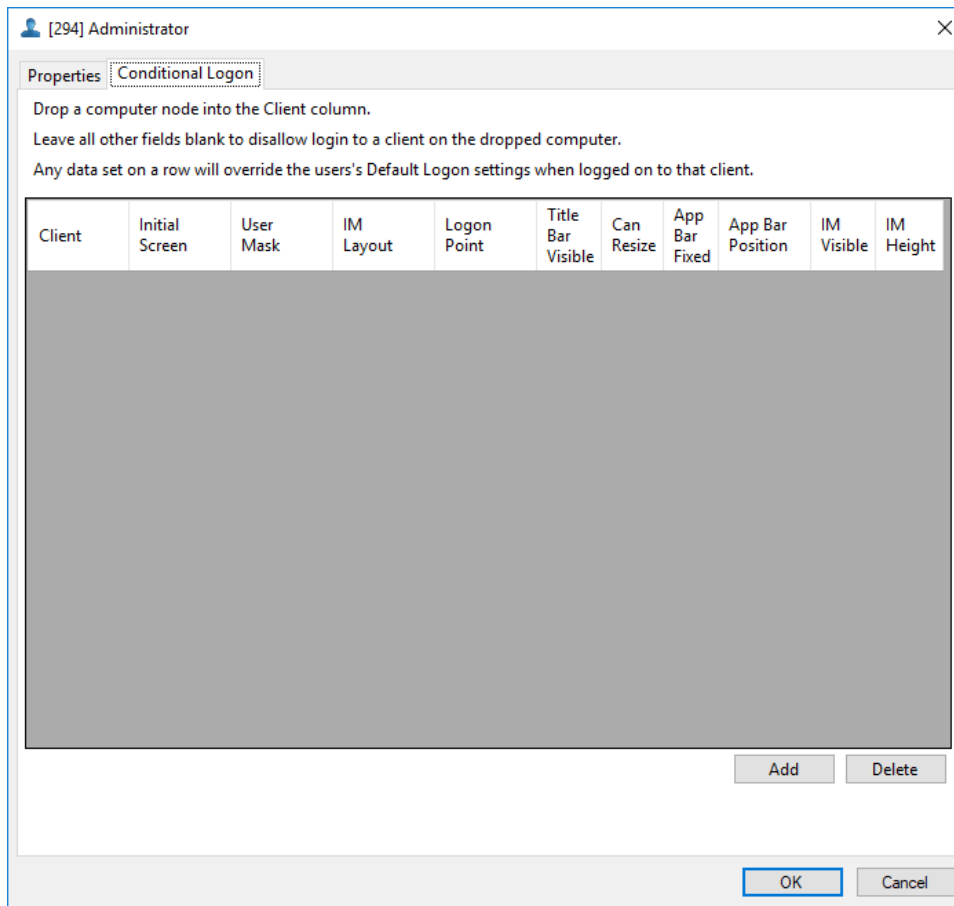


Figure 366 - User Template Conditional Logon tab

Use the **Add** and **Delete** buttons to add and delete rows in the table. Any data in the row will override the user's logon settings from the **Properties** tab for the supplied computer node.

Users

Users are user accounts much like computer accounts. Every project Intelli-Site creates has one user initially. This allows you to logon. This user is named **master**. The password for this user is "m" (case-sensitive). We strongly suggest this password be changed. See [Changing User Password](#).

Note: Changes made to a user's properties take effect the next time that user logs in.

Additional users should be added and given access to the various aspects of Intelli-Site that he or she needs. The User Templates allow you to create templates for these new users. See [User Templates](#).

Intelli-Site 4.1 User's Guide

To add a new user, right click on the **Users** node and select *Add Node and Edit*. Intelli-Site will display an **Add User** dialog asking for the user template to use when creating this new user.

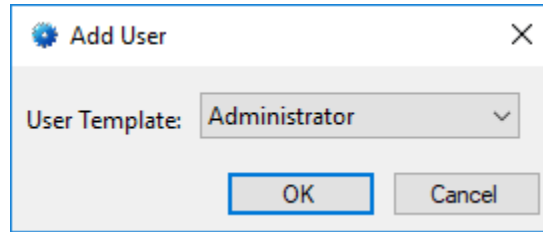
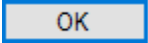


Figure 367 - Add User dialog

User Template – drop-down list; a list of all the templates under [User Templates](#); the selected template is used when creating the new user

After clicking , a new user node is added and the properties open if *Add Node and Edit* was selected.

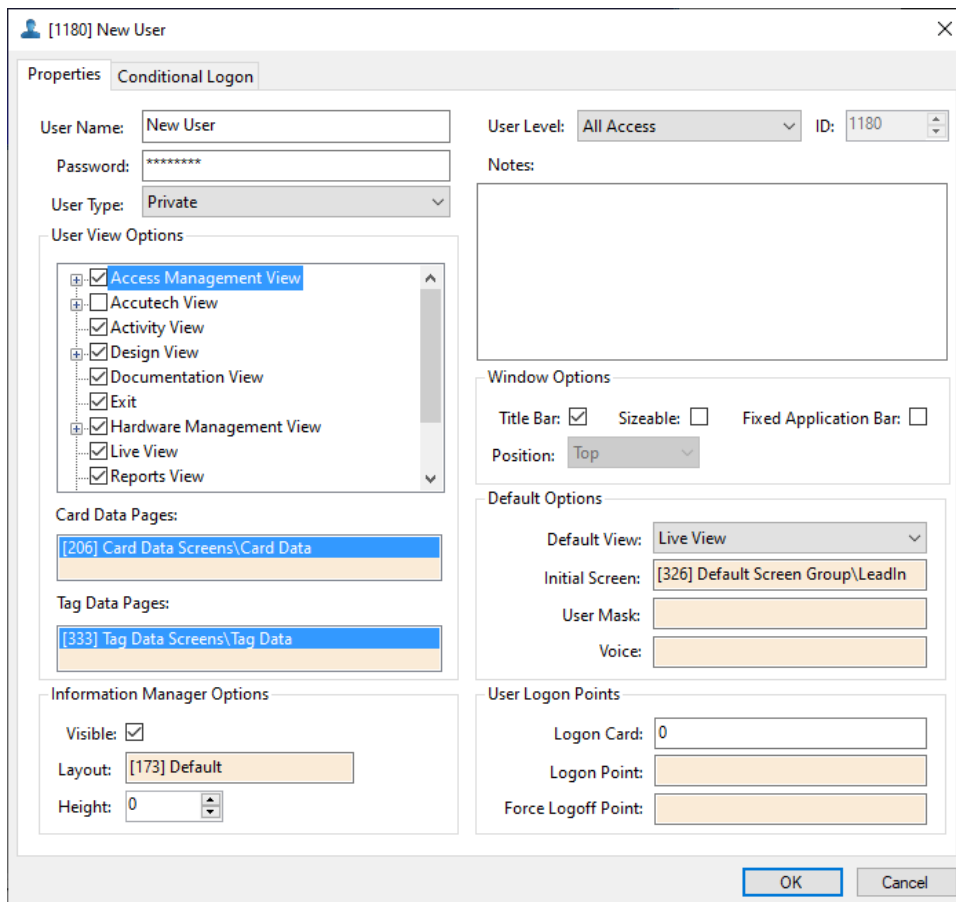


Figure 368 - User properties dialog

Intelli-Site 4.1 User's Guide

There are two tabs: **Properties** and **Conditional Logon**.

User Properties tab

The **Properties** tab contains all the fields that govern the user's environment, access, and look and feel.

The screenshot shows a dialog box titled "[1180] New User" with two tabs: "Properties" (selected) and "Conditional Logon". The "Properties" tab contains several sections:

- User Information:** User Name: "New User", Password: "*****", User Type: "Private", User Level: "All Access", ID: "1180".
- User View Options:** A list of views with checkboxes: Access Management View (checked), Accutech View (unchecked), Activity View (checked), Design View (checked), Documentation View (checked), Exit (checked), Hardware Management View (checked), Live View (checked), Reports View (checked).
- Card Data Pages:** "[206] Card Data Screens\Card Data".
- Tag Data Pages:** "[333] Tag Data Screens\Tag Data".
- Information Manager Options:** Visible: checked, Layout: "[173] Default", Height: "0".
- Window Options:** Title Bar: checked, Sizeable: unchecked, Fixed Application Bar: unchecked, Position: "Top".
- Default Options:** Default View: "Live View", Initial Screen: "[326] Default Screen Group\LeadIn", User Mask: empty, Voice: empty.
- User Logon Points:** Logon Card: "0", Logon Point: empty, Force Logoff Point: empty.

Buttons for "OK" and "Cancel" are at the bottom right.

Figure 369 - User Properties tab

User Name - The name for the user and the name of the node; the name doesn't have to be unique; if the name is not unique the first user found matching the supplied user name on login is the user that will be logged in. If that's confusing, then ensure the users' names are unique.

Password - The password for this user, case-sensitive; disabled when the **User Type** is set to either *Domain User* or *Domain Group*

User Type - drop-down list; values *Private* (default), *Domain User*, and *Domain Group*

Intelli-Site 4.1 User's Guide

ID - The unique identifier of this node; generated by Intelli-Site

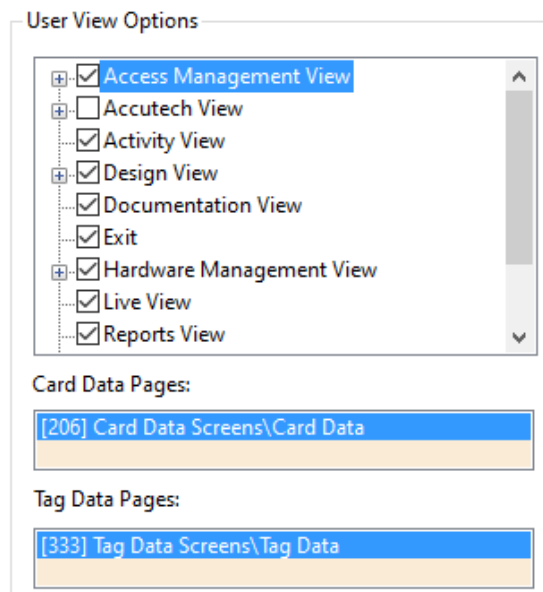
User Level - The User Level a user must possess to open the properties for this node, see [User Levels](#)

Notes - Any notes the user may have for the node

The rest of the fields are described in the following sections organized by group.

User View Options

User View Options are fields related to the Views and what the user can see and do in them.




User View Options list - checkbox tree of the Views and each View's options if available; when checked, that item is visible to this user

- Access Management
 - Access Set Maintenance
 - Access Tab
 - Activity Tab
 - Badge Tab
 - Card Add
 - Card Delete
 - Card Edit
 - Holiday Maintenance
 - Photo Maintenance
 - Time Zone Maintenance
 - Vehicle Tab
- Accutech View
 - Hide Photo
 - Hide Tag List
- Design View
 - User Maintenance
- Documentation View
- Exit
- Hardware Management View
 - Configuration
- Live View
- Reports View
- RFID Management View
 - Access Tab
 - Activity Tab

Intelli-Site 4.1 User's Guide

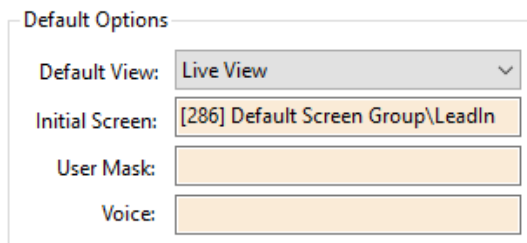
- Photo Maintenance
- Tag Add
- Tag Delete
- Tag Edit
- Tag Group Maintenance
- Tag Groups Tab
- Zone Maintenance
- Scheduled Events View
- Video View

Card Data Pages – drop list; the Card Data screens to use as card data pages for this user in  **Access Management View**

Tag Data Pages – drop list; the Tag Data screens to use as tag data pages for this user in  **RFID Management View**

Default Options

The **Default Logon Options** are the fields that define the Intelli-Site environment at logon



Default Options


Default View: Live View

Initial Screen: [286] Default Screen Group\LeadIn

User Mask:

Voice:

Default View – drop-down list; the selected View is the View presented to the user at logon

Initial Screen – drop box; the screen displayed when the user enters  **Live View** the first time

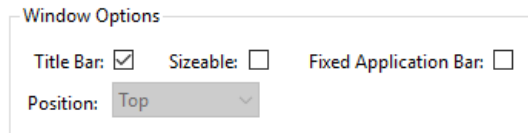
User Mask – drop box; the user mask assigned to the user; when empty, the user can see every node without restriction

Voice – drop box; the voice to use whenever Intelli-Site speaks

Window Options

The **Window Options** fields control the window characteristics.

Intelli-Site 4.1 User's Guide



Window Options

Title Bar: Sizeable: Fixed Application Bar:

Position:

Title Bar – checkbox; when checked, the title bar is visible

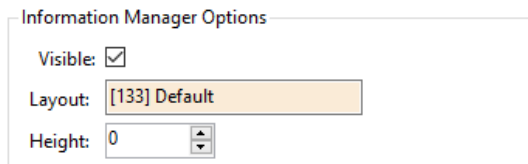
Sizeable – checkbox; when checked, the user can resize the window

Fixed Application Bar – checkbox; display the Application Bar in a fixed position on the screen; when checked the **Position** drop-down list is enabled

Position – drop-down list (default: *Top*); location for the Application Bar; values are *Left*, *Right*, *Top*, and *Bottom* of the screen

Information Manager Options

The **Information Manager Options** fields control if and how the Information Manager displays for this user.



Information Manager Options

Visible:

Layout:

Height:

Visible – checkbox; when checked the Information Manager displays for this user

Layout – drop box; the Information Manager Layout to use when displaying the Information Manager

Height – the height in pixels of the Information Manager; zero (0) means use the software default height

User Logon Points

The **User Logon Points** fields are those fields that affect the logged-on user.

Intelli-Site 4.1 User's Guide

User Logon Points

Logon Card:	<input type="text" value="0"/>
Logon Point:	<input type="text"/>
Force Logoff Point:	<input type="text"/>


Logon Card – edit box; when this card is presented to the **Sign On Reader**, this user is logged on. See [Computer node properties: Associated Hardware](#).

Logon Point – drop box; this point is set when the user logs on

Force Logoff Point – drop box; when this point is set, this user will be logged off

Note: *When a User's logon is card-access authentication, the card reader used for this purpose must be specified in the Computer node properties. See the field Sign-On Reader in section [Associated Hardware](#).*

User Conditional Logon Tab

The **Properties** tab defines the logon and user behavior in general. But there will be some conditions that require a different set of behaviors. Perhaps a user should only logon on one computer in the Intelli-Site system. Or a computer in the library should not allow  **Access Management View**. That's where the **Conditional Logon** tab comes in.

Intelli-Site 4.1 User's Guide

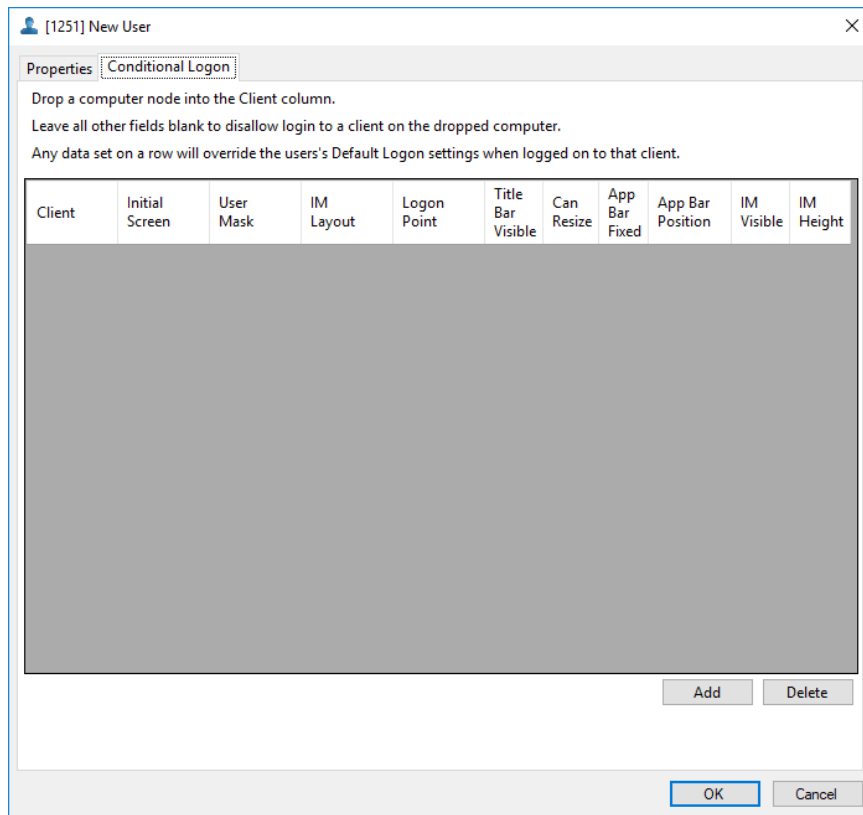


Figure 370 - User Conditional Logon tab

Use the **Add** and **Delete** buttons to add and delete rows in the table. Any data in the row will override the user's logon settings from the **Properties** tab for the supplied computer node.

Changing User Password

To edit a user account, locate the user node by expanding **Setup** -> **User Setup** -> **Users**. Right-click on the target user node and select *Properties*. This opens the properties dialog.

Intelli-Site 4.1 User's Guide

The screenshot shows the 'New User' dialog box with the following details:

- User Name:** New User
- Password:** *****
- User Type:** Private
- User Level:** All Access
- ID:** 1180
- User View Options:** A tree view with 'Access Management View' selected.
- Card Data Pages:** [206] Card Data Screens\Card Data
- Tag Data Pages:** [333] Tag Data Screens\Tag Data
- Information Manager Options:** Visible: ; Layout: [173] Default; Height: 0
- Window Options:** Title Bar: ; Sizeable: ; Fixed Application Bar: ; Position: Top
- Default Options:** Default View: Live View; Initial Screen: [326] Default Screen Group\LeadIn; User Mask: ; Voice:
- User Logon Points:** Logon Card: 0; Logon Point: ; Force Logoff Point:

Figure 371 - User Properties dialog

Locate the **Password** field and change the value. Remember that passwords are case-sensitive. Click to save the changes.

Setting Up Active Directory Authentication

Intelli-Site can be set up to integrate with Active Directory to authenticate users as individual Domain Users or as Domain Groups. The secret is the **User Type** field on a user node's properties dialog and of course the **User Name** field.

Note: Logging in using Active Directory as the authentication method must be done from a computer that is a member of the Domain. Authentication occurs on the client-side whether it is the Desktop Client or the web client.

To allow a user to logon as a specific domain user add a user node by right-clicking on the **Users** node and select *Add Node and Edit*. The properties dialog opens. Set the **User Type** field to *Domain User* and the **User Name** to the fully qualified domain name. The **Password** field is disabled because the password is authenticated using Active Directory.

Intelli-Site 4.1 User's Guide

[1180] New User

Properties Conditional Logon

User Name: JaneDoe@softwaregiants.com

Password: *****

User Type: Domain User

User Level: All Access ID: 1180

Notes:

User View Options

- Access Management View
- Accutech View
- Activity View
- Design View
- Documentation View
- Exit
- Hardware Management View
- Live View
- Reports View

Card Data Pages:

[206] Card Data Screens\Card Data

Tag Data Pages:

[333] Tag Data Screens\Tag Data

Information Manager Options

Visible:

Layout: [173] Default

Height: 0

Window Options

Title Bar: Sizeable: Fixed Application Bar:

Position: Top

Default Options

Default View: Live View

Initial Screen: [326] Default Screen Group\LeadIn

User Mask:

Voice:

User Logon Points

Logon Card: 0

Logon Point:

Force Logoff Point:

OK Cancel

Figure 372 - User node properties dialog for a Domain User type

When Jane Doe logs in, she will use her domain logon ID and her domain password.

To allow any user to logon who belongs to a specific domain group add a user node then set the **User Type** field to *Domain Group* and the **User Name** to the domain name. The **Password** field is disabled.

Intelli-Site 4.1 User's Guide

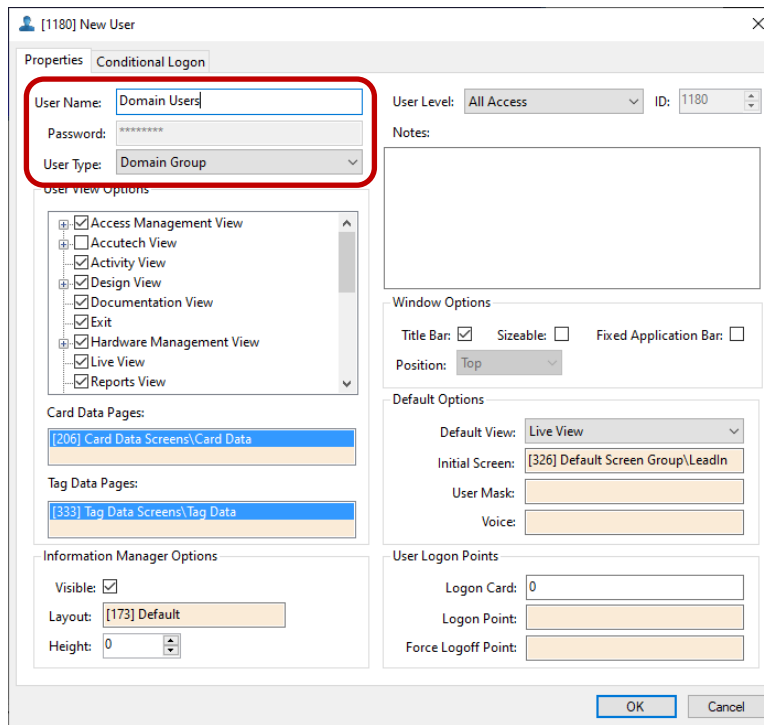


Figure 373 - User properties dialog for a Domain Group type

Once this user node is part of the Intelli-Site Project, any Domain ID that is a member of the Domain Users group will be able to logon to Intelli-Site.

Voices

Not Yet Implemented

The Voices node contains individual voice nodes that define which actual voice to use when speaking, the rate, and volume.

Add Node and Edit on the Voices node adds a new voice node and opens its properties dialog. As usual, it has the basic four (4) properties and a few properties specific to a voice node.

Intelli-Site 4.1 User's Guide

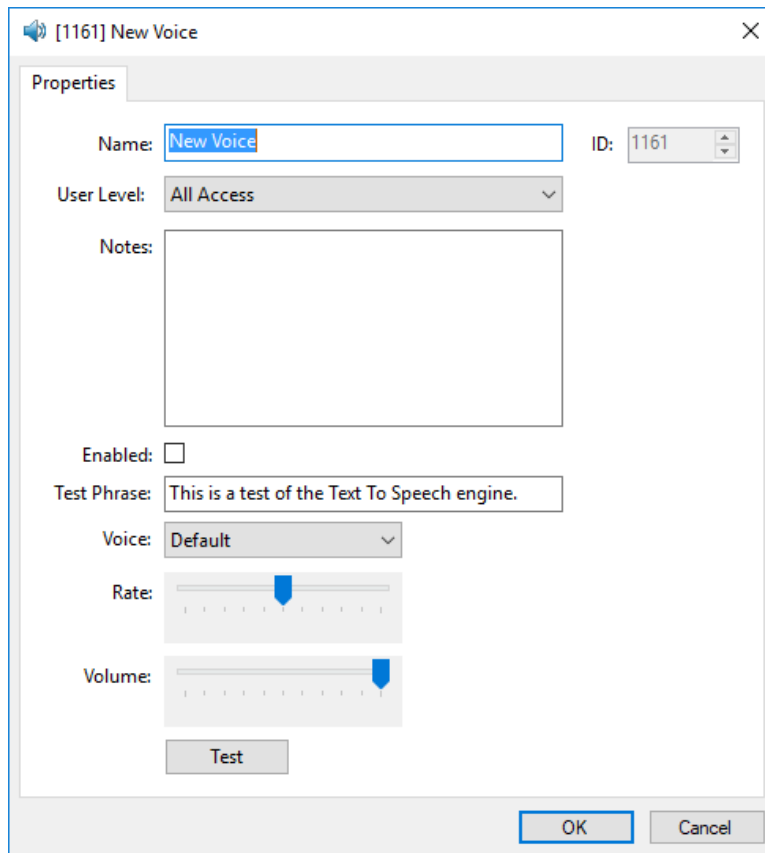
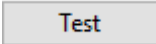


Figure 374 - Voice properties dialog

Enabled – checkbox; when checked, and this voice is specified, it will be the voice used when Intelli-Site speaks; if it isn't checked but this voice is specified, Intelli-Site will be mute

Test Phrase – text box; this text will be spoken when the  button is clicked

Rate – slider; the speed at which the voice speaks; moving the slider left slows the voice down, to the right speeds it up

Volume – slider; the volume control for the voice

 - button; speaks the **Test Phrase** using the current settings

Intelli-Site 4.1 User's Guide

Constructs

Constructs are a way to organize and control points, counters, timers, hardware, etc. as a logical unit. For example, a door has a variety of points and actions that go with it. It may have one or more readers, a REX, DPS, alarms, and processes. It is cumbersome and impossible for a guard to manage each of the points and parts individually. Therefore, various constructs have been created to make managing these logical units easier.

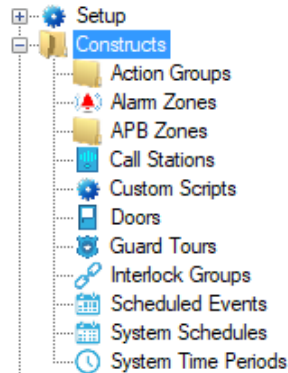


Figure 375 - Constructs

Action Groups

Not Yet Implemented

Alarm Zones

Several different types of installations have perimeter security concerns. Obviously, prisons do, but so do airports, train stations, utility companies, warehouses, sewage treatment plants, and the list goes on. They have alarm zones, areas and locations with one or more sensor or condition that taken together define when the area is in alarm. This alarm zone may have tamper and failure states, as well as other states and conditions that may or may not be included when determining when a zone is in alarm. These other states and conditions may depend on still other states and conditions to determine their current state. Programming this by hand can get tedious and complicated.

Intelli-Site 4.1 User's Guide

The Alarm Zone construct replaces the tedious and complicated programming with a simple, single interface to configure all the necessary settings for an alarm zone. Defining alarm zone constructs allows Intelli-Site to manage the alarm zone and report on events that are truly important to the end-user. They simplify screen object programming as well because they can be the target of evaluation grids, meaning the user only needs to evaluate the alarm zone construct and not each individual sensor.

Alarm Zone Construct Operations

Assuming the alarm zone construct is properly configured, here is how the alarm zone construct works in a nutshell.

The conditions for an alarm zone to be in alarm are satisfied. Intelli-Site sets the **Alarm Output** point and starts the acknowledgement and process timers. The alarm is written to the Alarm Queue because the alarm queue settings, **Add to Queue on High** and **Acknowledge Required**, of the **Alarm Output** point are checked.

The user or some personnel has a limited amount of time to acknowledge the alarm. The amount of time is specified in the **Ack Timeout Value** or **Ack Timeout Counter** fields. Acknowledging the alarm in the Alarm Queue does not acknowledge the alarm zone alarm. When the **Auto-Ack Input** point goes high, the Engine issues an *AckZone* action for this alarm zone. This action acknowledges the alarm in the alarm queue and the alarm zone is acknowledged. The Ack timer is terminated without setting off the timeout alarm assuming the point went high in time. He then must process the alarm and set the **Auto-Process Input** point before the Process timer expires. That amount of time is specified in the imaginatively named fields of **Process Timeout Value** or **Process Timeout Counter**. When the **Auto-Process Input** point is set, the Engine issues a *ProcessZone* action for this alarm zone which sets the **Alarm Output** point to low and stops the process timer.

Note: *While any of the sensor points or the alarm expression is high, the Alarm Output will remain high when the zone is processed.*

There is more to an alarm zone, but this is the barebones basics of alarm zone operations. For more information, see the following sections. In addition, see [Alarm Zone Actions](#) for information on alarm zone actions.

Intelli-Site 4.1 User's Guide

Alarm Zone Group Node

Alarm zones are organized in groups. *Add Node* or *Add Node and Edit* on the **Alarm Zones** node, adds a new alarm zone group node. It has the basic properties that every node has plus four unique properties.

The screenshot shows a dialog box titled "[1327] New Alarm Zone Group". It has a "Properties" tab. The "Name" field contains "New Alarm Zone Group". The "ID" field is a spin box set to "1327". The "User Level" dropdown is set to "All Access". There is a large empty text area for "Notes". Below that are four text boxes for "Control Alarm Outputs Point", "Control All Outputs Point", "Control Access Outputs Point", and "Selected Counter Value". At the bottom right are "OK" and "Cancel" buttons.

Figure 376 - Alarm Zone Group properties dialog

Name - The name for the node; the name doesn't have to be unique

ID - The unique identifier of this node; generated by Intelli-Site

User Level - The User Level a user must possess to open the properties for this node, see [User Levels](#)

Notes - Any notes the user may have for the node

Intelli-Site 4.1 User's Guide

Control Alarm Outputs Point – drop box; *affects only the alarm zones in this group that are in the **alarm state***; when this point changes state, Intelli-Site copies its state to the **Control Output** points for all the sensors on each of the child alarm zones that are in the alarm state. If this **Control Alarms Outputs Point** is high, all the **Control Output** points will be set high of those child zones that are in alarm. If this **Control Alarms Outputs Point** is low, all these **Control Output** points will be set low. The child points are not held in this state. They can be set or cleared individually as the situation arises, but when this **Control Alarms Outputs Point** changes state, the child points will be manipulated automatically.

Control All Outputs Point – drop box; *affects all the alarm zones in this group regardless of state*; when this point changes state, Intelli-Site copies its state to the **Control Output** points for all the sensors on each of the alarm zones in this group. If this **Control All Outputs Point** is high, all the **Control Output** points in this group of alarm zones. If this **Control all Outputs Point** is low, all these **Control Output** points will be set low. The child points are not held in this state. They can be set or cleared individually as the situation arises, but when this **Control Alarms Outputs Point** changes state, the child points will be manipulated automatically.

Control Access Outputs Point – drop box; *affects only the alarm zones in this group that are in the **Accessed state***; when this point changes state, Intelli-Site copies its state to the **Control Output** points for all the sensors on each of the child alarm zones that are in the Accessed state. If this **Control Access Outputs Point** is high, all the **Control Output** points will be set high of those child zones that are in alarm. If this **Control Access Outputs Point** is low, all these **Control Output** points will be set low. The child points are not held in this state. They can be set or cleared individually as the situation arises, but when this **Control Access Outputs Point** changes state, the child points will be manipulated automatically.

Selected Counter Value – drop box; accepts only counter values; this alarm zone group is selected when this counter value is high (the counter is set to this counter value)

Intelli-Site 4.1 User's Guide

Alarm Zone Node

An alarm zone construct is a lot like a cross between an automation object and a screen object. It has a few possible states above and beyond high and low. Which state it is in depends on a variety of points and evaluations. And like a screen object, it can perform a variety of actions depending on which state is active.

Add Node and Edit on an alarm zone group node adds a new alarm zone and opens its properties dialog. There are three (3) tabs: **Properties**, **Options**, and **Actions**.

Properties Tab

The Alarm Zone **Properties** tab defines the basic inputs, outputs and timers for the alarm zone as well as the alarm conditions.

Point	Selection	Qual.	Oper.
	** Not Applicable **		
	** Not Applicable **		

Sensor	Latch	Failure	Disable	Control Output

Figure 377 - Alarm Zone properties dialog: Properties tab

Name - The name for the node; the name doesn't have to be unique

Intelli-Site 4.1 User's Guide

ID - The unique identifier of this node; generated by Intelli-Site

User Level - The User Level a user must possess to open the properties for this node, see [User Levels](#)

Notes - Any notes the user may have for the node

Sensor Setup group – contains the properties needed to define what constitutes the alarm zone; the alarm conditions are defined either by an alarm expression or a sensor list

Alarm Processing Setup group – contains the properties associated with acknowledging and processing an alarm

Sensor Setup

The **Sensor Setup** group contains all the properties that define an alarm zone.

Sensor Setup

Use Alarm Expression: Alarm Expression

Point	Selection	Qual.	Oper.
Point	** Not Applicable **		
Point	** Not Applicable **		

Insert Delete

Sensor List

Sensor	Latch	Failure	Disable	Control Output
--------	-------	---------	---------	----------------

Add Delete

Alarm Output: Auto-Secure Timeout: 60

Access Input: Auto-Secure Counter:

Selected Counter Value:

Figure 378 - Alarm Zone properties dialog: Properties tab - Sensor Setup group

Use Alarm Expression – checkbox; when checked, this alarm zone is defined by the set of condition specified in the **Alarm Expression** grid. When clear, the **Sensor List** defines the alarm zone sensors and points

Alarm Expression – evaluation grid; enabled when **Use Alarm Expression** is checked; the alarm zone is in alarm when this grid evaluates to true. See [Evaluation Grid](#).

Intelli-Site 4.1 User's Guide

Sensor List – table; list of the sensor points, columns are:

Sensor – drop box; I/O Point that is high when the sensor is in alarm

Latch (Optional) – drop box; I/O Point that the Engine sets when the sensor point goes into alarm; when present, this point will be used to determine the alarm state of the zone

Failure (Optional) – drop box; I/O Point that is high when the sensor is in a failure state

Disable (Optional) – drop box; I/O Point that is high when the sensor is disabled

Control Output (Optional) – drop box; I/O Point which may be set high when the Control Alarm Outputs Point, Control All Outputs Point, and/or Control Access Outputs Point points on the alarm zone group node are high

Alarm Output – drop box; I/O Point that the Engine sets high when it determines the alarm zone is in alarm

Note: *This point must have the alarm queue settings checked for “Add to Queue On High” and “Acknowledge Required”.*

Access Input – drop box; I/O Point that is high when the alarm zone is in an Accessed state; this point is not set by the Engine but is an input to the alarm zone; when the alarm zone is in an Accessed state, it will not enter the Alarm state until the Accessed state is cleared

Auto Secure Timeout – numeric; if non-zero, an Accessed zone will return to the secure state after this time period in seconds; when zero (0), the alarm zone will not automatically secure itself

Auto Secure Counter – drop box; the counter provides the auto secure timeout value

Selected Counter Value – drop box; when this counter value is high, this alarm zone is in the Selected state

Intelli-Site 4.1 User's Guide

Alarm Processing Setup

The **Alarm Processing Setup** group contains the properties associated with acknowledging and processing an alarm.

Alarm Processing Setup	
Processing Timeouts in Seconds: <input checked="" type="checkbox"/>	
Ack Timeout Value: 30	Process Timeout Value: 30
Ack Timeout Counter: []	Process Timeout Counter: []
Ack Timeout Output: []	Process Timeout Output: []
Auto-Ack Input: []	Auto-Process Input: []

Figure 379 - Alarm Zone properties dialog: Properties tab - Alarm Processing Setup group

Processing Timeouts in Seconds – checkbox; when checked the acknowledge and process timeouts are in seconds; when clear, the timeouts are in minutes

Ack Timeout Value – numeric; the number of minutes/seconds the user has to acknowledge an alarm before the Ack Timeout state is reached; an *AckZone* action on this alarm zone must be executed before the time expires

Ack Timeout Counter – drop box; when a counter is provided, it overrides the **Ack Timeout Value**

Ack Timeout Output – drop box; this point is set when the ack timer expires before an *AckZone* on this alarm zone is issued

Auto-Ack Input – drop box; when this point is set, the Engine executes an *AckZone* on this alarm zone and acknowledges the alarm in the alarm queue

Note: If there is not an alarm in the alarm queue, the AckZone will fail and the alarm zone will enter the Ack Timeout state.

Process Timeout Value – numeric; the number of minutes/seconds the user must process an alarm before the Process Timeout state is reached; a *ProcessZone* action on this alarm zone must be executed before the time expires

Process Timeout Counter – drop box; when a counter is provided, it overrides the **Process Timeout Value**

Intelli-Site 4.1 User's Guide

Process Timeout Output – drop box; this point is set when the process timer expires before a *ProcessZone* on this alarm zone is issued

Auto-Process Input – drop box; when this point is set, the Engine executes a *ProcessZone* on this alarm zone and sets the **Alarm Output** to low which takes the alarm zone out of the Alarm state assuming the sensor list or alarm expression is no longer in alarm; if any **Latch** points are defined, they are set low as well

Options Tab

The properties on the **Options** tab are just that, options. They don't apply to every alarm zone. They are useful in many cases such as a zone requiring multiple sensors in alarm before the zone itself is in alarm, or linking adjacent alarm zones.

The screenshot shows the 'New Alarm Zone' dialog box with the 'Options' tab selected. The dialog is titled '[1328] New Alarm Zone' and has a close button (X) in the top right corner. It is divided into several sections:

- Properties**: 'Options' tab is selected, 'Properties' and 'Actions' are also visible.
- Alarm Options**:
 - Pre-Alarm Delay: 0 (spin box)
 - Pre-Alarm Point: (text field)
 - All Sensors:
 - Mult. Sensor Window (sec): 30 (spin box)
 - Multiple Sensor Output: (text field)
 - Adjacent Zone List: (text field)
- Tamper Options**:
 - Tamper Output: (text field)
 - Tamper List: (text field)
- Failure Options**:
 - Failure Output: (text field)
 - Failure List: (text field)
 - Include Sensor Failure Points:
 - Disable On Zone Failure:
- Camera Views**: A table with columns 'Camera', 'Preset', and 'Primary'. The table is currently empty.

At the bottom right, there are 'OK' and 'Cancel' buttons.

Figure 380 - Alarm Zone properties dialog: Options tab

Intelli-Site 4.1 User's Guide

Alarm Options

The **Alarm Options** group contains the optional properties for pre-alarm and multiple sensors being in alarm.

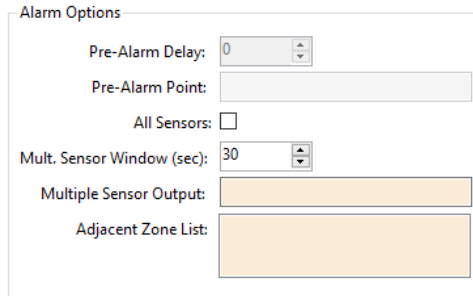


Figure 381 - Alarm Zone properties dialog: Options tab - Alarm Options group

Pre-Alarm Delay – numeric; when non-zero, a sensor must be in alarm for the supplied number of milliseconds before the alarm zone enters the Alarm state; this option only applies to the **Pre-Alarm Point**, not the **Multiple Sensor Output**; disabled unless the **Use Alarm Expression** checkbox on the **Properties** tab is checked or disabled if all sensors have a **Latch** point

Pre-Alarm Point (Optional) – drop box; I/O Point the Engine sets high when the alarm zone is in the Pre-Alarm state and sets low when it leaves this state; disabled unless the **Use Alarm Expression** checkbox on the **Properties** tab is checked or disabled if all sensors have a **Latch** point

All Sensors – checkbox; when checked, the alarm zone will only go into alarm if all sensors have been in alarm within the **Mult. Sensor Window** period; only enabled when the **Sensor List** on the **Properties** tab is enabled

Mult. Sensor Window (sec) – numeric; if multiple sensors (or all) go into alarm and stay in alarm during this time period, the **Multiple Sensor Output** point is set

Multiple Sensor Output – drop box; this point is set when multiple sensors (or all) go into alarm and stay in alarm during the **Mult. Sensor Window**

Adjacent Zone List – drop list; a list of alarm zones whose sensors are included as part of this alarm zone's multiple sensor alarm evaluation

Intelli-Site 4.1 User's Guide

Camera Views

Not Yet Implemented

The Camera Views group is a table of cameras and their presets to use when this alarm zone is in Alarm.



Figure 382 - Alarm Zone properties dialog: Options tab - Camera Views group

Tamper Options

Some alarm zones have indicators for when the alarm zone is being tampered with.

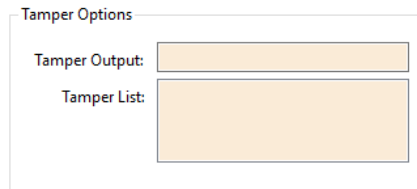


Figure 383 - Alarm Zone properties dialog: Options tab - Tamper Options group

Tamper Output – drop box; this point is set high when any of the points in the **Tamper List** are high; it is set low when all the points in the **Tamper List** are low

Tamper List – drop list; list of points that are high when the zone is being tampered with

Failure Options

Some alarm zones have indicators for when the alarm zone is in failure or offline.

Intelli-Site 4.1 User's Guide

The screenshot shows a dialog box titled "Failure Options". It contains the following elements:

- A label "Failure Output:" followed by a rectangular drop box.
- A label "Failure List:" followed by a larger rectangular drop list.
- A label "Include Sensor Failure Points:" followed by an unchecked checkbox.
- A label "Disable On Zone Failure:" followed by an unchecked checkbox.

Figure 384 - Alarm Zone properties dialog: Options tab - Failure Options group

Failure Output – drop box; this point is set when any of the points in the **Failure List** are high indicating the alarm zone is in a Failure state; this point is set low when all the failure points are low

Failure List – drop list; the list of points that indicate the alarm zone is in failure when high

Include Sensor Failure Points – checkbox; when checked, the sensor failure points form the **Sensor List**, if any, are included in the list of failure points

Disable On Zone Failure – checkbox; when checked, alarm zone operation is disabled when the alarm zone is in a Failure state

Actions Tab

The **Actions** tab contains the action grids for event actions and sensor actions.

Intelli-Site 4.1 User's Guide

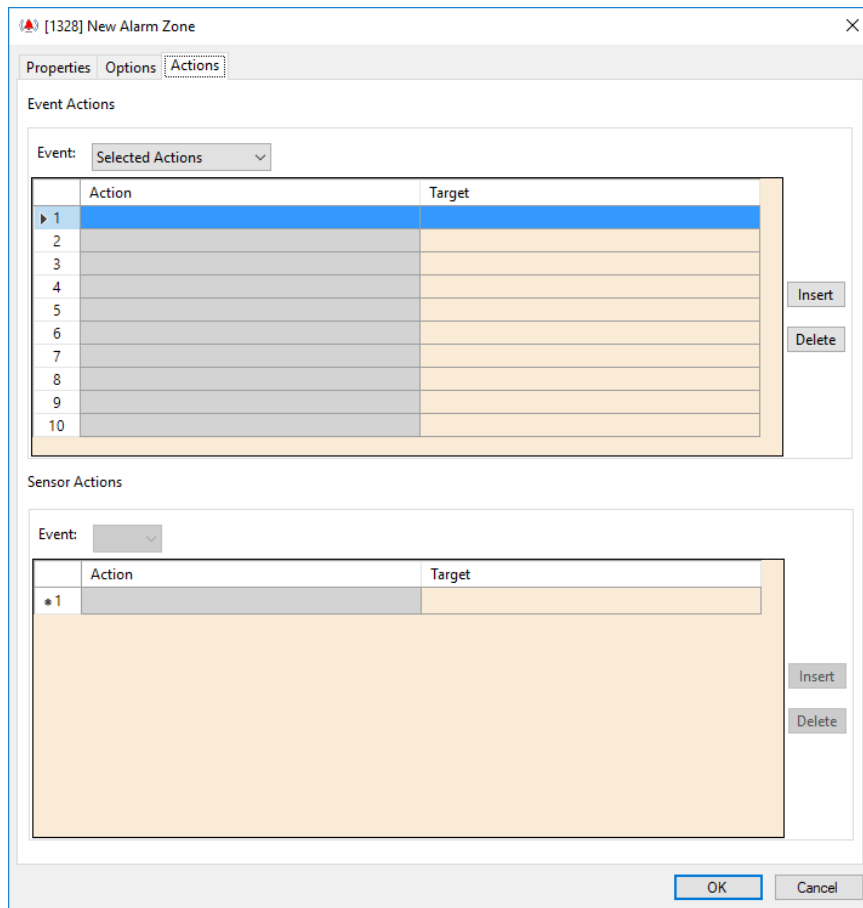


Figure 385 - Alarm Zone properties dialog: Actions tab

Event Actions

The **Event Actions** grid has an action grid for each alarm zone state. Those states are:

- *Selected* – the **Selected Counter Value** changes from low to high; opposite of the Deselected state
- *Deselected* – the **Selected Counter Value** changes from high to low; the opposite of Selected
- *Alarm* – the **Alarm Output** point changed state from low to high
- *Multi-Alarm* – the **Multiple Sensor Output** point changed state from low to high
- *Ack* – the alarm zone was acknowledged with an *AckZone* action
- *Process* – the alarm zone was processed with a *ProcessZone* action
- *Tamper* – the **Tamper Output** point changed from low to high

Intelli-Site 4.1 User's Guide

- *Failure* – the **Failure Output** point changed state from low to high
- *Access* – the **Access Input** point changed state from low to high; opposite of the Secure state
- *Secure* – the **Access Input** point changed state from high to low; the opposite of the Access state

The **Event** drop-down list contains an entry for each of these states. When the alarm zone enters each state, the corresponding action grid is executed.

Clicking on an *Action* cell opens the **Actions** dialog. The actions in this dialog are only those that are allowed in the Alarm Zone action grids, a subset of the possible actions. See [Appendix II - Actions](#) to learn the usage of any of the actions.

The **Sensor Actions** grid is disabled if the **Sensor List** is disabled. It is also disabled until there is at least one sensor in the **Sensor List**.

When a sensor is added to the **Sensor List**, the three (3) action grids are added to the **Sensor Actions** action grid as evidenced by the **Event** drop-down list. Each sensor has an action grid for *Alarm*, *Failure*, and *Disabled*. Each grid is executed when the corresponding sensor point changes state from low to high.

Clicking on an *Action* cell opens the **Actions** dialog. The actions in this dialog are only those that are allowed in the Alarm Zone action grids, a subset of the possible actions.

An alarm zone node can be used in the **State Properties** evaluation grid point for screen objects. This grid is found on every State except State0. When an alarm zone node is dropped into the *Point* field, the *Selection* drop-list is limited to the options that apply to an alarm zone.

Intelli-Site 4.1 User's Guide

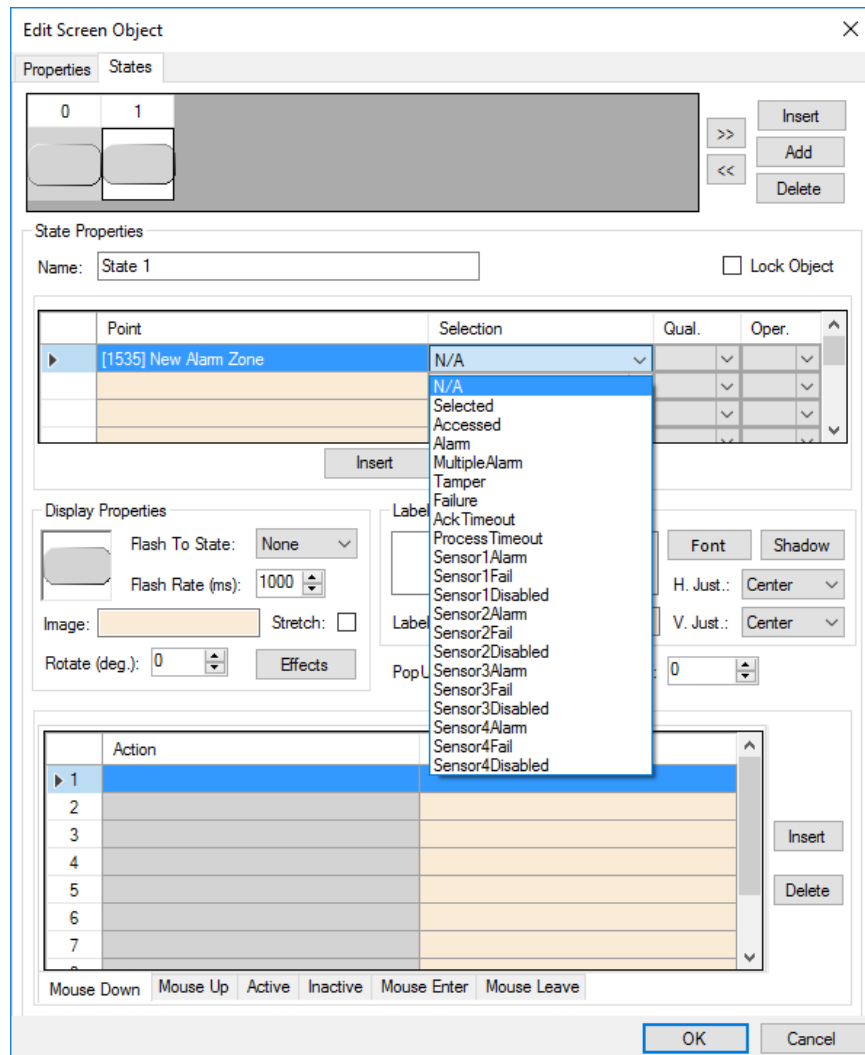


Figure 386 - Screen Object properties dialog with an alarm zone in the State Properties evaluation grid

The possible *Selection* values correspond to the overall state of the alarm zone and the states of the first four (4) sensors in the **Sensor List** on the alarm zone.

Note: *The order of precedence of states is dictated by the order of the states, not the order of the selections. The higher the state number, the higher the precedence. This means State 4 supersedes State 0, State 1, State 2, and State 3.*

APB Zones

APB Zones are used to define the anti-passback zones and musters zones in an anti-passback and logical presence tracking installation.

Intelli-Site 4.1 User's Guide

APB Zones Group Node

APB Zones are organized into groups. *Add Node* on the **APB Zones** node adds a new APB zone group node.

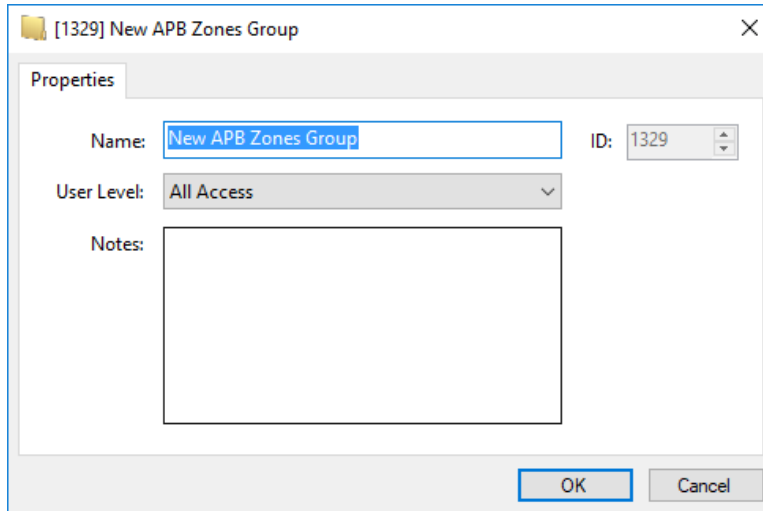


Figure 387 - APB Zones Group node properties dialog

Name - The name for the node; the name doesn't have to be unique

ID - The unique identifier of this node; generated by Intelli-Site

User Level - The User Level a user must possess to open the properties for this node, see [User Levels](#)

Notes - Any notes the user may have for the node

APB Zone Node

An APB Zone node allows the user to define the APB and muster zones for the Intelli-Site installation.

Add Node and Edit on the APB zones group node adds a new APB zone node and opens its properties dialog.

Intelli-Site 4.1 User's Guide

The screenshot shows a dialog box titled "[1330] New APB Zone" with a close button in the top right corner. The dialog is divided into a "Properties" section. The "Name" field is a text box containing "New APB Zone". The "ID" field is a spin box set to "1330". The "User Level" is a dropdown menu currently showing "All Access". Below this is a large empty text area for "Notes". The "Mustering Zone" is a checkbox that is currently unchecked. The "Exterior Zone" is an empty text box. The "APB Type" is a dropdown menu currently showing "Hard". The "Emergency Point" is an empty text box with a light orange background. At the bottom right, there are "OK" and "Cancel" buttons.

Figure 388 - APB Zone properties dialog

Name - The name for the node; the name doesn't have to be unique

ID - The unique identifier of this node; generated by Intelli-Site

User Level - The User Level a user must possess to open the properties for this node, see [User Levels](#)

Notes - Any notes the user may have for the node

Mustering Zone - checkbox; when checked, this zone is a muster zone

Exterior Zone - drop box; the APB zone to place cardholders that are within the mustering zone when the mustering event ends; disabled unless **Mustering Zone** is checked

APB Type - drop-down list (default *Hard*); the type of APB Zone; values are *Hard*, or *Soft*; disabled when **Mustering Zone** is checked

Emergency Point (Optional) - drop box; this point is set high should the zone detect an unauthorized user within the zone

Intelli-Site 4.1 User's Guide

Call Stations

Consider an assisted living center. Every apartment has at least one call station where the resident can simply press a button to request assistance. Several things must happen when a resident presses this button. First and foremost, it must be recorded that the resident did so. Then the call must be acknowledged and processed in a timely manner. Depending on the resident, different other actions may need to be executed.

Intelli-Site **Call Station** construct provides a simple way to manage these call stations, record events and alarms, and perform actions as needed.

Call Stations Group Node

Call stations are organized into groups. Add Node on the Call Stations node adds a new call stations group node.

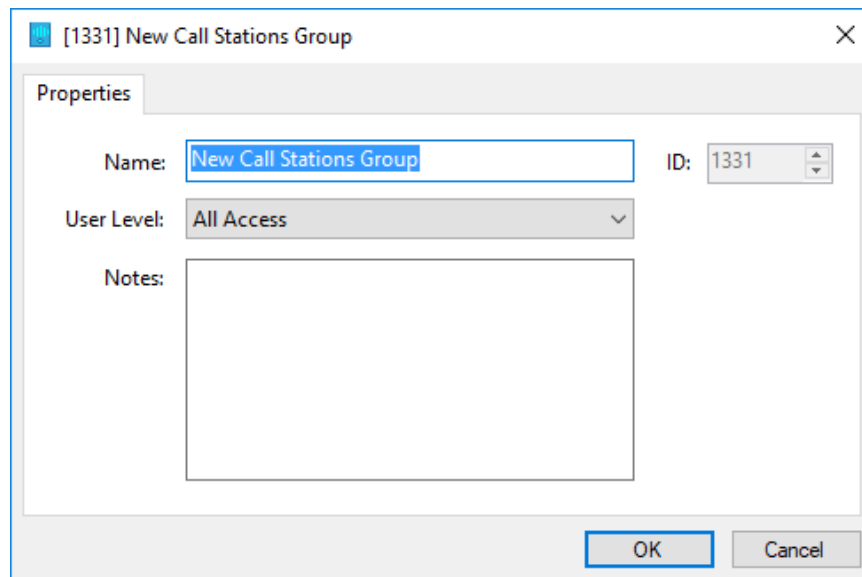


Figure 389 - Call Stations Group properties dialog

Name - The name for the node; the name doesn't have to be unique

ID - The unique identifier of this node; generated by Intelli-Site

User Level - The User Level a user must possess to open the properties for this node, see [User Levels](#)

Intelli-Site 4.1 User's Guide

Notes - Any notes the user may have for the node

Call Station Node

A Call Station node allows the user to define a specific call station's properties and actions.

Add Node and Edit on the call stations group node adds a new call station node and opens its properties dialog. The properties dialog contains two (2) tabs. The **Properties** tab contains the basic properties found on all tabs: **Name, ID, User Level, and Notes.**

The second tab is the **Call Station Settings** tab. On this tab are all the fields that define the call station and how it behaves.

Event:	Action	Target
1		
2		
3		
4		
5		
6		
7		

Figure 390 - Call Station properties dialog: Call Station Settings tab

Call-In Setup

The **Call-In Setup** group fields define the points and counters needed to recognize when a call-in occurs.

Intelli-Site 4.1 User's Guide

Call-In Setup

Call-In Input:	<input type="text"/>
Call-In Output:	<input type="text"/>
Call-In Secondary Output:	<input type="text"/>
Active Call Input:	<input type="text"/>
Disabled:	<input type="text"/>
Auto Re-Enable Counter:	<input type="text"/>
Selected Counter Value:	<input type="text"/>

Call-In Input – drop box; usually the input point associated with the button of the call station; when this point is high, the Engine sets the **Call-In Output** point and the **Secondary Call-In Output** point and executes the **Call-In Actions** grid

Call-In Output (Optional) – drop box; the latch point for **Call-In Input** point; it is set high when **Call-In Input** is high, it is set low when the call-in is Processed. When this point is present, it is the point used to determine if the call station is in the Call-In state. This is most often used when the **Call-In Input** is a momentary point such as a button press. Additional **Call-In Input** state changes are ignored until the Call-In is processed (i.e. the **Processed Point** is high).

Secondary Call-In Output (Optional) – drop box; the secondary latch point for the **Call-In Input** point, it behaves the same as the **Call-In Output** point with one exception. It will not be used to determine the Call-In state. This is most often used as an acknowledgement point for a secondary call processing Client.

Active Call Input – drop box; when this point is high, there is an active call to this call station

Disabled – drop box; when this point is high, this call station is disabled; all new Call-In events are ignored. If there is an active call-in at the time this point becomes high, the Call-In will be acknowledged and will return to the unacknowledged state when the call station is re-enabled.

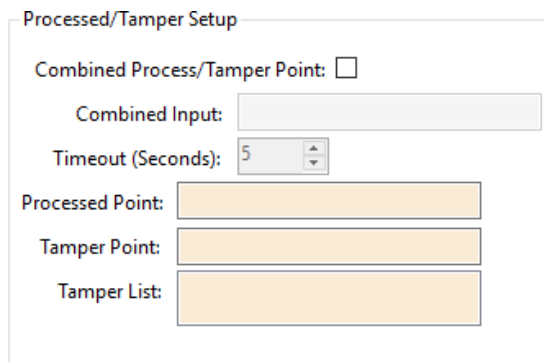
Auto Re-Enable Counter (Optional) – drop box; If present, the Engine will automatically re-enable a disabled call station after the number of minutes specified by the counter

Intelli-Site 4.1 User's Guide

Selected Counter Value – drop box; when this counter value is high, this call station is in the Selected state; the *SelectCallStation* action sets this counter value; the *DeselectCallStation* action clears this counter value

Processed/Tamper Setup

The **Processed/Tamper Setup** group contains the fields needed to recognize when a call station has been processed or is being tampered with.



The screenshot shows a configuration window titled "Processed/Tamper Setup". It contains the following fields:

- Combined Process/Tamper Point:** A checkbox that is currently unchecked.
- Combined Input:** A text input field that is currently empty.
- Timeout (Seconds):** A numeric spinner box with the value "5" displayed.
- Processed Point:** A text input field with a light orange background.
- Tamper Point:** A text input field with a light orange background.
- Tamper List:** A text input field with a light orange background.

Combined Process/Tamper Point – checkbox; when checked, the process and tamper inputs are the same point. This is extremely rare. Whether the input is reporting a Processed or Tamper event is determined by a timeout process.

Combined Input – drop box; enabled when **Combined Process/Tamper Point** is checked; the input point when the process and tamper are the same point; when this point changes to the high state, a timer is started. If the timer expires before the point goes low, the call station is in Tamper and the Engine sets the **Tamper Point** otherwise the Engine pulses the **Processed Point**.

Timeout (Seconds) – numeric (default 5); enabled when **Combined Process/Tamper Point** is checked; used to decide if the **Combined Input** point is reporting a Tamper or Processed event

Intelli-Site 4.1 User's Guide

Processed Point – drop box; when high, the Call-In is considered to be Processed. If a combined Processed/Tamper point is in use, this is an output point that the Engine pulses; otherwise it is an input point. When this point goes high, the **Call-In Output** and **Call-in Secondary Output** points are set off and the *Process Actions* are executed.

Tamper Point – drop box; when high, the call station is set to a Tamper state. If a **Combined Processed/Tamper Point** is in use, this is an output point that the Engine turns on when the timer expires, then turns off when the **Combined Processed/Tamper Point** goes off. When this point is set on, the *Tamper Actions* are executed, when it is turned off, the *Tamper Restore Actions* are executed

Tamper List – drop list; when any of these points are high the **Tamper Point** is set high; when all these points are low, the **Tamper Point** is low

Call Processing Setup

The **Call Processing Setup** group contains the fields needed to ensure a call is acknowledged and processed in a timely manner.

The screenshot shows a configuration window titled "Call Processing Setup". At the top, there is a checkbox labeled "Call Processing Timeouts In Seconds" which is checked. Below this, there are two columns of settings. The left column contains: "Ack Timeout Value" with a numeric input field set to 5, "Ack Timeout Counter" with a drop-down menu, and "Ack Timeout Output" with a text input field. The right column contains: "Process Timeout Value" with a numeric input field set to 5, "Process Timeout Counter" with a drop-down menu, and "Process Timeout Output" with a text input field.

Call Processing Timeouts In Seconds – checkbox; when checked the timeout values are seconds, when clear, the timeouts are in minutes

Ack Timeout Value – numeric (default 5); the amount of time in which a Call-In must be acknowledged by an *AckCallIn* action on this call station

Ack Timeout Counter – drop box; the counter value overrides the **Ack Timeout Value** as the amount of time in which a Call-In must be acknowledged which allows the timeout to be controlled programmatically

Intelli-Site 4.1 User's Guide

Ack Timeout Output – drop box; this point is set when the Call-In is not acknowledged before the timer expires

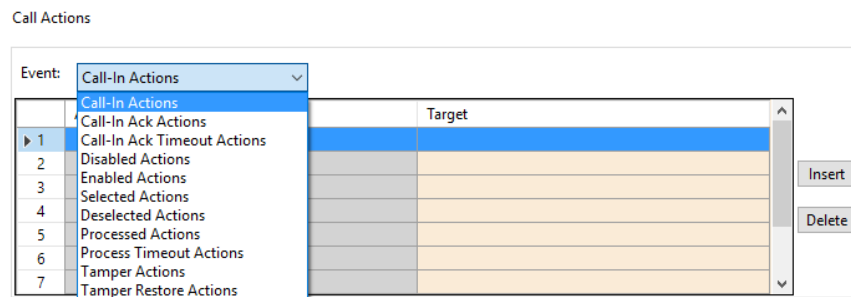
Process Timeout Value – numeric (default 5); the amount of time in which a Call-In must be processed by a *ProcessCallIn* action on this call station

Process Timeout Counter – drop box; the counter value overrides the **Process Timeout Value** as the amount of time in which a Call-In must be processed which allows the timeout to be controlled programmatically

Process Timeout Output – drop box; this point is set when the Call-In is not processed before the timer expires

Call Actions

The **Call Actions** action grid has seven (7) different action grids, one for each of the states of the call station.



Call-In Actions – this grid is executed when a call-in occurs

Call-In Ack Actions – this grid is executed when the call-in is acknowledged using the *AckCallIn* action

Call-In Ack Timeout Actions – this grid is executed when the call-in acknowledge timer times out before it is acknowledged

Disabled Actions – this grid is executed when the **Disabled** point is set high

Enabled Actions – this grid is executed when the **Disabled** point returns to the low state

Selected Actions – this grid is executed when the **Selected Counter Value** is high

Intelli-Site 4.1 User's Guide

Deselected Actions – this grid is executed when the **Selected Counter Value** returns to the low state

Processed Actions – this grid is executed when the call-in is processed using the *ProcessCallIn* action

Process Timeout Actions – this grid is executed when the call-in process timer times out before it is processed

Tamper Actions – this grid is executed when the **Tamper Point** is set high

Tamper Restore Actions – this grid is executed when the **Tamper Point** is set low

Custom Scripts

Consider a detention center at mealtimes. Every door needs to be opened so everyone can go eat. But firing the locks on all the doors at once will blow out the motor. So, unlocking the doors must happen in sequence. In addition, a few inmates in the block have lost their cafeteria privileges, so their doors must not be unlocked. This is a job for a custom script.

Custom Script Group Node

A **Custom Script** is an I/O Point that allows the user to perform a series of actions and events using a single object. The point is high while the script is running, low when it is not.

Custom scripts are organized into groups. *Add Node* on the **Custom Scripts** node adds a new custom script group node.

Intelli-Site 4.1 User's Guide

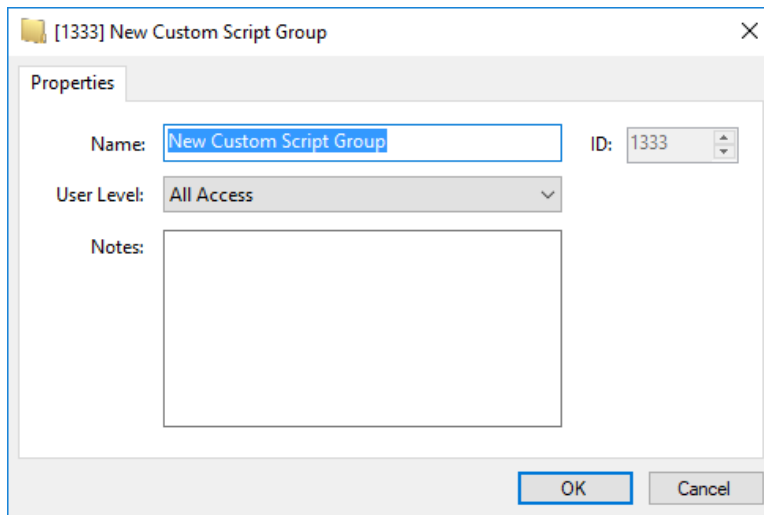


Figure 391 - Custom Script Group properties dialog

Name - The name for the node; the name doesn't have to be unique

ID - The unique identifier of this node; generated by Intelli-Site

User Level - The User Level a user must possess to open the properties for this node, see [User Levels](#)

Notes - Any notes the user may have for the node

Custom Script Node

A Custom Script allows the user to have a single object perform a recurring series of actions and events.

Add Node and Edit on the custom script group node opens and adds a new Custom Script node and opens its properties dialog. A Custom Script is an I/O Point. Therefore, its properties contain the same tabs as any I/O Point. See [The Properties Dialog](#). We will only discuss the **Properties** tab as this is the only tab that differs from the basic properties dialog for an I/O Point.

The **Properties** tab allows the user to define how the Custom Script will behave and what it will do when it is executed.

Intelli-Site 4.1 User's Guide

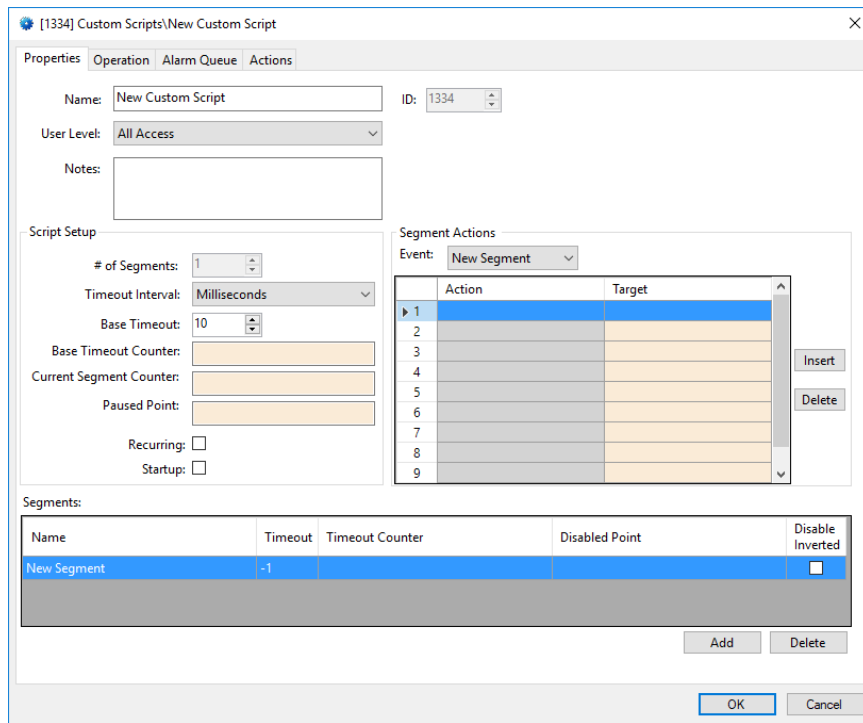


Figure 392 - Custom Script properties dialog: Properties tab

Name - The name for the node; the name doesn't have to be unique

ID - The unique identifier of this node; generated by Intelli-Site

User Level - The User Level a user must possess to open the properties for this node, see [User Levels](#)

Notes - Any notes the user may have for the node

Script Setup

The **Script Setup** group contains the properties needed to manage the script itself.

Intelli-Site 4.1 User's Guide

Script Setup

of Segments: 1

Timeout Interval: Milliseconds

Base Timeout: 10

Base Timeout Counter:

Current Segment Counter:

Paused Point:

Recurring:

Startup:

of Segments – numeric; displays the number of segments in the **Segments** table

Timeout Interval – drop-down list (default *Milliseconds*); the units for the timeout; values *Milliseconds*, *Seconds*, and *Minutes*

Base Timeout – numeric (default 10); the number of intervals per segment

Base Timeout Counter – drop box; when present, the counter's value overrides the **Base Timeout** value

Current Segment Counter – drop box; the Engine sets this counter to segment number that is currently executing

Paused Point – drop box; when this point is set, the script is paused; it starts up again when this point returns to the low state

Recurring – checkbox; the custom script will automatically restart when the end of the last segment is reached (i.e., go back to the first segment)

Startup – checkbox; the custom script will automatically start when the Engine is started

Segments

The **Segments** table defines the names of the different segments and the order in which they are executed. Each entry in the table allows the user to override the **Script Setup** options for an individual segment. A segment is a set of actions that will be executed as a unit. This set of actions is specified in the corresponding grid in **Segment Actions**. A segment is added to the table using the button. The selected segment is deleted with the button.

Intelli-Site 4.1 User's Guide

Segments:

Name	Timeout	Timeout Counter	Disabled Point	Disable Inverted
New Segment	-1			<input type="checkbox"/>

Name – text; the name for the segment

Timeout – numeric; overrides the **Base Timeout**; when non-negative, this number is the timeout value used

Timeout Counter (Optional) – drop box; when present, overrides the **Base Timeout** and **Base Timeout Counter**

Disabled Point (Optional) – drop box; when this point is high, this segment is disabled (won't run)

Disabled Inverted – checkbox; when checked and a **Disabled Point** is supplied; this segment is disabled when the **Disabled Point** is low

Note: *Segments are executed in the order they appear in the Segments table.*

Segment Actions

The **Segment Actions** action grid contains the action grids for each segment. As a segment is added to the **Segments** table, a new grid is added. Use the **Event** drop-down list to select the appropriate grid for editing.

Intelli-Site 4.1 User's Guide

Segment Actions

Event:

	Action	Target
▶ 1		
2		
3		
4		
5		
6		
7		
8		
9		

Insert

Delete

Clicking on an *Action* cell in the **Segment Actions** grid opens the **Actions** dialog. The actions in this dialog are only those that are allowed in the Custom Script action grids, a subset of the possible actions. See [Appendix II - Actions](#) to learn the usage of any of the actions.

Display Screen Object Programming

A custom script node can be used in the **State Properties** evaluation grid point for screen objects. This grid is found on every State except State0. When a custom script node is dropped into the *Point* field, the *Selection* drop-list is limited to the options that apply to a custom script: *State* or *Shunted*.

Doors

Doors in a security or access control environment are not just a physical door that people walk through. There are readers, sensors, push buttons, locks, alarms, and a whole host of other concerns. A door is not a simple concept and they are not easy to program and manage which is why Intelli-Site has the Door construct.

A **Door** construct is a collection of the hardware and actions that constitute a door in its fullest sense in a security or access control environment.

Note: *Door constructs are automatically created when an access control panel is dragged and dropped onto the Doors node. This is the preferred method to ensure all the fields are filled in correctly.*

Intelli-Site 4.1 User's Guide

Door Group Node

Doors are organized into groups. *Add Node* on the **Doors** node adds a new door group node. The properties dialog for this node contains two tabs.

Note: *When an access control panel is dropped on to the Doors node, a door group node is added whose name matches the name of the access control panel. Door nodes are added for each of the readers of the access control panel.*

The **Properties** tab contains the basic properties found on all tabs: **Name**, **ID**, **User Level**, and **Notes**.

The second tab is the **Door Actions** tab. It contains two (2) actions grids that standardize the behavior of the doors in the group. These grids are executed based on their specific triggers for each of the doors in the group. Clicking on an *Action* cell opens the **Actions** dialog. The actions in this dialog are only those that are allowed in the Door action grids, a subset of the possible actions. See [Appendix II - Actions](#) to learn the usage of any of the actions.

Intelli-Site 4.1 User's Guide

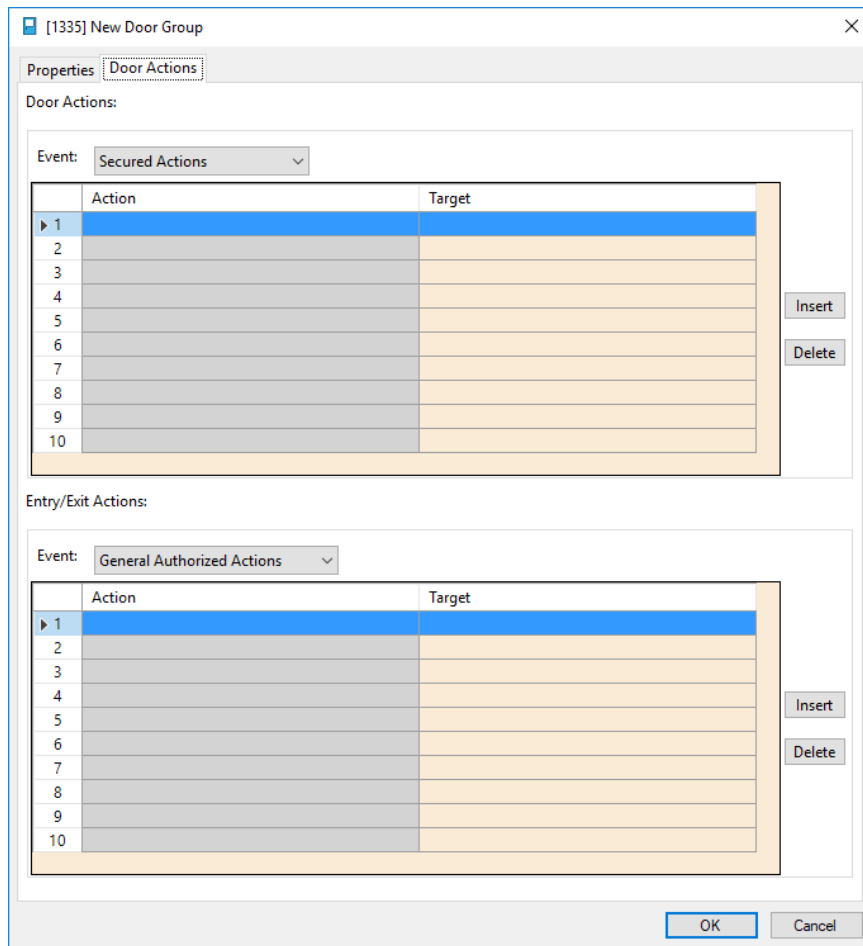


Figure 393 - Door Group node properties dialog: Door Actions tab

Door Actions – action grid; contains ten (10) different action grids, each is run under different conditions; **Event** is a drop-down list defining when each action grid is run; **Event** values are:

Secured Actions – this grid is run when the door is secured, both the **Lock** point and the **DPS** points are low

DOTL Actions – this grid is run when the **DOTL** point is high (door open too long)

DUTL Actions – this grid is run when the **DUTL** point is high (door unlocked too long)

Forced Actions – this grid is run when the **Forced** point is high

Opened Actions – this grid is run when the door is open, the **DPS** point is high

Intelli-Site 4.1 User's Guide

Unlocked Actions – this grid is run when the door is unlocked, the **Lock** point is high or if present, the **Lock Status** point is high

Comm Failure Actions – this grid is run when any of the **Comm Failure** points are high

Camera General Actions – this grid is run when either a SwitchEntryCamera or SwitchExitCamera action is executed

Camera Entry Actions – this grid is run after the Camera General Actions when a SwitchEntryCamera action is executed

Camera Exit Actions – this grid is run after the Camera General Actions when a SwitchExitCamera action is executed

Entry/Exit Actions – action grid; contains eight (8) different action grids, each is run under different conditions; **Event** is a drop-down list defining when each action grid is run; **Event** values are:

General Authorized Actions – this grid is run when an authorized entry or exit occurs

Entry Authorized Actions – this grid is run after the *General Authorized Actions* when an authorized entry occurs

Exit Authorized Actions – this grid is run after the *General Authorized Actions* when an authorized exit occurs

General Denied Actions – this grid is run when entry or exit access is denied

Entry Denied Actions – this grid is run after the *General Denied Actions* grid when entry is denied

Exit Denied Actions – this grid is run after the *General Denied Actions* grid when exit is denied

Entry Card Not In DB Actions – this grid is run when the card presented to the entry reader is not in the database

Intelli-Site 4.1 User's Guide

Exit Card Not In DB Actions – this grid is run when the card presented to the exit reader is not in the database

Note: *Different access control panels may add additional action grids. If so, see the appropriate panel guide.*

Door Node

A Door node allows the user to define a specific door's properties and actions.

Add Node and Edit on the door group node adds a new door node and opens its properties dialog. The properties dialog contains three (3) tabs. The **Properties** tab contains the basic properties found on all tabs: **Name, ID, User Level,** and **Notes.**

Note: *When an access control panel node is dropped on to the Doors node, a door group node is added whose name matches the name of the access control panel. Door nodes are added for each of the readers of the access control panel.*

Intelli-Site 4.1 User's Guide

Door Settings Tab

The **Door Settings** tab allows the user to define the type of door as well as the various points needed to manage the door.

[2570] New Door

Properties Door Settings Door Actions

Type: Normal Host Controlled:

Lock Status: (Optional. If left out, the Lock Status will come from the Door Lock)

Lock: Strike Time: 10 Relock Time: 0

DPS: DOTL: DOTL Time: 20 Long Access Time: 30

Forced: DUTL: DUTL Time: 20

Comm Failure

Alarm Point: Comm Failure Points:

Disabled On Comm Failure:

Entry

Intercom Call: Access Points:

Intercom Station: Alarm Output: Auto-Disable cards:

Disable: Exit

Intercom Call: Access Points:

Intercom Station: Alarm Output: Auto-Disable cards:

Disable: Global Anti-Passback

Presence Update Point: Access Timeout: 10

Entry Destination Zone: Exit Destination Zone:

OK Cancel

Figure 394 - Door node properties dialog: Door Settings tab

Type – drop-down list (default *Normal*); the type of door being managed; values are *Normal*, *Anti-Passback*, and *Muster*

Note: *The doors that are members of an Interlock Group must be anti-passback or host-controlled doors.*

Host-Controlled – checkbox; when checked all the function of the door is controlled by the Engine not the panel

Lock Status (Optional) – drop box; the current state of the lock; if blank the state of the lock is determined by the **Lock** point

Lock – drop box; the lock point of the door

Intelli-Site 4.1 User's Guide

Strike Time – numeric; the amount of time in seconds the door remains unlocked if it is not opened; the panel will usually relock the door when it is opened

Relock Time – numeric; disabled unless **Host-Controlled** is checked; the amount of time in seconds to wait before relocking a door after it is opened

DPS – drop box; the door position switch point

Forced – drop box; the door forced point

DOTL – drop box; the door opened too long point

DOTL Time – numeric; disabled unless **Host-Controlled** is checked; amount of time in seconds a door may be open; if this time expires, the Engine sets the **DOTL** point

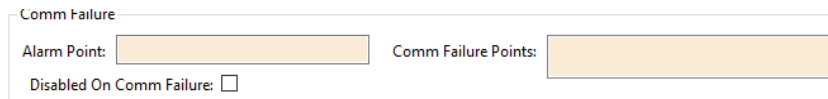
Long Access Time - numeric; disabled unless **Host-Controlled** is checked; when a card has long access, this is the amount of time in seconds the door can stay open before **DOTL** is set

DUTL – drop box; the door unlocked to long point

DUTL Time – numeric; the amount of time in seconds a lock can be unlocked before the Engine sets **DUTL**

Comm Failure

The **Comm Failure** group contains the fields associated with notification when communication with the door components has failed.



The screenshot shows a form titled "Comm Failure" with three fields: "Alarm Point:" followed by a text input box, "Comm Failure Points:" followed by a list selection box, and "Disabled On Comm Failure:" followed by a checkbox.

Alarm Point – drop box; this point is set by the Engine if any of the **Comm Failure Points** are high

Comm Failure Points – drop list; all the points for the door associated with communication loss (e.g. panel status point)

Disabled On Comm Failure – checkbox; when checked, the disable door operation if any of the **Comm Failure Points** are high

Intelli-Site 4.1 User's Guide

Entry or Exit

The **Entry** and **Exit** groups each contain the fields that define the hardware and behavior of the respective entry and exit of the door.

The screenshot shows a configuration form titled "Entry". It contains six fields:

- Intercom Call: A drop-down menu.
- Intercom Station: A drop-down menu.
- Alarm Output: A drop-down menu.
- Disable: A drop-down menu.
- Access Points: A large drop-down list.
- Auto-Disable cards: A drop-down menu.

Intercom Call – drop box; the intercom point to designate a call request for the access point

Intercom Station – drop box; the intercom station for the access point

Alarm Output – drop box; disabled unless **Host Controlled** is checked; this point is set when the access point is in alarm

Disable – drop box; disabled unless **Host Controlled** is checked; when high, the door is disabled from this side, entry or exit

Access Points – drop list; the access points for the entry or exit; typically, the entry **Access Point** is a reader and the exit **Access Point** is a REX (Request for Exit)

Auto-Disable Cards – drop box; when this point is set, cards with the auto-disable feature enabled are disabled automatically when read by this reader

Global Anti-Passback

The **Global Anti-Passback** fields define points that are only used in anti-passback or muster. Therefore, they are disabled unless the door **Type** is *Anti-Passback*. If the **Type** is *Muster*, only the **Entry Destination Zone** is enabled because it is the muster zone.

Intelli-Site 4.1 User's Guide

Global Anti-Passback	
Presence Update Point:	<input type="text"/> Access Timeout: 10 <input type="button" value="v"/>
Entry Destination Zone:	<input type="text"/>
Exit Destination Zone:	<input type="text"/>

Presence Update Point – drop box; when this point is high, the cardholder's presence is updated; usually the **DPS** point on the door

Access Timeout – numeric (default 10); the amount of time in seconds to enter a zone after access is granted; if the **Presence Update Point** does not go high before the **Access Timeout** expires, Intelli-Site logs the attempt as *Access Granted: Unused* and not update the presence of the cardholder

Entry Destination Zone – drop box; the destination APB zone of the entry reader

Exit Destination Zone – drop box; the destination APB zone of the exit reader

Door Actions Tab

The third tab is the **Door Actions** tab. It contains two (2) actions grids that are executed based on their specific triggers. Clicking on an *Action* cell opens the **Actions** dialog. The actions in this dialog are only those that are allowed in the Door action grids, a subset of the possible actions. See [Appendix II - Actions](#) to learn the usage of any of the actions.

Note: These action grids are executed after the corresponding grids in the parent door group node.

Intelli-Site 4.1 User's Guide

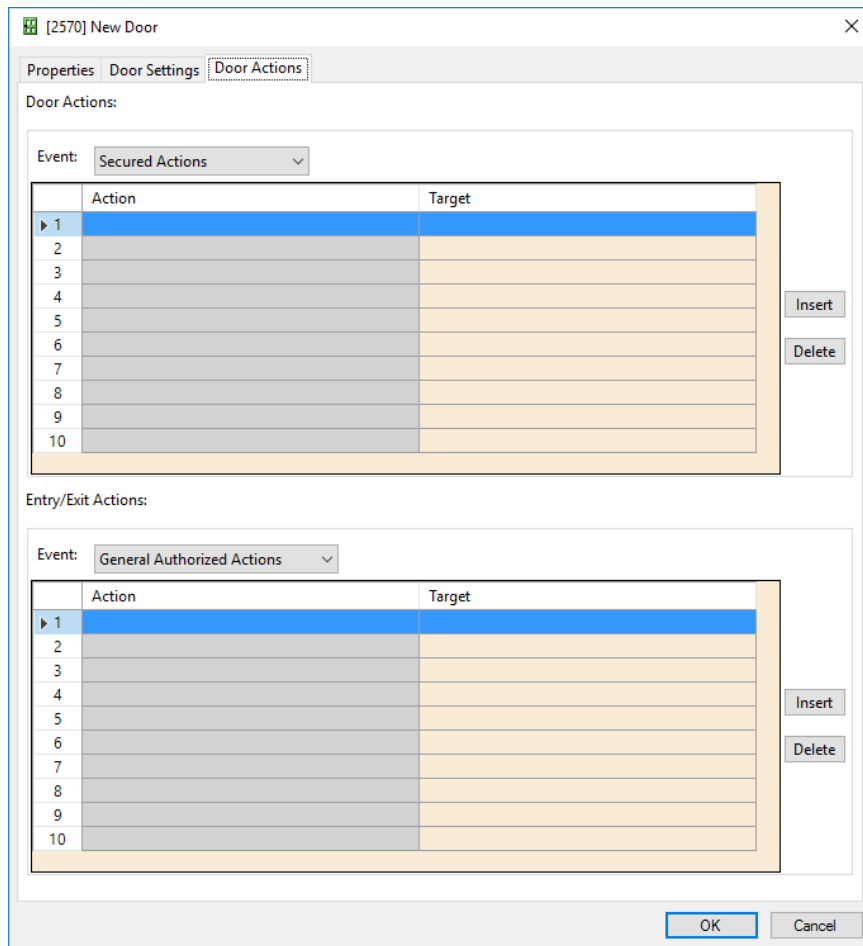


Figure 395 - Door node properties dialog: Door Actions tab

Door Actions – action grid; contains ten (10) different action grids, each is run under different conditions; **Event** is a drop-down list defining when each action grid is run; **Event** values are:

Secured Actions – this grid is run when the door is secured, both the **Lock** point and the **DPS** points are low

DOTL Actions – this grid is run when the **DOTL** point is high (door open too long)

DUTL Actions – this grid is run when the **DUTL** point is high (door unlocked too long)

Forced Actions – this grid is run when the **Forced** point is high

Opened Actions – this grid is run when the door is open, the **DPS** point is high

Intelli-Site 4.1 User's Guide

Unlocked Actions – this grid is run when the door is unlocked, the **Lock** point is high or if present, the **Lock Status** point is high

Comm Failure Actions – this grid is run when any of the **Comm Failure** points are high

Camera General Actions – this grid is run when either a SwitchEntryCamera or SwitchExitCamera action is executed

Camera Entry Actions – this grid is run after the Camera General Actions when a SwitchEntryCamera action is executed

Camera Exit Actions – this grid is run after the Camera General Actions when a SwitchExitCamera action is executed

Entry/Exit Actions – action grid; contains eight (8) different action grids, each is run under different conditions; **Event** is a drop-down list defining when each action grid is run; **Event** values are:

General Authorized Actions – this grid is run when an authorized entry or exit occurs

Entry Authorized Actions – this grid is run after the *General Authorized Actions* when an authorized entry occurs

Exit Authorized Actions – this grid is run after the *General Authorized Actions* when an authorized exit occurs

General Denied Actions – this grid is run when entry or exit access is denied

Entry Denied Actions – this grid is run after the *General Denied Actions* grid when entry is denied

Exit Denied Actions – this grid is run after the *General Denied Actions* grid when exit is denied

Entry Card Not In DB Actions – this grid is run when the card presented to the entry reader is not in the database

Intelli-Site 4.1 User's Guide

Exit Card Not In DB Actions – this grid is run when the card presented to the exit reader is not in the database

Note: *Different access control panels may add additional action grids. If so, see the appropriate panel guide.*

Guard Tours

Guard safety is important. As she performs her rounds, it is imperative to know exactly where she is. It's also important to ensure she is going to all the stations on her rounds. A Guard Tour fulfills both requirements.

Using the guard tour construct, a system can be designed to have the guard follow a random or sequenced path. An alarm interval is defined. If the next point in the sequence is not activated within the allotted time, a user-defined set of actions will be executed. This timer is restarted at each point along the tour.

Add Node on the **Guard Tours** node adds a new guard tour node. The properties of this node contain the base properties and those properties that define the tour and the actions Intelli-Site will take under specific conditions.

Intelli-Site 4.1 User's Guide

[1338] New Guard Tour

Properties

Name: ID:

User Level:

Notes:

Tour Type:

Alarm Interval:

First Point Starts:

Last Point Stops:

Points:

Tour Actions

Event:

	Action	Target
▶ 1		
2		
3		
4		
5		

Insert

Delete

OK Cancel

Figure 396 - Guard Tour properties dialog

Name - The name for the node; the name doesn't have to be unique

ID - The unique identifier of this node; generated by Intelli-Site

User Level - The User Level a user must possess to open the properties for this node, see [User Levels](#)

Notes - Any notes the user may have for the node

Intelli-Site 4.1 User's Guide

Tour Type – drop-down list (default *Sequenced*); the type of tour this is; values *Sequenced*, and *Random*

Sequenced – the tour must be traversed in the order defined by the **Points** field; if a point is activated out of order, the actions in the *Out of Sequence* action grid are executed

Random – the tour has no set order but each point must be activated for the tour to end

Points – drop list; the points that the guard must set on the tour; it can be anything that qualifies as an I/O Point such as card swipes, button presses and, of course, virtual points

Note: *If the Tour Type is set to Sequenced, the order the points are in the list is the order of the guard tour. The points must be activated in the order listed. The first point starts the tour; the last point ends the tour.*

Alarm Interval – numeric (default 1); the maximum number of minutes that can transpire before the guard activates the next point in the tour. If the **Alarm Interval** is 5, the guard must move and activate the next point within 5 minutes. If not, the *Timeout* action grid will be executed.

First Point Starts – checkbox; disabled unless the **Tour Type** is *Random*; defines when the guard tour starts; when checked, the tour is started when the first point in the **Points** list is activated. When clear, any point in the list begins the tour.

Last Point Ends – checkbox; disabled unless the **Tour Type** is *Random*; defines when the guard tour ends; when checked, the tour is ended when the last point in the **Points** list is activated. When clear, the tour ends when every point has been activated.

Tour Actions - action grid; contains four (4) different action grids, each is run under different conditions; **Event** is a drop-down list defining when each action grid is run; **Event** values are:

Start – This action grid is run when the guard tour begins

Stop – This action grid is run when the guard tour ends

Intelli-Site 4.1 User's Guide

Out of Sequence – This action grid is run when the points are activated out of order; if the **Tour Type** is *Random* and **Last Point Ends** is checked, this grid is run when the last point is checked if it is checked out before any of the other points in the **Points** drop list

Timeout – This action grid runs when the **Alarm Interval** expires

Interlock Groups

Consider a high-tech manufacturing plant with a clean room. To maintain a clean room, it is imperative that it have an entry chamber that is a small room with an entry door on one wall and an exit door on the opposite wall. One door of the entry chamber cannot be unlocked and opened until the opposite door has been closed and locked. These two doors are interlocked together to ensure the clean room stays clean.

Intelli-Site gives the user an easy way to manage interlocked doors using the **Interlock Group** construct. An **Interlock Group** is a collection of doors where only one door can be unlocked or open, the other doors in the same interlock group cannot be unlocked, let alone opened.

Interlock Group Group Node

Interlock groups are organized in groups. *Add Node* on the **Interlock Groups** node adds a new interlock group group node.

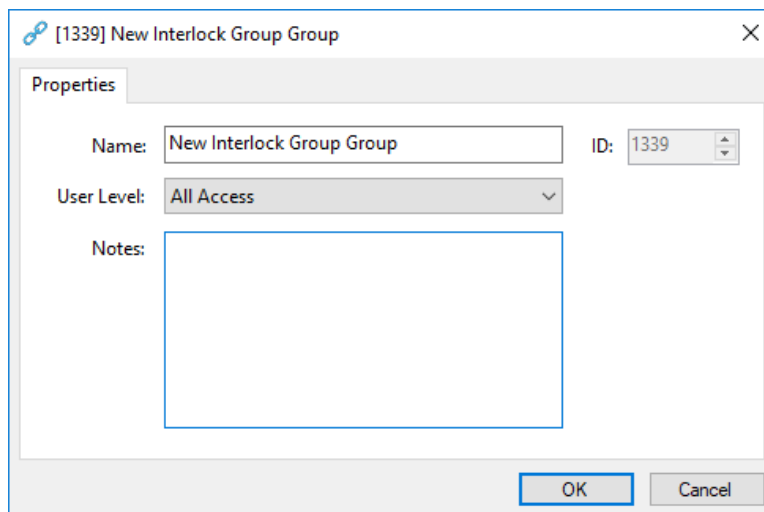


Figure 397 - Interlock Group Group properties dialog

Intelli-Site 4.1 User's Guide

Name - The name for the node; the name doesn't have to be unique

ID - The unique identifier of this node; generated by Intelli-Site

User Level - The User Level a user must possess to open the properties for this node, see [User Levels](#)

Notes - Any notes the user may have for the node

Interlock Group Node

An interlock group node allows the user to define the doors that are interlocked and the behavior for the interlock group.

Add Node and Edit on the interlock group group node adds and opens a new interlock group node and opens its properties dialog.

Intelli-Site 4.1 User's Guide

[1340] New Interlock Group

Properties

Name: ID:

User Level:

Notes:

Interlocked Doors:

Interlock Status Point:

Interlock Overridden Status Point:

Can Be Automatically Overridden:

Auto-Override Point:

Interlock Violation Alarm Disabled:

General Actions

Event:

	Action	Target
▶ 1		
2		
3		

Insert
Delete

Door Actions

Event:

	Action	Target
*1		

Insert
Delete

OK Cancel

Figure 398 - Interlock Group properties dialog

Name - The name for the node; the name doesn't have to be unique

ID - The unique identifier of this node; generated by Intelli-Site

User Level - The User Level a user must possess to open the properties for this node, see [User Levels](#)

Intelli-Site 4.1 User's Guide

Notes - Any notes the user may have for the node

Interlocked Doors – drop list; the doors that make up this interlock group

Note: *I/O Points can also be dropped here such that when the I/O Point is high, the interlock group is considered unsecure. For example, if the I/O Point dropped is a fire alarm point, it would prevent personnel from entering the interlock group (and for good reason!).*

Note: *The doors that are members of an Interlock Group must be host-controlled or anti-passback doors. See [Door Node](#) for more information.*

Interlock Status Point (Optional) – drop box; the Engine sets this point when the interlock group is unsecure

Interlock Overridden Status Point (Optional) – drop box; the Engine sets this point when the interlock group security settings are automatically overridden

Can Be Automatically Overridden – checkbox; when checked, the interlock group security can be automatically overridden

Auto-Override Point (Optional) – drop box; when this point is set, the security settings of the interlock group will be overridden

Interlock Violation Alarm Disabled – checkbox; when checked, the interlock group will not report interlock violations in the Alarm Queue


General Actions – action grid; action grids that are executed when an interlock group violation occurs, either *Unsecured* or *Violating*; the **Event** drop-down list selects which action grid to view and edit

Door Actions – action grid; door specific action grids that are executed when a given door when the interlock group violation occurs, either *Unsecured* or *Violating*; each door or point in the **Interlocked Doors** drop list has an *Unsecured* and a *Violating* action grid; the **Event** drop-down list selects which action grid to view and edit



Note: *Both the General Actions and the Door Actions are executed on a violation for a specific door.*

Scheduled Events

A scheduled event is a construct that can be programmed to set points based upon time and date parameters and then clear those points when the time expires. For example, Software Giants, LLC is hosting an open house on Saturday, May 23, 2020 from 7:00am to 7:00pm. The user would create an event to unlock the Main Entrance and then schedule that event for the date and time.

Note:  [Scheduled Events View](#) is the preferred method to manage scheduled events.

Scheduled Event Group

The purpose of the Scheduled Event Group node is to logically organize Scheduled Event types. A new group can be added in the  **Scheduled Events View** using the  button or here, in the Tree, using the *Add Node* or *Add Node and Edit* menu option of the right-click context menu on the **Scheduled Events** node.

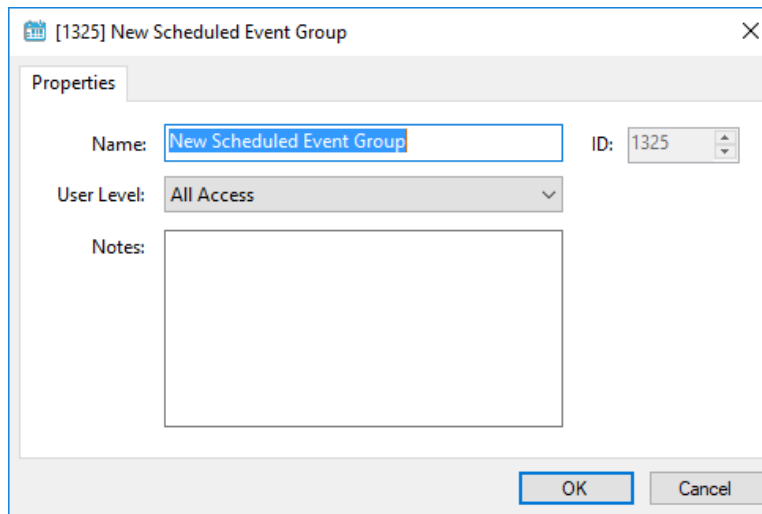


Figure 399 - Scheduled Event Group properties dialog

Name - The name for the node; the name doesn't have to be unique

ID - The unique identifier of this node; generated by Intelli-Site

Intelli-Site 4.1 User's Guide

User Level - The User Level a user must possess to open the properties for this node, see [User Levels](#)

Notes - Any notes the user may have for the node

Scheduled Event Node

Scheduled Event nodes are the event types used in the Scheduled Events table of the  **Scheduled Events View**.

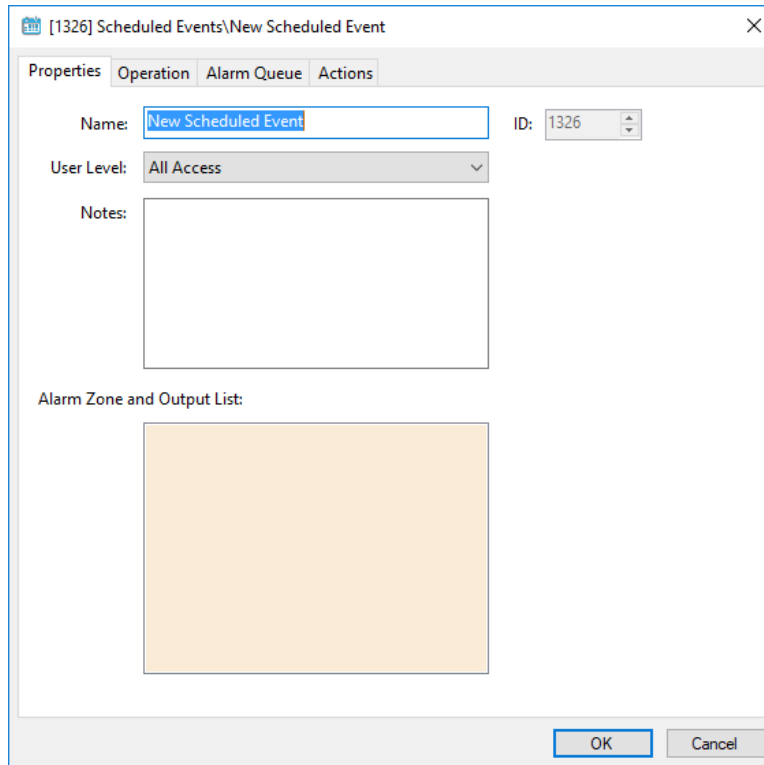


Figure 400 - Scheduled Event properties dialog

The properties for a scheduled event node contain the basic properties as described in [The Properties Dialog](#). There is one property unique to a scheduled event node.

Alarm Zone and Output List – A drop list of the points that will be set when the schedule begins and cleared when the schedule ends; alarm zones and any I/O Points are valid targets for this drop list

Note: *Clicking on a drop list will open a Select Tree Item dialog containing all the valid targets for this drop list.*

Intelli-Site 4.1 User's Guide

Display Screen Object Programming

A Scheduled Event node can be used in the **State Properties** evaluation grid point for screen objects. This grid is found on every State except State0. When a Scheduled Event node is dropped into the *Point* field, the *Selection* drop-list is limited to the options that apply to a Scheduled Event: *State* or *Shunted*.

System Schedules

A System Schedule is an I/O Point that is set on when the start day begins and is set off at midnight on the end day.

System Schedule Group Node

System Schedules are organized by groups.

Add Node on the **System Schedules** node adds a new system schedule group node.

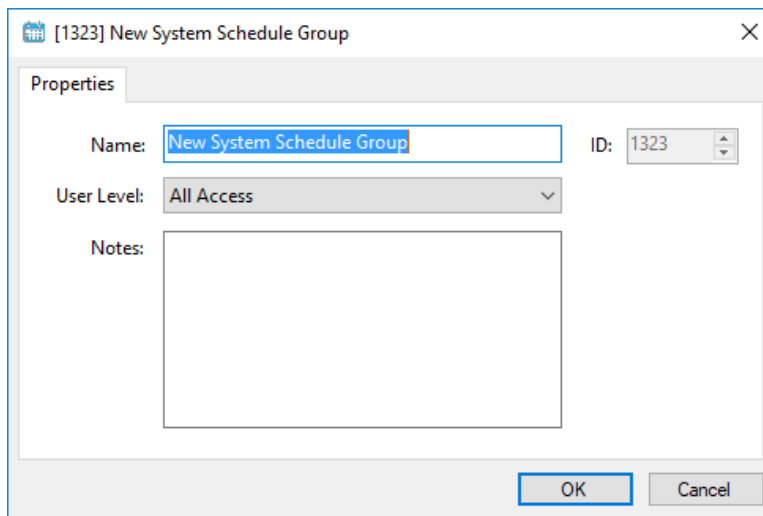


Figure 401 - System Schedule Group properties dialog

Name - The name for the node; the name doesn't have to be unique

ID - The unique identifier of this node; generated by Intelli-Site

User Level - The User Level a user must possess to open the properties for this node, see [User Levels](#)

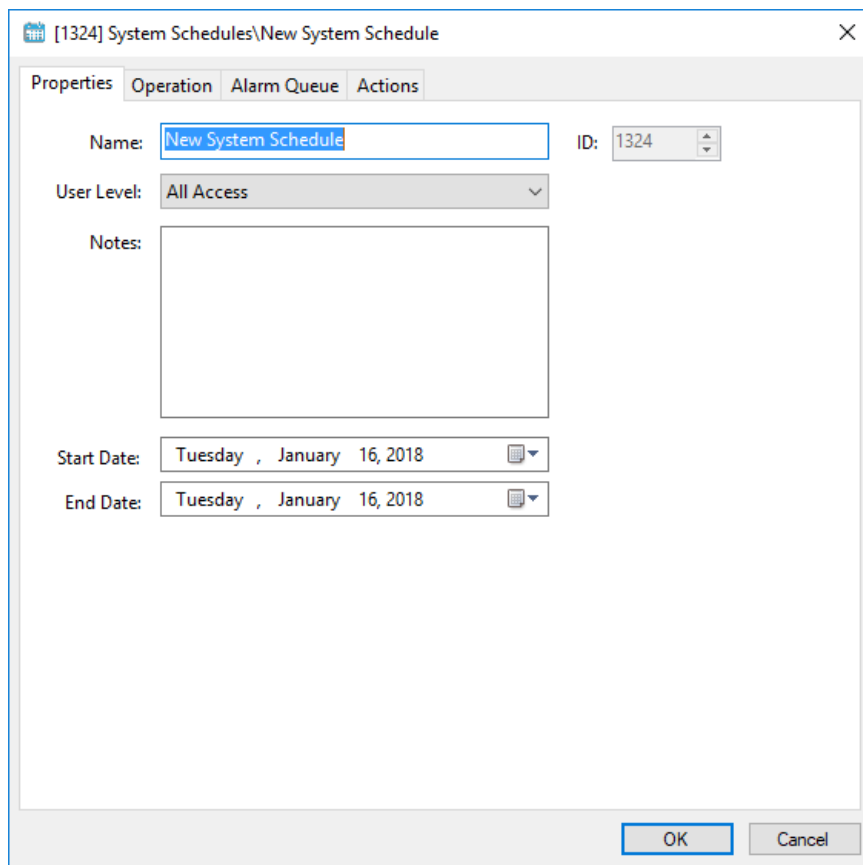
Notes - Any notes the user may have for the node

Intelli-Site 4.1 User's Guide

System Schedule Node

A System Schedule is an easy way to set an I/O Point for a whole day or days. A System Schedule node can be used as a control point by any other point.

Add Node and Edit on a System Schedule Group node adds a new System Schedule node and opens its properties. Because it is an I/O Point, it has the same properties dialog as any I/O Point with some extra fields. See [The Properties Dialog](#) for an explanation of the other tabs. We will only examine **Properties** tab here since that is the only difference.



The screenshot shows a dialog box titled "[1324] System Schedules\New System Schedule". It has four tabs: "Properties", "Operation", "Alarm Queue", and "Actions". The "Properties" tab is active. The dialog contains the following fields:

- Name:** A text box containing "New System Schedule".
- ID:** A spinner box set to "1324".
- User Level:** A dropdown menu set to "All Access".
- Notes:** A large empty text area.
- Start Date:** A date picker set to "Tuesday, January 16, 2018".
- End Date:** A date picker set to "Tuesday, January 16, 2018".

At the bottom right, there are "OK" and "Cancel" buttons.

Figure 402 - System Schedule properties dialog

Name - The name for the node; the name doesn't have to be unique

ID - The unique identifier of this node; generated by Intelli-Site

User Level - The User Level a user must possess to open the properties for this node, see [User Levels](#)

Intelli-Site 4.1 User's Guide

Notes - Any notes the user may have for the node

Start Date – The date this schedule begins; it begins at 00:00:00 (24hr clock) on this date

End Date – The date this schedule ends; it ends at 24:00:00 (24hr clock) on this date

The System Schedule is inclusive, including both the start date and end date, and every day in between.

At this point, turn your attention to the **Action** tab because of the **Automated Actions** action grid.

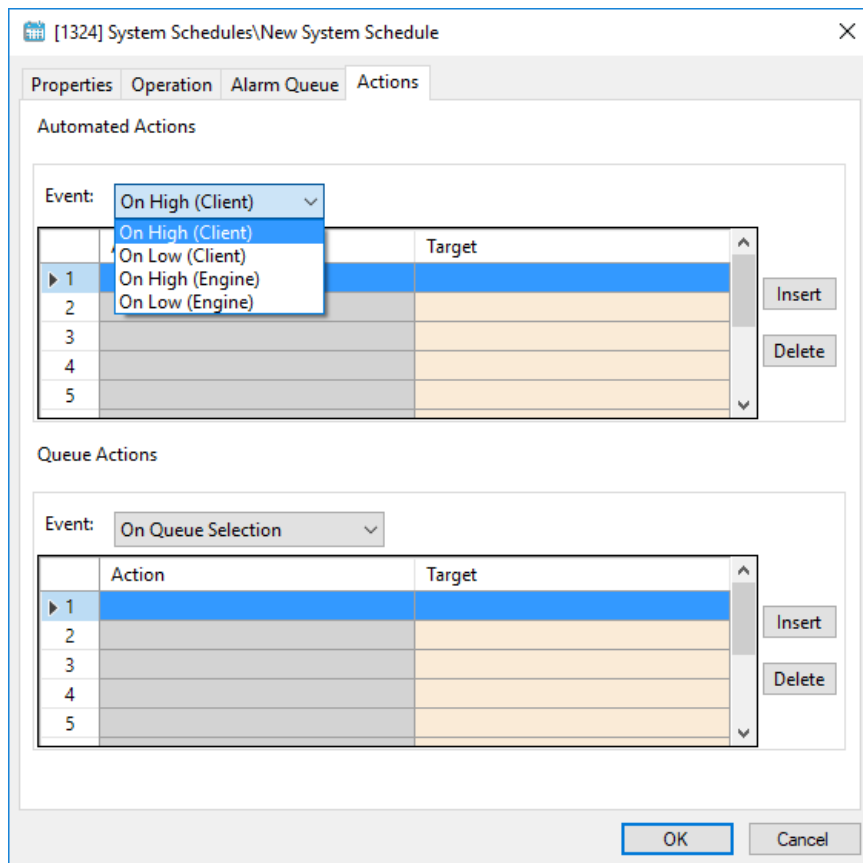


Figure 403 - System Schedule properties dialog: Actions tab

Intelli-Site 4.1 User's Guide

If there are actions that should be executed when the System Schedule is high, here is a place to program them. There are two action grids that are executed when the point transitions from low to high. Those are the *On High (Client)* and *On High (Engine)*. There are two more action grids that are executed when the point transitions from high to low. Those are *On Low (Client)* and *On Low (Engine)*.

Note: The (Client) action grids are only run on the Desktop Client when a user is logged in. In fact, they are run on every Desktop Client that is logged in. If no Desktop Client is logged in, THE (Client) GRIDS ARE NOT EXECUTED.

Display Screen Object Programming

A System Schedule node can be used in the **State Properties** evaluation grid point for screen objects. This grid is found on every State except State0. When a System Schedule node is dropped into the *Point* field, the *Selection* drop-list is limited to the options that apply to a System Time Period: *State* or *Shunted*.

Most retail businesses have schedules for when the doors unlock, when the lights go on, when the marquis lights go on, and when the doors are locked, the lights turn off and the marquis lights shot off as well. Wouldn't it be great to automate this process?

System Time Periods

The System Time Periods purpose is to perform tasks that happen on a regular basis. A scheduled event handles those things that happen at specific times, but not the same time daily or weekly. This is where the System Time Period excels.

A System Time Period is an I/O Point whose current state (high or low) is determined by the current system time. A system time period is high when the current system time and day of week falls within any of the definitions in that system time period. This System Time Period point can act as a control point for other I/O Points. But more importantly, because it is an I/O Point, it can execute actions when it changes state from low to high and execute other actions when it changes state from high to low.

System Time Period Group Node

System Time Periods are organized by groups.

Intelli-Site 4.1 User's Guide

Add Node on the **System Time Periods** node adds a new system time periods group node.

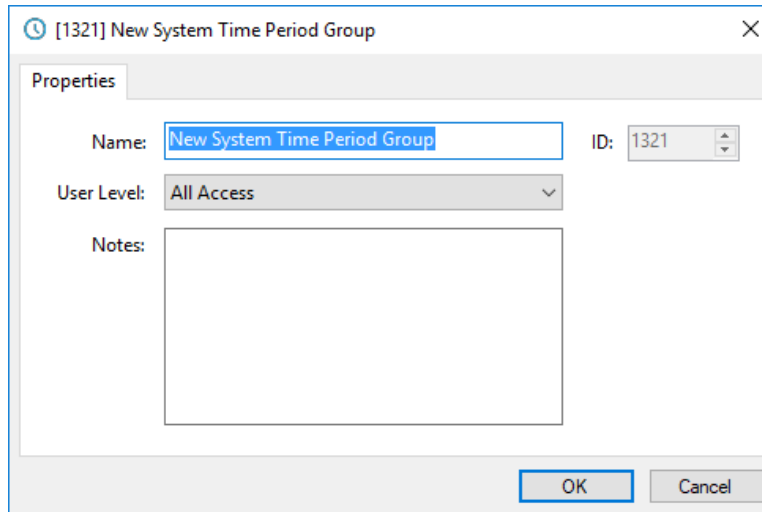


Figure 404 - System Time Period Group properties dialog

Name - The name for the node; the name doesn't have to be unique

ID - The unique identifier of this node; generated by Intelli-Site

User Level - The User Level a user must possess to open the properties for this node, see [User Levels](#)

Notes - Any notes the user may have for the node

System Time Period Node

A System Time Period consists of up to seven (7) time periods. Each time period contains a start time, end time, and checkboxes for the days of the week.

Add Node and Edit on the system time period group node opens the System Time Period properties dialog. A System Time Period is an I/O Point. Therefore, its properties contain the same tabs as any I/O Point. See [The Properties Dialog](#). We will only discuss the **Properties** tab as this is the only tab that differs from the basic properties dialog for an I/O Point.

Intelli-Site 4.1 User's Guide

Start Time	End Time	Mon	Tue	Wed	Thu	Fri	Sat	Sun	Hol
12:00 AM	12:00 AM	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
12:00 AM	12:00 AM	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
12:00 AM	12:00 AM	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
12:00 AM	12:00 AM	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
12:00 AM	12:00 AM	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
12:00 AM	12:00 AM	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
12:00 AM	12:00 AM	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Figure 405 - System Time Period properties dialog: Properties tab

Name - The name for the node; the name doesn't have to be unique

ID - The unique identifier of this node; generated by Intelli-Site

User Level - The User Level a user must possess to open the properties for this node, see [User Levels](#)

Notes - Any notes the user may have for the node

Time Zone Setting - table; up to seven (7) time periods; enter the desired start and end times and check the days of the week to include in the time period and whether or not this time zone includes holidays; when the system time and day of the week fall in any of the designated time periods, the system time period point is high

Note: The holidays are defined in  [Access Management View on the Holidays & Time Zones tab. See \[Holidays\]\(#\).](#)

Intelli-Site 4.1 User's Guide

At this point, we your attention to the **Action** tab because of the **Automated Actions** action grid.

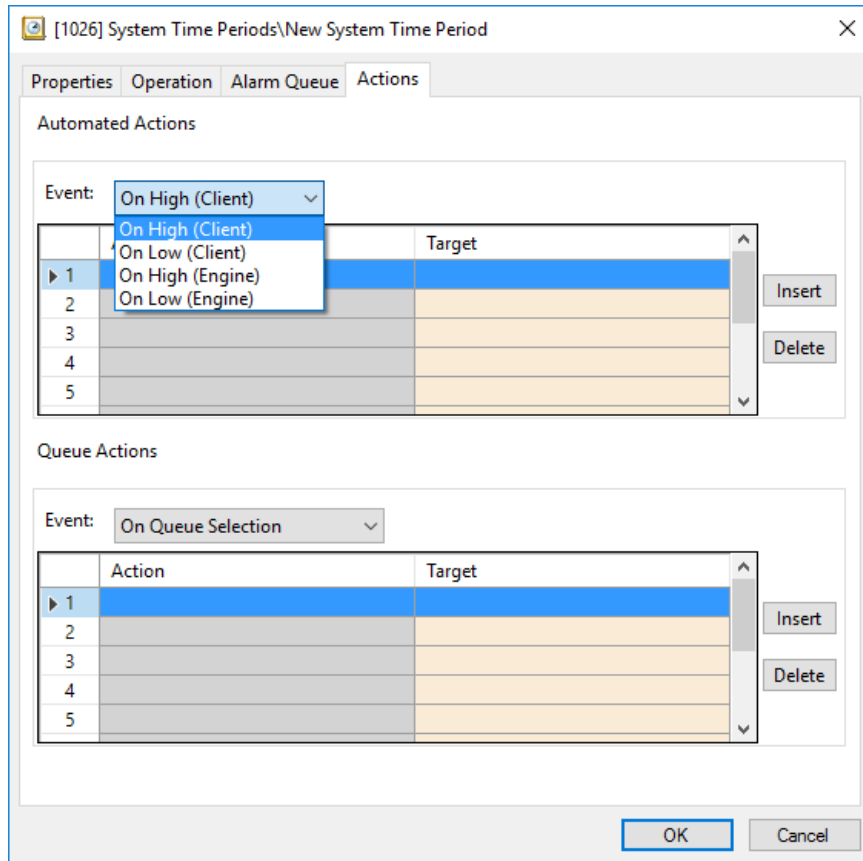


Figure 406 - System Time Period properties dialog: Actions tab

If there are actions that should be executed when the System Time Period is high, here is a place to program them. There are two action grids that are executed when the point transitions from low to high. Those are the *On High (Client)* and *On High (Engine)*. There are two more action grids that are executed when the point transitions from high to low. Those are *On Low (Client)* and *On Low (Engine)*.



Note: *The (Client) action grids are only run on the Desktop Client when a user is logged in. In fact, they are run on every Desktop Client that is logged in. If no Desktop Client is logged in, THE (Client) GRIDS ARE NOT EXECUTED.*

Intelli-Site 4.1 User's Guide

Display Screen Object Programming

A System Time Period node can be used in the **State Properties** evaluation grid point for screen objects. This grid is found on every State except State0. When a System Time Period node is dropped into the *Point* field, the *Selection* drop-list is limited to the options that apply to a System Time Period: *State* or *Shunted*.

System Layout

System Layout contains nodes for the physical devices that Intelli-Site will communicate with as well as the system tools that aid in programming. The system layout is best managed in  **Hardware Management View**. In fact, all the physical device nodes will be added there. But advanced programming will require some additional nodes to be added in  **Design View**.

System Layout is organized by site and area. Some installations may need multiple sites and areas to make it easier to isolate hardware for both human-readability and programming. Using the **User Level** field, visibility of sites and areas can be limited.

For example, a single Intelli-Site system may be managing a whole school district. Each school in the district would be a separate site.

Site

System Layout comes prepopulated with a site node called "Corporate Headquarters". This is a sample node. Rename it to whatever fits your installation.

Add Node and *Add Node and Edit* on the **System Layout** node add a new site node.

Intelli-Site 4.1 User's Guide

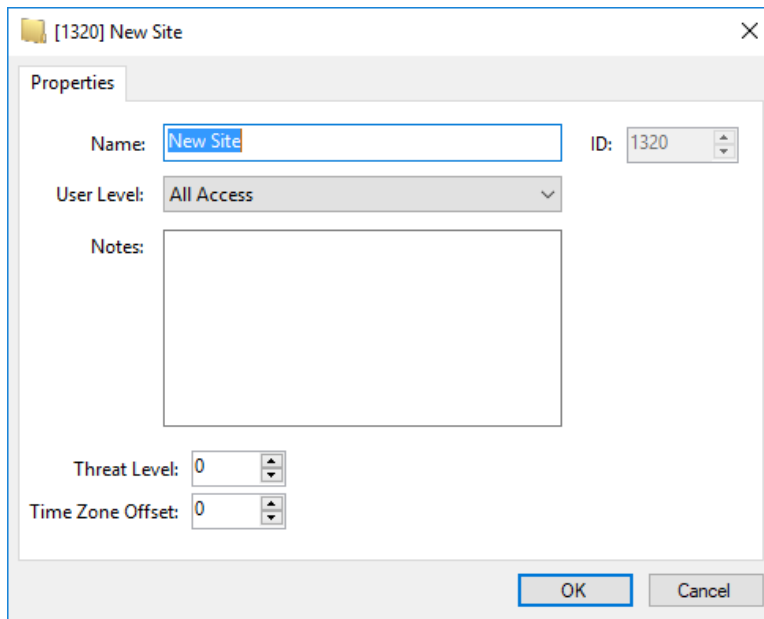


Figure 407 - Site properties dialog

The properties for a site node contain the basic properties as described in [The Properties Dialog](#). As well as:

Time Zone Offset - Synchronizes event times between remote panels and the Engine. This allows users to enter a time offset to account for panels that are in a different time zone from the host computer. Enter the number of hours offset as appropriate. A negative number would be a negative offset. The Driver for an offset panel must be manually restarted for the time offset to take effect. The queue and reports will still reflect local Engine time.

Area

The site node, "Corporate Headquarters" comes prepopulated with a site node. This is a sample node. Rename it to whatever fits your installation.

Add Node and *Add Node and Edit* on a site node adds a new area node.

Intelli-Site 4.1 User's Guide

The screenshot shows a dialog box titled "[1042] New Area". It has a "Properties" tab. The "Name" field is a text box containing "New Area". The "ID" field is a spin box containing "1042". The "User Level" field is a dropdown menu showing "All Access". The "Notes" field is a large empty text area. The "Threat Level" field is a spin box containing "0". At the bottom right, there are "OK" and "Cancel" buttons.

Figure 408 - Area properties dialog

The properties for an area node contain the basic properties as described in [The Properties Dialog](#). In addition, it contains the field **Threat Level**. **Threat Level** is a legacy field that currently has no real value.

Intelli-Site 4.1 User's Guide

Add Panel dialog

Add Node and *Add Node and Edit* on an area node open the **Add Panel** dialog.

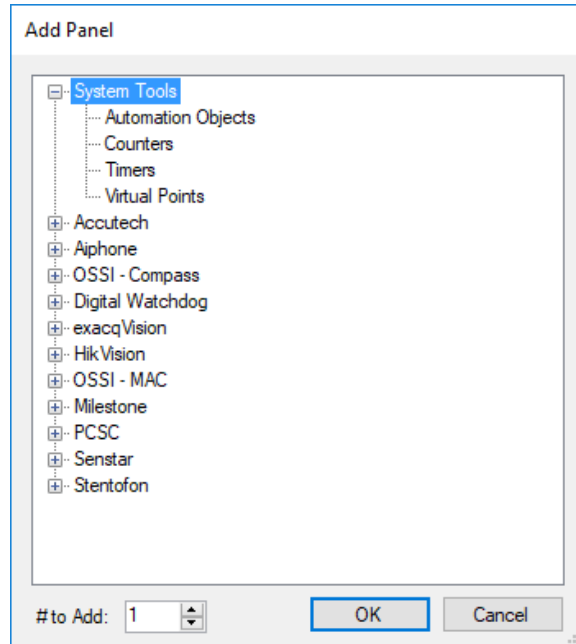


Figure 409 - Add Panel dialog

to Add – The number of nodes of the selected type to add

This dialog lists the System Tools and every Intelli-Site driver and panel type that was installed. Expanding a driver node reveals all the panel types. Locate the desire panel type, set the **# to Add** then click . The correct number of nodes is added to the area.

System Tools

The system tools are a variety of objects that aid in programming. Each system tool is treated like a panel. Adding a system tool to the Project adds the panel node, a group node, and the first of the actual tool nodes.

Intelli-Site 4.1 User's Guide

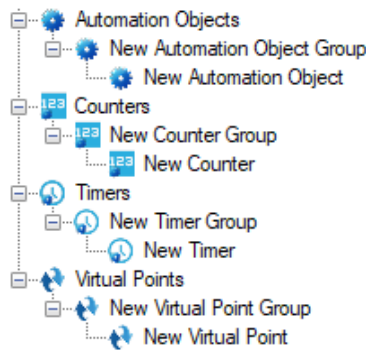


Figure 410 - System Tools expanded

The group nodes allow the tool nodes to be organized much like the points on a panel are.

Changing the value of **# to Add** in the **Add Panel** dialog adds multiple panels, not tool nodes. Once the system tool panel node has been added, multiple tool nodes can be added to a group using the right-click context menu.

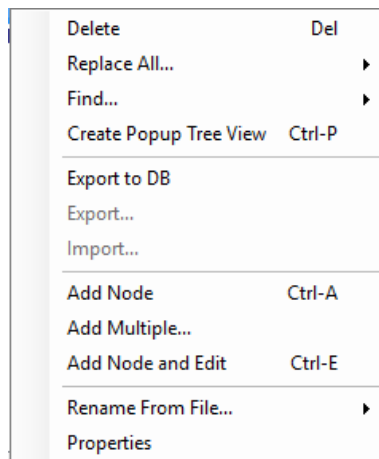


Figure 411 - System Tool Group node Context Menu

Selecting the *Add Multiple...* option opens the **How many would you like to add?** dialog.

Intelli-Site 4.1 User's Guide

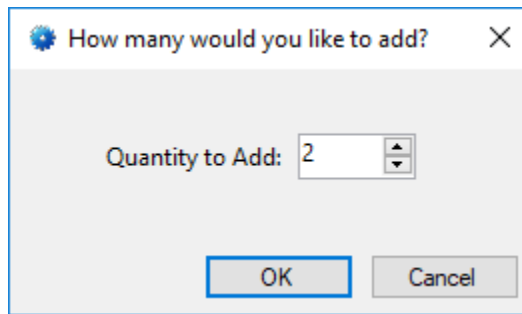
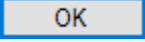
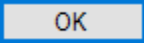


Figure 412 - Add Multiple... dialog

Set the **Quantity to Add** then click . The specified number of tools is added to the group.

Automation Objects

An automation object is an I/O Point whose state is determined by a collection of I/O Points.

To add an automation object, right-click on the target area node and select *Add Node*. In the resultant **Add Panel** dialog, select *Automation Objects* then click . An **Automation Objects** node is added to the Tree. Actually three nodes are added.

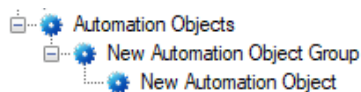
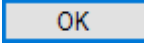


Figure 413 - Automation Objects Panel

To add more automation object nodes, right-click on the automation object group node. Select *Add Multiple...* from the context menu. Then supply the number of automation object nodes to add and click .

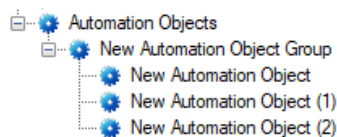


Figure 414 - Automation Objects Panel with multiple Automation Object nodes

Intelli-Site 4.1 User's Guide

As stated, an automation object is an I/O Point whose state is determined by a collection of I/O Points. Therefore, its properties are the same as the basic I/O Point with an extra table to determine its state. See [The Properties Dialog](#) for an explanation on all the basic properties.

Point	Selection	Qual.	Oper.
	** Not Applicable **	▼	▼
	** Not Applicable **	▼	▼
	** Not Applicable **	▼	▼
	** Not Applicable **	▼	▼
	** Not Applicable **	▼	▼

Figure 415 - Automation Object properties dialog

Active Expression – evaluation grid; this grid is evaluated to determine the state of the automation object; see [Evaluation Grid](#)

Note: A screen object is created when an automation object is dragged and dropped on a screen. See [Automation Object Screen Object](#).

Counters

A counter is an I/O Point whose state is determined by a numeric value. If the value is at or above a threshold value, it can be considered high or on. Below this threshold, it is considered low or off.

Intelli-Site 4.1 User's Guide

To add a counter, right-click on the target area node and select *Add Node*. In the resultant **Add Panel** dialog, select *Counters* then click . A **Counters** node is added to the Tree. Actually three nodes are added.

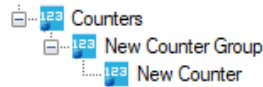


Figure 416 - Counters Panel

To add more counter nodes, right-click on the counter group node. Select *Add Multiple...* from the context menu. Then supply the number of counter nodes to add and click .

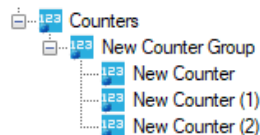


Figure 417 - Counters Panel with multiple Counter nodes

As stated, a counter is an I/O Point whose state is determined by a numeric value. Therefore, its properties are the same as the basic I/O Point with additional fields related to the numeric value that determines the state. See [The Properties Dialog](#) for an explanation on all the basic properties.

Note: A screen object is created when a counter is dragged and dropped on a screen. See [Counter Screen Object](#).

Intelli-Site 4.1 User's Guide

The screenshot shows a dialog box titled "[1072] Counters\New Counter". It has four tabs: Properties, Operation, Alarm Queue, and Actions. The Properties tab is selected. The dialog contains the following fields and options:

- Name: New Counter
- ID: 1072
- User Level: All Access
- Notes: (empty text area)
- Settings:
 - Threshold Value: 4294967295
 - Threshold Counter: (empty drop-down menu)
 - Change Amount: 1
 - Maximum Value: 4294967295
 - Minimum Value: 0
 - Current Value: 0
- Options:
 - Use Node Name for Label:
 - Use Value Node Name for Label:
 - Is High Above Threshold:
 - Ignore Overflow:
 - Fixed Threshold:
 - Client Based:

Buttons: OK, Cancel

Figure 418 - Counter properties dialog

The **Settings** group fields all pertain to the value.

Threshold Value – integer; defines the threshold

Threshold Counter – drop box; accepts only counters; overrides the **Threshold Value**; allows the actual threshold for this counter to vary

Change Amount – integer; the number that is added or subtracted from the **Current Value** of this counter when this counter is the target of **IncrementCounter** or **DecrementCounter** actions, see [Appendix II - Actions](#)

Maximum Value – integer; the biggest possible value for **Current Value**; **IncrementCounter** or **ResetCounter** cannot set the **Current Value** above this number

Minimum Value - integer; the smallest possible value for **Current Value**; **DecrementCounter** or **ResetCounter** cannot set the **Current Value** below this number

Intelli-Site 4.1 User's Guide

Current Value – integer; the current value of this counter

The **Option** group fields pertain to behavior of the counter

Use Node Name for Label - checkbox; when this counter is used as a **Label Object**, the value is displayed unless this checkbox is checked; when checked the node name is used as the label

Use Value Node Name for Label – checkbox; when this counter is used as a **Label Object**, the value is displayed unless this checkbox is checked; when checked and the value is the same as one of the counter value nodes, the counter value node name is used as the label. See the following section on Counter Values.

Is High Above Threshold – checkbox; when checked, the counter is considered high when the **Current Value** is greater than the **Threshold Value** or the **Threshold Counter**; when clear, the counter value is high as long as it is less than or equal to the **Threshold Value** or the **Threshold Counter**

Ignore Overflow – checkbox; reserved for future use

Fixed Threshold – checkbox; prevents the Current Value from exceeding the **Threshold Value** or **Threshold Counter**

Client Based – checkbox; the counter is managed by the individual Clients and not the Engine. Each Client will have its own copy of this counter. Changes to the value of the counter will only affect the local counter. This is particularly useful for Video Display screen objects. Switching video streams is controlled by the value of a counter. Users can use the same counters, but changes made to the counter on one Client will not affect the changes on another. This means the video streams on the different Clients are switched independently.

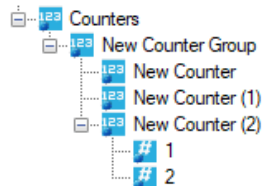
Intelli-Site 4.1 User's Guide

Counter Values

It is often important to know when a counter's **Current Value** reaches specific values. It's also necessary to set a counter's **Current Value** to specific values. What those values are varies according to the use of the counter and the specific needs of the Project. Intelli-Site uses a child node of the Counter for this.

A Counter Value node is an I/O Point with an associated value. The Counter Value is high when the parent counter's **Counter Value** equals the counter value's **Counter Value** and low when it isn't.

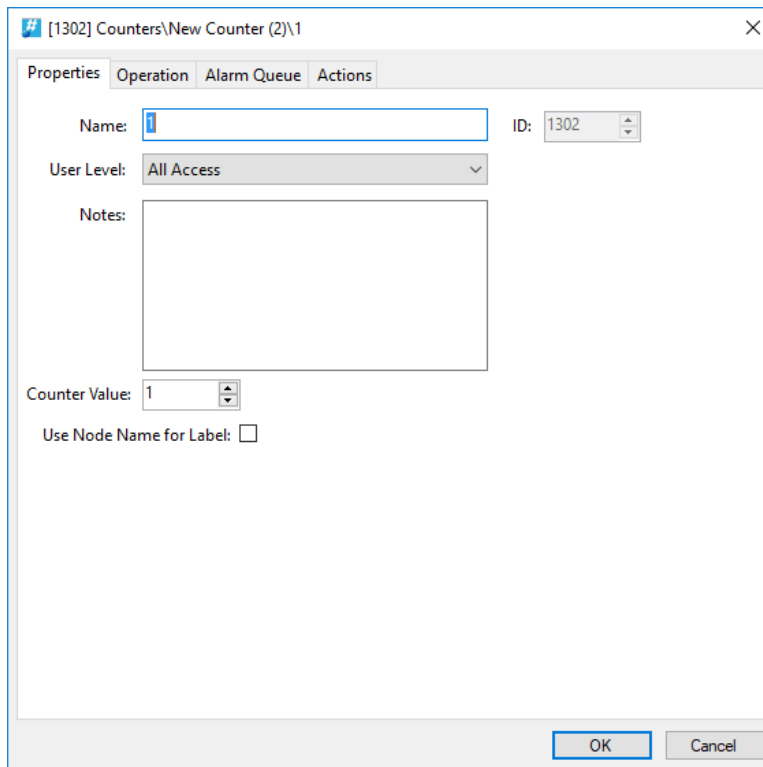
To add a Counter Value to a Counter, right-click on the target counter and select one of the *Add* options. *Add Multiple...* allows you to add more than one counter value node.



**Figure 419 - Counters Panel
with Counter nodes and Counter Value nodes**

Remember, a Counter Value node is an I/O Point with an associated value. Therefore, its properties are the same as the basic I/O Point with additional fields related to the numeric value that determines the state. See [The Properties Dialog](#) for an explanation on all the basic properties.

Intelli-Site 4.1 User's Guide



The screenshot shows a dialog box titled "[1302] Counters\New Counter (2)\1". It has four tabs: "Properties", "Operation", "Alarm Queue", and "Actions". The "Properties" tab is selected. The dialog contains the following fields and controls:

- Name:** A text input field with a small icon to its left.
- ID:** A dropdown menu showing "1302".
- User Level:** A dropdown menu showing "All Access".
- Notes:** A large empty text area.
- Counter Value:** A dropdown menu showing "1".
- Use Node Name for Label:** A checkbox that is currently unchecked.

At the bottom right of the dialog are "OK" and "Cancel" buttons.

Figure 420 - Counter Value properties dialog

Counter Value – integer; the value of this counter value object

Use Node Name for Label – checkbox; when the counter value is used as a **Label Object**, the value is displayed unless this checkbox is checked; when checked the node name is used as the label

Note: A screen object is created when a counter value is dragged and dropped on a screen. See [Counter Value Screen Object](#).

Timers

How long should it take for a guard to get from Door A to Door B? Did she get there in time? How can Intelli-Site know? Well, that's where timers come into play.

A timer is an I/O Point that is set high when it is started and set low when it expires, is killed or forced. See **StartTimer**, **KillTimer**, and **ForceTimer** in [Appendix II - Actions](#).

Intelli-Site 4.1 User's Guide

To add a timer, right-click on the target area node and select *Add Node*. In the resultant **Add Panel** dialog, select *Timers* then click . A **Timers** node is added to the Tree. Actually three nodes are added.

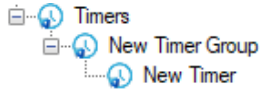


Figure 421 - Timer Panel

To add more timer nodes, right-click on the timer group node. Select *Add Multiple..* from the context menu. Then supply the number of timer nodes to add and click .

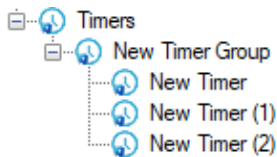


Figure 422 - Timers Panel with multiple Timer nodes

As stated, a timer is an I/O Point that is set high when it is started and set low when it expires, is killed or forced. Therefore, its properties are the same as the basic I/O Point with slight modifications to the **Operation** tab. See [The Properties Dialog](#) for an explanation on all the basic properties.

Note: A screen object is created when a timer is dragged and dropped on a screen. See [Timers Screen Object](#).

Intelli-Site 4.1 User's Guide

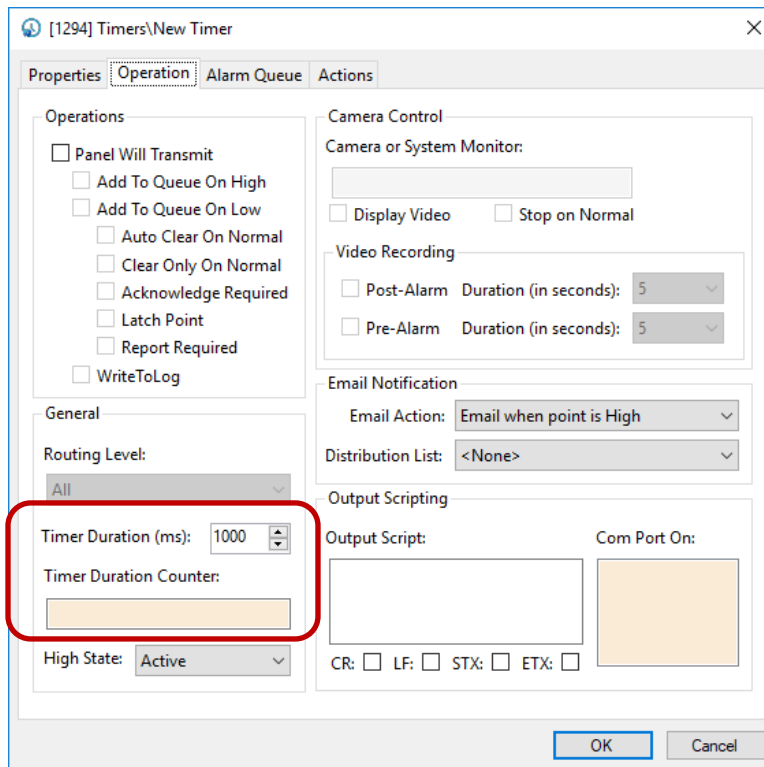


Figure 423 – Operation tab of Timer properties dialog

The red rectangle in the above figure highlights the fields that differ from the basic I/O Point **Operation** tab.

Timer Duration (ms) – integer; the number of microseconds the timer will run when started if not killed or forced

Timer Duration Counter – drop box; accepts only counter nodes; overrides the **Timer Duration**; allowing the timer's duration to be variable and controlled programmatically

Note: *It is important to understand that Time Duration is in milliseconds. Therefore, the Time Duration Counter must be set up accordingly. To increment by one second, set the counter's Change Amount to 1000.*

Virtual Points

A virtual point is an I/O Point that is not linked to a physical device. It's a point that exists in memory only.

Intelli-Site 4.1 User's Guide

To add a virtual point, right-click on the target area node and select *Add Node*. In the resultant **Add Panel** dialog, select *Virtual Points* then click . A **Virtual Points** node is added to the Tree. Actually, three nodes are added.

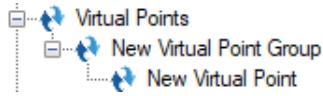


Figure 424 - Virtual Points Panel

To add more virtual point nodes, right-click on the virtual point group node. Select *Add Multiple...* from the context menu. Then supply the number of virtual point nodes to add and click .

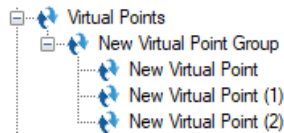


Figure 425 - Virtual Points Panel with multiple Virtual Point nodes

As stated, a virtual point is an I/O Point. This means its properties are the base properties of all I/O Points.

Intelli-Site 4.1 User's Guide

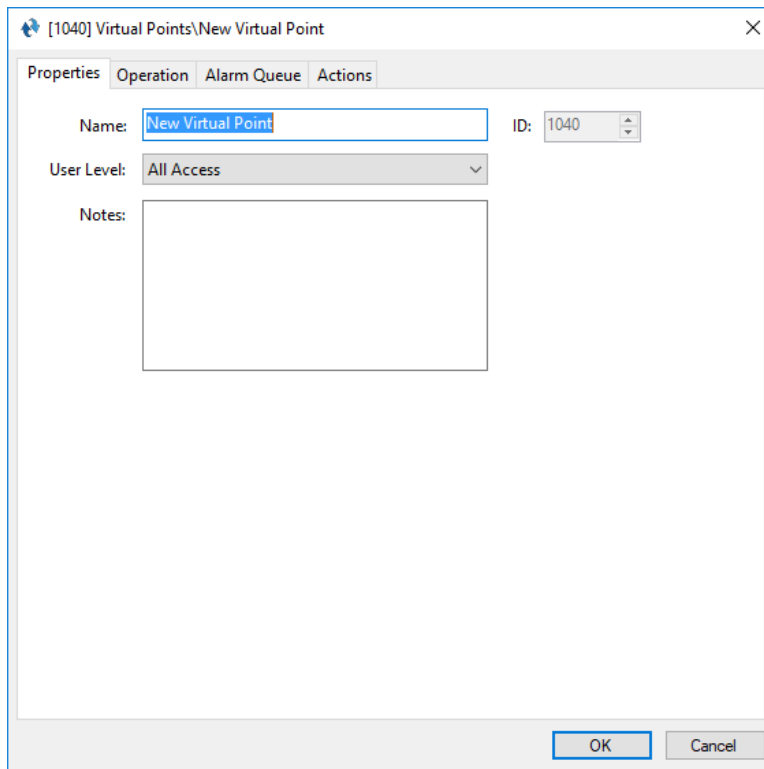



Figure 426 - Virtual Point properties dialog

See [The Properties Dialog](#) for a full explanation of the properties.

Note: A screen object is created when a virtual point is dragged and dropped on a screen. See [Virtual Points and All I/O Points](#).

Cardholder Control

Cardholder Control contains the badges and card data screens that are used in  **Access Management View**.

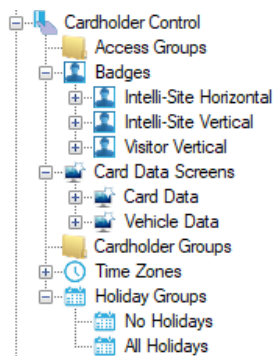



Figure 427 - Cardholder Control

Intelli-Site 4.1 User's Guide

Access Groups

Note: The  [Access Management View](#) is the preferred method to manage Access Groups.

Badges

The badges used on the **Badge** tab in  **Access Management View** are located here. Each badge has a front and a back. Intelli-Site has included templates for three different badges: a horizontal badge, a vertical badge, and a visitor badge.

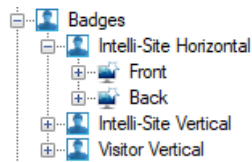


Figure 428 – Badges

The **Front** and **Back** nodes are special screen nodes. Double-clicking on a badge **Front** or **Back** node opens it for editing in the Design Region.

Note: When displaying database fields on the badge use the *Database Field Display* screen object.

Add a Badge

To add a custom badge, right-click on **Badges** node and select *Add Node*. An **Add Badge** dialog appears.

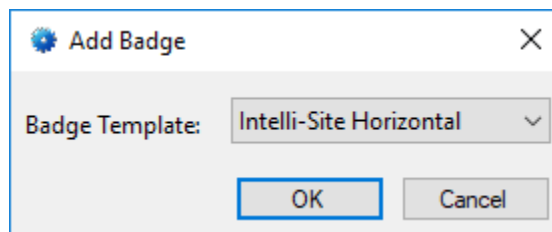


Figure 429 - Add Badge dialog

Badge Template – drop-down list; contains all the existing badges under the **Badges** node

Intelli-Site 4.1 User's Guide

Clicking **OK** will add a new badge based on the selected template. The name of the new badge will be a copy of the template. In the case above, the new badge is named "Intelli-Site Horizontal Copy".

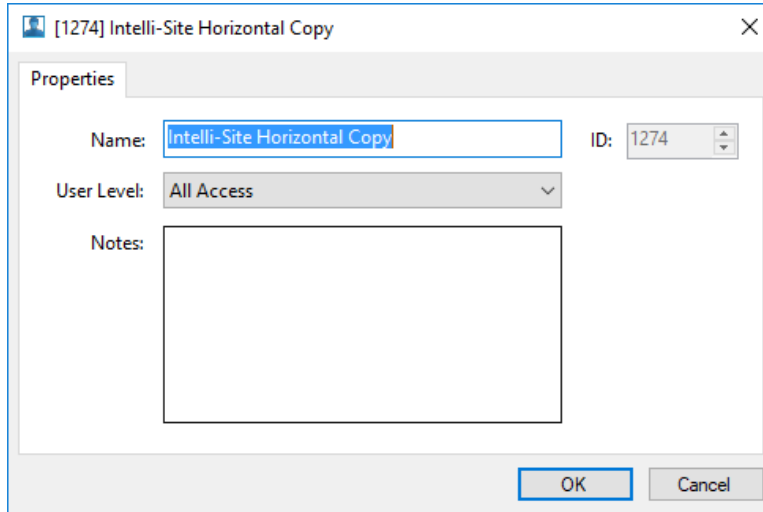


Figure 430 - Badge properties dialog

Just like the other badges, the new badge has a **Front** and a **Back** node.

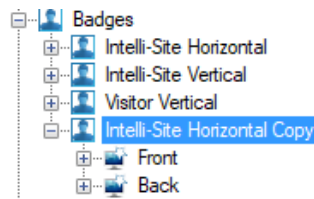


Figure 431 - Badges with new badge added

The **Front** and **Back** nodes are special screen nodes. The *Properties* option of the context menu displays the properties dialog.

Intelli-Site 4.1 User's Guide

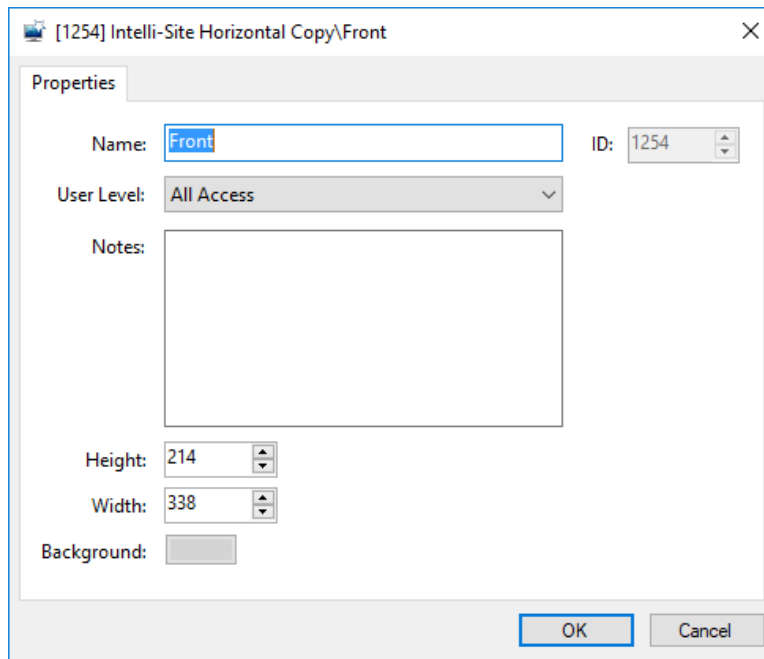


Figure 432 - Badge Front properties dialog


Height – Height of the badge

Width – Width of the badge

Background – Background color of the badge


Note: *Height and Width should be the same for both the Front and Back of the badge.*

Edit a Badge

Editing of a badge **Front** or **Back** is done in  **Design View**. Double-click on the **Front** or **Back** node to open it in the Design Region.

Note: *To add a database field to a badge, use a Database Field Display screen object.*

Card Data Screens

The card data screens that are the card data tabs in  **Access Management View** are located here. Intelli-Site has included two card data screens. **Card Data** is the main card data screen. The **Vehicle Data** screen is an example vehicle data tab.

Intelli-Site 4.1 User's Guide

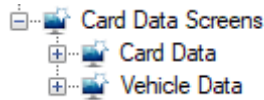


Figure 433 - Card Data Screens

Add a Card Data Screen

Card Data Screens are added in  **Design View**. To add a new card data screen, right click on **Card Data Screens** and select *Add Node and Edit*. The properties for the new card data screen display.

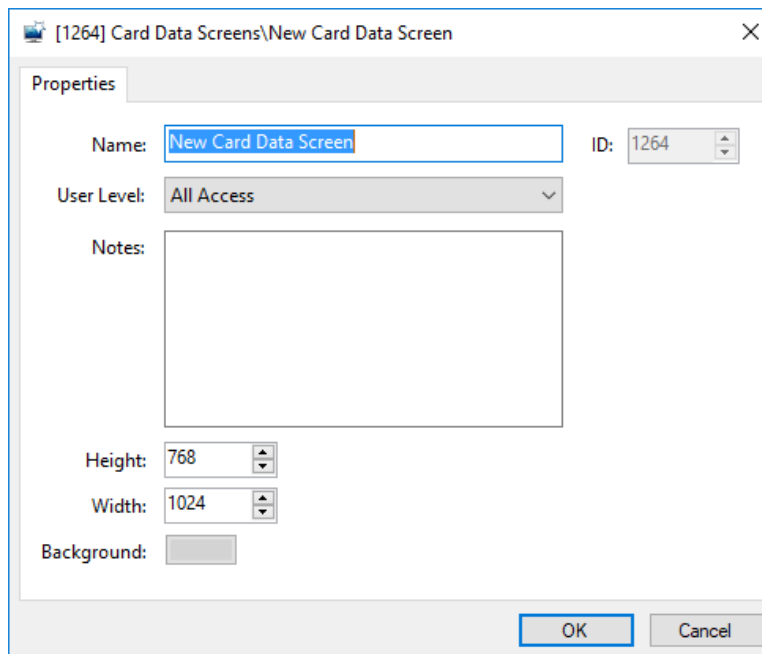



Figure 434 - New Card Data Screen properties dialog

Height – Height of the card data screen


Width – Width of the card data screen

Background – Background color of the card data screen

Note: *The height and width of any card data screen must be no bigger than 430 by 500. Any larger and it will not fully display in  Access Management View.*


Intelli-Site 4.1 User's Guide

Edit a Card Data Screen

Editing of a card data screen is done in  **Design View**. Double-click on the Card Data screen node to open it in the Design Region.

Note: *To add a database field to a card data screen, drag and drop the database field node from the Tree onto the design screen. Intelli-Site will automatically create the database field control screen object and label.*

Display a Card Data Screen in Access Management View

For the new card data screen to appear in  **Access Management View**, it must be added to the drop list of card data pages in the User properties. It must also be added to each and every user that needs to see it.

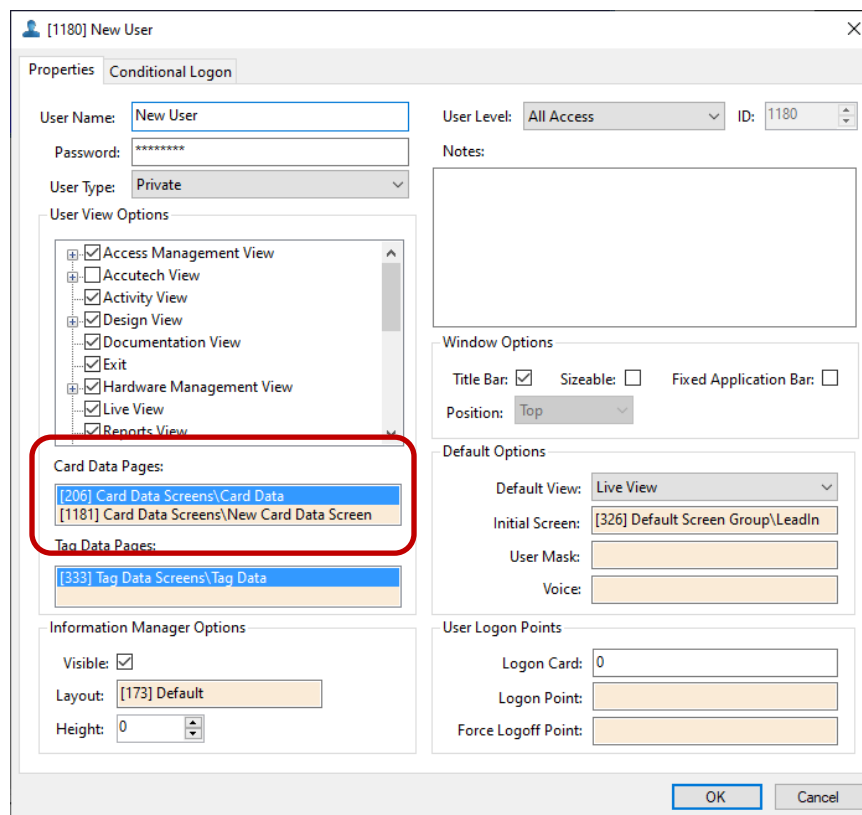


Figure 435 - User properties with updated Card Data Pages

Cardholder Groups

Not Yet Implemented

Intelli-Site 4.1 User's Guide

Time Zones


The Time Zones are stored here in the Tree.

Note: The  [Access Management View](#) is the preferred method to manage Time Zones.

Holiday Groups

The holidays are stored here in the Tree.

Note: The  [Access Management View](#) is the preferred method to manage Holidays.

On the rare occasion, it is necessary to segregate holidays into groups. The first group must be added here to inform  **Access Management View** that groups are needed for this Project. Once this is done, a new drop-down list control is added to the **Holidays & Time Zones** tab. This new control defines what is added, a holiday or a group, when the button is clicked.

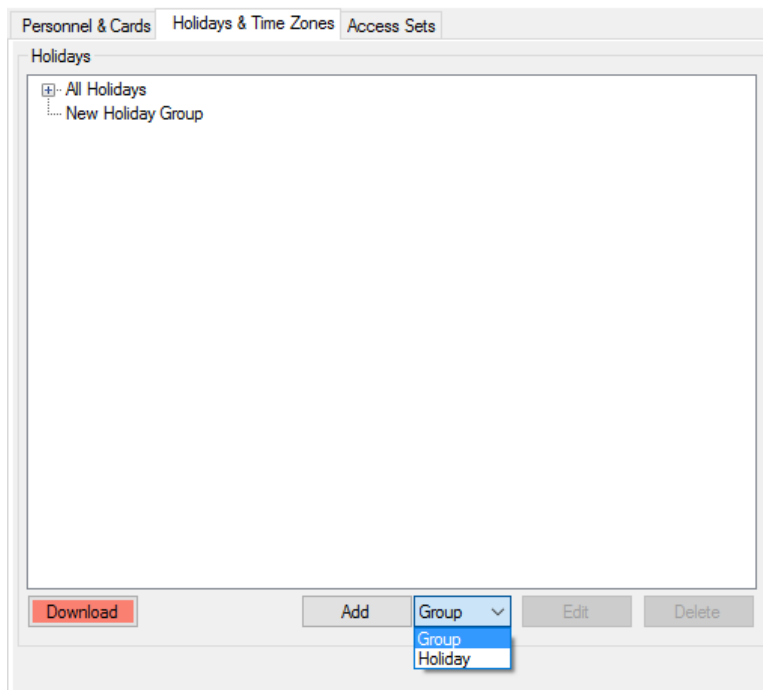


Figure 436 - The Holidays Control in  Access Management View with Holiday Groups

Intelli-Site 4.1 User's Guide

Screen Control

Screen Control contains all the nodes related to functional elements of **Live View**. What the user sees and can do is stored here in the Intelli-Site Project Node Tree.

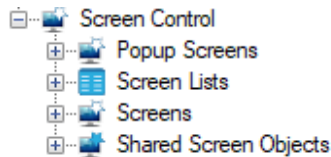


Figure 437 - Screen Control

Popup Screens

Popup Screens contains the popup screen nodes. Popup screens are display screens that can display on top of the current display screen in **Live View** much like message dialogs do in the other Views.

Use the **Popup** and **PopupDialog** actions to display the popup screen. **Popoff** dismisses the screen. See [Appendix II - Actions](#) for more information on these actions.

Popup screens are exactly like regular screens with a few extra properties related to how and where the screen pops up.

Popup screens are organized by group. Therefore, *Add Node* on the **Popup Screens** node adds a new popup screens group.

Intelli-Site 4.1 User's Guide

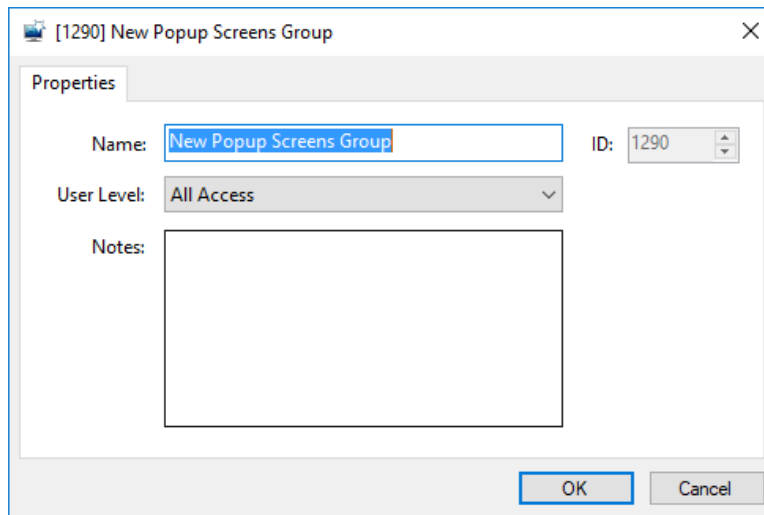


Figure 438 - Popup Screens Group properties dialog

Add Node and Edit on the popup screens group node adds a new popup screen and opens its properties dialog. Of course, it has the base properties **Name**, **ID**, **User Level**, and **Notes**. See [The Properties Dialog](#) for details on these four properties.

Intelli-Site 4.1 User's Guide

[1291] New Popup Screens Group\New Popup Screen

Properties

Name: ID:

User Level:

Notes:

Height: X Position:

Width: Y Position:

Background: Base Object:

Display/Dismiss Actions

Event:

	Action	Target
▶ 1		
2		
3		
4		
5		

Insert

Delete

OK Cancel

Figure 439 - Popup Screen properties dialog

X Position and **Y Position** – numeric field; the default location for the popup screen where (0, 0) is the upper left-hand corner of the screen; if *PopupDialog* is the action used to display the screen, the popup is a dialog and can be moved as well as closed.

Height – numeric field; how tall the popup screen is

Width – numeric field; how wide the popup screen is

Background – color picker; the color of the background for the screen

Intelli-Site 4.1 User's Guide

Base Object – drop box; this field is filled when Intelli-Site automatically creates a popup screen to inform the user which object was used to create this popup screen. DO NOT MODIFY THIS FIELD. This field is disabled otherwise.

Display/Dismiss Actions – action grid; two actions grids as designated by the **Event** drop-down list

Event – drop-down list (default *On Display*); events that determine when each action grid is executed; values *On Display* and *On Dismiss*

Screen Lists

Screen lists provide a simple and quick method for organizing screens and managing screen switching. Screen lists provide the user with the ability to create an automatic screen tour.

Add Node on the **Screen Lists** node adds a new screen list node.

Intelli-Site 4.1 User's Guide

[1289] New Screen List

Properties

Name: ID:

User Level:

Notes:

Screen List Content

Screen Group to Supply Screens in List:

List of Screens Sort Screen List Alphabetically:

Automatic Screen Switching

Timeout (in sec): Timeout Counter:

Override List:

Screen	Timeout	Timeout Counter

User Selection Point:

Figure 440 - Screen List properties dialog

Like every node in the Project Node Tree, the screen list node has the four basic properties of **Name**, **ID**, **User Level**, and **Notes**.

Screen List Content group contains the fields that define the screens in the list

Screen Group to Supply Screens in List – drop box; drop a screen group node here, the screens in this screen group will be the screen list. This screen group overrides any screens in the **List of Screens** field

List of Screens – drop list; drop individual screens in this field to create the screen list

Intelli-Site 4.1 User's Guide

Sort Screen List Alphabetically – checkbox; when checked the list will be sorted alphabetically by name. Otherwise, the list will be used in the order they are added to the list

Automatic Screen Switching group contains the fields defining the screen switching behavior


Timeout (in sec) – how long each screen is displayed before switching to the next screen in the list

Timeout Counter – drop box; accepts only counter nodes; when present, the **Timeout** value is overridden by the counter's value

Override List – grid; allows the user to specify different timeout values for individual screens. **Timeout** is in seconds. **Timeout Counter** overrides the **Timeout** cell for that screen in the **Screen** cell of the same row.

User Selection Point – drop box; this point is pulsed when the user manually selects a screen from this screen list

Screens

The **Screens** node contains the screen nodes. Screens are display screens used in  **Live View**.

Screens are organized by group. Therefore, *Add Node* on the **Screens** node adds a new screens group.

Intelli-Site 4.1 User's Guide

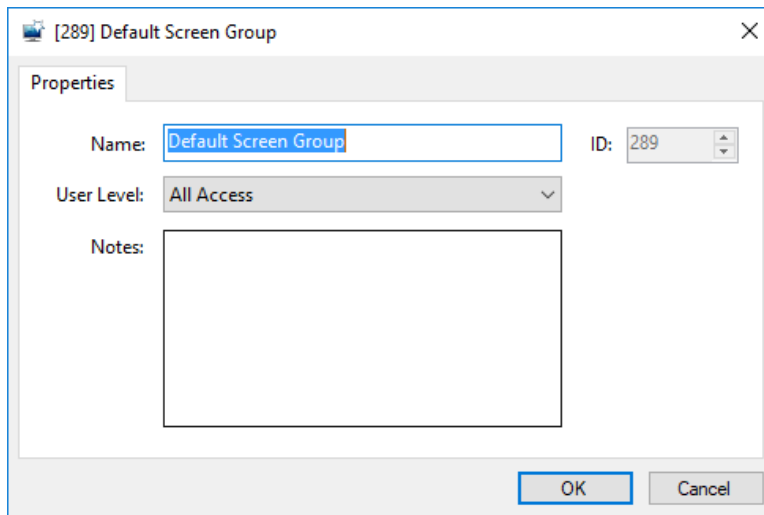


Figure 441 - Screens Group properties dialog

Add Node and Edit on the screens group node adds a new screen and opens its properties dialog. Of course, it has the base properties **Name**, **ID**, **User Level**, and **Notes**. See [The Properties Dialog](#) for details on these four properties.

Intelli-Site 4.1 User's Guide

Properties

Name: ID:

User Level:

Notes:

Width:

Height:

Background:

Display/Dismiss Actions

Event:

	Action	Target
▶ 1		
2		
3		
4		
5		

Insert

Delete

OK Cancel

Figure 442 - Screen properties dialog

Height – numeric field; how tall the popup screen is

Width – numeric field; how wide the popup screen is

Background – color picker; the color of the background for the screen

Display/Dismiss Actions – [action grid](#); containing two actions grids as designated by the **Event** drop-down list

Event – drop-down list (default *On Display*); events that determine when each action grid is executed; values *On Display* and *On Dismiss*

Note: *Popup/Popoff type actions on the initial screen will not be executed if the initial View is not Live View.*

Intelli-Site 4.1 User's Guide

Once a screen node has been added, double-clicking on it will open it up in the Screen Design Region so it can be programmed.

Shared Screen Objects

Consider a jail facility with multiple cell pods. Each cell pod has a lot going on. To truly monitor a single cell pod, it needs its own screen. While on a screen for cell block A, an inmate from cell block K presses the intercom button. The guard needs to be able to switch to the screen for cell block K with a single mouse click. In fact, from any one screen, he needs to be able to get to any other screen with a single click. For ease of use, this method of screen switching should be identical on each screen. A navigation panel screen object would do the trick. And if this screen object could be shared on all screens, then programming it would be simpler and convenient. Guess what? Yep, shared screen objects are the way to go.

Shared screen objects are special screen objects that can be included on any number of screens. Changes made on the shared screen object will be reflected on the screens because the shared screen object is the same object on all screens. This allows you to create a toolbox of screen objects that can be used on multiple screens, but you manage them in one place for the changes to be reflected everywhere. The navigation panel in the opening example is just one use of a shared screen object.

Shared screen objects are organized by groups. So, selecting *Add Node* on the **Shared Screen Objects** node adds a new shared screen objects group.

Intelli-Site 4.1 User's Guide

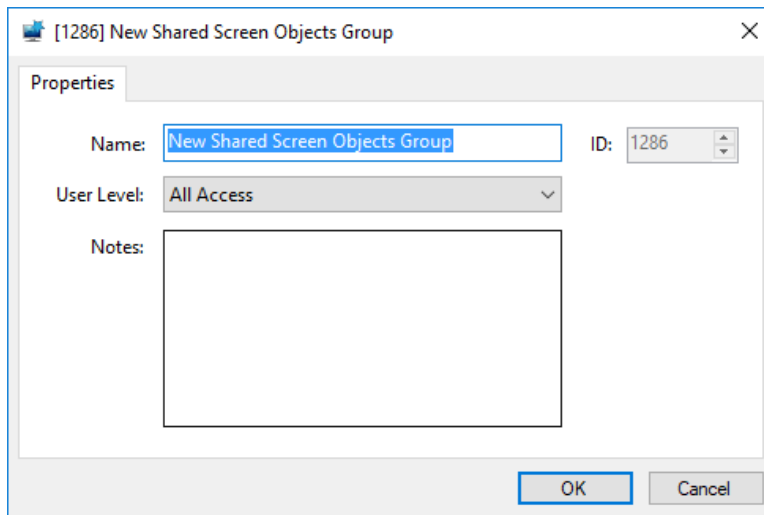


Figure 443 - Shared Screen Objects Group properties dialog

Add Node and Edit on a shared screen objects group node adds a new shared screen object node and opens its properties dialog which has the basic properties of **Name**, **ID**, **User Level**, and **Notes** as well as properties specific to a shared screen object.

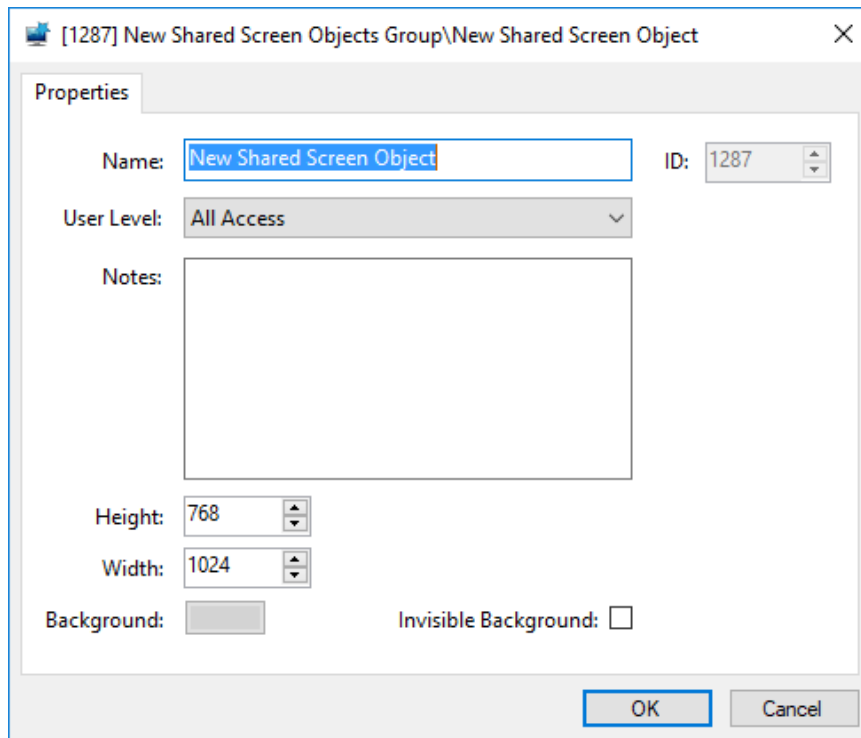


Figure 444 - Shared Screen Object properties dialog

Height – numeric field; how tall the shared screen object is

Intelli-Site 4.1 User's Guide

Width – numeric field; how wide the shared screen object is

Background – color picker; the color of the background for the shared screen object

Invisible Background – checkbox; when checked, the background is invisible

Editing a Shared Screen Object

A shared screen object is edited as if it was a screen. Double clicking on the shared screen object node in the Tree opens the shared screen object for editing in the Screen Design Region.

Adding a Shared Screen Object to a Screen


To add a shared screen object to a screen, simply drag and drop the shared screen object node onto the screen in the Screen Design Region. A shared screen object (link) object node is created. See [Shared Screen Object \(Link\)](#).

Select and drag the object around the screen to position it. Or open the properties dialog and edit the **X Position** and **Y Position** fields.

Remember that because this is a link to the shared screen object, changes to the original shared screen object will be reflected by this link object.

Deleting this shared screen object (link) object has no effect whatsoever on the shared screen object itself.

Hover Texts

Intelli-Site allows the user to customize the text that displays when the mouse hovers over screen objects in  **Live View**. Hover text consists of a header and a body. Both, either or neither may be displayed depending on the settings in the hover text properties.

Hover texts are organized by group. Therefore, *Add Node* on the **Hover Texts** node adds a new hover text group.

Intelli-Site 4.1 User's Guide

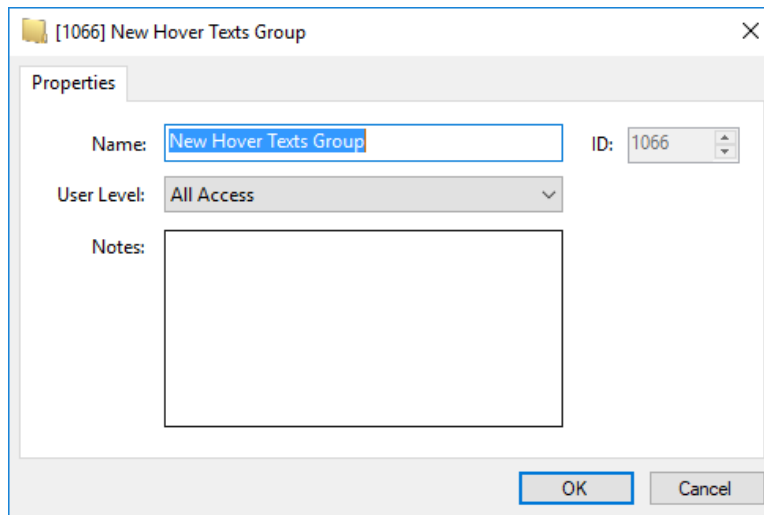


Figure 445 - Hover Text Group properties dialog

Hover Text Properties

Add Node and Edit on the hover texts group node adds a new hover text node and opens its properties dialog. Of course, it has the base properties **Name**, **ID**, **User Level**, and **Notes**. See [The Properties Dialog](#) for details on these four properties.

Intelli-Site 4.1 User's Guide

The screenshot shows a dialog box titled "[1067] New Hover Text". It has a "Properties" tab. The fields are: "Name" (text box containing "New Hover Text"), "ID" (spin box containing "1067"), "User Level" (dropdown menu showing "All Access"), "Notes" (empty text area), "Header Style" (dropdown menu showing "Name"), "Custom Header" (empty text box), "Body Style" (dropdown menu showing "Operator Instructions"), and "Custom Body" (empty text area). At the bottom left is a "Show Extra" checkbox, and at the bottom right are "OK" and "Cancel" buttons.

Figure 446 - Hover Text node properties dialog

Header – drop-down list; *Name* (default), *Custom*, *None*

Name – Display the **Name** of the **Hover Object** specified in the properties of the screen object

Custom – Display the text specified in the **Custom Header**

None – Display no header

Custom Header – text field; enabled when **Header** is set to *Custom*; text to display when **Header** is set to *Custom*

Body Style – drop-down list; *Name*, *[ID]Name*, *Label Object Text*, *Queue Label*, *Operator Instructions* (default), *Notes*, *Custom*, *None*

Name – Display the **Name** of the **Hover Object** specified in the properties of the screen object

Intelli-Site 4.1 User's Guide

[ID]Name – Display the node **ID** and the **Name** of the **Hover Object** specified in the properties of the screen object

Label Object Text – Display the text as it would appear if the **Hover Object** was used as the **Label Object**. For example, if the **Hover Object** is a counter with **Use Value Node Name for Label** and it has counter values with **Use Node Name for Label** checked. Then the hover text displays the name of the counter value. OK, you can breathe now.

Queue Label – Display the **Queue Label** for the current state of the **Hover Object**

Operator Instructions – Display the **Operator Instructions** field of the **Hover Object**

Notes – Display the **Notes** field of the **Hover Object**

Custom – Display the text specified in the **Custom Body**

None – Display no body text

Custom Body – text field; enabled when **Body Style** is set to *Custom*; text to display when **Body Style** is set to *Custom*

Show Extra – checkbox; if the **Hover Object** has extra text, display it; Accutech panels are the only panels that have extra text

Programming Hover Text

Hover text can be used to provide a label for a screen object and instructions that the user needs to perform when the screen object is in a specific state.

Note: *Only basic screen objects allow hover text. For a list of basic screen objects see [Basic Screen Object](#).*

Let us consider the screen object that is automatically generated when a door construct is dragged and dropped onto a screen. It is quite often placed on a map of a facility and there really is no room for a label. Hover text can provide the label.

Intelli-Site 4.1 User's Guide

For text to display when the mouse hovers over the screen object, the hover text node must be created and then assigned to the screen object. Let's get to it!

In the Project Node Tree, expand the **Screen Control** node to expose the **Hover Texts** node. Right-click on this node and select *Add Node and Edit*. The properties dialog for a new hover text group node appears.

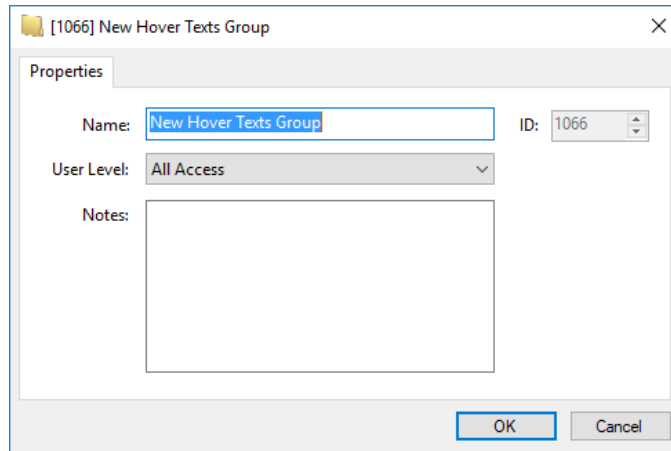
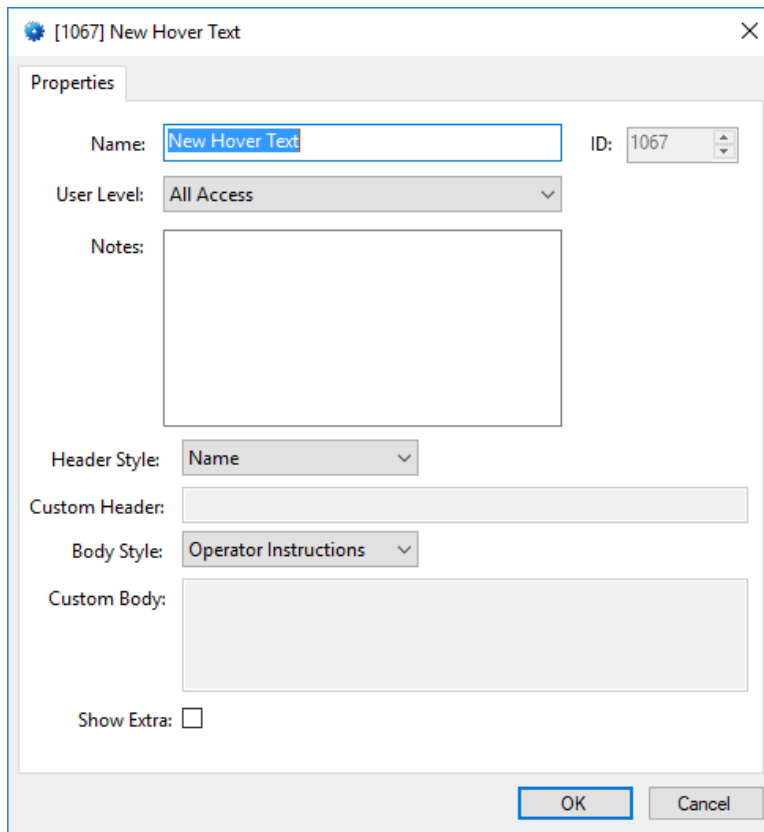


Figure 447 - New Hover Text Group node properties dialog

Please change the name to one that is more informative and click . You will need to expand the **Hover Texts** node to reveal this new node. Right-click on this node and select *Add Node and Edit*. The properties dialog for a new hover text node appears.

Intelli-Site 4.1 User's Guide



The screenshot shows a dialog box titled "[1067] New Hover Text" with a close button (X) in the top right corner. The dialog is divided into several sections:

- Properties:** A tab at the top left.
- Name:** A text input field containing "New Hover Text".
- ID:** A numeric input field containing "1067".
- User Level:** A dropdown menu set to "All Access".
- Notes:** A large empty text area.
- Header Style:** A dropdown menu set to "Name".
- Custom Header:** An empty text input field.
- Body Style:** A dropdown menu set to "Operator Instructions".
- Custom Body:** A large empty text area.
- Show Extra:** An unchecked checkbox.
- Buttons:** "OK" and "Cancel" buttons at the bottom right.

Figure 448 - New Hover Text node properties dialog

Since this is to be used as a simple label for a door, set **Name** to "Name Hover Text", **Header Style** to *None*, and **Body Style** to *Name* then click .

Intelli-Site 4.1 User's Guide

The screenshot shows a dialog box titled "[1067] Name Hover Text". It has a "Properties" tab. The fields are: Name: "Name Hover Text", ID: "1067", User Level: "All Access", Notes: (empty text area), Header Style: "None", Custom Header: (empty text area), Body Style: "Name", Custom Body: (empty text area), and Show Extra: (unchecked checkbox). There are "OK" and "Cancel" buttons at the bottom right.

Figure 449 - Hover Text properties dialog after configuring

This hover text node is ready to be used in any screen object.

Note: If there is no body to display, Windows will not display the hover text even if a header is supplied.

Now let's open the properties of the door screen object and configure it to use this hover text node.

Intelli-Site 4.1 User's Guide

Edit Screen Object

Properties States

Name: 301 ID: 1301

User Level: All Access Log When Selected:

Display Setup

Attributes

Freeze Edit:

Location

X Position: 189

Y Position: 283

Width: 35

Height: 35

Frame Style: None

Hover Object: Hover Text:

Notes:

OK Cancel

Figure 450 - Door screen object

Notice the fields **Hover Object** and **Hover Text**. **Hover Text** is disabled until a **Hover Object** is supplied. These are the default settings for all the states of this object. Each state also has these fields. If they are filled in, they will override the ones designated on the **Properties** tab.

The **Hover Object** is the source of the information used by the **Hover Text**. For this example, drop the door construct node for this door. Then drop the hover text node.

Intelli-Site 4.1 User's Guide

Edit Screen Object

Properties States

Name: 301 ID: 1301

User Level: All Access Log When Selected:

Display Setup

Attributes

Freeze Edit:

Location

X Position: 189

Y Position: 283

Width: 35

Height: 35

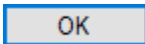

Frame Style: None

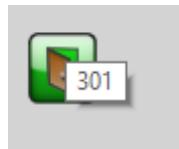
Hover Object: [1135] Compass IRM Panel\301 Hover Text: [1067] Name Hover Text

Notes:

OK Cancel

Figure 451 - Door screen object with default hover text configured

Click  to save the changes. Now, in  **Live View**, the name of the reader will be displayed when the mouse hovers over this screen object.



Now let's look at the state "DOTL". If the door has been open too long, we want the user to go shut the door. There are different methods to display this text. This example will walk you through using **Operator Instructions** on the DOTL alarm.

Intelli-Site 4.1 User's Guide

One way to locate the DOTL alarm node is to open the properties of the door construct, switch to the **Door Settings** tab, then right-click on the **DOTL** field and select *Go To/Find In Tree*. The Tree expands and highlights the DOTL alarm node. Open the properties dialog for the DOTL alarm and switch to the **Alarm Queue** tab. In the **Operator Instructions** field, enter the text to display. "Go shut the door." Click to save the changes.

Add Node and Edit another hover text node. Set **Header Style** to *Name* and **Body Style** to *Operator Instructions*. Change the **Name** to "Operator Instructions Hover Text". Click to save the changes.

Open the properties for the screen object and find the State named "DOTL". Drop the DOTL Alarm node in the **Hover Object** field and the Operation Instructions Hover Text node in the **Hover Text** field. Click to save the changes.

Intelli-Site 4.1 User's Guide

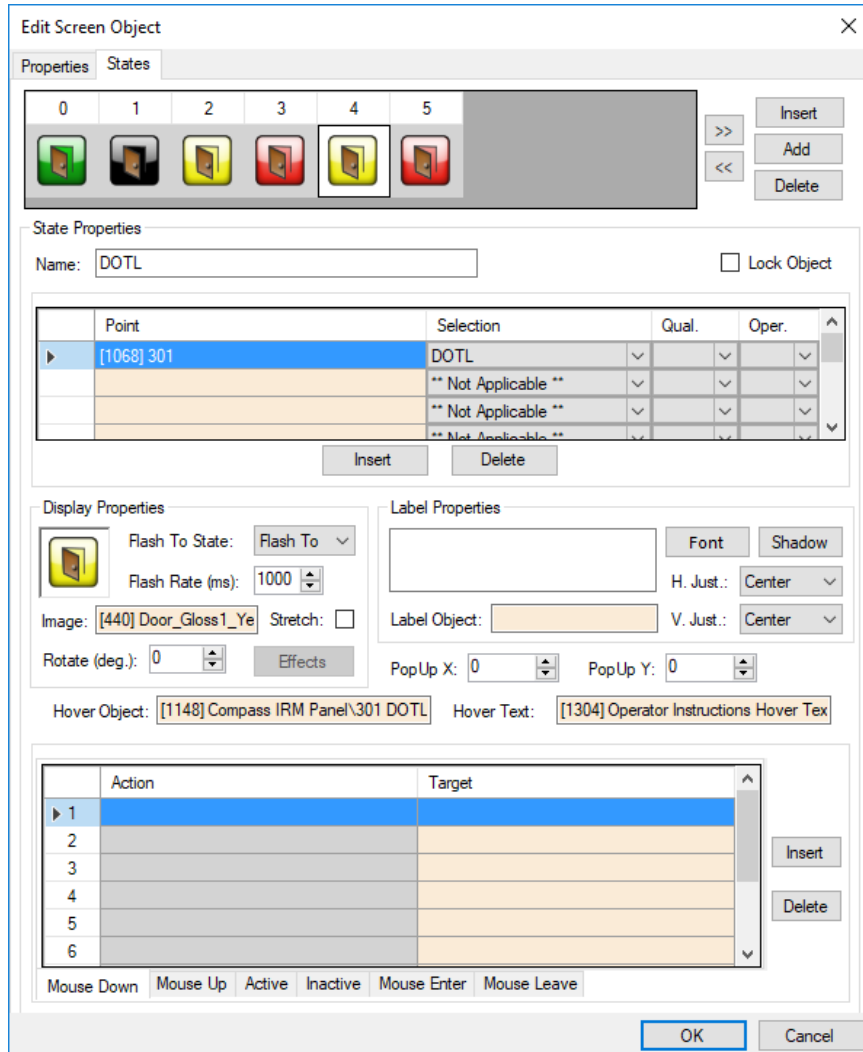

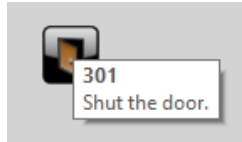


Figure 452 - Door screen object: DOTL state configured to display hover text

When the DOTL alarm point is high, this state of the screen object is displayed. The hover fields override the default fields on the **Properties** tab. The hover text displays when the mouse hovers over this screen object in  **Live View**.

Intelli-Site 4.1 User's Guide



RFID Control

RFID Control contains the tag groups, the data screens and the RFID zones that are used in  **RFID Management View**.

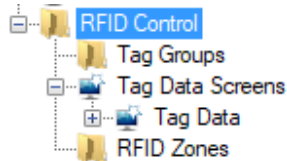




Figure 453 - RFID Control

Tag Groups

A tag group defines who will be notified when an RFID Manager event occurs during a specific system time zone.

Note:  **RFID Management View** is the preferred method to manage **Tag Groups**.

Tag Data Screens

The tag data screens that are the tag data tabs in  **RFID Management View** are located here. Intelli-Site has included one tag data screen. **Tag Data** is the main tag data screen

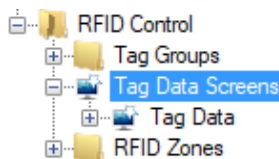


Figure 454 - Tag Data Screen

Add a Tag Data Screen

Tag Data Screens are added in  **Design View**. To add a new tag data screen, right click on **Tag Data Screens** and select *Add Node and Edit*. The properties for the new tag data screen display.

Intelli-Site 4.1 User's Guide

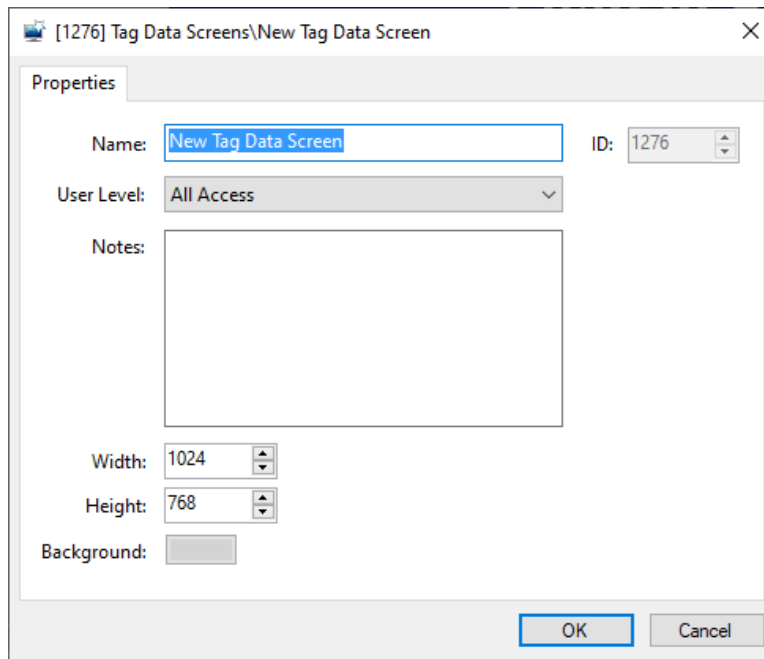



Figure 455 - New Tag Data Screen properties dialog


Height – Height of the screen

Width – Width of the screen

Background – Background color of the card data screen

Note: *The height and width of any card data screen must be no bigger than 430 by 500. Any larger and it will not fully display in  RFID Management View.*


Edit a Tag Data Screen

Editing of a tag data screen is done in  **Design View**. Double-click on the Card Data screen node to open it in the Design Region.

Note: *To add a database field to a card data screen, drag and drop the database field node from the Tree onto the design screen. Intelli-Site will automatically create the database field control screen object and label.*

Intelli-Site 4.1 User's Guide

Display a Tag Data Screen in RFID Management View

For the new tag data screen to appear in  **RFID Management View**, it must be added to the drop list of tag data pages in the User properties. It must also be added to each and every user that needs to see it.

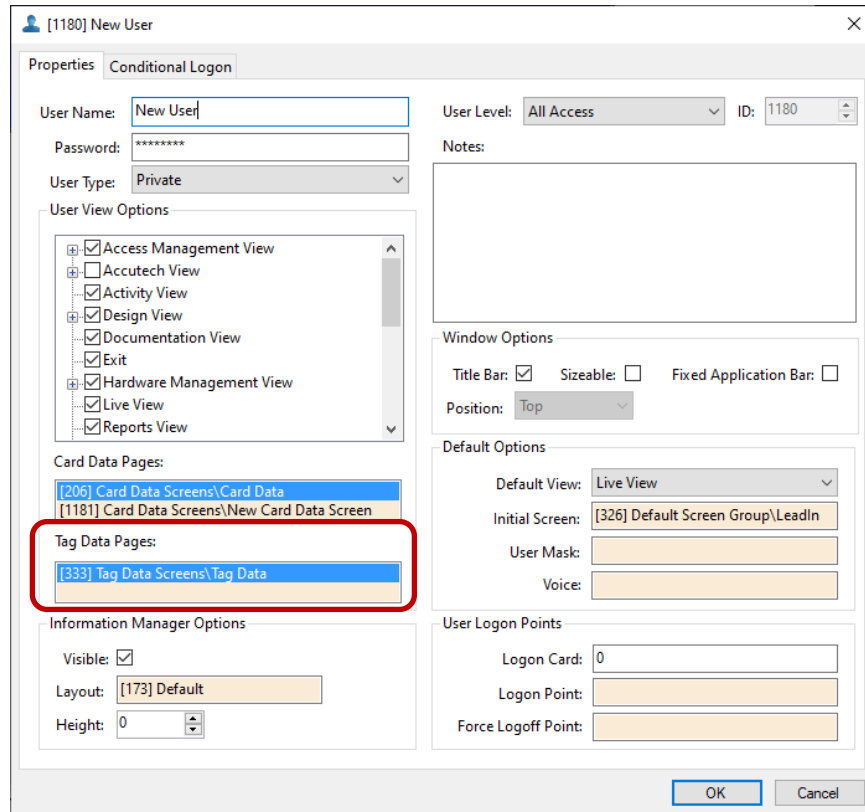



Figure 456 - User properties with updated Card Data Pages

RFID Zones

The RFID Zones are stored here in the Tree.


Note: The  **RFID Management View** is the preferred method to manage RFID Zones.

Appendix I – Glossary

 **Access Management View** – The Intelli-Site View in which personnel, tokens, and access is managed including holidays, time zones, and access sets

Accessed – The Alarm Zone was intentionally placed in an unsecured state. Alarms generated while the alarm zone is in the Accessed state are shunted.

 **Accutech View** – The Intelli-Site View in which the Accutech system is monitored and managed.

 **Activity View** – The Intelli-Site View where the user can monitor the activity within the Intelli-Site system. Activity includes valid and invalid card reads, I/O Points state changes, and system controls activities such as virtual points, counters, and constructs.

Alarm – A state change of an I/O Point that is sent to the Alarm Queue by checking **Add to Queue on High** or **Add to Queue On Low** on the **Operation** tab of the point's properties dialog

Alarm Zone – A security system method to manage and control a group sensors and/or conditions usually in a physical location but necessarily so

Automation Object - An I/O Point whose state is determined by a collection of I/O Points

Base Port – The Engine's TCP base port

Checkbox – Software object that can be selected by the operator or programmer

Child – A sub-folder or sub-node element in the Tree

Constructs – A software element or object that provides for a central location for related parameters or functional elements

Control Points – A point used to control a Screen Object state or that allows Actions to be executed in an Action Grid

Intelli-Site 4.1 User's Guide


Database – Database is used for card holder management, custom database functionality, and, optionally, event logging


Desktop Client – The Intelli-Site software component that allows a user to interface with the Intelli-Site system

Display Control Points – A point used to allow the state of a Screen Object to display

Drag-and-Drop – Using the mouse to add parameters to an object's property page or to add objects to a graphic screen. Left click on the item and hold the left mouse button down while moving the object, then release the left mouse button to drop the object.

Driver – A software construct that allows communications between the field device and the Intelli-Site system

 **Design View** – The Intelli-Site View within which the user can create graphics objects, modify the tree, and complete other project file modifications

 **Documentation View** – This Intelli-Site View gives the user access to the system documentation and the project documentation

Driver Service – A Windows Service used to manage communication between the Intelli-Site Engine and the various Drivers which in turn communicate with the physical devices

Drop-down list – A Windows combo box that offers the user a choice of options for selection

Engine – A Windows Service that manages the project information, controls user sessions, and manages the states of the various drivers and system constructs based on data received from sessions and field devices

Engine Redundancy – The method for ensuring high availability of the Intelli-Site Engine

Event – Any function that is reported to or operated upon by the Intelli-Site system; may include Alarms, tag actions, system notifications or operator actions

Intelli-Site 4.1 User's Guide

Field – A configurable parameter on a property page

Guard Tour – A construct to monitor a guard while on a defined tour to ensure safety and verify the guard's stopped at each location in the tour


Heartbeat – A regular signal sent by the Intelli-Site system from the Engine to the other devices (Clients, Driver Service, and field devices) on the Intelli-Site network. The Heartbeat is used to determine the operational status of all the devices on the network.

I/O Points – Any input to or output from the Intelli-Site system

ID – The identification number assigned to each object in the tree (automatically assigned)

 **Live View** – The primary user's interface in Intelli-Site

Lock Object – A screen object that locks all other screen objects that are not also lock objects; the **Lock Object** checkbox on a State determines when and if a screen object becomes a lock; when this state is active the object becomes a lock, all other screen objects that are not locks are not selectable in

 **Live View** until this and all lock objects are no longer in a lock state

Node – All project elements (objects) are represented as nodes in the Project Node Tree

Object – Any software element in the Intelli-Site project

Panel – Any field device or software object that can be communicated with by Intelli-Site (e.g., a Compass IRM Panel)

Parent – Any node that has sub-nodes

Password – Project access security password

Personnel – A generic term referring to persons who will be managed via Intelli-Site. Not every facility at which Intelli-Site is installed is an access control facility. Card Holders are personnel.

Intelli-Site 4.1 User's Guide

Popup – A screen that displays, “pops-up”, over the current screen

Project – Intelli-Site's functional parameters are created and stored as a project

Project Directory – The subdirectory, located under the Sites directory that contains all the project file elements

Project File – Specifically, the project.bin file which contains the binary representation of all project data elements

Project Node Tree – The graphical representation of the Intelli-Site project file; a.k.a. The Tree


Properties dialog – See **Property Page**


Property - Any user-configurable software element

Property Page – Every node has a property page with one or more tabs. These are used to configure all the functional elements of the node (a.k.a. properties dialog).

Pulse – Set an I/O Point on for its pulse duration as configured under the properties of the point and then sets the point off


Randomized Keypad – A logon password technique that populates a hexadecimal keypad in a random layout each time it is presented to the user


 **Reports View** – This Intelli-Site View allows the user to generate and examine various reports about the Intelli-System itself and the activity with said system; the reports available include System and project specific reports

 **RFID Management View** – The Intelli-Site View in which RFID tags, tag groups, and zones are managed and the current state of any tag is monitored

Scheduled Event – An I/O Point that can be programmed to set events (points) based upon time and date parameters and then clear those events when the time expires

Intelli-Site 4.1 User's Guide

 **Scheduled Events View** – This Intelli-Site View allows the user to manage and schedule events

Screen – A graphical interface display viewed in  **Live View**

Screen Objects – Programmable graphic elements used for display and control

State - Programmed condition; an I/O Point has two states, on or off; screen objects can have any number of states

Sub-node – A child node


Shunt or **Shunted** – When a point is shunted, the point's events are not written to the Alarm Queue but to the Shunt Queue; a shunted point is said to be under manual control because a user-defined command is needed to shunt an alarm and to clear the shunt; see the *ShuntAlarm* and *ClearShuntAlarm* actions











System Monitor – A video target

T/S Keyboard – 101-key keyboard display used for touchscreen only applications

Token – A generic term referring to any and all access credentials that can be assigned to a person

Tree – The graphical representation of the Intelli-Site project

 **Video View** – The view in which video can be displayed for any all cameras/DVRs/NVRs in the Intelli-Site Project. This view is Intelli-Site's implementation of the standard video monitor, multi-window displays.

View – A presentation screen that groups common logical activities. The Intelli-Site user interface is divided into various Views:  **Access Management View**,  **Activity View**,  **Design View**,  **Documentation View**,  **Hardware Management View**,  **RFID Management View**,  **Scheduled Events View**,  **Reports View**,  **Video View**, and  **Live View**

Virtual Point – A software I/O Point

Intelli-Site 4.1 User's Guide

Virtualize – Set a panel to virtual view; when a panel is “virtualized”, the Engine will not attempt to communicate with actual panel but will pretend the panel is there. It will appear to be online and some basic functionality may appear to work. This allows the integrator to program the project and perform basic programming without actually having the hardware in place.

Appendix II - Actions

The Actions dialog lists all the available actions that can be performed by Intelli-Site. Actions are triggered through screen object control in **Live View**, when the state of an I/O Point changes, or when the Action button is clicked in the Information Manager. Which actions appear in the dialog is controlled by the license as well as the reason the dialog displayed.

Note: *There are actions that are specific to a panel type. Those actions are not defined here but are explained in the respective Panel Guide.*

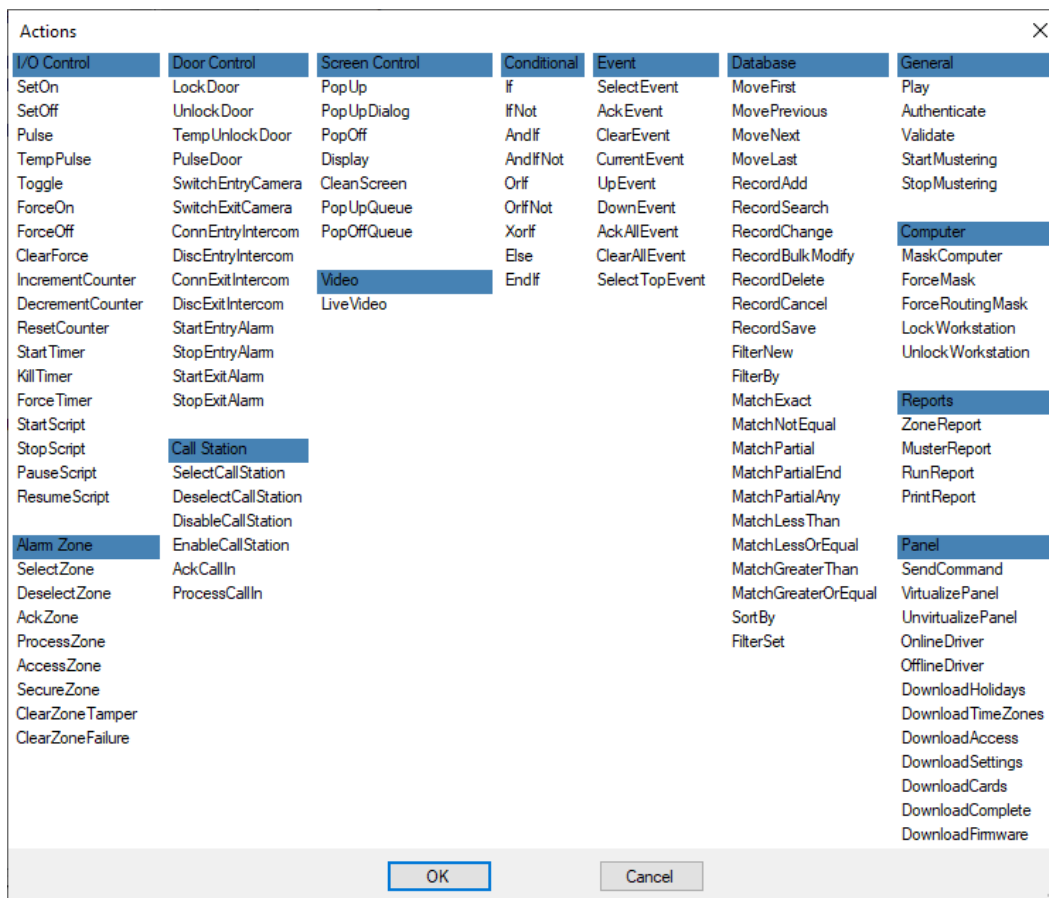


Figure 457 - Actions Dialog

The actions are organized into groups to facilitate locating the desired one.

Intelli-Site 4.1 User's Guide

Alarm Zone

Alarm Zone actions are designed to operate with [Alarm Zones](#). The target for the actions may be an Alarm Zone or an Alarm Zone Group.

Alarm Zone

SelectZone

DeselectZone

AckZone

ProcessZone

AccessZone

SecureZone

ClearZoneTamper

ClearZoneFailure

SelectZone - Select the Alarm Zone by executing a **ResetCounter** action with the assigned Selected Counter Value as the target; resetting the Counter Value effectively sets the current Alarm Zone "hot"

DeselectZone - Deselect the Alarm Zone by executing a **ResetCounter** action with the assigned Selected Counter Val parent counter as the target; resetting to the Counter Val parent Counter effectively removes the Alarm Zone from its previous "hot" state

AckZone - Acknowledge any zone points (tamper, fail, sensors, alarm or multiple alarm) that may be in the alarm condition

ProcessZone - Process (i.e., sets low) any zone points (tamper, fail, sensor latch, alarm, multiple alarm) that may be high

AccessZone - Set the target Alarm Zone into an Access state

SecureZone - Clears the Access state on an Alarm Zone; the opposite of **AccessZone**

ClearZoneTamper - Clears any zone tampers

ClearZoneFailure - Clears any zone failures

Call Station

Call Station actions are designed to operate with the Call Station Construct. The target for these actions may be a Call Station or a Call Station Group

Call Station

SelectCallStation

DeselectCallStation

DisableCallStation

EnableCallStation

AckCallIn

ProcessCallIn

SelectCallStation - Execute a **ResetCounter** with the target of the **Selected Counter Val** in the Call Station Construct; resetting the **Counter Val** effectively sets the current Call Station "hot"

Intelli-Site 4.1 User's Guide

DeselectCallStation – Execute a **ResetCounter** with the target of the selected **Counter Val** parent counter in the Call Station Construct; resetting the **Counter Val** parent Counter effectively removes the Call Station from its previous “hot” state

DisableCallStation – Set the **Disabled Point** of the target Call Station Construct to its active (high) state

EnableCallStation – Set the **Disabled Point** of the target Call Station Construct to its normal state

AckCallIn – Acknowledge the **Call-In Output** and the **Secondary Call-In Output** of the target Call Station Construct

ProcessCallIn – Pulse the **Processed Point** of the target Call Station Construct

Computer

Computer actions are specifically for managing various computer functions.

Computer
MaskComputer
ForceMask
ForceRoutingMask
LockWorkstation
UnlockWorkstation

MaskComputer – Select a target computer for the actions **ForceMask** and **ForceRoutingMask**; the target for this action must be a Computer node

ForceMask – Force a user mask to the computer targeted with the **MaskComputer** action; the **MaskComputer** action must precede this action; the target for this action must be a User Mask node or blank; a blank target clears the force

ForceRoutingMask – Force a routing mask to the computer targeted with the **MaskComputer** action; the **MaskComputer** action must precede this action; the target for this action must be a Routing Mask node or blank; a blank target clears the force

Note: ForceMask and ForceRoutingMask are permanent until cleared. They will remain in effect beyond a logoff of the Client or a restart of the Engine. If users or computers are not exhibiting the expected user mask or routing mask, it is quite possible one of these actions were issued and not cleared.

Intelli-Site 4.1 User's Guide

LockWorkstation – Lock the target computer out from managing/operating the Intelli-Site Project; the target for this action must be a Computer node

UnlockWorkstation – Unlock a currently locked out target computer, re-establishing managing/operating functionality to the target computer; the target for this action must be a Computer node

Conditional

Conditional actions are used to create complex logical relationships (IF, OR, XOR) between I/O Points in an action grid or evaluation grid.

Conditional

If

If – The target point must be in its active (ON) state for the next Action in the Action Grid to be executed

IfNot

IfNot – The target point must be in its inactive (OFF) state for the next Action in the Action Grid to be executed

AndIf

AndIfNot

OrIf

AndIf – the target point AND the previously listed target point must both be in their active (ON) states for the next Action in the Action Grid to be executed

OrIfNot

XorIf

Else

EndIf

AndIfNot – The target point AND the previously listed target point must both be in their inactive (OFF) states for the next Action in the Action Grid to be executed

OrIf – Either the target point OR the previously listed target point must be in their active (ON) states for the next Action in the Action Grid to be executed

OrIfNot – Either the target point OR the previously listed target point must be in their inactive (OFF) states for the next Action in the Action Grid to be executed

XorIf - Either the target point OR the previously listed target point must be in their active (ON) states, but not both points, for the next Action in the Action Grid to be executed

Else – Executes the following Action(s) if the preceding conditions are not satisfied. This Action accepts no valid target

EndIf – Ends a series of conditional Action statements

Database

Database Actions are used to manipulate the data in user-defined tables.

Database

MoveFirst

MovePrevious

MoveNext

MoveLast

RecordAdd

RecordSearch

RecordChange

RecordBulkModify

RecordDelete

RecordCancel

RecordSave

FilterNew

FilterBy

MatchExact

MatchNotEqual

MatchPartial

MatchPartialEnd

MatchPartialAny

MatchLessThan

MatchLessOrEqual

MatchGreaterThan

MatchGreaterOrEqu

SortBy

FilterSet

MoveFirst – Select the first record of the target database grid

MovePrevious – Select the previous record of the target database grid

MoveNext – Select the next record of the target database grid

MoveLast – Select the last record of the target database grid.

RecordAdd – Add a record of the target database grid. All database field objects that reference the target grid will become editable. The values are only added after a *RecordSave* action (or the entire add is cancelled by the *RecordCancel* action).

RecordChange – Edit the selected record of the target database grid. All database field objects that reference the target grid will become editable. The values are only saved after a *RecordSave* action (or the entire edit is cancelled by the *RecordCancel* action).

RecordBulkModify – Allow the user to select multiple records in the database grid and make modifications to a field or number of fields. Modifications will be saved to all selected records.

RecordDelete – Delete the selected record of the target database grid

RecordCancel – Cancel the current edit of a record for the target database grid

RecordSave – Save the current changes to a record for the target database grid

FilterNew – Set the target grid for subsequent actions; *FilterNew* must be issued before *SortBy* to designate the target data grid for the sorting.

See Structure to Filter/Sort below for details on how to use filter/sort actions.

FilterBy – Set which field to filter by

MatchExact – Filter for values equal to the value specified as the target. The target's Node name is the value used in this action.

MatchNotEqual – Filter for values not equal to the value specified as the target. The target's Node name is the value used in this action.

MatchPartialStart – Filter for a partial match beginning with the value specified as the target. The target's Node name is the value used in this action.

MatchPartialEnd – Filter for a partial match ending with the value specified as the target. The target's Node name is the value used in this action.

MatchPartial – Filter for a partial match with the value specified as the target. The target's Node name is the value used in this action.

MatchLessThan – Filter for values less than a numeric value specified as the target. The target's Node name is the value used in this action. This action only works when filtering by a database field of a numeric type.

MatchLessOrEqual – Filter for values less than or equal to a numeric value specified as the target. The target's Node name is the value used in this action. This action only works when filtering by a database field of a numeric type.

MatchGreaterThan – Filter for values greater than a numeric value specified as the target. The target's Node name is the value used in this action. This action only works when filtering by a database field of a numeric type.

MatchGreaterOrEqual – Filter for values greater than or equal to a numeric value specified as the target. The target's Node name is the value used in this action. This action only works when filtering by a database field of a numeric type.

SortBy – Set which field of a target database grid to sort by

Intelli-Site 4.1 User's Guide

FilterSet – Mark the end of a series of filter/sort actions. If no filter/sort actions precede the *FilterSet* action, it will simply 'reset' the database grid specified in the preceding *FilterNew* action.

Note: *The user is allowed to accept returns in a database field edit box that gets its data from a database grid.*

Door Control

Door Control actions are designed to operate with the Door Construct.

Door Control

LockDoor

UnlockDoor

TempUnlockDoor

PulseDoor

SwitchEntryCamera

SwitchExitCamera

ConnEntryIntercom

DiscEntryIntercom

ConnExitIntercom

DiscExitIntercom

StartEntryAlarm

StopEntryAlarm

StartExitAlarm

StopExitAlarm

LockDoor – Locks the target door

UnlockDoor – Unlocks the target door

TempUnlockDoor – Temporarily unlocks a door for a user-defined period (in minutes) input by the user via a popup dialog

PulseDoor – Pulse the target door, meaning unlock the door for the duration of the user defined strike time then lock it again

SwitchEntryCamera – Switch on the entry camera of the target door; executes the Door Action commands for Camera General then Camera Entry

SwitchExitCamera – Switch on the exit camera of the target door; executes the Door Action commands for Camera General then Camera Exit

ConnEntryIntercom – Connect the intercom station assigned to the Workstation to the entry intercom station assigned to the target door

ConnExitIntercom – Connect the intercom station assigned to the Workstation to the exit intercom station assigned to the target door

DiscEntryIntercom – Disconnect the intercom station assigned to the Workstation to the entry intercom station assigned to the target door

Intelli-Site 4.1 User's Guide

DiscExitIntercom – Disconnect the intercom station assigned to the Workstation to the exit intercom station assigned to the target door

StartEntryAlarm – Set the entry alarm for the target door high; only available for Host-Controlled Doors

StopEntryAlarm – Set the entry alarm for the target door low; only available for Host-Controlled Doors

StartExitAlarm – Set the exit alarm for the target door high; only available for Host-Controlled Doors

StopExitAlarm – Set the exit alarm for the target door low; only available for Host-Controlled Doors

Event

Event Actions allow the event commands available through the control buttons on the **Information Manager (IM)** to be available to screen objects

Event

SelectEvent

AckEvent

ClearEvent

CurrentEvent

UpEvent

DownEvent

AckAllEvent

ClearAllEvent

SelectTopEvent

SelectEvent – Open the **Alarm Acknowledge/Clear** dialog for target point. If no target is supplied, then select and open the highlighted event from the **Queue Control** tab of the IM. If no event is highlighted, open the first event.

AckEvent – Acknowledge the event that corresponds to the target in the **Queue Control** of the IM. If no target is supplied, then acknowledge the highlighted event from the **Queue Control** tab of the IM.

ClearEvent – Clear the event that corresponds to the target in the **Queue Control** of the IM. If no target is supplied, then clear the highlighted event from the **Queue Control** tab of the IM.

CurrentEvent – Select the event that corresponds to the target point. Selecting the event executes the **On Queue Selection** action grid. It functions the same as a single click on a highlight alarm event. If no target is supplied, select the highlighted event. If event is highlighted, select the first event in the queue.

UpEvent – Move up one event in the **Queue Control** of the IM

Intelli-Site 4.1 User's Guide

DownEvent – Move down one event in the **Queue Control** of the IM

AckAllEvent – Acknowledge all listed events on the **Queue Control** of the IM

ClrAllEvent – Clear all listed events on the **Queue Control** of the IM

SelectTopEvent - Select the highest priority alarm in the target popup queue. If no target is supplied, select the highest priority alarm in the **Queue Control** of the IM.

General

General actions do not fall into any particular category or are used in conjunction with a variety of different functions.

General

Play

Authenticate

Validate

StartMustering

StopMustering

Play – Play the target sound wave file. The target for this action must be a sound or message.

Authenticate – When using authenticate either a system mask can be a target for the authenticate action or the user's logon credentials must be applied for an action to be executed. For this action to work properly it must be the first action in the grid.

Validate – Allow the following action(s) to be executed only if the target is current (User, System Mask, or Computer). For this action to work properly it must be the first action in the grid.

StartMustering – Begin a Mustering Event; specific to Anti-Passback

StopMustering – Ends the current Mustering Event; specific to Anti-Passback

Group Control

Not Yet Implemented

Group Control actions apply to selected objects as part of a group action. The only valid target for the actions is an Action Group.

Intelli-Site 4.1 User's Guide

Group Control

GroupSetOn

GroupSetOff

GroupSet

GroupSetAll

GroupClearAll

ShuntSet

GroupSetOn – Set selected objects to “ON” as part of a group action

GroupSetOff – Set selected objects to “OFF” as part of a group action

GroupSet – Define a group of objects to perform an action; allow objects to be individually selected and deselected

GroupSetAll – Select all items to perform an action

GroupClearAll – Clear any selected items previously selected to perform a group action

ShuntSet - Shunt the alarms for the target group; the alarms will not appear in the Alarm Queue until a **ClearShutSet** is issued for the target group

ClearShuntSet – Remove the shunt for the target group

I/O Control

I/O Control

SetOn

SetOff

Pulse

TempPulse

Toggle

ForceOn

ForceOff

ClearForce

IncrementCounter

DecrementCounter

ResetCounter

StartTimer

Kill Timer

Force Timer

StartScript

StopScript

PauseScript

ResumeScript

I/O Control actions can be applied to any I/O target. Unless otherwise stated, the target of an I/O Control action must be an I/O Point.

SetOn – Set the target I/O Point on or high

SetOff – Set the target I/O Point off or low

Pulse – Set the target I/O Point on for its pulse duration as configured in the I/O Point's properties then set the target off

TempPulse – Pulse the target I/O Point using the pulse duration (in minutes) that is entered by the user via a popup dialog

Toggle – Change the state of the target I/O Point (e.g., if the point is currently high, set the point low)

ForceOn – Force the target I/O Point on, all other commands for this point are ignored except **ForceOff** or **ClearForce**; to return to normal command execution use the **ClearForce** command

Intelli-Site 4.1 User's Guide

ForceOff – Force the target I/O Point off, all other commands for this point are ignored except for **ForceOn** or **ClearForce**; to return to normal command execution use the **ClearForce** command

ClearForce – Return the target I/O Point to its normal operating condition without changing the state of the point; use this command after a **ForceOn** or **ForceOff**

IncrementCounter – Add the **Change Amount** property of the target to the **Current Value** of the target; the target must be a Counter

DecrementCounter – Subtract the **Change Amount** property from the **Current Value** of the target; the target must be a Counter

ResetCounter – Set the **Current Value** of the target to the **Minimum Value** property; the target must be a Counter

StartTimer – Start the target timer; the target must be a timer

KillTimer – Stop the target timer without executing any commands associated with the timer; the target must be a timer

ForceTimer – Force the target timer to its conclusion and execute any commands associated with the timer; the target must be a timer


StartScript – Start the target custom script; the target must be a custom script

StopScript – Stop the target custom script; the target must be a custom script

PauseScript – Pause the target custom script; the target must be a custom script

ResumeScript – Resume the target custom script that has been paused; the target must be a custom script

Panel

Panel actions are specifically for managing panel functions from  **Live View**.

Intelli-Site 4.1 User's Guide

Panel

SendCommand

VirtualizePanel

UnvirtualizePanel

OnlineDriver

OfflineDriver

DownloadHolidays

DownloadTimeZones

DownloadAccess

DownloadSettings

DownloadCards

DownloadComplete

DownloadFirmware

SendCommand – Build a command and send it to the Driver. (This Action applies only to GenProto-type panels.)

VirtualizePanel – Set the target panel to the virtual state, the Engine will not send or receive data with the physical device. The target for this action must be a panel.

UnVirtualizePanel – Set the target panel to the live state. Communication will resume. The target for this action must be a panel.

OnlineDriver – Enable the targeted panel's Driver. The target for this action must be a panel.

OfflineDriver – Disable the targeted panel's Driver. The target for this action must be a panel.

DownloadHolidays – Initiate a holiday settings download to the targeted access control panel-type panel. The target for this action must be an access control panel-type panel.

DownloadTimeZones – Initiate a time zones settings download to the targeted access control panel-type panel. The target for this action must be an access control panel-type panel.

DownloadAccess – Initiate an access entries download to the targeted access control panel-type panel. The target for this action must be an access control panel-type panel.

DownloadSettings – Initiate a settings download to the target panel. The target for this action must be a panel.

DownloadCards – Initiate a card data download to the targeted access control panel-type panel. The target for this action must be an access control panel-type panel.

DownloadComplete – Initiate a complete settings download to the target panel. The target for this action must be a panel.

DownloadFirmware – Initiate a firmware download to the target panel. The target for this action must be a panel.

Intelli-Site 4.1 User's Guide

Reports


Report actions are specifically for managing various Report functions from the Run Mode environment.


Reports

ZoneReport
MusterReport
RunReport
PrintReport

ZoneReport – Show all cardholders whose presence is within the target zone. The target for this action is an APB Zone. **Only available if the Anti-Passback feature is enabled.**

MusterReport – Show all cardholders whose presence is not within a Mustering Zone or Outside. There is no target for this action. **Only available if the Anti-Passback feature is enabled.**

RunReport – Generate a report from  **Live View**; target is a report node

PrintReport – Generate and print a report from  **Live View**; target is a report node

Screen Control

Screen Control commands allow the user to change the display screens, open or close screens and dialogs programmatically.

Screen Control

PopUp
PopUpDialog
PopOff
Display
CleanScreen
PopUpQueue
PopOffQueue

PopUp – Display a popup screen; the target of this action must be a popup screen, though this action should not be used with a full-size screen

PopUpDialog – Display a popup screen with Windows title bar; the target of this action must be a screen, though this action should not be used with a full-size screen

PopOff – Dismiss a popup screen that has been displayed using the **PopUp** action. The action requires no target (in which case it pops off the current window), though you may specify a screen as the target.

Display – Replace the current screen with the target screen; and make the new screen the primary screen. The target of this action must be a screen.

Intelli-Site 4.1 User's Guide

Clean Screen – Lock the screen, disabling all input from the screen/mouse for 30 seconds allowing the user to clean the screen. A lock screen dialog pops up displaying a countdown timer.

PopUpQueue – Display a popup IM queue; the target for this action must be a queue.

PopOffQueue – Dismiss a popup IM queue; the target for this action must be a queue.

StartScript – Begin a screen tour, automatically switch screens that are members of a **Screen List**; the target for this action must be a Screen List node.

StopScript – End the screen tour; the target for this action must be a Screen List.

Training

Not Yet Implemented

Training actions allow the user to set up training scenarios that provide a method for simulating alarm activity while maintaining the system's ability to monitor and manage "live" activity at the same time. These actions may target Nodes that SetOn/SetOff/Pulse actions cannot, for example: Automation Objects, Counters, and GenProto I/O Nodes.

- Training
- TrainingSetOn
- TrainingSetOn
- TrainingPulse
- TrainingZoneAlarm
- TrainingZoneFail
- TrainingZoneTamp
- TrainingZoneNorm
- TrainingZoneCamer

TrainingSetOn – Set on the targeted point in its training mode

TrainingSetOff - Set off the targeted point in its training mode

TrainingPulse - Pulses the targeted point in its training mode

TrainingZoneAlarm – Set the targeted Zone to its alarm state in training mode

TrainingZoneFail - Set the targeted Zone to its fail state in training mode

Intelli-Site 4.1 User's Guide

TrainingZoneTamper - Set the targeted Zone to its tamper state in training mode

TrainingZoneNormal - Set the targeted Zone to its normal state in training mode

TrainingZoneCameras - Set the targeted Zone's cameras high in training mode

Video

Video
LiveVideo

LiveVideo – Set the target video display screen object as the “hot” object. This command is included for legacy programming from older systems. It is not the recommended method. Use the properties of the video display screen object instead. See [Video Display](#).

Table of Figures

Figure 1 - Windows Server 2008 R2 Server Manager Roles 31

Figure 2 - Windows Server 2008 R2 Server Manager Add Role Services 32

Figure 3 - Windows 7 Programs and Features Control Panel 33

Figure 4 - Windows 7 Windows Features dialog 34

Figure 5 - Command Prompt window after running aspnet_regiis.exe..... 35

Figure 6 - InstallShield Preparing to Install... screen 37

Figure 7 - InstallShield Welcome window 38

Figure 8 - License Agreement screen 38

Figure 9 - Setup Type screen 39

Figure 10 - Select Drivers screen 40

Figure 11 - Ready to install Intelli-Site Screen 41

Figure 12 - Installing Intelli-Site screen 42

Figure 13 - InstallShield Complete screen 43

Figure 14 - Intelli-Site Initial Setup Welcome screen 44

Figure 15 - Final Intelli-Site Initial Setup screen..... 44

Figure 16 - Project Setup dialog 45

Figure 17 - Configuration Utility after Project creation..... 46

Figure 18 - Service Setup dialog 47


Figure 19 - Configuration Utility after installing the Web Service..... 48

Figure 20 - Default Demo License for Intelli-Site 50



Figure 21 - Offline License Update dialog 50

Figure 22 - Update File Created dialog..... 51



Intelli-Site 4.1 User's Guide

Figure 23 - License Status	52
Figure 24 - UAC Dialog for the Configuration Utility	54
Figure 25 - The Desktop Client with Logon Dialog	56
Figure 26 - "Backup has not been configured." Dialog	57
Figure 27 - Setup Properties dialog	58
Figure 28 -  Hardware Management View	59
Figure 29 - Site Ellipsis Menu	60
Figure 30 - Site "Corporate Headquarters" Properties dialog	60
Figure 31 - Site "Software Giants, LLC"	60
Figure 32 - Example Site dropdown list	61
Figure 33 - Area Ellipsis Menu	61
Figure 34 - Area "Area" Properties dialog	62
Figure 35 - Area "The Office"	62
Figure 36 - Example Area dropdown list	62
Figure 37 - Driver Properties dialog	64
Figure 38 - The Office Driver	64
Figure 39 - Driver Context Menu Side Menu	65
Figure 40 - Choose Communication Method Type dialog	65
Figure 41 - TCP/IP Comm Method properties dialog	66
Figure 42 - Add Panel dialog	67
Figure 43 - Driver with a new panel added	67
Figure 44 - Panel Context Menu	68
Figure 45 - Panel Quick Configuration dialog	69



Intelli-Site 4.1 User's Guide

Figure 46 - Panel Configuration Completed	70
Figure 54 - Access Management View	71
Figure 55 -  Access Management View, Holidays & Time Zones tab.....	72
Figure 56 - New Holiday properties dialog.....	73
Figure 57 - Holidays & Time Zones tab with Holidays	74
Figure 58 - New Time Zone Properties dialog	76
Figure 61 - Holidays & Time Zones tab with a programmed time zone	77
Figure 62 - All the Holidays and Time Zones for the Sample Project.....	78
Figure 63 - Access Sets tab.....	79
Figure 64 - New Access Entry dialog for a Compass IRM Panel	80
Figure 65 - Access Entries for the Example Project.....	81
Figure 66 - Access Set Data dialog.....	82
Figure 67 - Expanded Access Set Showing the Included Access Entries.....	83
Figure 68 -  Access Management View - Personnel & Cards tab.....	84
Figure 69 - Personnel & Cards: Access tab	85
Figure 70 - Driver Context Menu: Enable Driver	86
Figure 71 - Driver Enabled and Panel Online	86
Figure 72 - The Download Button(s)	87
Figure 73 - Intelli-Site Logon dialog.....	92
Figure 74 - Client Settings dialog	92
Figure 75 - The Configuration Utility	95
Figure 76 - The Configuration Utility Setup Group.....	97
Figure 77 - Project Setup dialog	98

Intelli-Site 4.1 User's Guide

Figure 78 - Configuration Utility main window with multiple projects	100
Figure 79 - Current Project when the Engine Service is running	101
Figure 80 - Service Setup dialog	102
Figure 81 - The Configuration Utility Service Control Group	106
Figure 82 - The Configuration Utility Import and Export Group	106
Figure 83 - Backup/Restore Database dialog	107
Figure 84 - User Properties dialog	111
Figure 85 - Accutech View	112
Figure 86 -  Tag Edit dialog	113
Figure 87 - Tags Table	114
Figure 88 - Add Tag(s) dialog	115
Figure 89 - Tag Details	116
Figure 90 - Select Report dialog	119
Figure 91 - Report Parameters dialog	119
Figure 92 -  Access Management View: Personnel & Cards tab	121
Figure 93 - Personnel Table	122
Figure 94 - Personnel Table Context Menu	123
Figure 95 - Token Table Buttons	124
Figure 96 - Token Table Context Menu	124
Figure 97 - Personnel & Token Management Buttons	125
Figure 98 - Card Data tab	127
Figure 99 - Access tab	129
Figure 100 - Badge tab	130


Intelli-Site 4.1 User's Guide

Figure 101 - Add Card Range dialog	133
Figure 102 - Holidays & Time Zones tab	134
Figure 103 - Holidays Management Area	135
Figure 104 - Holiday Properties dialog	136
Figure 105 - Time Zone Management Area	137
Figure 106 - Access Sets tab.....	138
Figure 107 - Access Entries Management Area	139
Figure 108 - Access Sets Management Area	140
Figure 109 - Access Set Data dialog	141
Figure 110 - The  Activity View	142
Figure 111 - Sample Activity Window	143
Figure 112 -  Design View	144
Figure 113 - Example Screen Objects.....	147
Figure 114- Choose State dialog	149
Figure 115 - A Selected Screen Object	151
Figure 116 - Expanded Screen Control->Screens showing child screen objects	152
Figure 117 - Basic Screen Object properties dialog	153
Figure 118 - Basic Screen Object properties dialog - <i>Properties</i> tab.....	154
Figure 119 - Basic Screen Object properties dialog - <i>States</i> tab.....	156
Figure 120 - State Selector on the States tab.....	157
Figure 121 - State Properties	158
Figure 122 - State Effects dialog.....	160



Intelli-Site 4.1 User's Guide

Figure 123 - Windows Font dialog	161
Figure 124 - Drop Shadow dialog.....	161
Figure 125 - A polygon screen object while being drawn.....	162
Figure 126 - A polygon screen object	163
Figure 127 - A selected polygon screen object.....	163
Figure 128 - A polygon that has been reshaped	164
Figure 129 - Polygon Screen Object properties dialog.....	165
Figure 130 - PolyLine properties dialog.....	166
Figure 131 - Card Data screen illustrating different Database Field Control Screen Objects	167
Figure 132 - Database Field Control Screen Object properties dialog	168
Figure 133 - Windows Font dialog	169
Figure 134 - Basic Format example	170
Figure 135 - Example Tree Node format	171
Figure 136 - Database Format example.....	172
Figure 137 - Badge tab with data illustrating the Database Field Display Screen Object in action.....	173
Figure 138 - Database Field Display Screen Object properties dialog	174
Figure 139 - Windows Font dialog	176
Figure 140 - Database Grid Control screen object properties dialog.....	177
Figure 141 - Database Side By Side Control screen object properties dialog	179
Figure 142 - A Simple Card Activity Screen Example	180
Figure 143 - The Card Activity Control Screen Object properties dialog....	181

Intelli-Site 4.1 User's Guide

Figure 144 - Screen List Control Screen Object properties dialog	182
Figure 145 - Windows Font dialog	183
Figure 146 - Video Display Screen Object properties dialog	184
Figure 147 - Video Window Numbering of a Video Display	186
Figure 148 - Example Video Display screen object	186
Figure 149 - Add Panel dialog	187
Figure 150 - Counter properties dialog with Client Based field callout	188
Figure 151 - Select Cameras dialog	189
Figure 152 - Example Select Cameras dialog	190
Figure 153 - Configured video display screen object	191
Figure 154 - Counter value properties dialog created by 	192
Figure 155 - Counter Value properties dialog	193
Figure 156 - Example Quick Config with # of Cameras = 2	194
Figure 157 - Video Display Toolbar	194
Figure 158 - Shared Screen Object properties dialog	195
Figure 159 - An Automation Object button	196
Figure 160 - An Automation Object button when the automation object point is true/alarm	196
Figure 161 - Automation Object button State 0 properties dialog	197
Figure 162 - Automation Object button State 1 properties dialog	198
Figure 163 - A Call Station screen object	199
Figure 164 - Call Station screen object State 0 properties dialog	200
Figure 165 - Call Station screen object State 1 properties dialog	201


Intelli-Site 4.1 User's Guide

Figure 166 - Call Station screen object State 2 properties dialog	203
Figure 167- Call Station screen object State 3 properties dialog	205
Figure 168 - Call Station screen object State 4 properties dialog	207
Figure 169 - Call Station screen object State 5 properties dialog	209
Figure 170 - Call Station screen object State 6 properties dialog	211
Figure 171 - Call Station screen object State 7 properties dialog	213
Figure 172 - Call Station screen object State 8 properties dialog	215
Figure 173 - Call Station screen object State 9 properties dialog	217
Figure 174 - Call Station screen object State 10 properties dialog	219
Figure 175 - Call Station screen object State 11 properties dialog	221
Figure 176 - A Counter screen object	222
Figure 177 - The Project Node Tree showing the Counter screen object nodes	222
Figure 178 - The Label screen object properties dialog	223
Figure 179 - The Value screen object properties dialog	224
Figure 180 -  screen object State 0 properties dialog	225
Figure 181 -  screen object State 0 properties dialog	226
Figure 182 - Counter Value screen object	226
Figure 183 - Counter Value screen object State 0 properties dialog	227
Figure 184 - Counter Value screen object State 1 properties dialog	228
Figure 185 - A Custom Script button	228
Figure 186 - A Custom Script button when the custom script is active ...	229
Figure 187 - Custom Script button State 0 properties dialog	229







Intelli-Site 4.1 User's Guide

Figure 188 - Custom Script button State 1 properties dialog	230
Figure 189 - A Database Field screen object.....	230
Figure 190 - The Project Node Tree showing the Database Field screen object nodes	231
Figure 191 - Database Label object State 0 properties dialog	232
Figure 192 - Database Control object properties dialog.....	233
Figure 193 - A Door screen object	233
Figure 194 - Door screen object State 0 properties dialog.....	235
Figure 195 - Door screen object State 1 properties dialog.....	236
Figure 196 - Door screen object State 2 properties dialog.....	237
Figure 197 - Door screen object State 3 properties dialog.....	238
Figure 198 - Door screen object State 4 properties dialog.....	239
Figure 199 - Door screen object State 5 properties dialog.....	240
Figure 200 - An Image screen object	241
Figure 201 - Image screen object State 0 properties dialog	242
Figure 202 - A Popup Queue button	242
Figure 203 - Popup Queue button State 0 properties dialog	243
Figure 204 - A Popup Screen button.....	243
Figure 205 - Popup Screen button State 0 properties dialog.....	244
Figure 206 - A Scheduled Event button	244
Figure 207 - A Scheduled Event button when the scheduled event is active	245
Figure 208 - Scheduled Event button State 0 properties dialog	245
Figure 209 - Scheduled Event button State 1 properties dialog	246



Intelli-Site 4.1 User's Guide

Figure 210 – A Screen button.....	246
Figure 211 - Screen button State 0 properties dialog	247
Figure 212 - Shared Screen Object (link) properties dialog	248
Figure 213 – A Sound button	249
Figure 214 – Sound screen object State 0 properties dialog	249
Figure 215 – A System Schedule button	250
Figure 216 – A System Schedule button when the system schedule is active.....	250
Figure 217 – System Schedule button State 0 properties dialog	251
Figure 218 – System Schedule button State 1 properties dialog	252
Figure 219 – A System Time Period button	252
Figure 220 – A System Time Period button when the system time period is active	253
Figure 221 – System Time Period button State 0 properties dialog.....	253
Figure 222 – System Time Period button State 1 properties dialog.....	254
Figure 223 - A Timer button.....	255
Figure 224 - A Timer button when the timer is running.....	255
Figure 225 - Timer button State 0 properties dialog	255
Figure 226 - A Timer button State 0 properties dialog	256
Figure 227 – An I/O Point button	256
Figure 228 – An I/O Point button when the point is On.....	257
Figure 229 - I/O Point button State 0 properties dialog	257
Figure 230 - I/O Point button State 1 properties dialog	258
Figure 231 - The  Documentation View	259

Intelli-Site 4.1 User's Guide

Figure 232 - The  Hardware Management View	261
Figure 233 - Choose Driver Type dialog	263
Figure 234 - Driver panel Context Menu	264
Figure 235 - Panel Context Menu	265
Figure 236 - Color Tag on Panel Icon	266
Figure 237 - Operations Area Context Menu	266
Figure 238 - Messages Window	267
Figure 239 - Compass IRM Panel Control Screen	270
Figure 240 - The  Live View	271
Figure 241 - The  Reports View	272
Figure 242 - Report Parameters Dialog	274
Figure 243 -  RFID Management View: Tags tab.....	288
Figure 244 - Tag Management Buttons.....	289
Figure 245 - Tag Data tab.....	291
Figure 246 - Access tab.....	293
Figure 247 - Access tab.....	294
Figure 248 - Tags Table.....	295
Figure 249 - Personnel Table Context Menu	296
Figure 250 -  RFID Management View: Distribution Lists & System Time Periods tab.....	297
Figure 251 -  RFID Management View: Tag Groups & Zones tab.....	298
Figure 252 - Tag Groups.....	299
Figure 253 - Tag Group node Properties dialog	300

Intelli-Site 4.1 User's Guide

Figure 254 - Zones	301
Figure 255 - Tag Group node Properties dialog	301
Figure 256 - Default Alarm Queue	302
Figure 257 - Information Manager Layouts node.....	303
Figure 258 - Information Manager Layout Properties dialog: Alarm Status Queue tab.....	304
Figure 259 - Information Manager Layout Properties dialog: Alarm Status Queue tab w/ Zone column	305
Figure 260 - Updated Default Alarm Queue.....	305
Figure 261 -  Scheduled Events View	306
Figure 262 - Event Types Manager.....	307
Figure 263 - Scheduled Event Group properties dialog	308
Figure 264 - Event Type Tree with a Scheduled Event Group.....	309
Figure 265 - Scheduled Event Type Quick Config dialog	310
Figure 266 - Event Type Manager for the example	311
Figure 267 - Scheduled Events Table	312
Figure 268 - Scheduled Event Data dialog.....	313
Figure 269 - Example Scheduled Events Table.....	313
Figure 270 - Example Scheduled Event Data dialog.....	314
Figure 271 - User Properties dialog	316
Figure 272 -  Video View	317
Figure 273 - Video Display: Basic Toolbar	318
Figure 274 - Information Manager	319
Figure 275 - Queue Control tab	319

Intelli-Site 4.1 User's Guide

Figure 276 - Alarm Acknowledge/Clear dialog	322
Figure 277 - master User Properties dialog	324
Figure 278 - The Project Node Tree.....	325
Figure 279 - Data Entry Type Field Context Menu	327
Figure 280 - Drag and Drop Type Field Context Menu.....	328
Figure 281 - Select Tree Item dialog	329
Figure 282 - Select Tree Item dialog	330
Figure 283 - An example Action Grid.....	331
Figure 284 - An Example Evaluation Grid.....	331
Figure 285 - The main tab of a properties dialog	336
Figure 286 - The Operation tab of a Virtual Point	337
Figure 287 - The Alarm Queue tab of a Virtual Point.....	343
Figure 288 - The Actions tab of a Virtual Point	346
Figure 289 - Automated Actions Grid Types	346
Figure 290 - Queue Actions Grid Types.....	347
Figure 291 - The Project Node Tree Context Menu.....	348
Figure 292 - Confirm Delete dialog	348
Figure 293 - Replace All User Levels dialog	349
Figure 294 - Alarm Queue Settings dialog.....	350
Figure 295 - <i>Find...</i> side menu	352
Figure 296 - Find Node By ID dialog.....	352
Figure 297 - Find Node By Name dialog.....	352
Figure 298 - Include Descendants dialog	353

Intelli-Site 4.1 User's Guide

Figure 299 - Objects Referencing This Node dialog.....	354
Figure 300 - Include Descendants dialog	354
Figure 301 - Objects This Node References dialog.....	355
Figure 302 - Popup Tree View dialog	356
Figure 303 - Import dialog.....	357
Figure 304 - Project Node Tree Context menu with <i>Add Multiple...</i>	359
Figure 305 - How many would you like to add? dialog	359
Figure 306 - Virtual Points added using <i>Add Multiple...</i>	359
Figure 307 - <i>Rename From File...</i> side menu	360
Figure 308 - The Project Node Tree context menu with <i>Alarm Queue Settings</i>	361
Figure 309 - The Project Node Tree context menu for a screen object	362
Figure 310 - Replicate Object dialog.....	362
Figure 311 - The virtual point group points	363
Figure 312 - <i>Reprogram</i> side menu.....	364
Figure 313 - <i>Reprogram</i> Properties dialog.....	365
Figure 314 - Copy confirmation dialog	366
Figure 315 - Move confirmation dialog.....	367
Figure 316 - The Setup node.....	368
Figure 317 - Setup properties dialog	369
Figure 318 - Setup properties: System Options	369
Figure 319 - Setup properties: Backup Options	371
Figure 320 - Setup properties: Email Setup	372

Intelli-Site 4.1 User's Guide

Figure 321 - Setup Properties: Hidden Items tab	373
Figure 322 - Computer Setup	373
Figure 323 - Computer Node Properties dialog	374
Figure 324 - Routing Level on the Operation tab.....	382
Figure 325 - Routing Level properties dialog	383
Figure 326 - Routing Mask field of the Computer properties dialog.....	384
Figure 327 - Routing Mask properties dialog	385
Figure 328 - Databases	386
Figure 329 - Database Properties dialog	387
Figure 330 - Database Tables.....	388
Figure 331 - Database Field properties dialog.....	389
Figure 332 - Distribution List properties dialog	390
Figure 333 - Documentation	391
Figure 334 - Enter Directory Name dialog	392
Figure 335 - Project Documentation Group properties dialog	392
Figure 336 - Document properties dialog	393
Figure 337 - Event Formatters node properties dialog	394
Figure 338 - Event Formatter node properties dialog.....	395
Figure 339 - Images	401
Figure 340 - Enter Directory Name dialog	401
Figure 341 - Project Images Group properties dialog	402
Figure 342 - Image properties dialog	403
Figure 343 - Message properties dialog	404

Intelli-Site 4.1 User's Guide

Figure 344 - Popup Queue properties dialog.....	405
Figure 345 - Priorities	407
Figure 346 - Priority properties dialog	408
Figure 347 - Reports	410
Figure 348 - Enter Directory Name dialog	411
Figure 349 - Report Group properties dialog	411
Figure 350 - Report properties dialog	412
Figure 351 - Sounds	412
Figure 352 - Enter Directory Name dialog	413
Figure 353 - Project Sounds Group properties dialog	413
Figure 354 - Sound properties dialog	414
Figure 355 - User Setup	415
Figure 356 - Information Manager Layouts	415
Figure 357 - Information Manager Layout properties dialog	416
Figure 358 - Information Manager Layout: Properties tab	417
Figure 359 - Information Manager Layout: Alarm Status Queue Tab	419
Figure 360 - Information Manager Layout: Shunt/Force Queue tab	422
Figure 361 - Example Properties dialog	425
Figure 362 - User Level Properties dialog.....	426
Figure 363 - User Mask Properties dialog	428
Figure 364 - User Template Properties dialog	430
Figure 365 - User Template: Properties tab.....	431
Figure 366 - User Template Conditional Logon tab	435

Intelli-Site 4.1 User's Guide

Figure 367 - Add User dialog.....	436
Figure 368 - User properties dialog	436
Figure 369 - User Properties tab.....	437
Figure 370 - User Conditional Logon tab.....	4
Figure 371 - User Properties dialog	5
Figure 372 - User node properties dialog for a Domain User type.....	6
Figure 373 - User properties dialog for a Domain Group type	7
Figure 374 - Voice properties dialog.....	8
Figure 375 - Constructs.....	9
Figure 376 - Alarm Zone Group properties dialog.....	11
Figure 377 - Alarm Zone properties dialog: Properties tab	13
Figure 378 - Alarm Zone properties dialog: Properties tab - Sensor Setup group	14
Figure 379 - Alarm Zone properties dialog: Properties tab - Alarm Processing Setup group	16
Figure 380 - Alarm Zone properties dialog: Options tab.....	17
Figure 381 - Alarm Zone properties dialog: Options tab - Alarm Options group	18
Figure 382 - Alarm Zone properties dialog: Options tab - Camera Views group	19
Figure 383 - Alarm Zone properties dialog: Options tab - Tamper Options group	19
Figure 384 - Alarm Zone properties dialog: Options tab - Failure Options group	20
Figure 385 - Alarm Zone properties dialog: Actions tab	21


Intelli-Site 4.1 User's Guide

Figure 386 - Screen Object properties dialog with an alarm zone in the State Properties evaluation grid	23
Figure 387 - APB Zones Group node properties dialog	24
Figure 388 - APB Zone properties dialog	25
Figure 389 - Call Stations Group properties dialog	26
Figure 390 - Call Station properties dialog: Call Station Settings tab	27
Figure 391 - Custom Script Group properties dialog	33
Figure 392 - Custom Script properties dialog: Properties tab	34
Figure 393 - Door Group node properties dialog: Door Actions tab	39
Figure 394 - Door node properties dialog: Door Settings tab	42
Figure 395 - Door node properties dialog: Door Actions tab	46
Figure 396 - Guard Tour properties dialog	49
Figure 397 - Interlock Group Group properties dialog	51
Figure 398 - Interlock Group properties dialog	53
Figure 399 - Scheduled Event Group properties dialog	55
Figure 400 - Scheduled Event properties dialog	56
Figure 401 - System Schedule Group properties dialog	57
Figure 402 - System Schedule properties dialog	58
Figure 403 - System Schedule properties dialog: Actions tab	59
Figure 404 - System Time Period Group properties dialog	61
Figure 405 - System Time Period properties dialog: Properties tab	62
Figure 406 - System Time Period properties dialog: Actions tab	63
Figure 407 - Site properties dialog	65

Intelli-Site 4.1 User's Guide

Figure 408 - Area properties dialog	66
Figure 409 - Add Panel dialog	67
Figure 410 - System Tools expanded	68
Figure 411 - System Tool Group node Context Menu	68
Figure 412 - Add Multiple... dialog	69
Figure 413 - Automation Objects Panel.....	69
Figure 414 - Automation Objects Panel with multiple Automation Object nodes	69
Figure 415 - Automation Object properties dialog	70
Figure 416 - Counters Panel.....	71
Figure 417 - Counters Panel with multiple Counter nodes	71
Figure 418 - Counter properties dialog	72
Figure 419 - Counters Panel with Counter nodes and Counter Value nodes	74
Figure 420 - Counter Value properties dialog	75
Figure 421 - Timer Panel	76
Figure 422 - Timers Panel with multiple Timer nodes	76
Figure 423 - Operation tab of Timer properties dialog	77
Figure 424 - Virtual Points Panel.....	78
Figure 425 - Virtual Points Panel with multiple Virtual Point nodes	78
Figure 426 - Virtual Point properties dialog	79
Figure 427 - Cardholder Control	79
Figure 428 - Badges	80
Figure 429 - Add Badge dialog	80

Intelli-Site 4.1 User's Guide

Figure 430 - Badge properties dialog.....	81
Figure 431 - Badges with new badge added	81
Figure 432 - Badge Front properties dialog	82
Figure 433 - Card Data Screens.....	83
Figure 434 - New Card Data Screen properties dialog.....	83
Figure 435 - User properties with updated Card Data Pages.....	84
Figure 436 - The Holidays Control in  Access Management View with Holiday Groups	85
Figure 437 - Screen Control	86
Figure 438 - Popup Screens Group properties dialog	87
Figure 439 - Popup Screen properties dialog	88
Figure 440 - Screen List properties dialog.....	90
Figure 441 - Screens Group properties dialog.....	92
Figure 442 - Screen properties dialog.....	93
Figure 443 - Shared Screen Objects Group properties dialog.....	95
Figure 444 - Shared Screen Object properties dialog.....	95
Figure 445 - Hover Text Group properties dialog	97
Figure 446 - Hover Text node properties dialog	98
Figure 447 - New Hover Text Group node properties dialog.....	100
Figure 448 - New Hover Text node properties dialog	101
Figure 449 - Hover Text properties dialog after configuring	102
Figure 450 - Door screen object	103
Figure 451 - Door screen object with default hover text configured.....	104

Intelli-Site 4.1 User's Guide

Figure 452 - Door screen object: DOTL state configured to display hover text.....	106
Figure 453 - RFID Control.....	107
Figure 454 - Tag Data Screen	107
Figure 455 - New Tag Data Screen properties dialog	108
Figure 456 - User properties with updated Card Data Pages.....	109
Figure 457 - Actions Dialog	116

Intelli-Site 4.1 User's Guide

Revision History

2020-03-04 4.1 User's Guide
Added #Database# format specifier to Database Field Control and cleaned up the explanation of each of the formats
Add link to Microsoft® SQL Server® 2012 Report Builder
Updated Database Field Control to add the new **Use default value** and **Default Value** fields
RFID Management View and all related screen captures
Added shows to screenshots of the main window for ease of viewing
Updated Reports Parameters Dialog to include the special Start Date values of Today, Daily, Weekly, Monthly